IMPERIAL ARMOUR

INDEX: XENOS





INDEX: XENOS

forge World*



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INTRODUCTION

Welcome to *Imperial Armour – Index: Xenos*. This book is designed to update the rules for Forge World's current and recent ranges of models for use with the latest incarnation of the Warhammer 40,000 game. It provides rules for Forge World's Necrons, Tyranids, T'au Empire, Orks, Asuryani and Drukhari ranges, including new rules for characters introduced across the Imperial Armour range.

This book and its contents are fully compatible with *Warhammer 40,000 – Index: Xenos 1 and 2*, expand the datasheets which are found there and contain all the information you need to field your Forge World xenos models in the new edition of the Warhammer 40,000 game. Also included are both Power Ratings and Appendices for their use in Battle-forged armies.

Some of the datasheets in this book present some of the massive units and war machines in use by the various factions of the Warhammer 40,000 universe. These units are incredibly powerful and can easily tip the balance of a battle if not appropriately countered. It is therefore recommended that you let your opponent know before the battle if you intend to field such a unit, so that they have a chance to prepare for their onslaught.

You will need a copy of both the Warhammer 40,000 rulebook and Warhammer 40,000 – Index: Xenos 1 and 2 to make full use of this book and its contents.

ADDITIONAL RULES

While the majority of the rules found within this book should be familiar to you from *Warhammer 40,000 – Index: Xenos 1 and 2* and the *Warhammer 40,000* rulebook, owing to the sheer size and scale of some of the units we produce, we've had to create certain new overarching rules to encompass them, which you can find detailed here:

MACRO WEAPONS

This is an additional weapon type to the five types presented in the main *Warhammer 40,000* rulebook. Macro weapons are truly gigantic in proportion, often the size of armoured vehicles in their own right in many cases. Such mighty weapons are unwieldy and only able to be mounted on the largest of war engines such as Titans, but their power is enough to annihilate the most well-protected target and is particularly effective against fortifications and the largest war machines, against which their power can be fully spent.

A model armed with a Macro weapon may not fire if it has moved previously in the turn, unless the firing unit also has the **TITANIC** keyword. No Macro weapon may be used to make Overwatch attacks. When used against units with the **TITANIC** or **BUILDING** keyword, the damage inflicted by a Macro weapon is doubled (this doubling takes place after any randomised damage has been rolled for).

DATASHEETS

1. Battlefield Role

This is typically used when making a Battle-forged army.

2. Power Rating

The higher this is, the more powerful the unit! You can determine the Power Level of your entire army by adding up the Power Ratings of all the units in your army.

3. Unit Name

Models move and fight in units, which can have one or more models. Here you'll find the name of the unit.

4. Profiles

These contain the following characteristics that tell you how mighty the models in the unit are:

Move (M): This is the speed at which a model moves across the battlefield.

Weapon Skill (WS): This tells you a model's skill at hand-to-hand fighting. If a model has a Weapon Skill of '-', it is unable to fight in melee and cannot make close combat attacks at all.

Ballistic Skill (BS): This shows how accurate a model is when shooting with ranged weapons. If a model has a Ballistic Skill of '-', it has no proficiency with ranged weapons and cannot make shooting attacks at all.

Strength (S): This indicates how strong a model is and how likely it is to inflict damage in hand-to-hand combat.

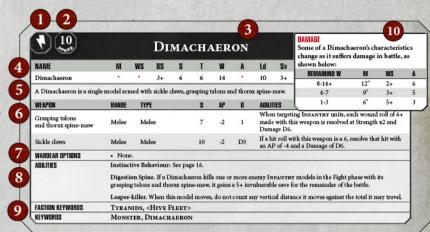
Toughness (**T**): This reflects the model's resilience against physical harm.

Wounds (W): Wounds show how much damage a model can sustain before it succumbs to its injuries.

Attacks (A): This tells you how many times a model can strike blows in hand-to-hand combat.

Leadership (**Ld**): This reveals how courageous, determined or self-controlled a model is.

Save (Sv): This indicates the protection a model's armour gives.



5. Unit Composition & Wargear

This tells you what models are in the unit and covers the basic weapons and equipment the models are armed with.

6. Weapons

The weapons that a unit comes equipped with are described using a set of characteristics as follows:

Range: How far the weapon can shoot. Weapons with a range of 'Melee' can only be used in hand-to-hand combat. All other weapons are referred to as ranged weapons.

Type: These are all explained under the Shooting and Fight phases of the core rules.

Strength (S): How likely the weapon is to inflict damage. If a weapon's Strength lists 'User', it is equal to the wielder's current Strength. If a weapon lists a modifier such as '+1' or 'x2', you should modify the user's current Strength characteristic as shown to determine the weapon's Strength. For example, if a weapon's Strength was 'x2', and the user had a Strength characteristic of 6, that weapon has Strength 12.

Armour Penetration (AP): How good it is at getting through armour.

Damage (D): The amount of damage inflicted by a successful hit.

7. Wargear Options

Some units have a number of choices as to which gear they take into battle – this section describes these options. Weapons which a unit may take as an optional choice are typically described in the Appendices.

8. Abilities

Many units have exciting special abilities that are not covered by the core rules; these will be described here.

9. Keywords

All datasheets have a list of keywords, sometimes separated into Faction keywords and other keywords. The former can be used as a guide to help decide which models to include in your army, but otherwise, both sets of keywords are functionally the same. Sometimes a rule will say that it applies to models that have a specific keyword. For example, a rule might say that it applies to 'all ORKS models'. This means it would only apply to models that have the ORKS keyword on their datasheet.

10. Damage

Some large models' characteristics can change as the model suffers damage, these characteristics are indicated with the '*' symbol instead of a number – here you will find a table that details how these characteristics change as wounds are lost. To determine the characteristics of a model with a Damage table, check the model's remaining wounds and consult the appropriate row of the chart on their datasheet. Not all units have Damage tables. If one is not included on a datasheet then that unit's characteristics do not change as it loses wounds.



NECRONS ARMY LIST

This section serves as an addendum to the Necrons army list in Warhammer 40,000 – Index: Xenos 1, and features all of the additional datasheets for the Necrons range of models produced by Forge World. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and abilities it may have.

KEYWORDS

Throughout this section you will come across a keyword that is within angular brackets, specifically **<DYNASTY>**. This is shorthand for a keyword of your own choosing, as described below.

<DYNASTY>

Some Necrons belong to a dynasty and their datasheets specify what dynasty the Necrons unit is from (e.g., Kutlakh the World Slayer is from the Maynarkh Dynasty, and so has the MAYNARKH keyword).

If a Necrons datasheet has the <DYNASTY> keyword, you must nominate which dynasty that unit is from. There are many different dynasties to choose from; you can use any of the dynasties described in our books, or make up your own if you prefer. You then simply replace the <DYNASTY> keyword in every instance on that unit's datasheet with the name of your chosen dynasty.

For example, if you were to include a Canoptek Tomb Stalker in your army, and you decided it was from the Maynarkh dynasty, then its <DYNASTY> keyword is changed to MAYNARKH.

ABILITIES

The following abilities are common to several Necron units:

Reanimation Protocols

Roll a D6 for each slain model from this unit at the beginning of your turn (unless the whole unit has been completely destroyed). On a 5+, the model's reanimation protocols activate and it is returned to this unit, otherwise they remain inactive (although you can roll again at the start of each of your subsequent turns). When a model's reanimation protocols activate, set the model up in unit coherency with any model from this unit that has not returned to the unit as a result of reanimation protocols this turn, and more than 1" from enemy models. If you cannot do this because there is no room to place the model, do not set it up.

Living Metal

At the beginning of your turn, the unit recovers 1 wound lost earlier in the battle.

8 0we	(CAI	NO	PT.	EK '	ГО	MB	ST	ALKER
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Canoptek Tomb Stalker	10"	3+	3+	6	7	9	6	10	3+
A Canoptek Tomb Stalker i	is a single	model a	armed w	ith twi	in gauss s	licers ar	nd autom	aton cla	tws.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Twin gauss slicers	24"	Rap	oid Fire I)3	5	-1	1	-	
Automaton claws	Melee	Me	Melee		User	-2	D3	-	
WARGEAR OPTIONS	• This	model 1	nay take	a gloc	om prism			1/1/	
ABILITIES	Psychic Living : Phase T battlefie	phase. Metal: S Cunnell eld. At the	See page ing: Dur he end o	7. ing de f any c	ploymen	t, you ca	an set thi	s unit u _j , this un	mpt to deny one psychic power in each enemy p underground instead of placing it on the it may emerge from the ground and into battle – set
FACTION KEYWORDS		•			, <dyn< td=""><td>-</td><td>_</td><td>, , 11011</td><td>enem, models.</td></dyn<>	-	_	, , 11011	enem, models.
KEYWORDS					TOMB				

t 9	CANOPTEK ACANTHRITES													
NAME	M	WS	BS	S	T	W	A	Ld	Sv					
Canoptek Acanthrite	12"	3+	3+	5	5	3	3	10	3+					
This unit contains 3 Canop Canoptek Acanthrites (Po									thrites (Power Rating +9) or up to 6 additional day voidblade.					
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	ries					
Cutting beam	12"	Ass	ault 1		7	-4	D6	dice	target is within half range of this weapon, roll two when inflicting damage with it and discard the st result.					
Voidblade	Melee	Me	lee		User	-3	1	-						
WARGEAR OPTIONS	• Non	e.												
ABILITIES	Shadov	ved Wii	ıgs: Subt	tract 1 f	rom hit r	olls for	attacks	that targ	get this model in the Shooting phase.					
FACTION KEYWORDS	NECR	ONS,	CANOI	РТЕК,	<dyna< td=""><td>ASTY></td><td></td><td>NIP/No</td><td></td></dyna<>	ASTY>		NIP/No						
KEYWORDS	BEAS'	TS, FLY	Y, CAN	OPTE	K ACA	NTHR	ITES	1963						

NAME	M	WS	BS	S	T	W	A	Ld	Sv			
Canoptek Tomb Sentinel	10"	3+	3+	6	7	9	4	10	3+			
A Canoptek Tomb Sentinel	is a single	e model	armed v	vith an	exile can	non an	d automa	aton clav	vs.			
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	IES			
Exile cannon	12"	Hea	vy D6		10	-4	3	-				
Automaton claws	Melee	Mel	ee		User	-2	D3	-				
WARGEAR OPTIONS	• This	model r	nay take	a gloo	m prism.							
ABILITIES	Psychic	phase.			ped with	a gloor	n prism (can atten	npt to deny one psychic power in each enemy			
	Living Metal: See page 7. Phase Tunnelling: During deployment, you can set this unit up underground instead of placing it on the battlefield. At the end of any of your Movement phases, this unit may emerge from the ground and into battle – set it up anywhere on the battlefield that is more than 9" away from enemy models.											
FACTION KEYWORDS	NECR	ONS, O	CANOI	TEK,	<dyna< td=""><td>ASTY></td><td>•</td><td></td><td></td></dyna<>	ASTY>	•					
KEYWORDS												

13		1	NIG	HI	SE	IRC	UI)		DAMAGE Some of a Night SI change as it suffer				
NAME	M	WS	BS	S	T	W	A	Ld	Sv	shown below: REMAINING W	М	BS	A	
Night Shroud	*	6+	*	6	7	14	*	10	3+	6-14+	20"-60"	3+	3	
A Night Shroud is a singl	e model arn	ned with	n a twin	tesla de	estructor					3-5	20"-40"	4+	D3	
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	ITIES	1-2	20"-25"	5+	1	
Twin tesla destructor	24"	instead of I.												
WARGEAR OPTIONS ABILITIES	• None	e.	11/390		Y MI									
	Death Sover du passed unit, up	Sphere laring one over. The	Bombar e of you en roll 3 aximum our oppo	rdment: r Move 3D6 for of 12D	Once poment phase each VE of the contract of t	er battle ases. Aft HICLE on ach roll o	, a Nigh er the N or Mons of 3+, th	t Shroud light Shi TER in e target	d can dr roud has the unit unit suf	wounds. op death spheres on a s moved, pick one end, , and roll a D6 for eve fers a mortal wound. that target this model	emy unit tha ery other mo	t it has		
	Living	0.		7.										
	the mod	del mov	es), and	then m	ove the	model st	raight f	orwards	. Note th	o 90° (this does not c hat it cannot pivot ag 20" until the end of th	ain after the	initial		
FACTION KEYWORDS	NECR	ONS, <	<dyna< td=""><td>ASTY></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td>St. Italia</td><td></td></dyna<>	ASTY>								St. Italia		
KEYWORDS	VEHIC	CLE, F	LY, NIC	GHT S	HROU	D	7.07		361					

			AME M WS BS S T W A Ld Sv													
NAME	M	WS	BS	S T	W	A	Ld	Sv								
Sentry Pylon	3"	6+	3+	4 7	8	1	10	3+								
This unit contains 1 Sent (Power Rating +14). Each	, ,				, ,		lating +	7) or 2 additional Sentry Pylons								
WEAPON	RANGE	TYP	i .	S	AP	D	ABILI	TIES								
Focussed death ray	24"	Hea	vy 1	12	-4	D6	-									
Gauss exterminator	48"	Hea	vy 2	12	-4	D6	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.									
Heat cannon	36"	Hea	vy D6	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.									
WARGEAR OPTIONS								annon or focussed death ray. elected, all models in the unit must have the ability.								
ABILITIES	From th	nat poin	onwards,	each opera	tes indep	endently	and is t	n this unit must be placed within 6" of each other. treated as a separate unit for all rules purposes.								
				reduced to ithin 6" suf				re removing it from the battlefield. On a 6+ it								
	Living	Metal: S	ee page 7.													
	instead	of placi	ng it on the	e battlefield	l. At the e	nd of an	y of you	, during deployment you can set this unit up in orbi r Movement phases, this unit may teleport into 9" away from enemy models.								
FACTION KEYWORDS	NECR	ONS, <	DYNAS	TY>												
KEYWORDS	ADTI	LEDN	VEHICI	E OFFI	DAT DATE	227										

TOMB CITADEL IAME M WS BS S T W A Ld SV													
NAME	M	WS	BS	S	T	W	A	Ld	Sv				
Tomb Ziggurat	-	-	3+	-	9	20	-	-	3+				
Power Crucible	-	-	3+	-	9	16	-	-	3+				
Gun Emplacement Mount	-	-	3+	-	9	12	-	-	3+				
A Tomb Citadel is a single R which are treated separately				is comp	osed of	a Powe	r Crucib	ole, a Tor	nb Ziggurat and 2 Gun Emplacement Mounts,				
WEAPON	RANGE	TYPE			S	AP	D	ABILIT	TIES				
Gauss exterminator	48"	Heav	vy 2		12	-4	D6	targe	I to all hit rolls made for this weapon against ts that can FLY. Subtract 1 from the hit rolls made iis weapon against all other targets.				
Tesla destructor	24" Assault 4 7 0 1 Each hit roll of a 6+ with this weapon causes 3 hits instead of 1.												
WARGEAR OPTIONS	• Each	Gun En	placem	nent Mou	unt may	take a t	tesla des	tructor o	or gauss exterminator.				
	the Ton	nb Ziggu	rat. To	do so, se	t up the	unit so	that it is	s wholly	within 3" of friendly Tomb Ziggurats, NIGHT				
	the Ton SCYTH destroye Explosi within 6 Immob automa	nb Ziggu IES and and under any under and under any under	mat. To omega model this model	do so, se LITHS. Il on the of the Ton cannot randel in the	of up the If all fromb womb Cita on the Cita on the Figh	e unit so iendly Norld are adel is redel suffer any reat phase	that it is NIGHT Seconside educed to rs D3 m ason, no – do no	s wholly SCYTHI ered to be to 0 would wortal wo be can it for take here.	within 3" of friendly Tomb Ziggurats, NIGHT ES, MONOLITHS and/or Tomb Ziggurats are e slain. nds, roll a D6. On a 6+ it explodes, and each unit unds. fight in the Fight phase. Enemy models				
	the Ton SCYTH destroyd Explosi within 6 Immob automa are ener Power 0 Resurre that abil	nb Ziggu IES and led, any u on: If an " of that ile: This tically hi my mode Crucible ction Ar lity imm	rat. To ome MONO control of part of model this mels with the properties of the prope	do so, se PLITHS. Il on the of the To the Ton cannot r codel in t in 1" of i ower cru When t v stop be	et up the If all fr tomb w omb Cita nb Cita move fo the Figh t, and fi cible pr chis mod- ing app	unit so iendly N rorld are adel is re del suffe r any rea at phase riendly t rovides t del drop lied.	that it is NIGHT \$2 e consider educed t rs D3 m ason, no – do no units car the two a s below	s wholly SCYTHI ered to be to 0 would wortal wo or can it for make he at still tar addition 8 wound	within 3" of friendly Tomb Ziggurats, NIGHT ES, MONOLITHS and/or Tomb Ziggurats are e slain. Inds, roll a D6. On a 6+ it explodes, and each unit unds. Tight in the Fight phase. Enemy models hit rolls. However, this model can still shoot if ther get enemy units that are within 1"of this model. Tall abilities marked with a *: Defence Field and dls, choose one of these two abilities; the effects of				
	the Ton SCYTH destroyd Explosi within 6 Immob automa are ener Power 0 Resurre that abil	nb Ziggu IES and led, any u on: If an " of that ile: This tically hi my mode Crucible ction Ar lity imm	rat. To ome MONO anits still by part of part of model t this mels with the penplifier, ediately d: Friend	do so, se PLITHS. Il on the of the To the Ton cannot r codel in t in 1" of i ower cru When t v stop be	et up the If all fr tomb w omb Cita nb Cita move fo the Figh t, and fi cible pr chis mod- ing app	unit so iendly N rorld are adel is re del suffe r any rea at phase riendly t rovides t del drop lied.	that it is NIGHT \$2 e consider educed t rs D3 m ason, no – do no units car the two a s below	s wholly SCYTHI ered to be to 0 would wortal wo or can it for make he at still tar addition 8 wound	within 3" of friendly Tomb Ziggurats, NIGHT ES, MONOLITHS and/or Tomb Ziggurats are e slain. Inds, roll a D6. On a 6+ it explodes, and each unit unds. Tight in the Fight phase. Enemy models and the rolls. However, this model can still shoot if there get enemy units that are within 1"of this model. al abilities marked with a *: Defence Field and				
	the Ton SCYTH destroyd Explosi within 6 Immob automa are ener Power C Resurre that abil *Defe shooti *Resu	nb Ziggu IES and ed, any u on: If an one if an	rat. To of MONO units still by part of part of model t this mels with: The pomplifier, ediately d: Friends, a Ampli	do so, se PLITHS. Il on the Of the To the Ton cannot r todel in t in 1" of i tower cru When t y stop be	at up the If all fr tomb we can Citacon Citaco	e unit so iendly N corld are adel is re del suffe r any rea at phase riendly t covides t del drop lied. units up	that it is NIGHT Seconside educed to the two as the two as below pon the	s wholly SCYTHI ered to be to 0 wous or can it for make I and the still tar addition 8 wound Tomb C	within 3" of friendly Tomb Ziggurats, NIGHT ES, MONOLITHS and/or Tomb Ziggurats are e slain. Inds, roll a D6. On a 6+ it explodes, and each unit unds. Inght in the Fight phase. Enemy models hit rolls. However, this model can still shoot if ther get enemy units that are within 1" of this model. In al abilities marked with a *: Defence Field and dis, choose one of these two abilities; the effects of				
	the Ton SCYTH destroye Explosi within 6 Immob automa are ener Power 0 Resurre that abil *Defe shooti *Resu the To Ziggura deploym	nb Ziggu IES and ed, any u on: If an	rat. To ome MONO units still by part of part of model this mels with endiately defended. A single hilst upon MONO MONO MONO MONO MONO MONO MONO MON	do so, se DLITHS. Il on the To the Ton cannot r nodel in t in 1" of i ower cru. When t v stop be differ: Redeficient the Ton t	t up the If all fr tomb womb Cita on C	e unit so iendly N vorld are adel is re del suffe r any rea at phase riendly t vovides t del drop lied. units uj ults of 1	that it is NIGHT Seconside educed t rs D3 m ason, no do no units car the two a se below pon the for Rea: H or SEN all weapon	s wholly SCYTHI ered to be to 0 would wo for can it for make he at still tar addition 8 wound Tomb Continuation Tomb Con	within 3" of friendly Tomb Ziggurats, NIGHT ES, MONOLITHS and/or Tomb Ziggurats are e slain. Inds, roll a D6. On a 6+ it explodes, and each unit unds. Tight in the Fight phase. Enemy models hit rolls. However, this model can still shoot if ther get enemy units that are within 1" of this model. all abilities marked with a *: Defence Field and ds, choose one of these two abilities; the effects of itadel have a 5+ invulnerable save against				

