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

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

Rules: Poisoned Weapon

## Configuration

*Custom Selecti	S: CONFIGURATION	
Abilities	Description	Ref
Berserk Fugue	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.	
Test of Skill	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	Des	scrip	tio	n						Ref
Eternal Warrior	This	s moo	del	ha	s a	5+	invu	Inerabl	e save.	
Lethal Precision	unit		an i	unr	nod	lifie	d wo	ound ro	with a melee weapon by a model in this Il of 6 add 2 to the Damage characteristic	
Master of Blades		l 1 to mod		oun	d rc	olls	for f	riendly	INCUBI units whilst they are within 6" of	
Murderous Assault								ge mov ime this	ve this turn, you can choose to fight with s turn.	
Tormentor	s unit higł	s froi nest l	m y Lea	ou	r ari rshi	my, p c	anc hara	the re	an enemy unit within 6" of any INCUBI sult of that Morale test is equal to the c in that enemy unit, the test is failed and	
Unit N	I WS	BS	S	Т	W	Α	Ld	Save	Ref	
Drazhar 7	" 2+	2+	4	4	6	4	9	2+		
Weapon F	Range	Тур	e	S		AF	P D	Abilit	ies	Ref
Dual blades	lelee	Mel	ee	Us	ser	-2	2		the bearer fights with dual blades, it can 2 additional attacks with this weapon.	
Single blade	/lelee	Mel	ee	+1		-3	2	_		

Infantry, Su				,		20				. , . ,	ACTION: AELDARI, FACTION: DRUKHARI,	
Rules: Com			,									
<b>Abilities:</b> Bi glaive, Splin				i, Li	ght	nin	g D	od	ge, No	Escap	e, Unit: Succubus, Weapon: Archite	
Abilities	De	scrip	tion								F	Ref
Brides of Death									e-roll all 6" of thi		lls of 1 made for friendly <wych el.</wych 	
Lightning Dodge	Thi	s unit	t has	a 4	¦+i	nvu	Ine	erat	ole save			
No Escape	wis		o Fa	ll Ba	ack	. Tł	ne e	ene	emy uni		1" of any models with this ability only Fall Back if the player	
	Μ	WS	BS	S	т	W	A	L	d Save	Ref		
Unit		<u>.</u>	2+	3	3	5	4	8	6+			
Unit Succubus	8"	2+										
•				be	S	A	Ρ	D	Abiliti	s	F	Ref
Succubus	Ra		Тур			_		<b>D</b>	When	attack	ing with this weapon, you must om the hit roll.	Rei

Troops [6 PL, 120pts]

rches [2 l		-					_				
<b>Categorie</b> Wyches	s: Troo	ps, Fa	CTIC	on: A	<b>\</b> el	DAF	ri, Fa	CTIC	ON:	: Drukhari, Faction: <wych cult="">, Infantry,</wych>	
Rules: Co	mbat Di	rugs,	Pov	veri	froi	m F	Pain,	Va	ang	guard of the Dark City	
Abilities:	Dodge,	No Es	scap	be, I	We	ap	on:	Pla	sn	na Grenade	
Hekatrix											
	ons: He					•				ninter nintel	
	,		JOU	:	3Ka	llar	II DIa	iae,	, S	plinter pistol	
4x Wych Selecti	ons: 4x	-	atari	i hla	ade	A.	v Sn	lint	٥r	Pistol	
							-			nter pistol	
0	<i>yon,</i> <b>u</b>	oupoi		10110			1000	, O <sub>l</sub>	pm		
Abilities	Descri	ption									Re
Dodge	Models invulne									erable save, which is increased to a 4+ e.	
No Escape		to Fa	II B	ack	. T	he	ener	ny		t within 1" of any models with this ability it can only Fall Back if the player	
	wishes	to Fa	ull B g it v	ack wins	. T s th	he e r	ener oll-of	ny ff.	un	it can only Fall Back if the player	
Escape	wishes comma	to Fa anding <b>BS</b>	nll B g it v <b>S</b>	ack wins <b>T</b>	. T s th W	he e r	ener oll-of Ld	ny ff.	un ave	it can only Fall Back if the player	
Escape Unit	wishes comma	to Fanding B BS 3+	ll B g it v <b>S</b> 3	ack wins <b>T</b>	. T s th <b>W</b> 1	he e ro A 3	ener oll-of Ld 8	ny ff. <b>Sa</b>	un ave	it can only Fall Back if the player	
Escape Unit Hekatrix	wishes comma M WS 8" 3+ 8" 3+	to Fanding B BS 3+	s it v <b>s</b> 3	ack wins T 3 3	. T s th <b>W</b> 1	he e ro A 3	ener oll-of Ld 8 7	ny ff. 6+ 6+	un ave ⊦	it can only Fall Back if the player	Ref
Escape Unit Hekatrix Wych	wishes comma M WS 8" 3+ 8" 3+ Ran	5 BS 3+ 3+ 9 ge T	s it v <b>s</b> 3	ack wins T 3 3	. T s th W 1	he ro A 3 2	ener oll-of Ld 8 7	ny ff. 6+ 6+	un ave ⊦	it can only Fall Back if the player	Ref
Escape Unit Hekatrix Wych Weapon Hekatarii	wishes comma M WS 8" 3+ 8" 3+ Ran Mele	to Fanding <b>3 BS</b> 3+ 3+ age T ee M	III B g it v S 3 3 iype	ack wins T 3 3	. T s th w 1 1	he ro A 3 2 Jse	ener oll-of Ld 8 7 A	my ff. 6+ 6+	un ave ⊦ D	Abilities Each time the bearer fights, it can make 1 additional attack with this weapon.	Ref

