

200 Pts - Eldar - Biel Tan transports Fire Dragon Tank Hunters

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Fire Dragons	4	☒	4	4	3	3	1	5	1	9	4+	200
(pp.32 & 62 Eldar); Fleet; Fusion Gun; Melta Bombs												
Fire Dragon Exarch	1	-	5	5	3	3	1	6	2	9	3+	[36]
Fleet; Firepike; Melta Bombs												
Wave Serpent	1	Grp: - BS: 3 FA: 12 SA: 12 RA: 10										[100]
(pp.45 & 63 Eldar); Unit Type: Vehicle (Skimmer, Tank, Fast); Energy Field; TL Shuriken Catapults; TL Shuriken Cannons												
Total Cost:												200

Option Footnotes

Special Rules	
Fleet	May assault in the same turn as running, conditions apply (p75 WH40K 5E)
Unit Type	
Unit Type: Vehicle (Skimmer, Tank, Fast)	Unit Type: Vehicle (Skimmer, Tank, Fast) (WH40k, pp. 68-71)
Vehicle Upgrades	
Energy Field	Wave Serpent protects the Front and Side Arcs. Weapons > S: 8 are no more then S: 8. Hits will never get more than +1D6 for AP. Doesn't affect CC attacks or the rear. (p.45 Eldar)
Weapons	
Firepike	18" Range; S8; AP1; Assault 1; Melta
Fusion Gun	12" Range; S8; AP1; Assault 1; Melta
Melta Bombs	One attack with 8+2D6 AP (exceptions apply p72 WH40K)
TL Shuriken Cannons	24" Range; S6; AP5; Assault 3, Twin Linked
TL Shuriken Catapults	12" Range; S4; AP5; Assault 2, Twin Linked

Roster Design Information

Every Man for Himself: Each model acts independently and may split its fire and attacks (BM, pp. 90-91).

Validation Report

c-1. File Version: 1.43 For Bug Reports/www.ab40k.org; b-1. Roster Options: Battle Missions; a-1. Scenario: Battle Missions - Kill Team

Roster satisfies all enforced validation rules

Roster Statistics

% Elite: 100
 % Fast: 0
 % Heavy: 0
 % HQ: 0
 Model Count: 6
 % Troops: 0
 % Wargear: 0
 Files version: 1.43

Group	Min	Max	Used
☒	0	1	1
☐	0	2	0
☑	0	1	0