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FACTION KEYWORDS

KEYWORDS

NECRONS, <DYNASTY>

BUILDING, VEHICLE, TOMB CITADEL

GUN EMPLACEMENT MOUNT

POWER CRUCIBLE



TOMB ZIGGURAT

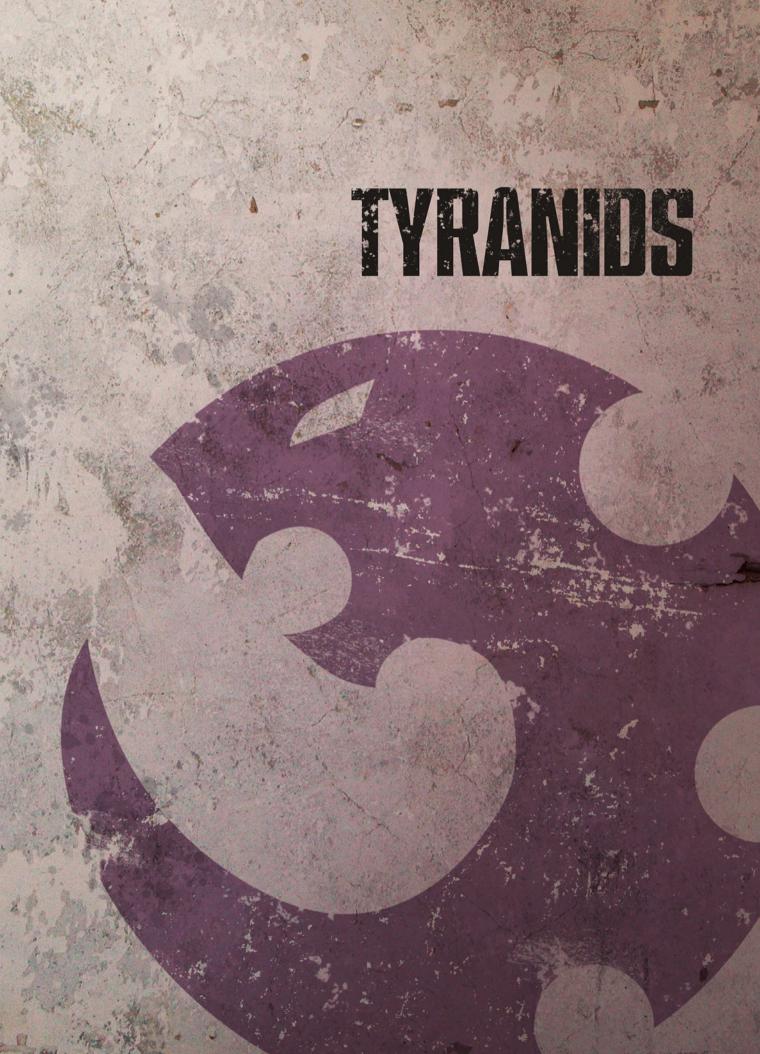
GUN EMPLACEMENT MOUNT

13		I	ES	SER	RAC	CT A	ARI	K		DAMAGE Some of a Tesseract change as it suffers			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	shown below:	M	RS	A
Tesseract Ark	*	6+	*	5	7	10	*	10	3+ (5++	5-10+	12"	3+	3
A Tesseract Ark is a sing	gle model arn	ned with	a tesser	act sing	ularity	chambe	r and 2	tesla ca	nnon.	3-4	8"	4+	D
WEAPON	RANGE	TYPE			S	AP	D	ABIL	LITIES	1-2	4"	5+	1
Gauss cannon	24"	Hea	vy 2		5	-3	D3	-					
Particle beamer	24"	Assa	ault 3		6	0	1	-					
Tesla cannon	24"	Assa	ault 3		6	0	1		h hit roll ead of 1.	l of a 6+ with this wear	on causes	3 hits	
Tesseract singularity chamber	When at	tacking	with this	s weapo	n, choo	se one o	of the pr	ofiles b	elow:				
- Particle hurricane	8"	8" Assault D6 * -2 1 This weapon automatically hits its target and wounds on a 2+, unless it is targeting a VEHICLE , in which case it wounds on a 6+.											
- Seismic lash	24"	Assa	ault D6		5	-4	3	-					- 1
- Solar fire	48"	Hea	vy D6		8	-3	D6	-					
WARGEAR OPTIONS									s cannor	or two particle beame	ers.		_
ABILITIES	Gravita the high	ntional F nest dice Metal: S	before o	ien reso letermii 7.	lving a ning the	charge a	igainst a esult.	ı model		s ability, roll an additio			
	than the	e damagess, the d	e inflicte lamage i osion: If	ed by the s ignore this mo	e attack d). odel is r	, the dan	mage is	ignored	l (e.g., if oll a D6 l	nsaved wound, roll a D this model suffers 4 da before removing it from	amage, if y	ou then re	oll
FARTION VEVWORDS					ch unit	within 6	5" suffer	s D3 m	ortal wo	unds.			_
FACTION KEYWORDS KEYWORDS			DYNA		OT A P	77							-
VL I AA OLDO	VEHIC	ULE, FI	LY, TES	SEKA	LIAR	.1.							1

(10)	ΚŪ	JTI	AK	H	THI	E W	/OF	RLD	KILLER
NAME	M	WS	BS	S	Ī	W	A	Ld	Sv
Kutlakh the World Killer	5"	2+	2+	5	5	6	3	10	2+ (4++)
Kutlakh the World Killer is	a single n	nodel ar	med wi	th the C	Obsidax a	nd a sta	aff of ligl	nt. Only	one of this model may be included in your army.
WEAPON	RANGE	TYPI	E		S	AP	D	ABILI	TIES
Staff of light (shooting)	12"	Ass	ault 3		5	-2	1	-	
Staff of light (melee)	Melee	Mel	ee		User	-2	1	-	
The Obsidax	Melee	Mel	ee		User	-3	D3	_	
WARGEAR OPTIONS	• None	e.							
ABILITIES	a turn in	n which	they ha	ve Adv		Warlord	1 then a	I MAYN	NARKH INFANTRY within 12" may still charge in
	unit wit	hin 6" o	f this m	odel. Y		d 1 to t	he Adva	nce, cha	ose a single friendly MAYNARKH INFANTRY arge and hit rolls of that unit until the beginning of per turn.
	Phase S	hifter:	Гhis mo	del has	a 4+ invu	ılnerab	le save.		
	Phylact their Li			-	hylactery	regains	D3 lost	wounds	s at the beginning of your turn, rather than 1, from
									nigher than the Leadership characteristic of the may be re-rolled.
FACTION KEYWORDS	NECR	ONS, N	AAYN.	ARKH	I				
KEYWORDS	CHAR	ACTE	R, INF	ANTR	Y, OVE	RLOR	D, KU'	TLAKE	H THE WORLD KILLER

<u>8</u>		T	OН	OI	КT	HE	BI	IN	DED
NAME	M	WS	BS	S	ī	W	A	Ld	Sv
Toholk the Blinded	5"	3+	3+	4	5	4	2	10	4+
Toholk the Blinded is a sing your army.	le model	armed v	with an a	aeonsta	ve and a	transdir	nension	al beam	er. Only one of this model may be included in
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES
Transdimensional beamer	12"	Hea	ivy D3		4	-3	1	the ta	time you roll a wound roll of a 6+ for this weapon, arget suffers a mortal wound in addition to any r damage.
Aeonstave	Melee Melee User -1 2 A unit that suffers an unsaved wound from may not Advance until the end of its next to								it that suffers an unsaved wound from this weapon not Advance until the end of its next turn.
WARGEAR OPTIONS	• None	2.							
ABILITIES	Chrono against			,	YNARKI	I INFA	NTRY 1	units wit	hin 3" of this unit have a 5+ invulnerable save
		nodel. T	he chos						friendly MAYNARKH VEHICLE unit within 6" beginning of your turn, rather than 1, from their
	Living	Metal: S	See page	7.					
	Predict the initi		tegist: I	n scena	rios that	allow yo	ou to se	ize the ir	nitiative, you may re-roll any attempts to seize
	Techno any MA					on Prot	ocol rol	ls for mo	odels from friendly MAYNARKH units within 3" of
FACTION KEYWORDS	NECR	ONS, I	MAYN	ARKH					
KEYWORDS	CHAR	ACTE	R, INF	ANTR	Y, CRYI	PTEK,	TOHO	OLK TH	HE BLINDED

\$\begin{align*} 24 \\ \text{town} \end{align*}			GA	US	SS P	YL	ON			DAMAGE Some of a Gauss Py as it suffers damage		
NAME	М	WS	BS	S	ī	W	A	Ld	Sv	REMAINING W	BS	TESLA ARC
Gauss Pylon	0"	_	*	6	8	30	0	10 3	3+ (5++)	16-30+	2+	3D6
	1 11	1	VAV-13	.1 .1	400		77466			10-15	3+	2D6
A Gauss Pylon is a sing	gie model arm	ea with	a gauss a	innihil	ator and	a tesia	arc.			5-9 1-4	4+ 5+	D6 D3
WEAPON	RANGE	TYP	E		S	AP	<u> </u>	ABILI	TIES	1-4	3+	D3
Gauss annihilator		·		s weap			of the pro					
- Focussed beam	120"	Ma	cro D6		16	-4	D3+6	targe	ets that o	hit rolls made for this can FLY. Subtract 1 fro pon against all other ta	om the hit r	
- Flux arc	18"	Hea	avy 2D6		6	-2	1	-				100
Tesla arc	3"	Pist	tol X		4	-	1			of shots fired by this voer in the Damage tabl		etermined
WARGEAR OPTIONS	• None	e.										8
ABILITIES	automa are ener Reactor 4+ it ex Living Phase S 6" of the	r Explose plodes, Metal: Shift Ge is mode	nit this m dels within sion: If the and each See page enerator:	odel ir in 1" of his mo n unit v 7.	the Fight it, and find the fit, and find its red within 6" endly NI	nt phase riendly duced to suffers	e – do not units can o 0 wound D6 morta	t make l still tan ds, roll a al woun	hit rolls. rget ene a D6 bef ads. e a 5+ ir	the Fight phase. Enem. However, this model emy units that are with fore removing it from any units that are with the removing it from t	can still shin 1" of this the battlefic t they rema	s model. eld. On a
	At the e	end of a eld that	ny of you is more t	ır Mov han 9"	ement pl away fro	hases, tl om ener		ay telep s.	port into	orbit instead of placin o battle – set it up any		
FACTION KEYWORDS	NECR	ONS,	<dyna< td=""><td>STY></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td>1</td></dyna<>	STY>								1
KEYWORDS		LLERY,										



TYRANIDS ARMY LIST

This section serves as an addendum to the Tyranids army list in *Warhammer 40,000 – Index: Xenos 2*, and features all of the additional datasheets for the Tyranids range of models produced by Forge World. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and abilities it may have.

KEYWORDS

Throughout this section you will come across a keyword that is within angular brackets, specifically <HIVE FLEET>. This is shorthand for a keyword of your own choosing, as described below.

<HIVE FLEET>

All Tyranids belong to a hive fleet. When you include a **TYRANIDS** unit in your army, you must nominate which hive fleet that unit is from. There are many different hive fleets to choose from; you can use any of the hive fleets described in our books, or make up your own if you prefer. You then simply replace the **HIVE FLEET**> keyword in every instance on that unit's datasheet, and in any psychic powers they know, with the name of your chosen hive fleet.

For example, if you were to include a **SCYTHED HIERODULE** in your army, and you decided it was from Hive Fleet Kraken, then its **<HIVE FLEET>** keyword is changed to **KRAKEN**.

ABILITIES

The following abilities are common to several Tyranids units:

Synapse

<HIVE FLEET> units automatically pass Morale tests if they are within 8" of any friendly <HIVE FLEET> units with this ability.

Instinctive Behaviour

Unless a <HIVE FLEET> unit with this ability is within range of the Synapse ability (see above) of any friendly <HIVE FLEET> units, it can only target the nearest visible enemy unit if it shoots, and if it charges, it can only declare a charge against the nearest visible enemy unit.

Shadow in the Warp

Enemy PSYKERS must subtract 1 from any Psychic tests they make if they are within 8" of any units with this ability. Tyranids Psykers are not affected.

<u>5</u>			N	ΛA	LAN	ITI	HRO	OPE	E
NAME	М	WS	BS	S	Ţ	W	A	Ld	Sv
Malanthrope	5"	4+	4+	4	5	9	4	9	5+
This unit contains 1 Ma +20). Each model is equ				dditiona	al Malant	hrope (Power I	Rating +	-10) or 2 additional Malanthropes (Power Rating
WEAPON	RANGE	TYP			S	AP	D	ABILI	TIES
Grasping tail	Melee	Me	lee		User	-1	D3	-	
WARGEAR OPTIONS	• None	e.			* * .			76	
	penalty Enhanc	from V	ENOM	THRO ma: At t	PES.	f the Fi	ght phas	e, roll a	es. This penalty is not cumulative with the same D6 for each enemy unit within 1" of any
	models	in your	r army w	ith the		IVE FI	EET> k	eyword	ithin 1" of a Malanthrope in the Fight phase, all as the Malanthrope may re-roll hit rolls of 1 against enemy.
		oue Rr	ood: Th	e first ti	me this u	nit is se	et up on	the battl	lefield, all of its models must be placed within 6" of
		one oth		el in the	eir unit. F	rom tha	at point	onwards	s, each operates independently and is treated as a
FACTION KEYWORDS	at least separat	one oth e unit.		180		rom tha	at point	onwards	

10		100			CHA	AER	RON			DAMAGE Some of a Dimacha change as it suffers		
NAME	M	WS	BS	S	T	W	A	Ld	Sv	shown below: REMAINING W	М	WS
Dimachaeron	*	*	3+	6	6	14	*	10	3+	8-14+	12"	2+
A Dimachaeron is a single	model arn	ned wit	h sickle	claws, g	rasping	talons a	nd thora	x spine-ı	naw.	4-7	9"	3+
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	IES	1-3	6"	5+
Grasping talons and thorax spine-maw	Melee	Me	lee		7	-2	1	6+ m		ing INFANTRY units, h this weapon is resolve		
Sickle claws	Melee	Me	lee		10	-2	D3			rith this weapon is a 6, 1 and a Damage of D6.	resolve tha	t hit with
WARGEAR OPTIONS	• None	2.					164		Mary St.			
ABILITIES	Digesti graspin	on Spir g talons	and the	imacha rax spii	eron kil ne-maw,	it gains	a 5+ inv	ulnerabl	e save f	RY models in the Fight for the remainder of the	e battle.	
FACTION KEYWORDS			<hiv< td=""><td></td><td></td><td>s, do not</td><td>count a</td><td>ny vertic</td><td>ai dista</td><td>nce it moves against th</td><td>e totai it n</td><td>nay travei.</td></hiv<>			s, do not	count a	ny vertic	ai dista	nce it moves against th	e totai it n	nay travei.
KEYWORDS	MONS											

1 3			N	1EI	OT:	IC S	SPC	RE	S
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv
Meiotic Spore	3"	-	-	1	2	2	1	10	7+
This unit contains 3 Mei (Power Rating +6).	iotic Spores.	It can in	ıclude u _l	p to 3 ac	lditiona	l Meioti	c Spores	(Power	Rating +3) or up to 6 additional Meiotic Spores
WARGEAR OPTIONS	• Nor	ie.		11.20		67.57	legal)	BK.	
ABILITIES	Instin	ctive Bel	haviour	: See pag	ge 16.	7.11			
	Each ti wound	ime a Mo	eiotic Sp nearest	ore exp	lodes, ro	oll a D6.	On a 1,	it fails to	any enemy unit at the end of any Charge phase. o inflict any harm. On a 2-5, it inflicts D3 mortal ortal wounds on that unit. The Meiotic Spore is
	the pu	rposes o	f any vic models	tory con	nditions	- their	destruct	ion neve	s. Furthermore, Meiotic Spores are discounted for er awards Victory points, they do not count towards t count when determining if a player has any models
	but ins	tead are	set up in	n freefal	l. Once	both arr	nies are	fully de	poores are not deployed with the rest of your army, ployed, just before the first battle round begins, you an 12" from any enemy models.
FACTION KEYWORDS	TYRA	NIDS,	<hiv< td=""><td>E FLEE</td><td>ET></td><td></td><td></td><th></th><th></th></hiv<>	E FLEE	ET>				
KEYWORDS	FLY, S	PORE	MINE	S, MEI	OTIC S	SPORE	S		

