

AELDARI				SHINING SPEARS - Celestial Dragons												231 Pts		
Craftworld - Biel-Tan																		
5																		
Spears	14"			3+	3+	3	4				2	3	5	6+	1	3+	5++/5++	
Exarch	14"			2+	2+	3	4				3	3	5	6+	1	3+	5++/5++	
Unit Aptitudes																		
Expert Lancers		In the Fight phase, each time a model in this unit makes an attack, if this unit made a charge move this turn and contains a Shining Spear Exarch model, add 1 to that attack's hit roll.																
Aerobatic Grace		Each time an attack targets this unit, subtract 1 from the Hit roll and if this unit Advances or makes a Charge move, until the start of your next turn, this unit's invulnerable save is improved to 4++.																
Ride the Wind		While this model is leading a unit, each time that unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in that unit.																
Unit Special Rules																		
Outflank / Hammer of Wrath / Very Bulky / Relentless / Jink / Skilled Rider																		
Weapons																	Nb	Pts
Star lance - Shoot				6"	1	9	-3	2	Assault - Lance								1	8
Star lance - Melee				Melee	+1	User	-3	2	Melee - Lance								1	5
Laser lance - Shoot				6"	1	6	-2	2	Assault - Lance								4	20
Laser lance - Melee				Melee	User	User	-2	2	Melee - Lance								4	28
Twin shuriken catapult				18"	1	4	-1	1	Assault - Twin - Bladestorm								5	20
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		Jetbike				