
























AELDARI				DIRE AVENGERS - Sunshard Defenders												130 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+	5++/5++
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	
Close combat weapon				Melee	User	User	0	1	Melee					5			
Avenger shuriken catapult				18"	3	4	-1	1	Assault - Bladestorm - Lethal Hits					6		30	
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			