

Battalion Detachment +3CP (Aeldari - Drukhari) [37 PL, 711pts]

Rules: Poisoned Weapon

Herb Shaffer 2nd Overall Scorched Earth Open 2018

No Force Org Slot

Detachment Attribute

Kabal of the Black Heart

Selections: <Kabal>

Abilities: Kabal of the Black Heart

Abilities	Description	Ref
Kabal of the Black Heart	Units with this obsession that have the Power from Pain ability treat the current battle round as being 1 higher than it actually is when determining what bonuses they gain. Units with this obsession that do not have the Power From Pain ability instead gain the Inured to Suffering bonus	

HQ [8 PL, 178pts]

Archon [4 PL, 89pts]

Selections: Blaster [17pts], Shadowfield, Venom Blade [2pts]

Rules: Power from Pain

Abilities: Overlord, Shadowfield, Unit: Archon, Weapon: Blaster, Venom Blade

Abilities	Description	Ref
Overlord	Re-roll hit rolls of 1 for friendly <KABAL> units that are within 6" of this model.	
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	D6		
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+.	

Archon [4 PL, 89pts]

Selections: Blaster [17pts], Shadowfield, Venom Blade [2pts]

Rules: Power from Pain

Abilities: Overlord, Shadowfield, Unit: Archon, Weapon: Blaster, Venom Blade

Abilities	Description	Ref
Overlord	Re-roll hit rolls of 1 for friendly <KABAL> units that are within 6" of this model.	

Rules: Power from Pain

Abilities: Overlord, Shadowfield, Unit: Archon, Weapon: Blaster, Venom Blade

Abilities	Description
Overlord	Re-roll hit rolls of 1 for friendly <KABAL> units that are within 6" of this model.
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
Blaster	18"	Assault 1	8	-4	D6	
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+.

Troops [10 PL, 183pts]

Kabalite Warriors [2 PL, 47pts]

Rules: Power from Pain

3x Kabalite Warrior [18pts]

Selections: 3x Splinter Rifle

Unit: Kabalite Warrior, Weapon: Splinter rifle

Kabalite Warrior with special weapon [23pts]

Selections: Blaster [17pts]

Weapon: Blaster

Sybarite [6pts]

Selections: Splinter Rifle

Unit: Sybarite, Weapon: Splinter rifle

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	D6		
Splinter rifle	24"	Rapid Fire 1	*	0	1	Poisoned Weapon (pg 87)	

Kabalite Warriors [2 PL, 47pts]

Rules: Power from Pain

3x Kabalite Warrior [18pts]

Selections: 3x Splinter Rifle

Unit: Kabalite Warrior, Weapon: Splinter rifle

Kabalite Warrior with special weapon [23pts]

Kabalite Warriors [2 PL, 47pts]Rules: *Power from Pain***3x Kabalite Warrior [18pts]**

Selections: 3x Splinter Rifle

Unit: Kabalite Warrior, **Weapon:** Splinter rifle**Kabalite Warrior with special weapon [23pts]**

Selections: Blaster [17pts]

Weapon: Blaster**Sybarite [6pts]**

Selections: Splinter Rifle

Unit: Sybarite, **Weapon:** Splinter rifle

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	D6	
Splinter rifle	24"	Rapid Fire	1	*	0	1	Poisoned Weapon (pg 87)

Kabalite Warriors [4 PL, 42pts]Rules: *Power from Pain***6x Kabalite Warrior [36pts]**

Selections: 6x Splinter Rifle

Unit: Kabalite Warrior, **Weapon:** Splinter rifle**Sybarite [6pts]**

Selections: Splinter Rifle

Ravager [7 PL, 125pts]

Selections: Bladevanes, Disintegrator cannon [15pts], Disintegrator cannon [15pts], Disintegrator cannon [15pts], Night Shield

Abilities: Explodes, Hovering, Night Shield. **Unit:** Ravager. **Weapons:** Bladevanes, Disintegrator cannon, 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 model's 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	

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, 225pts]

Venom [4 PL, 75pts]

Selections: Bladevanes, Flickerfield, Night Shield, Splinter Cannon [10pts], Splinter Cannon [10pts]

Abilities: Explodes, Flickerfield, Night Shield, Open-topped. **Transport:** Venom. **Unit:** Venom. **Weapons:**

Selections: Bladevanes, Flickerfield, Night Shield, Splinter Cannon (rupts), Splinter Cannon (rupts)
Abilities: Explodes, Flickerfield, Night Shield, Open-topped, **Transport:** Venom, **Unit:** Venom, **Weapon:** Bladevanes, Splinter Cannon

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 1 mortal wound.	
Flickerfield	Your opponent must subtract 1 from all hit rolls that target this model in the Shooting phase.	
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 Venom itself can.	

