COURT OF THE ARCHON [LEGENDS]

95 PTS

LHAMAEAN

M	T	Sv	W	LD	OC
7"	3	5+	2	7+	1

INVULNERABLE SAVE 5+

SSLYTH

M	T	Sv	W	LD	OC
7"	3	5+	2	7+	1

INVULNERABLE SAVE 5+

MEDUSAE

M	T	Sv	W	LD	OC
7"	3	5+	2	7+	1

INVULNERABLE SAVE 5+

UR-GHUL

M	T	Sv	W	LD	OC
7"	3	5+	2	7+	1

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Eyeburst PISTOL TORRENT	12"	D6	N/A	6	-2	1
Shardcarbine ANTI-INFANTRY 3+ ASSAULT	18"	3	3+	2	0	1
Splinter pistol ANTI-INFANTRY 3+ ASSAULT PISTOL	12"	1	3+	2	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	3	0	1
Shaimeshi Blade ANTI-INFANTRY 2+	Melee	4	3+	4	-2	1
Sslyth battle-blade	Melee	3	3+	5	-2	2
Ur-ghul Talons SUSTAINED HITS 1	Melee	6	3+	4	0	1

ABILITIES

CORE - Deadly Retinue (Pain)

Court of the Archon
While a Character model is leading a unit that contains one or more Lhamaean, Medusae, Sslyth and/or Ur-ghul models, that Character model has the Feel No Pain 4+ ability.

Court of the Archon [Legends]
This unit can be led by an Archon. Alternatively, in the Declare Battle Formations step, this unit can join one Kabalite Warriors or Hand of the Archon unit from your army that is being led by an Archon (a unit cannot have more than one Court of the Archon unit joined to it). If it does, until the end of the battle, every model in this unit counts as part of that Kabalite Warriors or Hand of the Archon unit, and its Starting Strength is increased accordingly.

AUFSTELLUNG

1x Lhamaean - Equipped with: Shaimeshi Blade

1x Sslyth - Equipped with: Shardcarbine, Splinter pistol, Sslyth battle-blade

1x Medusae - Equipped with: Eyeburst, Close combat weapon

1x Ur-ghul - Equipped with: Ur-ghul Talons

KEYWORDS: Court of the Archon, Aeldari, Kabal, Infantry
FACTION KEYWORDS: Drukhari

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Deadly Retinue (Pain)
At the start of your Shooting phase or at the start of the Fight phase, you can spend 1 Pain token to Empower this unit. While this unit is Empowered:

- If it contains one or more Lhamaean models, melee weapons equipped by models in this unit have the [LETHAL HITS] ability.
- If it contains one or more Medusae models, ranged weapons equipped by models in this unit have the [IGNORES COVER] ability.
- If it contains one or more Sslyth models, each time a melee attack targets this unit, subtract 1 from the Wound roll.
- If this unit contains one or more Ur-ghul models, this unit has the Fights First ability.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

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FACTION RULES

Power from Pain

All Drukhari units have a Pain ability, tagged with the word 'Pain'. Pain abilities only apply to a unit while it is Empowered. If your Army Faction is Drukhari, you can Empower units from your army with Pain abilities by spending Pain tokens (see below).

GAINING PAIN TOKENS

If your Army Faction is Drukhari, you gain Pain tokens as follows:

- 1 Pain token at the start of your Command phase.
- 1 Pain token each time an enemy unit is destroyed.
- 1 Pain token each time an enemy unit fails a Battle-shock test.

Each time you gain a Pain token, keep it to one side – this is your Pain token pool. Each time you spend a Pain token, reduce your Pain token pool by the same amount.

EMPOWERED THROUGH PAIN

Each Pain ability will state when you can spend Pain tokens to Empower that unit. When you do, until the end of the phase, that unit is Empowered and all Pain abilities it has take effect. While an Attached unit is Empowered, the Pain abilities of all Leader and Bodyguard units in that unit take effect - you do not need to spend additional Pain tokens to activate each of those Pain abilities.

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