

New Roster (Warhammer 40,000 8th Edition) [51 PL, 1000pts]

Battalion Detachment +3CP (Aeldari - Drukhari) [51 PL, 1000pts]

No Force Org Slot

Court of the Archon

Categories: NO FORCE ORG SLOT

Heavy Support [8 PL, 186pts]

Ravager [8 PL, 186pts]

Selections: Disintegrator cannon [30pts], Disintegrator cannon [30pts], Disintegrator cannon [30pts], Shock Prow [1pts]

Categories: HEAVY SUPPORT

Abilities: Explodes, Hovering, Night Shield, **Unit:** Ravager, **Weapon:** Bladevanes, Disintegrator cannon, Shock Prow, **Wound Track:** Ravager, Ravager 1, Ravager 2, Ravager 3

Abilities	Description	Ref
Explodes	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.	
Hovering	Distances and ranges are always measured to and from this models hull, even though it has a base.	
Night Shield	This model has a 5+ invulnerable save against ranged weapons.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Ravager	*	4+	*	6	6	10	*	7	4+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bladevanes	Melee	Melee	4	-1	1		
Disintegrator cannon	36"	Assault 3	5	-3	2		
Shock Prow	Melee	Melee	User	-1	1	You can make a maximum of one close combat attack with a shock prow each turn (any remaining attacks must be made with a different melee weapon). If the bearer charged this turn, successful attacks with this weapon have a Damage characteristic of D3 instead of 1.	

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
Ravager		M	BS	A	
Ravager 1	6-10+	14"	3+	3	
Ravager 2	3-5	10"	4+	D3	
Ravager 3	1-2	6"	5+	1	

Dedicated Transport [12 PL, 230pts]

Raider [6 PL, 115pts]

Selections: Dark Lance [20pts]

Categories: DEDICATED TRANSPORT, FACTION: <HAEMONCULUS COVEN>, FACTION: <WYCH CULT>, FACTION: WYCH CULT OF STRIFE, FACTION: AELDARI, FACTION: DRUKHARI, VEHICLE, TRANSPORT, FLY, RAIDER

Abilities: Explodes, Hovering, Night Shield, Open-topped, **Transport:** Raider, **Unit:** Raider, **Weapon:** Bladevanes, Dark Lance, **Wound Track:** Raider, Raider 1, Raider 2, Raider 3

Abilities	Description	Ref
Explodes	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.	
Hovering	Distances and ranges are always measured to and from this models hull, even though it has a base.	
Night Shield	This model has a 5+ invulnerable save against ranged weapons.	
Open-topped	Models embarked on this model can attack in their Shooting phase. Measure the range and draw line of sight from any point on this model. When they do so, any restrictions or modifiers that apply to this model also apply to its passengers; for example, the passengers cannot shoot if this model has Fallen Back in the same turn, cannot shoot (except with Pistols) if this model is within 1" of an enemy unit, and so on. Note that the passengers cannot shoot if this model Falls Back, even though the Raider itself can.	

Transport	Capacity	Ref
Raider	This model can transport 10 INCUBI or DRUKHARI INFANTRY models. Each Grotesque takes the space of two models. This model cannot transport Hellions or Scourges.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Raider	*	4+	*	6	5	10	*	7	4+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bladevanes	Melee	Melee	4	-1	1		
Dark Lance	36"	Heavy 1	8	-4	D6	Change the weapon's Type from Heavy to Assault if it is equipped on a VEHICLE.	

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
Raider		M	BS	A	
Raider 1	6-10+	14"	3+	3	
Raider 2	3-5	10"	4+	D3	
Raider 3	1-2	6"	5+	1	

Raider [6 PL, 115pts]

Selections: Dark Lance [20pts]

Categories: DEDICATED TRANSPORT, FACTION: <HAEMONCULUS COVEN>, FACTION: <WYCH CULT>, FACTION: WYCH CULT OF STRIFE, FACTION: AELDARI, FACTION: DRUKHARI, VEHICLE, TRANSPORT, FLY, RAIDER

Abilities: Explodes, Hovering, Night Shield, Open-topped, **Transport:** Raider, **Unit:** Raider, **Weapon:** Bladevanes, Dark Lance, **Wound Track:** Raider, Raider 1, Raider 2, Raider 3

