

## 1850 Pts - Dark Eldar - Pagul Gashtee

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
<b>HQ: Archon (11<sup>+</sup>, 365 pts)</b>													
Archon	1		6	6	3	3	3	7	3/4	9	5+	365	
Independent Character, Fleet; Agoniser; Close Combat Weapon; Combat Drug Dispenser													
Retinue	1	Grp: -										[259]	
Warriors	2	-	4	4	3	3	1	5	1	8	5+	[36]	
Fleet; Splinter Cannon (x2)													
Incubi	5	-	5	4	3/4	3	1	5	1/2	8	3+	[168]	
Tormentor Helm; Punisher (x5)													
Incubi Master	1	-	5	4	3/4	3	1	6	2/3	9	3+	[43]	
Tormentor Helm; Punisher													
Raider	1	Grp: - BS: 4 FA: 10 SA: 10 RA: 10										[55]	
Transport, Skimmer, Fast, Open-Topped; Dark Lance													
<b>HQ: Haemonculi (11<sup>+</sup>, 114 pts)</b>													
Haemonculi	1		4	4	3	4	2	4	2/3	8	5+2	114	
Independent Character, Fleet; Scissorhand; Destructor; Combat Drug Dispenser; Shadow Field; Haywire Grenades; Hellion Skyboard													
<b>Elite: Wyches (11<sup>+</sup>, 253 pts)</b>													
Wyches	9		4	4	3	3	1	6	1/2	8	6+	253	
Fleet; Wych Dodge; Close Combat Weapon; Splinter Pistol; Wych Weapons; Combat Drugs; Haywire Grenades													
Succubus	1	-	4	4	3	3	1	6	2/3	8	6+	[45]	
Fleet; Combat Drugs; Wych Dodge; Agoniser; Close Combat Weapon; Wych Weapons; Haywire Grenades (Squad)													
Raider	1	Grp: - BS: 4 FA: 10 SA: 10 RA: 10										[55]	
Transport, Skimmer, Fast, Open-Topped; Dark Lance													
<b>Elite: Wyches (11<sup>+</sup>, 258 pts)</b>													
Wyches	9		4	4	3	3	1	6	1/2	8	6+	258	
Fleet; Wych Dodge; Close Combat Weapon; Splinter Pistol; Wych Weapons; Combat Drugs; Haywire Grenades													
Succubus	1	-	4	4	3	3	1	6	2/3	8	6+	[45]	
Fleet; Combat Drugs; Wych Dodge; Agoniser; Close Combat Weapon; Wych Weapons; Haywire Grenades (Squad)													
Raider	1	Grp: - BS: 4 FA: 10 SA: 10 RA: 10										[60]	
Transport, Skimmer, Fast, Open-Topped; Disintegrator													
<b>Troops: Raider Squad (11<sup>+</sup>, 165 pts)</b>													
Raider Squad	9		4	4	3	3	1	5	1	8	5+	165	
Fleet; Blaster; Splinter Rifle (x7); Splinter Cannon; Raider: Add Transport to Unit													
Sybarite	1	-	4	4	3	3	1	5	2/3	8	5+	[18]	
Fleet; Close Combat Weapon; Splinter Pistol; Haywire Grenades													
Raider	1	Grp: - BS: 4 FA: 10 SA: 10 RA: 10										[60]	
Transport, Skimmer, Fast, Open-Topped; Disintegrator													
<b>Troops: Raider Squad (11<sup>+</sup>, 165 pts)</b>													
Raider Squad	9		4	4	3	3	1	5	1	8	5+	165	
Fleet; Blaster; Splinter Rifle (x7); Splinter Cannon; Raider: Add Transport to Unit													
Sybarite	1	-	4	4	3	3	1	5	2/3	8	5+	[18]	
Fleet; Close Combat Weapon; Splinter Pistol; Haywire Grenades													
Raider	1	Grp: - BS: 4 FA: 10 SA: 10 RA: 10										[60]	
Transport, Skimmer, Fast, Open-Topped; Disintegrator													
<b>Troops: Warrior Squad (10<sup>+</sup>, 100 pts)</b>													
Warrior Squad	10		4	4	3	3	1	5	1	8	5+	100	
Fleet; Splinter Rifle (x8); Dark Lance (x2)													
<b>Troops: Warrior Squad (10<sup>+</sup>, 110 pts)</b>													
Warrior Squad	10		4	4	3	3	1	5	1	8	5+	110	
Fleet; Blaster (x2); Splinter Rifle (x6); Splinter Cannon (x2)													

