

DRUKHARI

HOR

Codex: Drukhari

This Opus uses the special rules and wargear lists found in Codex: Drukhari. If a rule differs from the Codex, it will be clearly stated as AMENDED. Amended rules are to be used exactly as presented in this Opus - parts of these rules may have been left out and this is intentional.

The points are intended for the model WITHOUT the equipment listed. You need to add the costs of the wargear you can find in the points values section of the Codex.

FACTION KEYWORDS

All models in this list have the **Aeldari** and **Drukhari** faction keywords.

POWER FROM PAIN

This Opus uses the Power From Pain table found in Codex: Drukhari, with the following exception. Change the “Emboldened By Bloodshed” rule (Turn 4) to “A team that has more surviving members with the Power from Pain rule than members without it automatically passes Rout tests. Models with Power from Pain automatically pass Nerve tests.”

COMBAT DRUGS

This Opus uses the Combat Drugs table found in Codex: Drukhari. You may roll for your combat drugs as described, or choose them. Either way, you will choose or roll one drug for each **type** of unit with the Combat Drugs rule: one for all your wyches, one for all your hellions, etc. Leaders count as a separate unit type - Wyches and

Hekatrix, for instance. Note that the Master Alchemancer battle honour only allows two drug effects when those effects are rolled for.

PHANTASM GRENADE LAUNCHER

The Leadership modifier from being hit by a Phantasm Grenade Launcher does affect Rout tests.

OBSESSIONS

You may choose a <kabal/cult/coven> Drukhari Obsession for your <kabal/cult/coven> models, which will apply to all <kabal/cult/coven> models in your team for free. Further obsessions may be taken (no more than one per <kabal/cult/coven> which apply to all relevant models in your team for a cost of 2 points per model.

If, for example, you choose the Kabal of the Broken Sigil obsession for your team, all <Kabal> models in your team gain that obsession for free. You may then, for example, choose the Cult of Strife obsession for all <cult> models and Coven of Twelve obsession for all <coven> models in your team. All your <cult> and <coven> models thus cost an additional two points.

MODEL AVAILABILITY

You must adhere to the following model requirements when building your Kill Team:

- 1 Team Leader model
- 1-25 Core models
- 0-5 Special models

ADDITIONAL OBSESSIONS

You may choose any of these obsessions instead of those in the codex. The usual restrictions on Obsessions still apply.

Kabal of the Dying Sun: You may use the rulebook Tactical Action “One Step Ahead” to modify your roll for first turn down instead of up. In addition, if you have the second turn, subtract 6” from the range of all enemy ranged weapons for the first battle round only. A weapon’s range cannot become less than 6” in this way.

Kabal of the Last Hatred: You may re-roll hit rolls of 1 against all non-Last Hatred AELDARI models.

Lords of Iron Thorn: Units with the HELLIONS and REAVERS keyword may replace their <wych cult> keyword with the Lords of Iron Thorn keyword. If you are paying points to give units this Obsession, only these units increase their cost.

Kabal of the Broken Sigil: Enemy models within 6” of a model with this Obsession subtract 1 from their Leadership.

Cult of the Blade Denied: WYCHES with this obsession who are armed with Hekatarii blades may, before the battle begins, decrease their Strength and Attacks by 1, but add 1 to their saving throws in the Fight phase, representing their unarmed fighting style!

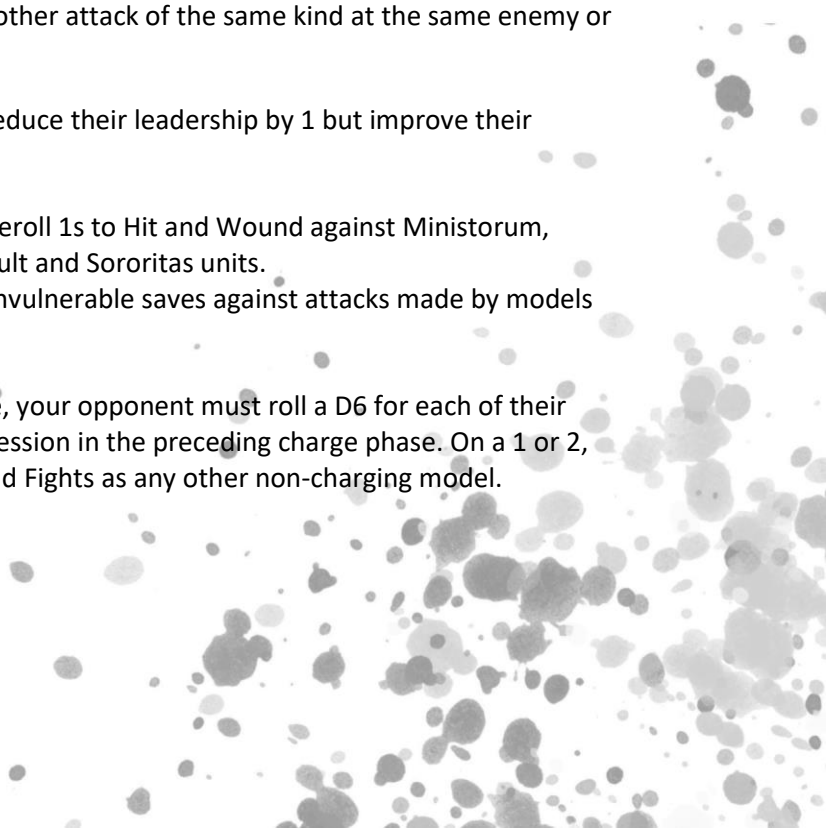
Cult of the Seventh Woe: When models with this Obsession roll a 6 to hit in the Fight phase, or when firing a Pistol at an enemy 1” or less away, they may make another attack of the same kind at the same enemy or one within 1”.

