Opal – Drukhari [82 PL, 1,498pts]

++ Battalion Detachment +5CP (Aeldari - Drukhari) [34 PL, 654pts] ++

Detachment Type: *Custom Cult* Raiding Force

+ HQ + Drazhar [6 PL, 100pts] Succubus [4 PL, 58pts]: Shardnet and impaler

- + Troops +
- Wyches [2 PL, 58pts]
- . Hekatrix: Blast Pistol, Hekatarii blade
- . 3x Wych
- . Wych with Wych Weapon: Shardnet and impaler

Wyches [2 PL, 54pts]

- . Hekatrix: Blast Pistol, Hekatarii blade
- . 3x Wych
- . Wych with Wych Weapon: Hydra gauntlets

Wyches [2 PL<mark>, 54</mark>pts]

- . Hekatrix: Blast Pistol, Hekatarii blade
- . 3x Wych
- . Wych with Wych Weapon: Razorflails

+ Flyer + Voidraven [9 PL, 165pts]: Two void lances, Voidraven Missiles

Voidraven [9 PL, 165pts]: Two void lances, Voidraven Missiles

++ Battalion Detachment +5CP (Aeldari - Drukhari) [48 PL, 844pts] ++ Detachment Type: Kabal of the Black Heart

+ HQ + Archon [4 PL, 71pts]: Blast Pistol, Huskblade, Warlord

Archon [4 PL, 71pts]: Blast Pistol, Huskblade

+ Troops + Kabalite Warriors [2 PL, 57pts]

- . 3x Kabalite Warrior
- . Kabalite Warrior with special weapon: Blaster
- . Sybarite: Blast Pistol

Kabalite Warriors [2 PL, 57pts]

- . 3x Kabalite Warrior
- . Kabalite Warrior with special weapon: Blaster
- . Sybarite: Blast Pistol

Kabalite Warriors [4 PL, 53pts]

. 4x Kabalite Warrior

. Kabalite Warrior with special weapon: Blaster

. Sybarite: Splinter Rifle

+ Flyer +
Razorwing Jetfighter [8 PL, 145pts]: Twin splinter rifle
2 Disintegrator Cannons: 2x Disintegrator cannon

+ Dedicated Transport +

Venom [4 PL, 65pts]: Splinter Cannon, Twin splinter rifle Venom [4 PL, 65pts]: Splinter Cannon, Twin splinter rifle Venom [4 PL, 65pts]: Splinter Cannon, Twin splinter rifle Venom [4 PL, 65pts]: Splinter Cannon, Twin splinter rifle Venom [4 PL, 65pts]: Splinter Cannon, Twin splinter rifle Venom [4 PL, 65pts]: Splinter Cannon, Twin splinter rifle

++ Total: [82 PL, 1,498pts] ++

GAMES & HOBBY STORE

Battalion Detachment +5CP (Aeldari - Drukhari) [34 PL, 654pts]

Rules: Poisoned Weapon

No Force Org Slot

Detachment Type

Selections: *Custom Cult*

Categories: No Force Org Slot

Raiding Force

Categories: No Force Org Slot

HQ [10 PL, 158pts]

Drazhar [6 PL, 100pts]

Death

6" of this model.

Selections: The Executioner's Demiklaives

Categories: HQ, Character, Drazhar, Faction: Aeldari, Faction: Drukhari, Faction: Incubi, Infantry

Rules: Power from Pain

Abilities: Eternal Warrior, Lethal Precision, Master of Blades, Murderous Assault, Tormentors, Unit: Drazhar, Weapon: Dual blades, Single blade

Abilities	D	escr	riptior	ı				
Eternal Warrior	Т	his n	nodel	has a	ı 5+	invu	Inerable	save.
Lethal Precision				0				with a melee weapon by a model in this unit, on an unmodified wound aracteristic of that weapon for that attack.
Master of Blades	A	dd 1	to wo	und r	olls	for f	friendly I	NCUBI units whilst they are within 6" of this model.
Murderous Assault		this nis tu		l mad	le a	cha	rge mov	e this turn, you can choose to fight with this model an additional time
Tormentors	re	esult	of tha	it Mor	ale t	test	is equal	n enemy unit within 6" of any INCUBI units from your army, and the to the highest Leadership characteristic in that enemy unit, the test is nemy unit.
Unit M	WS	BS	S T	r w	Α	Ld	Save	
		2+	4 4	16	4	9	2+	
Drazhar 7"	2+	2+						
Drazhar 7" Weapon			Туре	S		AP	D Abil	ities
	Rang	ge 1					2 Whe	ities en the bearer fights with dual blades, it can make 2 additional attacks this weapon.

