
























AELDARI				SCOURGES - Darkfire Hunters												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					