The Drukhari are experts in precise torture, sharp blades, cruel poisons and eldritch abominations. Using the labyrinthine network of webway spars, they strike almost anywhere. Realspace raiding parties prey upon worlds across the galaxy, surging from hidden portals unknown to those they see merely as cattle or playthings. As the Drukhari feed on the souls of the slain, they become imbued with supernatural might, eventually turning into killing machines.

**POWER FROM PAIN**

If your Army Faction is **Drukhari**, units from your army with this ability can become Empowered Through Pain. This is done using Pain tokens.

**GAINING PAIN TOKENS**

If your Army Faction is **Drukhari**, you gain Pain tokens as follows:

- At the start of the battle, depending on the battle size:
  - **COMBAT PATROL**: 1 Pain Token
  - **INCURSION**: 2 Pain Tokens
  - **STRIKE FORCE**: 3 Pain Tokens
  - **ONSLAUGHT**: 4 Pain Tokens

- Each time an enemy unit is destroyed, you gain 1 Pain token.
- Each time an enemy unit fails a Battle-shock test, you gain 1 Pain token.

Each time you gain a Pain token, keep it to one side – this is your Pain token pool.

**EMPOWERED THROUGH PAIN**

At the start of any phase, you can expend one or more Pain tokens from your Pain token pool. Each time you do, select one unit from your army with the Power from Pain ability. Until the end of the phase, that unit is Empowered, and gains the abilities listed below, depending on the phase.

**OR**

- **Empowered in the Movement or Charge phase:**
  - You can re-roll Advance or Charge rolls made for that unit.

**OR**

- **Empowered in the Shooting or Fight phase:**
  - Each time a model in that unit makes an attack, you can re-roll the Hit roll.
If your Army Faction is Drukhari, you can use this Realspace Raiders Detachment rule.

REALSPACE RAIDERS

The three factions of the Drukhari are constantly vying for supremacy, each convinced beyond doubt of their own innate superiority. This struggle manifests during their realspace raids as a frenzy of murderously sadistic competition.

At the start of the battle, you gain an additional 1 Pain token for each of the following your army contains:

- One or more Archon models
- One or more Succubus models
- One or more Haemonculus models

Designer’s Note: These are all cumulative, so if your army contains at least one Archon, at least one Succubus and at least one Haemonculus, you would start the battle with an additional 3 Pain tokens.
If you are using the Realspace Raiders Detachment rule, you can use these Realspace Raiders Stratagems.

**PREY ON THE WEAK**  
**REALSPACE RAIDERS – BATTLE TACTIC STRATAGEM**  
The scent of a foe in pain draws Drukhari to it like hungry predators to an injured beast, their senses sharpening at its tang.  
**WHEN:** Your Shooting phase.  
**TARGET:** One Kabal unit from your army and one enemy unit that is Below Half-strength.  
**EFFECT:** Until the end of the phase, each time a model in your unit makes an attack that targets that enemy unit, you can re-roll the Wound roll.

**STRIKE AND FADE**  
**REALSPACE RAIDERS – EPIC DEED STRATAGEM**  
The Drukhari are masters at using hit-and-run tactics, engaging a target with a flurry of shots before quickly manoeuvring into cover or out of sight.  
**WHEN:** End of your Shooting phase.  
**TARGET:** One Drukhari unit from your army (excluding Aircraft).  
**EFFECT:** Your unit can immediately make a Normal move.  
**RESTRICTIONS:** Until the end of the turn, your unit is not eligible to declare a charge and that unit cannot embark within a Transport at the end of this move.

**ACROBATIC DISPLAY**  
**REALSPACE RAIDERS – EPIC DEED STRATAGEM**  
Many Wych Cults favour spectacular gymnastic displays. Their fighters are never still, springing from one foot to the other at blinding speed.  
**WHEN:** Your Charge phase.  
**TARGET:** One Wych Cult unit from your army.  
**EFFECT:** Until the end of the phase, your unit is eligible to declare a charge even if it Fell Back or Advanced this turn.
If you are using the Realspace Raiders Detachment rule, you can use these Realspace Raiders Stratagems.

### Alliance of Agony

**REALSPACE RAIDERS – BATTLE TACTIC STRATAGEM**

*Even the most bloodthirsty Drukhari will veil their enmity to work together against a shared enemy for the same gruesome purpose.*

**WHEN:** Start of any phase.

**TARGET:** One Archon, one Succubus and one Haemonculus from your army.

**EFFECT:** Discard one Pain token from your Pain token pool. Until the end of the phase, all three of those models’ units are Empowered.

**RESTRICTIONS:** You can only use this Stratagem if you are able to select all three of the target models stated above.

### In sensible to Pain

**REALSPACE RAIDERS – BATTLE TACTIC STRATAGEM**

*The twisted creations of the Haemonculus Covens are insensible to all but the most mortal injuries.*

**WHEN:** Your opponent’s Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

**TARGET:** One Haemonculus Covens unit from your army that was selected as the target of one or more of the attacking unit’s attacks.

**EFFECT:** Until the end of the phase, each time an attack targets your unit, subtract 1 from the Wound roll.

### Quicksilver Reactions

**REALSPACE RAIDERS – BATTLE TACTIC STRATAGEM**

*The hyper-fast reflexes of the Drukhari allow them to duck and weave to avoid all but the swiftest enemy strikes.*

**WHEN:** Your opponent’s Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

**TARGET:** One Drukhari unit from your army that was selected as the target of one or more of the attacking unit’s attacks.

**EFFECT:** Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll.

**RESTRICTIONS:** You cannot target a Haemonculus Covens unit from your army for this Stratagem.
**If you are using the Realspace Raiders Detachment rule, you can use these Realspace Raiders Enhancements.**

---

**CRUCIBLE OF MALEDICTION**

*When opened, the souls of tortured psykers spew outward, driving any nearby warp-wielders insane.*

**Haemonculus** model only. Once per battle, at the start of any Shooting phase, the bearer can use this Enhancement. When it does, every enemy unit within 12” must take a Battle-shock test, subtracting 1 from that test if the bearer’s unit is currently Empowered. Each time a **Psyker** unit fails this test, it suffers D3 mortal wounds.

---

**LABYRINTHINE CUNNING**

*This Archon has a mind like steel traps, assimilating every detail of a situation.*

**Archon** model only. Each time you select the bearer’s unit as the target of a Stratagem, roll one D6, adding 3 to the result if the Stratagem being used is Alliance of Agony: on a 4+, you gain 1CP.

---

**BLOOD DANCER**

*This Succubus is renowned for their expertise at close-quarters combat within the arenas of Commorragh. The skills they display before the baying crowds on the blood-soaked sands are equally deadly on the battlefield.*

**Succubus** model only. Improve the Attacks and Armour Penetration characteristics of the bearer’s melee weapons by 1. While the bearer is Empowered, Improve the Attacks and Armour Penetration characteristics of the bearer’s melee weapons by 2 instead.

**THE ART OF PAIN**

*Some Drukhari elevate their battle plans to another level by creating a spectacle of torment that maims and cripples every foe in order to draw out the moment of the kill, heightening the pleasure they derive before the fatal blow falls.*

**Drukhari** model only. In your Command phase, if the bearer is on the battlefield, you gain 1 Pain token.
### ARCHON

**Keywords:** Infantry, Kabal, Character, Aeldari, Archon

<table>
<thead>
<tr>
<th>RANGED WEAPONS</th>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blast pistol [Pistol]</td>
<td>6”</td>
<td>1</td>
<td>2+</td>
<td>8</td>
<td>-3</td>
<td>D3</td>
</tr>
<tr>
<td>Splinter pistol [Anti-Infantry 3+, Assault, Pistol]</td>
<td>12”</td>
<td>1</td>
<td>2+</td>
<td>2</td>
<td>0</td>
<td>1</td>
</tr>
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</table>

<table>
<thead>
<tr>
<th>MELEE WEAPONS</th>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
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<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Huskblade [Anti-Infantry 3+]</td>
<td>Melee</td>
<td>5</td>
<td>2+</td>
<td>3</td>
<td>-2</td>
<td>2</td>
</tr>
</tbody>
</table>

### ABILITIES

**Core:** Leader

**Faction:** Power from Pain

**Overlord:** While this model is leading a unit, each time a model in that unit makes an attack, re-roll a Wound roll of 1. While that unit is Empowered, each time a model in that unit makes an attack, you can re-roll the Wound roll instead.

