



COMMORRITE RAIDERS

These datasheets allow you to fight Apocalypse battles with your Drukhari miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have.

KEYWORDS

Throughout these datasheets you will come across the <KABAL>, <WYCH CULT> and <HAEMONCULUS COVEN> keywords. These are shorthand for a keyword of your choosing, as described below.

<KABAL>, <WYCH CULT> AND <HAEMONCULUS COVEN>

Most Drukhari on the battlefield belong to either a Kabal, Wych Cult or Haemonculus Coven. Some datasheets specify what Kabal, Wych Cult or Haemonculus Coven the unit is drawn from, but where a datasheet does not, it may have either the <KABAL>, <WYCH CULT> or <HAEMONCULUS COVEN> keyword. When you include such a unit in your army, you must nominate which Kabal, Wych Cult or Haemonculus Coven it is from. You then simply replace the <KABAL>, <WYCH CULT> or <HAEMONCULUS COVEN> keyword in every instance on that unit's datasheet with the name you chose.

For example, if you were to include an Archon in your army, and you decided the Archon was from the Kabal of the Black Heart, then their <KABAL> Faction keyword would be changed to **KABAL OF THE BLACK HEART** and their Overlord ability would then say 'Re-roll hit rolls of 1 for attacks made by friendly **KABAL OF THE BLACK HEART** units whilst they are within 6" of this unit.'



ARCHON



4



An Archon is a unit that contains 1 model. It is equipped with: Husk Blade.

	M	WS	BS	A	W	Ld	Sv
Archon	8"	2+	2+	1	1	7	3+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Husk Blade	Melee	Melee	User	7+	8+	-

ABILITIES

Shadowfield: Saving throws taken for this unit cannot be re-rolled for any reason. The first time the result of a saving throw taken for this unit is a 1 or 2, for the rest of the battle this unit's Save characteristic is 8+.

Overlord: Re-roll hit rolls of 1 for attacks made by friendly <KABAL> units whilst they are within 6" of this unit.

FACTION KEYWORDS: AELDARI, DRUKHARI, <KABAL>

KEYWORDS: LIGHT, INFANTRY, CHARACTER, ARCHON

DRAZHAR



Drazhar is a unit that contains 1 model. It is equipped with: Demiklaives. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Drazhar	7"	2+	2+	1	1	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Demiklaives	Melee	Melee	x2	7+	7+	-

ABILITIES

Master of Blades: Add 1 to hit rolls for attacks made with melee weapons by friendly **INCUBI** units whilst they are within 6" of this unit.

FACTION KEYWORDS: AELDARI, DRUKHARI, INCUBI
KEYWORDS: LIGHT, INFANTRY, CHARACTER, DRAZHAR

LELITH HESPERAX



5



Lelith Hesperax is a unit that contains 1 model. It is equipped with: Penetrating Blades. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Lelith Hesperax	10"	2+	2+	1	1	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Penetrating Blades	Melee	Melee	User	6+	9+	-

ABILITIES

A League Apart: You can re-roll hit rolls and wound rolls for attacks made with melee weapons by this unit that target **CHARACTER** units.

Brides of Death: Re-roll hit rolls of 1 for attacks made with melee weapons by friendly **CULT OF STRIFE** units whilst they are within 6" of this unit.

No Escape: If an **INFANTRY** unit within 1" of any enemy units with this ability wishes to Fall Back, the players must roll off. The unit can only Fall Back if the player controlling it wins the roll-off.

FACTION KEYWORDS: AELDARI, DRUKHARI, CULT OF STRIFE

KEYWORDS: LIGHT, INFANTRY, CHARACTER, SUCCUBUS, LELITH HESPERAX

SUCCUBUS



4



A Succubus is a unit that contains 1 model. It is equipped with: Wych Cult Weapons.

