























AELDARI				INCUBIS - Shadowblade Executioners												179 Pts	
Drukhari																	
5																	
7"				3+	4	3				2	3	6	6+	1	3+	5++/5++	
Unit Aptitudes																	
Tormentors			At the start of the Fight phase, each enemy unit within Engagement Range of one or more units with this special rule must take a Battle-shock test.														
Unit Special Rules																	
Fleet / Night Vision / Rampage																	
Weapons													Nb	Pts			
Demiklaives - Single-blade				Melee	User	x2	-2	2	Melee - Devastating Wounds - Two Handed				1	16			
Demiklaives - Dual-blade				Melee		x2	User	-1	1	Melee - Twin				1	11		
Klaive				Melee	User	+1	-2	2	Melee - Devastating Wounds - Two Handed				4	52			
Faction Aptitudes														Unit type			
Power from Pain		The Serpent's Kiss		The Speed of the Kill			Distillers of Fear			Infantry							