
























AELDARI					WRAITHBLADES - Spectralbane Wardens										265 Pts				
Craftworld - Biel-Tan																			
5																			
6"				4+		6	7			3		3	4	6+	1	2+	4++/4++		
Unit Aptitudes																			
Malevolent Souls				Each time a model in this unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6. On a 4+, do not remove it from play; that destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.															
Unit Special Rules																			
Bulky / Fearless / Rage																			
Weapons																		Nb	Pts
Ghost Axe					Melee	User	+2	-2	2	Melee - Unwieldy							5	65	
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			