

## DH L2 (Warhammer 40,000 8th Edition) [114 PL, 1,999pts]

### Battalion Detachment +5CP (Aeldari - Drukhari) [40 PL, 690pts]

Rules: *Poisoned Weapon*

#### Configuration

<b>Detachment Type</b>		
<b>Categories:</b> CONFIGURATION		
<b>*Custom Cult*</b>		
<b>Selections:</b> Berserk Fugue, Test of Skill		
<b>Abilities:</b> <i>Berserk Fugue, Test of Skill</i>		
Abilities	Description	Ref
<b>Berserk Fugue</b>	When resolving an attack made with a melee weapon by a model with this obsession that made a charge move, was charged or performed a Heroic Intervention this turn, an unmodified hit roll of 6 scores 1 additional hit. You cannot select this obsession if you have already selected the Precise Killers obsession.	
<b>Test of Skill</b>	When resolving an attack made by a model with this obsession against a MONSTER or VEHICLE unit in which any models have a Wounds characteristic of 10 or more, add 1 to the wound roll.	

HQ [10 PL, 150pts]

**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	Ref
<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	Ref
<b>Drazhar</b>	7"	2+	2+	4	4	6	4	9	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<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, 50pts]

**Selections:** Archite Glaive, Splinter pistol

**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:** *Archite glaive, Splinter pistol*

Abilities	Description	Ref
<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.	
<b>Lightning Dodge</b>	This unit has a 4+ invulnerable save.	
<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	Ref
<b>Succubus</b>	8"	2+	2+	3	3	5	4	8	6+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Archite glaive</b>	Melee	Melee	+2	-3	1	When attacking with this weapon, you must subtract 1 from the hit roll.	
<b>Splinter pistol</b>	12"	Pistol 1	*	0	1	Poisoned Weapon (pg 87)	

### Troops [6 PL, 120pts]

## Wyches [2 PL, 40pts]

**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 [8pts]

**Selections:** Hekatarii blade, Splinter pistol

**Unit:** *Hekatrix, Weapon: Hekatarii blade, Splinter pistol*

### 4x Wych [32pts]

**Selections:** 4x Hekatarii blade, 4x Splinter Pistol

**Unit:** *Wych, Weapon: Hekatarii blade, Splinter pistol*

Abilities	Description	Ref
<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	Ref
<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	Ref
<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>Splinter pistol</b>	12"	Pistol	1	*	0	1	Poisoned Weapon (pg 87)

## Wyches [2 PL, 40pts]

**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 [8pts]

**Selections:** Hekatarii blade, Splinter pistol

**Unit:** *Hekatrix, Weapon: Hekatarii blade, Splinter pistol*

## 4x Wych [32pts]

**Selections:** 4x Hekatarii blade, 4x Splinter Pistol

**Unit:** *Wych, Weapon: Hekatarii blade, Splinter pistol*

Abilities	Description	Ref
<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	Ref
<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	Ref
<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>Splinter pistol</b>	12"	Pistol	1	*	0	1	Poisoned Weapon (pg 87)

### Wyches [2 PL, 40pts]

**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 [8pts]

**Selections:** Hekatarii blade, Splinter pistol

**Unit:** *Hekatrix, Weapon: Hekatarii blade, Splinter pistol*

### 4x Wych [32pts]

**Selections:** 4x Hekatarii blade, 4x Splinter Pistol

**Unit:** *Wych, Weapon: Hekatarii blade, Splinter pistol*

Abilities	Description	Ref
<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	Ref
<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	Ref
<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>Splinter pistol</b>	12"	Pistol	1	*	0	1	Poisoned Weapon (pg 87)

### Flyer [16 PL, 290pts]

#### 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 Dark Lances [30pts]

**Selections:** 2x Dark Lance [30pts]

**Weapon:** *Dark Lance*

Abilities	Description	Ref
<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	Ref
<b>Razorwing Jetfighter</b>	*	6+	*	6	6	10	*	7	4+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Dark Lance</b>	36"	Heavy 1	8	-4	D6	Change the weapon's Type from Heavy to Assault if it is equipped on a VEHICLE.	
<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	Ref
<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	