Cult of the Wrath Unbound: Units with this Obsession reduce their leadership by 1 but improve their Weapon Skill by 1.

Cult of the Pain Eternal: Units with this Obsession may reroll 1s to Hit and Wound against Ministorum, Custodes, Word Bearers, Black Templars, Genestealer Cult and Sororitas units.

The Hex Coven: Your opponent must re-roll successful Invulnerable saves against attacks made by models with this Obsession.

The Black Descent Coven: At the start of the Fight phase, your opponent must roll a D6 for each of their models that successfully Charged a model with this Obsession in the preceding charge phase. On a 1 or 2, that model does not count as having charged and instead Fights as any other non-charging model.

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TEAM LEADERS

Sybarite									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sybarite	8"	3+	3+	3	3	3	2	8	5+
Dracon	8"	3+	3+	3	3	3	3	9	5+
EQUIPMENT	- Splinter Rifle								
RULES	- Power From Pain								
OPTIONS	<ul style="list-style-type: none"> - May replace Splinter Rifle with a Blast Pistol or Splinter Pistol. - May take a Phantasm Grenade Launcher. - May take a Power Sword or Agoniser. - May replace all weapons with a Shredder. - May be upgraded to a Dracon, using the Dracon's statline and gaining the Dracon keyword for 5 points. - May take items from the Armoury and/or choose a single Instrument of Destruction. - May choose a single Spite. If upgraded to a Dracon, may choose an additional Spite. 								
KEYWORDS	Infantry, CHARACTER, Kabalite Warriors, <Kabal>								

Hekatrix									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hekatrix	8"	3+	3+	3	3	3	3	8	6+
Syren	8"	3+	3+	3	3	3	4	9	6+
EQUIPMENT	<ul style="list-style-type: none"> - Splinter Pistol - Hekatarii Blade - Plasma Grenade 								
RULES	<ul style="list-style-type: none"> - Power from Pain - Combat Drugs - Dodge - No Escape 								
OPTIONS	<ul style="list-style-type: none"> - May replace Splinter Pistol with a Blast Pistol. - May take a Phantasm Grenade Launcher. - May replace Hekatarii Blade with a Power Sword, Agoniser for the listed cost or with an Archite Glaive for 5 points. - May replace Hekatarii Blade and Splinter Pistol with a Shardnet and Impaler; Hydra Gauntlets; or Razorflails. - May take items from the Armoury and/or choose a single Instrument of Destruction. - May be upgraded to a Syren, using the Syren's Statline and gaining the Syren keyword for 5 points. -May choose a single Spite. If upgraded to a Syren, may choose an additional Spite. 								
KEYWORDS	Infantry, CHARACTER, Wyches, <Wych Cult>								

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EQUIPMENT	- Klaive
RULES	<ul style="list-style-type: none">- Power From Pain- Lethal Precision- Tormentor: (Amended) Add 1 to the result of Nerve tests taken by an enemy model within 6" of a Klaivex.- Lord of the Bladecult: If this model is your team leader, you may take Incubi as Core choices.
OPTIONS	<ul style="list-style-type: none">- May replace Klaive with Demiklaives.- May take items from the Armoury and/or choose a single Instrument of Destruction.
KEYWORDS	Infantry, CHARACTER, Incubi

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EQUIPMENT	<ul style="list-style-type: none">- Baleblast- Glimmersteel Blade
RULES	<ul style="list-style-type: none">- Power from Pain- Shrouded from Sight- From Out of the Shadows- Stygian Exigence: If this model is your team leader, you may take Mandrakes as Core choices.
OPTIONS	<ul style="list-style-type: none">- May take items from the Armoury and/or choose a single Instrument of Destruction.- May take a single Spite.
KEYWORDS	Infantry, CHARACTER, Mandrakes

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EQUIPMENT	- Haemonculus Tools
RULES	- Power From Pain - Insensible to Pain
OPTIONS	- May take items from the Armoury and/or choose a single Instrument of Destruction. - May take items from the <i>Weapons of Torture</i> or <i>Tools of Torment</i> lists. - May take up to two Spites.
KEYWORDS	Infantry, CHARACTER, Wracks, <Haemonculus Coven>

