


















AELDARI				WINDRIDERS - Stormswift Cavaliers												228 Pts	
Craftworld - Biel-Tan																	
9																	
	14"			3+	3+	3	4				2	1	5	6+	2	4+	
Unit Aptitudes																	
Swift Demise		Each time a model in this unit makes a ranged attack that targets the closest eligible target, re-roll a Hit roll of 1. If the target of that attack is within range of an objective marker your opponent controls, you can re-roll the Hit roll instead.															
Ride the Wind		While this model is leading a unit, each time that unit Advances, it does not Advance of 1.5xM. Instead, it Advance of 2xM.															
Unit Special Rules																	
Hammer of Wrath / Jink / Relentless / Very Bulky																	
Weapons														Nb	Pts		
Shuriken cannon				24"	3	6	-1	2	Heavy - Bladestorm - Sustained Hits 1					3	24		
Twin shuriken catapult				18"	1	4	-1	1	Assault - Twin - Bladestorm					6	24		
Close combat weapon				Melee	User	User	0	1	Melee					9			
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		Jetbike				