Succubus [4 PL, 58pts] Selections: Shardnet and impaler [8pts] Categories: HQ, Character, Faction: <Wych Cult>, Faction: Aeldari, Faction: Drukhari, Infantry, Succubus Rules: Combat Drugs, Power from Pain Abilities: Brides of Death, Lightning Dodge, No Escape, Unit: Succubus, Weapon: Shardnet and impaler Abilities Description Brides of In the Fight phase you can re-roll all hit rolls of 1 made for friendly <WYCH CULT> units that are within

Lightning Dodge		This	unit	has	a 4	+ inv	vulne	erab	le save.
No Escape									RY unit within 1" of any models with this ability wishes to Fall Back. The k if the player commanding it wins the roll-off.
Unit M	/I	ws	BS	S	т	w	A	Ld	Save
Succubus 8	;"	2+	2+	3	3	5	4	8	6+
Weapon	R	Range	э Ту	pe	S		AP	D	Abilities
Shardnet and impaler	N	lelee	Me	elee	U	ser	-1	2	Each time the bearer fights, it can make 1 additional attack with this weapon. If an INFANTRY unit is affected by the No Escape ability whilst it is within 3" of an enemy model armed with this weapon, the unit's controlling player rolls a D3 instead of a D6 when making the roll-off

Troops [6 PL, 166pts]

hes [2 PL, 5	optsj								
Categories: Tr	oops,	Fac	tion:	Ae	ldar	i, Fa	actior	n: Druk	<pre>shari, Faction: <wych cult="">, Infantry, Wyches</wych></pre>
Rules: Comba	t Drug	s, P	ower	fro	om F	Pain,	, Var	nguard	l of the Dark City
Abilities: Dodg	ge, No	Esc	ape,	W	eap	on:	Plas	ma Gr	renade
Hekatrix [18]	pts]								
Selection	s: Blas	st Pi	stol [10p	ots],	, Hel	katar	ii blad	e
Unit: Heka	atrix, V	Veap	oon:	Bla	ast I	Pisto	ol, He	ekatari	ii blade
3x Wych [24	pts]								
Selection	s: 3x ⊦	leka	itarii I	bla	de,	3x S	Splint	ter Pis	tol
Unit: Wyc	h, Wea	apor	n: He	kat	tarii	blad	de, S	plinter	r pistol
Wych with W	/vch \	Nea	apon	۲1 i	d6	tsl			
Selection	-		-	-	-	-	8pts]		
Weapon:									
				'					
No F	hase. Roll off	if ar	n ene	my	/ INI	FAN	ITRY	´ unit w	
No F Escape u	hase. Roll off Init car WS	if ar n onl BS	n ene ly Fal	my II B T	/ INI ack	FAN a if th A	ITRY ne pla	′ unit w ayer co	within 1" of any models with this ability wishes to Fall Back. The ener commanding it wins the roll-off.
No F Escape u Unit M Hekatrix 8"	hase. Roll off Init car WS	if ar n onl BS 3+	n ene ly Fal	my II B T 3	/ INI ack W 1	FAN if th A 3	ITRY ne pla Ld 8	′ unit w ayer co Save	within 1" of any models with this ability wishes to Fall Back. The enem commanding it wins the roll-off.
No F Escape u Unit M Hekatrix 8" Wych 8"	hase. Roll off nit car WS 3+ 3+	if ar onl BS 3+ 3+	n ene ly Fal 3 3	my II B T 3 3	/ INI ack W 1	FAN if th A 3 2	ITRY ne pla Ld 8 7	´unit w ayer co Save 6+ 6+	within 1" of any models with this ability wishes to Fall Back. The ener commanding it wins the roll-off.
No F Escape u Unit M Hekatrix 8" Wych 8"	hase. Roll off nit car WS 3+ 3+ 3+ Rang	if ar onl BS 3+ 3+	n ene ly Fal 3 3	my II B T 3 3	/ INI ack W 1	FAN if th A 3	ITRY ne pla Ld 8	´unit w ayer co Save 6+ 6+	within 1" of any models with this ability wishes to Fall Back. The ener commanding it wins the roll-off.
No F Escape u Unit M Hekatrix 8" Wych 8"	hase. Roll off nit car WS 3+ 3+ 3+ Rang	if ar onl BS 3+ 3+	n ene ly Fal 3 3	my II B T 3 3	v INi ack W 1	FAN if th A 3 2	Ld 7	´unit w ayer co Save 6+ 6+	within 1" of any models with this ability wishes to Fall Back. The energy ommanding it wins the roll-off.
No F Escape u Unit M Hekatrix 8" Wych 8"	hase. Roll off nit car WS 3+ 3+ 3+ Rang	if ar n onl BS 3+ 3+	n ene ly Fal 3 3 3 Type	my II B T 3 3	v INI ack W 1	FAN i if th 3 2 S 8	Ld 7	Yunit wayer co Save 6+ 6+ PD D6	within 1" of any models with this ability wishes to Fall Back. The energy ommanding it wins the roll-off.
No F Escape u Unit M Hekatrix 8" Wych 8" Weapon Blast Pistol Hekatarii	All off anit car WS 3+ 3+ Rang 6"	if ar onl BS 3+ 3+ ge	y Fal	my II B T 3 3 I 1 e	v INI ack 1 1	FAN i if th 3 2 S 8	ITRY he pla Ld 8 7 A A -4	ayer co Save 6+ 6+ ₽ D 1	within 1" of any models with this ability wishes to Fall Back. The energy commanding it wins the roll-off.
No F Escape u Unit M Hekatrix 8" Wych 8" Weapon 8" Blast Pistol Hekatarii blade	Normal Action of the set of the s	if ar onl 3+ 3+ ge	n ene y Fal 3 3 3 Type Pisto Mele	T 3 111 e ade	v INI ack 1 1	FAN a if th A 3 2 S 8 Use 4	ITRY ne pla Ld 8 7 A A -4	Yunit w ayer co Save 6+ 6+ PD D6 1 1	within 1" of any models with this ability wishes to Fall Back. The energy commanding it wins the roll-off.

