

INCUBI - AELDARI - DRUKHARI

90–180 PTS

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

INVULNERABLE
SAVE

5+

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 Demiklaives with Klaive.

KEYWORDS: Incubi, Aeldari, Infantry, Blades for Hire
FACTION KEYWORDS: Drukhari

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Klaive	Melee	3	3+	5	-2	2
▶ Demiklaives - Dual Blades	Melee	6	3+	4	-2	1
▶ Demiklaives - Single Blade	Melee	4	3+	5	-2	2

ABILITIES

Decapitating Strikes (Pain)
In the Fight phase, when you select this unit to fight, you can spend 1 Pain token to Empower this unit. While Empowered, each time a model in this unit makes a melee attack that targets an Infantry unit, that attack has the [Devastating Wounds] ability.

Incubi Shrine Token
Once per battle for each Incubi Shrine token this unit has, you can change the result of one Hit roll or one Wound roll made for a Klaivex or Incubi model in this unit to an unmodified 6.

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. Each time a model in this unit makes a melee attack that targets a Battle-shocked unit, add 1 to the Hit roll.

FACTION RULES

Power from Pain
All Drukhari units have a Pain ability, tagged with the word 'Pain'. Pain abilities only apply to a unit while it is Empowered. If your Army Faction is Drukhari, you can Empower units from your army with Pain abilities by spending Pain tokens (see below).

GAINING PAIN TOKENS
If your Army Faction is Drukhari, you gain Pain tokens as follows:

- 1 Pain token at the start of your Command phase.
- 1 Pain token each time an enemy unit is destroyed.
- 1 Pain token each time an enemy unit fails a Battle-shock test.

Each time you gain a Pain token, keep it to one side – this is your Pain token pool. Each time you spend a Pain token, reduce your Pain token pool by the same amount.

EMPOWERED THROUGH PAIN
Each Pain ability will state when you can spend Pain tokens to Empower that unit. When you do, until the end of the phase, that unit is Empowered and all Pain abilities it has take effect. While an Attached unit is Empowered, the Pain abilities of all Leader and Bodyguard units in that unit take effect - you do not need to spend additional Pain tokens to activate each of those Pain abilities.