	M	WS	BS	A	W	Ld	Sv
Succubus	9"	2+	2+	1	1	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Wych Cult Weapons	Melee	Melee	User	8+	9+	-

ABILITIES

Brides of Death: Re-roll hit rolls of 1 for attacks made with melee weapons by friendly <WYCH CULT> units whilst they are within 6" of this unit.

No Escape: If an **INFANTRY** unit within 1" of any enemy units with this ability wishes to Fall Back, the players must roll off. The unit can only Fall Back if the player controlling it wins the roll-off.

FACTION KEYWORDS: AELDARI, DRUKHARI, <WYCH CULT>

KEYWORDS: LIGHT, INFANTRY, CHARACTER, SUCCUBUS

URIEN RAKARTH



5



Urien Rakarth is a unit that contains 1 model. It is equipped with: The Casket of Flensing; Haemonculus Tools. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Urien Rakarth	7"	2+	2+	1	1	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
The Casket of Flensing	Heavy	12"	2	9+	9+	One Use Only
Haemonculus Tools	Melee	Melee	User	6+	12+	-

ABILITIES

Ignore Damage (6+)

Sculptor of Torments: Add 1 to wound rolls for attacks made by friendly **PROPHETS OF FLESH** units when using melee weapons whilst they are within 6" of this unit.

Master of Pain: Add 1 to saving throws taken for friendly **PROPHETS OF FLESH** units whilst they are within 6" of any **PROPHETS OF FLESH** units from your army with this ability.

Contempt for Death: At the start of the Damage phase, you can remove half of the blast markers, rounding down, from this unit. Small blast markers must be removed before large blast markers.

FACTION KEYWORDS: AELDARI, DRUKHARI, PROPHETS OF FLESH

KEYWORDS: LIGHT, INFANTRY, CHARACTER, HAEMONCULUS, URIEN RAKARTH

HAEMONCULUS



A Haemonculus is a unit that contains 1 model. It is equipped with: Haemonculus Tools.

	M	WS	BS	A	W	Ld	Sv
Haemonculus	7"	2+	2+	1	1	6	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Haemonculus Tools	Melee	Melee	User	6+	12+	-

ABILITIES

Ignore Damage (6+)

Master of Pain: Add 1 to saving throws taken for friendly <HAEMONCULUS COVEN> units whilst they are within 6" of any <HAEMONCULUS COVEN> units from your army with this ability.

FACTION KEYWORDS: AELDARI, DRUKHARI, <HAEMONCULUS COVEN>

KEYWORDS: LIGHT, INFANTRY, CHARACTER, HAEMONCULUS

KABALITE WARRIORS



2



Kabalite Warriors are a unit that contains 5 models. It can contain 10 models (**Power Rating 4**), 15 models (**Power Rating 6**) or 20 models (**Power Rating 8**). It is equipped with: Splinter Rifles; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Kabalite Warriors (5 models)	7"	3+	3+	1	1	6	10+
Kabalite Warriors (10 models)	7"	3+	3+	2	2	6	10+
Kabalite Warriors (15 models)	7"	3+	3+	3	3	6	10+
Kabalite Warriors (20 models)	7"	3+	3+	4	4	6	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Dark Lance	Heavy	36"	1	10+	5+	-
Splinter Cannon	Heavy	36"	1	5+	12+	Rapid Fire
Splinter Rifles	Small Arms	24"	User	5+	12+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	8+	9+	-

WARGEAR OPTIONS

- For every 10 models this unit contains, it can also be equipped with one of the following (**Power Rating +1** per weapon): 1 Dark Lance; 1 Splinter Cannon

FACTION KEYWORDS: AELDARI, DRUKHARI, <KABAL>

KEYWORDS: LIGHT, INFANTRY, KABALITE WARRIORS

WYCHES



2



Wyches are a unit that contains 5 models. It can contain 10 models (**Power Rating 4**), 15 models (**Power Rating 6**) or 20 models (**Power Rating 8**). It is equipped with: Splinter Pistols; Wych Weapons.

