























AELDARI				WRAITHKNIGHT - Shaelasura, Wrath of the Dying Light												359 Pts	
Craftworld - Biel-Tan																	
1																	
Full HP	10"	15"		3+	3+	8		12	12	12	18	5	4	6+	10	2+	4++/4++
Mid HP	7"	10"		4+	4+	8		11	11	11	12	4	4	7+	9	2+	4++/4++
Low HP	3"	4"		5+	5+	8		10	10	10	6	5	4	8+	8	2+	4++/4++
Unit Aptitudes																	
Agile			Each time this model makes a Normal, Advance or Fall Back move, it can move over other models (excluding Titanic models) and terrain features that are 4" or less in height as if they were not there.														
Wraithbone Form			Each time an attack is allocated to this model, subtract 1 from that attack's Damage characteristic.														
Explosive Lethal Demise			When this model is destroyed, throw one D6 for each units within 6". On a 4+, the unit suffers D3 mortal wounds.														
Unit Special Rules																	
Fearless / Super-Heavy Walker																	
Weapons														Nb	Pts		
Titanic ghostglaive - Strike				Melee	User	x2	-3	6	Melee - Master-crafted				1	19			
Titanic ghostglaive - Sweep				Melee	x2	User	-2	2	Melee - Master-crafted				1	4			
Shuriken cannon				24"	3	6	-1	2	Heavy - Bladestorm - Sustained Hits 1				2	16			
Vehicles close combat				Melee	User	User	0	1	Melee				2				
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		Vehicle		