

## AELDARI

### Drukhari

## WYCHES - Venomous Vixens

110 Pts

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

Splinter pistol

12"

1

2

0

1

Pistol - Assault - Anti-Infantry - Poisoned (4+)

10

Agoniser

Melee

+1

User

-1

1

Melee - Poisoned (4+) - Anti-Infantry

1

5

Only Impaler

Melee

User

User

-1

1

Melee - Impale

1

5

### Faction Aptitudes

### Unit type

Power from Pain

The Serpent's  
Kiss

The Speed of the Kill

Distillers of Fear

Infantry