WARHAMMER QUEST

BLACKSTONE FORTRESS

DATASHEETS

FOR USE IN GAMES OF WARHAMMER 40,000

CONTENTS

BLACKSTONE FORTRESS EXPLORERS AND HOSTILES

This section contains all of the Warhammer 40,000 datasheets that you will need to fight battles with your Blackstone Fortress miniatures, and the rules for all of the weapons they can wield in battle. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have.

POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points costs of all your units to determine your army's total points value.

UNIT	MODELS PER UNIT	POINTS PER UNIT (INCLUDES WEAPONS)
Janus Draik	1	40
Espern Locarno	1	30
Taddeus the Purifier	1	50
Pious Vorne	1	25
UR-025	1	40
Rein and Raus	2	35
Dahyak Grekh	1	20
Amallyn Shadowguide	1	50
Obsidius Mallex	1	102
Black Legionnaires	2	26
Traitor Guardsmen	7	35
Chaos Beastmen	4	24
Negavolt Cultists	4	45
Rogue Psykers	1	30
Spindle Drones	4	60
Ur-Ghul	1	15

JANUS DRAIK
ROGUE TRADER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Janus Draik	6"	3+	3+	3	3	4	3	9	4+

Janus Draik is a single model armed with a monomolecular rapier, heirloom pistol and archeotech grenades. Only one of this model can be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heirloom pistol	12"	Pistol 1	4	-2	2	This weapon wounds on a 4+, unless it is targeting a **Vehicle** or **Titanic** unit, in which case it wounds on a 6+.
Monomolecular rapier	Melee	Melee	User	-4	1	-
Archeotech grenade	6"	Grenade D3	6	-1	D3	You can only use this weapon once per battle.

ABILITIES	
	Warrant of Trade: Janus Draik can embark onto any **Imperium Transport**, even though the transport in question might normally only permit models with other Faction keywords to do so. All other restrictions apply normally. **Multi-Spectral Auspicator:** Re-roll hit rolls of 1 made for attacks by Janus Draik.	**Disruption Field Generator:** Janus Draik has a 4+ invulnerable save. **Concealed Archeotech Weapon:** Once per battle, at the start of the Fight phase, pick one enemy model within 1" of Janus Draik and roll a dice; on a 4+ the target model suffers D3 mortal wounds.
FACTION KEYWORDS	**Imperium, Astra Cartographica**
KEYWORDS	**Character, Infantry, Rogue Trader, Janus Draik**

ESPERN LOCARNO
IMPERIAL NAVIGATOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Espern Locarno	6"	5+	5+	3	3	3	2	7	6+

Espern Locarno is a single model armed with a laspistol and force-orb cane. Only one of this model can be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Laspistol	12"	Pistol 1	3	0	1	-
Force-orb cane	Melee	Melee	User	0	D3	-

ABILITIES	**Psychic Barrier:** Espern Locarno has a 4+ invulnerable save. **The Third Eye:** When Espern Locarno attempts to manifest the *Smite* psychic power, select an enemy unit within 12" of and visible to him before making the psychic test – if there are none, he cannot attempt to manifest *Smite* this phase. If the power is successfully manifested, the unit you chose suffers the mortal wounds, even if another enemy unit is actually closer to Espern Locarno.
PSYKER	Espern Locarno can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. He knows the *Smite* power.
FACTION KEYWORDS	**IMPERIUM, NAVIS NOBILITE**
KEYWORDS	**CHARACTER, INFANTRY, PSYKER, NAVIGATOR, ESPERN LOCARNO**

TADDEUS THE PURIFIER
MINISTORUM PRIEST

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Taddeus the Purifier	6"	4+	4+	3	3	4	3	7	6+

Taddeus the Purifier is a single model armed with a laspistol, servo-stubber and power maul. Only one of this model can be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Laspistol	12"	Pistol 1	3	0	1	-
Servo-stubber	12"	Pistol 3	4	0	1	-
Power maul	Melee	Melee	+2	-1	1	-

