

Philipp Plattner a dark rising (Warhammer 40,000 8th Edition) [90 PL, 1750pts, 8CP]

Battalion Detachment +5CP (Aeldari - Drukhari) [69 PL, 1354pts, 8CP]

Rules: *Poisoned Weapon, Vanguard of the Dark City*

No Force Org Slot [8CP]

Battle-forged CP [3CP]

Categories: No FORCE ORG SLOT

Detachment Attribute

Categories: No FORCE ORG SLOT

Kabal of the Black Heart

Selections: <Kabal>

Abilities: *Kabal of the Black Heart*

Detachment CP [5CP]

Categories: No FORCE ORG SLOT

HQ [8 PL, 172pts]

Archon [4 PL, 96pts]

Selections: Blaster [17pts], Huskblade [6pts], Phantasm Grenade Launcher [3pts], Shadowfield

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

Rules: *Power from Pain*

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

Archon [4 PL, 76pts]

Selections: Huskblade [6pts], Labyrinthine Cunning, Shadowfield, Splinter pistol

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

Rules: *Power from Pain*

Abilities: *Labyrinthine Cunning, Overlord, Shadowfield, Unit: Archon, Weapon: Huskblade, Splinter pistol*

Warlord (Archon)

Selections: Warlord

Categories: WARLORD

Writ of the Living Muse

Selections: Artefact of Cruelty

Abilities: *Writ of the Living Muse*

Troops [12 PL, 282pts]

Kabalite Warriors [2 PL, 47pts]

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

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*

Kabalite Warriors [2 PL, 47pts]

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Kabalite Warrior with special weapon [23pts]

Selections: Blaster [17pts]

Weapon: *Blaster*

Sybarite [6pts]

Selections: Splinter Rifle

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

Heavy Support [21 PL, 375pts]

Ravager [7 PL, 125pts]

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

Categories: HEAVY SUPPORT, FACTION: <KABAL>, FACTION: AELDARI, FACTION: DRUKHARI, FLY, VEHICLE, RAVAGER

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

Ravager [7 PL, 125pts]

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

Categories: HEAVY SUPPORT, FACTION: <KABAL>, FACTION: AELDARI, FACTION: DRUKHARI, FLY, VEHICLE, RAVAGER

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

Ravager [7 PL, 125pts]

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

Categories: HEAVY SUPPORT, FACTION: <KABAL>, FACTION: AELDARI, FACTION: DRUKHARI, FLY, VEHICLE, RAVAGER

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

Dedicated Transport [28 PL, 525pts]

Venom [4 PL, 75pts]

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

Categories: DEDICATED TRANSPORT, FACTION: <HAEMONCULUS COVEN>, FACTION: <WYCH CULT>, FACTION: DRUKHARI, FACTION: AELDARI, FACTION: <KABAL>, FLY, TRANSPORT, VENOM, VEHICLE

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

Venom [4 PL, 75pts]

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

Categories: DEDICATED TRANSPORT, FACTION: <HAEMONCULUS COVEN>, FACTION: <WYCH CULT>, FACTION: DRUKHARI, FACTION: AELDARI, FACTION: <KABAL>, FLY, TRANSPORT, VENOM, VEHICLE

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

Venom [4 PL, 75pts]

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

Categories: DEDICATED TRANSPORT, FACTION: <HAEMONCULUS COVEN>, FACTION: <WYCH CULT>, FACTION: DRUKHARI, FACTION: AELDARI, FACTION: <KABAL>, FLY, TRANSPORT, VENOM, VEHICLE

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

Venom [4 PL, 75pts]

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

Categories: DEDICATED TRANSPORT, FACTION: <HAEMONCULUS COVEN>, FACTION: <WYCH CULT>, FACTION: DRUKHARI, FACTION: AELDARI, FACTION: <KABAL>, FLY, TRANSPORT, VENOM, VEHICLE

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

Venom [4 PL, 75pts]

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

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

Venom [4 PL, 75pts]

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

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

Venom [4 PL, 75pts]

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

Categories: DEDICATED TRANSPORT, FACTION: <HAEMONCULUS COVEN>, FACTION: <WYCH CULT>, FACTION: DRUKHARI, FACTION: AELDARI, FACTION: <KABAL>, FLY, TRANSPORT, VENOM, VEHICLE

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

Outrider Detachment +1CP (Aeldari - Drukhari) [21 PL, 396pts,]

Rules: *Poisoned Weapon, Vanguard of the Dark City*

No Force Org Slot []**Detachment Attribute**

Categories: No FORCE ORG SLOT

Cult of the Red Grief

Selections: <Wych Cult>

Abilities: *Cult of the Red Grief*

Detachment CP [1CP]

Categories: No FORCE ORG SLOT

Fixed Combat Drug Selections

Categories: No FORCE ORG SLOT

Abilities: *Fixed Combat Drug Selections*

Prizes from the Dark City (1 Relic) [-1CP]

Categories: No FORCE ORG SLOT

HQ [4 PL, 50pts]

Succubus [4 PL, 50pts]

Selections: Adrenalight (Combat Drug), Archite Glaive, Splinter pistol

Categories: HQ, CHARACTER, FACTION: <WYCH CULT>, FACTION: AELDARI, FACTION: DRUKHARI, INFANTRY

Rules: *Combat Drugs, Power from Pain*

Abilities: *Adrenalight, Brides of Death, Lightning Dodge, No Escape*, **Unit:** *Succubus*, **Weapon:** *Archite glaive, Splinter pistol*

The Blood Glaive

Selections: Artefact of Cruelty

Weapon: *The Blood Glaive*

Fast Attack [17 PL, 346pts]

Reavers [6 PL, 120pts]

Selections: 2x Grav-Talon [6pts], Hypex (Combat Drug)

