
























AELDARI																	
Craftworld - Biel-Tan										WRAITHGUARDS - Etherealfire Wardens						240 Pts	
5																	
	6"			4+	4+	6	7				3	3	4	6+	1	2+	
Unit Aptitudes																	
War Construct				Once per battle round, when an enemy unit targets this unit, after that unit has finished making its attacks, this unit can shoot as if it were your Shooting phase. When doing so, this unit's ranged weapons have the Pistol special rule.													
Distort Scythe				When rolling on the Destroyer Weapon Attack table for a weapon that has this special rule, subtract 1 from the result of the D6 roll (to a minimum of 1). Furthermore, a weapon with this special rule is assumed to have a Strength of 12 for the necessities rule.													
Unit Special Rules																	
Bulky / Fearless																	
Weapons															Nb	Pts	
Close combat weapon				Melee	User	User	0	1	Melee						5		
D-scythe				12"	D3	20	-4	1	Assault - Distort Scythe						5	90	
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			