
























AELDARI				WYCHES - Shadowshard Huntresses												132 Pts			
Drukhari																			
10																			
	8"			3+	3+	3	3				1	3	6	6+	2	6+	4++/5++		
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.																	
		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		
Agoniser				Melee	+1	User	-1	1	Melee - Poisoned (4+) - Anti-Infantry						1	5			
Blast pistol				6"	1	8	-3	D3	Pistol - Lance						1	6			
Razorflail				Melee	User	User	-2	1	Melee - Twin-linked - Specialist - Blade Whip						3	21			
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			