

YNNARI INCUBI

80–160 PTS

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

INVULNERABLE  
SAVE

5+

✕ MELEE WEAPONS

| WEAPON                                            | RANGE | A | WS | S | AP | D |
|---------------------------------------------------|-------|---|----|---|----|---|
| Klaive                                            | Melee | 3 | 3+ | 4 | -2 | 2 |
| Klaive                                            | Melee | 3 | 3+ | 4 | -2 | 2 |
| ► Demiklaives - Dual Blades<br><b>TWIN-LINKED</b> | Melee | 6 | 3+ | 4 | -1 | 1 |
| ► Demiklaives - Single Blade                      | Melee | 3 | 3+ | 4 | -2 | 2 |

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 ABILITIES

Twin-linked

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



AUFSTELLUNG

- 4-9x Incubi
- 1x Klaivex
- Equipped with: Klaive, ►  
Demiklaives - Dual Blades, ►  
Demiklaives - Single Blade
- Wargear Options:
- Each Klaivex can replace its  
Klaive with Demiklaives.



KEYWORDS: Incubi, Aeldari,  
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