**Devious Mastermind:** Once per battle, after your opponent uses a Stratagem, if this model is your Warlord and is on the battlefield, it can use this ability. If it does, until the end of the battle, increase the cost of that Stratagem to your opponent by 1CP.

### Invulnerable Save

You cannot re-roll invulnerable saving throws made for this model. The first time an invulnerable saving throw made for this model is failed, until the end of the battle, this model has no invulnerable saving throw.

**Keywords:** Infantry, Kabal, Character, Aeldari, Archon

**Faction Keywords:** Drukhari
ARCHON

Archons apply the same inventive malice with which they rule the fractured Kabals to their enemies on the battlefield. Leading many realspace raids, Archons arrogantly dare their enemies to face their martial expertise, their arsenal of eldritch weapons and the labyrinthine cunning that has enabled their rise to power.

WARGEAR OPTIONS

- This model’s splinter pistol can be replaced with 1 blast pistol.

UNIT COMPOSITION

- 1 Archon

This model is equipped with: splinter pistol; huskblade.

LEADER

This model can be attached to the following units:

- Court of the Archon
- Kabalite Warriors

KEYWORDS: Infantry, Kabal, Character, Aeldari, Archon

FACTION KEYWORDS: Drukhari
## BEASTMASTER

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<tr>
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<th>W</th>
<th>LD</th>
<th>OC</th>
</tr>
</thead>
<tbody>
<tr>
<td>12&quot;</td>
<td>4</td>
<td>6+</td>
<td>3</td>
<td>6+</td>
<td>1</td>
</tr>
<tr>
<td>12&quot;</td>
<td>4</td>
<td>6+</td>
<td>5</td>
<td>8+</td>
<td>1</td>
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</table>

**RANGED WEAPONS**

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<tr>
<th>RANGE</th>
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<th>BS</th>
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<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Splinter pods [ANTI-INFANTRY 3+, ASSAULT]</td>
<td>18”</td>
<td>2</td>
<td>3+</td>
<td>2</td>
<td>0</td>
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</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Agoniser [ANTI-INFANTRY 3+]</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>3</td>
<td>-1</td>
</tr>
<tr>
<td>Clawed Fiend fists [DEVASTATING WOUNDS]</td>
<td>Melee</td>
<td>5</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
</tr>
<tr>
<td>Khymerae talons [LETHAL HITS]</td>
<td>Melee</td>
<td>4</td>
<td>4+</td>
<td>5</td>
<td>0</td>
</tr>
<tr>
<td>Razorwing feathers [SUSTAINED HITS 1]</td>
<td>Melee</td>
<td>6</td>
<td>4+</td>
<td>3</td>
<td>0</td>
</tr>
</tbody>
</table>

**INVULNERABLE SAVE**

<table>
<thead>
<tr>
<th>M</th>
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<th>SV</th>
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<th>LD</th>
<th>OC</th>
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</thead>
<tbody>
<tr>
<td>12&quot;</td>
<td>4</td>
<td>6+</td>
<td>2</td>
<td>8+</td>
<td>1</td>
</tr>
<tr>
<td>12&quot;</td>
<td>4</td>
<td>6+</td>
<td>3</td>
<td>8+</td>
<td>1</td>
</tr>
</tbody>
</table>

**ABILITIES**

**CORE:** Scouts 9"

**FACTION:** Power from Pain

**Beastmaster:** While this unit contains a Beastmaster model, you can re-roll Charge rolls made for this unit, and each time a Beast model in this unit makes an attack, re-roll a Hit roll of 1.

**KEYWORDS – ALL MODELS:** Beasts, Aeldari | RAZORWING FLOCKS: Fly | BEASTMASTER: Mounted, Character, Fly, Beastmaster

**FACTION KEYWORDS:** Drukhari
### Wargear Options
- None

### Unit Composition
- 1 Beastmaster
- 1 Clawed Fiends
- 2 Khymerae
- 3 Razorwing Flocks

The Beastmaster is equipped with: splinter pods; agoniser.

Every Clawed Fiend is equipped with: Clawed Fiend fists.

Every Khymerae is equipped with: Khymerae talons.

Every Razorwing Flock is equipped with: Razorwing feathers.

---

**Keywords – All Models:** Beasts, Aeldari | Razorwing Flocks: Fly

**Beastmaster:** Mounted, Character, Fly, Beastmaster

**Faction Keywords:** Drukhari
## Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Eyeburst [Pistol, Torrent]</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>6</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Shardcarbine [Anti-Infantry 3+, Assault]</td>
<td>18&quot;</td>
<td>3</td>
<td>3+</td>
<td>2</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Splinter pistol [Anti-Infantry 3+, Assault, Pistol]</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>2</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

## Melee Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Close combat weapon</td>
<td>Melee</td>
<td>2</td>
<td>3+</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Shaimeshi blade [Anti-Infantry 2+]</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>4</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Sslyth battle-blade</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>5</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Ur-ghul talons [Sustained Hits 1]</td>
<td>Melee</td>
<td>6</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

## Abilities

**Faction: Power from Pain**

**Lhamaean:** While this unit contains one or more Lhamaean models, weapons equipped by models in this unit have the [LETHAL HITS] ability.

**Medusae:** In your Shooting phase, after this unit has shot, if any of those attacks made with its eyeburst scored a hit against an enemy Infantry unit, that Infantry unit must take a Battle-shock test.

**Sslyth:** While this unit contains one or more Sslyth models, each time an attack targets this unit, subtract 1 from the Wound roll.

**Ur-ghul:** While this unit contains one or more Ur-ghul models, this unit has the Fights First ability.

**Invulnerable Save**

5+
COURT OF THE ARCHON

Nothing but the manipulative cunning of an Archon could demand the loyalty of their varied Courts. Drawn from diverse mercenary factions that inhabit Commorragh, Drukhari, aliens and other horrors protect their liege with all manner of twisted weapons, flesh-eating venoms, needle-like fangs and empathic leaching.

KEYWORDS: Infantry, Kabal, Aeldari, Court of the Archon

FACTION KEYWORDS: Drukhari

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Lhamaean
- 1 Medusae
- 1 Sslyth
- 1 Ur-ghul

A Lhamaean is equipped with: shaimeshi blade.
A Medusae is equipped with: eyeburst; close combat weapon.
A Sslyth is equipped with: shardcarbine; splinter pistol; Sslyth battle-blade.
An Ur-ghul is equipped with: Ur-ghul talons.