rches [2 l		-					_				
<b>Categorie</b> Wyches	s: Troo	ps, Fa	CTIC	on: A	<b>\</b> el	DAF	ri, Fa	CTIC	ON:	: Drukhari, Faction: <wych cult="">, Infantry,</wych>	
Rules: Co	mbat Di	rugs,	Pov	veri	froi	m F	Pain,	Va	ang	guard of the Dark City	
Abilities:	Dodge,	No Es	scap	be, I	We	ap	on:	Pla	sn	na Grenade	
Hekatrix											
	ons: He					•				ninter nietel	
	,		JOU	:	3Ka	llar	II DIa	iae,	, S	plinter pistol	
4x Wych Selecti	ons: 4x	-	atari	i hla	ade	A.	v Sn	lint	٥r	Pistol	
							-			nter pistol	
0	<i>yon,</i> <b>u</b>	oupoi		10110			1000	, O <sub>l</sub>	pm		
Abilities	Descri	ption									Re
Dodge	Models invulne									erable save, which is increased to a 4+ e.	
No Escape		to Fa	II B	ack	. T	he	ener	ny		t within 1" of any models with this ability it can only Fall Back if the player	
	wishes	to Fa	ull B g it v	ack wins	. T s th	he e r	ener oll-of	ny ff.	un	it can only Fall Back if the player	
Escape	wishes comma	to Fa anding <b>BS</b>	nll B g it v <b>S</b>	ack wins <b>T</b>	. T s th W	he e r	ener oll-of Ld	ny ff.	un ave	it can only Fall Back if the player	
Escape Unit	wishes comma	to Fanding <b>B BS</b> 3+	ll B g it v <b>S</b> 3	ack wins <b>T</b>	. T s th <b>W</b> 1	he e ro A 3	ener oll-of Ld 8	ny ff. <b>Sa</b>	un ave	it can only Fall Back if the player	
Escape Unit Hekatrix	wishes comma M WS 8" 3+ 8" 3+	to Fanding <b>B BS</b> 3+	s it v <b>s</b> 3	ack wins T 3 3	. T s th <b>W</b> 1	he e ro A 3	ener oll-of Ld 8 7	ny ff. <b>Sa</b> 6+	un ave ⊦	it can only Fall Back if the player	Ref
Escape Unit Hekatrix Wych	wishes comma M WS 8" 3+ 8" 3+ Ran	5 BS 3+ 3+ 9 ge T	s it v <b>s</b> 3	ack wins T 3 3	. T s th W 1	he ro A 3 2	ener oll-of Ld 8 7	ny ff. 6+ 6+	un ave ⊦	it can only Fall Back if the player	Ref
Escape Unit Hekatrix Wych Weapon Hekatarii	wishes comma M WS 8" 3+ 8" 3+ Ran Mele	to Fanding <b>3 BS</b> 3+ 3+ age T ee M	III B g it v S 3 3 iype	ack wins T 3 3	. T s th w 1 1	he ro A 3 2 Jse	ener oll-of Ld 8 7 A	my ff. 6+ 6+	un ave ⊦ D	Abilities Each time the bearer fights, it can make 1 additional attack with this weapon.	Ref

