

# 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, 54pts]

. 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

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

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



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## 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]

**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	Description
<b>Eternal Warrior</b>	This model has a 5+ invulnerable save.
<b>Lethal Precision</b>	When resolving an attack made with a melee weapon by a model in this unit, on an unmodified wound roll of 6 add 2 to the Damage characteristic of that weapon for that attack.
<b>Master of Blades</b>	Add 1 to wound rolls for friendly INCUBI units whilst they are within 6" of this model.
<b>Murderous Assault</b>	If this model made a charge move this turn, you can choose to fight with this model an additional time this turn.
<b>Tormentors</b>	When a Morale test is taken for an enemy unit within 6" of any INCUBI units from your army, and the result of that Morale test is equal to the highest Leadership characteristic in that enemy unit, the test is failed and one model flees that enemy unit.

Unit	M	WS	BS	S	T	W	A	Ld	Save
<b>Drazhar</b>	7"	2+	2+	4	4	6	4	9	2+

Weapon	Range	Type	S	AP	D	Abilities
<b>Dual blades</b>	Melee	Melee	User	-2	2	When the bearer fights with dual blades, it can make 2 additional attacks with this weapon.
<b>Single blade</b>	Melee	Melee	+1	-3	2	-

### 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
<b>Brides of Death</b>	In the Fight phase you can re-roll all hit rolls of 1 made for friendly <WYCH CULT> units that are within 6" of this model.

**Lightning Dodge** This unit has a 4+ invulnerable save.

**No Escape** Roll off if an enemy INFANTRY unit within 1" of any models with this ability wishes to Fall Back. The enemy unit can only Fall Back if the player commanding it wins the roll-off.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Succubus	8"	2+	2+	3	3	5	4	8	6+

Weapon	Range	Type	S	AP	D	Abilities
Shardnet and impaler	Melee	Melee	User	-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]

### Wyches [2 PL, 58pts]

**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 [16pts]

**Selections:** Shardnet and impaler [8pts]

**Weapon:** *Shardnet and impaler*

Abilities	Description
<b>Dodge</b>	Models in this unit have a 6+ invulnerable save, which is increased to a 4+ invulnerable save in the Fight phase.
<b>No Escape</b>	Roll off if an enemy INFANTRY unit within 1" of any models with this ability wishes to Fall Back. The enemy unit 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	Type	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.	
Plasma Grenade	6"	Grenade	D6	4	-1	1	-
Shardnet and impaler	Melee	Melee	User	-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	
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:** Hydra gauntlets [4pts]

**Weapon:** *Hydra gauntlets*

Abilities	Description
<b>Dodge</b>	Models in this unit have a 6+ invulnerable save, which is increased to a 4+ invulnerable save in the Fight phase.
<b>No Escape</b>	Roll off if an enemy INFANTRY unit within 1" of any models with this ability wishes to Fall Back. The enemy unit 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	Type	S	AP	D	Abilities
<b>Blast Pistol</b>	6"	Pistol 1	8	-4	D6	
<b>Hekatarii blade</b>	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
<b>Hydra gauntlets</b>	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.
<b>Plasma Grenade</b>	6"	Grenade D6	4	-1	1	-
<b>Splinter pistol</b>	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*

Abilities	Description
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<b>Dodge</b>	Models in this unit have a 6+ invulnerable save, which is increased to a 4+ invulnerable save in the Fight phase.
<b>No Escape</b>	Roll off if an enemy INFANTRY unit within 1" of any models with this ability wishes to Fall Back. The enemy unit can only Fall Back if the player commanding it wins the roll-off.

