

INCUBI

Power from Pain

M

7"

T

3

SV

3+

W

1

LD

6+

OC

1

RW

5+

90–180 PTS

Base 28.5mm



1

KOMMANDO

2

BEWEGUNG

3

BESCHUSS

4

ANGRIFF

5

NAHKAMPF

VERTEIDIGUNG

IMMER / EINMALIG

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.

1

KOMMANDO

2

BEWEGUNG

3

BESCHUSS

4

ANGRIFF

5

NAHKAMPF

VERTEIDIGUNG

Klaive

R

A

WS

S

AP

D

Melee

3

3+

5

-2

2

VERWUNDET

2+

3+

4+

5+

6+

T1–2

T3–4

T5

T6–9

T10+

Demiklaives - Dual Blades

R

A

WS

S

AP

D

Melee

6

3+

4

-2

1

VERWUNDET

2+

3+

4+

5+

6+

T1–2

T3

T4

T5–7

T8+

Demiklaives - Single Blade

R

A

WS

S

AP

D

Melee

4

3+

5

-2

2

VERWUNDET

2+

3+

4+

5+

6+

T1–2

T3–4

T5

T6–9

T10+

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.

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.

GEGEN DIESE EINHEIT

W3 · RW 3+ · 5++ · 1 LP je Modell

WIRD VERWUNDET MIT

2+

3+

4+

5+

6+

S6+

S4–5

S3

S2

S1

RETTUNGSWURF JE DS

DS 0

DS –1

DS –2

DS –3

DS –4

3+

4+

5+

5++

5++

REGELN & KEYWORDS KURZ

Power from Pain All Drukhari units have a Pain ability, tagged with the word 'Pain'.

AUFSTELLUNG

4-9x Incubi

1x Klaivex

Ausrüstung:

Klaive, Demiklaives - Dual Blades, Demiklaives - Single Blade

Each Klaivex can replace its Demiklaives with Klaive.

KEYWORDS Incubi, Aeldari, Infantry, Blades for Hire · FRAKTION Drukhari