
























AELDARI				INCUBIS - Nightfall Guardians												179 Pts			
Drukhari																			
5																			
	7"				3+	4	3				2	3	6	6+	1	3+	5++/5++		
Unit Aptitudes																			
Tormentors			At the start of the Fight phase, each enemy unit within Engagement Range of one or more units with this special rule must take a Moral test.																
Unit Special Rules																			
Fleet / Night Vision / Rampage																			
Weapons																		Nb	Pts
Demiklaives - Single-blade				Melee	User	x2	-2	2	Melee - Devastating Wounds - Two Handed								1	16	
Demiklaives - Dual-blade				Melee		x2	User	-1	1	Melee - Twin								1	11
Klaive				Melee	User	+1	-2	2	Melee - Devastating Wounds - Two Handed								4	52	
Faction Aptitudes																	Unit type		
Power from Pain		The Serpent's Kiss		The Speed of the Kill			Distillers of Fear									Infantry			