### 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 Dark Lances [30pts]

**Selections:** 2x Dark Lance [30pts]

**Weapon:** *Dark Lance*

Abilities	Description	Ref
<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	Ref
<b>Razorwing Jetfighter</b>	*	6+	*	6	6	10	*	7	4+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Dark Lance</b>	36"	Heavy 1	8	-4	D6	Change the weapon's Type from Heavy to Assault if it is equipped on a VEHICLE.	
<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	Ref
<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 [8 PL, 130pts]

### 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	Ref
<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	Ref
<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	Ref
<b>Venom</b>	16"	4+	3+	5	5	6	2	7	4+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Bladevanes</b>	Melee	Melee	4	-1	1		
<b>Splinter Cannon</b>	36"	Rapid Fire 3	*	0	1	Poisoned Weapon (pg 87)	
<b>Twin splinter rifle</b>	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	Ref
<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	Ref
<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	Ref
<b>Venom</b>	16"	4+	3+	5	5	6	2	7	4+	

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

## Battalion Detachment +5CP (Aeldari - Drukhari) [35 PL, 677pts]

**Rules:** *Poisoned Weapon*

### Configuration

### Detachment Type

**Selections:** Kabal of the Black Heart

**Categories:** CONFIGURATION

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

Abilities	Description	Ref
<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, 116pts]

#### Archon [4 PL, 57pts]

**Selections:** Labyrinthine Cunning, Shadowfield, Splinter pistol, Venom Blade [2pts], Warlord

**Categories:** ARCHON, CHARACTER, FACTION: <KABAL>, FACTION: AELDARI, FACTION: DRUKHARI, HQ, INFANTRY, WARLORD

**Rules:** *Power from Pain*

**Abilities:** *Labyrinthine Cunning, Overlord, Shadowfield*, **Unit:** Archon, **Weapon:** *Splinter pistol, Venom Blade*

Abilities	Description	Ref
<b>Labyrinthine Cunning</b>	Whilst your Warlord is on the battlefield, roll a D6 each time you or your opponent spends a Command Point to use a Stratagem; you gain one Command Point for each roll of 6.	
<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	Ref
Archon	8"	2+	2+	3	3	5	5	9	5+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Splinter pistol</b>	12"	Pistol 1	*	0	1	Poisoned Weapon (pg 87)	
<b>Venom Blade</b>	Melee	Melee	*	0	1	Poisoned Weapon (p87). Add 2 to wound rolls made for this weapon, unless it is targeting a vehicle.	

### Archon [4 PL, 59pts]

**Selections:** Agoniser [4pts], Shadowfield, Splinter pistol, Writ of the Living Muse

**Categories:** ARCHON, CHARACTER, FACTION: <KABAL>, FACTION: AELDARI, FACTION: DRUKHARI, HQ, INFANTRY

**Rules:** *Power from Pain*

**Abilities:** *Overlord, Shadowfield, Writ of the Living Muse*, **Unit:** *Archon*, **Weapon:** *Agoniser, Splinter pistol*

Abilities	Description	Ref
<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.	
<b>Writ of the Living Muse</b>	KABAL OF THE BLACK HEART Archon only. Re-roll wound rolls of 1 for friendly KABAL OF THE BLACK HEART units within 6" of the bearer.	

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

Weapon	Range	Type	S	AP	D	Abilities	Ref
Agoniser	Melee	Melee	*	-2	1	Poisoned Weapon (p87)	
Splinter pistol	12"	Pistol	1	*	0	1 Poisoned Weapon (pg 87)	

### Troops [6 PL, 141pts]

#### Kabalite Warriors [2 PL, 47pts]

**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 [6pts]

**Selections:** Splinter Rifle

**Unit:** *Sybarite*, **Weapon:** *Splinter rifle*

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
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	Ref
Blaster	18"	Assault	1	8	-4	D6	
Splinter rifle	24"	Rapid Fire	1	*	0	1 Poisoned Weapon (pg 87)	

### Kabalite Warriors [2 PL, 47pts]

**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 [6pts]

**Selections:** Splinter Rifle

**Unit:** *Sybarite*, **Weapon:** *Splinter rifle*

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
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	Ref
Blaster	18"	Assault 1	8	-4	D6		
Splinter rifle	24"	Rapid Fire 1	*	0	1	Poisoned Weapon (pg 87)	

