























AELDARI				DIRE AVENGERS - Skyblade Protectors												141 Pts	
Craftworld - Biel-Tan																	
5																	
Avengers	7"			3+	3+	3	3			1	2	5	6+	2	4+	5++/5++	
Exarch	7"			2+	2+	3	3			2	2	5	6+	2	4+	4++/4++	
Unit Aptitudes																	
Defence Tactics			Each time this unit Fire Overwatch, hits are scored on unmodified Hit rolls of 5+, or unmodified Hit rolls of 4+ instead if this unit is within range of an objective marker you control.														
Shredding Fire			While this unit contains a Dire Avenger Exarch model, each time a model in this unit makes a ranged attack with a shuriken weapon, the Shuriken special rule takes effect on an unmodified wound roll of 5+ for that attack, instead of 6.														
Unit Special Rules																	
Fleet																	
Weapons										Nb		Pts					
Diresword				Melee	User	+1	-2	1	Melee - Devastating Wounds			1	11				
Shuriken pistol				12"	1	4	-1	1	Pistol - Assault - Bladestorm			1					
Avenger shuriken catapult				18"	3	4	-1	1	Assault - Bladestorm - Lethal Hits			4	20				
Close combat weapon				Melee	User	User	0	1	Melee			4					
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					