

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

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.

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.

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++	

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.