COURT OF THE ARCHON

In the Declare Battle Formations step, this unit can join one Kabalite Warriors unit from your army that is being led by an Archon [a Kabalite Warriors unit cannot have more than one Court of the Archon unit joined to it]. If it does, until the end of the battle, every model in this unit counts as part of that Kabalite Warriors unit, and its Starting Strength is increased accordingly.
CRONOS

**KEYWORDS:** Monster, Haemonculus Covens, Fly, Aeldari, Cronos

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Spirit syphon <strong>[IGNORES COVER, TORRENT]</strong></td>
<td>12”</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
</tr>
<tr>
<td>Spirit vortex <strong>[BLAST, IGNORES COVER]</strong></td>
<td>18”</td>
<td>D6</td>
<td>3+</td>
<td>5</td>
<td>-1</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
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<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Spirit-leech tentacles</td>
<td>Melee</td>
<td>4</td>
<td>4+</td>
<td>5</td>
<td>0</td>
</tr>
</tbody>
</table>

**FACTION KEYWORDS:** Drukhari

**ABILITIES**

**CORE:** Deadly Demise 1, Feel No Pain 5+

**FACTION:** Power from Pain

**Pain Parasite (Aura):** Each time a Pain token is removed from your Pain token pool to Empower a unit, if that Empowered unit is within 9” of this unit, roll one D6: on a 4+, you gain 1 Pain token.

**INVULNERABLE SAVE**

6+

**M** 7” | **T** 7 | **SV** 3+ | **W** 7 | **LD** 6+ | **OC** 2
CRONOS

Like other Engines of Pain, the Cronos is a grisly amalgam of stimm-fed flesh and biomechanical implements shielded by a burnished carapace. Haemonculi create the Cronos to act as a parasite. Its esoteric syphons leech its victim's life essence, leaving them as husks before projecting the stolen vitality to other Drukhari.

WARGEAR OPTIONS

- Any number of models can each be equipped with 1 spirit vortex.

UNIT COMPOSITION

- 1-2 Cronos

Every Cronos is equipped with: spirit syphon; spirit-leech tentacles.

KEYWORDS: Monster, Haemonculus Covens, Fly, Aeldari, Cronos

FACTION KEYWORDS: Drukhari
DRAZHAR

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
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<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Executioner’s demiklaives – single blade</td>
<td>Melee</td>
<td>5</td>
<td>2+</td>
<td>6</td>
<td>-2</td>
</tr>
<tr>
<td>[DEVASTATING WOUNDS]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>The Executioner’s demiklaives – dual blades</td>
<td>Melee</td>
<td>7</td>
<td>2+</td>
<td>5</td>
<td>-2</td>
</tr>
<tr>
<td>[TWIN-LINKED]</td>
<td></td>
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</tbody>
</table>

**ABILITIES**

**CORE: Leader**

**FACTION: Power from Pain**

**Master of Blades:** While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Wound roll.

**Vicious Execution:** Once per battle, when this model’s unit is selected to fight, it can use this ability. If it does, until the end of the phase, melee weapons equipped by this model have the [PRECISION] ability, and each time an enemy CHARACTER model is destroyed by this model, you gain D3 Pain tokens. If that destroyed CHARACTER model was the enemy WARLORD, you gain 3 Pain tokens instead.

**INVULNERABLE SAVE**

4+

---

Keywords: Infantry, Character, Epic Hero, Aeldari, Drazhar

Faction Keywords: Drukhari
DRAZHAR

Drazhar is the sinister and silent Executioner of the Incubi. A merciless blademaster, his lightning-fast assaults chew through masses of lesser warriors. Those chosen as Drazhar’s prey have only seconds to live.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Drazhar – Epic Hero

This model is equipped with: the Executioner’s demiklaives.

LEADER

This model can be attached to the following unit:

- Incubi

KEYWORDS: Infantry, Character, Epic Hero, Aeldari, Drazhar

FACTION KEYWORDS: Drukhari
**GROTESQUES**

**KEYWORDS:** Infantry, Haemonculus Covens, Aeldari, Grotesques

**RANGED WEAPONS**

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<tr>
<th>RANGE</th>
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</tr>
</thead>
<tbody>
<tr>
<td>Liquifier gun [TORRENT]</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>4</td>
<td>-1</td>
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</tbody>
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<th>AP</th>
<th>D</th>
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</thead>
<tbody>
<tr>
<td>Monstrous weapons</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>5</td>
<td>-1</td>
</tr>
</tbody>
</table>

**ABILITIES**

**CORE:** Feel No Pain 5+

**FACTION:** Power from Pain

**Mindless Killing Machines:** Each time a model in this unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6. On a 4+, do not remove it from play; that destroyed model can fight after the attacking model's unit has finished making its attacks, and it is then removed from play.

**INVULNERABLE SAVE 6+**

**FACTION KEYWORDS:** Drukhari

**M T SV W LD OC**

7" 5 6+ 4 6+ 1
GROTESQUES

These modified meat-hulks are pumped full of painful chemicals, growth elixirs and macro-steroids. With swollen muscles they hack their master’s foes apart, their brutal cleavers and grafted claws dripping with toxins. They are mindlessly obedient and insensible to any hurt, chasing down fleeing prey at the behest of their creator.

WARGEAR OPTIONS

- Any number of models can each be equipped with 1 liquifier gun.

UNIT COMPOSITION

- 3-6 Grotesques

Every model is equipped with: monstrous weapons.

KEYWORDS: Infantry, Haemonculus Covens, Aeldari, Grotesques

FACTION KEYWORDS: Drukhari
**HAEMONCULUS**

**KEYWORDS:** Infantry, Haemonculus Covens, Character, Aeldari, Haemonculus

**RANGED WEAPONS**

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<tr>
<td>12&quot;</td>
<td>1</td>
<td>2+</td>
<td>2</td>
<td>-1</td>
<td>D3</td>
</tr>
<tr>
<td><strong>Stinger pistol [ANTI-INFANTRY 2+, PISTOL, PRECISION]</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Melee</td>
<td>5</td>
<td>2+</td>
<td>3</td>
<td>-1</td>
<td>D3</td>
</tr>
<tr>
<td><strong>Haemonculus tools and scissorhands [ANTI-INFANTRY 2+, PRECISION]</strong></td>
<td></td>
<td></td>
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<td></td>
</tr>
</tbody>
</table>

**ABILITIES**

**CORE:** Feel No Pain 5+, Leader

**FACTION:** Power from Pain

**Master of Pain:** While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability.

**Fear Incarnate (Aura):** While an enemy unit is within 6” of this model, each time a Battle-shock or Leadership test is taken for that enemy unit, subtract 1 from that test.

**INVULNERABLE SAVE**

6+

**INVULNERABLE SAVE**

6+
HAEMONCULUS

Wielding arrays of horrific implements from their personal oubliettes and laboratories, Haemonculi drift like sinister predators in battle. They direct their Covens of twisted monstrosities and pain-adepts while hungrily seeking out fresh subjects for their hideous fleshcrafting.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Haemonculus

This model is equipped with: stinger pistol; Haemonculus tools and scissorhands.

LEADER

This model can be attached to the following unit:

- Wracks

KEYWORDS: Infantry, Haemonculus Covens, Character, Aeldari, Haemonculus

FACTION KEYWORDS: Drukhari
### Hellions

#### Keywords:
- Mounted
- Fly
- Aeldari
- Wych Cult
- Hellions

#### Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Splinter pistol</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>2</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Splinter pods</td>
<td>18&quot;</td>
<td>2</td>
<td>3+</td>
<td>2</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

#### Melee Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Helliarch weapon</td>
<td>Melee</td>
<td>5</td>
<td>3+</td>
<td>3</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Hellglaive</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>4</td>
<td>-1</td>
<td>2</td>
</tr>
</tbody>
</table>

#### Abilities

**Faction:** Power from Pain

**Hit and Run:** This unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

**Wargear Abilities**

**Phantasm Grenade Launcher:** The bearer’s unit has the *Grenades* keyword.

**Invulnerable Save:** 6+

### Faction Keywords:
- Drukhari
HELLIONS

When the Hellion gangs ride their bladed skyboards alongside Drukhari raiding parties, they bring terror to the battlefields of realspace. Arrogant and agile, Hellions wield their hellglaives with such skill that battle becomes a contest as to who can perform the most ostentatious acts of battlefield butchery.