NAME	M	WS	BS	S	T	W	A	Ld	Sv			
Stone Crusher Carnifex Brood	7"	4+	4+	6	7	8	4	6	3+			
This unit contains 1 Stor Crusher Carnifexes (Po									affex (Power Rating +5) or 2 additional Stone			
WEAPON	RANGE	TYP		1 13 a1 11	S	AP		ABILI				
Bio-plasma	12"	Ass	ault D3		7	-3	1	_				
Bio-flail	Melee Melee User -1 2 Each time the bearer fights, you make a number of hit rolls against the target unit equal to the number of models from that unit within 2" of the Stone Crushe Carnifex. Meleo Meleo Bear Se L D3 Each time the bearer fights, one (and only one) of its											
Bone mace	Melee	Each time the bearer fights one (and										
Thresher scythe	Melee	Mel	lee		4	-1	1		e D3 hit rolls for each attack made with this weaponed of 1.			
Wrecker claws	Melee	Mel	lee		x2	-3	D6	wou	nst VEHICLES and BUILDINGS, re-roll all failed nd rolls with this weapon. If this model has two eker claws, it also re-rolls failed hit rolls against HICLES and BUILDINGS.			
WARGEAR OPTIONS	• Any	model r	nay exch	ange it	ne wreck s threshe vith bio-p	r scyth			ce.			
ABILITIES	Instinct	tive Bel	naviour:	See pa	ge 16.	1130	R. W.	7.20				
		our ch	oice with						hes a charge move, roll a dice; on a 4+, one enemy it is a VEHICLE or BUILDING , it instead suffers			
		one oth							lefield, all of its models must be placed within 6" o s, each operates independently and is treated as a			
FACTION KEYWORDS			<hive< td=""><td>FLEI</td><td>ET></td><td></td><td></td><td></td><td></td></hive<>	FLEI	ET>							
KEYWORDS	MONG	TED	CARNI	PPX	CTONE	CDII	TIED C					

22 bws		BA	RB	ED	HIE	ERC	DU	JLE		DAMAGE Some of a Barbed F change as it suffers below:			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Barbed Hierodule	*	3+	*	10	8	22	*	10	3+	11-22+	12"	4+	5
A Barbed Hierodule is a sin scything talons.	ngle mode	el equipp	ed with	two bi	o-cannon	s and n	nassive			6-10	8"	5+	4
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES	1-5	4"	6+	3
Bio-cannon	48"	Hea	ıvy 6		8	-2	D3	_					
Massive scything talons	Melee	Mel	ee		User	-3	D6	weap scyth	on. If th ing talo	oll hit rolls of 1 when a e bearer has more than ns, it can make 1 addit time it fights.	n one mass	sive	
WARGEAR OPTIONS	• Non	e.		II.d/ii									
ABILITIES	dice. A	dditiona	lly, this	model	may roll	3D6 wh	en charş	ging and	discard	5" until the end of the the lowest result.			
	a 5+, it	lashes o	ut in its	death t	hroes, an					mortal wounds.	iii tile batt	ieneia; on	
	Titanic its turn end of models the ene from an the pen	. When its move within my unit	er: A Ba a Barbe it must l" of it, that is v lly mod ts hit ro	arbed H d Hiero be mon as long within l els. In a lls. Fina	ierodule odule Falls re than 1" as all of t " of it or addition, t ally, the B	s Back, from a he enen any oth the Barl	it can ev ll enemy ny mode er visibl bed Hier	ven move v units. A els have t e enemy rodule ca	e over en A Barbed the INFA unit tha	phase and still shoot and the shoot and fire Heavy weapoonus to its save in cover	dels, thoug if there are nis case, it more than ns without	th at the enemy can shoot 1" away	
FACTION KEYWORDS	TYRA	NIDS,	<hiv< td=""><td>E FLEI</td><td>ET></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></hiv<>	E FLEI	ET>								
KEYWORDS	MON	STER,	TITAN	IIC, B	ARBED	HIER	ODULI	Е					

32 bws			E	IAF	RRII	DA]	N			DAMAGE Some of a Harridan it suffers damage in			•
NAME	М	WS	BS	S	ī	W	A	Ld	Sv	REMAINING W	M	WS	BS
Harridan	*	*	*	7	7	30	5	10	3+	16-30+	30"	3+	3+
A IIamidan is a simple mass	ما مسموا ما		a hia an				ا من مناما		4.5	10-15	20"	3+	4+
A Harridan is a single mod				illions a		11796				5-9 1-4	15" 10"	4+	5+ 6+
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES	1-4	10	5+	6+
Bio-cannon	48	Hea	ivy 6		8	-2	D3	-					18
Massive scything talons	Melee	Mel	lee		User	-3	D6	weap scyth	on. If th	oll hit rolls of 1 when a ne bearer has more tha ons, it can make 1 addi each time it fights.	n one mas	sive	
WARGEAR OPTIONS	• None.												8
ABILITIES	a 5+, it i	lashes o	ut in its bolism:	death t	hroes, an start of th	d each ne Shoo	unit with	hin 3" su se, you	iffers Di may cho	emoving the model from mortal wounds. Hoose to have the Harric of your current turn.			
										one enemy unit it pass ts composed entirely o			
	its turn. it must as long is within models.	. When be more as all of n 1" of i . In add	it Falls I e than 1' the ene t or any ition, th	Back, it I from a my mod other v Harrid	can even all enemy dels have risible ene dan can r	move of units. A the INI emy uni nove an	over ener A Harric FANTR It that is and fire H	ny INFA lan can s Y keywo within r eavy we	ANTRY shoot if ord. In the range an apons w	hase and still shoot an models, though at the there are enemy mode his case, it can shoot the d more than I" away for thout suffering the po- alf of it is obscured fro	e end of its els within 1 ne enemy u rom any fr enalty to it	move " of it, init that iendly s hit rolls.	
											100000000000000000000000000000000000000		100
TRANSPORT	This mo	odei can	transpo	ort up to	0 20 < HI	V E FLE	EI > Gr	ARGOY.	LES.				- 10
TRANSPORT Faction Keywords	This mo					V E FLE	EI> G	KRGOY.	LES.				- 6

					10701 27	ese and	Maria Maria	Medica	Palmus	THE PERSON NAMED IN COLUMN TWO IS NOT	33 0 F 18 0 6	California de la califo	# 1
90	HI	ER	OP1	HA	NT	BI	D-T	ITA	N	DAMAGE Some of a Hieropha characteristics chan			ige i
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv	battle, as shown belong REMAINING W	ow:	WS	A
Hierophant Bio-titan	*	*	3	10	8	50	*	10 2	+ (5++)	35-50+	12"	3+	
A Hierophant Bio-titan is a				two dir	re bio-cai	nnon, la	shwhip	pods,		20-34	9"	3+	
bio-plasma torrent and mor						4.0		A D.U. 17	urn	5-19	6"	4+	
WEAPON	RANGE	TYP			S	AP	D	ABILI	IES	1-4	3"	5+	
Dire bio-cannon	48"		cro 6		10	-2	2D6	-					_
Bio-plasma torrent	8"		ol 2D6		5	-2	1		•	hits its target automati	•		
Lashwhip pods	Melee	Mel			User	-1	2	Make	3 hit ro	lls for each attack mad	de with th	is weapon.	
Monstrous scything talons WARGEAR OPTIONS	Melee	Mel		4	x2 choose o	-5	2D6		1 .1				_
ABILITIES	- Swa Bio-tita Death T a 4+, it l	n Warı hroes: ashes o	Field. If this mut in its	Γhis mo lodel is death th	odel has a reduced hroes, an	to 0 wo	unds, ro unit witl	ll a D6 l nin 6" su	ffers D6	moving the model from mortal wounds.			
	Incendi		Hieropha	nt Bio-	titan suf	fers D3	mortal v		1 4	bles the Strength of its	dire bio		
	transpor	he end Incuba rt a uni 6 HIV	of the Fi tion Cha t of up to E GUAR	ght pha amber. 20 <h D, TYI</h 	se. On a A Hierop IVE FLE	4+, tha phant B EET> G UARD	flicts on t unit im io-titan ENEST or TYR	e or mon nmediate with this EALERS	re woundely suffer ability 5, TERM	ds on this model in the s a mortal wound. gains the TRANSPOR IAGANTS or HORM. ORS. It may also transp	e Fight ph RT keywor AGAUNT	ase, roll a rd, and can rS, or a uni	
	transport of up to FLEET: Titanic during it though a there are case, it can more the	he end Incuba rt a univ 6 HIVI > TYRA Monsta tts turn. at the ee e enemy can sho can 1" av	of the Fittion Chatter of up to E GUAR ANID Pleer: A Hid When a and of its y models out the enway from	ght pha amber. 2 20 < H.D. TYH RIME of erophan. Hierop move it s within emy un a any fri	A Hierop IIVE FLE RANT G or BROO at Bio-tita bhant Bio t must be a 1" of it, a hit that is	4+, that Beet > GUARD DLOR an can be more to as long within odels. I	flicts on t unit in io-titan ENEST! or TYR D. Fall Back Falls Back han 1" f as all of 1" of it of iinally, the	e or mon nmediate with this EALERS ANID V is in the I k, it can rom all of the ener or any ot ne Hiero	we wounded with substitution of the sability o	ds on this model in the sa mortal wound. gains the TRANSPORIAGANTS or HORMA	e Fight phe RT keyword AGAUNT Oort a sing ot and/or o NTRY mo o-titan car RY keywor within ran	ase, roll a rd, and can rS, or a unit- cle <hive a="" and<="" charge="" dels,="" ge="" if="" in="" rd.="" shoot="" td="" this=""><td></td></hive>	
	transport of up to FLEET: Titanic during it though: there are case, it comore the cover if	he end Incuba rt a unit 6 HIVI > TYRA Monste ts turn. at the ee e enemy an shoe an 1" av at least	of the Fi tion Cha t of up to E GUAR ANID PI er: A Hic When a nd of its y models ot the en way from half of the	ght pha amber. 20 < H.D. TYH RIME of erophan. Hierophove it is within themy under any frighter them.	A Hierop IIVE FLE RANT G or BROO of Bio-tite chant Bio- t must be 1 " of it, a it that is iendly m	4+, that Beet Set Set Set Set Set Set Set Set Set	flicts on t unit in io-titan ENEST: or TYR D. Fall Back Falls Back han 1" f as all of 1" of it of inally, the	e or mon nmediate with this EALERS ANID V c in the I k, it can rom all c the ener or any ot ne Hiero pearer.	re wounderly suffers ability S. TERM VARRIC Movement of the control of the contro	ds on this model in the sa a mortal wound. gains the TRANSPOR IAGANTS or HORM. ORS. It may also transport phase and still shoot over enemy INFAI inits. A Hierophant Bicels have the INFANTR ole enemy unit that is well.	e Fight phe RT keyword AGAUNT Oort a sing ot and/or o NTRY mo o-titan car RY keywor within ran	ase, roll a rd, and can rS, or a unit- cle <hive a="" and<="" charge="" dels,="" ge="" if="" in="" rd.="" shoot="" td="" this=""><td>_</td></hive>	_
FACTION KEYWORDS	transport of up to FLEET: Titanic during it though: there are case, it comore the cover if	he end Incuba rt a unit 6 HIVI TYRA Monstots turn. at the e e enemy can shoo an 1" av at least r's note	of the Fittion Chat to fup to E GUAR ANID Pleer: A Hid When a and of its y models to the enway from half of time.	ght pha amber. 2 20 < H CD, TYF RIME of erophan. Hierop move it is within themy un any fri the mod	A Hierop IIVE FLE RANT G or BROO at Bio-tite chant Bio t must be 1 " of it, init that is ieendly m el is obso	4+, that Beet Set Set Set Set Set Set Set Set Set	flicts on t unit in io-titan ENEST: or TYR D. Fall Back Falls Back han 1" f as all of 1" of it of inally, the	e or mon nmediate with this EALERS ANID V c in the I k, it can rom all c the ener or any ot ne Hiero pearer.	re wounderly suffers ability S. TERM VARRIC Movement of the control of the contro	ds on this model in the sa a mortal wound. gains the TRANSPOR IAGANTS or HORM. ORS. It may also transport phase and still shoot over enemy INFAI inits. A Hierophant Bicels have the INFANTR ole enemy unit that is well.	e Fight phe RT keyword AGAUNT Oort a sing ot and/or o NTRY mo o-titan car RY keywor within ran	ase, roll a rd, and can rS, or a unit- cle <hive a="" and<="" charge="" dels,="" ge="" if="" in="" rd.="" shoot="" td="" this=""><td></td></hive>	

22 20ms	S	CY	TH	ED	НІ	ER	OD	UL	E	DAMAGE Some of a Scythed change as it suffers			
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv	shown below: REMAINING W	М	WS	A
Scythed Hierodule	*	*	3+	10	8	22	*	10	3+	11-22+	12"	3+	7
A Scythed Hierodule is a s scything talons.	ingle mode	el equip	ped witl	h bio-a	cid spray	and two	o massiv	re .		6-10	8"	4+	5
WEAPON	RANGE	ТҮР	E		S	AP	0	ABIL	ITIES	1-5	4"	5+	3
Bio-acid spray	8"	Hea	avy 2D6		6	-2	D3	This	weapon	hits its target automa	tically.		9
Massive scything talons	Melee	Me	lee		User	-3	D6	wea scyt	pon. If th hing talo	oll hit rolls of 1 when ne bearer has more tha ons, it can make 1 add each time it fights.	an one mas	ssive	00000000
WARGEAR OPTIONS	• None	2.	1167			100							
ABILITIES	Death a 5+, it	dditiona Throes: lashes o	Ily, this If this nout in its	model nodel is death t	may roll a reduced throes, an	3D6 wh	nen char ounds, re	ging an oll a D6	d discard before r	6" until the end of the I the lowest result. emoving the model from 3 mortal wounds.			
	its turn. end of i models the ener from an	Monston When ts move within my unit my frience alty to i	er: A Sc a Scythe it must 1" of it, that is v dly mod ts hit ro	ythed Hed Hier be mor as long within I els. In a	Hierodule Fal re than 1" as all of the of it or addition,	lls Back ' from a the ener any oth the Scy	, it can e all enem my mod ner visib thed Hi	even mo y units. els have le enem erodule	A Scythe the INF y unit the can move	t phase and still shoot enemy INFANTRY m ed Hierodule can shoo ANTRY keyword. In at is within range and we and fire Heavy weap bonus to its save in cov	odels, thoo ot if there a this case, i more than oons witho	ugh at the are enemy t can shoot n 1" away ut sufferin	t
FACTION KEYWORDS	TYRA	NIDS,	<hiv< td=""><td>E FLE</td><td>ET></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></hiv<>	E FLE	ET>								
KEYWORDS	MONS	STER,	TITAN	IC, SC	CYTHE	D HIE	RODU	LE					7



ORKS ARMY LIST

This section serves as an addendum to the Orks army list in Warhammer 40,000 – Index: Xenos 2, and features all of the additional datasheets for the Orks range of models produced by Forge World. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and abilities it may have.

KEYWORDS

Throughout this section you will come across a keyword that is within angular brackets, specifically <CLAN>. That is shorthand for a keyword of your own choosing, as described below.

<CLAN>

All Orks belong to a clan. Some datasheets specify what clan the unit is drawn from (e.g, Zhadsnark da Rippa has the EVIL SUNZ keyword, so is from the Evil Sunz clan). If an ORK datasheet does not specify which clan it is drawn from, it will have the <CLAN> keyword. When you include an ORK unit in your army with this keyword, you must specify which clan that unit is from. There are many different clans to choose from – you can use any of the clans described in our books, or make up your own if you prefer. You then simply replace the <CLAN> keyword in every instance on that unit's datasheet with the name of your chosen clan.

For example, if you were to include a unit of Grot Tanks in your army, and decided they were from the Evil Sunz clan, then the unit's <CLAN> keyword is changed to EVIL SUNZ.

ABILITIES

The following abilities are common to several Ork units:

'Ere We Go!

A unit with this ability can re-roll failed charge rolls.

Mob Rule

A unit with this ability can use the number of models in their unit as their Leadership characteristic. In addition, a unit with this ability can use the Leadership characteristic of any friendly **ORK** unit within 6".