Wyches [2 PL, 54pts]

Categories: Troops, Faction: Aeldari, Faction: Drukhari, Faction: <Wych Cult>, Infantry, Wyches

Rules: Combat Drugs, Power from Pain, Vanguard of the Dark City

Abilities: Dodge, No Escape, Weapon: Plasma Grenade

Hekatrix [18pts]

Selections: Blast Pistol [10pts], Hekatarii blade Unit: Hekatrix, Weapon: Blast Pistol, Hekatarii blade

3x Wych [24pts]

Selections: 3x Hekatarii blade, 3x Splinter Pistol Unit: Wych, Weapon: Hekatarii blade, Splinter pistol

Wych with Wych Weapon [12pts]

Selections: Hydra gauntlets [4pts]

Weapon: Hydra gauntlets

Abilities Description

Dodge Models in this unit have a 6+ invulnerable save, which is increased to a 4+ invulnerable save in the Fight phase.

NoRoll off if an enemy INFANTRY unit within 1" of any models with this ability wishes to Fall Back. The enemyEscapeunit can only Fall Back if the player commanding it wins the roll-off.

 Unit
 M
 WS
 BS
 S
 T
 W
 A
 Ld
 Save

 Hekatrix
 8"
 3+
 3+
 3
 3
 1
 3
 8
 6+

 Wych
 8"
 3+
 3+
 3
 3
 1
 2
 7
 6+

Weapon	Range	Туре	S	AP	D	Abilities
Blast Pistol	6"	Pistol 1	8	-4	D6	
Hekatarii blade	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Hydra gauntlets	Melee	Melee	User	-1	1	Each time the bearer fights, it can make 1 additional attack with this weapon. You can re-roll failed wound rolls for this weapon.
Plasma Grenade	6"	Grenade D6	4	-1	1	-
Splinter pistol	12"	Pistol 1	*	0	1	Poisoned Weapon (pg 87)

Wyches [2 PL, 54pts]

Categories: Troops, Faction: Aeldari, Faction: Drukhari, Faction: <Wych Cult>, Infantry, Wyches **Rules:** Combat Drugs, Power from Pain, Vanguard of the Dark City

Abilities: Dodge, No Escape, Weapon: Plasma Grenade

Hekatrix [18pts]

Selections: Blast Pistol [10pts], Hekatarii blade Unit: Hekatrix, Weapon: Blast Pistol, Hekatarii blade

3x Wych [24pts]

Selections: 3x Hekatarii blade, 3x Splinter Pistol Unit: Wych, Weapon: Hekatarii blade, Splinter pistol

Wych with Wych Weapon [12pts]

Selections: Razorflails [4pts]

Weapon: Razorflails

Models in this unit have a 6+ invulnerable save, which is increased to a 4+ invulnerable save in the Fight Dodge phase. Roll off if an enemy INFANTRY unit within 1" of any models with this ability wishes to Fall Back. The enemy No unit can only Fall Back if the player commanding it wins the roll-off. Escape Unit Μ WS BS S T W A Ld Save Hekatrix 3+ 3 3 3 8 6+ 8 3+ 1 Wych 8" 3+ 3+ 3 3 1 2 7 6+ D Abilities Weapon Range Type S AP **Blast Pistol** 6" Pistol 1 8 -4 D6 Hekatarii Each time the bearer fights, it can make 1 additional attack with Melee Melee User 0 1 blade this weapon. Plasma Grenade 6" 4 -1 1 _ Grenade D6 Each time the bearer fights, it can make D3 additional attacks with Razorflails Melee -1 1 Melee User this weapon. You can re-roll failed hit rolls for this weapon. Splinter 12" Pistol 1 * 0 1 Poisoned Weapon (pg 87) pistol

Flyer [18 PL, 330pts]

Voidraven [9 PL, 165pts]

Selections: Night Shield, Two void lances, Void Mine

Categories: Flyer, Aircraft, Faction: Aeldari, Faction: <Wych Cult>, Faction: <Kabal>, Fly, Faction: Drukhari, Vehicle, Voidraven Bomber

Abilities: Airborne, Crash and Burn, Hard to Hit, Night Shield, Supersonic, Void Mine, Unit: Voidraven, Weapon: Void lance, Wound Track: Voidraven, Voidraven 1, Voidraven 2, Voidraven 3

Voidraven Missiles [10pts]

Selections: Implosion missile, Shatterfield missile

Abilities: Voidraven Missiles, Weapon: Implosion missile, Shatterfield missile

Abilities	Description
Airborne	This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY.
Crash and Burn	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.
Hard to Hit	Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.
Night Shield	This model has a 5+ invulnerable save against ranged weapons.
Supersonic	Each time this model moves, first pivot it on the spot up to 90 degrees (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase - do not roll a dice.
Void Mine	Once per battle, a Voidraven can drop a void mine on an enemy unit it moves over in one of its Movement phases. After the Voidraven has moved, pick one enemy unit that it flew over. Then, roll three D6 for each VEHICLE or MONSTER in the unit, or one D6 for every other model in the unit, up to a maximum of 10 D6. For each roll of a 3+, the unit being bombed suffers a mortal wound.
Voidraven Missiles	When attacking with this weapon, choose one of these profiles: Implosion missile, Shatterfield missile.
Unit M	WS BS S T W A Ld Save
Voidraven *	6+ * 6 6 12 * 7 4+
Weapon	Range Type S AP D Abilities
Implosion mis	sile 48" Assault D3 6 -3 1

