























AELDARI				WYCHES - Painblade Exemplars												132 Pts													
Drukhari																													
10																													
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. <table><tr><td>1</td><td>Adrenalight: +1 to Attacks characteristic</td></tr><tr><td>2</td><td>Grave Lotus: +1 to Strength characteristic</td></tr><tr><td>3</td><td>Hypex: +2 to Move characteristic</td></tr><tr><td>4</td><td>Painbringer: +1 to Toughness characteristic</td></tr><tr><td>5</td><td>Serpentin: +1 to Initiative characteristic</td></tr><tr><td>6</td><td>Splintermind: +2 to Leadership characteristic.</td></tr></table>														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.
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														
Aeldari power sword				Melee	User	+1	-2	1	Melee				1		11														
Blast pistol				6"	1	8	-3	D3	Pistol - Lance				1		6														
Mindphase Gauntlet				Melee	User	User	-1	1	Melee - Concussive - Twin				3		15														
Splinter pistol				12"	1	2	0	1	Pistol - Assault - Anti-Infantry - Poisoned (4+)				6																
Faction Aptitudes																													
Unit type																													
Power from Pain				The Serpent's Kiss				The Speed of the Kill				Distillers of Fear				Infantry													