























AELDARI				WINDRIDERS - Stormswift Cavaliers												228 Pts									
Craftworld - Biel-Tan																									
9																									
14"				3+		3+		3		4				2		1		5		6+		2		3+	
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, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in that unit.																					
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										