
























AELDARI										WRAITHGUARDS - Ghostfire Protectors										255 Pts	
Craftworld - Biel-Tan																					
5																					
	6"			4+	4+	6	7				3	3	4	6+	1	2+					
Unit Aptitudes																					
War Construct		Once per battle round, when an enemy unit targets this unit, after that unit has finished making its attacks, this unit can shoot as if it were your Shooting phase. When doing so, this unit's ranged weapons have the Pistol special rule.																			
Unit Special Rules																					
Bulky / Fearless																					
Weapons											Nb		Pts								
Close combat weapon					Melee	User	User	0	1	Melee	5										
Wraithcannon					18"	1	14	-4	D6	Assault - Devastating Wounds	5		105								
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					