
























AELDARI				DIRE AVENGERS - Starlight Sentinels												156 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.															
Defensive Stance		In your Shooting phase, while this unit contains a Dire Avenger Exarch model, models in this unit can make attacks with ranged weapons even while this unit is within Engagement Range of any enemy units, and can do so even if other friendly units are also within Engagement Range of any of those enemy units. If they do so, these attacks can only target enemy units within Engagement Range of this unit.															
Unit Special Rules																	
Fleet																	
Weapons															Nb	Pts	
Shuriken pistol				12"	1	4	-1	1	Pistol - Assault - Bladestorm						1		
Star glaive - Strike				Melee	User	x2	-2	2	Melee						1	15	
Star glaive - Sweep				Melee	x2	User	-1	1	Melee						1	11	
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		