

Court of the Archon [LEGENDS]

Deadly Retinue (Pain) Power from Pain

LHAMAEAN	M 7"	T 3	SV 5+	W 2	LD 7+	OC 1	RW 5+
SSLYTH	M 7"	T 3	SV 5+	W 2	LD 7+	OC 1	RW 5+
MEDUSAE	M 7"	T 3	SV 5+	W 2	LD 7+	OC 1	RW 5+
UR-GHUL	M 7"	T 3	SV 5+	W 2	LD 7+	OC 1	RW 5+

95 PTS
Base —

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Eyeburst

PISTOL

TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	6	-2	1

VERWUNDET

2+ T1-3	3+ T4-5	4+ T6	5+ T7-11	6+ T12+
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Shardcarbine

ANTI-INFANTRY 3+

ASSAULT

R	A	BS	S	AP	D
18"	3	3+	2	0	1

VERWUNDET

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

ANTI-INFANTRY 3+

ASSAULT

PISTOL

R	A	BS	S	AP	D
12"	1	3+	2	0	1

VERWUNDET

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

4ANGRIFF

5NAHKAMPF

Close combat weapon

R	A	WS	S	AP	D
Melee	2	3+	3	0	1

VERWUNDET

2+ T1	3+ T2	4+ T3	5+ T4-5	6+ T6+
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Shaimeshi Blade

ANTI-INFANTRY 2+

R	A	WS	S	AP	D
Melee	4	3+	4	-2	1

VERWUNDET

2+ T1-2	3+ T3	4+ T4	5+ T5-7	6+ T8+
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Sslyth battle-blade

R	A	WS	S	AP	D
Melee	3	3+	5	-2	2

VERWUNDET

2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+
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Ur-ghul Talons

SUSTAINED HITS 1

R	A	WS	S	AP	D
Melee	6	3+	4	0	1

VERWUNDET

2+ T1-2	3+ T3	4+ T4	5+ T5-7	6+ T8+
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VERTEIDIGUNG

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.

IMMER / EINMALIG

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.

GEGEN DIESE EINHEIT

Lhamaean				
W3 · RW 5+ · 5++ · 2 LP je Modell				
WIRD VERWUNDET MIT				
2+ S6+	3+ S4-5	4+ S3	5+ S2	6+ S1
RETTUNGSWURF JE DS				
DS 0 5+	DS -1 5++	DS -2 5++	DS -3 5++	DS -4 5++

REGELN & KEYWORDS KURZ

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).

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

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

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

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 · FRAKTION Drukhari