Abilities	Description	Ref
Explodes	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.	
Hovering	Distances and ranges are always measured to and from this models hull, even though it has a base.	
Night Shield	This model has a 5+ invulnerable save against ranged weapons.	
Open-topped	Models embarked on this model can attack in their Shooting phase. Measure the range and draw line of sight from any point on this model. When they do so, any restrictions or modifiers that apply to this model also apply to its passengers; for example, the passengers cannot shoot if this model has Fallen Back in the same turn, cannot shoot (except with Pistols) if this model is within 1" of an enemy unit, and so on. Note that the passengers cannot shoot if this model Falls Back, even though the Raider itself can.	

Transport	Capacity	Ref
Raider	This model can transport 10 INCUBI or DRUKHARI INFANTRY models. Each Grotesque takes the space of two models. This model cannot transport Hellions or Scourges.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Raider	*	4+	*	6	5	10	*	7	4+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bladevanes	Melee	Melee	4	-1	1		
Dark Lance	36"	Heavy 1	8	-4	D6	Change the weapon's Type from Heavy to Assault if it is equipped on a VEHICLE.	

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
Raider		M	BS	A	
Raider 1	6-10+	14"	3+	3	
Raider 2	3-5	10"	4+	D3	
Raider 3	1-2	6"	5+	1	

Troops [10 PL, 184pts]

Kabalite Warriors [5 PL, 92pts]

Categories: FACTION: <KABAL>, FACTION: AELDARI, FACTION: DRUKHARI, INFANTRY, KABALITE WARRIORS, TROOPS

Rules: *Power from Pain*

Abilities: *Power from Pain*

8x Kabalite Warrior [56pts]

Unit: *Kabalite Warrior*, **Weapon:** *Splinter rifle*

Kabalite Warrior with special weapon [22pts]

Selections: *Blaster* [15pts]

Weapon: *Blaster*

Sybarite [14pts]

Selections: *Agoniser* [4pts], *Phantasm Grenade Launcher* [3pts], *Splinter Rifle*

Unit: *Sybarite*, **Weapon:** *Agoniser*, *Phantasm Grenade Launcher*, *Splinter rifle*

Abilities	Description	Ref
Power from Pain	See Rule	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Kabalite Warrior	7"	3+	3+	3	3	1	1	7	5+	
Sybarite	7"	3+	3+	3	3	1	2	8	5+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Agoniser	Melee	Melee	*	-2	1	This weapon wounds on a 4+, unless it is targeting a VEHICLE, in which case it wounds on a 6+.	
Blaster	18"	Assault 1	8	-4	D3		
Phantasm Grenade Launcher	18"	Assault D3	1	0	1	If a unit is hit by one or more phantasm grenade launchers, subtract one from its Leadership until the end of the turn .	
Splinter rifle	24"	Rapid Fire 1	*	0	1	This weapon wounds on a 4+, unless it is targeting a VEHICLE in which case it wounds on a 6+.	

Kabalite Warriors [5 PL, 92pts]

Categories: FACTION: <KABAL>, FACTION: AELDARI, FACTION: DRUKHARI, INFANTRY, KABALITE WARRIORS, TROOPS

Rules: *Power from Pain*

Abilities: *Power from Pain*

8x Kabalite Warrior [56pts]

Unit: *Kabalite Warrior*, **Weapon:** *Splinter rifle*

Kabalite Warrior with special weapon [22pts]

Selections: *Blaster* [15pts]

Weapon: *Blaster*

Sybarite [14pts]

Selections: *Phantasm Grenade Launcher* [3pts], *Power sword* [4pts], *Splinter Rifle*

Unit: *Sybarite*, **Weapon:** *Phantasm Grenade Launcher*, *Power sword*, *Splinter rifle*

Abilities	Description	Ref
Power from Pain	See Rule	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Kabalite Warrior	7"	3+	3+	3	3	1	1	7	5+	
Sybarite	7"	3+	3+	3	3	1	2	8	5+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Blaster	18"	Assault 1	8	-4	D3		
Phantasm Grenade Launcher	18"	Assault D3	1	0	1	If a unit is hit by one or more phantasm grenade launchers, subtract one from its Leadership until the end of the turn .	
Power sword	Melee	Melee	User	-3	1	-	
Splinter rifle	24"	Rapid Fire 1	*	0	1	This weapon wounds on a 4+, unless it is targeting a VEHICLE in which case it wounds on a 6+.	

