

# THE GREAT COURT OF THE YOUNG KING

POINTS: 150 +  
MODELS

Upon the xenophobic and hostile Craftworld of Biel-tan, savage blood rituals are still observed. The ritual which occurs on the eve of each war is the bloodiest and most terrifying of all. The Aspect Warriors offer up one of their number to become the Young King, a ceremonial position that culminates in the celebrant's death. This is no mortal end however, as the Young King is consumed utterly by the raging heat of the Craftworld's Avatar. There he becomes one with the wrath of his people, transforming into an immortal manifestation of Khaine, the Eldar god of war.

The Avatar of Biel-tan is attended by a team of Exarchs, high priests of war who have given their souls to the arts of destruction. These mysterious and violent figures march

forth at the side of the Avatar, revelling in the presence of their god.

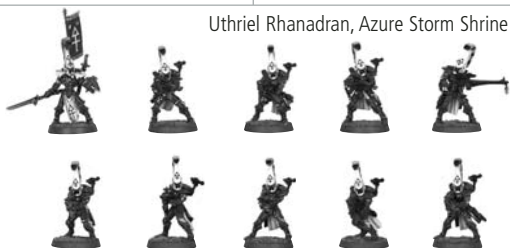
On occasions of great moment the massed ranks of the Aspect Warriors will form an honour guard for their immortal leader. A squad from each of the Aspects of Khaine forms around their Exarch, transforming the Court of the Young King from an elite group of Exarchs to an entire strike force of dedicated and specialised warriors. Each of these units excels at a certain form of war, and when their skills are combined it is almost as if Khaine himself is with them. There is no foe that cannot be destroyed utterly by the Great Court and the towering Avatar at its heart.

## AVATAR OF BIEL-TAN



The Avatar of Biel-Tan

## DIRE AVENGERS



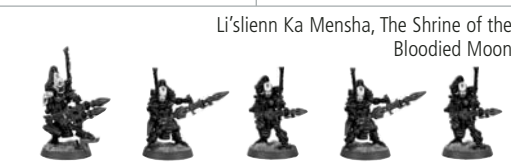
Uthriel Rhanadran, Azure Storm Shrine

## HOWLING BANSHEES



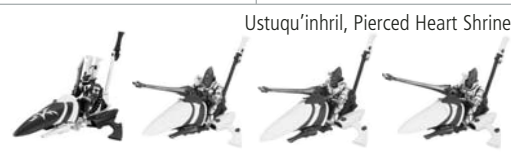
Gheliae, Shrieking Silence Shrine

## DARK REAPERS



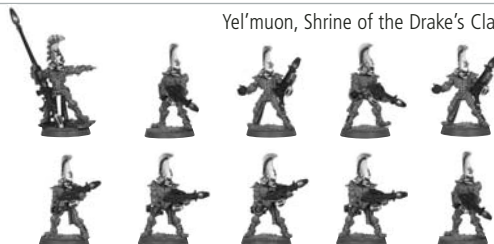
Li'slienn Ka Mensha, The Shrine of the Bloodied Moon

## SHINING SPEARS



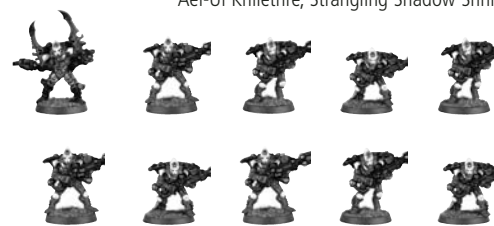
Ustuqu'inhril, Pierced Heart Shrine

## FIRE DRAGONS



Yel'muon, Shrine of the Drake's Claw

## WARP SPIDERS



Aei-Ui Khilethre, Strangling Shadow Shrine

## STRIKING SCORPIONS



De'quirille, Moment of Transition Shrine

## SWOOPING HAWKS



Silhe, The Shrine of the Cry of Vengeance

### FORMATION:

- 1 Avatar
- 1 unit of Dire Avengers with Exarch

- 1 unit of Howling Banshees with Exarch
- 1 unit of Dark Reapers with Exarch
- 1 unit of Shining Spears with Exarch
- 1 unit of Fire Dragons with Exarch

- 1 unit of Warp Spiders with Exarch
- 1 unit of Striking Scorpions with Exarch
- 1 unit of Swooping Hawks with Exarch

### SPECIAL RULES

**Strike Force:** All units in the Great Court of the Young King must be deployed with a model within 12" of the Avatar or, if coming on from Reserve, they must enter the table within 12" of the point entered by the Avatar.

**The Favour of Khaine:** Each of the Aspects practices a facet of Khaine's puissant skill, bound together and focused by the presence of the Avatar. When all of the Aspects fight in unison the war-spirit of their god is evoked his chosen warriors are imbued with the power to fight on beyond death. All models in the Great Court have the Furious Charge special rule.