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NAME	M	WS	BS	S	T	W	A	Ld	Sv
Solarite	14"	3+	3+	3	3	3	3	8	4+
EQUIPMENT	<ul style="list-style-type: none">- Shardcarbine- Plasma Grenade								
RULES	<ul style="list-style-type: none">- Power from Pain- Ghostplate Armour- Winged Strike- Shadowed Messengers: If this model is your team leader, you may take Scourges as Core choices.								
OPTIONS	<ul style="list-style-type: none">- May take items from the Armoury and/or choose a single Instrument of Destruction.- May replace Shardcarbine with a Splinter Pistol or Blast Pistol.- May take a Power Lance, Agoniser or Venom Blade.- May choose a single Spite.								
KEYWORDS	Infantry, CHARACTER, Fly, Scourges								

CORE

Kabalite Warrior									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Kabalite Warrior	7"	3+	3+	3	3	1	1	7	5+
Trueborn	7"	3+	3+	3	3	1	2	8	5+
EQUIPMENT	- Splinter Rifle								
RULES	- Power From Pain								
OPTIONS	<p>- For every five models with the Kabalite Warriors keyword, one Kabalite Warrior may take Shredder or Blaster</p> <p>- For every ten models with the Kabalite Warriors keyword, one Kabalite Warrior may take a Dark Lance or Splinter Cannon.</p> <p>- For every 5 Kabalite Warriors in your warband, one may be upgraded to a Trueborn for 3 points. They use the Kabalite Trueborn statline and gain the Trueborn keyword. Additionally, each Trueborn may take a single item from the Armoury.</p>								
KEYWORDS	Infantry, Kabalite Warriors, <Kabal>								

Wych									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wych	8"	3+	3+	3	3	1	2	7	6+
Bloodbride	8"	3+	3+	3	3	1	3	8	6+
EQUIPMENT	<ul style="list-style-type: none"> - Hekatarii Blade - Splinter Pistol - Plasma Grenade 								
RULES	<ul style="list-style-type: none"> - Power From Pain - Combat Drugs - Dodge - No Escape 								
OPTIONS	<ul style="list-style-type: none"> - For every three models with the Wyches keyword, one Wych may replace its Splinter Pistol and Hekatarii Blade with either a Shardnet and Impaler; Razorflails; or Hydra Gauntlets. - For every five wyches in your warband, one may be upgraded to a Bloodbride for 3 points using the Bloodbride statline and gaining the Bloodbride keyword. Additionally, a Bloodbride may take a single item from the Armoury. 								
KEYWORDS	Infantry, Wyches, <Wych Cult>								

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Your warband may include a maximum of ten Hellions

Hellion									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hellion	14"	3+	3+	3	3	1	2	7	5+
EQUIPMENT	- Skyboard with in-built Splinter Pod - Hellglaive								
RULES	- Power from Pain - Combat Drugs - Hit and Run								
OPTIONS	- None.								
KEYWORDS	Infantry, Skyboard, Fly, Hellions								

SPECIAL

Mandrake									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Mandrake	8"	3+	3+	3	3	1	3	7	7+
EQUIPMENT	<ul style="list-style-type: none"> - Baleblast - Glimmersteel Blade 								
RULES	<ul style="list-style-type: none"> - Power from Pain - Shrouded from Sight - From out of the Shadows 								
OPTIONS	<ul style="list-style-type: none"> - May take items from the Armoury, but is restricted to "Mandrake Only Items" and Melee Weapons. 								
KEYWORDS	Infantry, Mandrakes								

Incubus									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Incubus	7"	3+	3+	3	3	1	3	8	3+
EQUIPMENT	- Klaive								
RULES	- Power from Pain - Tormentors (Amended): Add 1 to the result of Nerve tests taken by an enemy model within 6" of a friendly Incubus.								
OPTIONS	- May take items from the Armoury.								
KEYWORDS	Infantry, Incubi								

Court of the Archon

If your team leader is a Sybarite or a Dracon, you may take up to four Court of the Archon units in any combination as Core choices. Otherwise, they are considered Special choices. All Court of the Archon models may re-roll hit rolls of 1 while within 6" of a Sybarite or Dracon.

Ur-Ghul										15
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Ur-Ghul	8"	3+	-	4	3	3	4	4	7+	
EQUIPMENT	- Claws and Talons									
RULES	- Insensible to Pain - Ferocious Charge									
OPTIONS	- None.									
KEYWORDS	Infantry, <Kabal> Ur-Ghul, Court of the Archon									

Sslyth									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sslyth	8"	3+	3+	5	5	3	3	6	5+
EQUIPMENT	<ul style="list-style-type: none"> - Shardcarbine - Splinter Pistol - Sslyth Battle-Blade 								
RULES	<ul style="list-style-type: none"> - Insensible to Pain - Cold-Blooded Bodyguard (Amended): This model passes the Leadership test automatically when making a Look Out! Attempt. 								
OPTIONS	<ul style="list-style-type: none"> - If the team leader has the <Kabal> keyword, this model may take a single choice from the Armoury. 								
KEYWORDS	Infantry, <Kabal>, Sslyth, Court of the Archon								

Lhamaean										15
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Lhamaean	8"	3+	3+	3	3	3	2	8	5+	
EQUIPMENT	- Shaimeshi Blade									
RULES	- Power From Pain - Cult of Lhilitu: When you add this model to your kill team, choose either <Kabal> or <Wych Cult> and add that keyword to this model's datasheet. Once chosen, it may not be changed.									
OPTIONS	- This model may take a single choice from the Armoury.									
KEYWORDS	Infantry, Lhamaean, Court of the Archon									

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Drukhari Beasts

You may take a single choice from Drukhari Beasts as a Core choice unless you have a Beast Tamer on your team, in which case you may take up to four in any combination. Note that, unlike the above entries, the wargear cost is built into the cost of these models.

