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

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

Stands of Fate	Battle Focus	Ancient Doom	Shepherds of the Dead	Martial Grace	Defend at All Costs	Path of the Warrior

Unit type

Jump / Infantry