
























| 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 | | |