
























AELDARI				SCOURGES - Darkfire Hunters												190 Pts									
Drukhari																									
5																									
7"				4+		3+		3		3		1		3		5		6+		1		4+		5++/5++	
Unit Aptitudes																									
Winged Strike				In your Shooting phase, after this unit has shot, if it is not within Engagement Range of any enemy units, it can make a Normal move of up to 6". If it does, until the end of the turn, this unit is not eligible to declare a charge.																					
Unit Special Rules																									
Fleet / Night Vision / Plasma Grenades / Deep Strike / Bulky																									
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					
Haywire blaster				24"		2		3		-1		3		Heavy - Devastating Wounds - Haywire - Anti-Vehicles				1		8					
Heat lance				18"		1		14		-4		D6		Assault - Heavy - Melta				1		13					
Shardcarbine				18"		3		2		0		1		Assault - Anti-Infantry - Poisoned (4+)				2		8					
Close combat weapon				Melee		User		User		0		1		Melee				4							
Faction Aptitudes																							Unit type		
Power from Pain		The Serpent's Kiss		The Speed of the Kill				Distillers of Fear													Jump / Infantry				