
























AELDARI										KABALITE WARRIORS - Venomclad Corsairs										138 Pts	
Drukhari																					
10																					
	8"			3+	3+	3	3				1	2	5	6+	2	4+					
Unit Aptitudes																					
Sadistic Raiders	If you control an objective marker at the end of your Command phase, and this unit (or any Transport it is embarked within) is within range of that objective marker, that objective marker remains under you control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.																				
Unit Special Rules																					
Fleet / Night Vision / Plasma Grenades																					
Weapons																Nb	Pts				
Aeldari power sword				Melee	User	+1	-2	1	Melee						1		11				
Dark lance				36"	1	12	-3	D6+2	Heavy - Lance						1		16				
Shredder				18"	1	6	0	D3	Assault - Blast - Shred						1		11				
Splinter pistol				12"	1	2	0	1	Pistol - Assault - Anti-Infantry - Poisoned (4+)						1						
Splinter rifle				24"	2	2	0	1	Assault - Anti-Infantry - Poisoned (4+)						7						
Close combat weapon				Melee	User	User	0	1	Melee						9						
Faction Aptitudes															Unit type						
Power from Pain	The Serpent's Kiss			The Speed of the Kill			Distillers of Fear							Infantry							