
























AELDARI					WRAITHBLADES - Etherealblade Guardians												200 Pts								
Craftworld - Biel-Tan																									
5																									
6"					4+		6		7		3		3		4		6+		1		2+				
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 Swords					Melee		+1		+1		-2		1		Melee							5		50	
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						