**WARGEAR OPTIONS**

- The Helliarch can be equipped with 1 phantasm grenade launcher.
- The Helliarch’s hellglaive can be replaced with 1 splinter pistol and 1 Helliarch weapon.

**UNIT COMPOSITION**

- 1 Helliarch
- 4-9 Hellions

*Every model is equipped with: splinter pods; hellglaive.*

**KEYWORDS:** Mounted, Fly, Aeldari, Wych Cult, Hellions

**FACTION KEYWORDS:** Drukhari
### INCUBI

**KEYWORDS:** Infantry, Aeldari, Incubi

---

#### MELEE WEAPONS

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Demiklaives – single blade</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>4</td>
<td>-2</td>
</tr>
<tr>
<td>Demiklaives – dual blades [TWIN-LINKED]</td>
<td>Melee</td>
<td>6</td>
<td>3+</td>
<td>4</td>
<td>-1</td>
</tr>
<tr>
<td>Klaive</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>4</td>
<td>-2</td>
</tr>
</tbody>
</table>

---

#### ABILITIES

**FACTION: Power from Pain**

**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.

**INVULNERABLE SAVE**

5+

---

Before selecting targets for this weapon, select one of its profiles to make attacks with.

**FACTION KEYWORDS:** Drukhari

---

**KEYWORDS:** Infantry, Aeldari, Incubi
INCUBI
The Incubi are warrior-perfectionists of the highest order. Protected by the ornate plates of their ancient warsuits, they move swiftly in for the kill, sweeping giant klaives in practised, decapitating strikes. They carve straight through the enemy’s elite, crushing their spirit with psychic torture devices known as tormentors.

WARGEAR OPTIONS
- The Klaivex’s klaive can be replaced with 1 demiklaives.

UNIT COMPOSITION
- 1 Klaivex
- 4-9 Incubi

Every model is equipped with: klaive.

KEYWORDS: Infantry, Aeldari, Incubi

FACTION KEYWORDS: Drukhari
**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blast pistol [<em>Pistol</em>]</td>
<td>6”</td>
<td>1</td>
<td>3+</td>
<td>8</td>
<td>-3</td>
</tr>
<tr>
<td>Blaster [<em>Assault</em>]</td>
<td>18”</td>
<td>1</td>
<td>3+</td>
<td>8</td>
<td>-4</td>
</tr>
<tr>
<td>Dark lance [<em>Heavy</em>]</td>
<td>36”</td>
<td>1</td>
<td>4+</td>
<td>12</td>
<td>-3</td>
</tr>
<tr>
<td>Shredder [<em>Assault, Torrent</em>]</td>
<td>18”</td>
<td>D6</td>
<td>N/A</td>
<td>6</td>
<td>0</td>
</tr>
<tr>
<td>Splinter cannon [<em>Anti-Infantry 3+, Heavy, Sustained Hits 1</em>]</td>
<td>36”</td>
<td>3</td>
<td>4+</td>
<td>3</td>
<td>-1</td>
</tr>
<tr>
<td>Splinter pistol [<em>Anti-Infantry 3+, Assault, Pistol</em>]</td>
<td>12”</td>
<td>1</td>
<td>3+</td>
<td>2</td>
<td>0</td>
</tr>
<tr>
<td>Splinter rifle [<em>Anti-Infantry 3+, Assault</em>]</td>
<td>24”</td>
<td>2</td>
<td>3+</td>
<td>2</td>
<td>0</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

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<tr>
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<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sybarite weapon [<em>Anti-Infantry 3+</em>]</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>3</td>
<td>-1</td>
</tr>
<tr>
<td>Close combat weapon</td>
<td>Melee</td>
<td>2</td>
<td>3+</td>
<td>3</td>
<td>0</td>
</tr>
</tbody>
</table>

**ABILITIES**

**FACTION: Power from Pain**

**Sadistic Raiders:** If you control an objective marker at the end of your Command phase, and this unit (or any *Transport* it is embarked within) is within range of that objective marker, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

**WARGEAR ABILITIES**

**Phantasm Grenade Launcher:** The bearer’s unit has the *Grenades* keyword.

**INVULNERABLE SAVE**

<table>
<thead>
<tr>
<th>M</th>
<th>T</th>
<th>SV</th>
<th>W</th>
<th>LD</th>
<th>OC</th>
</tr>
</thead>
<tbody>
<tr>
<td>8”</td>
<td>3</td>
<td>4+</td>
<td>1</td>
<td>6+</td>
<td>2</td>
</tr>
</tbody>
</table>

**FACTION KEYWORDS:**

**Drukhari**

**KEYWORDS:**

Infantry, Kabal, Battleline, Aeldari, Kabalite Warriors
KABALITE WARRIORS

Clad from head to foot in blade-edged, segmented armour, Kabalite Warriors are an intimidating, arachnoid presence. They are highly skilled, cruel enforcers who unleash hails of toxin-coated shards during swift and agile advances, driving terrified prey before them at their master’s whim.

WARGEAR OPTIONS

- The Sybarite’s close combat weapon can be replaced with 1 Sybarite weapon.
- The Sybarite can be equipped with 1 phantasm grenade launcher.
- The Sybarite’s splinter rifle can be replaced with one of the following:
  - 1 blast pistol
  - 1 splinter pistol
- 1 Kabalite Warrior’s splinter rifle can be replaced with 1 blaster.
- 1 Kabalite Warrior’s splinter rifle can be replaced with 1 dark lance.
- 1 Kabalite Warrior’s splinter rifle can be replaced with 1 shredder.
- 1 Kabalite Warrior’s splinter rifle can be replaced with 1 splinter cannon.

UNIT COMPOSITION

- 1 Sybarite
- 9 Kabalite Warriors

Every model is equipped with: splinter rifle; close combat weapon.

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

FACTION KEYWORDS: Drukhari
**LELITH HESPERAX**

**KEYWORDS:** Infantry, Wych Cult, Character, Epic Hero, Aeldari, Succubus, Lelith Hesperax

**Faction Keywords:** Drukhari

<table>
<thead>
<tr>
<th>MELEE WEAPONS</th>
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<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lelith’s blades</td>
<td>Melee</td>
<td>8</td>
<td>2+</td>
<td>3</td>
<td>-2</td>
<td>1</td>
</tr>
</tbody>
</table>

**Abilities**

**Core:** Fights First, Leader

**Faction:** Power from Pain

**Brides of Death:** While this model is leading a unit, models in that unit have the Fights First ability, and each time a model in that unit makes a melee attack, add 1 to the Strength characteristic of that attack and improve the Armour Penetration characteristic of that attack by 1.

**Thrilling Spectacle:** Once per battle, at the start of the Fight phase, this model can use this ability. When it does, until the end of the phase, the Attacks characteristic of Lelith’s blades is increased to 12 and this model’s invulnerable save is increased to 3+.

**Invulnerable Save:** 4+
LELITH HESPERAX

Lelith Hesperax’s lithe athleticism is far beyond that of other Wyches. She has raised death to a high art, wielding nothing more than simple knives. Gifting her victims with precision wounds in an exotic blur of blades and flesh, she finishes in a bloody finale with a gory flourish.

WARGEAR OPTIONS
- None

UNIT COMPOSITION
- 1 Lelith Hesperax — EPIC HERO
  This model is equipped with: Lelith’s blades.

