

HURAKAN WINDCHARGERS

The mounted archers of the Hurakan sprint across the battlefield with the wind at their backs. Their agile Treerunner steeds bound from rock and bough to spring straight past the enemy defences, their riders firing with masterful aim all the while.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Windcharger Bow	12"	2	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Windcharger Bow	3"	1	3+	3+	-2	1
Claws	1"	2	3+	4+	-	1

DESCRIPTION

A unit of Hurakan Windchargers has any number of models, each armed with a Windcharger Bow.

MOUNT: This unit's Treerunners attack with their Claws.

WINDSPEAKER SENESCHAL: 1 model in this unit can be a Windspeaker Seneschal. Add 1 to the Attacks characteristic of that model's Windcharger Bow.

STANDARD BEARERS: 1 in every 5 models in this unit can be a Standard Bearer. You can re-roll battleshock tests for a unit that includes any Standard Bearers.

ABILITIES

Windcharger Arrows: *Windcharger arrows are guided to their target by aelementor winds.*

Do not apply the cover modifier to save rolls for attacks made with a Windcharger Bow.

Go Where the Wind Blows: *Treerunners can perform seemingly gravity-defying leaps, allowing them to bypass battlefield obstacles with ease.*

When this unit makes a move, it can pass across terrain features in the same manner as a model that can fly.

KEYWORDS

ORDER, AELF, LUMINETH REALM-LORDS, AELEMENTIRI, HURAKAN, WINDCHARGERS