


ELDAR



Wounds: 1D6 + 7
Move: 4
Weapon Skill: 4
Ballistic Skill: 4+
Strength: 3
Toughness: 3 (4)
Initiative: 6
Willpower: 2
Attacks: 1

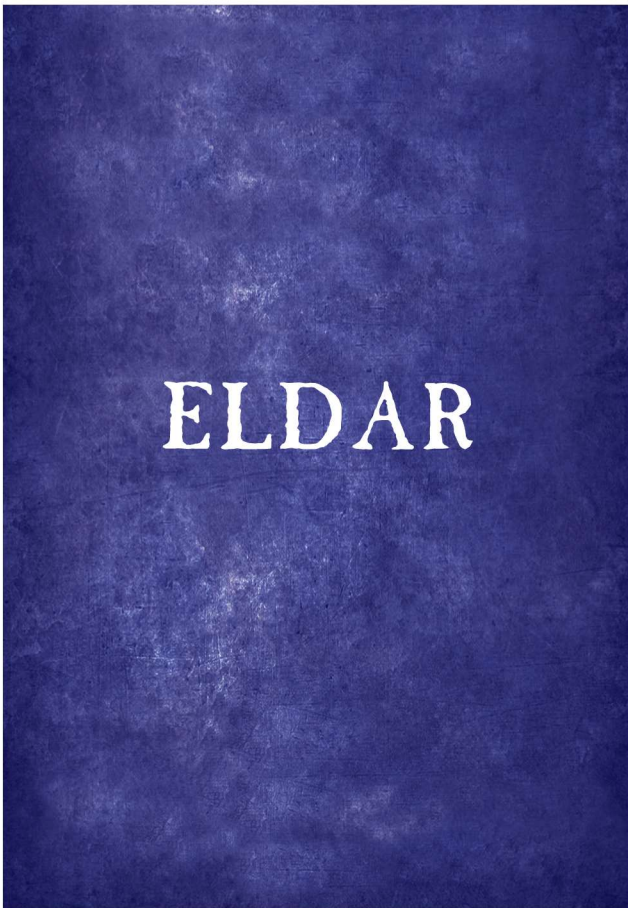
Equipment: Phase Crystal
Weapon: Long Rifle (see Weapon card)
Armour: Mesh Armour, giving them +1 Toughness
Pinning: Breaks from pinning on a roll of 3+

Special Rules:

Cameleoline Cloak - Cameleoline is a refractive chemical substance that morphically blends its colouration into the surrounding area.


The Eldar can temporarily become invisible to all enemies, preventing them from being targeted. Whilst using the Cameleoline cloak, the Eldar cannot move or shoot.

Opponent's WS	1	2	3	4	5	6	7	8	9	10
To Hit	2	3	3	4	4	4	4	4	5	5



PHASE CRYSTAL

The Phase crystal can be used twice during any adventure. When using the phase crystal the Eldar can pass through impassable terrain as if it were not there. The Eldar cannot end its move on any impassable terrain.



LONG RIFLE



The Long Rifle allows the Eldar to target enemies from a long distance.

Long Rifle Range: 15 Strength: 4

Long Rifle Scope:
 The Long rifle comes equipped with a specialised scope for aimed shots. If the Eldar does not make a Move or any other action they can add +1 to their Ballistic roll, making a hit on a roll of 3+.