ABILITIES	**Zealot:** You can re-roll failed hit rolls for Taddeus the Purifier in a turn it which he made a charge move, performed a Heroic Intervention, or was charged by an enemy unit. **Rosarius:** Taddeus the Purifier has a 4+ invulnerable save.	**War Hymns:** Add 1 to the Attacks characteristic of friendly **ADEPTUS MINISTORUM INFANTRY** and **ASTRA MILITARUM INFANTRY** units that are within 6" of any friendly **MINISTORUM PRIESTS**.
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM	
KEYWORDS	CHARACTER, INFANTRY, MINISTORUM PRIEST, TADDEUS THE PURIFIER	

PIOUS VORNE
MISSIONARY ZEALOT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Pious Vorne	6"	3+	4+	3	3	3	3	7	7+

Pious Vorne is a single model armed with Vindictor. Only one of this model can be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Vindictor (shooting)	8"	Assault D6	5	-1	1	This weapon automatically hits its target. If the target is a **Chaos** unit, roll two D6 to determine the number of attacks made with this weapon and discard the lowest result.
Vindictor (melee)	Melee	Melee	+1	-1	1	-

ABILITIES		
	Zealot: You can re-roll failed hit rolls for Pious Vorne in a turn in which she made a charge move, performed a Heroic Intervention, or was charged by an enemy unit.	**Maniacal Fervour:** Roll a D6 each time this model loses a wound; on a 5+ that wound is not lost.
FACTION KEYWORDS	**Imperium, Adeptus Ministorum**	
KEYWORDS	**Character, Infantry, Missionary Zealot, Pious Vorne**	

UR-025
IMPERIAL ROBOT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
UR-025	5"	3+	3+	5	5	4	2	8	3+

UR-025 is a single model equipped with a Mk I assault cannon and a power claw. Only one of this model can be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Mk I assault cannon	24"	Heavy 4	5	-1	1	-
Power claw	Melee	Melee	x2	-3	D3	When attacking with this weapon, subtract 1 from the hit roll.

ABILITIES	**Self Repair Systems:** At the start of the battle round, UR-025 regains 1 lost wound.
FACTION KEYWORDS	Imperium, Robotica Imperialis
KEYWORDS	Character, Infantry, Imperial Robot, UR-025

REIN AND RAUS
RATLING TWINS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Rein	6"	5+	2+	2	2	2	1	6	6+
Raus	6"	5+	2+	2	2	2	1	6	6+

This unit contains two models, Rein and Raus. Rein is armed with a sniper rifle and stub pistol. Raus is armed with a stub pistol and demolition charge. Only one of this unit can be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Sniper rifle	36"	Heavy 1	4	0	1	A model firing this weapon can target an enemy **CHARACTER** even if they are not the closest enemy unit. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound on the target in addition to its normal damage.
Stub pistol	9"	Pistol 1	4	0	1	-
Demolition charge	6"	Grenade D6	8	-3	D3	This weapon can only be fired once per battle.

ABILITIES

Find the Best Spot: Instead of deploying Rein and Raus normally, you can wait until both armies are fully deployed and then place them anywhere on the battlefield that is more than 18" away from any enemy models. If both players have units with abilities like this, they should roll off, and the winner chooses who will set up their units first.

Shoot Sharp and Scarper: Immediately after making a shooting attack with Rein or Raus (other than firing Overwatch), that model can move as if it were the Movement phase (though it cannot Advance as part of this move).

Naturally Stealthy: If Rein and Raus are receiving the benefit of cover, add 2 to their saving throws instead of 1.

You Go High, I'll Go Low: The first time this unit is set up on the battlefield, both models must be placed in unit coherency with each other. From that point onwards, each operates independently and is treated as a separate unit.

Grappling Hook: When moving with Raus, do not count any vertical distance he moves against the total he can move that turn (i.e. moving vertically is free for this model).

The Ratling Twins: You can re-roll failed hit and wound rolls when shooting with Rein's sniper rifle if the target is also visible to Raus.

