
























AELDARI																	
Craftworld - Biel-Tan										HOWLING BANSHEES - Soulswift Screammers							153 Pts
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																	
Weapons															Nb		Pts
Executionner					Melee	User	+2	-2	2	Melee - Two Handed					1	13	
Banshee blade					Melee	User	+1	-3	1	Melee					4	40	
Shuriken pistol					12"	1	4	-1	1	Pistol - Assault - Bladestorm					4		
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		