

NIGHTWING [LEGENDS] - AELDARI - CRAFTWORLDS

150 PTS

M	T	Sv	W	LD	OC
-	8	3+	12	6+	-

INVULNERABLE
SAVE

5+

AUFSTELLUNG
1x Nightwing [Legends]
Equipped with: Twin Bright Lance, Twin Shuriken Cannon, Wraithbone Hull

KEYWORDS: Vehicle, Fly, Aircraft, Nightwing, Aeldari, Frame
FACTION KEYWORDS: Asuryani

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin Bright Lance TWIN-LINKED	36"	1	3+	12	-3	D6+2
Twin Shuriken Cannon SUSTAINED HITS 1, TWIN-LINKED	24"	3	3+	6	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Wraithbone Hull	Melee	3	4+	6	0	1

ABILITIES

- Damaged: 1-4 Wounds Remaining**
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Interceptor**
Each time this model makes a ranged attack that targets a unit that can Fly, add 1 to the Hit roll.

WEAPON ABILITIES

- 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.