### Kabalite Warriors [2 PL, 47pts]

**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 [6pts]

**Selections:** Splinter Rifle

**Unit:** *Sybarite*, **Weapon:** *Splinter rifle*

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
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	Ref
Blaster	18"	Assault 1	8	-4	D6		
Splinter rifle	24"	Rapid Fire 1	*	0	1	Poisoned Weapon (pg 87)	

### Heavy Support [21 PL, 420pts]

**Ravager [7 PL, 140pts]**

**Selections:** Bladevanes, Disintegrator cannon [15pts], Disintegrator cannon [15pts], Disintegrator cannon [15pts], Night Shield

**Categories:** HEAVY SUPPORT, FACTION: <KABAL>, FACTION: AELDARI, FACTION: DRUKHARI, FLY, VEHICLE, RAVAGER

**Abilities:** *Explodes, Hovering, Night Shield*, **Unit:** *Ravager*, **Weapon:** *Bladevanes, Disintegrator cannon*, **Wound Track:** *Ravager, Ravager 1, Ravager 2, Ravager 3*

Abilities	Description	Ref
<b>Explodes</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>Hovering</b>	Instead of measuring distance and ranges to and from this model's base, measure to and from this model's hull or base (whichever is closer)	
<b>Night Shield</b>	This model has a 5+ invulnerable save against ranged weapons.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Ravager</b>	*	4+	*	6	6	10	*	7	4+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Bladevanes</b>		Melee	4	-1	1		
<b>Disintegrator cannon</b>	36"	Assault	3	5	-3	2	

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
<b>Ravager</b>		M	BS	A	
<b>Ravager 1</b>	6-10+	14"	3+	3	
<b>Ravager 2</b>	3-5	10"	4+	D3	
<b>Ravager 3</b>	1-2	6"	5+	1	

**Ravager [7 PL, 140pts]**

**Selections:** Bladevanes, Disintegrator cannon [15pts], Disintegrator cannon [15pts], Disintegrator cannon [15pts], Night Shield

**Categories:** HEAVY SUPPORT, FACTION: <KABAL>, FACTION: AELDARI, FACTION: DRUKHARI, FLY, VEHICLE, RAVAGER

**Abilities:** *Explodes, Hovering, Night Shield*, **Unit:** *Ravager*, **Weapon:** *Bladevanes, Disintegrator cannon*, **Wound Track:** *Ravager, Ravager 1, Ravager 2, Ravager 3*

Abilities	Description	Ref
<b>Explodes</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>Hovering</b>	Instead of measuring distance and ranges to and from this model's base, measure to and from this model's hull or base (whichever is closer)	
<b>Night Shield</b>	This model has a 5+ invulnerable save against ranged weapons.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Ravager</b>	*	4+	*	6	6	10	*	7	4+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Bladevanes</b>		Melee	4	-1	1		
<b>Disintegrator cannon</b>	36"	Assault	3	5	-3	2	

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
<b>Ravager</b>		M	BS	A	
<b>Ravager 1</b>	6-10+	14"	3+	3	
<b>Ravager 2</b>	3-5	10"	4+	D3	
<b>Ravager 3</b>	1-2	6"	5+	1	

### Ravager [7 PL, 140pts]

**Selections:** Bladevanes, Disintegrator cannon [15pts], Disintegrator cannon [15pts], Disintegrator cannon [15pts], Night Shield

**Categories:** HEAVY SUPPORT, FACTION: <KABAL>, FACTION: AELDARI, FACTION: DRUKHARI, FLY, VEHICLE, RAVAGER

**Abilities:** *Explodes, Hovering, Night Shield*, **Unit:** *Ravager*, **Weapon:** *Bladevanes, Disintegrator cannon*, **Wound Track:** *Ravager, Ravager 1, Ravager 2, Ravager 3*

Abilities	Description	Ref
<b>Explodes</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>Hovering</b>	Instead of measuring distance and ranges to and from this model's base, measure to and from this model's hull or base (whichever is closer)	
<b>Night Shield</b>	This model has a 5+ invulnerable save against ranged weapons.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Ravager	*	4+	*	6	6	10	*	7	4+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bladevanes	Melee	Melee	4	-1	1		
Disintegrator cannon	36"	Assault	3	5	-3	2	