Shatterfield missile	48"	Assault D6 7 -1	1 You can re-	roll failed wound rolls for this	weapon.
Void lance	36"	Assault 1 9 -4	D6		
Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	
Voidraven		Μ	BS	A	
Voidraven 1	7-12+	20-60"	3+	3	
Voidraven 2	4-6	20-40"	4+	D3	
Voidraven 3	1-3	20-25"	5+	1	

Voidraven [9 PL, 165pts]

Selections: Night Shield, Two void lances, Void Mine

Categories: Flyer, Aircraft, Faction: Aeldari, Faction: <Wych Cult>, Faction: <Kabal>, Fly, Faction: Drukhari, Vehicle, Voidraven Bomber

Abilities: Airborne, Crash and Burn, Hard to Hit, Night Shield, Supersonic, Void Mine, Unit: Voidraven, Weapon: Void lance, Wound Track: Voidraven, Voidraven 1, Voidraven 2, Voidraven 3

Voidraven Missiles [10pts]

Selections: Implosion missile, Shatterfield missile

Abilities: Voidraven Missiles, Weapon: Implosion missile, Shatterfield missile

Abilities	Descript	ion						
Airborne			innot charge, nase by units			-	charged by units that can FLY, a	nd can only attack or be atta
Crash and Burn			s reduced to within 6" suf				I a D6 before removing it from th I wounds.	e battlefield. On a 6 it explo
Hard to Hit	Your opp	onen	it must subtra	act	1 fro	m hit	rolls for attacks that target this m	odel in the Shooting phase.
Night Shield	This mod	lel ha	as a 5+ invulr	nera	able	save a	against ranged weapons.	
Supersonic	the mode	el mo ot. W	ves), and the hen this mod	en n	nove	the n	t on the spot up to 90 degrees (t nodel straight forwards. Note tha increase its Move characteristic	t it cannot pivot again after t
Void Mine	Movemer D6 for ea	nt pha	ases. After th EHICLE or N	ne \ /ION	/oidr ISTE	aven ER in	void mine on an enemy unit it m has moved, pick one enemy unit the unit, or one D6 for every othe +, the unit being bombed suffers	that it flew over. Then, roll t er model in the unit, up to a
Voidraven Missiles	When att	ackir	ng with this w	/eap	oon,	choos	se one of these profiles: Implosio	n missile, Shatterfield missil
Unit M	WS BS	S	ΤΨΑΙ	Ld	Sav	/e		
Voidraven *								
	6+ *	6	6 12 * 7	7	4+			
Weapon			6 12 * 7		4+ AP		Abilities	
Weapon Implosion mis	Ra	nge		S	AP		Abilities	
·	Ra	nge "	Туре	S 6	-3	D 1		ls for this weapon.
Implosion mis Shatterfield	Ra ssile 48'	nge	Type Assault D3	S 6 7	-3	D 1		ls for this weapon.
Implosion mis Shatterfield missile	Ra ssile 48' 48' 36'	nge "	Type Assault D3 Assault D6 Assault 1	s 6 7 9	-3 -1 -4	D 1 1 D6		ls for this weapon.
Implosion mis Shatterfield missile Void lance Wound	Ra ssile 48' 48' 36'	nge "	Type Assault D3 Assault D6 Assault 1	s 6 7 9	-3 -1 -4	D 1 1 D6	You can re-roll failed wound rol	ls for this weapon.
Implosion mis Shatterfield missile Void lance Wound Track	Ra ssile 48' 48' 36' Remainir	nge "	Type Assault D3 Assault D6 Assault 1 Character	s 6 7 9	-3 -1 -4	D 1 1 D6 Char	You can re-roll failed wound rol	ls for this weapon.
Implosion mis Shatterfield missile Void lance Wound Track Voidraven	Ra ssile 48' 48' 36' Remainir	nge "	Type Assault D3 Assault D6 Assault 1 Character M	s 6 7 9	-3 -1 -4	D 1 1 D6 Char BS	You can re-roll failed wound rol racteristic 2 Characteristic 3 A	ls for this weapon.

Battalion Detachment +5CP (Aeldari - Drukhari) [48 PL, 844pts]

Rules: Poisoned Weapon

No Force Org Slot

—

Selections: Kat	al of the Black Heart
Categories: No	Force Org Slot
Abilities: Kabal	of the Black Heart
Abilities	Description

HQ [8 PL, 142pts]

	ast Pisto	ol [10pts],	Husk	blade	e [6p	ts], Shadov	ield, Warlord	
ategories: A	rchon, C	haracter,	Facti	on: <	Kaba	al>, Factior	Aeldari, Faction: Drukhari, H	Q, Infantry, Warlord
ules: Power	from Pai	in						
bilities: Ove	rlord, Sh	adowfield	, Uni	t: Arc	hon,	Weapon:	last Pistol, Huskblade	
Abilities	Desci	ription						
Overlord	Re-ro	II hit rolls	of 1 f	or frie	endly	<kabal></kabal>	nits that are within 6" of this	model.
Shadowfield							ch cannot be re-rolled for an ceases to function for the re	
Unit M	WS B	ѕѕт	w	A Lo	l S	ave		
Archon 8"	2+ 2+	⊦ 3 3	5	59	5-	+		
Weapon	Range	Туре	S	AP	D	Abilities		
	0"	Pistol 1	8	-4	D6			
Blast Pistol	6"							

