
























AELDARI																	
VENOM - Nightshade																	
96 Pts																	
Drukhari																	
1																	
Full HP	14"	21"		3+	4+	6		9	9	9	6	5	5	6+	2	4+	5++/5++
Mid HP	9"	13"		4+	5+	6		8	8	8	6	4	5	7+	1	4+	5++/5++
Low HP	5"	7"		5+	6+	6		7	7	7	2	3	5	8+		4+	5++/5++
Unit Aptitudes																	
Chain-snares			A vehicle with chain-snares is allowed to Tank Shock even if it is not a Tank. However, it may not Ram.														
Grisly Trophies			All friendly units within 6" of a vehicle with grisly trophies can re-roll failed Leadership tests.														
Athletic Aerialists			At the end of the Fight phase, if there are no models currently embarked within this Transport, you can select one friendly Infantry unit that has 6 or fewer models that is wholly within 6" of this Transport. Unless that unit is within Engagement Range of one or more enemy units, it can embark within this Transport.														
Explosive Lethal Demise			When this model is destroyed, throw one D6 for each units within 6". On a 4+, the unit suffers D3 mortal wounds.														
Transport Capacity (6)			This model has a transport capacity of X Infantry models. It cannot carry models with the Bulky, Very Bulky or Extremely Bulky special rules.														
Firing Deck (6)			Each time this Transport shoots, select one weapon from up to X models embarked within it; this Transport counts as being equipped with those weapons as well.														
Unit Special Rules																	
Deep Strike / Night Vision / Stealth / Fast / Skimmer / Transport / Oppen-topped																	
Weapons													Nb	Pts			
Bladevanes				Melee	User	User	0	1	Melee				1				
Splinter cannon				36"	3	3	-1	2	Salvo 4/6 - Anti-Infantry - Poisoned (4+) - Sustained Hits 1				2	16			
Faction Aptitudes																	
Unit type																	
Power from Pain	The Serpent's Kiss			The Speed of the Kill			Distillers of Fear							Vehicle			