

Cauldin Kyle's Tournament List		995
Dark Eldar		
HQ		65
The Court of the Archon		10
<p>Lhamaean</p> <p>WS4 • BS4 • S3 • T3 • W1 • I5 • A1 • Ld9 • Sv5+</p> <p>Kabalite armour; splinter pistol; Shaimeshi blade</p> <p><i>Fleet; Night Vision; Power from Pain</i></p>		
• Venom		55
<p>BS4 • FA10 • SA10 • RA10 • HP2</p> <p>twin-linked splinter rifle; splinter cannon; flickerfield</p> <p><i>Vehicle (skimmer, fast, open-topped); Transport Capacity: 5 models; Deep Strike; Night Vision</i></p>		
Troops		680
10 Kabalite Warriors		100
<p>WS4 • BS4 • S3 • T3 • W1 • I5 • A1 • Ld8 • Sv5+</p> <p>splinter rifles; kabalite armour; close combat weapon; dark lance</p> <p><i>Infantry; Fleet; Night Vision; Power from Pain</i></p>		
• Raider		70
<p>BS4 • FA10 • SA10 • RA10 • HP3</p> <p>disintegrator cannon; night shields</p> <p><i>Vehicle (skimmer, fast, open-topped); Transport Capacity: 10 models; Deep Strike; Night Vision</i></p>		
10 Kabalite Warriors		100
<p>WS4 • BS4 • S3 • T3 • W1 • I5 • A1 • Ld8 • Sv5+</p> <p>splinter rifles; kabalite armour; close combat weapon; dark lance</p> <p><i>Infantry; Fleet; Night Vision; Power from Pain</i></p>		
• Raider		70
<p>BS4 • FA10 • SA10 • RA10 • HP3</p> <p>disintegrator cannon; night shields</p> <p><i>Vehicle (skimmer, fast, open-topped); Transport Capacity: 10 models; Deep Strike; Night Vision</i></p>		
10 Kabalite Warriors		100
<p>WS4 • BS4 • S3 • T3 • W1 • I5 • A1 • Ld8 • Sv5+</p> <p>splinter rifles; kabalite armour; close combat weapon; dark lance</p> <p><i>Infantry; Fleet; Night Vision; Power from Pain</i></p>		
• Raider		70
<p>BS4 • FA10 • SA10 • RA10 • HP3</p> <p>disintegrator cannon; night shields</p> <p><i>Vehicle (skimmer, fast, open-topped); Transport Capacity: 10 models; Deep Strike; Night Vision</i></p>		
10 Kabalite Warriors		100

WS4 • BS4 • S3 • T3 • W1 • I5 • A1 • Ld8 • Sv5+

splinter rifles; kabalite armour; close combat weapon; dark lance

Infantry; Fleet; Night Vision; Power from Pain

• **Raider**

70

BS4 • FA10 • SA10 • RA10 • HP3

disintegrator cannon; night shields

Vehicle (skimmer, fast, open-topped); Transport Capacity: 10 models; Deep Strike; Night Vision

Fast Attack

250

5 Scourges

120

WS4 • BS4 • S3 • T3 • W1 • I5 • A1 • Ld8 • Sv4+

shardcarbines; ghostplate armour; close combat weapon, plasma grenades; 4 × haywire blaster

Jump Infantry; Fleet; Night Vision; Power from Pain

Razorwing Jetfighter

130

BS4 • FA10 • SA10 • RA10 • HP3

two disintegrator cannons; twin-linked splinter rifles; 4 × monoscythe missile

Vehicle (flyer); Night Vision; Supersonic
