

YNNARI INCUBI

80–160 PTS

M	T	Sv	W	LD	OC
7"	3	3+	1	6+	1

INVULNERABLE
SAVE



MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Klaive	Melee	3	3+	4	-2	2
► Demiklaives - Dual Blades	Melee	6	3+	4	-1	1
► Demiklaives - Single Blade	Melee	3	3+	4	-2	2

ABILITIES

Tormentors

At the start of the Fight phase, each enemy unit within Engagement Range of one or more units with this ability must take a Battle-shock test.

WEAPON ABILITIES

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

Disparate Paths

When mustering your army, you can include Harlequins units in your army, even though they do not have the Asuryani Faction keyword. Unless otherwise stated, you cannot select Harlequins or Ynnari as your Army Faction.



AUFSTELLUNG

4-9x Incubi (28.5mm)

1x Klaivex (28.5mm)

Equipped with: Klaive, ►
Demiklaives - Dual Blades, ►
Demiklaives - Single Blade

Wargear Options:

- Each Klaivex can replace its Klaive with Demiklaives.



KEYWORDS: Incubi,
Aeldari, Infantry
FACTION KEYWORDS:
Ynnari