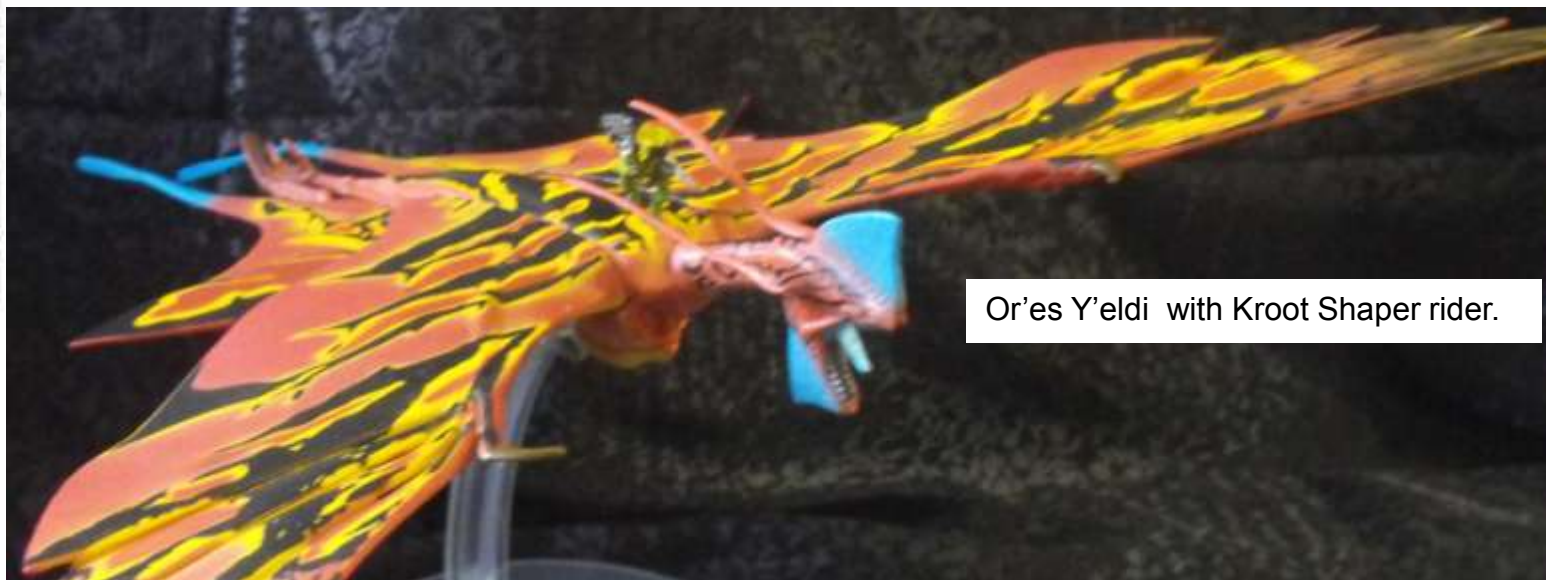


UNIT OR FORMATION NAME:**POINTS: 400****DESCRIPTION: The Or'es Y'eldi (Powerful Winged One)**

The Or'es Y'eldi (Tau for "Powerful Winged One") is native to the Kroot world of Pech. While an extremely uncommon sight on Pech, offworld they are rare indeed. Very few Shapers have the resources or desire to tame one of these gargantuan creatures, but when one does it is an awesome sight. While Or'es Y'eldi are not very effective in ground combat, and are useless at range, they excel at aerial hand-to-hand. With the ability to keep up with the fastest skimmers and flyers, Or'es Y'eldi is the pre-eminent hunter in the skies of Pech. While quite intelligent, Or'es Y'eldi must be controlled by a Kroot Shaper at all times.



Or'es Y'eldi with Kroot Shaper rider.

Unit: 0-1 Or'es Y'eldi (Powerful Winged One)**Type: Flying Gargantuan Creature****Unit Stats:**

BS	WS	S	T	W	I	A	Ld	Sv
2	5	6	7	5	5	2	10	4+

Unit Type: Flying Gargantuan Creature**Special Rules:**

Or'es Y'eldi counts as a flyer.

Ultra Rare: There can never be more than one (1) Or'es Y'eldi in an army.**Last Shadow:** If Or'es Y'eldi flies off the field, it can return on the next movement phase, and all its attacks for that turn are at +1 Strength and +1 Initiative.**Ground Attack:** At the start of any movement phase the Or'es Y'eldi may declare that it is going into Ground Attack mode. It moves as if equipped with a Jump Pack (wings) until the start of its next movement phase. Or'es Y'eldi may begin the game in Ground Attack, if it does, it does not enter as Strategic Reserve, but deploys within the Tau Deployment Zone.**Special Rules:****Hunter of the Skies:**, While flying (ie not in Ground Attack mode) Or'es Y'eldi may initiate an assault against one other flyer, hitting on a 6. If its target has an Armor Value the Or'es Y'eldi may re-roll misses.