

DRUKHARI

ARMY RULE

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.



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



- Empowered in the Shooting or Fight phase:
 - Each time a model in that unit makes an attack, you can re-roll the Hit roll and, if it is a melee attack, improve the Armour Penetration characteristic of that attack by 1.



DRUKHARI – REALSPACE RAIDERS

DETACHMENT RULE

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.*



DRUKHARI – REALSPACE RAIDERS

ENHANCEMENTS

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.



DRUKHARI – REALSPACE RAIDERS

STRATAGEMS

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.

1CP



INSENSIBLE 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.

1CP



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 that targets your unit, subtract 1 from the Hit roll.

RESTRICTIONS: You cannot target a **HAEMONCULUS COVENS** unit from your army for this Stratagem.

1CP



DRUKHARI – REALSPACE RAIDERS

STRATAGEMS

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 Drukhar 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.

1CP



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.

1CP



STRIKE AND FADE

REALSPACE RAIDERS – EPIC DEED STRATAGEM

The Drukhar 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.

2CP



DRUKHARI – SKYSPLINTER ASSAULT

DETACHMENT RULE

If your Army Faction is **DRUKHARI**, you can use this Skysplinter Assault Detachment rule.

RAIN OF CRUELTY

Few warriors in the galaxy are as adept at launching punishing skyborne raids as the Drukhari. Before their prey even realise the peril, the killers of Commorragh are amongst their lines like grinning ghoul. Splinter fire lays low defenders still scrambling into position. Quicksilver assaults leave dozens screaming in maimed agony. Often, the battle is over before it has even truly begun.

Each time a **DRUKHARI** unit from your army disembarks from a **TRANSPORT**, until the end of the turn, that unit's ranged weapons have the **[IGNORES COVER]** ability and that unit's melee weapons have the **[LANCE]** ability.



DRUKHARI – SKYSPLINTER ASSAULT ENHANCEMENTS

If you are using the Skysplinter Assault Detachment rule, you can use these Skysplinter Assault Enhancements.

PHANTASMAL SMOKE

Phantasm grenade launchers, elegantly worked into the curved hull plates of their Raiders, discharge in covering patterns. Hallucinogenic vapours conceal the advancing Drukhari and confuse their foes' aim.

DRUKHARI model only. While the bearer's unit is wholly within 6" of a friendly **DRUKHARI TRANSPORT**, models in the bearer's unit have the Benefit of Cover and the Stealth ability.

SADISTIC FULCRUM

Witnessing this murderous warrior wreaking havoc, the sadistic crew of the Drukhari anti-grav transports are filled with the vigour only the suffering of others can provide.

DRUKHARI model only. Each time you expend a Pain token to Empower the bearer's unit in the Shooting phase, you can select one friendly **DRUKHARI TRANSPORT** within 3" of the bearer's unit; until the end of the phase, that **TRANSPORT** is also Empowered.

SPITEFUL RAIDER

This cruel realspace raider knows the best reason to take something from the foe is for the simple spite of denying them that which they most desire to keep.

DRUKHARI model only. Each time the bearer's unit destroys an enemy unit in the Fight phase, if that enemy unit was within range of one or more objective markers when the bearer's unit was selected to fight, you gain 1 additional Pain token.

NIGHTMARE SHROUD

This strange Drukhari artefact wreathes its bearer and their allies in a cloying cloud of unnatural shadow. Flitting into battle under cover of this pall, they are nigh impossible for the prey to see coming.

DRUKHARI model only. Each time the bearer's unit disembarks from a **TRANSPORT**, until the end of the turn, enemy units cannot use the Fire Overwatch Stratagem to shoot at the bearer's unit.



DRUKHARI – SKYSPINTER ASSAULT

STRATAGEMS

If you are using the Skysplinter Assault Detachment rule, you can use these Skysplinter Assault Stratagems.