Archon [4 PL, 71pts]

Selections: Blast Pistol [10pts], Huskblade [6pts], Shadowfield

Categories: Archon, Character, Faction: <Kabal>, Faction: Aeldari, Faction: Drukhari, HQ, Infantry

Rules: Power from Pain

Abilities: Overlord, Shadowfield, Unit: Archon, Weapon: Blast Pistol, Huskblade

Abilities		De	scrip	tio	n				
Overlord	ł	Re	-roll ł	nit ro	olls	of 1	for	frien	dly <k <="" th=""></k>
		Th	is mo	del	has	sa2	+ in	vuln	erable
Shadow	field			able	e sa	ive is	s fa		he sha
Shadow Unit		inv	ulner					iled t	

Blast Pistol	6"	Pistol 1	8	-4	D6
Huskblade	Melee	Melee	+1	-2	D3

Troops [8 PL, 167pts]

Kabalite Warriors [2 PL, 57pts]

Categories: Faction: <Kabal>, Faction: Aeldari, Faction: Drukhari, Infantry, Kabalite Warriors, Troops **Rules:** *Power from Pain, Vanguard of the Dark City*

3x Kabalite Warrior [18pts]

Selections: 3x Splinter Rifle

Unit: Kabalite Warrior, Weapon: Splinter rifle

Kabalite Warrior with special weapon [23pts]

Selections: Blaster [17pts] Weapon: Blaster

Sybarite [16pts]

Selections: Blast Pistol [10pts]

Unit: Sybarite, Weapon: Blast Pistol

Unit	М	ws	BS	s	т	w	Α	Ld	Save
Kabalite Warrior	7"	3+	3+	3	3	1	1	7	5+
Sybarite	7"	3+	3+	3	3	1	2	8	5+
Weapon	Range	Тур	е		S	AF	>	D	Abilities
Blast Pistol	6"	Pist	ol 1		8	-4	I	D6	
Blaster	18"	Ass	ault 1		8	-4	I	D6	
Splinter rifle	24"	Rap	id Fir	e 1	*	0		1	Poisone

Kabalite Warriors [2 PL, 57pts]

Categories: Faction: <Kabal>, Faction: Aeldari, Faction: Drukhari, Infantry, Kabalite Warriors, Troops **Rules:** *Power from Pain, Vanguard of the Dark City*

3x Kabalite Warrior [18pts]

Selections: 3x Splinter Rifle

Unit: Kabalite Warrior, Weapon: Splinter rifle

Kabalite Warrior with special weapon [23pts]

Selections: Blaster [17pts]

Weapon: Blaster

Sybarite [16pts]

Selections: Blast Pistol [10pts]

Unit: Sybarite, Weapon: Blast Pistol

Unit	М	ws	BS	s	т	w	Α	Ld	Save
Kabalite Warrior	7"	3+	3+	3	3	1	1	7	5+
Sybarite	7"	3+	3+	3	3	1	2	8	5+
Weapon	Range	Тур	е		S	AF	P [)	Abilities
Blast Pistol	6"	Pist	Pistol 1			-4	[D6	
Blaster	18"	Ass	ault 1		8	-4	[D6	

Kabalite Warriors [4 PL, 53pts]

Categories: Faction: <Kabal>, Faction: Aeldari, Faction: Drukhari, Infantry, Kabalite Warriors, Troops **Rules:** *Power from Pain, Vanguard of the Dark City*

4x Kabalite Warrior [24pts]

Selections: 4x Splinter Rifle Unit: Kabalite Warrior, Weapon: Splinter rifle

Kabalite Warrior with special weapon [23pts]

Selections: Blaster [17pts] Weapon: Blaster

Sybarite [6pts]

Selections: Splinter Rifle

Unit: Sybarite, Weapon: Splinter rifle

Unit	М	ws	BS	s	т	w	A	Ld	Save
Kabalite Warrior	7"	3+	3+	3	3	1	1	7	5+
Sybarite	7"	3+	3+	3	3	1	2	8	5+
Weapon	Range	Тур	е		s	AF	, I	D	Abilities
Blaster	18"	Ass	ault 1		8	-4	[D6	
Splinter									Poisone

Flyer [8 PL, 145pts]

Razorwing Jetfighter [8 PL, 145pts]

Selections: Night Shield, Razorwing Missiles, Twin splinter rifle

Categories: Flyer, Faction: Aeldari, Faction: Drukhari, Faction: <Kabal>, Faction: <Wych Cult>, Vehicle, Fly

Abilities: Airborne, Crash and Burn, Hard to Hit, Night Shield, Razorwing missile, Supersonic, Unit: Razorwing Jetfighter, Weapon: Monoscythe missile, Necrotoxin missile, Shatterfield missile, Twin Splinter Rifle, Wound Track: Razorwing Jetfighter, Razorwing Jetfighter 1, Razorwing Jetfighter 2, Razorwing Jetfighter 3

2 Disintegrator Cannons [30pts]

Selections: 2x Disintegrator cannon [30pts]

Weapon: Disintegrator cannon

Abilities	Description
Airborne	This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY.
Crash and Burn	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.
Hard to Hit	Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.
Night Shield	This model has a 5+ invulnerable save against ranged weapons.
Razorwing missile	When attacking with this weapon, choose one of these profiles: Monoscythe missile, Necrotoxin missile, Shatterfield missile.
Supersonic	Each time this model moves, first pivot it on the spot up to 90 degrees (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase - do not roll a dice.