LEADER
This model can be attached to the following unit:
- Wyches

KEYWORDS:
- Infantry, Wych Cult, Character, Epic Hero, Aeldari, Succubus, Lelith Hesperax

FACTION KEYWORDS:
- Drukhari
**MANDRAKES**

**KEYWORDS:** Infantry, Aeldari, Mandrakes

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Baleblast [ASSAULT, DEVASTATING WOUNDS]</td>
<td>18”</td>
<td>2</td>
<td>3+</td>
<td>5</td>
<td>0</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
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<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Glimmersteel blade</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>5</td>
<td>0</td>
</tr>
</tbody>
</table>

**ABILITIES**

**CORE:** Infiltrators, Stealth

**FACTION:** Power from Pain

**Fade Away:** At the end of your opponent’s turn, if this unit is not within Engagement Range of one or more enemy units, you can remove this unit from the battlefield. In the Reinforcements step of your next Movement phase, set it up anywhere on the battlefield that is more than 9” horizontally away from all enemy models. If the battle ends and this unit is not on the battlefield, it is destroyed.

**INVULNERABLE SAVE**

5+
**MANDRAKES**

Creatures of midnight horror, crawling from their shadow realm into the most secure locations, Mandrakes radiate an aura of frigid evil. Baleful runes carved into their shadowy flesh blaze with power, chilling their enemies’ souls before these faceless reapers’ icy blades and claws flense the skin from their victims.

---

**WARGEAR OPTIONS**

- None

**UNIT COMPOSITION**

- 1 Nightfiend
- 4-9 Mandrakes

*Every model is equipped with: baleblast, glimmersteel blade.*

---

**KEYWORDS:** Infantry, Aeldari, Mandrakes

**FACTION KEYWORDS:** Drukhari
RAIDER

**KEYWORDS:** Vehicle, Transport, Dedicated Transport, Fly, Aeldari, Raider

### RANGED WEAPONS

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<tr>
<th>RANGE</th>
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<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dark lance</td>
<td>1</td>
<td>3+</td>
<td>12</td>
<td>-3</td>
<td>D6+2</td>
</tr>
<tr>
<td>Disintegrator cannon</td>
<td>3</td>
<td>3+</td>
<td>5</td>
<td>-2</td>
<td>2</td>
</tr>
</tbody>
</table>

### MELEE WEAPONS

<table>
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<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bladevanes</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>6</td>
<td>0</td>
</tr>
</tbody>
</table>

### ABILITIES

**CORE:** Deadly Demise D3, Deep Strike, Firing Deck 11

**FACTION:** Power from Pain

**Aethersails:** Each time this model Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6” to the Move characteristic of this model.

### INVULNERABLE SAVE

6+

**FACTION KEYWORDS:** Drukhari

**M** 14”  **T** 8  **SV** 4+  **W** 10  **LD** 6+  **OC** 2
The Raider is a favoured transport cutter amongst the Drukhari. Its passengers loose shots from the trophy-hung decking as it speeds upon anti-grav turbines into the fighting. While its cargo of warriors leap into the fray, the Raider unleashes its heavy weaponry and flays enemies below with chain-snares and bladevanes.

**RAIDER**

**UNIT COMPOSITION**

- 1 Raider

This model is equipped with: dark lance; bladevanes.

**TRANSPORT**

This model has a transport capacity of 11 Drukhari Infantry models. Each Grotesque model takes up the space of 3 models. This model cannot transport models that can Fly.

**WARGEAR OPTIONS**

- This model's dark lance can be replaced with 1 disintegrator cannon.

**KEYWORDS:** Vehicle, Transport, Dedicated Transport, Fly, Aeldari, Raider

**FACTION KEYWORDS:** Drukhari
KEYWORDS: Vehicle, Kabal, Fly, Aeldari, Ravager

RANGED WEAPONS

<table>
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<tr>
<th>RANGE</th>
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<th>BS</th>
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<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dark lance</td>
<td>36&quot;</td>
<td>1</td>
<td>3+</td>
<td>12</td>
<td>-3</td>
</tr>
<tr>
<td>Disintegrator cannon</td>
<td>36&quot;</td>
<td>3</td>
<td>3+</td>
<td>5</td>
<td>-2</td>
</tr>
</tbody>
</table>

MELEE WEAPONS

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<tbody>
<tr>
<td>Bladevanes</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>6</td>
<td>0</td>
</tr>
</tbody>
</table>

ABILITIES

CORE: Deadly Demise D3, Deep Strike

FACTION: Power from Pain

Eradicate the Foe: Each time this model makes an attack that targets an enemy unit that is at its Starting Strength, re-roll a Hit roll of 1. If a unit has a Starting Strength of 1, this ability only applies if the target has its starting number of wounds.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time it makes an attack, subtract 1 from the Hit roll.

INVULNERABLE SAVE

6+
RAVAGER

Ravager gunships fulfil the role of armoured support during Drukhari raids, yet these grav-skiffs also possess the speed and agility to outmanoeuvre the enemy’s lumbering equivalents. They are mobile assassins, mounting enough firepower to gut enemy tanks and eradicate the foe’s elite, before swiftly moving to new hunting grounds.

WARGEAR OPTIONS

- Any number of this model’s dark lances can each be replaced with 1 disintegrator cannon.

UNIT COMPOSITION

- 1 Ravager

This model is equipped with: 3 dark lances; bladevanes.

KEYWORDS: Vehicle, Kabal, Fly, Aeldari, Ravager

FACTION KEYWORDS: Drukhari
# RAZORWING JETFIGHTER

<table>
<thead>
<tr>
<th>RANGE</th>
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<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dark Lance</td>
<td>36&quot;</td>
<td>1</td>
<td>3+</td>
<td>12</td>
<td>-3</td>
</tr>
<tr>
<td>Disintegrator</td>
<td>36&quot;</td>
<td>3</td>
<td>3+</td>
<td>5</td>
<td>-2</td>
</tr>
<tr>
<td>Razorwing missiles – monoscythe missiles</td>
<td>48&quot;</td>
<td>D6</td>
<td>3+</td>
<td>6</td>
<td>-1</td>
</tr>
<tr>
<td>Razorwing missiles – nuerotoxin missiles</td>
<td>48&quot;</td>
<td>D6+3</td>
<td>3+</td>
<td>2</td>
<td>0</td>
</tr>
<tr>
<td>Razorwing missiles – shatterfield missiles</td>
<td>48&quot;</td>
<td>D6</td>
<td>3+</td>
<td>7</td>
<td>-1</td>
</tr>
<tr>
<td>Twin splinter rifle</td>
<td>24&quot;</td>
<td>1</td>
<td>3+</td>
<td>2</td>
<td>0</td>
</tr>
<tr>
<td>Splinter cannon</td>
<td>36&quot;</td>
<td>3</td>
<td>3+</td>
<td>3</td>
<td>-1</td>
</tr>
</tbody>
</table>

### ABILITIES

**CORE:** Deadly Demise D3, Stealth

**FACTION:** Power from Pain

**Ground Attack Craft:** Each time this model makes a ranged attack that targets an enemy unit (excluding units that can Fly), add 1 to the Hit roll.

### INVULNERABLE SAVE

6+

**Before selecting targets for this weapon, select one of its profiles to make attacks with.**

**KEYWORDS:** Vehicle, Fly, Aircraft, Aeldari, Razorwing Jetfighter

---

**FACTION KEYWORDS:** Drukhari
RAZORWING JETFIGHTER

These lightning-fast ground attack craft unleash widespread slaughter and disruption with flurries of diverse missiles. Archons call in their strikes to fracture the lesser races’ attempts at organised resistance, and their speed-addicted pilots also indulge in hunting down lumbering tanks and monstrosities with multiple heavy cannons.

WARGEAR OPTIONS

- This model’s 2 dark lances can be replaced with 2 disintegrator cannons.
- This model’s twin splinter rifle can be replaced with 1 splinter cannon.

UNIT COMPOSITION

- 1 Razorwing Jetfighter

This model is equipped with: 2 dark lances; Razorwing missiles; twin splinter rifle; bladed wings.