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
Ravager		M	BS	A	
Ravager 1	6-10+	14"	3+	3	
Ravager 2	3-5	10"	4+	D3	
Ravager 3	1-2	6"	5+	1	

### Spearhead Detachment +1CP (Aeldari - Drukhari) [39 PL, 632pts]

Rules: *Poisoned Weapon*

#### Configuration



## Detachment Type

**Categories:** CONFIGURATION

### \*Custom Coven\*

**Selections:** Dark Technomancers, Masters of Mutagens

**Abilities:** *Dark Technomancers, Masters of Mutagens*

Abilities	Description	Ref
<b>Dark Technomancers</b>	When a unit with this obsession fires Overwatch or is chosen to shoot with, you can choose to enhance any or all of the ranged weapons models in that unit are equipped with. If you do, until the end of the phase, when resolving an attack made with that weapon, add 1 to the wound roll and add 1 to the Damage characteristic of that weapon for that attack. If any unmodified wound rolls of 1 are made for attacks with an enhanced weapon, the firing model suffers 1 mortal wound after shooting with that weapon.	
<b>Masters of Mutagens</b>	When resolving an attack made with a poisoned weapon by a model with this obsession against a unit that is not a VEHICLE or TITANIC, an unmodified hit roll of 6 automatically scores a hit and successfully wounds the target (do not make a wound roll). This does not apply to Artefacts of Cruelty. For the purposes of this obsession, a poisoned weapon is any weapon with the Poisoned Weapon ability (see Codex: Drukhari).	

## HQ [5 PL, 75pts]

### Haemonculus [5 PL, 75pts]

**Selections:** Haemonculus tools, Hexrifle [5pts]

**Categories:** HQ, FACTION: <HAEMONCULUS COVEN>, FACTION: AELDARI, FACTION: DRUKHARI, CHARACTER, INFANTRY, HAEMONCULUS

**Rules:** *Power from Pain*

**Abilities:** *Insensible to Pain, Master of Pain, Unit: Haemonculus, Weapon: Haemonculus tools, Hexrifle*

Abilities	Description	Ref
<b>Insensible to Pain</b>	Models in this unit have a 5+ invulnerable save.	
<b>Master of Pain</b>	Add 1 to the Toughness of friendly <HAEMONCULUS COVEN> units within 6" of one or more models with this ability.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Haemonculus</b>	7"	2+	2+	3	4	5	5	8	6+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Haemonculus tools</b>	Melee	Melee	*	0	1	Poisoned Weapon (p87)	
<b>Hexrifle</b>	36"	Heavy 1	4	-1	1	The weapon may target a CHARACTER even if it is not the closest enemy unit. Each time you roll a wound roll of 6+ for this weapon, the target suffers a mortal wound in addition to any other damage.	

## Heavy Support [18 PL, 297pts]

### Talos [6 PL, 99pts]

**Categories:** HEAVY SUPPORT, FACTION: AELDARI, FACTION: DRUKHARI, FACTION: <HAEMONCULUS COVEN>, MONSTER, TALOS, FLY

**Rules:** *Power from Pain*

**Abilities:** *Explodes, Insensible to Pain*

### Talos [6 PL, 99pts]

**Selections:** Macro-Scalpel [4pts], Macro-Scalpel [4pts]

**Unit:** *Talos*, **Weapon:** *Macro-Scalpel*

### Two Haywire Blasters [16pts]

**Selections:** 2x Haywire blaster [16pts]

**Weapon:** *Haywire blaster*

Abilities	Description	Ref
<b>Explodes</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 a mortal wounds.	
<b>Insensible to Pain</b>	Models in this unit have a 5+ invulnerable save.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Talos	8"	3+	4+	6	6	7	5	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Haywire blaster</b>	24"	Assault D3	4	-1	1	If the target is a VEHICLE and you roll a wound roll of 4+ for this weapon, the target suffers a moral wound in addition to any other damage. If the wound roll is a 6+, inflict D3 mortal wounds instead of 1.	
<b>Macro-Scalpel</b>	Melee	Melee	+1	-2	2	If a model is equipped with two macro-scalpels, each time it fights it can make 1 additional attack with them.	