2 (7)		ZI	HA]	DS:	NAI	RK	DA	RII	PPER
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Zhadsnark da Ripper	15"	2+	5+	6	6	8	5	8	4+
							w' and s	tikkbom	nms. His warbike, 'Da Beast', is equipped with
two big shootas. Only one WEAPIN	RANGE	iei may TYP I		iaea ir	ı your arı S	ny. AP	n	ARILI	TIES
Slugga	12"	Pist			4	0	1	_	
Big shoota	36"	Ass	ault 3		5	0	1	_	
Da Pain Klaw	Melee	Mel	ee		x2	-4	D3	enen	e target of a hit roll of 6 made for this weapon is an ny INFANTRY or MONSTER model, it suffers a tal wound in additional to any other damage.
Stikkbomm	6"	Gre	nade De	5	3	0	1	-	
WARGEAR OPTIONS	• None		aaş 6						
ABILITIES	Waaagh even if the Breakin can resto test is the	!: Friend hey Add 'Heads ore order constant the constant	dly ORI vanced to s: If an E er with a sidered to n this m	K INF. this tur VIL S bruta to have	rn. UNZ uni l display e been pa	units wi t fails a of violer ssed.	Morale t	est with ey do, th	odel at the start of the Charge phase can charge ain 3" of a friendly EVIL SUNZ WARBOSS, they he unit suffers D3 mortal wounds but the Morale characteristic for that Movement phase instead of
FACTION KEYWORDS	ORK, I								
KEYWORDS	CHAR								

ALA RAE	D/I	WC	ne	S	T	W		Ld	C ₁₁
NAME -	M	WS	BS	_			A	Ld	Sv
Buzzgob	5"	3+	4+	5	4	6	4	8	4+
Nitnuckle/Lunk	5"	5+	4+	2	2	1	1	5	6+
Ork Mek Boss Buzzgob is Grot oilers, Nitnuckle and									nd Mek arms. He may be accompanied by his two
WEAPON	RANGE	TYPI			S	AP	D	ABILI	ries
Slugga	12"	Pist	ol 1		4	0	1	-	
Big choppa	Melee	Mel	ee		+2	-1	2	-	
Mek arms	Melee	Mel	ee		4	0	1		e three hit rolls for each attack made with this on instead of 1.
Stikkbomm	6"	Gre	nade De	5	3	0	1	-	
WARGEAR OPTIONS	• None								
		Force	Field: If	this me	odel is ed	uipped	with a k	custom f	orce field, friendly ORK units that are entirely
	within 9 has a 5+ Big Mel (other t can only	" have a - invuln kaniak: han mo y be rep	5+ inverable so At the edels that aired or	ulnerab ave agai end of y t can FI ace each	le save a inst Rang our Mov (Y) with turn. er game,	gainst R ged weap ement p in 3". Th	anged woons insohase, the at mode	veapons. itead. is mode el regain Lunk can	If the unit is embarked, the vehicle transporting it l can repair a single friendly <clan> VEHICLE</clan>
	within 9 has a 5+ Big Mel (other t can only Nitnucl do so, tl	o" have a invulnate invuln	5+ inv erable sa At the ε dels tha aired or Lunk: Τ le that I	ulnerab ave agai end of y t can FI ace each wice pe Buzzgob I this ur	le save a inst Rang our Mov (Y) with a turn. er game, o is repai	gainst R ged weap ement p in 3". Th Nitnuck ring rega	anged woons insohase, the att mode and I ains one	veapons. itead. is mode el regain Lunk can addition	If the unit is embarked, the vehicle transporting it can repair a single friendly <clan> VEHICLE s D3 wounds lost earlier in the battle. A VEHICLE assist their master in making repairs. When they</clan>
FACTION KEYWORDS	within 9 has a 5+ Big Mel (other t can only Nitnucl do so, tl	" have a invulnation invulnation invulnation invulnation involved	5+ inv erable sa At the ε dels tha aired or Lunk: Τ le that I	ulnerab ave agai end of y t can FI ace each wice pe Buzzgob I this ur	le save a inst Rang our Mov (Y) with turn. er game, o is repai nit, alway	gainst R ged weap ement p in 3". Th Nitnuck ring rega	anged woons insohase, the att mode and I ains one	veapons. itead. is mode el regain Lunk can addition	If the unit is embarked, the vehicle transporting it a can repair a single friendly CLAN > VEHICLE S D3 wounds lost earlier in the battle. A VEHICLE assist their master in making repairs. When they nal wound.
FACTION KEYWORDS KEYWORDS (BUZZGOB)	within 9 has a 5+ Big Mel (other t can only Nitnucl do so, tl When r Nitnuck ORK,	o" have a invulnication invuln	At the eddes that the eddes that aired on Lunk: The that Howombor Lunk	ulnerab ave agai end of y t can FI nce each wice pe Buzzgob I this ur is igno	le save a inst Rang our Mov.Y) with a turn. er game, o is repainit, alway	gainst R ged weap ement p in 3". Th Nitnuck ring rega rs use Bu	anged woons insohase, the lat mode and I lains one azzgob's oses of r	veapons. tead. is mode regain unk can addition Toughn norale.	If the unit is embarked, the vehicle transporting it a can repair a single friendly CLAN VEHICLE is D3 wounds lost earlier in the battle. A VEHICLE is assist their master in making repairs. When they hal wound.

, OWE				GI	\U.		ANI	72	
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Grot Tank	2D6"	6+	4+	4	5	4	2	4	4+ (6++)
Kommanda	2D6"	6+	4+	4	5	4	3	5	4+ (6++)
Grot Tank in each unit. C	Grot Tanks n	nay only	be inclu		a detacl	nment th	nat also o	contains	wer Rating). One Kommanda may take the place of sone or more BIG MEKS.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Big shoota	36"	Ass	ault 3		5	0	1	-	
Skorcha	8"	Ass	ault D6		5	-1	1	This	weapon hits its target automatically.
Grotzooka	18"	Hea	vy 2D3		6	0	1	-	
Rokkit launcha	24"	Ass	ault 1		8	-2	3	-	
Kustom mega-blasta	24"	Ass	ault 1		8	-3	D3		u roll one or more hit rolls of 1, the bearer suffers a tal wound after all of the weapon's shots have been lved.
Shoota	18"	Ass	ault 2		4	0	1	-	
WARGEAR OPTIONS	- Big - Sko - Gro - Rol - Ku	shoota orcha otzooka kkit laui stom me		ta			s below,	a Komr	nanda may choose two instead:
ABILITIES			ead!: Gre			Movem	ent char	acteristi	ic of 2D6", and this must be rolled for at the
	C								
	Kolling	Scrap	rile: Gro	ot Tanks	nave a	ı ınvuln	erable sa	ive of 6	

ORK, <CLAN> VEHICLE, GRETCHIN, GROT TANKS

FACTION KEYWORDS

KEYWORDS

7		GRO	T ME	GA-	ΓΑΝ	IK	
NAME	М	WS BS	S 1	W	A	Ld	Sv
Grot Mega-tank	2D6"	5+ 4+	6 (5 9	4	5	4+ (6++)
A Grot Mega-tank is a sin	-		two heavy tui	rets and t	nree light	turrets -	all of which must be equipped with one of the
WEAPON	RANGE	TYPE		AP	D	ABILI	TIES
Twin big shoota	36"	Assault 6		5 0	1	_	
Big shoota	36"	Assault 3	Į.	5 0	1	-	
Skorcha	8"	Assault D6		-1	1	This	weapon hits its target automatically.
Grotzooka	18"	Heavy 2D3	3 (6 0	1	_	,
Rack of rokkits	24"	Assault 2	8	3 -2	3	_	
Kustom mega-blasta	24"	Assault 1	8	3 -3	D3		u roll one or more hit rolls of 1, the bearer suffers a tal wound after all of the weapon's shots have been ved.
Shoota	18"	Assault 2	4	1 0	1	-	
Rokkit launcha	24"	Assault 1	8	3 -2	3	-	
Boom kanister	10"	Assault 2D	6 4	1 0	1	This	weapon may only be used once.
Wreckin' ball	Melee	Melee	+	1 -1	1	The b weap	bearer can only make three attacks with this oon.
ABILITIES	- Tw - Tw - Ra - Tw - Each - Big - Sko - Gr - Ro - Ku - The - The - The - Mutiny	shoota orcha otzooka kkit launcha stom mega-bla Grot Mega-tanl Grot Mega-tanl Grot Mega-tanl	sta k may also ha k may take up k may also ha of the Shootin	ve a shoot to two bo ve a wreck g phase, r	a. oom kani: iin' ball. oll a D6. (sters. On a 1, r	owing options: none of this model's weapons may be fired this
	Full Sp of each	and the model eed Ahead!: G Movement pha	's weapons m rot Mega-tan ase.	ust all be	fired at th Movemen	e same t	of fall in line and follow the Kommanda's orders too target, but add 1 to the hit rolls. of 2D6", and this must be rolled for at the beginning
		Scrap Pile: Gi es: If this mode					e of 6+. re removing it from the battlefield. On a 6 it
		es, and each un					
	on produc	.,		incro Do i	iioitai we	undo.	
FACTION KEYWORDS		<clan></clan>		incro Do 1	ilortar we	diras.	

12			SQ	UIGG	OI	Ή			DAMAGE Some of a Squiggoth as it suffers damage,		
NAME	М	WS	BS	S T	W	A	Ld	Sv	REMAINING W	М	S
Squiggoth	*	4+	5+	* 7	18	*	6	4+	10-18+	10"	7
A Squiggoth is a single	e model with go	rin' hori	ns and a si	ngle Heavy v	weapon	s slot in i	ts howda	ah.	4-9 1-3	8" 6"	6 5
WEAPON	RANGE	TYPE		S	AP	D	ABILIT		1-5		
Kannon	When at	ttacking	with this	weapon, cho	ose one	of the pi	rofiles be	elow:			
- Frag	36"	Heav	y D6	4	0	1	-				
- Shell	36"	Heav	y 1	8	-2	D6	-				
Lobba	48"	Heav	y D6	5	0	1	This beare		can target units that a	e not visib	ole to the
Zzap gun	36"	Heav	ry 1	2D6	-3	3	Stren	gth of t	this weapon, roll to de he shot. If the result is instead, if the attack he bearer then suffers a n	11+, do no its, it caus	ot make a es 3 mortal
Gorin' horns	Melee	Mele	e	User	-3	D6	-				
WARGEAR OPTIONS	• The Single The Singl	inon ba	n may take	e one of the f	ollowin	g option	s in its H	Ieavy W	eapons slot:		
ABILITIES	line of si Squiggo weapons units cur Stampeo	ight from th also a s slot and rrently v de!: Eacl	n any poin pply to its I the unit vithin 1" o	t on the Squi passengers, embarked or f the Squiggo s model finish	iggoth. howeve n the Sq oth.	When there uiggoth	ey do so are ener may fire	o, any re my unit their w	ting phase. Measure the estrictions or modifiers is within 1" of the Squig eapons as normal, but each enemy unit withi	that apply goth, both may not ta	to this i its Heavy rget the
TRANSPORT	The Squ	iggoth n	nay transp				RY mod	els. Eac	h MEGA ARMOUR o	r JUMP P	ACK
FACTION KEYWORDS	ORK, <					777		7			

12			ME	KA	\-D]	RE	AD			DAMAGE Some of a Meka-Dro as it suffers damage		
NAME	M	WS	BS	S	ī	W	A	Ld	Sv	REMAINING W	M	WS
Meka-Dread	*	*	4+	*	7	16	5	6	3+	10-16+	8"	3+
A Meka-Dread is a single	e model equi	nned wi	th two r	inna kla	aws					4-9	6"	4+
WEAPON	RANGE	TYPE		ippu idi	S	AP	0	ABILIT	IFS	1-3	4"	5+
Big zzappa	36"	Hea			2D6	-4	4	Befor Stren a wou	e firing gth of tl ınd roll.	this weapon, roll to do ne shot. If the result is Instead, if the attacks ds. Then the bearer su	12, do not hit, each o	make ause 3
Shunta	24"	Hea	vy 1		8	-2	2			hat suffer a wound fro in the following turn.	om this we	apon may
Rattler kannon	24"	Hea	vy 2D6		5	-2	D3	-				
Rokkit-bomms	48"	Hea	vy D6		5	0	1	This	veapon	can target units not vi	sible to the	e bearer.
Rippa klaw							1.1	with one	C.1 /	. 11	7 770000	nunta or a
WARGEAR OPTIONS	rattle	r kanno	n.							Collowing weapons: big		iuiita or a
WARGEAR OPTIONS	rattle • The l 'Ere We Ramsha wound	er kanno Meka-Di e Go!: Se ackle Me is ignore	n. read mus ee page 2 onster: I	st take of 3. Each time	one of th ne a Mel e this rol	e follow ka-Drea ll is faile	ring: rok d loses a	kit-bom	ms, the	Mega Charga ability on weapons, roll a D6 -educed to a 5+, and so	or a KFF.	of 4+, the
	rattle The M Tere We Ramsha wound on a 6+	er kanno Meka-Di e Go!: Se ackle Me is ignore and this	n. read mustee page 2 onster: I ed. The fi s ability i	st take of 3. Each times times may no	one of the me a Mel e this rol longer b	e follow ka-Drea ll is faile be used.	ring: rok d loses a	kit-bom wound sult nee	ms, the	Mega Charga ability on the manner of the Mega Charga ability on the Mega Charga ability of the Mega Ch	on a roll o	of 4+, the
WARGEAR OPTIONS	rattle • The l 'Ere We Ramsha wound on a 6+ Rip n' T Mega C before t	r kanno Meka-Di Go!: Se ackle Mo is ignore and this Cear: If a Charga: (his happ	n. read mustee page 2 onster: I ed. The fi s ability i armed wi Once per oens, roll	Each tirrirst time may no ith two r battle, a D6. (me a Mel e this rol longer b rippa kla this mo On a 1, th	e follow ka-Drea ll is faile be used. aws, a M del may he Mek	ring: rok d loses a cd, the re Meka-Dr move u a-Dread	wound esult nee ead incre p to an a	from anded is reases its	Mega Charga ability on weapon, roll a D6 -educed to a 5+, and so	on a roll of on until to by 1. phase. Ho eginning of	of 4+, the he roll fails wever, f your next
WARGEAR OPTIONS	rattle • The M 'Ere Wo Ramsha wound on a 6+ Rip n' T Mega C before t player t Kustom	r kanno Meka-Dı e Go!: Se ackle Me is ignore and this Gear: If a Charga: (his happ urn and	n. read muster page 2 onster: I ed. The fi s ability i armed wi Once per oens, roll suffers 1	est take of the case of the ca	ne a Mel e this rol longer b rippa kla this mo On a 1, the	e follow ka-Drea ll is faile be used. aws, a M del may he Mek . It may	d loses and the red deka-Drown move una-Dread Advance the a Kust	wound esult nee ead incre p to an a cannot e as per tom Fore	from an ded is reases its addition Advance the norm	Mega Charga ability on weapon, roll a D6 – educed to a 5+, and so Attacks characteristical 8" in its Movement e or charge until the b	or a KFF. on a roll of on until the by 1. phase. Ho eginning of lity has be	of 4+, the he roll fails wever, f your next en used.
WARGEAR OPTIONS	rattle The N Tere We Ramsha wound on a 6+ Rip n' 7 Mega C before t player t Kustom 9" have Big n' S addition	r kanno Meka-Dre Go!: Se ackle Mo is ignore and this Fear: If a charga: O his happ urn and a Force I a 5+ inv tompy: n, it can	n. read muste page 2 conster: I ed. The fis a ability rurmed with the page 2 conservation of the page 2 conservation of the page 3 conservation of the page 3 conservation of the page 4 conservation of the page	Each time and the two	me a Mele this rol longer be this mo On a 1, til wound odel is aragainst raffell Backeavy we	ka-Drea ll is faile be used. aws, a M del may he Mek . It may med wi anged v	d loses and the red deka-Drown move un a-Dread Advance the a Kustyeapons. The red deka-Drown move without sur Move.	wound esult nee ead incre p to an a cannot e as per tom Fore ment ph suffering	from an ded is reases its addition Advance the normal certain asset and ithe per	Mega Charga ability of the deduced to a 5+, and so the Attacks characteristic all 8" in its Movement e or charge until the benal rules after this abi	or a KFF. on a roll of on until the by 1. phase. Ho eginning of lity has be hat are enturing during the control of the contr	of 4+, the he roll fails wever, f your nexten used. irely within its turn. In
WARGEAR OPTIONS	rattle The N Tere Wo Ramsha wound on a 6+ Rip n' T Mega C before t player t Kustom 9" have Big n' S addition bonus te	r kanno Meka-Dr e Go!: Se ackle Mo is ignore and this Cear: If a Charga: O his happ urn and a Force I a 5+ inv tompy: n, it can o its savi es: If thi	nn. read muste page 2 onster: I ed. The fis a bility rurmed with the page 2 once person of the page 2 onster: I ed. The fis a bility rurmed with the page 3 Field: If rulnerably This momove and the page 3 onstering the p	est take of the case of the ca	me a Mele this rol longer be rippa klathis mo On a 1, til wound odel is arragainst raffered Fall Backery we being in a ceed to 0	ka-Drea ll is faild be used. aws, a M del may he Mek . It may med wi anged v eapons v cover if wounds	d loses and the red deka-Drown move una-Dread Advance than Kustyeapons. Lur Move without shat least hear proll a I	wound esult nee ead increp to an a cannot e as per tom Forement ph suffering nalf of the D6 before	from an ded is reases its addition Advance the normal asse and a the period e model.	Mega Charga ability of the deduced to a 5+, and so a 5+, and so a 5+ and so a	or a KFF. on a roll of on until the by 1. phase. Ho eginning of lity has be hat are enturing during is model of bearer.	of 4+, the the roll fails wever, f your next en used. irely within its turn. In nly gains a
WARGEAR OPTIONS	rattle The N Tere Wo Ramsha wound on a 6+ Rip n' T Mega C before t player t Kustom 9" have Big n' S addition bonus te	r kanno Meka-Dre e Go!: See ackle Mo is ignored and this Fear: If a charga: (his happurn and a Force I a 5+ inv tompy: h, it can o its savi es: If thi	n. read muste page 2 conster: I fed. The fis a bility rurmed with the page 2 conserved with the page 2 constering the first page 3 constering the first page 4 construction of the first page 4 constr	est take of the case of the ca	me a Mele this rol longer be rippa klathis mo On a 1, til wound odel is arragainst raffered Fall Backery we being in a ceed to 0	ka-Drea ll is faild be used. aws, a M del may he Mek . It may med wi anged v eapons v cover if wounds	d loses and the red deka-Drown move una-Dread Advance than Kustyeapons. Lur Move without shat least hear proll a I	wound esult nee ead increp to an a cannot e as per tom Forement ph suffering nalf of the D6 before	from an ded is reases its addition Advance the normal asse and a the period e model.	Mega Charga ability of the property of the pro	or a KFF. on a roll of on until the by 1. phase. Ho eginning of lity has be hat are enturing during is model of bearer.	of 4+, the the roll fails wever, f your next en used. irely within its turn. In nly gains a

