

INCUBI - AELDARI - DRUKHARI

90–180 PTS

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

INVULNERABLE
SAVE

5+

AUFSTELLUNG

4-9x Incubi
1x Klaivex

Equipped with: Klaive, ▶ Demiklaives - Dual Blades, ▶ Demiklaives - Single Blade

Wargear Options:

■ Each Klaivex can replace its Demiklaives with Klaive.

KEYWORDS: Incubi, Aeldari, Infantry, Blades for Hire

FACTION KEYWORDS: Drukhari

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Klaive	Melee	3	3+	5	-2	2
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

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.

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.