




AELDARI																		
Craftworld - Biel-Tan										SWOOPING HAWKS - Sunwing Aces							176 Pts	
6																		
Hawks	9"			3+	3+	3	3				1	2	5	6+	1	4+	5++/5++	
Exarch	9"			2+	2+	3	3				2	2	5	6+	1	4+	5++/5++	
Unit Aptitudes																		
Intercept		At the end of the Movement phase, a model with this special rule can make one Attack against an enemy Flyer or Flying Monstrous Creature that it moved over that turn. The Attack hits on a roll of 4+, and is resolved at Strength 4 AP4 with the Haywire special rule. Flyers are hit on their side armour.																
Skyleap		At the end of your opponent's turn, if this unit is not within Engagement Range of one or more enemy units, you can remove this unit from the battlefield and place it into Strategic Reserves.																
Winged Evasion		Each time this unit is selected as the target of a ranged attack, if it contains a Swooping Hawk Exarch model, until the end of the phase, each time a ranged attack is made against this unit, subtract 1 from that attack's hit roll.																
Unit Special Rules																		
Fleet / Haywire & Plasma Grenades / Deep Strike / Bulky																		
Weapons														Nb		Pts		
Hawk's talon				24"	4	5	-1	1	Assault - Lethal Hits					1	7			
Lasblaster				24"	4	4	-1	1	Assault - Lethal Hits					5	25			
Close combat weapon				Melee	User	User	0	1	Melee					6				
Grenades pack				6"	2	3	0	1	Assault - Barrage - Blast -Ignores Cover - Skyburst					6	24			
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		Jump / Infantry				