
























AELDARI																		
Craftworld - Biel-Tan										AVATAR OF KHAINE - Wrathfire Colossus							230 Pts	
1																		
Full HP	10"			2+	2+	7	12				14	6	10	6+	5	2+	4++/4++	
Mid HP	9"			3+	3+	6	11				9	5	10	7+	4	2+	4++/4++	
Low HP	8"			4+	4+	5	10				4	4	10	8+	3	2+	4++/4++	
Unit Aptitudes																		
Molten Form				Each time an attack is allocated to this model, subtract half of the Damage characteristic of that attack (round inferior)														
Khaine Awakened				The Avatar, and all friendly units with the Eldar faction within 12" of the Avatar, have the Fearless, Furious Charge and Rage special rules														
The Bloody-Handed (Aura)				While a friendly Aeldari unit is within 6" of this model, add 1 to Advance Move and Charge roll made for that unit.														
Lethal Demise				When this model is destroyed, throw one D6 for each units within 6". On a 6, the unit suffers D3 mortal wounds.														
Unit Special Rules																		
Daemon / Fleet / Fear / Independent Character / Hammer of Wrath / Relentless / Smash / Move Through Cover																		
Weapons																Nb	Pts	
The Wailing Doom - Shoot					12"	1	16	-4	D6+2	Assault - Master-crafted					1			
The Wailing Doom - Strike					Melee	User	x2	-4	D6+2	Melee - Master-crafted					1			
The Wailing Doom - Sweep					Melee	x2	User	-2	2	Melee - Master-crafted					1			
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		Monster			