KEYWORDS: Vehicle, Fly, Aircraft, Aeldari, Razorwing Jetfighter

FACTION KEYWORDS: Drukhari
# Reavers

**Keywords:** Mounted, Wych Cult, Fly, Aeldari, Reavers

### Ranged Weapons

<table>
<thead>
<tr>
<th>Range</th>
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<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blaster [Assault]</td>
<td>18&quot;</td>
<td>1</td>
<td>3+</td>
<td>8</td>
<td>-4</td>
</tr>
<tr>
<td>Heat lance [Assault, Melta 3]</td>
<td>18&quot;</td>
<td>1</td>
<td>3+</td>
<td>14</td>
<td>-4</td>
</tr>
<tr>
<td>Splinter pistol [Anti-Infantry 3+, Assault, Pistol]</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>2</td>
<td>0</td>
</tr>
<tr>
<td>Splinter rifle [Anti-Infantry 3+, Assault]</td>
<td>24&quot;</td>
<td>2</td>
<td>3+</td>
<td>2</td>
<td>0</td>
</tr>
</tbody>
</table>

### Melee Weapons

<table>
<thead>
<tr>
<th>Range</th>
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</thead>
<tbody>
<tr>
<td>Agoniser [Anti-Infantry 3+]</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>3</td>
<td>-1</td>
</tr>
<tr>
<td>Bladervanes</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>4</td>
<td>0</td>
</tr>
</tbody>
</table>

### ABILITIES

**Faction:** Power from Pain

**Eviscerating Fly-by:** Each time this unit ends a Normal move, you can select one enemy unit (excluding Monster and Vehicle units) that it moved over during that move. If you do, roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.

**Wargear Abilities**

- **Cluster Caltrops:** Each time you roll to inflict wounds using this unit’s Eviscerating Fly-by ability, you can re-roll one D6 for each model in this unit equipped with cluster caltrops.

- **Grav-talon:** The bearer’s melee weapons have the [LANCE] ability.

### Invulnerable Save

<table>
<thead>
<tr>
<th>M</th>
<th>T</th>
<th>SV</th>
<th>W</th>
<th>LD</th>
<th>OC</th>
</tr>
</thead>
<tbody>
<tr>
<td>16&quot;</td>
<td>4</td>
<td>4+</td>
<td>2</td>
<td>6+</td>
<td>2</td>
</tr>
</tbody>
</table>

**Faction Keywords:** Drukhari
REAVERS

Reaver jetbikes streak across the battlefield with the same speed and agility they display during their lethal races around the Commorrite arenas. Whether jinking around incoming enemy fire, decapitating foes with vicious bladevanes or culling their victims with ferocious firepower, these high-speed killers are lethal in the extreme.

WARGEAR OPTIONS

- The Arena Champion can be equipped with 1 agoniser.
- For every 3 models in this unit, 1 model's splinter rifle can be replaced with one of the following:
  - 1 blaster
  - 1 heat lance
- For every 3 models in this unit, 1 model can be equipped with one of the following:
  - 1 grav-talon
  - 1 cluster caltrops

UNIT COMPOSITION

- 1 Arena Champion
- 2-5 Reavers

Every model is equipped with: splinter pistol; splinter rifle; bladevanes.

KEYWORDS: Mounted, Wych Cult, Fly, Aeldari, Reavers

FACTION KEYWORDS: Drukhari
# SCOURGES

**KEYWORDS:** Infantry, Fly, Grenades, Jump Pack, Aeldari, Scourges

## RANGED WEAPONS

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blast pistol [PISTOL]</td>
<td>6”</td>
<td>1</td>
<td>3+</td>
<td>8</td>
<td>-3</td>
<td>D3</td>
</tr>
<tr>
<td>Blaster [ASSAULT]</td>
<td>18”</td>
<td>1</td>
<td>3+</td>
<td>8</td>
<td>-4</td>
<td>D6+1</td>
</tr>
<tr>
<td>Dark lance [HEAVY]</td>
<td>36”</td>
<td>1</td>
<td>4+</td>
<td>12</td>
<td>-3</td>
<td>D6+1</td>
</tr>
<tr>
<td>Drukhari haywire blaster [ANTI-VEHICLE 4+, DEVASTATING WOUNDS, HEAVY]</td>
<td>24”</td>
<td>2</td>
<td>4+</td>
<td>3</td>
<td>-1</td>
<td>3</td>
</tr>
<tr>
<td>Heat lance [ASSAULT, HEAVY, MELTA 3]</td>
<td>18”</td>
<td>1</td>
<td>4+</td>
<td>14</td>
<td>-4</td>
<td>D6</td>
</tr>
<tr>
<td>Shardcarbine [ANTI-INFANTRY 3+, ASSAULT]</td>
<td>18”</td>
<td>3</td>
<td>3+</td>
<td>2</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Shredder [ASSAULT, TORRENT]</td>
<td>18”</td>
<td>D6</td>
<td>N/A</td>
<td>6</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Splinter cannon [ANTI-INFANTRY 3+, HEAVY, SUSTAINED HITS 1]</td>
<td>36”</td>
<td>3</td>
<td>4+</td>
<td>3</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Splinter pistol [ANTI-INFANTRY 3+, ASSAULT, PISTOL]</td>
<td>12”</td>
<td>1</td>
<td>3+</td>
<td>2</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

## MELEE WEAPONS

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Solarite weapon [ANTI-INFANTRY 3+]</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>3</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Close combat weapon</td>
<td>Melee</td>
<td>2</td>
<td>3+</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

## ABILITIES

**CORE:** Deep Strike

**FACTION:** Power from Pain

**Winged Strike:** In your Shooting phase, after this unit has shot, if it is not within Engagement Range of any enemy units, it can make a Normal move of up to 6”. If it does, until the end of the turn, this unit is not eligible to declare a charge.

## INVULNERABLE SAVE

- **5+**

**FACTION KEYWORDS:**

- Drukhari

---

**SCOURGES**

<table>
<thead>
<tr>
<th>M</th>
<th>T</th>
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<th>LD</th>
<th>OC</th>
</tr>
</thead>
<tbody>
<tr>
<td>14”</td>
<td>3</td>
<td>4+</td>
<td>1</td>
<td>6+</td>
<td>1</td>
</tr>
</tbody>
</table>
SCOURGES

Airborne messengers and mercenaries who ride the thermals between Commorragh’s highest spires, Scourges have been bodily modified for winged flight. They wear their grotesque new forms with the same pride that they wield their massive dark lances and splinter cannons, for their combination of speed and firepower renders them invaluable.

WARGEAR OPTIONS
- The Solarite can be equipped with 1 Solarite weapon.
- The Solarite can replace its shardcarbine with one of the following:
  ◦ 1 blast pistol
  ◦ 1 splinter pistol
- Up to 4 Scourges can each replace their shardcarbine with one of the following:
  ◦ 1 blaster
  ◦ 1 dark lance
  ◦ 1 Drukhari haywire blaster
  ◦ 1 heat lance
  ◦ 1 shredder
  ◦ 1 splinter cannon

UNIT COMPOSITION
- 1 Solarite
- 4-9 Scourges

Every model is equipped with: shardcarbine; close combat weapon.

KEYWORDS: Infantry, Fly, Grenades, Jump Pack, Aeldari, Scourges

FACTION KEYWORDS: Drukhari
### SUCCUBUS

**Keywords:** Infantry, Wych Cult, Character, Aeldari, Succubus

**Ranged Weapons**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blast pistol [Pistol]</td>
<td>6&quot;</td>
<td>1</td>
<td>2+</td>
<td>8</td>
<td>-3</td>
<td>D3</td>
</tr>
<tr>
<td>Splinter pistol [Anti-Infantry 3+, Assault, Pistol]</td>
<td>12&quot;</td>
<td>1</td>
<td>2+</td>
<td>2</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

**Melee Weapons**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Succubus weapons [Anti-Infantry 3+]</td>
<td>Melee</td>
<td>6</td>
<td>2+</td>
<td>3</td>
<td>-2</td>
<td>1</td>
</tr>
</tbody>
</table>

**Abilities**

**Core:** Leader

**Faction:** Power from Pain

**Storm of Blades:** While this model is leading a unit, melee weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

**Combat Drugs:** If this model is Empowered in the Fight phase, then until the end of the phase, models in this model’s unit, have the Fights First ability.

