

SHINING SPEARS

100–200 PTS

M	T	Sv	W	LD	OC
14"	4	3+	2	6+	2

INVULNERABLE
SAVE



AUFSTELLUNG

2-5x Shining Spear

1x Shining Spear Exarch

Equipped with: Laser Lance,
Shuriken Cannon, Star Lance,
Twin Shuriken Catapult,
Paragon Sabre

Wargear Options:

- Each Shining Spear Exarch can be equipped with 1x Shimmershield.
- Each Shining Spear Exarch can replace its Laser Lance with Paragon Sabre or Star Lance.
- Each Shining Spear Exarch can replace its Twin Shuriken Catapult with Shuriken Cannon.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Laser Lance ASSAULT	6"	1	3+	6	-2	3
Laser Lance ASSAULT	6"	1	3+	6	-2	3
Shuriken Cannon LETHAL HITS	24"	3	3+	6	-1	2
Star Lance ASSAULT	6"	1	3+	9	-3	3
Twin Shuriken Catapult ASSAULT TWIN LINKED	18"	2	3+	4	-1	1
Twin Shuriken Catapult ASSAULT TWIN LINKED	18"	2	3+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Laser Lance ANTI-MONSTER 3+ ANTI-VEHICLE 3+ LANCE	Melee	3	3+	5	-2	3
Laser Lance ANTI-MONSTER 3+ ANTI-VEHICLE 3+ LANCE	Melee	3	3+	5	-2	3
Paragon Sabre	Melee	6	3+	5	-2	2

Star Lance ANTI-MONSTER 3+ ANTI-VEHICLE 3+ LANCE	Melee	4	3+	5	-3	3
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ABILITIES

- Extreme Mobility**

Each time this unit makes a Normal, Advance, Fall Back or Charge move, ignore any vertical distance when determining the total distance models in this unit can be moved during that move.
- Shimmershield**

The bearer has a 4+ invulnerable save.

WEAPON ABILITIES

- Anti**

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.



KEYWORDS: Shining
Spears, Mounted, Fly,
Aeldari, Aspect Warrior,
Ynnari
FACTION KEYWORDS:
Asuryani

Assault

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault shooting** (10.05).

Lance

Each time an attack is made with a **[LANCE]** weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

Sustained Hits

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

Twin-linked

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

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