**Talos [6 PL, 99pts]**

**Categories:** HEAVY SUPPORT, FACTION: AELDARI, FACTION: DRUKHARI, FACTION: <HAEMONCULUS COVEN>, MONSTER, TALOS, FLY

**Rules:** *Power from Pain*

**Abilities:** *Explodes, Insensible to Pain*

**Talos [6 PL, 99pts]**

**Selections:** Macro-Scalpel [4pts], Macro-Scalpel [4pts]

**Unit:** *Talos*, **Weapon:** *Macro-Scalpel*

**Two Haywire Blasters [16pts]**

**Selections:** 2x Haywire blaster [16pts]

**Weapon:** *Haywire blaster*

Abilities	Description	Ref
<b>Explodes</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 a mortal wounds.	
<b>Insensible to Pain</b>	Models in this unit have a 5+ invulnerable save.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Talos	8"	3+	4+	6	6	7	5	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Haywire blaster</b>	24"	Assault D3	4	-1	1	If the target is a VEHICLE and you roll a wound roll of 4+ for this weapon, the target suffers a moral wound in addition to any other damage. If the wound roll is a 6+, inflict D3 mortal wounds instead of 1.	
<b>Macro-Scalpel</b>	Melee	Melee	+1	-2	2	If a model is equipped with two macro-scalpels, each time it fights it can make 1 additional attack with them.	

**Talos [6 PL, 99pts]**

**Categories:** HEAVY SUPPORT, FACTION: AELDARI, FACTION: DRUKHARI, FACTION: <HAEMONCULUS COVEN>, MONSTER, TALOS, FLY

**Rules:** *Power from Pain*

**Abilities:** *Explodes, Insensible to Pain*

**Talos [6 PL, 99pts]**

**Selections:** Macro-Scalpel [4pts], Macro-Scalpel [4pts]

**Unit:** *Talos*, **Weapon:** *Macro-Scalpel*

**Two Haywire Blasters [16pts]**

**Selections:** 2x Haywire blaster [16pts]

**Weapon:** *Haywire blaster*

Abilities	Description	Ref
<b>Explodes</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 a mortal wounds.	
<b>Insensible to Pain</b>	Models in this unit have a 5+ invulnerable save.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Talos	8"	3+	4+	6	6	7	5	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Haywire blaster</b>	24"	Assault D3	4	-1	1	If the target is a VEHICLE and you roll a wound roll of 4+ for this weapon, the target suffers a moral wound in addition to any other damage. If the wound roll is a 6+, inflict D3 mortal wounds instead of 1.	
<b>Macro-Scalpel</b>	Melee	Melee	+1	-2	2	If a model is equipped with two macro-scalpels, each time it fights it can make 1 additional attack with them.	

**Dedicated Transport [16 PL, 260pts]**

## 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	Ref
<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	Ref
<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	Ref
<b>Venom</b>	16"	4+	3+	5	5	6	2	7	4+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Bladevanes</b>	Melee	Melee	4	-1	1		
<b>Splinter Cannon</b>	36"	Rapid Fire 3	*	0	1	Poisoned Weapon (pg 87)	
<b>Twin splinter rifle</b>	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	Ref
<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	Ref
<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	Ref
<b>Venom</b>	16"	4+	3+	5	5	6	2	7	4+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Bladevanes</b>	Melee	Melee	4	-1	1		
<b>Splinter Cannon</b>	36"	Rapid Fire 3	*	0	1	Poisoned Weapon (pg 87)	
<b>Twin splinter rifle</b>	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	Ref
<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	Ref
<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	Ref
<b>Venom</b>	16"	4+	3+	5	5	6	2	7	4+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Bladevanes</b>	Melee	Melee	4	-1	1		
<b>Splinter Cannon</b>	36"	Rapid Fire 3	*	0	1	Poisoned Weapon (pg 87)	
<b>Twin splinter rifle</b>	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	Ref
<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	Ref
<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	Ref
<b>Venom</b>	16"	4+	3+	5	5	6	2	7	4+	

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