
























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 Moral 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	