Clawed Fiend										32
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Clawed Fiend	10"	4+	-	5	5	4	5	4	5+	
EQUIPMENT	- Clawed Fists									
RULES	- Berzerk Rage									
OPTIONS	- None									
KEYWORDS	Beast, Clawed Fiends, Drukhari Beasts									

Khymera										10
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Khymera	10"	3+	-	4	4	1	3	4	6+	
EQUIPMENT	- Claws and Talons									
RULES	- Otherworldly									
OPTIONS	- None									
KEYWORDS	Beast, Khymerae, Daemon, Drukhari Beasts									

Razorwing Flock										12
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Razorwing Flock	12"	4+	-	2	2	4	4	4	7+	
EQUIPMENT	- Razor Feathers									
RULES	- None									
OPTIONS	- None									
KEYWORDS	Beast, Swarm, Fly, Razorwing Flocks, Drukhari Beasts									

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Equipment	Rng	Type	Str	AP	Dmg	Notes
Branch Fists	-	Melee	+1	-	1	
Wood Spear	12"	Pistol 2	4	-	1	

RULES

- Vine Tendrils: This model never counts vertical movement against the distance it can move.
- Deadly Apparition: This model has a 5+ invulnerable save.

OPTIONS - None.

KEYWORDS Beast, Daemon, Copse-Wraith, Drukhari Beasts

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Equipment	Rng	Type	Str	AP	Dmg	Notes
Vicious Bite	-	Melee	+2	-2	D3	

RULES

- Burrowing Escape: This unit may charge even if it fell back in the preceding Movement phase.
- Subterranean Assault: During deployment, this model may be set up Underground. At the end of any of your Movement phases, this model may be placed anywhere on the table that is more than 9" from any enemy models.
- Cthonic Horror: This model always counts as being in cover.

OPTIONS - None.

KEYWORDS Beast, Tatzylwurm, Drukhari Beasts

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Equipment	Rng	Type	Str	AP	Dmg	Notes
Club Tail	-	Melee	+1	-1	1	Make 2 hit rolls for every attack this model has.

RULES

- **Cantankerous Charge:** In any round in which this model successfully charged, was charged or performed a heroic intervention, add 1 to this model's Attacks characteristic until the end of the subsequent Fight phase.

OPTIONS - None.

KEYWORDS Beast, Razordon, Drukhari Beasts

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Equipment	Rng	Type	Str	AP	Dmg	Notes
Cyanogenic Spittle	12"	Assault 2d3	5	-2	1	This attack automatically hits.

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Equipment	Rng	Type	Str	AP	Dmg	Notes
Ripping Teeth	-	Melee	User	-1	1	When attacking with this weapon, every successful hit lets you roll another attack. These bonus attacks do not themselves generate further bonus attacks.

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Equipment	Rng	Type	Str	AP	Dmg	Notes
Claws	-	Melee	User	-1	1	Each time the bearer fights it may make 2 additional attacks with this weapon.
Vampyric Bite	-	Melee	+2	-2	D3	When attacking with this weapon, the bearer suffers -1 to hit rolls.

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Equipment	Rng	Type	Str	AP	Dmg	Notes
Chompy Bits	-	Melee	+2	-1	2	On an unmodified wound roll of 6, that attack deals a mortal wound in addition to its normal damage.

OPTIONS - None.

KEYWORDS Beast, Mangler Squig, Ork, Drukhari Beast

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Equipment	Rng	Type	Str	AP	Dmg	Notes
Crushing Weapon	-	Melee	+1	-	D3	
Hurled Debris	18"	Assault d3	7	-1	1	On an unmodified wound roll of 6, treat the damage of that attack as 2.

OPTIONS - None

KEYWORDS Beast, Troggoth, Drukhari Beasts

TACTICAL POINTS

Drukhari teams have exclusive access to some Philosophies and Actions. You may choose freely between these Actions and those presented in the main rules when spending Tactical points. Remember, your team can only have one Philosophy.

Philosophy - Pain In All Its Forms - +2TP

Your team contains models from all of the following: <kabal>, <wych cult>, <haemonculus coven>

Philosophy - Soultaker - No extra TP*

The first time you cause an enemy model to be removed from play, immediately gain *2TP if it happened in the Fight phase. Gain *3TP instead if your Leader caused that casualty.

Action - Wave of Horror - 1TP

Use in any phase to cause all Hiding models (friend or foe) within 12" of your Leader to become revealed.

Action - Maddening Hallucinotoxin - 1TP

Use at the start of the enemy Charge Phase. Choose one of your models that is within 12" of at least one enemy model. The closest enemy model to the chosen model must attempt to charge it this phase if it can.

