

Spearhead Detachment, <Kabal of The Black Heart> +1CP

HQ1: Archon (70). Armed with a splinter pistol (0), a Husk Blade (6) and a Phantasm Grenade launcher (3). He is the WARLORD with the Labyrinthine Cunning trait. He also carries the Writ of the Living Muse relic (0) [79pts]

HS1: Ravager (80) with three disintegrators (45) and bladevanes (0) [125pts]

HS2: Ravager (80) with three disintegrators (45) and bladevanes (0) [125pts]

HS3: Ravager (80) with three disintegrators (45) and bladevanes (0) [125pts]

FL1: Razorwing Jetfighter (105) with two disintegrators (30), Razorwing missiles (0) and a twin splinter rifle (0) [135pts]

FL2: Razorwing Jetfighter (105) with two disintegrators (30), Razorwing missiles (0) and a twin splinter rifle (0) [135pts]

Flyer Wing Detachment - Keyword <Alaitoc> +1CP

FL3: Crimson Hunter Exarch (135) with a pulse laser (0) and two bright lances (40) [175pts]

FL4: Crimson Hunter Exarch (135) with a pulse laser (0) and two bright lances (40) [175pts]

FL5: Crimson Hunter Exarch (135) with a pulse laser (0) and two bright lances (40) [175pts]

Supreme Command Detachment - Keyword <Alaitoc> +1CP

HQ2: Farseer with a witch blade (0) and the Fortune and Doom Psychic Powers [110pts]

HQ3: Warlock Conclave. Two warlocks (90) with witch blades (0). They know the Protect/Jinx and Quicken/Restrain psychic powers [90pts]

HQ4: Autarch Skyrunner (95) with a twin shuriken catapult (5), a laser lance (8), a reaper launcher (22) and a Banshee mask (0). [130pts]

HQ5: Autarch Skyrunner (95) with a twin shuriken catapult (5), a laser lance (8), a reaper launcher (22) and a Banshee mask (0). [130pts]

DT1: Wave Serpent (107) with a twin shuriken cannon (17), a shuriken cannon (10) and the vectored engines upgrade (10) [144pts]

DT2: Wave Serpent (107) with a twin shuriken cannon (17), a shuriken cannon (10) and the vectored engines upgrade (10) [144pts]