Categorie WYCHES	s: T	ROOP	s, Fa	CTI	SN:	Ae	LDA	ri, F	Fac	CTION	: Druk	HARI,	Fact	ION: <	<wy< th=""><th>сн С</th><th>ULT</th><th>&gt;, I⊾</th><th>IFANT</th><th>TRY,</th><th></th></wy<>	сн С	ULT	>, I⊾	IFANT	TRY,	
Rules: Co	mba	at Dri	Jas.	Pov	ver	fra	om .	Pai	'n.	Van	guard	of the	e Dar	rk Cit	v						
Abilities:			- ·								-			n on	<b>J</b>						
Hekatrix Selecti Unit: <i>H</i>	ons	: Heł					•		•			r piste	ol								
4x Wych Selecti Unit: <i>N</i>	ons	: 4x l																			
Abilities	De	scrip	otion																		Re
Dodge		dels ulner									nerable se.	e sav	ve, wł	nich i	s ind	crea	sed	to a	a 4+		
No Escape	wis		to Fa	all B	ack	k	The	en	em	ıy ur	it withi nit can								oility	,	
	wis cor	hes t nmar	to Fa nding	all B g it v	acł win	k. <sup>-</sup> s t	The he i	en roll-	err -off	ny ur f.		only							oility		
Escape	wis cor M	hes f nmar <b>WS</b>	to Fa nding <b>BS</b>	all B g it v S	aci win T	k st	The he i	en roll-	err -off <b>d</b>	ny ur f.	nit can	only							oility		
Escape Unit	wis cor M 8"	hes f nmar <b>WS</b>	to Fanding BS 3+	all B g it v <b>S</b> 3	ack win <b>T</b> 3	k st <b>W</b>	The he I A 3	en roll-	err -off <b>d</b>	ny ur f. <b>Sav</b>	nit can	only							oility		
Escape Unit Hekatrix	wis cor M 8"	hes f nmar <b>WS</b> 3+	to Fanding BS 3+ 3+	all B g it v S 3 3	ack win T 3	k st <b>W</b>	The he I A 3	en roll- 8 7	err -off d	ny ur f. <b>Sav</b> 6+ 6+	nit can	only							oility		Ret
Escape Unit Hekatrix Wych	wis cor <b>M</b> 8" 8"	hes f nmar WS 3+ 3+	to Fanding BS 3+ 3+ 3+	all B g it v S 3 3	ee	k s t <b>W</b> 1	The he 1 A 3 2	en roll- 8 7	em -off d	ny ur f. <b>Sav</b> 6+ 6+	nit can e Ref	only ties	Fall	Back	er fig	ghts,	aye	r an r			Re
Escape Unit Hekatrix Wych Weapon Hekatarii	wis cor M 8"	hes f nmar WS 3+ 3+ Ranç	to Fanding BS 3+ 3+ ge T e N	s 3 3 <b>5</b> 9 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	T 3 3 e	<	The he A 3 2 <b>S</b>	en roll- 8 7 er	em -off d	ny ur f. 6+ 6+ <b>P D</b>	e Ref Abili Each addit	only ties	Fall	Back	er fig	ghts,	aye	r an r			Ref

## 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	Descript	tion													Re
Airborne														hat can FLY, and that can FLY.	
Crash and Burn		d. O												oving it from the ers D3 mortal	
Hard to Hit	Your opp model in							from	n hit	rol	lls fo	r atta	cks th	at target this	
Night Shield	This mod	del h	nas a	5+	inv	ulner	abl	e sa	ave a	aga	ainst	rang	ed we	apons.	
Razorwing missile	When at Monoscy														
Supersonic	does not straight f	cor orw el A	ntribu ards. dvan	te t Nc ces	o ho ite ti s, inc	ow fa hat it creas	ir th : ca se i	ne m nno ts M	node t piv	el n vot	nove agai	s), ar in afte	id ther er the i	90 degrees (this n move the model initial pivot. When 20" until the end	
Unit		М	WS	B	s s	; Т	W	Α	Ld	S	ave	Ref			
Razorwing J	etfighter	*	6+	*	6	6	10	*	7	4	+				
Weapon	Range	Туј	pe	S	AP	D	Α	bili	ties						Re
Dark Lance	36"	Hea 1	avy	8	-4	D6								from Heavy to a VEHICLE.	
Monoscythe missile	48"	Ass D6	sault	6	0	2									
Necrotoxin missile	48"	Ass 3D	sault 3	*	0	1	rc	olls i	nad	e f	or th		apon,	Add 2 to wound unless it is	
Shatterfield missile	48"	Ass D6	sault	7	-1	1	W fa	/her iled	ז you wou	u u uno	ise tl d roll	nis pr Is for	ofile, y this w	vou can re-roll eapon.	
Twin Splinter Rifle	24"	Ra Fire		*	0	1	Ρ	oisc	oned	W	/eap	on (p	g 87)		
Wound Trac	k	Re W	emaiı	ning	g	Cha 1	irac	cter	istic		Cha 2	racte	ristic	Characteristic 3	Re
Razorwing J	etfighter					Μ					BS			А	
	etfighter	6-	10+			20-7	72"				3+			3	
Razorwing J 1			101												
		3-				20-4	18"				4+			D3	