Action - Draught of Despair - 1TP

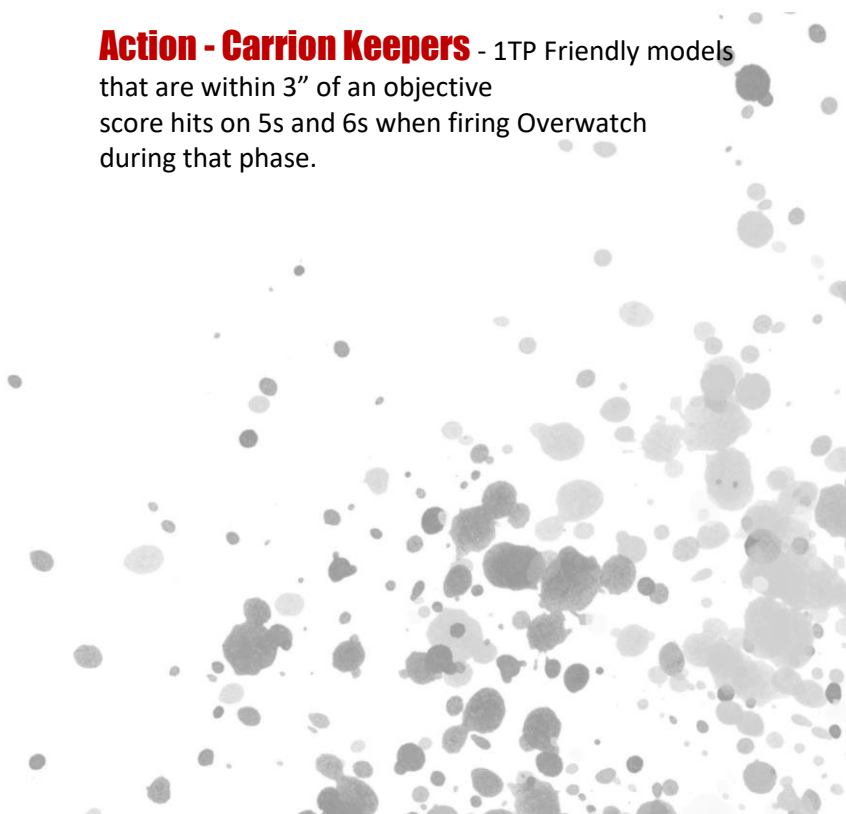
One use per game. Use immediately before your opponent takes a Nerve test for one of their models. If the test is failed, gain TP equal to the number the test was failed by, plus one. If the test is passed, lose an additional TP (if you have any left!)

Action - Backup Bodies - 2TP

Use when your Leader loses their final wound. Roll a D6. On a 4+ your opponent does not gain any Kill Points, or the Assassin bonus, for that kill. The model is still slain for all other purposes. Use at the beginning of an enemy charge phase.

Action - Carrion Keepers - 1TP

Friendly models that are within 3" of an objective score hits on 5s and 6s when firing Overwatch during that phase.



SPITES

Spites are special skills and abilities which might otherwise disappear into a larger raiding force. These rules will help you further customize your team leaders and elite units. Unless otherwise noted, no one spite may be taken more than once in a warband.

Kabal Spites

These Spites may only be taken by a model with the <Kabal> Keyword.

Exalted Dracon – 10 points, Dracon only.

This Dracon has fulfilled many missions for their Archon and now stands near the precipice of ascension to an Archon in their own right. A successful Dracon can attract powerful allies and soldiers who lust for power and are not too proud to hang onto a Dracon's coattails to get there.

<Kabal> units within 6" of a Dracon with this Spite may re-roll hit rolls of 1.

Directed Enfilade – 8 points

Kabalites are superb fighters, but it takes a special kind of ruthlessness to command them—ruthlessness that this Kabalite has in spades.

In the Shooting phase, choose a <kabal> unit within 6" of this model. When a friendly <Kabal> unit within 3" of the chosen unit attacks, their targets receive no bonus to armour saves for being in cover.

Raid-Forged – 10 points, team leader only

Veteran Kabalites look up to their betters even as they seek to eventually supplant them. While there is a little more solidarity among the warbands hand-picked by the archon for special missions, no Sybarite or Dracon can afford to be careless. This one carries the trophies of several realspace raids to remind their underlings who is in charge.

This model may generate a Warlord Trait from Codex: Drukhari.

Wych Cult Spites

These Spites may only be taken by a model with the <Wych Cult> Keyword.

Ascendant Syren – 10 points, Syren only.

This Syren has proven themselves to be a legendary combatant both in the arenas and on her Succubus' special missions. Other Wyches flock to their banner in hopes of riding their star to ascension.

<Wych Cult> units within 6" of this model re-roll hit rolls of 1.

One Scar Too Many...—10 points

Wyches whose appearance is anything less than perfect are often jeered out of the arena. Most of the time this means death by soul-starving or worse—a fight that cannot be won. For all their preening, it is a rare succubi that will throw away a useful tool simply because it is tarnished. Such creatures often find themselves at the heads of kill teams and warbands.

This model's invulnerable save from the Dodge special rule applies all the time, not only when this unit is within 1" of an enemy unit. If this model does not have the Dodge special rule, it gains an invulnerable save of 5+.

