AELDARI - DRUKHARI

ARCHON

Leader | Power from Pain

M	T	SV	W	LD	OC	RW
7"	3	4+	4	6+	1	2+*

80 PTS
Base 32mm

1 KOMMANDO

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.

2 BEWEGUNG

—

3 BESCHUSS

Blast pistol PISTOL

R	A	BS	S	AP	D
6"	1	2+	8	-3	D3

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

Splinter pistol ANTI-INFANTRY 3+ ASSAULT PISTOL

R	A	BS	S	AP	D
12"	1	2+	2	0	1

VERWUNDET

2+	4+	5+	6+
T1	T2	T3	T4+

4 ANGRIFF

—

5 NAHKAMPF

Agoniser ANTI-INFANTRY 3+

R	A	WS	S	AP	D
Melee	6	2+	3	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

Huskblade DEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	4	2+	3	-2	3

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

Master-crafted power weapon

R	A	WS	S	AP	D
Melee	5	2+	4	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

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.

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.

◆ VERTEIDIGUNG

—

∞ IMMER / EINMALIG

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.

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.

GEGEN DIESE EINHEIT

W3 · RW 4+ · 2+*++ · 4 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S6+	S4–5	S3	S2	S1

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
4+	5+	6+	–	–

REGELN & KEYWORDS KURZ

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.

Power from Pain All Drukhari units have a Pain ability, tagged with the word 'Pain'.

ANTI This ability always takes the form [ANTI-X Y+].

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…

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

AUFSTELLUNG

1x Archon

Ausrüstung: Blast pistol, Splinter pistol, Agoniser, Huskblade, Master-crafted power weapon
- 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.

Anführer
This model can be attached to the following units:
- COURT OF THE ARCHON
- HAND OF THE ARCHON
- INCUBI
- KABALITE WARRIORS

KEYWORDS Character, Infantry, Kabal, Aeldari, Archon, Leader · **FRAKTION** Drukhari