	M	WS	BS	A	W	Ld	Sv
Wyches (5 models)	9"	3+	3+	1	1	6	8+
Wyches (10 models)	9"	3+	3+	2	2	6	8+
Wyches (15 models)	9"	3+	3+	3	3	6	8+
Wyches (20 models)	9"	3+	3+	4	4	6	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Splinter Pistols	Small Arms	12"	User	5+	12+	-
Wych Weapons	Melee	Melee	x2	6+	8+	-

ABILITIES

No Escape: If an **INFANTRY** unit within 1" of any enemy units with this ability wishes to Fall Back, the players must roll off. The unit can only Fall Back if the player controlling it wins the roll-off.

FACTION KEYWORDS: AELDARI, DRUKHARI, <WYCH CULT>

KEYWORDS: LIGHT, INFANTRY, WYCHES

WRACKS



3



Wracks are a unit that contains 5 models. It can contain 10 models (**Power Rating 5**). It is equipped with: Haemonculus Tools.

	M	WS	BS	A	W	Ld	Sv
Wracks (5 models)	7"	3+	3+	2	1	6	9+
Wracks (10 models)	7"	3+	3+	4	2	6	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Haemonculus Tools	Melee	Melee	User	6+	12+	-

ABILITIES

Ignore Damage (6+)

FACTION KEYWORDS: AELDARI, DRUKHARI, <HAEMONCULUS COVEN>

KEYWORDS: LIGHT, INFANTRY, WRACKS

LHAMAEAN



A Lhamaean is a unit that contains 1 model. It is equipped with: Shaimeshi Blade.

	M	WS	BS	A	W	Ld	Sv
Lhamaean	8"	3+	3+	1	1	6	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Shaimeshi Blade	Melee	Melee	User	6+	12+	-

ABILITIES

Court of the Archon: You can re-roll hit rolls for attacks made by this unit whilst it is within 3" of any friendly <KABAL> ARCHON units. This unit does not take up a slot in a Detachment that includes any <KABAL> ARCHON units.

FACTION KEYWORDS: AELDARI, DRUKHARI, <KABAL>

KEYWORDS: LIGHT, INFANTRY, COURT OF THE ARCHON, LHAMAEAN

MEDUSAE



2



A Medusae is a unit that contains 1 model. It is equipped with: Eyeburst Attack (Ranged); Eyeburst Attack (Melee).

	M	WS	BS	A	W	Ld	Sv
Medusae	8"	3+	3+	1	1	6	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Eyeburst Attack (Ranged)	Heavy	9"	1	10+	10+	-
Eyeburst Attack (Melee)	Melee	Melee	User	10+	12+	-

ABILITIES

Court of the Archon: You can re-roll hit rolls for attacks made by this unit whilst it is within 3" of any friendly <KABAL> ARCHON units. This unit does not take up a slot in a Detachment that includes any <KABAL> ARCHON units.

FACTION KEYWORDS: AELDARI, DRUKHARI, <KABAL>

KEYWORDS: LIGHT, INFANTRY, COURT OF THE ARCHON, MEDUSAE

SSLYTH



2



A Sslyth is a unit that contains 1 model. It is equipped with: Sslyth Battle-blade.

	M	WS	BS	A	W	Ld	Sv
Sslyth	8"	3+	3+	1	1	4	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Sslyth Battle-blade	Melee	Melee	User	8+	9+	-

ABILITIES

Ignore Damage (6+)

Court of the Archon: You can re-roll hit rolls for attacks made by this unit whilst it is within 3" of any friendly <KABAL> ARCHON units. This unit does not take up a slot in a Detachment that includes any <KABAL> ARCHON units.

Cold-blooded Bodyguard: At the start of the Damage phase, you can select one friendly <KABAL> ARCHON unit that has at least one blast marker next to it and is within 3" of this unit. Remove up to D3 blast markers from that ARCHON unit and place them next to this unit.

