



SKYCUTTERS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Swifthawk Bows	16"	3	4+	4+	-	1
Eagle Eye Bolt Thrower	16"	1	4+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Agents' Blades and Spears	2"	2	4+	4+	-	1
Swiftfeather Hawk's Raking Talons	3"	3	3+	4+	-1	1

DESCRIPTION

A unit of Skycutters can have any number of models. Each is drawn by a Swiftfeather Hawk that swipes the foe with Raking Talons. Some Skycutters are crewed by a trio of Agents that shoot the foe with Swifthawk Bows, while some are instead crewed by a pair of Agents who fire an Eagle Eye Bolt Thrower. The crew are also armed with Blades and Spears, and Aelven Shields.

FLY

Skycutters can fly.

ABILITIES

Aelven Shield: You can re-roll save rolls of 1 for a unit with Aelven Shields. You can instead re-roll failed save rolls of 1 or 2 for this unit in the shooting phase.

Agents' Blades and Spears: If a Skycutter is crewed by a trio of Agents, it makes 3 attacks with its Agents' Blades and Spears instead of 2.

Fleet of Wing: If this model runs, roll two dice instead of one and use the total when determining how much extra it can move.

Sky Chariot: Skycutters can shoot even if they ran in their movement phase.

Swifthawk Discipline: If you fail a battleshock test for this unit whilst a **SWIFTHAWK AGENTS HERO** from your army is within 16", halve the number of models that flee (rounding fractions up).

KEYWORDS

ORDER, AELF, SWIFTHAWK AGENTS, SKYCUTTERS