
























AELDARI																			
Craftworld - Biel-Tan										WRAITHBLADES - Etherealblade Guardians						200 Pts			
5																			
6"					4+	6	7				3	3	4	6+	1	2+			
Unit Aptitudes																			
Malevolent Souls				Each time a model in this unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6. On a 4+, do not remove it from play; that destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.															
Unit Special Rules																			
Bulky / Fearless / Rage																			
Weapons																		Nb	Pts
Ghost Swords					Melee	+1	+1	-2	1	Melee								5	50
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					