























AELDARI				AVATAR OF KHAINE - Wrathfire Colossus												240 Pts		
Craftworld - Biel-Tan																		
1																		
Full HP	10"			2+	2+	7	12				14	6	10	6+	5	2+	4++/4++	
Mid HP	9"			3+	3+	6	11				9	5	10	7+	4	2+	4++/4++	
Low HP	8"			4+	4+	5	10				4	4	10	8+	3	2+	4++/4++	
Unit Aptitudes																		
Molten Form		Each time an attack is allocated to this model, subtract half of the Damage characteristic of that attack (round inferior)																
Khaine Awakened		The Avatar, and all friendly units with the Eldar faction within 12" of the Avatar, have the Fearless, Furious Charge and Rage special rules																
The Bloody-Handed (Aura)		While a friendly Aeldari unit is within 6" of this model, add 1 to Advance and Charge rolls made for that unit.																
Lethal Demise		When this model is destroyed, throw one D6 for each units within 6". On a 6, the unit suffers D3 mortal wounds.																
Unit Special Rules																		
Daemon / Fleet / Fear / Independent Character / Hammer of Wrath / Relentless / Smash / Move Through Cover																		
Weapons																	Nb	Pts
The Wailing Doom - Shoot				12"	1	16	-4	D6+2	Assault - Master-crafted							1		
The Wailing Doom - Strike				Melee	User	x2	-4	D6+2	Melee - Master-crafted							1		
The Wailing Doom - Sweep				Melee	x2	User	-2	2	Melee - 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		Monster				