
























AELDARI				KABALITE WARRIORS - Nightshade Raiders											131 Pts			
Drukhari																		
10																		
	8"			3+	3+	3	3				1	2	5	6+	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			
Aeldari power sword				Melee	User	+1	-2	1	Melee					1	11			
Blaster				18"	1	8	-4	D6+1	Assault - Lance					1	12			
Splinter cannon				36"	3	3	-1	2	Salvo 4/6 - Anti-Infantry - Poisoned (4+) - Sustained Hits 1					1	8			
Splinter pistol				12"	1	2	0	1	Pistol - Assault - Anti-Infantry - Poisoned (4+)					1				
Splinter rifle				24"	2	2	0	1	Assault - Anti-Infantry - Poisoned (4+)					7				
Close combat weapon				Melee	User	User	0	1	Melee					9				
Faction Aptitudes																	Unit type	
Power from Pain	The Serpent's Kiss		The Speed of the Kill			Distillers of Fear									Infantry			