Dramatic Entrance—8 points

Whether by means of a personal webway relay or some more mundane artifice, this cultist knows how to make a dramatic and deadly entrance.

During deployment, this model counts as though being affected by the Stratagem Webway Assault from Codex: Drukhari.

Haemonculus Coven Spites

These Spites may only be chosen by a model with the <Haemonculus Coven> Keyword.

Combat Fleshcrafter – 13 points, Acothyst only.

While few actual Haemonculi wish to be disturbed when doing their delicate work, the most junior among their ranks have no reservations about battlefield surgery if it ensures victory or advancement.

At the end of any of your Movement phases, this model can attempt to heal or revive a single model. Select a friendly <Coven> model within 3" of this model. It is healed for d3 wounds lost earlier in the battle. If there are no wounded <Coven> models within 3", then select one <Coven> model that was killed within 3" (it is best to mark where your models have died if using this ability) and roll a d6. On a 4+, that model is returned to the battlefield as close as possible to where it was removed, but 1" from any enemy models. It is returned with a single wound remaining.

Essence Transfusion – 8 points

Haemonculi love to experiment on themselves looking for the perfect form for their tasks. Some flit from shell to shell and treat their flesh as though it were high fashion. Other times, Haemonculi will replace their own blood supply just to see what it's like living as another creature. This normally only results in a minor change of perception for the Haemonculus, but some essences are popular enough that they have been distilled to have combat effects.

When this model is set up on the battlefield, choose one of the transfusions from the list below. Its effects apply for the entirety of the mission.

Kroot – This model piles in 6" and moves 6" when consolidating.

Ork – Increase this model's Attacks and WS characteristic by 1 during any turn in which it charged, was charged or performed a heroic intervention.

Tyrannid – this model may Deny the Witch up to twice per enemy Psychic phase as though it were a Psyker.

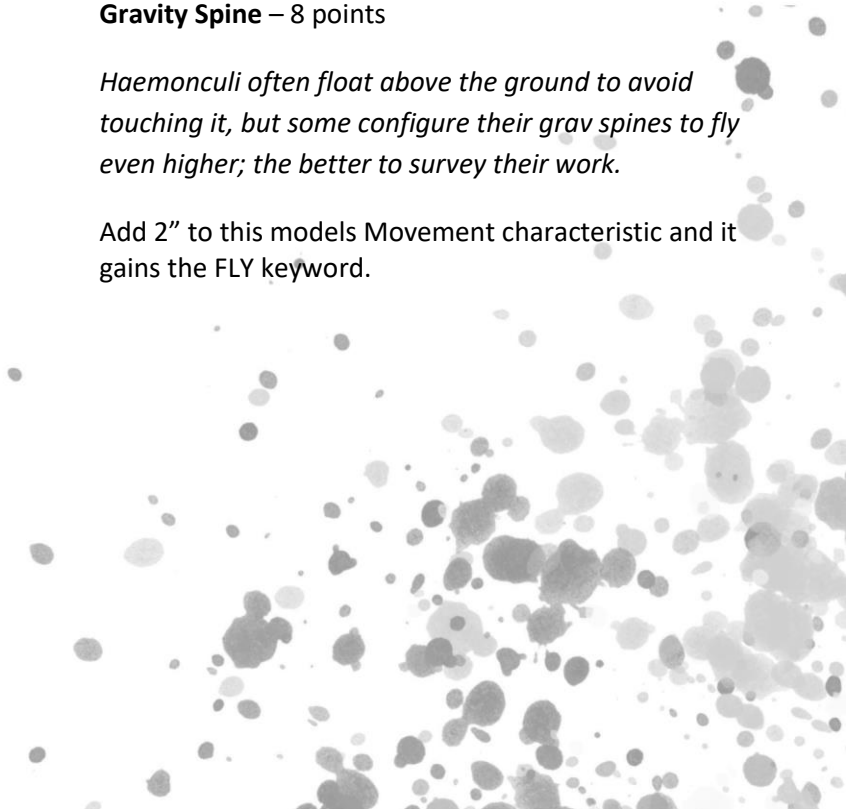
Space Marine – When rolling to wound this model, a roll of 1, 2 or 3 always fails.

Necron – When this transfusion is chosen, this model suffers a mortal wound and its warband automatically gains d3 Tactical Points.

Gravity Spine – 8 points

Haemonculi often float above the ground to avoid touching it, but some configure their grav spines to fly even higher; the better to survey their work.

Add 2" to this models Movement characteristic and it gains the FLY keyword.



Mercenary Spites

Any model that can choose these Spites.

Deceptive Opponent – 12 points

All Drukhari are deceptive by nature, but this one is exceptionally so in both word and deed.

If this model Fell Back in the Movement phase, it may still shoot and charge later in that turn.

Cynical Pragmatist – 4 points

The most mercenary among the Drukhari know that to walk that lonely path requires resourcefulness and flexibility that would make their hidebound kindred balk.

If this model ever purchases a power sword, it may be taken as a power sword, power maul, power lance or power axe. Furthermore, this model may take one of the following in addition to its normal weapons: Shardcarbine, Shredder, or Blast Pistol. This weapon must be purchased separately.

