























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 Bladestorm 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					