10			LIF	ТА	W	AG	ON			DAMAGE Some of a Lifta Waş as it suffers damage	,		s chang
NAME	M	WS	BS	S	ī	W	A	Ld	Sv	REMAINING W	M	S	A
Lifta Wagon	*	5+	5+	*	7	16	*	7	4+	8-16+	12"	8	6
										4-7	9"	6	D6
A Lifta Wagon is a single				-droppa				1000		1-3	6"	6+	D3
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES				
Lifta-droppa	48"	He	avy D6		-	-	-	unit i	is hit by	hits automatically. Each this weapon, roll 2D6 target's Strength, it suff	. If the res	ult equals	
Big shoota	36"	Ass	sault 3		5	0	1	-					- 9
Rokkit launcha	24"	Ass	ault 1		8	-2	3	-					33
Wreckin' ball	Melee	Me	lee		+1	-1	1	The	oearer ca	an only make 3 attacks	with this	weapon.	2
Deff rolla	Melee	Me	lee		User	-2	1	Add	3 to hit	rolls made with this w	eapon.		100
Grabbin' klaw	Melee	Me	lee		User	-3	D3			an only make a single a	attack with	n this	
WARGEAR OPTIONS										all, grabbin' klaw, deff following: big shoota,		ncha.	
ABILITIES	Mobile	Fortre	ss: A Lift	a Wago	n ignore	s the pe	nalty for	moving	g and fir	ring Heavy weapons.			8
FACTION KEYWORDS	ORK,	<cla< td=""><td>N></td><td>8 CH</td><td></td><td>17/19</td><td></td><td></td><td>MARK</td><td></td><td>1 35/19</td><td>19-11-1</td><td>1</td></cla<>	N>	8 CH		17/19			MARK		1 35/19	19-11-1	1
KEYWORDS	VEHIC	TER	ATTLE	WAGO	N III	TA TAT	ACON	110					100

9			BI	G TI	RAK	K			DAMAGE Some of a Big Trakl it suffers damage, a			nange :
NAME	M	WS	BS	S T	W	A	Ld	Sv	REMAINING W	M	S	A
Big Trakk	*	5+	5+	* 6	15	*	6	4+	9-15+	14"	6	5
A Big Trakk is a single i	model equippe								4-8	12"	5	4
WEAPON	RANGE	TYPE	wo big sii	S	AP	0	ABILI	TIFS	1-3	10"	4	3
Big shoota	36"	Assa	ult 3	5	0	1	_	1120				8
Skorcha	8"		ult D6	5	-1	1	This	weapon	hits its target automat	ically.		- 8
Rokkit launcha	24"	Assa		8	-2	3	_	1	8	7.		- 8
Supa-kannon	60"		y 2D6	8	-2	3	-					- 8
Lobba	48"		, лу D6	5	0	1	This		can target units that a	re not visil	ole to the	5
Kannon	When a	ttacking	with this	weapon, cl	noose one	of the r						
- Frag	36"		y D6	4	0	1	-					
- Shell	36"	Heav	•	8	-2	D6	_					3
Zzap gun	36"	Heav	•	2De		3	Strer	ngth of t nd roll -	this weapon, roll to do the shot. If the result is instead, if the attack le bearer then suffers a	11+, do no nits, it caus	ot make a es 3 mort	
Supa-skorcha	24"	Heav	y 4D3	6	-2	1	This	weapon	hits its target automat	ically.		100
Big lobba	48"	Heav	y 2D6	6	-1	1	This beare		can target units that a	re not visil	ole to the	
Killkannon	24"	Heav	y D6		7 -2	2	-					
Big zzappa	36"	Heav	уу D3	2D0	6 -4	4	of th Inste	e shot. I ad, if th	g this weapon, roll to do If the result is 12, do no the attacks hit, each caus arer suffers a mortal we	ot make a v ses 3 morta	vound rol	1.
Flakka gunz	48"	Assa	ult 4	6	-1	1	targe	ts that o	hit rolls made for this can FLY . Subtract 1 fro bon against all other ta	m the hit i		:
Grot sponson	24"	Assa	ult 2	4	0	1		_	rolls made for this wea	•		1
WARGEAR OPTIONS ABILITIES	The F kann The F kann The F launc The F explode Explode Mobile Grot Ri	Big Trakk on, lobba Big Trakk on. Big Trakk has. Big Trakk es: If this s, and ea Fortress ggers: A	x may red x may red x may also x may also x model is ch unit w :: A Big T t the end	uce its Train, supa-skouce its Train have up to have up to reduced to rithin 6" suf rakk ignore of the turn	nsport Cap orcha, big nsport Cap o two wead o two Groo o 0 wound ffers D6 m es the pena , roll a D6	pacity to lobba, k pacity to pons che t sponso s, roll a nortal we alty for a	six modilkanno 0 and mosen from ons. D6 before ounds. moving a	lels and n, big z nay instead in the form the found firing the Big 7	corcha or rokkit launch must instead of its star zappa or flakka gunz. ead of its standard opti illowing list: big shoota wing it from the battlef ag Heavy weapons.	ndard options take and skorchastick on a constitution of the const	supa- s or rokkit 6 it	
	draw lin model a same tu	e of sigh lso apply rn, canno	t from and to its part of to its part of the i	ny point on ssengers. Fe	the mode or exampl n pistols) i	l. When e, the pa if this m	they do assengers odel is w	so, any cannot ithin 1"	Shooting phase. Measurestrictions or modified shoot if this model had of an enemy unit, and itself can.	ers that app as Fallen Ba	ly to this ack in the	
TRANSPORT				up to 12 O other mode		NTRY 1	nodels. I	Each MI	EGA ARMOUR or JU	MP PACK	model	-
FACTION KEYWORDS	ORK,	<clan< td=""><td>></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></clan<>	>									
KEYWORDS	VEHIC	CLE, TR	RANSPO	RT, BIG	TRAKK							

13					VAG -KA			1111		DAMAGE Some of a Battleway characteristics char shown below:			
NAME	M	WS	BS	S	Ī	W	A	Ld	Sv	REMAINING W	М	S	
Battlewagon	*	5+	5+	*	7	16	*	7	4+	8-16+	12"	8	
A Battlewagon with sup	a-kannon is a	single	model ec	quippe	ed with a s	upa-ka	nnon.			4-7	9"	6	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-3	6"	6+	
Supa-kannon	60"	Hea	vy 2D6		8	-2	3	-					_
Big shoota	36"	Ass	ault 3		5	0	1	-					
Rokkit launcha	24"	Ass	ault 1		8	-2	3	-					
Wreckin' ball	Melee	Mel	ee		+1	-1	1	Theb	oearer c	an only make 3 attacks	s with this	weapon.	
Grabbin' klaw	Melee	Mel	ee		User	-3	D3			an only make a single n time it fights.	attack with	n this	
Deff rolla	Melee	Mel			User	-2	1			rolls made with this w	eapon.		
WARGEAR OPTIONS					four big s deff rolla					r a wreckin' ball.			
ABILITIES	explode	s, and e	ach unit	withi	n 6" suffer	s D6 m	ortal wo	unds.		ving it from the battlef			
	Mobile	Fortres	s: A Batt	lewag	on with S	upa-ka	nnon igr	ores the	e penalt	y for moving and firin	g Heavy w	eapons.	
	line of s also app	ight fro	m any po passeng	oint or ers; fo	n this moo or example	del. Wh e, the pa	en they assenger	do so, ar s cannot	ny restri shoot i	pooting phase. Measure ictions or modifiers the if this model has Faller enemy unit, and so or	at apply to a Back in t	this mode	el
TRANSPORT					non can t			INFAN	NTRY n	nodels. Each MEGA A	RMOUR	or JUMP	
FACTION KEYWORDS	ORK,			-1								Same .	Ī
						EWA	-						

Tower .			K		DAMAGE Some of a Kill Tank's characteristics changit suffers damage, as shown below:								
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Kill Tank	*	*	*	8	8	24	8	7	4+	14-24+	12"	3+	4-
A Kill Tank is a single r	nodel equippe	d with a	hureta	kannor	and a t		shoota			6-13	10"	4+	5-
WEAPON	RANGE	TYPE		Kamioi	S	AP		ABILI	TIES	1-5	8"	5+	6-
Giga shoota	48"		y 6D6		6	-1	1	_					
Bursta kannon	36"		y 2D6		10	-4	2	_					
Big shoota	36"	Assa	•		5	0	1	_					
Skorcha	8"	Assa	ult D6		5	-1	1	This	weapon	hits its target automat	tically.		
Rokkit launcha	24"	Assa	ult 1		8	-2	3	-					
Twin big shoota	36"	Assa	ult 6		5	0	1	-					
Rack of rokkits	24"	Assa	ult 2		8	-2	3	-					
ABILITIES	Explode	l Tank n	nay repl model	ace its l	oursta ka ced to 0	wounds	ith a gi	ga shoot: D6 befor	a.	cit launcha, twin big sh			s.
ABILITIES	Explode explode Mobile Hang O measure modifie model h unit, an Grot Ri Reinfor end of ti	I Tank n es: If this s, and ea Fortress on!: Mode e the ran rs that a has Faller d so on. ggers: A ced Ran he turn i	s models ch unit so a Kill els emb ge and opply to a Back in the entre the e	is reductive within Tank ignorated order within modern the sale of the CEHICI is a succession of the control o	oursta ka ced to 0 D6" suf gnores ti on a Kill ne of sig del also ame turn e turn, re LE with a essful ch	wounds fers D6 1 he penal Tank's r ht from apply to 1, canno oll a D6. a reinfor arge. In	s, roll a simortal water for may atta any point its passet shoot On a reced ram addition	ga shoots D6 befor wounds. noving an ack in the nt on thi sengers. (except v bill of 6, t n charges n, each t	a. re remove and firing re Shoo s model For exan with pis the Kill s, increa ime a m	ying it from the battlef g Heavy weapons. ting phase, but may or l. When they do so, an mple, the passengers co tols) if this model is we Tank regains one lost we see its Strength charact model with a reinforceco	nly hit on a sy restriction annot show ithin 1" of wound. teristic by 2 d ram finis	6 it 1 6+ - ons or ot if this an enemy	
ABILITIES	Explode explode explode explode Mobile Hang O measure modifie model hunit, and Grot Ri Reinfor end of the move, so A Kill T	I Tank n es: If this s, and ea Fortress on!: Mode e the ran rs that ap has Faller d so on. ggers: A rced Ran he turn i elect one	s models on Miles and Selection and Selectio	is reductive within a Tank in the same of	oursta ka ced to 0 D6" suf gnores ti on a Kill ne of sig del also ame turn e turn, re LE with a essful ch ithin 1"	annon w wounds fers D6 1 he penal Tank's r ht from apply to n, canno oll a D6. a reinfor narge. In and roll	s, roll a simortal value for may atta any point its passet shoot On a recederant addition a dice; of the simon attached to the simon addition a dice; of the simon addition and the simon addition a dice; of the simon addition and the simon addition addition and the simon addition and the simon addition addition addition addition and the simon addition addition addition and the simon addition ad	ga shoots D6 befor wounds. noving an ack in the nt on thi sengers. (except v boll of 6, t 1 charges n, each t on a 2+ t	a. re remove re remove re remove re remove sir Shoo s model For exar with piss he Kill s, increa ime a m hat unit	ying it from the battlef g Heavy weapons. ting phase, but may or l. When they do so, an nple, the passengers ca tols) if this model is we Tank regains one lost we se its Strength charact	nly hit on a sy restriction annot show ithin 1" of wound. teristic by 2 d ram finis unds.	6 it 1 6+ - ons or ot if this an enemy 2 until the hes a char	rge
	Explode explode explode Mobile Hang O measure modifie model h unit, and Grot Ri Reinfor end of ti move, so A Kill T the space	I Tank n es: If this s, and ea Fortress on!: Mode e the ran rs that ap has Faller d so on. ggers: A rced Ran he turn i elect one 'ank can	s models on Miles and Selection of the ending of the enemy transponder responder responder of the enemy other responder of the enemy of the enem	is reductive within a Tank in the same of	oursta ka ced to 0 D6" suf gnores ti on a Kill ne of sig del also ame turn e turn, re LE with a essful ch ithin 1"	annon w wounds fers D6 1 he penal Tank's r ht from apply to n, canno oll a D6. a reinfor narge. In and roll	s, roll a simortal value for may atta any point its passet shoot On a recederant addition a dice; of the simon and a since for a since fo	ga shoots D6 befor wounds. noving an ack in the nt on thi sengers. (except v boll of 6, t 1 charges n, each t on a 2+ t	a. re remove re remove re remove re remove sir Shoo s model For exar with piss he Kill s, increa ime a m hat unit	ying it from the battlef g Heavy weapons. ting phase, but may or l. When they do so, an mple, the passengers ca tols) if this model is we l'ank regains one lost we se its Strength charact model with a reinforced cauffers D3 mortal wo	nly hit on a sy restriction annot show ithin 1" of wound. teristic by 2 d ram finis unds.	6 it 1 6+ - ons or ot if this an enemy 2 until the hes a char	rge

8		'CH	IINO	ORF	(, M	AR	KO	РТА
NAME	M	WS BS	S	Ţ	W	A	Ld	Sv
'Chinork' Warkopta	16"	3+ 5+	6	5	8	4	6	4+
A 'Chinork' Warkopta is	a single mod	lel equipped	with two	deffgun	s and on	e big sho	ota.	
WEAPON	RANGE	TYPE		S	AP	0	ABILIT	ries
Big shoota	36"	Assault 3	3	5	0	1	-	
Deffgun	48"	Heavy D	3	7	-1	2	of att	n a unit fires its deffguns, roll once for the number acks and use this for all deffguns fired by the unit is phase.
Skorcha	8"	Assault 1	D6	5	-1	1	This	weapon hits its target automatically.
Rokkit launcha	24"	Assault	Į.	8	-2	3	-	
Kustom mega-blasta	24"	Assault	L	8	-3	D3		a roll one or more hit rolls of 1, the bearer suffers a al wound after all of the weapon's shots have been wed.
Rattler kannon	24"	Heavy 2	D6	5	-2	D3	_	
Bigbomm		·	[See belo	ow]			Each	bigbomm can only be used once per battle.
WARGEAR OPTIONS	 A Wa 	arkopta may arkopta may arkopta may	replace it	s two de	ffguns w	ith two r		, rokkit launcha or kustom mega-blasta. nnon.
TRANSPORT	A Wark	opta can car	ry 10 OR	K INFA	NTRY m	odels. It	may not	t carry MEGA ARMOUR or JUMP PACK models.
ABILITIES	Turbo-lrolling a Scoutin battlefie	dice. ' Ahead: Du ld. At the en	this mod ring deplo d of any o	oyment, of your N	you can Iovemer	set up a int phases,	Warkop	haracteristic for that Movement phase instead of ta behind enemy lines instead of placing it on the rkopta can swoop around to ambush the foe – set it uny enemy models.
	After th unit (up Explod e	e model has to a maxim es!: If this m	moved, p um of five odel is rec	ick one of dice). F	enemy u For each 0 wound	nit that it roll of 5+ ds, roll a	flew ov the tar	e as it flies over enemy units in its Movement phase. er. Then, roll a D6 for each model in the enemy get unit suffers 1 mortal wound. re removing it from the battlefield. On a 6 it
FACTION VEVWOODE	- 1	s, and each	ınit withi	n 6" suffe	ers D6 m	ortal wo	unds.	
FACTION KEYWORDS		<clan></clan>	IODOD	THE C	OTTEN	DICT	ADITO	OTT A
KEYWORDS	VEHIC	CLE, TRAN	SPORT	, FLY,	CHINC	KK' W.	ARKOI	?TA

DAMAGE KUSTOM STOMPA Some of a Kustom Stompa's characteristics change as it suffers damage, as shown below: **REMAINING W** M NAME M WS RS lπ Sv 31-40+ 12' 5+ 8 Kustom Stompa 8 3+ 21-30 9" A Kustom Stompa is a single model equipped with a deff kannon, a supa-gatler, 11-20 6" three big shootas, a twin big shoota, three supa-rokkits, a skorcha, the Gaze of Mork 1-10 4" and a mega klaw. TYPE AP WEAPON RANGE S **ABILITIES** When attacking a unit with 10 or more models, this Deff kannon 72" Heavy D6 10 -4 D6 weapon's Type changes to Heavy 2D6. Supa-gatler 48" Heavy 2D6 7 -2 1 See Psvcho-Dakka-Blasta! This weapon hits automatically. Each time an enemy Lifta-droppa 48" Heavy D6 unit is hit by this weapon, roll 2D6. If the result equals or exceeds the target's Strength, it suffers a mortal wound. Big shoota 36" Assault 3 5 0 1 Gaze of Mork 24" Assault 1 4D6 -4 6 Skorcha 8" Assault D6 5 -1 1 This weapon hits its target automatically. Twin big shoota 36" Assault 6 5 0 Change this weapon's to Heavy 4D6 if the target is Heavy 2D6 8 -2 2 Belly gun 48" INFANTRY. Only one supa-rokkit can be fired by the bearer per turn, Supa-rokkit 100" Heavy D3 -2 D₆ and each can only be fired once per battle.

4

x2.

A Kustom Stompa may replace its mega klaw with a lifta-droppa.

A Kustom Stompa may take up to two additional supa-rokkits.

· A Kustom Stompa take up to four Grot sponsons.

0

-5

1

A Kustom Stompa may take a belly gun, but may no longer transport any models if it does so.

Add 1 to hit rolls made for this weapon.

increase its Attacks characteristic by 4.

If a Kustom Stompa is equipped with two mega klaws,

ABILITIES

TRANSPORT

Grot sponson

WARGEAR OPTIONS

Mega klaw

'Ere We Go!: See page 23.

Assault 2

Melee

additional mega klaw.

24"

Melee

Bigger 'n' Stompier: This model can Fall Back in the Movement phase and still shoot and/or charge that turn. When a Kustom Stompa Falls Back, it can move over enemy INFANTRY models, though at the end of its move it must be more than 1" from any enemy models. A Kustom Stompa does not suffer the penalty for moving and firing Heavy weapons.

A Kustom Stompa may replace both of its deff kanon and supa-gatler with a single lifta-droppa or with a single

WS

3+

4+

5+

6+

S

10

9

8

7

This model only gains a bonus to its saving throws for being in cover if at least half of the model is obscured from the bearer.

Psycho-Dakka-Blasta! A Kustom Stompa can fire its supa-gatler more than once in your Shooting phase.

To fire the supa-gatler a second time, roll a D6. On a 2+, you can make the attack. On a 1, the weapon's ammo has been expended and it can no longer be used for the rest of the battle.