Fast Attack [17 PL, 318pts]

Reavers [5 PL, 119pts]

Categories: FAST ATTACK, FACTION: AELDARI, FACTION: DRUKHARI, FACTION: <WYCH CULT>, BIKER, FLY, REAVERS

Rules: *Combat Drugs, Power from Pain*

Abilities: *Combat Drugs, Matchless Swiftness, Power from Pain*

Arena Champion [34pts]

Selections: Agoniser [4pts]

Unit: *Arena Champion*, **Weapon:** *Agoniser, Bladevanes, Splinter pistol*

Reaver [30pts]

Unit: *Reaver*, **Weapon:** *Bladevanes, Splinter pistol, Splinter rifle*

Reaver with special weapon (up to 1 for 3 models) [55pts]

Selections: Heat lance [25pts]

Weapon: *Bladevanes, Heat lance, Splinter pistol*

Abilities	Description	Ref
Combat Drugs	See Force Rule	
Matchless Swiftness	When this unit Advances, add 8" to its Move characteristic for that Movement phase instead of rolling a dice.	
Power from Pain	See Rule	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Arena Champion	16"	3+	3+	3	4	2	3	8	4+	
Reaver	16"	3+	3+	3	4	2	2	7	4+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Agoniser	Melee	Melee	*	-2	1	This weapon wounds on a 4+, unless it is targeting a VEHICLE, in which case it wounds on a 6+.	
Bladevanes	Melee	Melee	4	-1	1		
Heat lance	18"	Assault 1	6	-5	D6	If the target is within half range of this weapon, roll 2 dice when inflicting damage with it and discard the lowest result.	
Splinter pistol	12"	Pistol 1	*	0	1	This weapon wounds on a 4+, unless it is targeting a VEHICLE in which case it wounds on a 6+.	
Splinter rifle	24"	Rapid Fire 1	*	0	1	This weapon wounds on a 4+, unless it is targeting a VEHICLE in which case it wounds on a 6+.	

Scourges [6 PL, 89pts]

Categories: FACTION: AELDARI, FACTION: DRUKHARI, FAST ATTACK, FLY, INFANTRY, SCOURGES

Rules: *Power from Pain*

Abilities: *Ghostplate Armour, Power from Pain, Winged Strike, Weapon: Darklight grenades*

3x Scourge [42pts]

Unit: *Scourge, Weapon: Shardcarbine*

Scourge with Special / Heavy weapon [29pts]

Selections: *Splinter Cannon [15pts]*

Weapon: *Splinter Cannon*

Solarite [18pts]

Selections: *Agoniser [4pts], Splinter pistol*

Unit: *Solarite, Weapon: Agoniser, Splinter pistol*

Abilities	Description	Ref
Ghostplate Armour	Models in this unit have a 6+ invulnerable save.	
Power from Pain	See Rule	
Winged Strike	During Deployment, you can set up a Scourge unit flying high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases the Scourge unit can use a winged strike to arrive - set them up anywhere on the battlefield that is more than 9" away from enemy models.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Scourge	14"	3+	3+	3	3	1	1	7	4+	
Solarite	14"	3+	3+	3	3	1	2	8	4+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Agoniser	Melee	Melee	*	-2	1	This weapon wounds on a 4+, unless it is targeting a VEHICLE, in which case it wounds on a 6+.	
Darklight grenades	6"	Grenade D6	4	-1	1		
Shardcarbine	18"	Assault 3	*	0	1	This weapon wounds on a 4+, unless it is targeting a VEHICLE, in which case it wounds on a 6+.	
Splinter Cannon	36"	Rapid Fire 3	*	0	1	This weapon wounds on a 4+, unless it is targeting a VEHICLE in which case it wounds on a 6+.	
Splinter pistol	12"	Pistol 1	*	0	1	This weapon wounds on a 4+, unless it is targeting a VEHICLE in which case it wounds on a 6+.	

