
























AELDARI				RANGERS - Starwind Pathfinders												100 Pts	
Craftworld - Biel-Tan																	
5																	
	7"			3+	3+	3	3				1	1	5	6+	1	5+	6++/4++
Unit Aptitudes																	
Path of the Outcast			Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this unit, if this unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to D6" as if it were your Movement phase.														
Hunter Unseen			This model's unit can only be selected as the target of a ranged attack if the attacking model is within 12" and his Invulnerable save is updated of 2 against ranged attacks.														
Unit Special Rules																	
Fleet / Infiltrate / Move Through Cover / Shrouded / Stealth																	
Weapons														Nb	Pts		
Close combat weapon				Melee	User	User	0	1	Melee					5			
Ranger long rifle				36"	1	4	-1	2	Heavy - Sniper - Precision Shots					5	50		
Shuriken pistol				12"	1	4	-1	1	Pistol - Assault - Bladestorm					5			
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		Infantry		