To fire the supa-gatler a third time in your Shooting phase, roll a D6. On a 5+, you can make the attack. On a 4 or less, the weapon's ammo has been expended and can no longer be used for the rest of the battle.

Effigy: ORK units within 6" of a friendly Kustom Stompa can re-roll failed Morale tests.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 2D6" suffers 2D6 mortal wounds.

Repair Krew: At the beginning of the turn, a Kustom Stompa's repair krew may attempt to repair lost wounds. On a roll of a 5+, the Kustom Stompa repairs one wound, and on a 6+, it repairs D3 wounds. A Kustom Stompa can transport 20 ORK INFANTRY models, Each MEGA ARMOUR or JUMP PACK model

takes up the space of two models. Some of the Kustom Stompa's upgrades may reduce its Transport Capacity. **FACTION KEYWORDS** ORK, <CLAN> **KEYWORDS** VEHICLE, TRANSPORT, TITANIC, STOMPA, KUSTOM STOMPA

21			GAI SQ							DAMAGE Some of a Gargantu characteristics char shown below:			age,
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	WS	S
Gargantuan Squiggoth	*	*	5+	*	8	35	8	5	4+	20-35+	10"	3+	1
A Gargantuan Squiggoth i Howdah is equipped with							additio	on, its		9-19 1-8	8" 6"	4+ 5+	10
WEAPON	RANGE	TYP	E		S	AP	D	ABIL	ITIES	1-6		Эт	
Supa-lobba	48"	Hea	avy 3D6		7	-2	1	-					\neg
Killkannon	24"	Hea	avy D6		7	-2	2	-					
Big zzappa	36"	Неа	avy D3		2D6	-4	4	Stre wou	ngth of tl ınd roll –	this weapon, roll to do ne shot. If the result is instead, if the attacks ds. Then the bearer su	12, do not hit, each o	make a auses 3	d.
Twin big shoota	36"	Ass	ault 6		5	0	1	-					
Big shoota	36"	Ass	ault 3		5	0	1	-					
Huge tusks	Melee	Mel	lee		User	-4	D6	-					
WARGEAR OPTIONS										as on its Howdah. bbas with a killkannor	n or big zza	прра.	
ABILITIES	range ar or modi enemy t Gargant	nd draw ifiers the units wi tuan Sq	v line of sig at apply to thin 1" of	ght fro the G the Ga	m any p Gargantua argantua	oint on t an Squig n Squigg	the Gar goth a goth, be	rgantua lso appl oth its c	n Squiggo ly to its po own weap	n their Shooting phase oth. When they do so, assengers, however if ons and the unit emb target the units curren	any restricthere are arked on t	ctions he	
	-		ch time the mortal wo			es a cha	rge mo	ve, roll	a D6 for	each enemy unit with	in 1" of it;	on a 2 that	
TRANSPORT	The Gar PACK r	0	n Squiggot	th can	carry 20	ORK I	NFAN'	TRY m	odels. It r	may not carry MEGA	ARMOUI	R or JUMP	
FACTION KEYWORDS	ORK,	<cla1< td=""><td>N></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></cla1<>	N>										
KEYWORDS	TRAN	SPOR	Γ, MONS	STER	, TITA	NIC, G	ARGA	NTU	AN SQU	IGGOTH			J



DRUKHARI ARMY LIST

This section serves as an addendum to the Drukhari army list in Warhammer 40,000 – Index: Xenos 1, and features all of the additional datasheets for the Drukhari range of models produced by Forge World. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and abilities it may have.

KEYWORDS

Throughout this section you will come across a keyword that is within angular brackets, for example **KABAL**>. This is shorthand for a keyword of your own choosing, as described below.

<KABAL>, <WYCH CULT> and <HAEMONCULUS COVEN>

Most Drukhari belong to either a Kabal, a Wych Cult or a Haemonculus Coven. When you include a Drukhari unit in your army, you must nominate which Kabal, Wych Cult or Haemonculus Coven that unit is from. There are many different internal factions to choose from; you can use any of the groups described in our books, or make up your own if you prefer. You then simply replace the appropriate bracketed keyword in every instance on that unit's datasheet.

For example, if you were to include a Tantalus in your army, and you decided the Tantalus was from the Kabal of the Black Heart, then their <**KABAL**> faction keyword would be changed to **KABAL OF THE BLACK HEART**.

9 (tweet	REAPER								
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv
Reaper	*	4+	*	6	6	12	*	7	4+

A Reaper is a single model equipped with a storm vortex projector, scythevanes and a sharpened prow blade.

DAMAGE

Some of a Reaper's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
8-12+	14"	3+	5
4-7	10"	4+	3
1-3	6"	5+	D3

a sharpened prow blade.											
WEAPON	RANGE	TYPE	S	AP	0	ABILITIES					
Storm vortex projector	When at	tacking with this w	eapon, choo	se one	of the pi	rofiles below:					
- Blast	24"	Heavy 2D6	6	0	1	If any models are slain in the target unit, it may not Advance in the following turn.					
- Beam	36"	5" Heavy D6 8		8 -4		If any models are slain in the target unit, it may not Advance in the following turn.					
Scythevanes	Melee	Melee	4	-1	1	-					
Sharpened prow blade	Melee	e Melee		User -1		You can make a maximum of one combat attack with a sharpened prow blade each turn (any remaining attacks must be made with a different weapon).					
WARGEAR OPTIONS	• None.	177 254 527			. 11						
ABILITIES	Explode		educed to 0	wounds	s, roll a I	ainst Ranged weapons. D6 before removing it from the battlefield. On a 5+ it unds.					
	Hoverin	g: Distance and rar	iges are alwa	ıys mea	sured to	and from this model's hull, even though it has a base.					
FACTION KEYWORDS	AELDA	RI, DRUKHAR	I, <haem< td=""><td>ONCU</td><td>JLUS C</td><td>OVEN> OR <wych cult=""> OR <kabal></kabal></wych></td></haem<>	ONCU	JLUS C	OVEN> OR <wych cult=""> OR <kabal></kabal></wych>					
KEYWORDS	VEHICLE, FLY, REAPER										

18			1	[AN	NTA	LU	S			DAMAGE Some of a Tantalus' suffers damage, as s			ınge
NAME	М	WS	BS	S	ī	W	Α	Ld	Sv	REMAINING W	M	BS	
Tantalus	*	4+	*	7	7	18	*	7	3+	9-18+	16"	3+	
A Tantalus is a single m	odel equippe	d with t	wo pulse	e-disint	egrators	and a di	ire scvt	he blade		4-8	14"	4+	,
WEAPON	RANGE	ТҮР	-		S	AP	D		ITIES	1-3	12"	4+]
Pulse-disintegrator	36"	Ass	ault 6		8	-3	2						
Dire scythe blade	Melee	Mel	lee		8	-2	1	_					
WARGEAR OPTIONS	• None	e.			13705	E Hear	111		4000		5076H		
TRANSPORT	This mo		y transp	ort 16 I	DRUKH	ARI INI	FANTR	Y or IN	CUBI m	odels. GROTESQUES	S take up t	he space o	of
	Enhand dice to Scythin	ced Aetl determi	hersails: ne dista ge: If th	If this nce.	model A	dvances	, it may	double within	its curre	nodel's hull, even thou int Movement characte e or more enemy units	eristic – do	o not roll a	
	the Tan	talus us	e the Wa	arlord's	Leaders	hip char	acterist	ic instea	d of thei	us, all friendly units w r own. This ability doe to the Tantalus.		0	
	that are entirely on or within cover, even if they can draw line of sight to the Tantalus. Open-topped: Models embarked on this model can attack in their Shooting phase. Measure the range and draw line of sight from any point on the model. When they do so, any restrictions or modifiers that apply to this mode also apply to its passengers – for example, the passengers cannot shoot if this model has Fallen Back in the same turn, cannot shoot (except with pistols) if this model is within 1" of an enemy unit, and so on. Note that the passengers cannot shoot if this model Falls Back, even if the Tantalus itself can.												
	line of s also app turn, ca	sight fro ply to its innot sh	m any p s passens oot (exc	oint on gers – fo cept with	the moon or example h pistols	del. Whe ple, the p) if this 1	en they basseng model i	do so, ar ers cann s within	ny restric not shoot 1" of an	ctions or modifiers that if this model has Falle enemy unit, and so or	it apply to en Back in	this mode the same	el
FACTION KEYWORDS	line of s also app turn, ca passeng	sight fro ply to its annot sh gers can	m any p s passeng oot (exc not shoc	point on gers – fo cept with ot if this	the moon or example h pistols model	del. Whe ple, the p) if this r Falls Bac	en they basseng model i k, even	do so, and ers cannot s within if the T	ny restric not shoot 1" of an antalus i	ctions or modifiers that if this model has Falle enemy unit, and so or	it apply to en Back in n. Note tha	this mode the same t the	el



T'AU EMPIRE ARMY LIST

This section serves as an addendum to the T'au Empire army list in Warhammer 40,000 – Index: Xenos 2, and features all of the additional datasheets for the T'au Empire range of models produced by Forge World. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and abilities it may have.

KEYWORDS

Throughout this section you will come across a keyword that is within angular brackets, specifically **<SEPT>**. This is shorthand for a keyword of your own choosing, as described below.

<SEPT>

All T'au belong to a sept world or to a breakaway faction. Some datasheets specify what sept the unit is drawn from (e.g., Shas'o R'alai has the KE'LSHAN keyword, so is from the Ke'lshan sept). If a T'AU EMPIRE datasheet does not specify which sept it is drawn from, it will have the <SEPT> keyword. When you include a T'AU EMPIRE unit with this keyword in your army, you must nominate which sept that unit is from. There are many septs to choose from; you can choose any of the septs described in our books, or make up your own if you prefer. You then simply replace the <SEPT> keyword in every instance on that unit's datasheet.

For example, if you were to include an XV109 Y'vahra Battlesuit in your army, and decided it was from the Farsight Enclaves, then its **<SEPT>** keyword is changed to **FARSIGHT ENCLAVES**.

XV89 Battlesuits

Forge World's XV89 Battlesuits represent a prototype iteration of the well-known XV8 Crisis Battlesuit, and on any datasheet that presents a unit or **CHARACTER** clad in a Crisis Battlesuit, an XV89 may be used to represent them instead. In all cases, the characteristics and abilities of the unit are unchanged and this substitution is purely cosmetic.

ABILITIES

The following ability is common to several T'au Empire units:

FOR THE GREATER GOOD

When an enemy unit declares a charge, a unit with this ability that is within 6" of one of the charging unit's targets may fire Overwatch as if they were also targeted. A unit that does so cannot fire Overwatch again in this turn.

MARKERLIGHTS

If a model (other than a **VEHICLE**) fires a markerlight, it cannot fire any other weapons in that phase. When a unit is hit by a markerlight, place a counter next to it for the remainder of the phase. The table below describes the benefits **TAU EMPIRE** models have when shooting at a unit that has markerlight counters. All benefits are cumulative.

Markerlights	Benefits
1	You can re-roll hit rolls of 1 for TAU EMPIRE models attacking this unit.
2	Destroyer and seeker missiles fired at this unit use the firing model's Ballistic Skill (and any modifiers) rather than only hitting on a 6.
3	T'AU EMPIRE models attacking this unit do not suffer the penalty for moving and firing Heavy weapons or Advancing and firing Assault weapons.
4	The target unit does not gain any bonus to its saving throws for being in cover.
5+	Add 1 to hit rolls for T'AU EMPIRE models attacking this unit.

SHAS'O R'MYR												
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv			
Shas'o R'myr	8"	3+	2+	5	5	6	4	9	3+ (4++/3++)			
Shas'o R'myr is a single mode included in your army.	el equipp	ed with	a doub	le-barre	elled plas	ma rifle	and a m	niniaturi	sed fletchette pod. Only one of this model may be			
WEAPON	RANGE TYPE S AP D ABILITIES											
Double-barrelled plasma rifle	24"	Rap	id Fire	2	6	-3	1	-				
Miniaturised fletchette pod (shooting)	6"	Assa	ult D6		4	0	1	-				
Miniaturised fletchette pod (melee)	Melee	e two hit rolls for each attack made by this weapon ad of one.										
WARGEAR OPTIONS	• None	2.	1884		Mes.							
ABILITIES	 Kauyon Kauyon Mon Upgrad Vengea Manta S 	of War: or Mon on: Unt cannot t'ka: Fri led Shie nce: Sha	Once pat'ka. til the endy < endy < ld>General Control of the cont	oer batt. nd of the pranty respective services. SEPT > cerator: yr may deployr	le, at the see turn, y reason. units wi Shas'o R' re-roll fament, you	ou can r thin 6" c myr has iled hit i	re-roll fa can both a 4+ inv rolls of i	a Advano vulnerab I when t	a single friendly Commander can declare either rolls for friendly <sept> units within 6", but these re and shoot as if they hadn't moved this turn. ble save (3+ against melee weapons). The argeting ASTRA MILITARUM units. The in a Manta hold instead of placing them on the in use a Manta Strike to enter the fray – set them</sept>			
FACTION KEYWORDS						nore than	n 9" awa	y from 6	enemy models.			
KEYWORDS		EMPIR				THADA	CTER	TETT	PACK, FLY, SHAS'O R'MYR			

	BARRELL CO.	OM THE	CHRISTA	90235333	AND DESCRIPTION	1 izer		SCHOOL SE	THE PARTY WITH THE PROPERTY OF THE PARTY OF				
				SH	AS'	O F	'AI	LAI					
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv				
Shas'o R'alai	8"	3+	2+	5	6	8	4	9	3+ (4++/3++)				
Blacklight Marker Drone	8"	3+	5+	3	4	1	1	6	4+ (4++/3++)				
Shas'o R'alai is a single mode each equipped with a Marke									s accompanied by two Blacklight Marker Drones,				
WEAPON	RANGE	TYP			S	AP	D	ABILI	TIES				
Experimental pulse submunitions rifle	When attacking with this weapon, choose one of the profiles below: 24" Papid Fire 2 6 1 1 If the target is a VEHICLE roll a D6 On a 3+ the target												
– EMP	24" Rapid Fire 2 6 -1 1 If the target is a VEHICLE , roll a D6. On a 3+, the targe unit suffers 1 mortal wound in addition to any other damage. 36" Assault 2 9 -2 2 -												
 Hyper density sabot 	36"	Ass	ault 2		9	-2	2	-					
Markerlight	36" Heavy 1 See Markerlights – page 39.												
WARGEAR OPTIONS ABILITIES	• None	e.											
	Master Kauyon Kauy	of War: or Mor yon: Un	Once portion of the control of the c	oer battle	e turn, yeason.	beginni ou can 1	ng of yo	our turn,	save, increasing to 3+ against attackers more than a single friendly Commander can declare either rolls for friendly <sept> units within 6", but these ce and shoot as if they hadn't moved this turn.</sept>				
									o R'alai may re-roll all failed hit rolls.				
	Drone	Suppor	t: When	Shas'o F	R'alai is s	et up oi	n the ba	ttlefield,	any accompanying Drones are set up in unit treated as a separate unit.				
									TAU EMPIRE INFANTRY or BATTLESUIT read of the target unit.				
	battlefie anywhe	eld. At tl ere on th	ne end o	of any of field that	your M	ovemen	t phases	, he can	i in a Manta hold instead of placing him on the use a Manta Strike to enter the fray – set him up my models.				
FACTION KEYWORDS				LSHAN									
KEYWORDS	BATT	LESUI	Γ, CON	MMAN	DER, C	CHAR	ACTER	R, JET P	PACK, FLY, SHAS'O R'ALAI				

(6)		ī		COMN 81 CRI				SIIIT
NAME	M	WS	BS	S T	W	A	Ld	Sv
XV81 Commander	8"	3+	2+	5 5	6	4	9	3+
								rstem. It may be accompanied by up to two Tactical e included in any T'au Empire army.
WEAPON	RANGE	TYPE	E	S	AP	D	ABILIT	IES
Burst cannon	18"	Assa	ault 4	5	0	1	-	
Smart missile system	30"	Hea	vy 4	5	0	1	visible weapo	t missile systems can target units that are not e to the bearer. In addition, units attacked by this on do not gain any bonuses to their saving throws ring in cover.
WARGEAR OPTIONS	• This	<i>ort Syste</i> model n	ems list – se	ee <i>Warhamm</i> additional i	er 40,00	0 – Inde	x: Xenos	a single item from the Ranged Weapons and/or 2. apons and/or Support Systems list – see Warhammer
ABILITIES		of War:		1 0	beginni	ng of yo	ur turn, a	a single friendly Commander can declare either
	units	cannot	move for a	ny reason.				olls for friendly <sept></sept> units within 6", but these e and shoot as if they hadn't moved this turn.
								is set up on the battlefield, any accompanying wards, the Drones are treated as a separate unit.
								T'AU EMPIRE INFANTRY or BATTLESUIT rad of the target unit.
	them or	the bat	tlefield. At	the end of y	our Mov	rement p	hases, th	isis Battlesuit in a Manta hold instead of placing ney can use a Manta Strike to enter the fray – set ny enemy models.
FACTION KEYWORDS	T'AU F	EMPIR	E, <sept< td=""><td>'></td><td></td><td></td><td></td><td></td></sept<>	'>				
KEYWORDS				.CK, FLY, C /81 CRISIS				MANDER,

₫1 (2)		DX	-4 ⁻	ľΕC	CHI	NIC	AI.	DR	ONES
NAME	M	WS	BS	S	Ī	W	A	Ld	Sv
DX-4 Technical Drone	8"	5+	5+	3	4	1	1	6	4+
This unit contains 2 DX-4 Tequipped with a defensive of		Drones.	It may i	include	up to 8 a	addition	al DX-4	Technic	cal Drones (Power Rating +1 each). Each Drone is
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES
Defensive charge	8"	Ass	ault 1		5	0	1	-	
WARGEAR OPTIONS	• Non	e.		19.0				34.48	
ABILITIES	Saviou unit, yo Multi-i protoco Repa unit Surv	ou can clunction of may be air Prote and roll reillance	cols: If a noose to a Survey e activate a D6. Ce Protoc	DRON allocate or: In the ded per placet one on a roll ol: Select	ES unit e any wo he Shoo phase are friendly of a 4+, et one er	ounds to ting pha id per ur unit wi one mo nemy un	the Drose, this nit of Dath the Bidel in this within	unit may X-4 Tech ATTLE ne unit re	y activate one of its Survey Protocols. Only one inical Drones. SUIT keyword within 3" of the Technical Drone egains D3 wounds. the Technical Drone unit. That unit gains no it of your next turn.
FACTION KEYWORDS	T'AU I	EMPIR	E, <se< td=""><td>PT></td><td></td><td></td><td></td><td></td><td></td></se<>	PT>					
KEYWORDS	DRON	JE ELV	DY-4	TECH	INICA	I DRO	NIEC		

