
























AELDARI				INCUBIS - Nightfall Guardians												179 Pts		
Drukhari																		
5																		
7"				3+		4	3				2		3	6	6+	1	3+	5++/5++
Unit Aptitudes																		
Tormentors			At the start of the Fight phase, each enemy unit within Engagement Range of one or more units with this special rule must take a Battle-shock test.															
Unit Special Rules																		
Fleet / Night Vision / Rampage																		
Weapons													Nb		Pts			
Demiklaives - Single-blade				Melee	User	x2	-2	2	Melee - Devastating Wounds - Two Handed				1		16			
Demiklaives - Dual-blade				Melee		x2	User	-1	1	Melee - Twin				1		11		
Klaive				Melee	User	+1	-2	2	Melee - Devastating Wounds - Two Handed				4		52			
Faction Aptitudes																	Unit type	
Power from Pain		The Serpent's Kiss		The Speed of the Kill			Distillers of Fear										Infantry	