


















AELDARI				SHINING SPEARS - Celestial Dragoons												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.																
Aerobic 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																				
Psychic Domains																				

[illegible]