
























AELDARI				WAVE SERPENT - Starshimmer													122 Pts	
Craftworld - Biel-Tan																		
1																		
Full HP	14"	21"		3+	4+	6			12	12	10	13	3	5	6+	2	3+ 5++/5++	
Mid HP	9"	13"		4+	5+	6			11	11	9	9	2	5	7+	1	3+ 5++/5++	
Low HP	5"	7"		5+	6+	6			10	10	8	4	1	5	8+		3+ 5++/5++	
Unit Aptitudes																		
Wave Serpent Shield			Once per battle, you can select one enemy unit that is within 12" of and visible to this model and roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds and must take a Battle-shock test.															
Explosive Lethal Demise			When this model is destroyed, throw one D6 for each units within 6". On a 4+, the unit suffers D3 mortal wounds.															
Transport Capacity (12)			This model has a transport capacity of X Infantry models. It cannot carry models with the Bulky, Very Bulky or Extremely Bulky special rules.															
Firing Deck (0)			Each time this Transport shoots, select one weapon from up to X models embarked within it; this Transport counts as being equipped with those weapons as well.															
Unit Special Rules																		
Fast / Skimmer / Tank / Transport																		
Weapons															Nb			Pts
Twin shuriken cannon					24"	3	6	-1	2	Heavy - Twin - Bladestorm - Sustained Hits 1						1	8	
Twin shuriken catapult					18"	1	4	-1	1	Assault - Twin - Bladestorm						1	4	
Vehicles close combat					Melee	User	User	0	1	Melee						1		
Faction Aptitudes																	Unit type	
Stands of Fate	Battle Focus			Ancient Doom			Shepherds of the Dead		Martial Grace		Defend at All Costs		Path of the Warrior		Vehicle			