INCUBI

M	T	SV	W	LD	OC	
7"	3	3+	1	6+	1	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.

⚔ 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

RULES - Power from Pain

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.

KEYWORDS: Incubi, Aeldari, Infantry, Blades for Hire

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.