




















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																		
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			