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

Rules: *Combat Drugs, Power from Pain*

Abilities: *Grav-Talon, Hypex, Matchless Swiftness*

Arena Champion [19pts]

Selections: Bladevanes, Splinter pistol, Splinter Rifle

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

5x Reaver [95pts]

Selections: 5x Bladevanes, 5x Splinter pistol, 5x Splinter rifle

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

Reavers [6 PL, 134pts]

Selections: Grav-Talon [3pts], Painbringer (Combat Drug)

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

Rules: *Combat Drugs, Power from Pain*

Abilities: *Grav-Talon, Matchless Swiftness, Painbringer*

Arena Champion [19pts]

Selections: Bladevanes, Splinter pistol, Splinter Rifle

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

4x Reaver [76pts]

Selections: 4x Bladevanes, 4x Splinter pistol, 4x Splinter rifle

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

Reaver with special weapon (up to 1 for 3 models) [36pts]

Selections: Bladevanes, Blaster [17pts], Splinter pistol

Weapon: *Bladevanes, Blaster, Splinter pistol*

Scourges [5 PL, 92pts]

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

Rules: *Power from Pain*

Abilities: *Ghostplate Armour, Winged Strike, Weapon: Plasma Grenade*

Scourge with Special / Heavy weapon [20pts]

Selections: Shredder [8pts]

Weapon: *Shredder*

Scourge with Special / Heavy weapon [20pts]

Selections: Shredder [8pts]

Weapon: *Shredder*

Scourge with Special / Heavy weapon [20pts]

Selections: Shredder [8pts]

Weapon: *Shredder*

Scourge with Special / Heavy weapon [20pts]

Selections: Shredder [8pts]

Weapon: *Shredder*

Solarite [12pts]

Selections: Shardcarbine

Unit: *Solarite, Weapon: Shardcarbine*

Profile Summary

Abilities	Description
Adrenalight	+1 to Attacks Characteristic
Brides of Death	In the Fight phase you can re-roll all hit rolls of 1 made for friendly <WYCH CULT> units that are within 6" of this model.
Cult of the Red Grief	Units with this obsession can charge in the same turn in which they Advanced. In addition, you can re-roll failed charge rolls for units with this obsession
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.
Fixed Combat Drug Selections	Maintainer note: It is currently not possible to fully validate that all other combat drugs have been used before allowing a second one. This ability has been provided for ease of memory and should be manually checked for compliance with the rules for choosing combat drugs.
Flickerfield	Your opponent must subtract 1 from all hit rolls that target this model in the Shooting phase.
Ghostplate Armour	Models in this unit have a 6+ invulnerable save.
Grav-Talon	Roll a D6 each time a model with a grav-talon finishes a charge move within 1" of an enemy unit - on a 4+, that unit suffers a mortal wound.
Hovering	Instead of measuring distance and ranges to and from this model's base, measure to and from this model's hull or base (whichever is closer)
Hypex	+2 to Move Characteristic
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
Labyrinthine Cunning	Whilst your Warlord is on the battlefield, roll a D6 each time you or your opponent spends a Command Point to use a Stratagem; you gain one Command Point for each roll of 6.
Lightning Dodge	This unit has a 4+ invulnerable save.
Matchless Swiftess	When this unit Advances, add 8" to its Move characteristic for that Movement phase instead of rolling a dice.
Night Shield	This model has a 5+ invulnerable save against ranged weapons.
No Escape	Roll off if an enemy INFANTRY unit within 1" of any models with this ability wishes to Fall Back. The enemy unit can only Fall Back if the player commanding it wins the roll-off.
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.
Overlord	Re-roll hit rolls of 1 for friendly <KABAL> units that are within 6" of this model.
Painbringer	+1 to Toughness Characteristic
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.
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.
Writ of the Living Muse	KABAL OF THE BLACK HEART Archon only. Re-roll wound rolls of 1 for friendly KABAL OF THE BLACK HEART units within 6" of the bearer.

Transport Capacity

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
Archon	8"	2+	2+	3	3	5	5	9	5+
Arena Champion	18"	3+	3+	3	4	2	3	8	4+
Kabalite Warrior	7"	3+	3+	3	3	1	1	7	5+
Ravager	*	4+	*	6	6	10	*	7	4+
Reaver	18"	3+	3+	3	4	2	2	7	4+
Solarite	14"	3+	3+	3	3	1	2	8	4+
Succubus	8"	2+	2+	3	3	5	4	8	6+
Sybarite	7"	3+	3+	3	3	1	2	8	5+
Venom	16"	4+	3+	5	5	6	2	7	4+

Weapon	Range	Type	S	AP	D	Abilities
Archite glaive	Melee	Melee	+2	-3	1	When attacking with this weapon, you must subtract 1 from the hit roll.
Bladevanes	Melee	Melee	4	-1	1	
Blaster	18"	Assault 1	8	-4	D6	
Disintegrator cannon	36"	Assault 3	5	-3	2	
Huskblade	Melee	Melee	+1	-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 .
Plasma Grenade	6"	Grenade D6	4	-1	1	-
Shardcarbine	18"	Assault 3	*	0	1	Poisoned Weapon (p87)
Shredder	12"	Assault D6	6	-1	1	When attacking a unit of INFANTRY, you can re-roll failed wound rolls for this weapon.
Splinter Cannon	36"	Rapid Fire 3	*	0	1	Poisoned Weapon (pg 87)
Splinter pistol	12"	Pistol 1	*	0	1	Poisoned Weapon (pg 87)
Splinter rifle	24"	Rapid Fire 1	*	0	1	Poisoned Weapon (pg 87)
The Blood Glaive	Melee	Melee	+3	-3	D3	

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3
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