VICIOUS BLADES

SKYSPINTER ASSAULT – STRATEGIC PLOY STRATAGEM

Wielding a horrifying array of hooked boarding blades, barbed lariats and other specialised tools of agony, these warriors hack and slash at their foes even as their transport skims low overhead.

WHEN: Fight phase, just after a **DRUKHARI TRANSPORT** from your army has selected its targets.

TARGET: That **TRANSPORT**.

EFFECT: After your **TRANSPORT** has fought, select one enemy unit that was the target of one or more of those attacks and roll one D6 for each model embarked within your **TRANSPORT**, adding 1 to the result if that embarked model is a **WRACKS** model: for each 5+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).



WRAITHLIKE RETREAT

SKYSPINTER ASSAULT – STRATEGIC PLOY STRATAGEM

Employing smoke grenades, paralysing mists or simple cunning and agility, these warriors slip away like spectres.

WHEN: End of the Fight phase.

TARGET: One **DRUKHARI INFANTRY** unit from your army that fought this phase.

EFFECT: Your unit can make a Normal or Fall Back move, but unless it is a **WYCHES** unit, it must end that move wholly within 3" horizontally and 5" vertically of a friendly **DRUKHARI TRANSPORT** and must embark within that **TRANSPORT** at the end of that move.



POUNCE ON THE PREY

SKYSPINTER ASSAULT – STRATEGIC PLOY STRATAGEM

Incredible alien agility and a delight in taking wild risks help these warriors to leap acrobatically from their skimming transports directly into battle.

WHEN: Your Movement phase, just after a **DRUKHARI INFANTRY** unit from your army disembarks from a **TRANSPORT** that made a Normal move this phase.

TARGET: That **INFANTRY** unit.

EFFECT: Until the end of the turn, your unit is eligible to declare a charge.



SKYBORNE ANNIHILATION

SKYSPINTER ASSAULT – BATTLE TACTIC STRATAGEM

These warriors are well versed in raining suppressing fire on the foe even as they close with them from on high, shredding defences and leaving the survivors easy prey for the raid.

WHEN: Your Shooting phase.

TARGET: One **DRUKHARI** unit from your army that disembarked from a **TRANSPORT** this turn and has not been selected to shoot this phase.

EFFECT: Until the end of the phase, ranged weapons equipped by models in your unit have the **[SUSTAINED HITS 1]** ability, or the **[SUSTAINED HITS 2]** ability instead if it is a **KABALITE WARRIORS** unit.



DRUKHARI – SKYSPLINTER ASSAULT

STRATAGEMS

If you are using the Skysplinter Assault Detachment rule, you can use these Skysplinter Assault Stratagems.



SWOOPING MOCKERY

SKYSPLINTER ASSAULT – STRATEGIC PLOY STRATAGEM

The crew of this skimmer delight in evading and taunting their enemies with mocking ease.

WHEN: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

TARGET: One **DRUKHARI TRANSPORT** from your army that is not within Engagement Range of one or more enemy units and is within 9" of the enemy unit that just ended that move.

EFFECT: Your **TRANSPORT** can make a Normal move of up to 6".

1CP



NIGHT SHIELD

SKYSPLINTER ASSAULT – WARGEAR STRATAGEM

These powerful Drukharri devices occlude their raiding vehicles not only from physical sight but also targeting sensors and even psychic senses.

WHEN: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

TARGET: One **DRUKHARI VEHICLE** 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, your unit has a 4+ invulnerable save.



1CP



ARCHON

M	T	SV	W	LD	OC
8"	3	4+	4	6+	1



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Blast pistol [PISTOL]	6"	1	2+	8	-3	D3
Splinter pistol [ANTI-INFANTRY 3+, ASSAULT, PISTOL]	12"	1	2+	2	0	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Huskblade [ANTI-INFANTRY 3+]	Melee	5	2+	3	-2	2

*** Designer's Note:** This ability takes precedence over the Lord of Deceit ability presented in the Balance Dataslate June 2024.

