AELDARI Craftworld - Biel-Tan						AUTARCH SKYRUNNER - Aerendir Sunshard										135 Pts	
1 7	<b>&gt;&gt;</b>	¥		(4)				6			X	144		<b>©</b>			
14"			2+	2+	3	4				5	4	6	6+	1	3+	4++/4	
						Uni	t Aptitı	ıdes									
Superlative Strategist		Once per phase.	r turn, yo	u can targ	get this n	model's un	it with a S	tratagem	even if	you have a	lready us	ed that St	atagem c	on a differ	ent unit	this	
Path of Command		At the sta	•		-		nodel is o	n the batt	lefield, y	you gain 10	CP (You	can only g	ain 1 CP	this way,	whatever	the	
Indomitable Strength of	Will (Aura)	While a	friendly A	<b>A</b> eldari un	nit is with	nin 6" of th	nis model,	each tim	e that ui	nit takes a	Battle-sh	ock or Lea	dership	test, add	1 to that	test.	
<b>M</b> andiblasters		Melee we	eapons ec	quipped b	by the be	earer have	the Deva	stating W	ounds s	pecial rule	when tai	rgeting uni	ts withou	t the Veh	icle keyw	vord.	
Ride the Wind				_		each time models ir			, do not	make an A	<b>A</b> dvance :	roll for it.	Instead, 1	until the e	end of the	e phase	
						Unit S	Special	Rules									
Independent Character /	Haywire &	Plasma G	renades ,	/ Hamme	er of Wr	ath / Jink /	Relentle	ss / Very	Bulky								
W	eapons			*	*	Φ	3		49			Q,			Nb	Pts	
Banshee blade				Me	elee	User	+1	<b>-</b> 3	1	Melee					1	10	
Dragon fusion gun				15	2"	1	9	-4	<b>D</b> 6	Assault -	Melta				1	11	
Twin shuriken catapult				18	8"	1	4	-1	1	Assault -	Twin - F	Bladestorn	1		1	4	
				Fa	ction	Aptitud	les							τ	J <b>nit ty</b> j	pe	
Stands of Fate Bat	ttle Focus		Ancient Doom			-	rds of the ead	Martial Grace				Path (		Jetbike			