
























AELDARI																		
Craftworld - Biel-Tan										THE VISARCH - The Visarch, Sword of Ynnead					80 Pts			
1																		
	8"			2+		4	3				5	5	6	6+	1	2+	4++/4++	
Unit Aptitudes																		
Way of the Blade				While this model is leading a unit, that unit has the Fights First special rule.														
Warden of Yvraine				When Yvraine is within 3" of this model and would lose any wounds as a result of an attack, this model can attempt to intercept that attack. Roll one D6; on a 2+ that model does not lose those wounds and this unit suffers 1 mortal wound for each of those wounds.														
Champion of Ynnead				Each time this model is selected to fight, select one of the abilities below for Asu-var, the Sword of Silent Screams, to gain until the end of the phase: Sustained Hits 2, Devastating Wounds, or Lethal Hits.														
Unit Special Rules																		
Independent Character / Fleet																		
Weapons																Nb	Pts	
Asu-var, the Sword of Silent Screams				Melee	User	User	-4	2	Melee - Psychic - Master-crafted - Precision Strikes							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			Infantry			