KEYWORDS: INFANTRY, KABAL, CHARACTER, AELDARI, ARCHON

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 (Aura): If this model is your **WARLORD**, each time your opponent targets a unit from their army with a Stratagem, if that unit is within 12" of this model, increase the cost of that use of that Stratagem by 1CP.*

INVULNERABLE SAVE

2+

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.

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
- INCUBI
- KABALITE WARRIORS

KEYWORDS: INFANTRY, KABAL, CHARACTER, AELDARI, ARCHON





FACTION KEYWORDS:
Drukhari

BEASTMASTER

M	T	SV	W	LD	OC	
12"	4	6+	3	6+	1	BEASTMASTER
12"	4	6+	5	8+	1	CLAWED FIEND

M	T	SV	W	LD	OC	
12"	4	6+	2	8+	1	KHYMERAE
12"	4	6+	3	8+	1	RAZORWING FLOCK

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Splinter pods [ANTI-INFANTRY 3+, ASSAULT]	18"	2	3+	2	0	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Agoniser [ANTI-INFANTRY 3+]	Melee	3	3+	3	-1	1
Clawed Fiend fists [DEVASTATING WOUNDS]	Melee	5	4+	5	-1	2
Khymerae talons [LETHAL HITS]	Melee	4	4+	5	0	1
Razorwing feathers [SUSTAINED HITS 1]	Melee	6	4+	3	0	1

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.

INVULNERABLE SAVE

6+

KEYWORDS – ALL MODELS: **BEASTS, AELDARI** | RAZORWING FLOCKS: **FLY** |
BEASTMASTER: **MOUNTED, CHARACTER, FLY, BEASTMASTER**

FACTION KEYWORDS:
DRUKHARI

BEASTMASTER

On thrumming skyboards that spit venom-laced shards, Beastmasters hover above the frenzied bloodletting of their thrall-creatures, goading them on with the cruel lashes of a nerve-inflaming agoniser. Many wear shamanistic masks that augment the wearer's natural dominance with sub-vocal emissions and subjugating pheromones.



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

COURT OF THE ARCHON

M	T	SV	W	LD	OC
8"	3	5+	2	6+	1



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Eyeburst [PISTOL, TORRENT]	12"	D6	N/A	6	-2	1
Shardcarbine [ANTI-INFANTRY 3+, ASSAULT]	18"	3	3+	2	0	1
Splinter pistol [ANTI-INFANTRY 3+, ASSAULT, PISTOL]	12"	1	3+	2	0	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	3	0	1
Shaimeshi blade [ANTI-INFANTRY 2+]	Melee	4	3+	4	-2	1
Sslyth battle-blade	Melee	3	3+	5	-2	2
Ur-ghul talons [SUSTAINED HITS 1]	Melee	6	3+	4	0	1

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+

KEYWORDS: INFANTRY, KABAL, AELDARI, COURT OF THE ARCHON



FACTION KEYWORDS:
DRAKHARI

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.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Lhamaean
- 1 Sslyth
- 1 Medusae
- 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.

KEYWORDS: INFANTRY, KABAL, AELDARI, COURT OF THE ARCHON



FACTION KEYWORDS:
DRUKHARI

CRONOS

M

7"

T

7

SV

3+

W

7

LD

6+

OC

2



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Spirit syphon [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Spirit vortex [BLAST, IGNORES COVER]	18"	D6	3+	5	-1	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Spirit-leech tentacles	Melee	4	4+	5	0	1

ABILITIES

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

FACTION: **Power from Pain**

Pain Parasite (Aura): Each time one Pain token is removed from your Pain token pool to Empower one or more units, if one or more of those Empowered units are within 9" of this unit, roll one D6: on a 4+, you gain 1 Pain token.