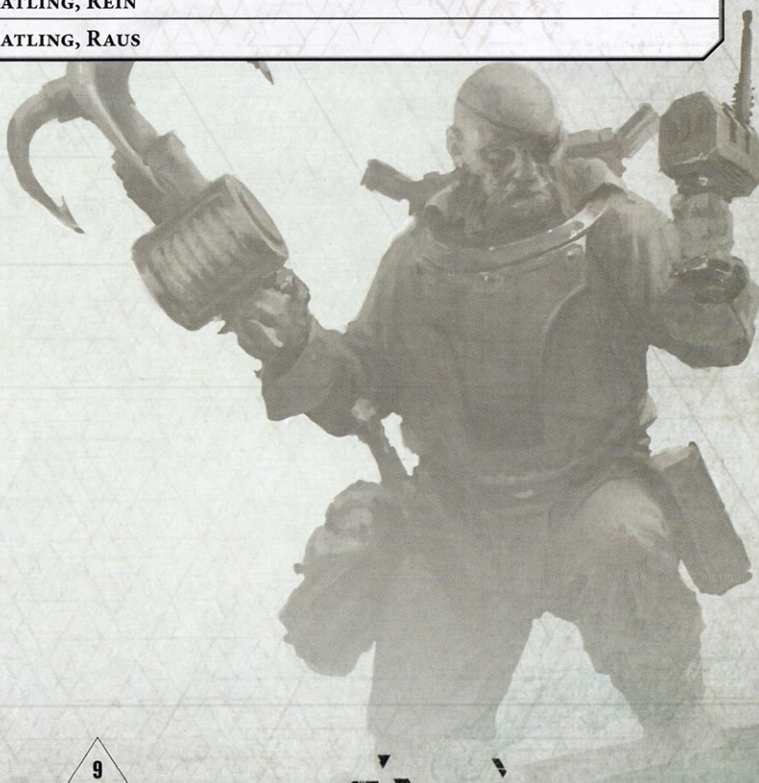| FACTION KEYWORDS	IMPERIUM, ASTRA MILITARUM, MILITARUM AUXILLA
KEYWORDS (REIN)	CHARACTER, INFANTRY, RATLING, REIN
KEYWORDS (RAUS)	CHARACTER, INFANTRY, RATLING, RAUS

DAHYAK GREKH
KROOT TRACKER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Dahyak Grekh	7"	3+	3+	3	3	3	3	7	6+

Dahyak Grekh is a single model armed with a kroot rifle and kroot pistol. Only one of this model can be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Kroot pistol	12"	Pistol 1	4	0	1	-
Kroot rifle (shooting)	24"	Rapid Fire 1	4	0	1	-
Kroot rifle (melee)	Melee	Melee	+1	0	1	-

ABILITIES	
	Tracker: During deployment, you can set up Dahyak Grekh in pursuit instead of placing him on the battlefield. At the end of any of your Movement phases he can reveal his hiding place and attack – set him up anywhere on the battlefield that is more than 9" away from any enemy models. **Quarry Can't Hide:** Dahyak Grekh can target an enemy **Character** even if they are not the closest enemy unit.	**Concealed Booby Traps:** Once per battle, at the end of your opponent's Movement phase, you can choose an enemy unit on the battlefield and roll a D6. Subtract 1 from the result if the unit is a **Character** but add 1 if the unit contains 10 or more models. On a 4+ that unit suffers D3 mortal wounds; on a 7+ it suffers D6 mortal wounds instead. **Fieldcraft:** If Dahyak Grekh is receiving the benefit of cover, add 2 to his saving throws instead of 1.