**Invulnerable Save**: 4+

**Faction Keywords:** Drukhari
SUCCUBUS

Succubi are the leaders of the Wych Cults and master combatants of the arena, possessing both sublime and bloody artistry. They are versed in countless forms of death and give visceral displays of acrobatic lethality. With lightning-fast reactions and a variety of outlandish weapons, they revel in their own superiority.

**WARGEAR OPTIONS**

- This model can be equipped with one of the following:
  - 1 blast pistol
  - 1 splinter pistol

**UNIT COMPOSITION**

- 1 Succubus

This model is equipped with: Succubus weapons.

**LEADER**

This model can be attached to the following unit:

- Wyches

**KEYWORDS:** Infantry, Wych Cult, Character, Aeldari, Succubus

**FACTION KEYWORDS:** Drukhari
TALOS

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Twin Drukhari haywire blaster</td>
<td>24&quot;</td>
<td>2</td>
<td>4+</td>
<td>3</td>
<td>-1</td>
<td>3</td>
</tr>
<tr>
<td>[ANTI-VEHICLE 4+, DEVASTATING WOUNDS, TWIN-LINKED]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Twin heat lance</td>
<td>18&quot;</td>
<td>1</td>
<td>4+</td>
<td>14</td>
<td>-4</td>
<td>D6</td>
</tr>
<tr>
<td>[ASSAULT, MELTA 3, TWIN-LINKED]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Twin splinter cannon</td>
<td>36&quot;</td>
<td>3</td>
<td>4+</td>
<td>3</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>[ANTI-INFANTRY 3+, SUSTAINED HITS 1, TWIN-LINKED]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Stinger pod</td>
<td>24&quot;</td>
<td>2D6</td>
<td>4+</td>
<td>5</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Twin liquifier gun</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>4</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>[TORRENT, TWIN-LINKED]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chain-flails</td>
<td>Melee</td>
<td>8</td>
<td>3+</td>
<td>6</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Macro-scalpel</td>
<td>Melee</td>
<td>5</td>
<td>3+</td>
<td>7</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Talos gauntlet</td>
<td>Melee</td>
<td>5</td>
<td>4+</td>
<td>8</td>
<td>-2</td>
<td>3</td>
</tr>
<tr>
<td>Talos ichor injector</td>
<td>Melee</td>
<td>1</td>
<td>3+</td>
<td>7</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>[EXTRA ATTACKS]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**ABILITIES**

**CORE:** Deadly Demise 1, Feel No Pain 5+

**FACTION:** Power from Pain

**Pain Engine:** If this unit destroys an enemy unit, until the end of the battle, it is Empowered.

**INVULNERABLE SAVE**

**6+**

**FACTION KEYWORDS:**

Drukhari

**KEYWORDS:** Monster, Haemonculus Covens, Fly, Aeldari, Talos
TALOS

The Talos Pain Engine is a ghoulish melding of stitch-puckered flesh and armoured artifice, boasting tremendous resilience and a nightmarish array of weaponry. Each is the proud creation of the Drukhari Haemonculi, who employ their Talos as torture devices, surgical assistants and armoured murder machines.

WARGEAR OPTIONS

- Any number of models can each replace their twin splinter cannon with one of the following:
  - 1 twin Drukhari haywire blasters
  - 1 twin heat lance
  - 1 stinger pod

- Any number of models can each replace one of their macro-scalpels with one of the following:
  - 1 Talos ichor injector
  - 1 twin liquifier gun

- Any number of models can each replace one of their macro-scalpels with one of the following:
  - 1 chain-flails
  - 1 Talos gauntlet

UNIT COMPOSITION

- 1-2 Talos

Every model is equipped with: twin splinter cannon; 2 macro-scalpels.

KEYWORDS: Monster, Haemonculus Covens, Fly, Aeldari, Talos

FACTION KEYWORDS: Drukhari
#### Urien Rakarth

**Keywords:** Infantry, Haemonculus Covens, Character, Epic Hero, Aeldari, Haemonculus, Urien Rakarth

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### Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Casket of Flensing</td>
<td>12&quot;</td>
<td>3D6</td>
<td>N/A</td>
<td>3</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td><strong>[Devastating Wounds, One Shot, Torrent]</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>One Shot</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>The bearer can only shoot with this weapon once per battle.</td>
<td></td>
<td></td>
<td></td>
<td></td>
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</tr>
</tbody>
</table>

### Melee Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Haemonculus tools and scissorhands</td>
<td>Melee</td>
<td>5</td>
<td>2+</td>
<td>3</td>
<td>-1</td>
<td>D3</td>
</tr>
<tr>
<td><strong>[Anti-Infantry 2+, Precision]</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
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<td></td>
</tr>
</tbody>
</table>

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### Abilities

**Core:** Feel No Pain 4+, Leader

**Faction:** Power from Pain

**Fleshcraft:** At the end of your Movement phase, this model can heal one friendly **Cronos, Talos, Grotesques or Wracks** unit within 6". If it does, one model in that unit regains up to 3 lost wounds (if you selected a Wracks unit, up to 3 destroyed models are returned to that unit instead).

**Horrific Regeneration:** The first time this model is destroyed, roll one D6 at the end of the phase. On a 2+, set this model back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with its full wounds remaining.

---

### Invulnerable Save

4+

---

**Keywords:** Infantry, Haemonculus Covens, Character, Epic Hero, Aeldari, Haemonculus, Urien Rakarth

**Faction Keywords:** Drukhari
**URIEN RAKARTH**

Urien Rakarth is the most ingenious of the many Haemonculi masters. He is the Sculptor of Torments, whose repugnant creations strain his enemies’ sanity. Once his casket of fanged spirits and his toxin-laced blades are finished, a coiling nest of Haemovores feast upon whatever is left of Rakarth’s foes.

**KEYWORDS:** Infantry, Haemonculus Covens, Character, Epic Hero, Aeldari, Haemonculus, Urien Rakarth

**FACTION KEYWORDS:** Drukhari

---

**WARGEAR OPTIONS**

- None

---

**UNIT COMPOSITION**

- 1 Urien Rakarth – **Epic Hero**

  This model is equipped with: Casket of Flensing; Haemonculus tools and scissorhands.

---

**LEADER**

This model can be attached to the following unit:

- Wracks
### Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Splinter cannon</td>
<td>36&quot;</td>
<td>3</td>
<td>3+</td>
<td>3</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Twin splinter rifle</td>
<td>24&quot;</td>
<td>2</td>
<td>3+</td>
<td>2</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

### Melee Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bladevanes</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>5</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

### Abilities

**Core:** Deadly Demise 1, Deep Strike, Firing Deck 6, Stealth

**Faction:** Power from Pain

**Athletic Aerialists:** At the end of the Fight phase, if there are no models currently embarked within this Transport, you can select one friendly Drukhari Infantry unit that has 6 or fewer models that is wholly within 6" of this Transport (you cannot select a Grotesques unit or a unit that can Fly). Unless that unit is within Engagement Range of one or more enemy units, it can embark within this Transport.

### Invulnerable Save

6+

**Keywords:** Vehicle, Transport, Dedicated transport, Fly, Aeldari, Venom

**Faction Keywords:** Drukhari
VENOM

Raw speed delivers countless light Venom transports to the heart of the enemy’s defence, and sees them chase down stragglers and encircle the foe’s outriders. For the clique of warriors on board, Venoms are mobile firebases and gore-splashed chariots in one, with flickering shields that confound attempts to bring them down.