Razorwing Jetfighter	*	6+ * 6	6	10	*	7 4-	F			
Weapon	Range	Туре	s	AP	D	Abilit	ies			
Disintegrator cannon	36"	Assault 3	5	-3	2					
Monoscythe missile	48"	Assault D6	6	0	2					
Necrotoxin missile	48"	Assault 3D3	*	0	1				7). Add 2 to wound eting a VEHICLE.	rolls made for this
Shatterfield missile	48"	Assault D6	7	-1	1	Wher weap		use this profil	e, you can re-roll fa	iled wound rolls for this
Twin Splinter Rifle	24"	Rapid Fire 2	*	0	1	Poiso	ned	Weapon (pg 8	7)	
Wound Track	Re	emaining W	Cł	narac	teri	istic 1	Cha	racteristic 2	Characteristic 3	
Razorwing Jetfigh	ter		Μ				BS		А	
Razorwing Jetfigh 1	ter 6-	10+	20	-72"			3+		3	
Razorwing Jetfigh 2	ter ₃₋	5	20	-48"			4+		D3	
Razorwing Jetfigh 3	ter 1-3	2	20	-32"			5+		1	

Dedicated Transport [24 PL, 390pts]

Venom [4 PL, 65pts]

Selections: Bladevanes, Flickerfield, Night Shield, Splinter Cannon [10pts], Twin splinter rifle

Categories: Dedicated Transport, Faction: <Haemonculus Coven>, Faction: <Wych Cult>, Faction: Drukhari, Faction: Aeldari, Faction: <Kabal>, Fly, Transport, Venom, Vehicle

Abilities: Explodes, Flickerfield, Night Shield, Open-topped, Transport: Venom, Unit: Venom, Weapon: Bladevanes, Splinter Cannon, Twin splinter rifle

Abilities	Description											
Explodes	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers 1 mortal wound.											
Flickerfield	Your opponent must subtract 1 from all hit rolls that target this model in the Shooting phase.											
Night Shield	This model has a 5+ invulnerable save against ranged weapons.											
	Models embarked on this model can attack in their Shooting phase. Measure the range and draw line of sight from any point on this model. When they do so, any restrictions or modifiers that apply to this model also apply to its passengers: for example, the passengers cannot shoot if this model has Fallen Back in the											
•	sight from any point on this model. When they do so, any restrictions or modifiers that apply to this model also apply to its passengers; for example, the passengers cannot shoot if this model has Fallen Back in th same turn, cannot shoot (except with Pistols) if this model is within 1" of an enemy unit, and so on. Note											
Open- topped	sight from any point on this model. When they do so, any restrictions or modifiers that apply to this model also apply to its passengers; for example, the passengers cannot shoot if this model has Fallen Back in the same turn, cannot shoot (except with Pistols) if this model is within 1" of an enemy unit, and so on. Note that the passengers cannot shoot if this model Falls Back, even though the Venom itself can.											
topped Transport	sight from any point on this model. When they do so, any restrictions or modifiers that apply to this model also apply to its passengers; for example, the passengers cannot shoot if this model has Fallen Back in the same turn, cannot shoot (except with Pistols) if this model is within 1" of an enemy unit, and so on. Note that the passengers cannot shoot if this model Falls Back, even though the Venom itself can.											
topped Transport	sight from any point on this model. When they do so, any restrictions or modifiers that apply to this model also apply to its passengers; for example, the passengers cannot shoot if this model has Fallen Back in the same turn, cannot shoot (except with Pistols) if this model is within 1" of an enemy unit, and so on. Note that the passengers cannot shoot if this model Falls Back, even though the Venom itself can. Capacity This model can transport 5 DRUKHARI INFANTRY models, other than Grotesques, Scourges, and											

Weapon	Range	Туре	S	AP	D	Abilities
Bladevanes	Melee	Melee	4	-1	1	
Splinter Cannon	36"	Rapid Fire 3	*	0	1	Poisoned Weapon (pg 87)

Venom [4 PL, 65pts]

Selections: Bladevanes, Flickerfield, Night Shield, Splinter Cannon [10pts], Twin splinter rifle

Categories: Dedicated Transport, Faction: <Haemonculus Coven>, Faction: <Wych Cult>, Faction: Drukhari, Faction: Aeldari, Faction: <Kabal>, Fly, Transport, Venom, Vehicle

Abilities: Explodes, Flickerfield, Night Shield, Open-topped, Transport: Venom, Unit: Venom, Weapon: Bladevanes, Splinter Cannon, Twin splinter rifle

Abilities	Description
Explodes	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers 1 mortal wound.
Flickerfield	Your opponent must subtract 1 from all hit rolls that target this model in the Shooting phase.
Night Shield	This model has a 5+ invulnerable save against ranged weapons.
Open- topped	Models embarked on this model can attack in their Shooting phase. Measure the range and draw line of sight from any point on this model. When they do so, any restrictions or modifiers that apply to this model also apply to its passengers; for example, the passengers cannot shoot if this model has Fallen Back in the same turn, cannot shoot (except with Pistols) if this model is within 1" of an enemy unit, and so on. Note that the passengers cannot shoot if this model Falls Back, even though the Venom itself can.

