

SHINING SPEARS - AELDARI - CRAFTWORLDS

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.

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

FACTION KEYWORDS: Asuryani

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

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

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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+.

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.