Scourges [6 PL, 110pts]

Categories: FACTION: AELDARI, FACTION: DRUKHARI, FAST ATTACK, FLY, INFANTRY, SCOURGES

Rules: *Power from Pain*

Abilities: *Ghostplate Armour, Power from Pain, Winged Strike*, **Weapon:** *Darklight grenades*

3x Scourge [42pts]

Unit: *Scourge*, **Weapon:** *Shardcarbine*

Scourge with Special / Heavy weapon [39pts]

Selections: Heat lance [25pts]

Weapon: *Heat lance*

Solarite [29pts]

Selections: Blast Pistol [10pts], Venom Blade [5pts]

Unit: *Solarite*, **Weapon:** *Blast Pistol, Venom Blade*

Abilities	Description	Ref
Ghostplate Armour	Models in this unit have a 6+ invulnerable save.	
Power from Pain	See Rule	
Winged Strike	During Deployment, you can set up a Scourge unit flying high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases the Scourge unit can use a winged strike to arrive - set them up anywhere on the battlefield that is more than 9" away from enemy models.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Scourge	14"	3+	3+	3	3	1	1	7	4+	
Solarite	14"	3+	3+	3	3	1	2	8	4+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Blast Pistol	6"	Pistol 1	8	-4	D3		
Darklight grenades	6"	Grenade D6	4	-1	1		
Heat lance	18"	Assault 1	6	-5	D6	If the target is within half range of this weapon, roll 2 dice when inflicting damage with it and discard the lowest result.	
Shardcarbine	18"	Assault 3	*	0	1	This weapon wounds on a 4+, unless it is targeting a VEHICLE, in which case it wounds on a 6+.	
Venom Blade	Melee	Melee	*	0	1	This weapon wounds on a 2+, unless it is targeting a VEHICLE in which case it wounds on a 6+.	

HQ [4 PL, 82pts]

Archon [4 PL, 82pts]

Selections: Blaster [15pts], Huskblade [10pts], Phantasm Grenade Launcher [3pts]

Categories: ARCHON, CHARACTER, FACTION: <KABAL>, FACTION: AELDARI, FACTION: DRUKHARI, HQ, INFANTRY

Rules: *Power from Pain*

Abilities: *Overlord, Power from Pain, Shadowfield*, **Unit:** Archon, **Weapon:** *Blaster, Huskblade, Phantasm Grenade Launcher*

Abilities	Description	Ref
Overlord	All friendly <KABAL> units that are within 6" of this model can use its Leadership instead of their own.	
Power from Pain	See Rule	
Shadowfield	This model has a 2+ invulnerable save which cannot be re-rolled for any reason. The first time this invulnerable save is failed the shadowfield ceases to function for the remainder of the battle.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Archon	8"	2+	2+	3	3	5	5	9	5+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Blaster	18"	Assault 1	8	-4	D3		
Huskblade	Melee	Melee	User	-2	D3		
Phantasm Grenade Launcher	18"	Assault D3	1	0	1	If a unit is hit by one or more phantasm grenade launchers, subtract one from its Leadership until the end of the turn .	

Selection Rules

Combat Drugs: D6

- 1 - Adrenalight: +1 Attack
- 2 - Grave Lotus: +1 Strength
- 3 - Hypex: +2 Move
- 4 - Painbringer: +1 Toughness
- 5 - Serpentin: +1 Weapon Skill
- 6 - Splintermind: +2 Leadership

Power from Pain: Battle Round 1 - Inured to Suffering: Roll a D6 each time a model with this ability suffers a wound. On a 6, it ignores the injury and the wound is not lost.

Battle Round 2 - Eager to Flay: You can re-roll the dice when determining how far a unit with this ability moves when it Advances or charges.

Battle Round 3 - Flensing Fury: You can add 1 to hit rolls made for a unit with this ability in the Fight phase.

Battle round 4 - Emboldened by Bloodshed: Units with this ability automatically pass Morale tests (do not roll the dice).

Battle Round 5+ - Mantle of Agony: Subtract 1 from the Leadership of enemy units that are within 6" of any units with this ability in the Morale phase.

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