Transport Capacity

Venom

This model can transport 5 DRUKHARI INFANTRY models, other than Grotesques, Scourges, and SKYBOARD models.

Unit M WS BS S T W A Ld Save Venom 16" 4+ 3+ 5 5 6 2 7 4+

l					8	
Weapon	Range	Туре	s	AP	D	Abilities
Bladevanes	Melee	Melee	4	-1	1	
Splinter Cannon	36"	Rapid Fire 3	*	0	1	Poisoned Weapon (pg 87)
Twin splinter rifle	24"	Rapid Fire 2	*	0	1	Poisoned Weapon (pg 87)

Venom [4 PL, 65pts]

Selections: Bladevanes, Flickerfield, Night Shield, Splinter Cannon [10pts], Twin splinter rifle

Categories: Dedicated Transport, Faction: <Haemonculus Coven>, Faction: <Wych Cult>, Faction: Drukhari, Faction: Aeldari, Faction: <Kabal>, Fly, Transport, Venom, Vehicle

Abilities: Explodes, Flickerfield, Night Shield, Open-topped, Transport: Venom, Unit: Venom, Weapon: Bladevanes, Splinter Cannon, Twin splinter rifle

Abilities	Description
Explodes	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers 1 mortal wound.
Flickerfield	Your opponent must subtract 1 from all hit rolls that target this model in the Shooting phase.
Night Shield	This model has a 5+ invulnerable save against ranged weapons.
Open- topped	Models embarked on this model can attack in their Shooting phase. Measure the range and draw line of sight from any point on this model. When they do so, any restrictions or modifiers that apply to this model also apply to its passengers; for example, the passengers cannot shoot if this model has Fallen Back in the same turn, cannot shoot (except with Pistols) if this model is within 1" of an enemy unit, and so on. Note that the passengers cannot shoot if this model Falls Back, even though the Venom itself can.

Venom		his m KYBC				•	ort 5	DR	UK	HAR		FANTRY models, other than	Grotesques, Scourges, and
Unit	М	ws	BS	s	т	w	Α	Ld	S	ave]		
Venom	16"	4+	3+	5	5	6	2	7	4	+			
Weapon	1		Ran	ige	ту	/pe			s	AP	D	Abilities	
Bladeva	nes		Mel	ee	Μ	elee			4	-1	1		
Splinter	Canı	non	36"		Ra	apid	Fire	e 3	*	0	1	Poisoned Weapon (pg 87)	
Twin sp rifle	linter		24"		Ra	apid	Fire	e 2	*	0	1	Poisoned Weapon (pg 87)	

Venom [4 PL, 65pts]

Selections: Bladevanes, Flickerfield, Night Shield, Splinter Cannon [10pts], Twin splinter rifle

Categories: Dedicated Transport, Faction: <Haemonculus Coven>, Faction: <Wych Cult>, Faction: Drukhari, Faction: Aeldari, Faction: <Kabal>, Fly, Transport, Venom, Vehicle

Abilities: Explodes, Flickerfield, Night Shield, Open-topped, Transport: Venom, Unit: Venom, Weapon: Bladevanes, Splinter Cannon, Twin splinter rifle

Abilities	Description										
Explodes	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers 1 mortal wound.										
Flickerfie	Your opponent must subtract 1 from all hit rolls that target this model in the Shooting phase.										
Night Shield	I his model has a 5+ invulnerable save adainst randed weapons										
	Models embarked on this model can attack in their Shooting phase. Measure the range and draw line of sight from any point on this model. When they do so, any restrictions or modifiers that apply to this model also apply to its passengers; for example, the passengers cannot shoot if this model has Fallen Back in the same turn, cannot shoot (except with Pistols) if this model is within 1" of an enemy unit, and so on. Note										
	also apply to its passengers; for example, the passengers cannot shoot if this model has Fallen Back in the										
	also apply to its passengers; for example, the passengers cannot shoot if this model has Fallen Back in the same turn, cannot shoot (except with Pistols) if this model is within 1" of an enemy unit, and so on. Note that the passengers cannot shoot if this model Falls Back, even though the Venom itself can.										
topped	also apply to its passengers; for example, the passengers cannot shoot if this model has Fallen Back in the same turn, cannot shoot (except with Pistols) if this model is within 1" of an enemy unit, and so on. Note that the passengers cannot shoot if this model Falls Back, even though the Venom itself can.										
Transport Venom	also apply to its passengers; for example, the passengers cannot shoot if this model has Fallen Back in the same turn, cannot shoot (except with Pistols) if this model is within 1" of an enemy unit, and so on. Note that the passengers cannot shoot if this model Falls Back, even though the Venom itself can. t Capacity This model can transport 5 DRUKHARI INFANTRY models, other than Grotesques, Scourges, and										