FACTION KEYWORDS	T'au Empire, Kroot

KEYWORDS	Character, Infantry, Kroot Tracker, Dahyak Grekh

AMALLYN SHADOWGUIDE
ASURYANI RANGER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Amallyn Shadowguide	7"	3+	2+	3	3	3	2	7	5+

Amallyn Shadowguide is a single model armed with a ranger long rifle, power blade and plasma grenades. Only one of this model can be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Ranger long rifle	36"	Heavy 1	4	0	1	A model firing this weapon can target an enemy CHARACTER even if they are not the closest enemy unit. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound on the target in addition to its normal damage.
Power blade	Melee	Melee	User	-2	1	-
Plasma grenade	6"	Grenade D6	4	-1	1	-

ABILITIES	
	Ancient Doom: You can re-roll failed hit rolls in the Fight phase for Amallyn Shadowguide in a turn in which she charges or is charged by a SLAANESH unit. However, you must add 1 to Morale tests for her if she is within 3" of any SLAANESH units. **Battle Focus:** If Amallyn Shadowguide moves or Advances in her Movement phase, weapons (excluding Heavy weapons) are used as if she had remained stationary. **Phase Crystal:** Amallyn Shadowguide has a 4+ invulnerable save and can move across models and terrain as if they were not there.	**Appear Unbidden:** During deployment, you can set up Amallyn Shadowguide walking the winding paths of the webway instead of placing her on the battlefield. At the beginning of the first battle round but before the first turn begins, she emerges from the webway – set her up anywhere on the battlefield that is more than 9" away from any enemy models. **Cameleoline Cloak:** Your opponent must subtract 1 from hit rolls for ranged weapons that target Amallyn Shadowguide. In addition, if Amallyn Shadowguide is receiving the benefit of cover, add 2 to her saving throws instead of 1.

FACTION KEYWORDS	**AELDARI, ASURYANI, WARHOST, BIEL-TAN**
KEYWORDS	**CHARACTER, INFANTRY, RANGER, AMALLYN SHADOWGUIDE**

OBSIDIUS MALLEX
CHAOS LORD

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Obsidius Mallex	6"	2+	2+	4	4	5	4	9	3+

Obsidius Mallex is a single model armed with a plasma pistol and thunder hammer. Only one of this model can be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, subtract 1 from the hit roll.

ABILITIES	**Death to the False Emperor:** Each time you roll a hit roll of 6+ for Obsidius Mallex in the Fight phase, he can, if he was targeting an **IMPERIUM** unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate further attacks.	**Lord of Chaos:** Re-roll hit rolls of 1 for friendly **BLACK LEGION** and friendly **SERVANTS OF THE ABYSS** units within 6" of Obsidius Mallex. **Sigil of Corruption:** Obsidius Mallex has a 4+ invulnerable save.
FACTION KEYWORDS	**CHAOS, HERETIC ASTARTES, BLACK LEGION, SERVANTS OF THE ABYSS**	
KEYWORDS	**CHARACTER, INFANTRY, CHAOS LORD, OBSIDIUS MALLEX**	

ROGUE PSYKER

2 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Rogue Psyker	6"	4+	4+	3	3	4	2	8	5+

A Rogue Psyker is single model armed with a laspistol and Chaos stave. No more than two of these models can be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Laspistol	12"	Pistol 1	3	0	1	-
Chaos stave	Melee	Melee	User	-1	D3	-

ABILITIES	**Servants of the Abyss:** This ability has no effect unless your army includes **OBSIDIUS MALLEX**. If it does, you cannot set up any units with this ability before you have set up **OBSIDIUS MALLEX**. When you set up **OBSIDIUS MALLEX** during deployment, all units with this ability are immediately set up at the same time. When you set up **OBSIDIUS MALLEX** on the battlefield for the first time, all units with this ability must be set up within 6" of him (or they must all be set up in the same **TRANSPORT** as him). If they cannot be set up, they count as destroyed.	**Unrestrained Power:** You can re-roll any dice rolls of 1 when taking a psychic test for this model. However, this model suffers Perils of the Warp on any psychic test that is a double, not just a double 1 or double 6. **Slaves to Mallex:** If your army is Battle-forged, this unit does not take up slots in a Detachment that includes **OBSIDIUS MALLEX**.
PSYKER	This model can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the *Smite* power.	
FACTION KEYWORDS	**CHAOS, SERVANTS OF THE ABYSS**	
KEYWORDS	**CHARACTER, INFANTRY, PSYKER, ROGUE PSYKER**	

NEGAVOLT CULTISTS

2 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Negavolt Cultist	6"	3+	4+	3	3	1	3	8	6+

This unit contains 4 Negavolt Cultists. Each model is armed with electro-goads. Only one of this unit can be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Electro-goads	Melee	Melee	+2	0	1	Each hit roll of 6+ made with this weapon scores 3 hits.

