















AELDARI																	
Craftworld - Biel-Tan										HOWLING BANSHEES - Silentstorm Maidens							181 Pts
6																	
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	
Mirrorswords				Melee	+1	+1	-3	1	Melee - Sustained Hits 1						1	11	
Banshee blade				Melee	User	+1	-3	1	Melee						5	50	
Shuriken pistol				12"	1	4	-1	1	Pistol - Assault - Bladestorm						5		
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		