Unit	M	WS	BS	S	T	W	A	Ld	Save
<b>Hekatrix</b>	8"	3+	3+	3	3	1	3	8	6+
<b>Wych</b>	8"	3+	3+	3	3	1	2	7	6+

Weapon	Range	Type	S	AP	D	Abilities	
<b>Blast Pistol</b>	6"	Pistol	1	8	-4	D6	
<b>Hekatarii blade</b>	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
<b>Plasma Grenade</b>	6"	Grenade D6	4	-1	1	-	
<b>Razorflails</b>	Melee	Melee	User	-1	1	Each time the bearer fights, it can make D3 additional attacks with this weapon. You can re-roll failed hit rolls for this weapon.	
<b>Splinter pistol</b>	12"	Pistol	1	*	0	1	Poisoned Weapon (pg 87)

## 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
<b>Airborne</b>	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.
<b>Crash and Burn</b>	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.
<b>Hard to Hit</b>	Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.
<b>Night Shield</b>	This model has a 5+ invulnerable save against ranged weapons.
<b>Supersonic</b>	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.
<b>Void Mine</b>	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.
<b>Voidraven Missiles</b>	When attacking with this weapon, choose one of these profiles: Implosion missile, Shatterfield missile.

Unit	M	WS	BS	S	T	W	A	Ld	Save
<b>Voidraven</b>	*	6+	*	6	6	12	*	7	4+

Weapon	Range	Type	S	AP	D	Abilities
<b>Implosion missile</b>	48"	Assault	D3	6	-3	1

<b>Shatterfield missile</b>	48"	Assault D6	7	-1	1	You can re-roll failed wound rolls for this weapon.
<b>Void lance</b>	36"	Assault 1	9	-4	D6	

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3
<b>Voidraven</b>		M	BS	A
<b>Voidraven 1</b>	7-12+	20-60"	3+	3
<b>Voidraven 2</b>	4-6	20-40"	4+	D3
<b>Voidraven 3</b>	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	Description
<b>Airborne</b>	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.
<b>Crash and Burn</b>	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.
<b>Hard to Hit</b>	Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.
<b>Night Shield</b>	This model has a 5+ invulnerable save against ranged weapons.
<b>Supersonic</b>	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.
<b>Void Mine</b>	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.
<b>Voidraven Missiles</b>	When attacking with this weapon, choose one of these profiles: Implosion missile, Shatterfield missile.

Unit	M	WS	BS	S	T	W	A	Ld	Save
<b>Voidraven</b>	*	6+	*	6	6	12	*	7	4+

Weapon	Range	Type	S	AP	D	Abilities
<b>Implosion missile</b>	48"	Assault D3	6	-3	1	
<b>Shatterfield missile</b>	48"	Assault D6	7	-1	1	You can re-roll failed wound rolls for this weapon.
<b>Void lance</b>	36"	Assault 1	9	-4	D6	

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3
<b>Voidraven</b>		M	BS	A
<b>Voidraven 1</b>	7-12+	20-60"	3+	3
<b>Voidraven 2</b>	4-6	20-40"	4+	D3
<b>Voidraven 3</b>	1-3	20-25"	5+	1

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

Rules: *Poisoned Weapon*

### No Force Org Slot

#### Detachment Type

**Selections:** Kabal of the Black Heart

**Categories:** No Force Org Slot

**Abilities:** *Kabal of the Black Heart*

Abilities	Description
<b>Kabal of the Black Heart</b>	Units with this obsession that have the Power from Pain ability treat the current battle round as being 1 higher than it actually is when determining what bonuses they gain. Units with this obsession that do not have the Power From Pain ability instead gain the Inured to Suffering bonus

## HQ [8 PL, 142pts]

#### Archon [4 PL, 71pts]

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

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

**Rules:** *Power from Pain*

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

Abilities	Description
<b>Overlord</b>	Re-roll hit rolls of 1 for friendly <KABAL> units that are within 6" of this model.
<b>Shadowfield</b>	This model has a 2+ invulnerable save which cannot be re-rolled for any reason. The first time this invulnerable save is failed the shadowfield ceases to function for the remainder of the battle.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Archon	8"	2+	2+	3	3	5	5	9	5+

Weapon	Range	Type	S	AP	D	Abilities
<b>Blast Pistol</b>	6"	Pistol	1	8	-4	D6
<b>Huskblade</b>	Melee	Melee	+1	-2	D3	

#### 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	Description
<b>Overlord</b>	Re-roll hit rolls of 1 for friendly <KABAL> units that are within 6" of this model.
<b>Shadowfield</b>	This model has a 2+ invulnerable save which cannot be re-rolled for any reason. The first time this invulnerable save is failed the shadowfield ceases to function for the remainder of the battle.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Archon	8"	2+	2+	3	3	5	5	9	5+