(6) (b)		I	NX				ND BAT		SUIT		
NAME	M	WS	BS	S	T	W	A	Ld	Sv		
XV84 Commander	8"	3+	2+	5	5	6	4	9	3+		
40,000 - Index: Xenos 2	, +1 Power).	Only or	ne of this		may be	include	d ['] in any	T'au Em			
WEAPON	RANGE	TYP	E		S	AP	0	ABILIT	les		
Burst cannon	18"		ault 4		5	0	1	-			
WARGEAR OPTIONS ABILITIES	Supp • This	ort Syst model 1	ems list -	- see <i>Wa</i> e an addi	ırhamm	er 40,00	0 – Inde	x: Xenos	single item from the Ranged Weapons and/or 2. papons and/or Support Systems list – see Warhammen		
	 Kauyon: Until the end of the turn, you can re-roll failed hit rolls for friendly <sept> units within 6", but these units cannot move for any reason.</sept> Mont'ka: Friendly <sept> units within 6" can both Advance and shoot as if they hadn't moved this turn.</sept> Drone Support: When a Commander in XV84 Crisis Battlesuit is set up on the battlefield, any accompanying Drones are set up in unit coherency with it. From that point onwards, the Drones are treated as a separate unit. Saviour Protocols: If a DRONES unit is within 3" of a friendly T'AU EMPIRE INFANTRY or BATTLESUIT unit, you can choose to allocate any wounds to the Drones instead of the target unit. 										
	them or	n the ba	ttlefield.	. At the e	end of y	our Mo	vement j	phases, th	risis Battlesuit in a Manta hold instead of placing ney can use a Manta Strike to enter the fray – set uny enemy models.		
	weapon	s, or fo	r Advan		firing A	Assault v	veapons	. This mo	alty to their hit rolls for moving and firing Heavy odel can also Advance and fire Rapid Fire weapons,		
	of whet	her it p	asses its	wound r	oll, it a	utomati	cally app	lies a sin	om this model successfully hits its target, regardless agle Markerlight counter to the target unit. This per phase.		
FACTION KEYWORDS	T'AU I	EMPIR	E, <se< td=""><td>PT></td><td></td><td></td><td></td><td></td><td></td></se<>	PT>							
KEYWORDS				PACK, XV84 (MANDER,		

5				4.00									
T TOWER	X	V9.	HAZ	ARD	SU	PP	ORT	TEAM					
NAME	M	WS	BS :	S T	W	A	Ld	Sv					
XV9 Hazard Battlesuit	8"	5+	4+	5 5	5	3	8	3+					
An XV9 Hazard Battlesuit XV9 Hazard Battlesuits (+.								a. It may be accompanied by up to two additional ating each).					
WEAPON	RANGE	TYPI		S	AP	D	ABILITI						
Double-barrelled burst cannon	18"	Assa	ault 8	5	0	1	_						
Phased ion gun	18"	Assa	ault 2D3	4	-1	1		it roll of 6 made for this weapon is resolved at instead of AP -1.					
Fusion cascade	12"	Assa	ault D3	8	-4	D6		target is within half range of this weapon, roll ce when inflicting damage with it and discard the result.					
Pulse submunitions rifle	30"	Assa	ault 2D3	6	0	1	-						
WARGEAR OPTIONS	a pha • An X 40,00	 An XV9 Hazard Battlesuit may replace one or both of its double-barrelled burst cannon with either a phased ion gun, a fusion cascade or a pulse submunitions rifle. An XV9 Hazard Battlesuit may take one of the abilities listed on the <i>T'au Support Systems</i> list – see <i>Warhammer</i> 40,000 – <i>Index: Xenos 2</i>. 											
ABILITIES			r Good: See	1 0									
						·		for this unit, the test is automatically passed.					
					11			on the battlefield, any accompanying DRONES are DRONES are treated as a separate unit.					
		Casters r that pl	,	ny unit that o	declares	a charge	e against a	a unit with this ability must reduce its charge move					
								T'AU EMPIRE INFANTRY or BATTLESUIT and of the target unit.					
	placing	them or	n the battlef	ield. At the	end of a	ny of yo	ur Moven	card Support Team in a Manta's hold instead of nent phases, they can use a Manta Strike to enter nan 9" away from enemy models.					
FACTION KEYWORDS	T'AU I	EMPIR	E, <sept:< td=""><td>></td><td></td><td>-</td><td></td><td>and the second s</td></sept:<>	>		-		and the second s					
KEYWORDS	BATT	LESUIT	Γ, JET PA	CK, FLY, X	V9 HA	ZARD	SUPPO	ORT TEAM					

(20)			XVI B	109 AT'	Υ'\ ΓLE	AF SU	DAMAGE Some of the XV109 characteristics char						
NAME	M	WS	BS	S	T	W	A	Ld	Sv	shown below: REMAINING W	М	BS	A
XV109 Y'vahra Battlesuit	*	5+	*	6	7	14	*	8	2+ (5++)		18"	4+	4
Shielded Missile Drone	12"	5+	5+	4	4	1	1	6	4+ (4++)	4-6	12"	5+	3
MV52 Shield Drone	8"	5+	5+	3	4	1	1	6	4+ (3++)	1-3	6"	5+	2

5+ An XV109 Y'vahra Battlesuit is a single model equipped with an ionic discharge cannon, a phased plasma-flamer and a fletchette pod. It may be accompanied by up to two MV52 Shield Drones (+2 Power Rating) or Shielded Missile Drones (+2 Power Rating) – each Shielded Missile

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Ionic discharge cannon		tacking with this we				es that follow. You may only use the nova reactor profile in
- Standard	12"	Heavy 3	8	-3	1	When targeting this enemy VEHICLE , the target suffer a mortal wound in addition to all other damage for each wound roll of 6+ made for this weapon.
- Nova reactor	12"	Heavy 3D3	10	-3	3	When targeting this enemy VEHICLE , the target suffer D3 mortal wounds in addition to all other damage for each wound roll of 6+ made for this weapon.
Phased plasma-flamer		tacking with this we				es that follow. You may only use the nova reactor profile in
- Standard	8"	Heavy 2D6	6	-2	3	This weapon hits its target automatically.
- Nova reactor	8"	Heavy 3D6	6	-2	3	This weapon hits its target automatically.
Fletchette pod	6"	Pistol D6	4	0	1	-
Missile pod	36"	Assault 2	7	-1	D3	-
WARGEAR OPTIONS	• The Y	'vahra may take up	o two item	s from t	he Supp	oort Systems list – see Warhammer 40,000 – Index: Xenos 2
	Saviour unit, you MV52 S Shield G	Protocols: If a DRC a can choose to alloc hield Generator: M enerator: Shielded	ONES unit a ate any wo V52 Shield Missile Dro	is within unds to I Drones ones hav	3" of a the Dro have a re a 4+ i	
		C'vahra Battlesuit: Triginating from with				uit has a 5+ invulnerable save, increasing to 4+ against an
	nova rea beginnir • Overo • Escap sky. A long a	ctor. If you do so, the gof your next turn: charged Burst: The te Thrust: At the state the beginning of your it is more than 9" as	is model so Y'vahra can rt of the M our next M way from	affers 1 r n fire usi ovement ovemen an enem	ng a we t phase, t phase, ty unit.	se, you can choose to use the XV109 Y'vahra Battlesuit's wound. Choose one of the following effects to last until the apon's Nova Reactor profile. the Y'vahra may be removed from play and set up in the you may set the Y'vahra anywhere on the battlefield as ncreased to 3+ against melee attacks.
FACTION KEYWORDS						O
LACTION VELMOKOS	TAUE	MPIRE, <sept></sept>				

19						/AF	RNA IT			DAMAGE Some of the XV107 characteristics chan shown below:		
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS
KV107 R'varna Battlesuit	*	5+	*	6	8	15	*	8	2+	7-15+	8"	4+
Shielded Missile Drone	12"	5+	5+	4	4	1	1	6 4	1+ (4+-	-) 4-6	6"	5+
An XV107 R'varna Battlesu It may also be accompanied - each equipped with a miss	by up to								on.	1-3	3"	5+
WEAPON	RANGE	TYP	E		S	AP	D	ABIL	ITIES			
Pulse submunitions cannon	60"	Hea	ivy 3D3		6	-2	3	-				
Missile pod	36"	Ass	ault 2		7	-1	D3	-				
	Savious unit, yo	n unit co r Protoc ou can cl	oherency cols: If a noose to	y with the DRON allocate	hem. Fro ES unit e any wo	om that is within ounds to	point on n 3" of a	wards, friendly nes ins	the DI y T'AU tead of	eattlefield, any accomparts on EMPIRE INFANTRY of the target unit.	eparate u	nit.
	Multi-t	racker:								rolls of 1 if it is firing al	l of its we	apons at th
	same ta	iget.										
		•	Genera	tor: A F	₹varna l	Battlesui	t has a 5	+ invul	nerable	e save.		

T'AU EMPIRE, <SEPT>
BATTLESUIT, MONSTER, XV107 R'VARNA BATTLESUIT

FACTION KEYWORDS

KX139 TA'UNARSUPREMACY ARMOUR

DAMAGE
Some of the KX139 Ta'unar Supremacy
Armour's characteristics change as it takes

damage, as shown below:

NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv
Ta'unar Supremacy Armour	*	4+	*	8	8	30	*	9 3	+ (5++)

REMAINING W	M	BS	A
21-30+	16"	2+	5
12-20	14"	2+	4
5-11	12"	3+	3
1-4	8"	4+	2

The KX139 Ta'unar Supremacy Armour is a single model equipped with two arm-mounted tri-axis ion cannon, one pulse ordnance multi-driver system, four smart missile systems, four burst cannon and crushing feet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES 1-4 8 47
Tri-axis ion cannon	When atta	cking with this wea	pon, cho	ose one	of the pro	files below:
- Standard	60"	Heavy 9	7	-2	2	-
- Coherent beam	60"	Heavy 3D3	8	-2	3	If you roll one or more hit rolls of 1, the bearer suffers a mortal wound after all of this weapon's have been resolved.
Fusion eradicator	24"	Heavy 5	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Pulse ordnance multi-driver	When atta	cking with this wea	pon, cho	ose one	of the pro	files below:
 Concentrated bombardment 	72"	Macro 6	12	-4	4	-
- Pattern bombardment	72"	Macro 2D6	8	-3	3	-
Nexus meteor missile system	24"-120"	Macro 2D6	10	-4	4	This weapon may not target enemy units within 24" of the bearer.
Heavy rail cannon	120"	Macro 1	18	-5	2D6	Each wound roll of 6+ made for this weapon inflicts an additional D3 mortal wounds in addition to any other damage.
Smart missile system	30"	Heavy 4	5	0	1	Smart missile systems can target units that are not visible to the bearer. In addition, units being attacked by this weapon do not gain any bonus to their saving throws for being in cover.
Burst cannon	18"	Assault 4	5	0	1	-
Crushing feet	Melee	Melee	User	-2	1	Make three hits for each attack made with this weapon.
WARGEAR OPTIONS ABILITIES	fusion The Ki missile Vigilance	eradicator. X139 Ta'unar Suprer system or a heavy r	nacy Arn rail canno Vhen firi	nour ma on and tl	y replace ne Cluster f the Sup	remacy Armour's smart missile systems or burst cannot
	Barrier S	hield Generator: T	he KX139	Ta'una	Suprema	acy Armour has a 5+ invulnerable save.
		Shells: Roll a dice for el's unit suffers a mo			del that e	nds a charge move within 3" of this model. On a 4+,
	have the model. It	FLY or TITANIC ke	eyword, a om a cove	nd so ther save if	at the mo more tha	mour may move over other units provided they do not odel finishes its move at least 1" away from an enemy an half of the model is obscured. In addition, it may fire acro weaponry.
	Designer	's note: See page 4 fo	r details o	of how N	lacro wea	pons work.
FACTION KEYWORDS		MPIRE, <sept></sept>				

$\begin{pmatrix} 4 \\ 2 \end{pmatrix}$	TI	ETF	RA S	CC)U']	ΓSF	EE	DE.	R TEAM
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tetra Scout Speeder	18"	6+	4+	4	5	4	2	6	4+
A Tetra Scout Speeder Team It may be accompanied by u									ulse rifles and a high intensity markerlight.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Pulse rifle	30"	Rap	id Fire 1		5	0	1	_	
High intensity markerlight	36"	Hea	ivy 1		-	-	-	dama	t from a high intensity markerlight causes no age, but allows 3 markerlight counters to be placed ne target unit.
WARGEAR OPTIONS	• None				10/-1	15/11			
ABILITIES	Shadow end of a	Strike ny of yo		deployment p	ment, yo				Scout Speeder Team lurking in the shadows. At the et them up anywhere on the battlefield that is more
FACTION KEYWORDS	T'AU I	MPIR	E, <sep< td=""><td>T></td><td></td><td></td><td></td><td></td><td></td></sep<>	T>					
KEYWORDS	VEHIC	CLE, F	LY, TET	RA SC	COUT	SPEED	ER TE	EAM	

1 James	PIR	AN	HA	T	K-42	2 LI	GH	TS	SKIMMER
NAME	М	WS	BS	S	Ţ	W	A	Ld	Sv
Piranha TX-42	16"	6+	4+	5	6	7	2	6	3+
A Piranha TX-42 Light TX-42 (+5 Power Rati		single r	nodel equ	iipped	with tw	o fusion	blasters	. It may	be accompanied by up to four additional Piranha
WEAPON	RANGE	TYP			S	AP	D	ABILI	TIES
Fusion blaster	18"	Ass	ault 1		8	-4	D6		e target is within half range, roll two dice when cting damage and discard the lowest result.
Missile pod	36"	Ass	ault 2		7	-1	D3	-	
Plasma rifle	24"	Rap	id Fire 1		6	-3	1	-	
Rail rifle	30"	Rap	id Fire 1		6	-4	D3	targe	each wound roll of 6+ made for this weapon, the et unit suffers 1 mortal wound in addition to the nal damage.
WARGEAR OPTIONS	A Pir rail ri		X-42 Ligh	nt Skin	nmer ma	y replac	ce its two	fusion	blasters for two missile pods, two plasma rifles or
ABILITIES	Slaved	Fargeti	ng Array	Both	of the Pi	iranha T	'X-42's v	veapons	s must be fired at the same target.
			Piranha T ach unit v						6 before removing it from the battlefield; on a 6 it
FACTION KEYWORDS	T'AU E	MPIR	E, <sep< td=""><td>T></td><td>Major</td><td></td><td></td><td></td><td></td></sep<>	T>	Major				
KEYWORDS	VFHIC	TEF	LY, PIR	NH	TY_4	LICE	IT SKI	MMED	

3 2000 1	HE	AV	ΥG	UN		RO	NE	SQI	UADRON
NAME	M	WS	BS	S	Ī	W	A	Ld	Sv
Heavy Gun Drone	8"	5+	5+	3	4	3	1	6	4+
This unit contains two H Drone is equipped with WEAPON	•			lude up	to four	addition	nal Heav	y Gun D ABILI	Prones (+1 Power Rating each). Each Heavy Gun
Burst cannon	18"	Ass	sault 4		5	0	1	-	
Markerlight	36"	He	avy 1		-	-	-	Mark	serlights – see page 39.
WARGEAR OPTIONS	• Any	Heavy (Gun Dro	ne may	replace	one of i	ts burst	cannon	with a Markerlight.
ABILITIES	Automa Shootin unit ma Saviour	ated Ta g phase y benef	e, but in a fit from a cols: If a	Protoco any pha any of th	ols: A H se that one Mark ES unit	one or merlight a	ore mo bility ru n 3" of a	dels in th lles – see friendly	e both markerlights and other weapons in the same ne squadron fire a markerlight, no models in the page 39. TAU EMPIRE INFANTRY or BATTLESUIT instead of the target unit.
FACTION KEYWORDS			RE, <se< td=""><td></td><td></td><td>1</td><td></td><td></td><td></td></se<>			1			
KEYWORDS			Y, HEA		N DRO	ONE SO	QUAD	RON	

10				Y BON RHEA					DAMAGE Some of a TX7's char suffers damage, as sh			as it
NAME	M	WS	BS	S T	W	A	Ld	Sv	REMAINING W	M	BS	
TX7 Heavy	*	6+	*	6 7	13	*	8	3+	7-13+	12"	3+	
Bombardment MV1 Gun Drone	8"	5+	5+	3 4	1	1	6	4+	4-6 1-3	6" 3"	4+ 5+	Ι
A TX7 Heavy Bombardm two high yield missile poo	ent Hamm	erhead C	Gunship is d by two M	a single mod	el equip	ped with	1	ı two pı	ulse carbines.			
Burst cannon	18"		ault 4	5	0	1	-					_
High yield missile pod	36"		vy 4	7	-1	D3	-					
Pulse carbine	18"	Assa	ault 2	5	0	1	-					П
Seeker missile	72"	Hea	vy 1	-	-	-	seeke weap	er missil on only	this weapon suffers a rele can only be used once this on a roll of 6, regaistic Skill or any modifie	e per battl rdless of t	le. This	
Smart missile system	30"	Hea	vy 4	5	0	1	visibl weap	le to the	e systems can target un bearer. In addition, un not gain any bonuses to cover.	its attacke	ed by this	
WARGEAR OPTIONS ABILITIES	Insteading Mover' Explod	ad of beale system Tank: Dites: If thi	ing accomp ns. istances model is	ust be measu	red to a	Gun Drond from	the hull O6 befor	of this	model rather than its being it from the battlefit	ase. eld and be		
	Saviou unit, yo	r Protoc ou can ch	ols: If a DI	RONES unit	is within ounds to	n 3" of a the Dro	friendly ones inste	T'AU F	EMPIRE INFANTRY of the target unit.	r BATTL		
	Attache treated	ed Dron as being	es: When a embarked	a Hammerhe	ead Guns Gun Dro	ship is se ones ren	et up, any nain atta	y accon	npanying Gun Drones a ne Hammerhead Gunsh	re attache	ed, and are	
				t the start of separate un					y disembarking. From the battle.	that point	onwards,	
FACTION KEYWORDS	T'AU I	EMPIR	E, <sept< td=""><td>`></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></sept<>	`>								
FACTION KEYWORDS KEYWORDS (HAMMERHEAD)), TX7	HEAV	Y BOM	IBARI	OMENT HAMMERI	HEAD G	UNSHIE	_