WARGEAR OPTIONS

- This model’s twin splinter rifle can be replaced with 1 splinter cannon.

UNIT COMPOSITION

- 1 Venom

This model is equipped with: splinter cannon; twin splinter rifle; bladevanes.

TRANSPORT

This model has a transport capacity of 6 Drukhari Infantry models. This model cannot transport Grotesque models or models that can Fly.

Before the battle, at the start of the Declare Battle Formations step, you can select one Kabalite Warriors or Wyches unit from your army. If you do, that unit is split into two units, each containing as equal a number of models as possible (when splitting a unit in this way, make a note of which models form each of the two new units). One of these units must start the battle embarked within this Transport; the other can start the battle embarked within another Transport, or it can be deployed as a separate unit.

KEYWORDS: Vehicle, Transport, Dedicated transport, Fly, Aeldari, Venom

FACTION KEYWORDS: Drukhari
**VOIDRAVEN BOMBER**

**KEYWORDS:** Vehicle, Aircraft, Aeldari, Voidraven Bomber

### RANGED WEAPONS

<table>
<thead>
<tr>
<th>RANGE WEAPON</th>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dark scythe</td>
<td>24&quot;</td>
<td>6</td>
<td>3+</td>
<td>8</td>
<td>-4</td>
<td>2</td>
</tr>
<tr>
<td>Void lance</td>
<td>36&quot;</td>
<td>2</td>
<td>3+</td>
<td>14</td>
<td>-4</td>
<td>D6+2</td>
</tr>
<tr>
<td>Voidraven missiles – implosion missiles [BLAST]</td>
<td>48&quot;</td>
<td>D3</td>
<td>3+</td>
<td>9</td>
<td>-2</td>
<td>3</td>
</tr>
<tr>
<td>Voidraven missiles – shatterfield missiles [BLAST]</td>
<td>48&quot;</td>
<td>D6</td>
<td>3+</td>
<td>7</td>
<td>-1</td>
<td>1</td>
</tr>
</tbody>
</table>

### MELEE WEAPONS

<table>
<thead>
<tr>
<th>RANGE WEAPON</th>
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<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bladed wings</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>6</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

### ABILITIES

**CORE:** Deadly Demise D3, Stealth

**FACTION:** Power from Pain

**Void Mine:** Once per battle, after this unit ends a Normal move, you can select one enemy model it moved over during that move and roll one D6 for each enemy unit within D6" of that enemy model: on a 4+, that enemy unit suffers D6 mortal wounds.

**DAMAGED: 1-4 WOUNDS REMAINING**

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

**INVULNERABLE SAVE 6+**

Before selecting targets for this weapon, select one of its profiles to make attacks with.

**FACTION KEYWORDS:** Drukhari

**KEYWORDS:** Vehicle, Aircraft, Aeldari, Voidraven Bomber
VOIDRAVEN BOMBER

Mounting some of the most powerful guns in the Drukhari arsenal, the Voidraven Bomber’s dark scythes and void lances can crack heavily armoured targets. Yet they pale against the silent aircraft’s primary weapon – the void mine. Once this arcane payload is deployed, the resulting darklight implosion erases all caught within its blast.

WARGEAR OPTIONS

- This model can be equipped with 1 Voidraven missiles.
- The model’s 2 void lances can be replaced with 2 dark scythes.

UNIT COMPOSITION

- 1 Voidraven Bomber

This model is equipped with: 2 void lances; bladed wings.

KEYWORDS: Vehicle, Aircraft, Aeldari, Voidraven Bomber

FACTION KEYWORDS: Drukhari
WRACKS

**KEYWORDS:** Infantry, Battleline, Haemonculus Covens, Aeldari, Wracks

**M** 7” **T** 4 **SV** 6+ **W** 1 **LD** 6+ **OC** 2

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### RANGED WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hexrifle [HEAVY, PRECISION]</td>
<td>36”</td>
<td>1</td>
<td>3+</td>
<td>6</td>
<td>-2</td>
<td>3</td>
</tr>
<tr>
<td>Liquifier gun [TORRENT]</td>
<td>12”</td>
<td>D6</td>
<td>N/A</td>
<td>4</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Ossefactor [ANTI-INFANTRY 4+, DEVASTATING WOUNDS]</td>
<td>24”</td>
<td>1</td>
<td>3+</td>
<td>2</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Stinger pistol [ANTI-INFANTRY 2+, PISTOL]</td>
<td>12”</td>
<td>1</td>
<td>3+</td>
<td>2</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

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### MELEE WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wrack blades [ANTI-INFANTRY 4+]</td>
<td>Melee</td>
<td>2</td>
<td>3+</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

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### ABILITIES

- **CORE:** Feel No Pain 5+
- **FACTION:** Power from Pain

**The Torturer’s Craft:** Each time this unit destroys an enemy unit, you gain 1 Pain token. When this unit is destroyed, you gain 1 Pain token.

**INVULNERABLE SAVE** 6+

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**FACTION KEYWORDS:** Drukhari
WRACKS

The gnarled hide of the Wracks is a leathery mass of old scars, inured to pain. These adepts of fleshcrafting serve wizened masters of the Covens, and are as much experiments as they are apprentices. They are granted a host of gruesome tools, butchering blades and arcane bio-weapons with which they inflict maximum agony.

WARGEAR OPTIONS

- For every 5 models in the unit:
  - 1 model can be equipped with 1 hexrifle*
  - 1 model can be equipped with 1 liquifier gun*
  - 1 model can be equipped with 1 ossefactor*
  - 1 model can be equipped with 1 stinger pistol*

*Each model cannot be equipped with more than 1 ranged weapon.

UNIT COMPOSITION

- 1 Acothyst
- 4-9 Wracks

Every model is equipped with: Wrack blades.

KEYWORDS: Infantry, Battleline, Haemonculus Covens, Aeldari, Wracks

FACTION KEYWORDS: Drukhari
**Ranged Weapons**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blast pistol [PISTOL]</td>
<td>6&quot;</td>
<td>1</td>
<td>3+</td>
<td>8</td>
<td>-4</td>
<td>D3</td>
</tr>
<tr>
<td>Splinter pistol [ANTI-INFANTRY 4+, ASSAULT, PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>2</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

**Melee Weapons**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hekatarii blade</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>3</td>
<td>-1</td>
<td>1</td>
</tr>
</tbody>
</table>

**Abilities**

**Faction: Power from Pain**

**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 is selected to Fall Back, models in that enemy unit must take Desperate Escape tests as if their unit was Battle-shocked. When doing so, if that enemy unit is also Battle-shocked by other means, subtract 1 from each of those Desperate Escape tests.

**Wargear Abilities**

**Phantasm Grenade Launcher:** The bearer’s unit has the **Grenades** keyword.

**Invulnerable Save**

*The invulnerable save that models in this unit have is improved to a 4+ against melee attacks.*
**WARGEAR OPTIONS**

- The Hekatrix can be equipped with 1 phantasm grenade launcher.
- The Hekatrix’s splinter pistol can be replaced with 1 blast pistol.

**UNIT COMPOSITION**

- 1 Hekatrix
- 9 Wyches

*Every model is equipped with: splinter pistol; Hekatarii blade.*

**KEYWORDS:** Infantry, Batttleline, Wych Cult, Aeldari, Wyches

**FACTION KEYWORDS:** Drukhari

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**WYCHES**

The dancers of death, Wyches are acrobatic murder-artists, exhibiting their incredible arena skills to slay with precision and élan. They wield exotic weapons – hooks, barbed chains or flensing blades – that require superior ability. These are deadly in Wyches’ hands as they dart, twist and blur around their foes’ clumsy attacks.