

















AELDARI				HOWLING BANSHEES - Soulswift Screammers												153 Pts			
Craftworld - Biel-Tan																			
5																			
Banshees	8"				3+	3+	3	3					1	3	5	6+	1	4+	4++/5++
Exarch	8"				2+	2+	3	3					2	3	5	6+	1	4+	4++/5++
Unit Aptitudes																			
Acrobatic				This model can be chosen to charge with even if it Advanced this turn. If this model Advanced this turn, you can choose it to charge with if it is within 15" of any enemy units instead of 12", and you can add 3 to the charge roll.															
Nerve-Shredding Shriek				Each time this unit finishes a charge move, you can select one enemy unit within Engagement Range of this unit’s Howling Banshee Exarch model and roll one D6: on a 2+, that enemy unit suffers 1 mortal wound.															
Unit Special Rules																			
Fleet																			
Psychic Domains																			

[illegible]