ARCHON - AELDARI - DRUKHARI

80 PTS

M	T	Sv	W	LD	OC
7"	3	4+	4	6+	1

INVULNERABLE SAVE 2+*

AUFSTELLUNG

1x Archon (32mm)

Equipped with: Blast pistol, Splinter pistol, Agoniser, Huskblade, Master-crafted power weapon

Wargear Options:
- This model can replace its Splinter pistol with Blast pistol or Soul Trap.
- This model can replace its Huskblade with Agoniser or Master-crafted power weapon.

KEYWORDS: Character, Infantry, Kabal, Aeldari, Archon, Leader

FACTION KEYWORDS: Drukhari

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blast pistol PISTOL	6"	1	2+	8	-3	D3
Splinter pistol ANTI-INFANTRY 3+, ASSAULT, PISTOL	12"	1	2+	2	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Agoniser ANTI-INFANTRY 3+	Melee	6	2+	3	-2	1
Huskblade DEVASTATING WOUNDS	Melee	4	2+	3	-2	3
Master-crafted power weapon	Melee	5	2+	4	-2	2

ABILITIES

CORE - Leader

Devious Mastermind
Once per battle round, one model from your army with this ability can use it when its unit is targeted with a stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

Hatred Eternal (Pain)
In your Shooting or the Fight phase, when you select this model's unit to shoot or fight, you can spend 1 Pain token to Empower that unit. While that unit is Empowered, each time a model in that unit makes an attack, you can re-roll the Hit roll.

Overlord
Once per battle, at the start of any phase, you can select one friendly Drukhari unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

Shadowfield
While this model has an InSv, this unit cannot re-roll save rolls. When this model loses a wound (excluding from mortal wounds), this model has no InSv until the end of the battle.

Soul Trap
Add 1 to the Attacks and Strength characteristics of the bearer's melee weapons. The first time the bearer makes a melee attack that destroys an enemy model, after all the bearer's attacks have been resolved, until the end of the battle, add an additional 1 to the Attacks and Strength characteristics of the bearer's melee weapons.

Leader
This model can be attached to the following units:

- COURT OF THE ARCHON
- HAND OF THE ARCHON
- INCUBI
- KABALITE WARRIORS

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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).

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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.

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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CORE RULES

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.