FACTION KEYWORDS: AELDARI, DRUKHARI, <KABAL>

KEYWORDS: LIGHT, INFANTRY, COURT OF THE ARCHON, SSLYTH

UR-GHUL



An Ur-Ghul is a unit that contains 1 model. It is equipped with: Claws & Talons.

	M	WS	BS	A	W	Ld	Sv
Ur-Ghul	8"	3+	-	2	1	4	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Claws & Talons	Melee	Melee	User	7+	9+	-

ABILITIES

Court of the Archon: You can re-roll hit rolls for attacks made by this unit whilst it is within 3" of any friendly <KABAL> ARCHON units. This unit does not take up a slot in a Detachment that includes any <KABAL> ARCHON units.

FACTION KEYWORDS: AELDARI, DRUKHARI, <KABAL>

KEYWORDS: LIGHT, INFANTRY, COURT OF THE ARCHON, UR-GHUL

INCUBI



4



Incubi are a unit that contains 5 models. It can contain 10 models (**Power Rating 8**). It is equipped with: Klaives.

	M	WS	BS	A	W	Ld	Sv
Incubi (5 models)	7"	3+	3+	1	1	7	6+
Incubi (10 models)	7"	3+	3+	2	2	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Klaives	Melee	Melee	x3	5+	9+	-

ABILITIES

Tormentors: If the result of a Morale test taken for an enemy unit within 6" of any **INCUBI** units from your army is equal to the Leadership value of that enemy unit, that Morale test is failed.

FACTION KEYWORDS: AELDARI, DRUKHARI, INCUBI

KEYWORDS: LIGHT, INFANTRY, INCUBI

MANDRAKES



4



Mandrakes are a unit that contains 5 models. It can contain 10 models (Power Rating 7). It is equipped with: Baleblasts; Glimmersteel Blades.

	M	WS	BS	A	W	Ld	Sv
Mandrakes (5 models)	8"	3+	3+	1	1	6	9+
Mandrakes (10 models)	8"	3+	3+	2	2	6	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Baleblasts	Small Arms	18"	User	6+	9+	-
Glimmersteel Blades	Melee	Melee	User	6+	9+	-

ABILITIES

Deep Strike, Stealth

FACTION KEYWORDS: AELDARI, DRUKHARI
KEYWORDS: LIGHT, INFANTRY, MANDRAKES

BEASTMASTER



2



A Beastmaster is a unit that contains 1 model. It is equipped with: Agoniser.

	M	WS	BS	A	W	Ld	Sv
Beastmaster	12"	3+	3+	1	1	5	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Agoniser	Melee	Melee	User	6+	12+	-

ABILITIES

Beastmaster: Re-roll hit rolls of 1 for attacks made by friendly **DRUKHARI BEAST** units whilst they are within 6" of this unit. Friendly **DRUKHARI BEAST** units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit. **DRUKHARI BEAST** units do not take up slots in a Detachment that contains any units with this ability.

FACTION KEYWORDS: AELDARI, DRUKHARI, <WYCH CULT>

KEYWORDS: LIGHT, INFANTRY, FLY, SKYBOARD, BEASTMASTER

GROTESQUES



5



Grotesques are a unit that contains 3 models. It can contain 6 models (**Power Rating 12**) or 9 models (**Power Rating 18**) or 10 models (**Power Rating 20**). It is equipped with: Flesh Gauntlets.

	M	WS	BS	A	W	Ld	Sv
Grotesques (3 models)	7"	3+	6+	2	2	6	8+
Grotesques (6 models)	7"	3+	6+	4	4	6	8+
Grotesques (9 models)	7"	3+	6+	6	6	6	8+
Grotesques (10 models)	7"	3+	6+	7	7	6	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Liquifier Gun	Heavy	8"	1	7+	9+	Inferno
Flesh Gauntlets	Melee	Melee	User	6+	10+	-
Monstrous Cleaver	Melee	Melee	2	5+	8+	-

WARGEAR OPTIONS

- For each model this unit contains, it must also be equipped with one of the following: 1 Monstrous Cleaver; 1 Liquifier Gun.

