

WINDRIDERS

80–170 PTS



M

14"

T

4

SV

4+

W

2

LD

7+

OC

2

6+

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

AUFSTELLUNG

3-6x Windrider with Twin Shuriken Catapult oder Windrider with Scatter Laser oder Windrider with Shuriken Cannon

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

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 RULES

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.