INVULNERABLE SAVE

6+

KEYWORDS: MONSTER, HAEMONCULUS COVENS, FLY, AELDARI, CRONOS



FACTION KEYWORDS:
DRUKHARI

CRONOS

Like other Engines of Pain, the Cronos is a grisly amalgam of stim-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

M

7"

T

3

SV

2+

W

5

LD

6+

OC

1



MELEE WEAPONS

RANGE

A

WS

S

AP

D



The Executioner's demiklaives – single blade
[DEVASTATING WOUNDS]

Melee

5

2+

6

-2

3



The Executioner's demiklaives – dual blades
[TWIN-LINKED]

Melee

7

2+

5

-2

2



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

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, AELDARI, DRAZHAR

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+



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:
DRAKHARI

GROTESQUES

M	T	SV	W	LD	OC
7"	5	6+	4	6+	1



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Liquifier gun (TORRENT)	12"	D6	N/A	4	-1	1
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Monstrous weapons	Melee	4	3+	5	-1	2

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+

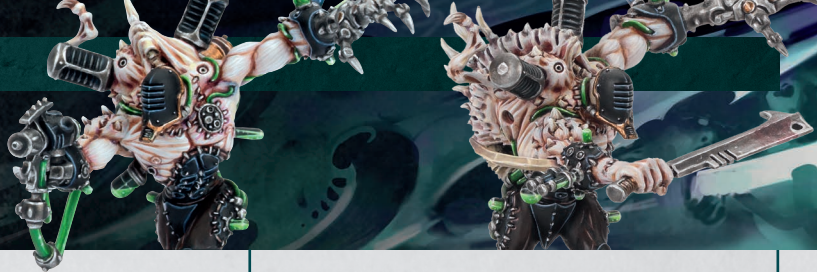
KEYWORDS: INFANTRY, HAEMONCULUS COVENS, AELDARI, GROTESQUES



FACTION KEYWORDS:
DRUKHARI

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

M	T	SV	W	LD	OC
7"	4	6+	5	6+	1



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Stinger pistol [ANTI-INFANTRY 2+, PISTOL, PRECISION]	12"	1	2+	2	-1	D3
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Haemonculus tools and scissorhands [ANTI-INFANTRY 2+, PRECISION]	Melee	5	2+	3	-1	D3

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+

KEYWORDS: INFANTRY, HAEMONCULUS COVENS, CHARACTER, AELDARI, HAEMONCULUS



FACTION KEYWORDS: DRUKHARI

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

M	T	SV	W	LD	OC
14"	4	5+	2	6+	1



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Splinter pistol [ANTI-INFANTRY 3+, ASSAULT, PISTOL]	12"	1	3+	2	0	1
Splinter pods [ANTI-INFANTRY 3+, ASSAULT, TWIN-LINKED]	18"	2	3+	2	0	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Helliarch weapon [ANTI-INFANTRY 3+, SUSTAINED HITS 1]	Melee	5	3+	3	-1	1
Hellglaive [SUSTAINED HITS 1]	Melee	3	3+	4	-1	2

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 **GRENADERS** keyword.

INVULNERABLE SAVE

6+

KEYWORDS: MOUNTED, FLY, AELDARI, WYCH CULT, HELLIONS



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.

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KEYWORDS: MOUNTED, FLY, AELDARI, WYCH CULT, HELLIONS



FACTION KEYWORDS:
DRUKHARI

INCUBI

M	T	SV	W	LD	OC	
7"	3	3+	1	6+	1	INCUBI
7"	3	3+	2	6+	1	KLAIVEX



MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Demiklaives – single blade	Melee	3	3+	4	-2	2
Demiklaives – dual blades [TWIN-LINKED]	Melee	6	3+	4	-1	1
Klaive	Melee	3	3+	4	-2	2

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

KEYWORDS: INFANTRY, AELDARI, INCUBI

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+



FACTION KEYWORDS:
DRUKHARI

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 demilklaives.

UNIT COMPOSITION

- 1 Klaivex
- 4-9 Incubi

Every model is equipped with: klaive.

