
























AELDARI																		
Craftworld - Biel-Tan										GUARDIAN DEFENDERS - Celestial Guardians							118 Pts	
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			
Shuriken cannon				24"	3	6	-1	2	Heavy - Bladestorm - Sustained Hits 1						1	8		
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				