
























AELDARI																		
Craftworld - Biel-Tan										JAIN ZAR - Jain Zar, the Storm of Silence							200 Pts	
1																		
	8"			2+	2+	4	3				5	6	7	6+	1	2+	3++/4++	
Unit Aptitudes																		
Storm of Silence				While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll.														
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.														
Mask of Jain Zar				Models cannot fire Overwatch against Jain Zar or a unit she has joined, and enemy models within 6" of Jain Zar subtract 5 from their Initiative (to a minimum of 1) and add 3 to the Weapon Skill and Ballistic Skill of models in that unit (to a minimum of 6+).														
War Shout				When resolving an attack made with a melee weapon against this model, subtract 1 from the hit roll.														
Unit Special Rules																		
Independent Character / Fleet / Fights First / Eternal Warrior / Fear / Fearless																		
Weapons													Nb	Pts				
The Blade of Destruction - Strike				Melee	User	x2	-3	2	Melee - Master-crafted - Shred			1						
The Blade of Destruction - Sweep				Melee	x2	User	-3	1	Melee - Master-crafted			1						
The Silent Death				12"	6	6	-2	1	Assault - Master-crafted			1						
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				