
























AELDARI				SCOURGES - Razorwing Dragoons												190 Pts		
Drukhari																		
5																		
7"				4+	3+	3	3			1	3	5	6+	1	4+	5++/5++		
Unit Aptitudes																		
Winged Strike		In your Shooting phase, after this unit has shot, if it is not within Engagement Range of any enemy units, it can make a Normal move of up to 6". If it does, until the end of the turn, this unit is not eligible to declare a charge.																
Unit Special Rules																		
Fleet / Night Vision / Plasma Grenades / Deep Strike / Bulky																		
Weapons													Nb	Pts				
Agoniser				Melee	+1	User	-1	1	Melee - Poisoned (4+) - Anti-Infantry				1	5				
Blast pistol				6"	1	8	-3	D3	Pistol - Lance				1	6				
Haywire blaster				24"	2	3	-1	3	Heavy - Devastating Wounds - Haywire - Anti-Vehicles				1	8				
Heat lance				18"	1	14	-4	D6	Assault - Heavy - Melta				1	13				
Shardcarbine				18"	3	2	0	1	Assault - Anti-Infantry - Poisoned (4+)				2	8				
Close combat weapon				Melee	User	User	0	1	Melee				4					
Faction Aptitudes														Unit type				
Power from Pain		The Serpent's Kiss		The Speed of the Kill			Distillers of Fear						Jump / Infantry					