KEYWORDS: INFANTRY, AELDARI, INCUBI



FACTION KEYWORDS:
DRAKHARI

KABALITE WARRIORS

M

8"

T

3

SV

4+

W

1

LD

6+

OC

2



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Blast pistol [PISTOL]	6"	1	3+	8	-3	D3
Blaster [ASSAULT]	18"	1	3+	8	-4	D6+1
Dark lance [HEAVY]	36"	1	4+	12	-3	D6+2
Shredder [ASSAULT, TORRENT]	18"	D6	N/A	6	0	1
Splinter cannon [ANTI-INFANTRY 3+, HEAVY, SUSTAINED HITS 1]	36"	3	4+	3	-1	2
Splinter pistol [ANTI-INFANTRY 3+, ASSAULT, PISTOL]	12"	1	3+	2	0	1
Splinter rifle [ANTI-INFANTRY 3+, ASSAULT]	24"	2	3+	2	0	1



MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Sybarite weapon [ANTI-INFANTRY 3+]	Melee	3	3+	3	-1	1
Close combat weapon	Melee	2	3+	3	0	1

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

6+

KEYWORDS: INFANTRY, KABAL, BATTLELINE, AELDARI, KABALITE WARRIORS



FACTION KEYWORDS:
DRUKHARI

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

M

8"

T

3

SV

6+

W

4

LD

6+

OC

1



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Lelith's blades

[ANTI-INFANTRY 2+, SUSTAINED HITS 2]

Melee

8

2+

3

-2

1

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+

KEYWORDS: INFANTRY, WYCH CULT, CHARACTER, EPIC HERO, AELDARI, SUCCUBUS,
LELITH HESPERAX



FACTION KEYWORDS:
Drukhar

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:
DRAKHARI

MANDRAKES

M

8"

T

3

SV

7+

W

1



LD

6+

OC

1



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Baleblast [ASSAULT, DEVASTATING WOUNDS]	18"	2	3+	5	0	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Glimmersteel blade	Melee	3	3+	5	0	1

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+

KEYWORDS: INFANTRY, AELDARI, MANDRAKES



FACTION KEYWORDS:
DRUKHARI

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

M	T	SV	W	LD	OC
14"	8	4+	10	6+	2



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Dark lance	36"	1	3+	12	-3	D6+2
Disintegrator cannon	36"	3	3+	5	-2	2
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Bladevanes	Melee	3	4+	6	0	1

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+

KEYWORDS: **VEHICLE, TRANSPORT, DEDICATED TRANSPORT, FLY, AELDARI, RAIDER**



FACTION KEYWORDS:
DRUKHARI

RAIDER

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.



WARGEAR OPTIONS

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

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**.

KEYWORDS: VEHICLE, TRANSPORT, DEDICATED TRANSPORT, FLY, AELDARI, RAIDER





FACTION KEYWORDS:
DRUKHARI

RAVAGER

M	T	SV	W	LD	OC
14"	9	4+	11	6+	3



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Dark lance	36"	1	3+	12	-3	D6+2
Disintegrator cannon	36"	3	3+	5	-2	2
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Bladevanes	Melee	3	4+	6	0	1

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+

KEYWORDS: VEHICLE, KABAL, FLY, AELDARI, RAVAGER



FACTION KEYWORDS:
DRUKHARI

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

M	T	SV	W	LD	OC
20+"	8	4+	10	6+	0



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Dark Lance	36"	1	3+	12	-3	D6+2
Disintegrator	36"	3	3+	5	-2	2
 Razorwing missiles – monoscythe missiles [BLAST]	48"	D6	3+	6	-1	2
 Razorwing missiles – nuerotoxin missiles [ANTI-INFANTRY 2+, BLAST]	48"	D6+3	3+	2	0	1
 Razorwing missiles – shatterfield missiles [BLAST]	48"	D6	3+	7	-1	1
Twin splinter rifle [ANTI-INFANTRY 3+, ASSAULT, RAPID FIRE 1, TWIN-LINKED]	24"	1	3+	2	0	1
Splinter cannon [ANTI-INFANTRY 3+, SUSTAINED HITS 1]	36"	3	3+	3	-1	2

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Bladed wings	Melee	3	4+	6	0	1