#### 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	Descript	tion																	Ref
Airborne	This moo																	nd	
Crash and Burn	lf this mo battlefiel wounds.	d. On a																e	
Hard to Hit	Your opp model in							fron	n hit	ro	lls fo	or a	ittad	cks tl	hat	target	this		
Night Shield	This mod	del has	а	5+	invu	Inei	ab	le sa	ave	ag	ains	t ra	ang	ed w	ea	pons.			
Razorwing missile	When at Monoscy																		
Supersonic	Each tim does not straight f this mod of the ph	contrik orward el Adva	out s. and	e t No	o ho ote th s, inc	w fa lat if reas	t th ca se i	ne n innc its N	node ot piv	el n vot	nove aga	es) lin	, an afte	d the	en e in	move th itial piv	ne mo ot. Wł	del nen	
Unit		MW	S	B	s s	Т	w	Α	Ld	S	ave	R	ef						
Razorwing J	etfighter	* 6+	+	*	6	6	10	*	7	4	+								
Weapon	Range	Туре		S	AP	D	Α	bili	ties										Ref
Dark Lance	36"	Heavy 1	'	8	-4	D6										rom He VEHICI		)	
Monoscythe missile	48"	Assau D6	lt	6	0	2													
Necrotoxin missile	48"	Assau 3D3	lt	*	0	1	rc	olls i		e f	or th	nis	wea	apon		dd 2 to nless it		ld	
Shatterfield missile	48"	Assau D6	lt	7	-1	1										u can r apon.	e-roll		
Twin Splinter Rifle	24"	Rapid Fire 2		*	0	1	Ρ	oiso	oned	N	/eap	on	(pç	g 87)					
Wound Trac	k	Rema W	ain	ning	<u> </u>	Cha 1	arao	cter	istic	;	Cha 2	ara	cte	ristio	2	Charao 3	cteris	tic	Ref
Razorwing J	etfighter					M				_	BS					A			
Razorwing J 1	etfighter	6-10+	-			20-7	72"				3+					3			
Razorwing J 2	etfighter	3-5				20-4	48"				4+					D3			
Razorwing J 3	etfighter	1-2				20-3	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	Description	Ref
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.	IXEI
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 (	itself can.	Ref
Venom	itself can.	Ref
Venom	itself can. Capacity This model can transport 5 DRUKHARI INFANTRY models, other than	Ref
Venom	itself can. Capacity This model can transport 5 DRUKHARI INFANTRY models, other than Grotesques, Scourges, and SKYBOARD models.	Ref
Venom	itself can. Capacity This model can transport 5 DRUKHARI INFANTRY models, other than Grotesques, Scourges, and SKYBOARD models. WS BS S T W A Ld Save Ref	Ref
Venom ( Unit M Venom 16"	itself can. Capacity This model can transport 5 DRUKHARI INFANTRY models, other than Grotesques, Scourges, and SKYBOARD models. WS BS S T W A Ld Save Ref 4+ 3+ 5 5 6 2 7 4+ Range Type S AP D Abilities Ref	Ref
Venom ( Unit M Venom 16" Weapon	itself can.         Capacity         This model can transport 5 DRUKHARI INFANTRY models, other than         Grotesques, Scourges, and SKYBOARD models.         WS BS S T W A Ld Save Ref         4+       3+       5       6       2       7       4+         Range Type       S AP D Abilities       Ref         Melee       Melee       4       -1       1	Ref

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	Des	script	ion									Re
Explodes	bat	lefield	d an	nd k	pefo	re	any	emba	arke	d m	oll a D6 before removing it from the odels disembark. On a 6 it explodes wound.	,
Flickerfield		ir opp ooting				st s	subtr	act 1	fror	n al	hit rolls that target this model in the	1
Night Shield	Thi	s moc	lel h	nas	a 5	+ i	nvulı	neral	ole s	ave	against ranged weapons.	
Open- topped	Mea Wh app moo if th pas	asure en the ly to i del ha is mo	the ey d ts p is F del ers	ra lo s as: alle is v	nge so, a sen en B with	any ger ac	nd dr rest rs; fo k in 1" of	aw li trictio r exa the s an e	ne o ons c ampl ame nem	f sig or m e, tl tur y u	tack in their Shooting phase. Int from any point on this model. odifiers that apply to this model also ne passengers cannot shoot if this n, cannot shoot (except with Pistols) nit, and so on. Note that the Falls Back, even though the Venom	)
Transport	Capa	acity										Re
Venom											NFANTRY models, other than ) models.	
Unit M	WS	6 BS	S	т	W	Α	Ld	Sav	/e F	Ref		
		3+	5	5	6	2	7	4+				
Venom 16	o <sup></sup> 4+	0.										
Venom 16 Weapon	)" 4+ 		ang	е	Тур	е		S	AP	D	Abilities Ref	
		Ra	ang elee		<b>Typ</b> Mel				<b>AP</b> -1	_	Abilities Ref	
Weapon	9S	Ra	elee	•	Mel	ee			-1	_		