FACTION KEYWORDS: AELDARI, DRUKHARI, <HAEMONCULUS COVEN>

KEYWORDS: LIGHT, INFANTRY, GROTESQUES

CLAWED FIENDS



2



Clawed Fiends is a unit that contains 1 model. It can contain 3 models (**Power Rating 5**) or 6 models (**Power Rating 10**). It is equipped with: Clawed Fists.

	M	WS	BS	A	W	Ld	Sv
Clawed Fiends (1 model)	10"	4+	-	1	1	4	9+
Clawed Fiends (3 models)	10"	4+	-	3	3	4	9+
Clawed Fiends (6 models)	10"	4+	-	6	6	4	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Clawed Fists	Melee	Melee	x2	6+	9+	-

ABILITIES

Berserk Rage: This unit does not suffer the penalty for being critically damaged. Whilst this unit has any damage markers next to it, add 1 to its Attacks Characteristic.

FACTION KEYWORDS: AELDARI, DRUKHARI
KEYWORDS: LIGHT, BEAST, CLAWED FIENDS

KHYMERAE



Khymerae are a unit that contains 2 models. It can contain 4 models (**Power Rating 2**), 6 models (**Power Rating 3**), 8 models (**Power Rating 4**), 10 models (**Power Rating 5**) or 12 models (**Power Rating 6**). It is equipped with: Claws & Talons.

	M	WS	BS	A	W	Ld	Sv
Khymerae (2 models)	10"	3+	-	1	1	4	9+
Khymerae (4 models)	10"	3+	-	2	2	4	9+
Khymerae (6 models)	10"	3+	-	3	3	4	9+
Khymerae (8 models)	10"	3+	-	4	4	4	9+
Khymerae (10 models)	10"	3+	-	5	5	4	9+
Khymerae (12 models)	10"	3+	-	6	6	4	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Claws & Talons	Melee	Melee	User	7+	9+	-

FACTION KEYWORDS: AELDARI, DRUKHARI

KEYWORDS: LIGHT, BEAST, DAEMON, KHYMERAE

RAZORWING FLOCKS



2



Razorwing Flocks are a unit that contains 3 models. It can contain 6 models (**Power Rating 4**), 9 models (**Power Rating 6**) or 12 models (**Power Rating 8**). It is equipped with: Razor Feathers.

	M	WS	BS	A	W	Ld	Sv
Razorwing Flocks (3 models)	12"	4+	-	2	1	4	10+
Razorwing Flocks (6 models)	12"	4+	-	4	2	4	10+
Razorwing Flocks (9 models)	12"	4+	-	6	3	4	10+
Razorwing Flocks (12 models)	12"	4+	-	8	4	4	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Razor Feathers	Melee	Melee	User	7+	9+	-

FACTION KEYWORDS: AELDARI, DRUKHARI

KEYWORDS: LIGHT, BEAST, FLY, SWARM, RAZORWING FLOCKS

REAVERS



4



Reavers are a unit that contains 3 models. It can contain 6 models (**Power Rating 8**), 9 models (**Power Rating 12**) or 12 models (**Power Rating 16**). It is equipped with: Splinter Rifles; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Reavers (3 models)	20"	3+	3+	1	1	6	8+
Reavers (6 models)	20"	3+	3+	2	2	6	8+
Reavers (9 models)	20"	3+	3+	3	3	6	8+
Reavers (12 models)	20"	3+	3+	4	4	6	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Blaster	Heavy	18"	1	10+	5+	-
Heat Lance	Heavy	18"	1	9+	6+	-
Splinter Rifles	Small Arms	24"	User	5+	12+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	7+	9+	-

WARGEAR OPTIONS

- For every 3 models this unit contains, it can also be equipped with one of the following (**Power Rating +1** per weapon): 1 Blaster; 1 Heat Lance.

