

# WYCHES

90 PTS

| M  | T | Sv | W | LD | OC |
|----|---|----|---|----|----|
| 8" | 3 | 6+ | 1 | 7+ | 2  |

INVULNERABLE  
SAVE



## RANGED WEAPONS

| WEAPON                                                                    | RANGE | A | BS | S | AP | D  |
|---------------------------------------------------------------------------|-------|---|----|---|----|----|
| Blast Pistol<br><small>PISTOL</small>                                     | 6"    | 1 | 3+ | 8 | -4 | D3 |
| Splinter Pistol<br><small>ANTI-INFANTRY 3+<br/>ASSAULT<br/>PISTOL</small> | 12"   | 1 | 3+ | 2 | 0  | 1  |
| Splinter Pistol<br><small>ANTI-INFANTRY 3+<br/>ASSAULT<br/>PISTOL</small> | 12"   | 1 | 3+ | 2 | 0  | 1  |

## MELEE WEAPONS

| WEAPON                                          | RANGE | A | WS | S | AP | D |
|-------------------------------------------------|-------|---|----|---|----|---|
| Gladiatorial weapons                            | Melee | 5 | 3+ | 4 | -2 | 1 |
| Hekatarii Blade                                 | Melee | 4 | 3+ | 3 | -1 | 1 |
| Hekatarii Blade                                 | Melee | 4 | 3+ | 3 | -1 | 1 |
| Power weapon<br><small>ANTI-INFANTRY 3+</small> | Melee | 5 | 3+ | 3 | -2 | 1 |

## ABILITIES

### Acrobatic Gladiators (Pain)

At the start of your Charge phase, you can spend 1 Pain token to Empower this unit. While Empowered, this unit is eligible to declare a charge in a turn in which it Advanced or Fell Back.

### Invulnerable Save (4+\*)

Models in this unit have a 4+ invulnerable save against melee attacks.

### No Escape

Each time an enemy unit (excluding Monsters and Vehicles) within Engagement Range of one or more units from your army with this ability Falls Back, all models in that enemy unit must take Desperate Escape test. When doing so, if that enemy unit is Battle-shocked, subtract 1 from each of those tests.

## WEAPON ABILITIES

### 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).

### 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.



### AUFSTELLUNG

9x Wych oder Wych w/  
Gladiatorial weapons  
1x Hekatrix

**Equipped with:** Blast Pistol, Splinter Pistol, Gladiatorial weapons, Hekatarii Blade, Power weapon

### Wargear Options:

- Each Hekatrix can replace its Splinter Pistol with Blast Pistol.
- Each Hekatrix can replace its Hekatarii Blade with Power weapon.



**KEYWORDS:** Wyches, Wych Cult, Aeldari, Battleline, Infantry, Grenades  
**FACTION KEYWORDS:** Drukhari