Weapon	Range	Type	S	AP	D	Abilities
<b>Blast Pistol</b>	6"	Pistol	1	8	-4	D6
<b>Huskblade</b>	Melee	Melee	+1	-2	D3	



<b>Blast Pistol</b>	6"	Pistol 1	8	-4	D6
<b>Huskblade</b>	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	M	WS	BS	S	T	W	A	Ld	Save
<b>Kabalite Warrior</b>	7"	3+	3+	3	3	1	1	7	5+
<b>Sybarite</b>	7"	3+	3+	3	3	1	2	8	5+

Weapon	Range	Type	S	AP	D	Abilities
<b>Blast Pistol</b>	6"	Pistol 1	8	-4	D6	
<b>Blaster</b>	18"	Assault 1	8	-4	D6	
<b>Splinter rifle</b>	24"	Rapid Fire 1	*	0	1	Poisoned Weapon (pg 87)

### 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	M	WS	BS	S	T	W	A	Ld	Save
<b>Kabalite Warrior</b>	7"	3+	3+	3	3	1	1	7	5+
<b>Sybarite</b>	7"	3+	3+	3	3	1	2	8	5+

Weapon	Range	Type	S	AP	D	Abilities
<b>Blast Pistol</b>	6"	Pistol 1	8	-4	D6	
<b>Blaster</b>	18"	Assault 1	8	-4	D6	

Splinter rifle	24"	Rapid Fire 1	*	0	1	Poisoned Weapon (pg 87)
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### 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	M	WS	BS	S	T	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	Type	S	AP	D	Abilities
Blaster	18"	Assault 1	8	-4	D6	
Splinter rifle	24"	Rapid Fire 1	*	0	1	Poisoned Weapon (pg 87)

## 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
<b>Airborne</b>	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.
<b>Crash and Burn</b>	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.
<b>Hard to Hit</b>	Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.
<b>Night Shield</b>	This model has a 5+ invulnerable save against ranged weapons.
<b>Razorwing missile</b>	When attacking with this weapon, choose one of these profiles: Monoscythe missile, Necrotoxin missile, Shatterfield missile.
<b>Supersonic</b>	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.

Unit	M	WS	BS	S	T	W	A	Ld	Save
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<b>Razorwing Jetfighter</b>	*	6+	*	6	6	10	*	7	4+
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Weapon	Range	Type	S	AP	D	Abilities
<b>Disintegrator cannon</b>	36"	Assault 3	5	-3	2	
<b>Monoscythe missile</b>	48"	Assault D6	6	0	2	
<b>Necrotoxin missile</b>	48"	Assault 3D3	*	0	1	Poisoned Weapon (pg 87). Add 2 to wound rolls made for this weapon, unless it is targeting a VEHICLE.
<b>Shatterfield missile</b>	48"	Assault D6	7	-1	1	When you use this profile, you can re-roll failed wound rolls for this weapon.
<b>Twin Splinter Rifle</b>	24"	Rapid Fire 2	*	0	1	Poisoned Weapon (pg 87)

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3
<b>Razorwing Jetfighter</b>		M	BS	A
<b>Razorwing Jetfighter 1</b>	6-10+	20-72"	3+	3
<b>Razorwing Jetfighter 2</b>	3-5	20-48"	4+	D3
<b>Razorwing Jetfighter 3</b>	1-2	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
<b>Explodes</b>	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.
<b>Flickerfield</b>	Your opponent must subtract 1 from all hit rolls that target this model in the Shooting phase.
<b>Night Shield</b>	This model has a 5+ invulnerable save against ranged weapons.
<b>Open-topped</b>	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
<b>Venom</b>	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
<b>Venom</b>	16"	4+	3+	5	5	6	2	7	4+

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

**Twin splinter rifle** 24" Rapid Fire 2 \* 0 1 Poisoned Weapon (pg 87)

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<b>Splinter Cannon</b>	36"	Rapid Fire 3	*	0	1	Poisoned Weapon (pg 87)
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## 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 Fly: 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.

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