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

KEYWORDS: VEHICLE, FLY, AIRCRAFT, AELDARI, RAZORWING JETFIGHTER

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+

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:
DRAKHARI

REAVERS

M	T	SV	W	LD	OC
16"	4	4+	2	6+	2



⚡ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Blaster [ASSAULT]	18"	1	3+	8	-4	D6+1
Heat lance [ASSAULT, MELTA 3]	18"	1	3+	14	-4	D6
Splinter pistol [ANTI-INFANTRY 3+, ASSAULT, PISTOL]	12"	1	3+	2	0	1
Splinter rifle [ANTI-INFANTRY 3+, ASSAULT]	24"	2	3+	2	0	1
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Agoniser [ANTI-INFANTRY 3+]	Melee	4	3+	3	-1	1
Bladevanes	Melee	3	3+	4	0	1

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

6+

KEYWORDS: MOUNTED, WYCH CULT, FLY, AELDARI, REAVERS



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:
DRAKHARI

SCOURGES

M	T	SV	W	LD	OC
14"	3	4+	1	6+	1



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Blast pistol [PISTOL]	6"	1	3+	8	-3	D3
Blaster [ASSAULT]	18"	1	3+	8	-4	D6+1
Dark lance [HEAVY]	36"	1	4+	12	-3	D6+2
Drukhari haywire blaster [ANTI-VEHICLE 4+, DEVASTATING WOUNDS, HEAVY]	24"	2	4+	3	-1	3
Heat lance [ASSAULT, HEAVY, MELTA 3]	18"	1	4+	14	-4	D6
Shardcarbine [ANTI-INFANTRY 3+, ASSAULT]	18"	3	3+	2	0	1
Shredder [ASSAULT, TORRENT]	18"	D6	N/A	6	0	1
Splinter cannon [ANTI-INFANTRY 3+, HEAVY, SUSTAINED HITS 1]	36"	3	4+	3	-1	2
Splinter pistol [ANTI-INFANTRY 3+, ASSAULT, PISTOL]	12"	1	3+	2	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Solarite weapon [ANTI-INFANTRY 3+]	Melee	3	3+	3	-1	1
Close combat weapon	Melee	2	3+	3	0	1

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+

KEYWORDS: INFANTRY, FLY, GRENADES, JUMP PACK, AELDARI, SCOURGES



FACTION KEYWORDS:
DRUKHARI

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

M

8"

T

3

SV

6+

W

4

LD

6+

OC

1



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Blast pistol [PISTOL]

6"

1

2+

8

-3

D3

Splinter pistol [ANTI-INFANTRY 3+, ASSAULT, PISTOL]

12"

1

2+

2

0

1



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Succubus weapons [ANTI-INFANTRY 3+]

Melee

6

2+

3

-2

1

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+

KEYWORDS: INFANTRY, WYCH CULT, CHARACTER, AELDARI, SUCCUBUS


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

M	T	SV	W	LD	OC
7"	7	3+	7	6+	2



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Twin Drukhari haywire blaster [ANTI-VEHICLE 4+, DEVASTATING WOUNDS, TWIN-LINKED]	24"	2	4+	3	-1	3
Twin heat lance [ASSAULT, MELTA 3, TWIN-LINKED]	18"	1	4+	14	-4	D6
Twin splinter cannon [ANTI-INFANTRY 3+, SUSTAINED HITS 1, TWIN-LINKED]	36"	3	4+	3	-1	2
Stinger pod	24"	2D6	4+	5	0	1
Twin liquifier gun [TORRENT, TWIN-LINKED]	12"	D6	N/A	4	-1	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chain-flails	Melee	8	3+	6	0	1
Macro-scalpel	Melee	5	3+	7	-1	2
Talos gauntlet	Melee	5	4+	8	-2	3
Talos ichor injector [EXTRA ATTACKS]	Melee	1	3+	7	-1	2

