5 Spears Exarch	Craftworld - Bi	In the Fight I that attack's h	3+ 2+	3+ 2+	3 3	4		6		2 3	3	5 5	6+ 6+	1	3+ 3+	5++/5+-
Exarch			2+													
Exarch Expert Lancers	14"			2+	3	4				3	3	5	6+	1	3+	
xpert Lancers			nhous s												O.	5++/5+
xpert Lancers			nlanes -													
spert Lancers			nboss -			T I-	sit Antitu	dos								
xpert Lancers			nbaar -				it Aptitu									
				ch time a m	nodel in thi	s unit mak	es an attacl	k, if this uni	t made a cl	narge move	this turn a	nd contains	a Shining S	Spear Exarc	ch model,	add 1 to
serobatic Grace		Each time an invulnerable				et 1 from th	e Hit roll a	and if this u	nit <b>A</b> dvance	es or makes	a Charge	nove, until	the start of	your next	turn, this u	ınit's
ide the Wind		While this m				e that unit	Advances,	do not mak	e an Advar	nce roll for	it. Instead,	until the er	nd of the pl	nase, add 6'	to the <b>M</b> o	ove
						Unit	Special 1	Dulos								
Outflank / Hammer of W	Vrath / Verv Bulky	/ Relentless /	/ Iink / Ski	illed Rider			-Special 1	Miles								
damin' Hammer of W	Taur, very Bulky	, Reichuess /	JIIIK / OK	med Mudel		Daw	chic Don	aging —								

	-N4.			and the second					
Weapons	*	<b>(</b>		U		<b>₫</b>	Pts		
Star lance - Shoot	6"	1	9	-3	2	Assault - Lance	8		
Star lance - Melee	Melee	+1	User	-3	2	Melee - Lance	5		
Laser lance - Shoot	6"	1	6	-2	2	Assault - Lance	20		
Laser lance - Melee	Melee	User	User	-2	2	Melee - Lance	28		
Twin shuriken catapult	18"	1	4	-1	1	Assault - Twin - Bladestorm	20		
	Faction Aptitudes								
Stands of Fate	Battle Focus	Ancient Doo	<b>o</b> m				Jetbike		