# 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
Kabal of the Black Heart	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	on			Ref
Labyrinthine Cunning	opponent	spend	ds a Co	on the battlefield, roll a D6 each time you or your ommand Point to use a Stratagem; you gain one ach roll of 6.	
Overlord	Re-roll hit model.	rolls c	of 1 for	friendly <kabal> units that are within 6" of this</kabal>	
Shadowfield	reason. Th	ne firs	t time	nvulnerable save which cannot be re-rolled for any this invulnerable save is failed the shadowfield the remainder of the battle.	
Unit M V	IS BS S	тw	AL	d Save Ref	
<b>Archon</b> 8" 2	+ 2+ 3	35	59	5+	
Weapon Ran	ige Type	S A	P D	Abilities	Ref
Splinter 12"	Pistol 1	* 0	1	Poisoned Weapon (pg 87)	
Venom Blade	ee Melee	* 0	1	Poisoned Weapon (p87). Add 2 to wound rolls made for this weapon, unless it is targeting a vehicle.	

chon [4 PL, 5	9pts]	
Selections: Ag	goniser [4pts], Shadowfield, Splinter pistol, Writ of the Living Muse	
Categories: A	RCHON, CHARACTER, FACTION: <kabal>, FACTION: AELDARI, FACTION: DRUKHARI, H</kabal>	Q,
Rules: Power	from Pain	
	rlord, Shadowfield, Writ of the Living Muse, Unit: Archon, Weapon: Agoni	ser,
	<b>-</b>	
Splinter pistol Abilities	Description	R
	Description Re-roll hit rolls of 1 for friendly <kabal> units that are within 6" of this model.</kabal>	R

Writ of the<br/>Living MuseKABAL OF THE BLACK HEART Archon only. Re-roll wound rolls of 1 for<br/>friendly KABAL OF THE BLACK HEARTunits within 6" of the bearer.

Ref

Unit	Μ	ws	BS	S	Т	W	Α	Ld	Save	Ref
Archon	8"	2+	2+	3	3	5	5	9	5+	

Weapon	Range	Туре	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 Warrior	s [2 P	L, 47	'pts]										
Categories: Fac Troops	CTION: <	Кава	∟>, F	ACT	ION	i: Ae	ELDA	ari, F	ACTION:	Druk	khari, Infantry, I	Kabali	te Warriors,
Rules: Power fre	om Pa	in, Va	angu	ard	of	the	Da	nrk C	ity				
3x Kabalite Wa Selections: 3 Unit: Kabalite	3x Spli	nter I	Rifle	on:	: S	plin	ter	rifle					
Kabalite Warri Selections: E Weapon: Bla	Blaster	-		al w	/ea	аро	n [	23p	ts]				
Sybarite [6pts Selections: S Unit: Sybarite	- Splinte			nte	r ri	fle					1		
Unit	Μ	WS	BS	S	т	W	Α	Ld	Save	Ref			
Kabalite Warri	or 7"	3+	3+	3	3	1	1	7	5+				
Sybarite	7"	3+	3+	3	3	1	2	8	5+				
Weapon I	Range	Тур	e		;	s A	٩P	D	Abiliti	es		Ref	
Blaster	18"	Ass	ault	1	ł	8 -	4	D6					
Splinter rifle	24"	Rap	oid Fi	re	1	* (	)	1	Poisor	ned V	/eapon (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		Μ	ws	BS	S	т	W	Α	Ld	Save	Ref
Kabalite Warr	ior	7"	3+	3+	3	3	1	1	7	5+	
Sybarite		7"	3+	3+	3	3	1	2	8	5+	
Weapon	Rar	nge	Тур	e			s /	٩P	D	Abiliti	ies
Blaster	18"		Ass	ault	1		8 -	4	D6		
Splinter rifle	24"		Rap	oid Fi	re	1	* (	)	1	Poisor	ned \
						_					

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

**Categories:** Faction: <Kabal>, Faction: Aeldari, Faction: Drukhari, Infantry, Kabalite Warriors, Troops

Ref

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		Μ	ws	BS	S	т	W	Α	Ld	Save	Ref		
Kabalite Warr	ior	7"	3+	3+	3	3	1	1	7	5+			
Sybarite		7"	3+	3+	3	3	1	2	8	5+			
Weapon	Rar	ige	Тур	e		,	S	AP	D	Abiliti	es		Ref
Blaster	18"		Ass	ault	1		8 .	-4	D6				
Splinter rifle	24"		Rap	id Fi	re	1	* (	C	1	Poisor	ned W	/eapon (pg 87)	

