























AELDARI																	
Drukhari														KABALITE TRUEBORNS - Ironclad Assassins		207 Pts	
5																	
8"		3+		3+	3	3					2	2	5	5+	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			
Agoniser				Melee	+1	User	-1	1	Melee - Poisoned (4+) - Anti-Infantry				1	5			
Blast pistol				6"	1	8	-3	D3	Pistol - Lance				1	6			
Blaster				18"	1	8	-4	D6+1	Assault - Lance				2	24			
Shredder				18"	1	6	0	D3	Assault - Blast - Shred				2	22			
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											Infantry	