FACTION KEYWORDS: AELDARI, DRUKHARI, <WYCH CULT>

KEYWORDS: LIGHT, BIKER, FLY, REAVERS

HELLIONS



5



Hellions are a unit that contains 5 models. It can contain 10 models (**Power Rating 9**), 15 models (**Power Rating 13**) or 20 models (**Power Rating 17**). It is equipped with: Splinter Pods; Hellglaives.

	M	WS	BS	A	W	Ld	Sv
Hellions (5 models)	14"	3+	3+	1	1	6	9+
Hellions (10 models)	14"	3+	3+	2	2	6	9+
Hellions (15 models)	14"	3+	3+	3	3	6	9+
Hellions (20 models)	14"	3+	3+	4	4	6	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Splinter Pods	Small Arms	18"	x2	5+	12+	-
Hellglaives	Melee	Melee	x2	6+	8+	-

ABILITIES

Hit and Run: Whilst this unit Falls Back, double its Move characteristic. When this unit Falls Back, it can finish that Move action in base contact with enemy models.

FACTION KEYWORDS: AELDARI, DRUKHARI, <WYCH CULT>

KEYWORDS: LIGHT, INFANTRY, FLY, SKYBOARD, HELLIONS

SCOURGES



4



Scourges are a unit that contains 5 models. It can contain 10 models (**Power Rating 10**). It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Scourges (5 models)	14"	3+	3+	1	1	6	7+
Scourges (10 models)	14"	3+	3+	2	2	6	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Blaster	Heavy	18"	1	10+	5+	-
Dark Lance	Heavy	36"	1	10+	5+	-
Haywire Blaster	Heavy	24"	1	12+	4+	-
Heat Lance	Heavy	18"	1	9+	6+	-
Shredder	Heavy	12"	2	6+	8+	-
Splinter Cannon	Heavy	36"	1	5+	12+	Rapid Fire
Shardcarbines	Small Arms	18"	x2	5+	12+	-
Close Combat Weapons	Melee	Melee	User	7+	9+	-

WARGEAR OPTIONS

- This unit can also be equipped with up to four of the following in any combination (**Power Rating +2** per Shredder or Splinter Cannon; **Power Rating +1** per other weapon); 1 Blaster; 1 Dark Lance; 1 Haywire Blaster; 1 Heat Lance; 1 Shredder; 1 Splinter Cannon.
- If this unit contains 10 models or is not equipped with any Heavy weapons, it is also equipped with Shardcarbines.

ABILITIES

Deep Strike

FACTION KEYWORDS: AELDARI, DRUKHARI

KEYWORDS: LIGHT, INFANTRY, FLY, SCOURGES

TALOS



A Talos is a unit that contains 1 model. It is equipped with: 2 Splinter Cannons; 2 Gruesome Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Talos	8"	3+	4+	2	2	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Haywire Blaster	Heavy	24"	1	12+	4+	-
Heat Lance	Heavy	18"	1	9+	6+	-
Splinter Cannon	Heavy	36"	1	5+	12+	Rapid Fire
Stinger Pod	Heavy	18"	3	5+	12+	-
Twin Liquifier Gun	Heavy	8"	2	7+	10+	Inferno
Gruesome Combat Weapon	Melee	Melee	User	7+	7+	-

WARGEAR OPTIONS

- Instead of 2 Splinter Cannons, this unit can be equipped with one of the following: 2 Haywire Blasters; 2 Heat Lances; 1 Stinger Pod.
- Instead of 1 Gruesome Combat Weapon, this unit can be equipped with 1 Twin Liquifier Gun.

ABILITIES

Pain Engines: Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

FACTION KEYWORDS: AELDARI, DRUKHARI, <HAEMONCULUS COVEN>

KEYWORDS: HEAVY, MONSTER, FLY, TALOS

CRONOS



5



A Cronos is a unit that contains 1 model. It is equipped with: Spirit Syphon; Spirit Leech Tentacles.

