AELDARI - CRAFTWORLDS

YNNARI INCUBI

80–160 PTS

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

5+

MELEE WEAPONS

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

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.

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 RULES

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

CORE 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 you 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.