
























AELDARI										WYCHES - Darkfire Maidens										126 Pts							
Drukhari																											
10																											
8"				3+		3+		3		3				1		3		6		6+		2		6+		4++/5++	
Unit Aptitudes																											
No Escape				Each time an enemy unit (excluding Monster and Vehicle units) that is within Engagement Range of one or more units with this special rule is selected to Fall Back, models in that enemy unit must take Desperate Escape tests as if their unit was Battle-shocked. When doing so, if that enemy unit is also Battle-shocked by other means, subtract 1 from each of those Desperate Escape tests.																							
Dodge				A model with this special rule has a 4++ invulnerable save against all Wounds inflicted in the Fight phase.																							
Combat Drogues				Before the battle, select one combat drug the unit is using for the battle on the table below.																							
				1		Adrenalight: +1 to Attacks characteristic																					
				2		Grave Lotus: +1 to Strength characteristic																					
				3		Hypex: +2 to Move characteristic																					
				4		Painbringer: +1 to Toughness characteristic																					
				5		Serpentin: +1 to Initiative characteristic																					
				6		Splintermind: +2 to Leadership characteristic.																					
Unit Special Rules																											
Fleet / Night Vision / Plasma Grenades																											
Weapons																		Nb	Pts								
Only Impaler				Melee	User	User	-1	1	Melee - Impale								1	5									
Shardnet & Impaler				Melee	User	User	-1	2	Melee - Ritual Pair								3	21									
Splinter pistol				12"	1	2	0	1	Pistol - Assault - Anti-Infantry - Poisoned (4+)								7										
Faction Aptitudes																											
Unit type																											
Power from Pain		The Serpent's Kiss		The Speed of the Kill				Distillers of Fear														Infantry					