DRAZHAR - AELDARI - DRUKHARI

85 PTS

M	T	Sv	W	LD	OC
7"	3	2+	5	6+	1

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Drazhar (40mm)

Equipped with: ➤ The Executioner's demiklaives - Dual Blades, ➤ The Executioner's demiklaives - Single Blade

KEYWORDS: Epic Hero, Drazhar, Aeldari, Infantry, Character, Blades for Hire, Leader

FACTION KEYWORDS: Drukhari

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ The Executioner's demiklaives - Dual Blades DEVASTATING WOUNDS	Melee	8	2+	5	-2	2
➤ The Executioner's demiklaives - Single Blade DEVASTATING WOUNDS	Melee	6	2+	6	-2	3

ABILITIES

CORE - Leader

Master of Blades (Pain)
In the Fight phase, when you select this model's unit to fight, you can spend 1 Pain token to Empower that unit. While that unit is Empowered, each time a model in that unit makes a melee attack, add 1 to the Wound roll.

Onslaught
While this model is leading a unit, each time a model in that unit makes a Pile-In or Consolidation move, it can move up to 6" instead of up to 3".

Silent Executioner
Each time this model make an attack that targets a unit that is below its Starting Strength, you can re-roll the Hit roll. If that target is Below Half-Strength, you can re-roll the Wound roll as well.

Leader
This model can be attached to the following unit:

- Incubi

WEAPON ABILITIES

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.*

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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.

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.