

KABALITE WARRIORS

110 PTS

| M  | T | Sv | W | LD | OC |
|----|---|----|---|----|----|
| 7" | 3 | 4+ | 1 | 7+ | 2  |

INVULNERABLE  
SAVE

6+

RANGED WEAPONS

| WEAPON                                                           | RANGE | A  | BS  | S  | AP | D    |
|------------------------------------------------------------------|-------|----|-----|----|----|------|
| Blast Pistol<br>PISTOL                                           | 6"    | 1  | 3+  | 8  | -3 | D3   |
| Blaster<br>ASSAULT                                               | 18"   | 1  | 3+  | 8  | -4 | D6+1 |
| Dark Lance<br>HEAVY                                              | 36"   | 1  | 4+  | 12 | -3 | D6+2 |
| Shredder<br>ASSAULT<br>TORRENT                                   | 18"   | D6 | N/A | 6  | 0  | 1    |
| Splinter Cannon<br>ANTI-INFANTRY 3+<br>HEAVY<br>SUSTAINED HITS 1 | 36"   | 3  | 4+  | 3  | -1 | 2    |
| Splinter Pistol<br>ANTI-INFANTRY 3+<br>ASSAULT<br>PISTOL         | 12"   | 1  | 3+  | 2  | 0  | 1    |
| Splinter Rifle<br>ANTI-INFANTRY 3+<br>ASSAULT                    | 24"   | 2  | 3+  | 2  | 0  | 1    |
| Splinter Rifle<br>ANTI-INFANTRY 3+<br>ASSAULT                    | 24"   | 2  | 3+  | 2  | 0  | 1    |

MELEE WEAPONS

| WEAPON                           | RANGE | A | WS | S | AP | D |
|----------------------------------|-------|---|----|---|----|---|
| Close Combat Weapon              | Melee | 2 | 3+ | 3 | 0  | 1 |
| Close Combat Weapon              | Melee | 2 | 3+ | 3 | 0  | 1 |
| Close Combat Weapon              | Melee | 2 | 3+ | 3 | 0  | 1 |
| Close Combat Weapon              | Melee | 2 | 3+ | 3 | 0  | 1 |
| Close Combat Weapon              | Melee | 2 | 3+ | 3 | 0  | 1 |
| Close Combat Weapon              | Melee | 2 | 3+ | 3 | 0  | 1 |
| Power Weapon<br>ANTI-INFANTRY 3+ | Melee | 3 | 3+ | 3 | -2 | 1 |

ABILITIES

- Cruel Enforcers**  
At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under you control, until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.
- Kabalite Icon**  
While the bearer's unit is not Battle-shocked, add 1 to the bearer's Objective Control characteristic.
- Phantasm Grenade Launcher**  
The bearer's unit has the Smoke and Grenades keywords.
- Sadistic Raiders (Pain)**  
In your Shooting phase or the Fight phase, when you select this unit to shoot or fight, you can spend 1 Pain token to Empower this unit. While Empowered, each time a model in this unit makes an attack, re-roll a Wound roll of 1. If the target is within range of an objective marker, you can re-roll the Wound roll instead.

WEAPON ABILITIES



- AUFSTELLUNG
- 9x Kabalite Warrior with Shredder oder Kabalite Warrior oder Kabalite Warrior with Blaster oder Kabalite Warrior with Splinter Cannon oder Kabalite Warrior with Dark Lance  
1x Sybarite
- Equipped with: Blast Pistol, Blaster, Dark Lance, Shredder, Splinter Cannon, Splinter Pistol, Splinter Rifle, Close Combat Weapon, Power Weapon
- Wargear Options:
- Each Sybarite can replace its Splinter Rifle with Blast Pistol or Splinter Pistol.

Each Sybarite can replace its Close Combat Weapon with a Power Weapon.

Each Sybarite can have a Power Weapon.



KEYWORDS: Kabalite Warriors, Aeldari, Kabal, Battleline, Infantry

FACTION KEYWORDS: Drukhari

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- Anti**  
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
- Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*
- Assault**  
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).
- Heavy**  
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:
- That unit is unengaged.
  - That unit was not set up on the battlefield this turn.
  - No model in that unit has moved more than 3" this turn.
- Pistol**  
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
- Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
  - One or more of its other ranged weapons.
- Sustained Hits**  
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
- Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).*
- Torrent**  
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.