















AELDARI				GUARDIAN DEFENDERS - Starwatch Guardians												126 Pts	
Craftworld - Biel-Tan																	
11																	
	7"			3+	3+	3	3				1	1	5	6+	2	4+	
Unit Aptitudes																	
Defenders of Fate				At the end of your Command phase, for each objective marker you control that has one or more units from your army with this special rule within range of it, roll one D6 and add it to your Fate dice pool displaying the result you just rolled.													
Crewed Platform				When the last Guardian Defender model in this unit is destroyed, any remaining Heavy Weapon Platform models in this unit are also destroyed.													
Unit Special Rules																	
Fleet																	
Weapons															Nb	Pts	
Close combat weapon				Melee	User	User	0	1	Melee							10	
Shuriken catapult				18"	1	4	-1	1	Assault - Bladestorm							10	
Bright lance				36"	1	12	-3	D6+2	Heavy - Lance							1	16
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			