HAND OF THE ARCHON

115 PTS

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

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blast Pistol PISTOL	6"	1	3+	8	-3	D3
Blaster ASSAULT	18"	1	3+	8	-4	D6+1
Dark Lance HEAVY	36"	1	4+	12	-3	D6+2
Shardcarbine ANTI-INFANTRY 3+, ASSAULT	18"	3	3+	2	0	1
Shredder ASSAULT, TORRENT	18"	D6	N/A	6	0	1
Splinter Cannon ANTI-INFANTRY 3+, HEAVY, SUSTAINED HITS 1	36"	3	4+	3	-1	2
Splinter Pistol ANTI-INFANTRY 3+, ASSAULT, PISTOL	12"	1	3+	2	0	1
Splinter Rifle ANTI-INFANTRY 3+, ASSAULT	24"	2	3+	2	0	1
Stinger pistol ANTI-INFANTRY 2+, PISTOL	12"	1	3+	2	0	1

ABILITIES

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.

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.

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.

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

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

KEYWORDS: Infantry, Kabal, Aeldari, Grenades, Hand of the Archon

FACTION: Drukhari

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close Combat Weapon	Melee	2	3+	3	0	1
Pain sculptors ANTI-INFANTRY 4+, TWIN-LINKED	Melee	3	3+	4	-1	1
Power Weapon ANTI-INFANTRY 3+	Melee	4	3+	3	-2	1
Razorflail	Melee	4	3+	4	-2	1

AUFSTELLUNG

1x Kabalite Archsybarite (25mm)
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 (25mm)

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

Wargear Options:

- 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.

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.

WEAPON RULES

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).

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 unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

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.

Sustained Hits

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

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.

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.