ABILITIES	**Servants of the Abyss:** This ability has no effect unless your army includes OBSIDIUS MALLEX. If it does, you cannot set up any units with this ability before you have set up OBSIDIUS MALLEX. When you set up OBSIDIUS MALLEX during deployment, all units with this ability are immediately set up at the same time. When you set up OBSIDIUS MALLEX on the battlefield for the first time, all units with this ability must be set up within 6" of him (or they must all be set up in the same TRANSPORT as him). If they cannot be set up, they count as destroyed.	**Voltagheist Field:** Models in this unit have a 5+ invulnerable save. When this unit completes a charge move, choose one of the target units you charged and roll a D6 for each model in the charging unit. Each roll of 6 inflicts 1 mortal wound on the unit you chose. **Fanatical Devotion:** Each time a model in this unit loses a wound, roll a D6; on a 5+ the model does not lose that wound.

FACTION KEYWORDS	CHAOS, SERVANTS OF THE ABYSS
KEYWORDS	INFANTRY, NEGAVOLT CULTISTS

BLACK LEGIONNAIRES
CHAOS SPACE MARINES

1 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaos Space Marine	6"	3+	3+	4	4	1	1	7	3+

This unit contains 2 Chaos Space Marines. Each model is armed with a boltgun, bolt pistol, frag grenades and krak grenades. Only one of this unit can be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Boltgun	24"	Rapid Fire 1	4	0	1	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

ABILITIES	**Servants of the Abyss:** This ability has no effect unless your army includes OBSIDIUS MALLEX. If it does, you cannot set up any units with this ability before you have set up OBSIDIUS MALLEX. When you set up OBSIDIUS MALLEX during deployment, all units with this ability are immediately set up at the same time. When you set up OBSIDIUS MALLEX on the battlefield for the first time, all units with this ability must be set up within 6" of him (or they must all be set up in the same TRANSPORT as him). If they cannot be set up, they count as destroyed.	**Death to the False Emperor:** Each time you roll a hit roll of 6+ for a model in this unit in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate further attacks. **Mallex's Followers:** If your army is Battle-forged, you can only include this unit in a Detachment that also includes OBSIDIUS MALLEX. Furthermore, this unit does not take up slots in a Detachment that includes OBSIDIUS MALLEX.

FACTION KEYWORDS	CHAOS, HERETIC ASTARTES, BLACK LEGION, SERVANTS OF THE ABYSS
KEYWORDS	INFANTRY, CHAOS SPACE MARINES, BLACK LEGIONNAIRES

SPINDLE DRONES

3 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Spindle Drone	6"	3+	3+	4	4	2	2	10	4+

This unit contains 4 Spindle Drones. Each model is equipped with a drone pulse. Only one of this unit may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Drone pulse	18"	Pistol 1	3	0	1	-

ABILITIES	**Threat Level Rising:** Improve the Strength, Armour Penetration and Damage characteristics of a model's drone pulse by 1 for each model in its unit that has either lost wounds or been destroyed. For example, if 2 models in a unit of Spindle Drones have been destroyed and another has lost 1 wound, the 2 remaining models' drone pulses would have a Strength characteristic of 6, an AP characteristic of -3 and a Damage characteristic of 4.
FACTION KEYWORDS	**BLACKSTONE CONSTRUCT, UNALIGNED**
KEYWORDS	**INFANTRY, SPINDLE DRONES**

CHAOS BEASTMEN

1 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaos Beastman	6"	3+	4+	4	4	1	1	6	5+

This unit contains 4 Chaos Beastmen. Each model is armed with either a laspistol or autopistol, and either a chainsword or brutal assault weapon. Each model is also armed with frag grenades and krak grenades. Only one of this unit can be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autopistol	12"	Pistol 1	3	0	1	-
Laspistol	12"	Pistol 1	3	0	1	-
Brutal assault weapon	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

