WINDRIDERS - AELDARI - CRAFTWORLDS

80–170 PTS

M	T	Sv	W	LD	OC
14"	4	4+	2	7+	2

INVULNERABLE SAVE 6+

AUFSTELLUNG

3-6x Windrider with Twin Shuriken Catapult oder Windrider with Scatter Laser oder Windrider with Shuriken Cannon (Small Flying Base)

Equipped with: Scatter laser, Shuriken cannon, Twin shuriken catapult, Close combat weapon

KEYWORDS: Mounted, Fly, Windriders, Aeldari, Ynnari

FACTION KEYWORDS: Asuryani

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Scatter laser SUSTAINED HITS 1	36"	6	3+	5	0	1
Shuriken cannon LETHAL HITS	24"	3	3+	6	-1	2
Twin shuriken catapult ASSAULT, TWIN-LINKED	18"	2	3+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	3	0	1

ABILITIES

Swift Demise
Each time a model in this unit makes a ranged attack, re-roll a Hit roll of 1. If the target of that attack is the closest eligible target, you can re-roll the Hit roll instead.

WEAPON ABILITIES

Assault
Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

Lethal Hits
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Twin-linked
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

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FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.