	M	WS	BS	A	W	Ld	Sv
Cronos	8"	4+	3+	2	2	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Spirit Syphon	Heavy	8"	1	6+	9+	Inferno
Spirit Vortex	Heavy	18"	1	6+	9+	-
Spirit Leech Tentacles	Melee	Melee	User	7+	9+	-

WARGEAR OPTIONS

- This unit can also be equipped with 1 Spirit Vortex (**Power Rating +1**).

ABILITIES

Pain Engines: Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

Spirit Probe: Re-roll wound rolls of 1 for attacks made with melee weapons by friendly **DRUKHARI** units whilst they are within 6" of this unit.

FACTION KEYWORDS: AELDARI, DRUKHARI, <HAEMONCULUS COVEN>

KEYWORDS: HEAVY, MONSTER, FLY, CRONOS

RAVAGER



A Ravager is a unit that contains 1 model. It is equipped with: 3 Dark Lances; Bladevanes.

	M	WS	BS	A	W	Ld	Sv
Ravager	14"	4+	3+	1	2	5	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Dark Lance	Heavy	36"	1	10+	5+	-
Disintegrator Cannon	Heavy	36"	1	5+	10+	-
Bladevanes	Melee	Melee	User	10+	11+	-

WARGEAR OPTIONS

- Instead of 1 Dark Lance this unit can be equipped with 1 Disintegrator Cannon.
- Instead of 2 Dark Lances this unit can be equipped with 2 Disintegrator Cannons.
- Instead of 3 Dark Lances this unit can be equipped with 3 Disintegrator Cannons.

ABILITIES

Hover: Distances are measured to and from this unit's hull, even though it has a base.

FACTION KEYWORDS: AELDARI, DRUKHARI, <KABAL>

KEYWORDS: HEAVY, VEHICLE, FLY, RAVAGER

RAIDER



6



A Raider is a unit that contains 1 model. It is equipped with: Dark Lance; Bladevanes.

	M	WS	BS	A	W	Ld	Sv
Raider	14"	4+	3+	1	2	5	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Dark Lance	Heavy	36"	1	10+	5+	-
Disintegrator Cannon	Heavy	36"	1	5+	10+	-
Bladevanes	Melee	Melee	User	10+	11+	-

WARGEAR OPTIONS

- Instead of 1 Dark Lance, this unit can be equipped with 1 Disintegrator Cannon.

ABILITIES

Open-topped

Hover: Distances are measured to and from this unit's hull, even though it has a base.

TRANSPORT

This unit can transport up to 10 friendly **DRUKHARI INFANTRY** models. Each **GROTESQUE** model takes the space of 2 other **INFANTRY** models. It cannot transport **SCOURGE** or **SKYBOARD** units.

FACTION KEYWORDS: AELDARI, DRUKHARI, <KABAL> or <WYCH CULT> or <HAEMONCULUS COVEN>

KEYWORDS: HEAVY, VEHICLE, FLY, TRANSPORT, RAIDER

VENOM



6



A Venom is a unit that contains 1 model. It is equipped with: Splinter Cannon; Twin Splinter Rifle; Bladevanes.

	M	WS	BS	A	W	Ld	Sv
Venom	16"	4+	3+	1	1	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Splinter Cannon	Heavy	36"	1	5+	12+	Rapid Fire
Twin Splinter Rifle	Small Arms	24"	User	5+	12+	Rapid Fire
Bladevanes	Melee	Melee	User	10+	11+	-

WARGEAR OPTIONS

- Instead of 1 Twin Splinter Rifle, this unit can be equipped with 1 Splinter Cannon.

ABILITIES

Open-topped

Hover: Distances are measured to and from this unit's hull, even though it has a base.

TRANSPORT

This unit can transport up to 5 friendly **DRUKHARI INFANTRY** models. It cannot transport **GROTESQUE**, **SCOURGE** or **SKYBOARD** units.