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+

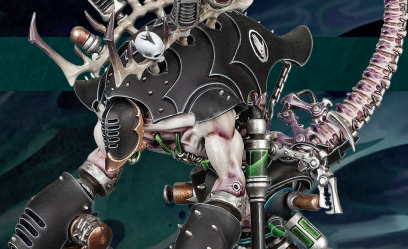
KEYWORDS: MONSTER, HAEMONCULUS COVENS, FLY, AELDARI, TALOS



FACTION KEYWORDS:
DRUKHARI

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:
DUKHARI

URIEN RAKARTH

M

7"

T

4

SV

6+

W

5

LD

6+

OC

1



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Casket of Flensing

12"

3D6

N/A

3

-1

1

[DEVASTATING WOUNDS, ONE SHOT, TORRENT]

One Shot: The bearer can only shoot with this weapon once per battle.



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Haemonculus tools and scissorhands

Melee

5

2+

3

-1

D3

[ANTI-INFANTRY 2+, PRECISION]

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.



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

KEYWORDS: INFANTRY, HAEMONCULUS COVENS, CHARACTER, EPIC HERO, AELDARI, HAEMONCULUS, URIEN RAKARTH





FACTION KEYWORDS:
DRAKHARI

VENOM

M	T	SV	W	LD	OC
14"	6	4+	6	6+	1



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Splinter cannon [ANTI-INFANTRY 3+, SUSTAINED HITS 1]	36"	3	3+	3	-1	2
Twin splinter rifle [ANTI-INFANTRY 3+, ASSAULT, RAPID FIRE 1, TWIN-LINKED]	24"	2	3+	2	0	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Bladevanes	Melee	3	4+	5	0	1

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

M	T	SV	W	LD	OC
20+"	9	4+	12	6+	0



⚙️	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Dark scythe	24"	6	3+	8	-4	2
	Void lance	36"	2	3+	14	-4	D6+2
➡️	Voidraven missiles – implosion missiles [BLAST]	48"	D3	3+	9	-2	3
➡️	Voidraven missiles – shatterfield missiles [BLAST]	48"	D6	3+	7	-1	1
⚔️	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Bladed wings	Melee	3	4+	6	0	1

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

KEYWORDS: VEHICLE, AIRCRAFT, FLY, AELDARI, VOIDRAVEN BOMBER

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+



FACTION KEYWORDS:
DRUKHARI

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, FLY, AELDARI, VOIDRAVEN BOMBER



FACTION KEYWORDS:
DRUKHARI

WRACKS

M

7"

T

4

SV

6+

W

1

LD

6+

OC

2



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Hexrifle [HEAVY, PRECISION]

36"

1

3+

6

-2

3

Liquifier gun [TORRENT]

12"

D6

N/A

4

-1

1

Ossefactor [ANTI-INFANTRY 4+, DEVASTATING WOUNDS]

24"

1

3+

2

-2

2

Stinger pistol [ANTI-INFANTRY 2+, PISTOL]

12"

1

3+

2

0

1



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Wrack blades [ANTI-INFANTRY 4+]

Melee

2

3+

3

0

1

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+

KEYWORDS: INFANTRY, BATTLELINE, HAEMONCULUS COVENS, AELDARI, WRACKS


FACTION KEYWORDS:
DRAKHARI

WRACKS

The gnarled hide of the Wracks is a leathery mass of old scars, injured 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 hexrifler*
 - 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

WYCHES

M

8"

T

3

SV

6+

W

1

LD

6+

OC

2



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Blast pistol [PISTOL]

6"

1

3+

8

-4

D3

Splinter pistol [ANTI-INFANTRY 3+, ASSAULT, PISTOL]

12"

1

3+

2

0

1



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Hekatarri blade

Melee

3

3+

3

-1

1

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*

6+

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

KEYWORDS: INFANTRY, BATTLELINE, WYCH CULT, AELDARI, WYCHES

FACTION KEYWORDS:
DRUKHARI

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.



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, BATTLELINE, WYCH CULT, AELDARI, WYCHES



FACTION KEYWORDS:
Drukhar