
























AELDARI		WYCHES - Darkfire Maidens														126 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. <table><tr><td>1</td><td>Adrenalight: +1 to Attacks characteristic</td></tr><tr><td>2</td><td>Grave Lotus: +1 to Strength characteristic</td></tr><tr><td>3</td><td>Hypex: +2 to Move characteristic</td></tr><tr><td>4</td><td>Painbringer: +1 to Toughness characteristic</td></tr><tr><td>5</td><td>Serpentin: +1 to Initiative characteristic</td></tr><tr><td>6</td><td>Splintermind: +2 to Leadership characteristic.</td></tr></table>																	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.
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Unit Special Rules																													
Fleet / Night Vision / Plasma Grenades																													
Weapons									Nb		Pts																		
Only Impaler			Melee	User	User	-1	1	Melee - Impale	1		5																		
Shardnet & Impaler			Melee	User	User	-1	2	Melee - Ritual Pair	3		21																		
Splinter pistol			12"	1	2	0	1	Pistol - Assault - Anti-Infantry - Poisoned (4+)	7																				
Faction Aptitudes												Unit type																	
Power from Pain	The Serpent's Kiss	The Speed of the Kill		Distillers of Fear								Infantry																	