ABILITIES	**Servants of the Abyss:** This ability has no effect unless your army includes **OBSIDIUS MALLEX**. If it does, you cannot set up any units with this ability before you have set up **OBSIDIUS MALLEX**. When you set up **OBSIDIUS MALLEX** during deployment, all units with this ability are immediately set up at the same time. When you set up **OBSIDIUS MALLEX** on the battlefield for the first time, all units with this ability must be set up within 6" of him (or they must all be set up in the same **TRANSPORT** as him). If they cannot be set up, they count as destroyed.	**Savage Charge:** Add 1 to the Strength and Attacks characteristic of models in this unit if it made a charge move in the same turn. **Slaves to Mallex:** If your army is Battle-forged, this unit does not take up slots in a Detachment that includes **OBSIDIUS MALLEX**.
FACTION KEYWORDS	**CHAOS, SERVANTS OF THE ABYSS**	
KEYWORDS	**INFANTRY, CHAOS BEASTMEN**	

TRAITOR GUARDSMEN

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Traitor Guardsman	6"	4+	4+	3	3	1	1	6	5+
Traitor Sergeant	6"	4+	4+	3	3	1	2	7	5+

This unit contains 1 Traitor Sergeant and 6 Traitor Guardsmen. Only up to two of this unit can be included in your army.
- The Traitor Sergeant is armed with a laspistol, chainsword and frag grenades.
- 1 Traitor Guardsman is armed with a flamer and frag grenades.
- 2 Traitor Guardsmen are each armed with a lasgun and frag grenades.
- 1 Traitor Guardsman is armed with a lasgun, frag grenades and krak grenades.
- 2 Traitor Guardsmen are each armed with a brutal assault weapon, frag grenades and either a laspistol or autopistol.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autopistol	12"	Pistol 1	3	0	1	-
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Lasgun	24"	Rapid Fire 1	3	0	1	-
Laspistol	12"	Pistol 1	3	0	1	-
Brutal assault weapon	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

ABILITIES	**Servants of the Abyss:** This ability has no effect unless your army includes OBSIDIUS MALLEX. If it does, you cannot set up any units with this ability before you have set up OBSIDIUS MALLEX. When you set up OBSIDIUS MALLEX during deployment, all units with this ability are immediately set up at the same time. When you set up OBSIDIUS MALLEX on the battlefield for the first time, all units with this ability must be set up within 6" of him (or they must all be set up in the same TRANSPORT as him). If they cannot be set up, they count as destroyed.
FACTION KEYWORDS	CHAOS, SERVANTS OF THE ABYSS
KEYWORDS	INFANTRY, TRAITOR GUARDSMEN

UR-GHUL

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ur-Ghul	8"	3+	-	4	3	3	4	4	7+

An Ur-Ghul is a single model that attacks with its claws and talons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Claws and talons	Melee	Melee	User	0	1	-

ABILITIES	
	Insensible To Pain: This model has a 5+ invulnerable save.
	Ferocious Charge: Add 2 to this model's Attacks characteristic if it made a charge move in the same turn.
	Court of the Archon: You can re-roll failed hit rolls for this model whilst it is within 3" of any friendly <Kabal> Archons. In addition, if your army is Battle-forged, this model does not take up slots in a Detachment that includes any <Kabal> Archons.
	In a Battle-forged army in a matched play game, you can only include <Kabal> Court of the Archon models in a detachment that also includes one or more <Kabal> Archons, and you can only include a maximum of 4 Court of the Archon models in the same detachment.
	Designer's Note: When you include this unit in your army, you must nominate which Kabal the unit is from. You then simply replace the <Kabal> keyword in every instance on this unit's datasheet with the name you chose. You can use any of the Kabals you have read about, or make up your own.
FACTION KEYWORDS	Aeldari, Drukhari, <Kabal>
KEYWORDS	Infantry, Court of the Archon, Ur-Ghul