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>Troops: Warrior Squad (10<sup>x</sup>, 110 pts)</b>												
Warrior Squad	10		4	4	3	3	1	5	1	8	5+	110
Fleet; Blaster (x2); Splinter Rifle (x6); Splinter Cannon (x2)												
<b>Heavy Support: Talos (1<sup>x</sup>, 100 pts)</b>												
Talos	1		5	3	7	7	3	4	D6	0	3+	100
Skimmer; Fearless; Monstrous Creature; Move Through Difficult Terrain; Talos Claw; Talos Sting												
<b>Heavy Support: Ravager (1<sup>x</sup>, 110 pts)</b>												
Ravager	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10						110
Skimmer, fast, open-topped; Dark Lance (x2); Disintegrator (x1)												
<b>Total Cost:</b>											<b>1850</b>	

### Option Footnotes

Transport	
Hellion Skyboard	Moves 12"; ignores difficult terrain; improved save; Deep Strike (exceptions apply C:DE p14)
Wargear	
Combat Drug Dispenser	Pick your effect, roll for each dosage; lasts for one assault phase (exceptions apply C:DE p14)
Combat Drugs	1D6 for effect (exceptions apply C:DE p9, if Lelith's retinue choose drug C:DE p39)
Shadow Field	2+ Invulnerable (exceptions apply C:DE p15)
Tormentor Helm	12" Range; S3; AP5; Pistol
Weapons	
Agoniser	Wounds on a 4+ No saves. Vehicles glance on a 6 (exceptions apply C:DE p14)
Blaster	12" Range; S8; AP2; Assault 1
Close Combat Weapon	If used with another close combat weapon, +1 attack in close combat.
Dark Lance	36" Range; S8; AP2; Heavy 1; Lance
Destructor	Template; S4; APD6; Assault 1
Disintegrator	36" Range; S7; AP2; Heavy 1; Blast OR 24" Range S4 AP3 Heavy 3
Haywire Grenades	One attack, no bonuses, affects vehicles (exceptions apply C:DE p14)
Haywire Grenades	One attack, no bonuses, affects vehicles (exceptions apply C:DE p14)
Punisher	+1S (exceptions apply C:DE p14)
Scissorhand	Wounds on 2+ (exceptions apply C:DE p15)
Splinter Cannon	24" Range; S4; AP5; Assault 4
Splinter Pistol	12" Range; S3; AP5; Pistol
Splinter Rifle	24" Range; S3; AP5; Rapid Fire
Talos Claw	Ignores Armor Saves (exceptions apply C:DE p12)
Talos Sting	24" Range; S4; AP5; Assault 6 (exceptions apply C:DE p12)
Wych Weapons	Enemies never count as having 2 CCWs and reduces S (exceptions apply C:DE p9)

### Validation Report

b-2. Apocalypse Allies: Trusted, Distrusted and Hated Enemy Allies; 1. Dark Eldar Army: Kabal; c-1. File Version: 1.05c For Bug Reports/www.ab40k.org; b-1. Roster Options: Apocalypse; a-1. Scenario: Normal Mission

Roster satisfies all enforced validation rules

### Roster Statistics

% Elite: 27.6  
 % Fast: 0.0  
 % Heavy: 11.4  
 % HQ: 25.9  
 Model Count: 88  
 % Troops: 35.1  
 % Wargear: 0.0  
 Files version: 1.05

Group	Min	Max	Used
Formation	-	0	0
Other Units	-	0	11
Legendary Units	-	0	0