FACTION KEYWORDS: AELDARI, DRUKHARI, <KABAL> or <WYCH CULT> or <HAEMONCULUS COVEN>

KEYWORDS: HEAVY, VEHICLE, FLY, TRANSPORT, VENOM

RAZORWING JETFIGHTER



10



A Razorwing Jetfighter is a unit that contains 1 model. It is equipped with: 2 Disintegrator Cannons; Razorwing Missiles; Twin Splinter Rifle; Bladed Wings.

	M	WS	BS	A	W	Ld	Sv
Razorwing Jetfighter	20-72"	6+	3+	1	2	5	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Dark Lance	Heavy	36"	1	10+	5+	-
Disintegrator Cannon	Heavy	36"	1	5+	10+	-
Razorwing Missiles	Heavy	48"	1	7+	7+	-
Splinter Cannon	Heavy	36"	1	5+	12+	Rapid Fire
Twin Splinter Rifle	Small Arms	24"	User	5+	12+	Rapid Fire
Bladed Wings	Melee	Melee	User	10+	11+	-

WARGEAR OPTIONS

- Instead of 2 Disintegrator Cannons, this unit can be equipped with 2 Dark Lances.
- Instead of 1 Twin Splinter Rifle, this unit can be equipped with 1 Splinter Cannon.

ABILITIES

Supersonic

FACTION KEYWORDS: AELDARI, DRUKHARI, <KABAL> or <WYCH CULT>
KEYWORDS: HEAVY, VEHICLE, FLY, AIRCRAFT, RAZORWING JETFIGHTER

VOIDRAVEN BOMBER



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A Voidraven Bomber is a unit that contains 1 model. It is equipped with: 2 Void Lances; Bladed Wings.

	M	WS	BS	A	W	Ld	Sv
Voidraven Bomber	20-72"	6+	3+	1	2	5	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Dark Scythe	Heavy	24"	1	4+	9+	-
Void Lance	Heavy	36"	1	9+	4+	-
Voidraven Missiles	Heavy	48"	1	7+	7+	-
Bladed Wings	Melee	Melee	User	10+	11+	-

WARGEAR OPTIONS

- Instead of 2 Void Lances this unit can be equipped with 2 Dark Scythes.
- This unit can also be equipped with Voidraven Missiles (**Power Rating +1**).

ABILITIES

Supersonic

Void Mine: Once per battle, after this unit makes a Move action, select one enemy unit it passed within 1" of during that Move action. Roll two D6; for each 2+ place one blast marker next to that unit.

FACTION KEYWORDS: AELDARI, DRUKHARI, <KABAL> or <WYCH CULT>

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

WEBWAY GATE



6



A Webway Gate is a unit that contains 1 model formed from two separate pieces. When setting up these pieces, place them so that an arch is formed, with the bases 5" apart.

	M	WS	BS	A	W	Ld	Sv
Webway Gate	-	-	-	-	3	-	5+

ABILITIES

Shimmering Arrival: When this unit is set up on the battlefield, it can be set up anywhere that is more than 12" away from your opponent's deployment zone and any enemy units, and more than 3" away from any other terrain features or the centre of any objective markers.

Webway Gate: This unit is never Out of Command: an Out of Command marker is never placed next to it. When measuring distances to and from this unit, measure to and from the closest point of this unit. This unit cannot be affected by Command Assets or other units' abilities. If a Webway Gate is destroyed, remove both pieces from the battlefield.

Webway Strike: After this unit is set up on the battlefield, any friendly **AELDARI** units, other than Fortifications, that have not already been set up can be set up in a webway spar as Tactical Reserves instead of being set up on the battlefield. In the Set Up Reinforcements step, one unit in a webway spar can emerge from each friendly Webway Gate as reinforcements; a unit emerging from a Webway Gate must be set up wholly within 3" of that Webway Gate and more than 9" away from any enemy units. No more than half the total number of units in your army can be set up in Tactical Reserves.

FACTION KEYWORDS: AELDARI

KEYWORDS: HEAVY, VEHICLE, BUILDING, WEBWAY GATE