Weapon	Range	Туре	S	AP	D	Abilities
Bladevanes	Melee	Melee	4	-1	1	
Splinter Cannon	36"	Rapid Fire 3	*	0	1	Poisoned Weapon (pg 87)
Twin splinter rifle	24"	Rapid Fire 2	*	0	1	Poisoned Weapon (pg 87)

Venom [4 PL, 65pts]

Selections: Bladevanes, Flickerfield, Night Shield, Splinter Cannon [10pts], Twin splinter rifle

Categories: Dedicated Transport, Faction: <Haemonculus Coven>, Faction: <Wych Cult>, Faction: Drukhari, Faction: Aeldari, Faction: <Kabal>, Fly, Transport, Venom, Vehicle

Abilities: Explodes, Flickerfield, Night Shield, Open-topped, Transport: Venom, Unit: Venom, Weapon: Bladevanes, Splinter Cannon, Twin splinter rifle

Abilities Description

Explodes If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers 1 mortal wound.

Flickerfield Your opponent must subtract 1 from all hit rolls that target this model in the Shooting phase.													
Night Shield	This model has a 5+ invulnerable save against ranged weapons.												
Open- topped	also apply to its passengers: for example, the passengers cannot shoot if this model has Fallen Back in the												
Transport (Transport Capacity												
Venom This model can transport 5 DRUKHARI INFANTRY models, other than Grotesques, Scourges, and SKYBOARD models.													
Unit M	WS	BS	S	т	w	Α	Ld	S	ave				
Venom 16"	Venom 16" 4+		5	5	6	2	7	4	+				
Weapon	Weapon		ige	Ту	pe			S AP		D	Abilities		
Bladevanes		Melee		Melee				4	-1	1			
Splinter Cannon		36"		Rapid Fire 3		*	0	1	Poisoned Weapon (pg 87)	')			
Twin splinter rifle		24"		Rapid Fire 2		2	*	0	1	Poisoned Weapon (pg 87)	oned Weapon (pg 87)		
t													

Venom [4 PL, 65pts]

Selections: Bladevanes, Flickerfield, Night Shield, Splinter Cannon [10pts], Twin splinter rifle

Categories: Dedicated Transport, Faction: <Haemonculus Coven>, Faction: <Wych Cult>, Faction: Drukhari, Faction: Aeldari, Faction: <Kabal>, Fly, Transport, Venom, Vehicle

Abilities: Explodes, Flickerfield, Night Shield, Open-topped, Transport: Venom, Unit: Venom, Weapon: Bladevanes, Splinter Cannon, Twin splinter rifle

Abilit	ies	Description				
Explo	odes	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers 1 mortal wound.				
Flicke	erfield	Your opponent must subtract 1 from all hit rolls that target this model in the Shooting phase.				
Night Shiele		This model has a 5+ invulnerable save against ranged weapons.				
Open toppe		Models embarked on this model can attack in their Shooting phase. Measure the range and draw line of sight from any point on this model. When they do so, any restrictions or modifiers that apply to this model also apply to its passengers; for example, the passengers cannot shoot if this model has Fallen Back in the same turn, cannot shoot (except with Pistols) if this model is within 1" of an enemy unit, and so on. Note that the passengers cannot shoot if this model Falls Back, even though the Venom itself can.				

Transport Capacity

Venom

This model can transport 5 DRUKHARI INFANTRY models, other than Grotesques, Scourges, and SKYBOARD models.

Unit Μ WS BS S T W A Ld Save Venom 16" 4+ 3+ 5 5 6 2 7 4+

Weapon	Range	Туре	s	AP	D	Abilities
Bladevanes	Melee	Melee	4	-1	1	
Splinter Cannon	36"	Rapid Fire 3	*	0	1	Poisoned Weapon (pg 87)
Twin splinter rifle	24"	Rapid Fire 2	*	0	1	Poisoned Weapon (pg 87)

Force Rules

Poisoned Weapon: This weapon wounds on a 4+, unless it is targeting a VEHICLE or TITANIC unit, in which case it wounds on a 6+.

Selection Rules

- Combat Drugs: D6
- 1 Adrenalight:+1 Attack
- 2 Grave Lotus: +1 Strength
- 3 Hypex: +2 Move
- 4 Painbringer: +1 Toughness
- 5 Serpentin: +1 Weapon Skill
- 6 Splintermind: +2 Leadership

Power from Pain: Battle Round 1 - Inured to Suffering: Roll a D6 each time a model with this ability loses a wound. On a 6 the model does not lose that wound.

Battle Round 2 - Eager to Flay: You can re-roll the dice when determining how far a unit with this ability moves when it Advances or charges. Battle Round 3 - Flensing Fury: You can add 1 to hit rolls made for a unit with this ability in the Fight phase.

Battle round 4 - Emboldened by Bloodshed: Units with this ability automatically pass Morale tests (do not roll the dice).

Battle Round 5+ - Mantle of Agony: Subtract 1 from the Leadership of enemy units that are within 6" of any units with this ability in the Morale phase.

Vanguard of the Dark City: If your army is Battle-forged, all Troops units in Drukhari detachments gain this ability. Such a unit that is within range of an objective marker (as specified in the mission) controls that objective marker even if there are more enemy models within range of it. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models within range as normal.

Created with BattleScribe