
























AELDARI				KABALITE WARRIORS - Venomclad Corsairs												138 Pts	
Drukhari																	
10																	
	8"			3+	3+	3	3				1	2	5	6+	2	4+	
Unit Aptitudes																	
Sadistic Raiders	If you control an objective marker at the end of your Command phase, and this unit (or any Transport it is embarked within) is within range of that objective marker, that objective marker remains under you control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.																
Unit Special Rules																	
Fleet / Night Vision / Plasma Grenades																	
Weapons															Nb	Pts	
Aeldari power sword				Melee	User	+1	-2	1	Melee						1	11	
Dark lance				36"	1	12	-3	D6+2	Heavy - Lance						1	16	
Shredder				18"	1	6	0	D3	Assault - Blast - Shred						1	11	
Splinter pistol				12"	1	2	0	1	Pistol - Assault - Anti-Infantry - Poisoned (4+)						1		
Splinter rifle				24"	2	2	0	1	Assault - Anti-Infantry - Poisoned (4+)						7		
Close combat weapon				Melee	User	User	0	1	Melee						9		
Faction Aptitudes																Unit type	
Power from Pain	The Serpent's Kiss			The Speed of the Kill			Distillers of Fear								Infantry		