	r cannon [1				i [15p	us],	Disintegra	ator C	annon [15pts],	
<b>Categories</b> Ravager	: Heavy Supp	ort, Fac	TION: <k< th=""><th>ABAL&gt;,</th><th>Fact</th><th>ION:</th><th>Aeldari, I</th><th>ACTIO</th><th>DN: DRUKHARI, FLY,</th><th>Vehic</th></k<>	ABAL>,	Fact	ION:	Aeldari, I	ACTIO	DN: DRUKHARI, FLY,	Vehic
									Bladevanes, , Ravager 3	
Abilities	Description	1								F
Explodes									oving it from the fers D3 mortal	
Hovering	Instead of r measure to								s model's base, ˈis closer)	
Night Shield	This model	has a 5⊦	- invulne	erable	save	aga	ainst range	ed we	eapons.	
Unit	W WS BS	sтw	A Ld	Save	e Re	f				
Ravager	* 4+ *	6 6 10	)*7	4+						
Weapon		Range	Туре	S	AP	D	Abilities	Ref		
Bladevane	s	Melee	Melee	4	-1	1				
Disintegra	tor cannon	36"	Assaul	lt 3 5	-3	2				
Wound Tr	ack Remai	ning W	Charac	teristi	c1 (	Cha	aracterist	ic 2	Characteristic 3	Ref
Ravager			Μ		I	BS			A	
Ravager 1	6-10+		14"		ć	3+			3	
Ravager 2	3-5		10"		4	4+			D3	

	r cannon [1				i [15p	us],	Disintegra	ator C	annon [15pts],	
<b>Categories</b> Ravager	: Heavy Supp	ort, Fac	TION: <k< th=""><th>ABAL&gt;,</th><th>Fact</th><th>ION:</th><th>Aeldari, I</th><th>ACTIO</th><th>DN: DRUKHARI, FLY,</th><th>Vehic</th></k<>	ABAL>,	Fact	ION:	Aeldari, I	ACTIO	DN: DRUKHARI, FLY,	Vehic
									Bladevanes, , Ravager 3	
Abilities	Description	1								F
Explodes									oving it from the fers D3 mortal	
Hovering	Instead of r measure to								s model's base, ˈis closer)	
Night Shield	This model	has a 5⊦	- invulne	erable	save	aga	ainst range	ed we	eapons.	
Unit	W WS BS	STW	A Ld	Save	e Re	f				
Ravager	* 4+ *	6 6 10	)*7	4+						
Weapon		Range	Туре	S	AP	D	Abilities	Ref		
Bladevane	s	Melee	Melee	4	-1	1				
Disintegra	tor cannon	36"	Assaul	lt 3 5	-3	2				
Wound Tr	ack Remai	ning W	Charac	teristi	c1 (	Cha	aracterist	ic 2	Characteristic 3	Ref
Ravager			Μ		I	BS			A	
Ravager 1	6-10+		14"		ć	3+			3	
Ravager 2	3-5		10"		4	4+			D3	

Ravager <b>Abilities:</b> <i>E</i> Disintegrato			/ 10 / 10 / 11	NABAL≥,	Fact	ION	: Aeldari, I	ACTIC	DN: DRUKHARI, FLY, VEHI
<b>Abilities:</b> E Disintegrate									
Diointograte									
	, cannon, c			lavagoi	, , , , , , , , , , , , , , , , , , , ,	ugi	<i></i>	90, 2	, narago, e
Abilities	Descriptio	n							
Explodes									oving it from the fers D3 mortal
Hovering	Instead of measure to								s model's base, ˈis closer)
Night Shield	This mode	l has a	5+ invulr	nerable	save	aga	ainst rang	ed we	eapons.
Unit	M WS BS	SТ	WAL	d Sav	e Re	f			
Ravager	* 4+ *	6 6	10 * 7	4+					
Weapon		Ran	ge Type	S	AP	D	Abilities	Ref	]
Bladevane	s	Mele	e Mele	e 4	-1	1			
Disintegra	tor cannor	36"	Assa	ult 3 5	-3	2			
Wound Tr	ack Rema	ining \	N Chara	cteristi	ic 1	Cha	aracterist	ic 2	Characteristic 3 Ref
Ravager			Μ			BS			A
Ravager 1	6-10+		14"		÷	3+			3
	3-5		10"			4+			D3
Ravager 2	0-0		10						

# 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	Re
Dark Technomancers	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.	
Masters of Mutagens	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	Desc	riptio	on									Ref		
Insensible to Pain	Mode	els in	this ι	unit	ha	ve a	a 5-	+ in	vulneral	ole sa	ave.			
		Add 1 to the Toughness of friendly <haemonculus coven=""> units within 6" of one or more models with this ability.</haemonculus>												
Unit	М	WS	BS	S	т	W	Α	Lo	d Save	Ref				
Haemonculu	<b>s</b> 7"	2+	2+	3	4	5	5	8	6+					
Weapon	Ra	ange	Тур	е	S	AP	D	) /	Abilities			Ref		
Haemonculu tools	s <sub>Me</sub>	elee	Mel	ee	*	0	1	F	Poisonec	Wea	apon (p87)			
Hexrifle	36	"	Hea 1	ivy	4	-1	1	e ti v	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]