Combat Drugs – 8 points

Whether through experience in the arenas, coming up through the Hellion gangs or just needing an extra edge, this model has access to combat drugs.

This model gains the Combat Drugs special rule and counts as having the <Wych Cult> keyword only as pertains to combat drugs. You may choose any combat drug for this model and it only counts toward your allotment of combat drugs if this is beneficial to you. (i.e. you must assign each combat drug until you can choose the same one again). If this model already

has access to combat drugs, you may assign this model a different combat drug than the one it already has and both effects will apply.

Burst of Speed – 6 points, Infantry only

The Dark Kin prize speed almost as much as they do firepower. Speed informs every part of their society and it should come as no surprise that even the least likely among them are capable of startling bursts of speed when the need arises.

When this model advances, it moves 8" instead of 3".

Deep Ties – 7 points

While nowhere near as regimented as the Path system used by the Asuryani, few of the potentially immortal and stimulation-starved Drukhari remain in one place for long. This Drukhari is remembered fondly among those with whom it used to associate and even accepted by them—to a degree.

This model gains the <Wych Cult>, <Haemonculus Coven> or <Kabal> Keyword, but only as it pertains to subfaction abilities. Note that a model with this Spite may choose any sub-faction; so a Kabalite from the Obsidian Rose Kabal may choose the <Kabal> keyword and make that keyword Kabal of the Black Heart and would gain the subfaction bonus of both. Likewise, a model with none of the keywords above may choose one and gain that subfaction's ability.

ARMOURY

ITEM	DESCRIPTION
Gloom Field	Leader Only – 15 Points. Enemy units attacking this model or any friendly model within 3” of this model suffer -1 to hit rolls. This 3” aura cannot be extended by any means.
Chain Hooks	3 Points—This model never counts vertical distances when moving.
Trophy Rack	Leader Only – 3 Points. Increase the bearer’s Leadership characteristic by 1. If the bearer of this model has killed an enemy model in the Fight phase then for the rest of the mission, enemy models count their Leadership characteristic as 1 lower while they are within this model’s Inspiring Presence range.
Goblet of Spite	14 Points, Syren Only – All friendly Wych Cult models within the bearer’s Inspiring Presence gain +1 Attack and +1 Strength in the Fight phase if they charged this turn.
Ancient Clone Field	6 Points. The bearer of this item has a 5+ invulnerable save.
Master’s Seal	8 Points. The bearer of this item’s aura abilities are extended by 3”.
Reaver Jetbike	Infantry Only-22 Points. This model loses the Infantry Keyword, gains the Fly and Biker keywords, gains 1 Toughness, 1 Wound and its Movement characteristic becomes 18”. They gain the Bladevanes weapon.
Shade Stalker	Mandrake Only – 12 Points. Once per mission, in your Movement phase, you may remove this model from the table and set it up again using the From out of the Shadows rule. It can leave combat this way without counting as Falling Back.
Chill of the Aelindrach	Mandrake Only – 6 Points. No models (friend or foe) within 6” of this model can be chosen to Fight before this model in the Fight phase for any reason.
Bladed Mane	Wych Cult Infantry only – 5 Points. This model may re-roll a single hit and wound roll in each Fight phase.
Adept-Forged Weapon	4 Points – Choose a weapon carried by this model . Increase its damage by 1. May not be combined with Tailored Nanotoxins on the same weapon.
Bloodstone	Incubus Only – 12 Points. Profile below.
Darksight Tracking	5 Points – This model gains +1 to hit rolls when attacking enemy units with the Fly keyword.
Obsidian Rune Fragment	5 Points – The bearer may Deny the Witch as though it was a psyker. If it chooses to do so, whether the Deny the Witch was successful or not, this item ceases to function for the rest of the mission.
Ghostplate Armour	3 Points – the bearer of this item has a 4+ armor save and a 6+ invulnerable save.
Tailored Nanotoxins	5 Points – Choose a poisoned weapon carried by this model. It gains +1 to wound. If the weapon this is being used on is a Splinter Cannon, this upgrade costs 9 points.
Soultrap	5 Points – If this model has killed an enemy model in the Fight phase, add 1 to this model’s Strength characteristic for the rest of the mission.
Destructor	Acothyst/Aristagion only – 15 Points. Profile below.
Punisher	Incubus only – 10 Points. Profile below.
The Serpent Blades	Leader only – 10 points. Profile below.
Edge of Agony	Leader only – 10 points. – Profile below.

Armory Weapons

Weapon	Rng	Type	Str	AP	Dmg	Notes
Bloodstone	8"	Assault d6	3	-2	1	This weapon hits its target automatically
Destructor	18"	Rapid Fire 3	3	-d3	1	If this weapon triggers a Nerve test, add 1 to the total rolled for the test.
Punisher	-	Melee	+2	-3	1	Instead of attacking normally, the bearer may make a single attack roll against all enemy models 1" away or less.
Serpent Blades	-	Melee	*	0	1	Poisoned Weapon. Each time the bearer fights, it may make two additional attacks with this weapon. A wound roll of 6 with this weapon is resolved at AP -4, except against vehicles.
Edge of Agony	-	Melee	+1	-4	2	The bearer suffers -1 to hit rolls when attacking with this weapon. If an enemy model is slain with this weapon, the bearer may improve any of the following Characteristics by +1: Strength, Toughness, Attacks, Leadership. The effects last the rest of the game and no Characteristic may be improved more than once in this way.