Transport Capacity	Ref
Venom This model can transport 5 DRUKHARI INFANTRY models, other than Grotesques, Scourges, and SKYBOARD models.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Venom	16'	4+	3+	5	5	6	2	7	4+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bladevanes	Melee	Melee	4	-1	1		
Splinter Cannon	36"	Rapid Fire	3	+	0	1 Poisoned Weapon (pg 87)	

Battalion Detachment +3CP (Aeldari - Craftworlds) [33 PL, 652pts]

Troops [9 PL, 180pts]

Rangers [3 PL, 60pts]

Selections: Appear Unbidden, Cameleoline Cloaks

Abilities: Ancient Doom, Appear Unbidden, Battle Focus, Cameleoline Cloaks

5x Ranger [60pts]

Selections: 5x Ranger Long Rifle, 5x Shuriken Pistol

Unit: Ranger, Weapon: Ranger Long Rifle, Shuriken Pistol

Abilities	Description	Ref
-----------	-------------	-----

Abilities: Alaitoc: Fieldcraft

Abilities	Description	Ref
Alaitoc: Fieldcraft	Your opponent must subtract 1 from any hit rolls for attacks that target a unit with this attribute at a range of more than 12".	

HQ [7 PL, 132pts]

Yvraine [7 PL, 132pts]

Selections: Kha-vic, the Sword of Sorrows.

Rules: Strength from Death, Yvnead's Will

Abilities: Grinx Familiar, Herald of Yvnead, Runesuit, **Psyker:** Psyker, **Unit:** Yvraine, **Weapon:** Kha-vic, the Sword of Sorrows.

Abilities	Description	Ref
Grinx Familiar	You can add 1 to all of Yvraine's Psychic tests and Deny the Witch tests.	
Herald of Yvnead	Each time another AELDARI model is slain within 7" of Yvraine, roll a D6. On a 4+ Yvraine immediately regains a lost wound. If the model was a Psyker, you can immediately generate another Psychic power for Yvraine from the Revenant discipline.	
Runesuit	Yvraine has a 4+ invul save.	

Psyker	Cast	Deny	Powers Known	Other	Ref
Psyker	Yvrain can attempt to manifest 2 psychic powers in each friendly Psychic phase, and attempt to deny 1 power in each enemy Psychic phase. She knows the Smile power and 2 psychic powers from the Revenant discipline.				

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Yvraine	8"	2+	2+	3	3	5	4	9	6+/4++	

Weapon	Range	Type	S	AP	D	Abilities	Ref
--------	-------	------	---	----	---	-----------	-----

Shining Spears [14 PL, 219pts]

Selections: Aerobatic Grace, Ride the Wind

Abilities: Aerobatic Grace, Ancient Doom, Battle Focus, Ride the Wind

6x Shining Spear [186pts]

Selections: 6x Laser Lance [48pts], 6x Twin Shuriken Catapult [30pts]

Unit: Shining Spear, **Weapon:** Laser Lance (melee), Laser Lance (shooting), Twin Shuriken Catapult

Shining Spear Exarch [33pts]

Selections: Expert Hunter, Star Lance [10pts], Twin Shuriken Catapult [5pts]

Abilities: Expert Hunter, **Unit:** Shining Spear Exarch, **Weapon:** Star Lance (melee), Star Lance (shooting), Twin Shuriken Catapult

Abilities	Description	Ref
Aerobatic Grace	Models in this unit have a 4+ invulnerable save against ranged weapons.	
	Weapons that fail hit rolls in the Fight phase for this unit in a turn in which it charges	