<ul> <li>Alos [6 PL, 99pts]</li> <li>Categories: Heavy Support, Faction: Aeldari, Faction: Drukhari, Faction: <haemonculus c<br="">Monster, Talos, Fly</haemonculus></li> <li>Rules: Power from Pain</li> <li>Abilities: Explodes, Insensible to Pain</li> <li>Talos [6 PL, 99pts]</li> <li>Selections: Macro-Scalpel [4pts], Macro-Scalpel [4pts]</li> <li>Unit: Talos, Weapon: Macro-Scalpel</li> <li>Two Haywire Blasters [16pts]</li> <li>Selections: 2x Haywire blaster [16pts]</li> <li>Weapon: Haywire blaster</li> </ul>	oven>,
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.	
Insensible 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</b> blaster 24" Assault 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.	
Macro- ScalpelMeleeMelee+1-2If a model is equipped with two macro-scalpels, each time it fights it can make 1 additional attack with them.	

los [6 PL Categorie Monster,	S: HEAVY	' SUPPORT	r, Fa	ACTION	: Ae	eldari, Faction: Drukhari, Faction: <haemonculus co<="" th=""><th>OVEN</th></haemonculus>	OVEN
Rules: Po							
			ible				
Abilities:	Explode	s, msens	ible	10 Pa	11/1		
Talos [6	PL, 99p	ots]					
Select	i <b>ons:</b> Ma	acro-Scal	pel	[4pts]	, M	acro-Scalpel [4pts]	
Unit: 7	alos, <b>We</b>	apon: M	lacr	o-Sca	lpe	1	
Two H	laywire	Blaster	s [1	6pts	1		
	•	2x Hayw			-	6pts]	
		aywire bla			ι.		
				-			
Abilities	Desc	ription					Re
Explode	s battle wour	efield. On				0 wounds, roll a D6 before removing it from the des, and each unit within 6" suffers a mortal	
Insensib to Pain	Mode	els in this	uni	it have	e a	5+ invulnerable save.	
Unit N	I WS B	SST	W	A Lo	d S	Save Ref	
Talos 8	" 3+ 4	+ 6 6	7	58	3		
Weapon	Range	Tvpe	S	AP	D	Abilities	Re
	- J-	71	-			If the terrest is a VEHICLE and you rell a wayed	-
Haywire blaster	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.	
						If a model is equipped with two macro-scalpels,	

alos [6 PL, 99pts] Categories: Heavy Support, Faction: Aeldari, Faction: Drukhari, Faction: <haemonculus co<br="">Monster, Talos, Fly Rules: Power from Pain Abilities: Explodes, Insensible to Pain</haemonculus>	)VEN≻,
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.	
Insensible to Pain 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
Haywire blaster24"Assault D3If 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.	
Macro- ScalpelMeleeMelee+1-2If 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]

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	Description	Ref
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 (		Re
Venem		Rei
Venem	Capacity This model can transport 5 DRUKHARI INFANTRY models, other than	Rei
Venom	Capacity This model can transport 5 DRUKHARI INFANTRY models, other than Grotesques, Scourges, and SKYBOARD models. WS BS S T W A Ld Save Ref	Re
Venom	Capacity This model can transport 5 DRUKHARI INFANTRY models, other than Grotesques, Scourges, and SKYBOARD models. WS BS S T W A Ld Save Ref	Re
Venom ( Unit M Venom 16"	Capacity         This model can transport 5 DRUKHARI INFANTRY models, other than         Grotesques, Scourges, and SKYBOARD models.         WS       BS       S       T       W       A       Ld       Save       Ref         4+       3+       5       6       2       7       4+         Range       Type       S       AP       D       Abilities       Ref	Re
Venom ( Unit M Venom 16" Weapon	Capacity         This model can transport 5 DRUKHARI INFANTRY models, other than         Grotesques, Scourges, and SKYBOARD models.         WS       BS       S       T       W       A       Ld       Save       Ref         4+       3+       5       6       2       7       4+         Range       Type       S       AP       D       Abilities       Ref         Melee       Melee       4       -1       1	Re

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	Description	Ref
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 (		Re
Venem		Rei
Venem	Capacity This model can transport 5 DRUKHARI INFANTRY models, other than	Rei
Venom	Capacity This model can transport 5 DRUKHARI INFANTRY models, other than Grotesques, Scourges, and SKYBOARD models. WS BS S T W A Ld Save Ref	Re
Venom	Capacity This model can transport 5 DRUKHARI INFANTRY models, other than Grotesques, Scourges, and SKYBOARD models. WS BS S T W A Ld Save Ref	Re
Venom ( Unit M Venom 16"	Capacity         This model can transport 5 DRUKHARI INFANTRY models, other than         Grotesques, Scourges, and SKYBOARD models.         WS       BS       S       T       W       A       Ld       Save       Ref         4+       3+       5       6       2       7       4+         Range       Type       S       AP       D       Abilities       Ref	Re
Venom ( Unit M Venom 16" Weapon	Capacity         This model can transport 5 DRUKHARI INFANTRY models, other than         Grotesques, Scourges, and SKYBOARD models.         WS       BS       S       T       W       A       Ld       Save       Ref         4+       3+       5       6       2       7       4+         Range       Type       S       AP       D       Abilities       Ref         Melee       Melee       4       -1       1	Re