Instruments of Destruction

Drukhari kill teams require far more trust and autonomy than rank and file forces. Therefore, their leadership is much more forthcoming with gifts and rewards than would normally be the case. A Drukhari team leader may purchase a single choice from the items below.

Exomari Heart Knife (6 points)

The Exomari are a long-dead empire whose solution to war was single combat using these deadly weapons. The sentient blades are always drawn toward the heart of their target where they inject lethal shards of unknown metal resulting in the slow, painful death of the victim.

Samreesha Overlord's Lash (7 points)

Billions of years ago, the Samreesha ruled over much of the galaxy as slavers. Though their towers and minarets have long since crumbled to dust, several examples of these weapons have survived in stasis fields to the present day where they are highly sought after both for their historic value as well as their ability to maim and kill.

Krenican Leaf Blade (5 points)

Krenica appears to have existed at the same time as the Exomari and their living sculptures are the envy of art collectors the galaxy over. Artists of war, however, they were not. Their weapons are designed to make killing as easy and convenient as possible. This example creates an empathic link with its user showing the optimal time to strike, parry and feint.

Autarch's Lance (6 points)

As might be divined from its name, this is a power lance outright stolen from an Autarch. Perhaps its owner seeks to reclaim it. More likely its owner is dead.

Taser Goad (4 points)

Some weapons are collected for their exotic rarity, some for their beauty and others for their raw destructive power. Taser goads are prized by discerning Drukhari simply because the effect they have on victims is hilarious.

Vortex Bow (10 points, replaces splinter rifle or splinter pistol)

Created by an unknown species, even reverse-engineered forgeries of these weapons can sell for a fortune in the night markets of Commorragh. While their destructive power is slightly lower than that of a blaster, it causes a huge amount of kinetic damage—and the damage scales with the mass of the target such that, the weapon can knock back even large battle tanks, even if it doesn't necessarily damage them.

Lightning Rifle (10 points; Replaces splinter rifle or splinter pistol)

The Kanatari's legendary Witch-Soldiers were famous for their use of lightning weapons, both rifles and pistols. Even though their tiny empire fell thousands of years ago to the nascent Eldar empire, a massive cache of these weapons was discovered recently, so they can still be found regularly in the night markets.

Lightning Pistol (7 points; replaces splinter pistol)

Though each individual Kanatari Witch-Soldier would face down many times their own number when fighting the nascent Eldar empire, their use of these weapons gave them a decisive edge. Lightning weapons fire bolts of plasma that arc between targets across quantum channels, slaughtering whole squads at a time.

Gloomfusil (13 points; replaces splinter rifle or splinter pistol)

Of completely unknown provenance, stories of the origin of this weapon vary wildly from experimental weapon shops in Commorragh to dead-end Imperial technology to tech developed using the energies of the Aelindrach. However they were made, it is well-known that this weapon damages both the victim's body and soul.

Instruments of Destruction Weapons

Weapon	Rng	Type	Str	AP	Dmg	Notes
Exomari Heart Knife	-	Melee	+1	-2	1	At the end of each Fight phase, roll a d6 for every model that has, at any point during this mission, been hit but not killed by this weapon. On a 5+, that model takes a mortal wound.
Samreesha Overlord's Lash	-	Melee	*	-1	1	Make 2 hit rolls for every attack the bearer has. Each hit must be allocated to a different enemy model within 1" before any enemy model may take more than 1 hit.
Autarch's Lance	-	Melee	+1	-3	1	If the bearer charged, was charged or performed a Heroic Intervention, in the subsequent Fight phase, treat the Strength of this weapon as +3 and the Damage as 2.
Krenican Leaf Blade	-	Melee	User	-	1	This weapon wounds everything on a 2+. Yes, even vehicles. Yes, even battle titans.
Taser Goad	-	Melee	+2	-	1	Each hit roll of 6+ counts as two hits instead of one.
Vortex Bow	18"	Assault 1	7	-1	2	A model hit but not killed by this weapon is immediately pushed d6" directly away from the bearer, stopping at walls or 1.1" away from other models.
Lightning Rifle	20"	Rapid Fire 2	5	-1	1	On a successful hit roll, make a second attack roll at the nearest enemy model to the original target within 6". These bonus attacks do not themselves generate bonus attacks.
Lightning Pistol	10"	Pistol 2	5	-1	1	On a successful hit roll, make a second attack roll at the nearest enemy model to the original target within 6". These bonus attacks do not themselves generate bonus attacks.
Gloomfusil	36"	Heavy 1	6	-2	2	This weapon can target characters even if they are not the closest enemy model to the firer. On a wound roll of 6+, the target suffers a mortal wound in addition to the normal damage. Finally, an enemy model hit but not killed by this weapon suffers -1 to all hit rolls for the rest of the mission. An enemy model can only be so affected once per mission.