


















AELDARI			SWOOPING HAWKS - Sunwing Aces													176 Pts			
Craftworld - Biel-Tan																			
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																			
Psychic Domains																			

[illegible]