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	Description	Ref
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 (		Re
Venem		Rei
Venem	Capacity This model can transport 5 DRUKHARI INFANTRY models, other than	Rei
Venom	Capacity This model can transport 5 DRUKHARI INFANTRY models, other than Grotesques, Scourges, and SKYBOARD models. WS BS S T W A Ld Save Ref	Re
Venom	Capacity This model can transport 5 DRUKHARI INFANTRY models, other than Grotesques, Scourges, and SKYBOARD models. WS BS S T W A Ld Save Ref	Re
Venom ( Unit M Venom 16"	Capacity         This model can transport 5 DRUKHARI INFANTRY models, other than         Grotesques, Scourges, and SKYBOARD models.         WS       BS       S       T       W       A       Ld       Save       Ref         4+       3+       5       6       2       7       4+         Range       Type       S       AP       D       Abilities       Ref	Re
Venom ( Unit M Venom 16" Weapon	Capacity         This model can transport 5 DRUKHARI INFANTRY models, other than         Grotesques, Scourges, and SKYBOARD models.         WS       BS       S       T       W       A       Ld       Save       Ref         4+       3+       5       6       2       7       4+         Range       Type       S       AP       D       Abilities       Ref         Melee       Melee       4       -1       1	Re

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	5	Desc	cript	ion									Re
Explode	es	battle	efield	l ar	nd b	oefo	re	any	emb	arked	d m	oll a D6 before removing it from the odels disembark. On a 6 it explodes, wound.	
Flickerfi	ield	Your Shoo					st s	subtr	act ´	fron	ı al	hit rolls that target this model in the	
Night Shield		This	mod	el ł	nas	a 5	i+ i	nvul	nera	ble sa	ave	against ranged weapons.	
Open- topped		Meas Whe apply mode	sure n the / to i <sup>i</sup> el ha	the ey c ts p s F	e rai lo s base alle	nge o, a sene en B	any ger Bac	nd dr rest rs; fo k in	aw li trictio or exa the s	ne of ons o ample ame	f sig r m ə, th tur	tack in their Shooting phase. In this model. odifiers that apply to this model also ne passengers cannot shoot if this n, cannot shoot (except with Pistols) it and a an Nate that the	
			enge	ers								hit, and so on. Note that the Falls Back, even though the Venom	
Transpo	ort C	pass itself	enge can	ers									Re
	Т	pass itself <b>Capac</b> This n	enge can. city	ers I ca	car	rans	t sh	ort 5	if thi	s moo	RI		Re
Transpo Venom Unit	Т	pass itself Capac This n Grotes	enge can. city node	ers I ca	car in ti Sco	rans	spo	ort 5 and	if thi DRU	s moo	del RI \RI	Falls Back, even though the Venom	Re
Venom	T C M	pass itself Capac This m Grotes WS	enge can city node sque <b>BS</b>	ers I ca s, S	car in ti Sco T	rans urge W	spo es,	ort 5 and	if thi DRU I SK Sa	s moo IKHA /BOA	del RI \RI	Falls Back, even though the Venom	Re
Venom Unit	T C M 16"	pass itself Capac This m Grotes WS	enge can ity node sque <b>BS</b> 3+	ers I ca s, S 5	car in ti Sco T 5	rans urge W	t sh spo es, A 2	ort 5 and	I SK Sa 4+	ikha (BOA <b>/e R</b>	del RI ARE	Falls Back, even though the Venom	Re
Venom Unit Venom	T C M 16"	pass itself Capac This m Grotes WS	enge can. <b>:ity</b> node sque <b>BS</b> 3+ <b>Ra</b>	ers I ca s, S 5 Ing	car in ti Sco T 5 e	rans urge <b>W</b> 6	spo es, 2 0e	ort 5 and Ld	if this DRU I SK Sav 4+	ikha (BOA <b>/e R</b>	del RI ARE D	Falls Back, even though the Venom NFANTRY models, other than models.	Re
Venom Unit Venom Weapon	T () 16"	pass itself Chis m Grotes WS 4+	enge can. <b>:ity</b> node eque <b>BS</b> 3+ <b>Ra</b>	ers I ca s, { 5 Ing	car in ti Sco T 5 e l	rans urga W 6 Typ	spo es, A 2 ee	prt 5 and Ld 7	if this DRU I SK Sav 4+	s moo IKHA (BOA <b>/e R</b> AP -1	RI RE RE D	Falls Back, even though the Venom NFANTRY models, other than models.	Re

## **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.

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**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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