AELDARI - DRUKHARI

HAND OF THE ARCHON

Power from Pain

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

115 PTS
Base 25mm

1 KOMMANDO

Archon's Will
At the start of the first battle round, select one objective marker on the battlefield. Until the end of the battle, while this unit is within range of that objective marker, unless this unit is Battle-shocked, models in this unit have a 5+ invulnerable save and an Objective Control characteristic of 3.

Kabalite icon
While the bearer's unit is not Battle-shocked, add 1 to the bearer's Objective Control characteristic.

2 BEWEGUNG

Archon's Retinue
If this unit has a Leader unit attached to it during the Declare Battle Formations step, that Leader unit gains the Scouts 7" ability.

3 BESCHUSS

Blast Pistol — PISTOL

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

VERWUNDET

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

Blaster — ASSAULT

R	A	BS	S	AP	D
18"	1	3+	8	-4	D6+1

VERWUNDET

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

Dark Lance — HEAVY

R	A	BS	S	AP	D
36"	1	4+	12	-3	D6+2

VERWUNDET

2+	3+	4+	5+	6+
T1–6	T7–11	T12	T13–23	T24+

Shardcarbine — ANTI-INFANTRY 3+ — ASSAULT

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

VERWUNDET

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

Shredder — ASSAULT — TORRENT

R	A	BS	S	AP	D
18"	D6	N/A	6	0	1

VERWUNDET

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

Splinter Cannon — ANTI-INFANTRY 3+ — HEAVY — SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	3	4+	3	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

Splinter Pistol — ANTI-INFANTRY 3+ — ASSAULT — PISTOL

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

VERWUNDET

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

Splinter Rifle — ANTI-INFANTRY 3+ — ASSAULT

R	A	BS	S	AP	D
24"	2	3+	2	0	1

VERWUNDET

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

Stinger pistol — ANTI-INFANTRY 2+ — PISTOL

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

VERWUNDET

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

Assassins' Poisons (Pain)
In your Shooting phase or the Fight phase, when you select this unit to shoot or fight, you can spend 1 Pain token to Empower this unit. While Empowered, weapons equipped by models in this unit (excluding blast pistols, blasters and dark lances) have the [Lethal Hits] and [Precision] abilities.

4 ANGRIFF

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5 NAHKAMPF

Close Combat Weapon

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

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

Pain sculptors — ANTI-INFANTRY 4+ — TWIN-LINKED

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Power Weapon — ANTI-INFANTRY 3+

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

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

Razorflail

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

VERTEIDIGUNG

Stimm-needler
Once per turn, the first time a saving throw is failed for a model in the bearer's unit, change the Damage characteristic of that attack to 0.

IMMER / EINMALIG

Phantasm Grenade Launcher
The bearer's unit has the Smoke keyword.

GEGEN DIESE EINHEIT

W3 · RW 4+ · 6++ · 1 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+	6++	6++

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).

HEAVY In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit: - That unit is unen…

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.

TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Kabalite Archsybarite
9x Kabalite Agent with stinger pistol oder Kabalite Agent oder Kabalite Agent with special weapon oder Kabalite Agent with heavy weapon oder Kabalite Agent with shardcarbine oder Kabalite Agent with pain sculptors oder Kabalite Agent with razorflail oder Kabalite Agent with stimm-needler

Ausrüstung: Blast Pistol, Blaster, Dark Lance, Shardcarbine, Shredder, Splinter Cannon, Splinter Pistol, Splinter Rifle, Stinger pistol, Close Combat Weapon, Pain sculptors, Power Weapon, Razorflail

- Each Kabalite Archsybarite can replace its Splinter Rifle with Blast Pistol or Splinter Pistol.
- Each Kabalite Archsybarite can replace its Close Combat Weapon with Power Weapon.
- Each Kabalite Archsybarite can be equipped with one of: Phantasm Grenade Launcher, Kabalite icon.
- Each Kabalite Agent with special weapon can replace its Blaster with Shredder.
- Each Kabalite Agent with heavy weapon can replace its Dark lance with Splinter cannon.

KEYWORDS Infantry, Kabal, Aeldari, Grenades, Hand of the Archon · **FRAKTION** Drukhari