10	HA			FIRI RHI					ПР	DAMAGE Some of a TX7's cha suffers damage, as s			as it
NAME	M	WS	BS	S	Ī	W	A	Ld	Sv	REMAINING W	M	BS	A
TX7 Fire Support	*	6+	*	6	7	13	*	8	3+	7-13+	12"	3+	3
MV1 Gun Drone	8"	5+	5+	3	4	1	1	6	4+	4-6 1-3	6" 3"	4+ 5+	D3
A TX7 Fire Support Hamm										1-5	<u> </u>	J+	,
twin T'au plasma cannon. I	t is accom	panied	by two	MV1 Gu	n Dron	es, each	equippe	ed with	two puls	se carbines.			
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				
Burst cannon	18"	Ass	ault 4		5	0	1	-					- 8
Twin T'au plasma cannon	48"		vy 4		7	-3	2	-					
Pulse carbine	18"	Ass	ault 2		5	0	1	-					- 8
Seeker missile	72"	Hea	vy 1		-	-	-	seek weaj	er missi oon only	this weapon suffers a le can only be used onc thits on a roll of 6, regi sistic Skill or any modifi	ce per battl ardless of t	e. This	
Twin heavy burst cannon	36"	Hea	vy 16		6	-1	1	-		•			
Twin fusion cannon	24"	Hea	vy 2		8	-4	D6	two		is within half range of the inflicting damage w			
Smart missile system	30"	Hea	avy 4		5	0	1	visib weap	le to the	e systems can target un e bearer. In addition, un not gain any bonuses to cover.	nits attacke	ed by this	
WARGEAR OPTIONS ABILITIES	This fusio Inste missi	model r n canno ad of be le syster	nay excl on. ing acco ms.	ompanie	twin T d by tw	au plasi o MV1	ma cann Gun Dr	ones, th	is mode	twin heavy burst canr I may take two burst ca model rather than its b	innon or tv		
	-									ving it from the battlef 5" suffers D3 mortal wo		fore any	
										EMPIRE INFANTRY of the target unit.	or BATTL	ESUIT	-
	Threat	Identifi	cation l	Protocols	s: In th	e Shooti	ing phas	e, Gun I	Orones o	can only target the near	rest enemy	unit.	
	treated	as being	embar		lst the	Gun Dr	ones ren	nain atta		npanying Gun Drones ne Hammerhead Gunsl			
										y disembarking. From the battle.	that point	onwards,	2000
CAPTION VEVWODDE	TO A T T T	MDID	E CE	DT.									-

VEHICLE, FLY, TX7 FIRE SUPPORT HAMMERHEAD GUNSHIP

FACTION KEYWORDS

KEYWORDS (HAMMERHEAD) KEYWORDS (GUN DRONES) T'AU EMPIRE, <SEPT>

DRONE, FLY, GUN DRONES

3			DX	-6 R	EM	OR	Ą	BBON
NAME	S1 M	EAL WS B		<u>DRC</u>	NE W	SQ	UA III	ADRON Sv
DX-6 'Remora' Stealth Drone	20"-30"	5+ 4+		5	3	2	6	4+
This unit contains one I additional DX-6 Remor					long-b	arrelled	burst ca	annon. It may be accompanied by up to five
WEAPON	RANGE	TYPE		S	AP	D	ABILIT	TIES
Long-barrelled burst cannon	36"	Heavy 4		5	0	1	_	
Seeker missile	72"	Heavy 1		-	-	-	Each This	nit hit by this weapon suffers a mortal wound. a seeker missile can only be used once per battle weapon only hits on a roll of a 6, regardless of t g model's Ballistic Skill or any modifiers.
WARGEAR OPTIONS	• Each D	X-6 Remora	a Stealth I	Orone ma	y take u	p to two	seeker 1	missiles.
ABILITIES	attacked i	n the Fight	phase by t	inits that	can FLY	7.		its that can FLY, and can only attack or be
	Hard to I Shooting	1	ponent m	ust subtra	ict 1 fro	n all hit	rolls for	r attacks that target this model in the
	weapons,		ncing and	firing As	sault we	apons. T	his moo	alty to its hit rolls for moving and firing Heavy del can also Advance and fire Rapid Fire weapo
	instead of	f placing the	m on the	battlefield	l. At the	end of a	ny of yo	emora Stealth Drone Squadron in Stealth mode our Movement phases, they can emerge from than 9" away from any enemy models.
FACTION KEYWORDS	T'AU EN	APIRE, <s< td=""><td>EPT></td><td></td><td></td><td></td><td></td><td></td></s<>	EPT>					
KEYWORDS	DRONE	E, FLY, DX	6 REMO	ORA STI	EALTH	DRON	NE SQU	UADRON

12		BAR	RAC	CUD	A A	X	5-2		DAMAGE Some of the Barra characteristics cha		
NAME	M	WS B	S S	T	W	A	Ld	Sv	shown below: REMAINING W	М	BS
Barracuda AX-5-2	*	6+	* 6	7	14	3	7 3+	(5++)	7-14+	20"-65"	3+
A Barracuda AX-5-2 is a	0	l equipped	with a hea	vy burst o	cannon,	two lon	g-barrelled	d	4-6	20"-45"	4+
burst cannon and two m	•				•				1-3	20"-25"	5+
WEAPON	RANGE	TYPE		S	AP	0	ABILITIE	:S			
Heavy burst cannon	36"	Heavy	8	6	-1	1	-				
Long-barrelled burst cannon	36"	Heavy	4	5	0	1	-				
Ion cannon	When a	ttacking wi	th this wea	pon, cho	ose one	of the p	rofiles belo	ow:			
- Standard	60"	Heavy	3	7	-2	2	-				
- Overcharge	60"	Heavy	D3	8	-2	3	10 or n of 1, th	nore m	ype to Heavy D6 aga nodels. If you make o er suffers a mortal w ts have been resolved	one or more l ound after al	nit rolls
Swiftstrike railgun	36"	Heavy	2	8	-4	D6			roll of 6 made for th wound in addition		
Cyclic ion blaster	When a	ttacking wi	th this wea	pon, cho	ose one	of the p	rofiles belo	ow:			-
- Standard	18"	Assault	3	7	-1	1	-				
- Overcharge	18"	Assault	D3	8	-1	D3		al wou	one or more hit rolls nd after all of this w		
Missile pod	36"	Assault	2	7	-1	D3	-				
Seeker missile	72"	Heavy	1	-	-	-	seeker weapoi	missile n only	this weapon suffers e can only be used o hits on a roll of 6, re stic Skill or any mod	nce per battle gardless of th	e. This
WARGEAR OPTIONS	• The I		AX-5-2 ma	y replace	both its	long-ba	rrelled bu	rst can	er an ion cannon or non with two cyclic		railgun.
ABILITIES		ne: This mo		-			ged by uni	its that	can FLY, and can o	nly attack or	be
	Barracı	ıda Disper	sion Field	This mo	del has a	5+ invu	ılnerable s	save.			
	the mod	del moves),	and then i	nove the	model s	traight f	orwards. N	Note th	o 90° (this does not o at it cannot pivot ag 0" until the end of th	ain after the	initial
		Hit: Your g phase.	opponent	must subt	ract 1 fr	om all h	it rolls for	attack	es that target this mo	odel in the	
		nd Burn: I s and each						before	removing it from the	ne battlefield;	on a 6 it
FACTION KEYWORDS	T'AU I	MPIRE,	<sept></sept>						5.746 1841 18	101470	147/4/3
KEYWORDS		CLE, FLY,									

21		TIC FIGH	GER SI TER-F	300	RK MBI	ER		DAMAGE Some of a Tiger Sh characteristics cha	U	
NAME	M	WS BS	S T	W	A	Ld	Sv	shown below: REMAINING W	М	BS
Tiger Shark	*	5+ *	8 8	16	3	7 3	+ (5++)		20"-75"	2+
The Tiger Shark Fighter-			uipped with tw	o ion ca	nnon,			4-7	20"-45"	3+
two burst cannon and tw				400			11833	1-3	20"-30"	4+
WEAPON	RANGE	TYPE	S	AP		ABILI	ries <u> </u>			
Ion cannon	When a	ttacking with th	is weapon, cho	ose one	of the pr	rofiles be	elow:			
- Standard	60"	Heavy 3	7	-2	2	-				
- Overcharge	60"	Heavy D3	8	-2	3	10 or of 1,	more n	type to Heavy D6 aga nodels. If you make over suffers a mortal wots have been resolved	one or more l ound after al	nit rolls
Burst cannon	18"	Assault 4	5	0	1	_				
Missile pod	36"	Assault 2	7	-1	D3	-				
Skyspear missile rack	72"	Heavy D6	6	-2	2	-				
Seeker missile	72"	Heavy 1	-	-	-	seeke weap	er missil on only	this weapon suffers le can only be used or hits on a roll of 6, re stic Skill or any mod	nce per battle gardless of th	e. This
Swiftstrike railgun	36"	Heavy 2	8	-4	D6			roll of 6+ made for t l wound in addition		
Heavy burst cannon	36"	Heavy 8	6	-1	1	-				
WARGEAR OPTIONS ABILITIES	• The I two s • The I gaini	swiftstrike railgu Figer Shark Figh ng two skyspear	ter-bomber mans. ter-bomber manissile racks. annot charge, o	y replac ny replac	te its two	ion can	non wit	th either two heavy bing it unable to transpit can FLY, and can or	port any mod	els and
	Tiger S	hark Dispersion	Field: This m	odel has	a 5+ inv	ulnerab	le save.			
	the mod	del moves) and t	hen move the i	nodel st	raight fo	rwards.	Note th	o 90° (this does not c nat it cannot pivot aga 25" until the end of th	ain after the i	nitial
		Hit: Your oppo	nent must sub	tract 1 fr	om all h	it rolls f	or attacl	ks that target this mo	odel in the	
		and Burn: If this					6 before	e removing it from th	ne battlefield;	on a 6 it
	1									
TRANSPORT	This me	odel may transp	ort up to 14 <	SEPT>	TACTI	CAL D	RONE	S.		
TRANSPORT FACTION KEYWORDS		odel may transp EMPIRE, <sei< td=""><td></td><td>SEPT></td><td>TACTI</td><td>ICAL D</td><td>RONES</td><td>S.</td><td></td><td></td></sei<>		SEPT>	TACTI	ICAL D	RONES	S.		

30		TIG	ER	SH	AF	RK .	AX-	1-0	DAMAGE Some of a Tiger Sl change as it takes		
NAME	М	WS	BS	S	T	W	A	Ld Sv	REMAINING W	M	BS
Tiger Shark AX-1-0	*	5+	*	8	8	16	3	8 3+ (5++)	8-16+	20"-75"	2+
The Tiger Shark AX-1-0 and two missile pods.	is a single m	odel equ	ipped w	vith two l	heavy	rail canı	non, two	burst cannon	4-7 1-3	20"-45" 20"-30"	3+ 4+
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES			7
Heavy rail cannon	120"	Mac	ro 1		18	-5	2D6		roll of 6+ made for t 3 mortal wounds in a		
Burst cannon	18"	Assa	ult 4		5	0	1	-			i i
Missile pod	36"	Assa	ult 2		7	-1	D3	-			-
Seeker missile	72"	Heav	vy 1		-	-	-	seeker missil weapon only	this weapon suffers a le can only be used on thits on a roll of a 6, a stic Skill or any mod	nce per battle regardless of	e. This
WARGEAR OPTIONS	• The	Γiger Sha	ırk AX-	1-0 may	take u	p to six :	seeker m	issiles.			
ABILITIES				annot ch				ged by units tha	t can FLY, and can or	nly attack or	be
	Tiger S	hark Dis	persion	n Field: T	This m	odel has	a 5+ inv	ulnerable save.			
	the mod	del move	s), and	then mo	ve the	model s	traight fo	orwards. Note tl	o 90° (this does not c hat it cannot pivot ag 25" until the end of th	ain after the	initial
		Hit: Yo	ur oppo	nent mu	st sub	tract 1 fi	om all h	it rolls for attac	ks that target this mo	del in the	
				model is within 12					e removing it from th	ne battlefield;	on a 6 it

Designer's note: See page 4 for details of how Macro weapons work.

T'AU EMPIRE, <SEPT>

VEHICLE, FLY, TIGER SHARK AX-1-0

FACTION KEYWORDS

		C	RC	CAI	DRO	OPS	SHI	P		DAMAGE Some of an Orca D change as it suffers	damage, as	shown belo			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS			
Orca Dropship	*	6+	*	7	8	14	3	7	4+	8-14+	20"-55"	4+			
The Orca Dropship is a missile pod.	single model	equippe	ed with t	wo long	g-barrell	ed burs	t cannon	and a		4-7 1-3	20"-40" 20"-25"	4+ 5+			
WEAPON	RANGE	TYPI	E		S	AP	D	ABILIT	TES						
Long-barrelled burst cannon	36"	Hea	vy 4		5	0	1	-							
Missile pod	36"	Assa	ault 2		7	-1	D3	-							
WARGEAR OPTIONS	• None	e.													
	pivot. W a dice.	Vhen thi	is model	l Advan	ces, inci	ease its	Move ch	aracteris	stic by	hat it cannot pivot aga 25" until the end of th					
				ment m	ust subt	ract I II	OIII all II			ke that target this may	del in the				
		 Hard to Hit: Your opponent must subtract 1 from all hit rolls for attacks that target this model in the Shooting phase. Hover Jet: Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the Airborne, Hard to Hit and Supersonic abilities until the beginning of your next Movement phase. 													
	become	let: Befo es 20" un	re this n	nd of th	e phase	and it l		phase, y	ou can	declare it will hover.	Its Move cha				
	become beginni Crash a	Jet: Befo es 20" un ng of yo and Bur	re this natil the earth our next	nd of th Movem s model	e phase ent pha is reduc	and it lese.	oses the	phase, y Airborn roll a De	ou can e, Haro	declare it will hover.	Its Move cha ic abilities u	ntil the			
TRANSPORT	become beginni Crash a explode The Oro	Jet: Befores 20" und ng of yound Burdes and ea	re this retil the ever next no. If this ach unit	Movem s model within	e phase ent pha is reduce 9" suffer ort up to	ed to 0 ses D6 mo	oses the wounds, ortal wou U EMPI	phase, y Airborn roll a Do inds. RE INF A	ou can e, Haro 6 befor	declare it will hover. I to Hit and Superson	Its Move cha ic abilities un e battlefield;	on a 6 it			
TRANSPORT FACTION KEYWORDS	become beginni Crash a explode The Oro	Jet: Befores 20" uning of yound Burnes and eaca Drope	re this notice that the entropy of t	md of the Movement of the Move	e phase ent pha is reduce 9" suffer ort up to	ed to 0 ses D6 mo	oses the wounds, ortal wou U EMPI	phase, y Airborn roll a Do inds. RE INF A	ou can e, Haro 6 befor	declare it will hover. It to Hit and Superson e removing it from th	Its Move cha ic abilities un e battlefield;	on a 6 it			

DAMAGE MANTA SUPER-HEAVY Some of a Manta Super-heavy Dropship's characteristics change as it suffers damage, as shown below: NAME WS RS Sv **REMAINING W** M RS Manta Dropship 5+ 8 8 60 5 8 3+ (4++) 30-60+ 20"-60" 2.+ A Manta Super-heavy Dropship is a single model equipped with two heavy rail cannon, 20"-45" 19-29 3+ six long-barrelled ion cannon, two missile pods, sixteen long-barrelled burst cannon and 10-18 20"-30" 3+ ten seeker missiles. 1-9 20"-25" 4+ WEAPON RANGE **TYPE** AP **ABILITIES** Each wound roll of 6+ made for this weapon inflicts an Macro 1 Heavy rail cannon 120" 18 -5 2D6 extra D3 mortal wounds in addition to any other damage. Long-barrelled 36" Heavy 4 5 0 1 burst cannon Long-barrelled ion cannon When attacking with this weapon, choose one of the profiles below: - Standard 96" Heavy 3 7 -2 2 Heavy D3 -2 - Overcharge 96" 8 3 Change the weapon's Type to Heavy 2D3 against units containing 10 or more models. If you roll one or more hit rolls of 1, the bearer suffers a mortal wound after all of this weapon's shots have been resolved. Missile pod 36" Assault 2 D3 A unit hit by this weapon suffers a mortal wound. Each seeker missile can only be used once per battle. This Seeker missile 72" Heavy 1 weapon only hits on a roll of a 6, regardless of the firing model's BS or any modifiers. **WARGEAR OPTIONS** · None. ABILITIES Airborne: This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY. Colossal Flier: When targeting this model with Shooting and Psychic attacks, always measure to hull where it would be at tabletop level. In addition, unless the attacking unit can FLY, add 12" to the measured distance to determine the range when making shooting attacks against it. Note that this means many short ranged shooting weapons will not be able to hit this model. Your opponent must also subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Also, this vehicle may move and shoot Heavy weapons without any penalty. Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far it moves), and then move the model straight forward. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase - do not roll a dice. Hover Jet: Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the Airborne, Colossal Flyer and Supersonic abilities until the beginning of your next Movement phase. Transport Elevator: Any unit disembarking from a Manta Super-heavy Dropship must be set up on the battlefield within 3" of the rear exit ramp of the model and not within 1" of any enemy models - any disembarking models that cannot be set up in this way are slain. Energy Shield: The Manta Super-heavy Dropship has a 4+ invulnerable save. Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the table; on a roll of a 4+ it explodes causing D6 mortal wounds to each unit below the Manta and within 1" of it. Designer's note: See page 4 for details of how Macro weapons work. TRANSPORT The Manta Super-heavy Dropship consists of two decks, both of which can carry models. The upper deck has a transport capacity or 55 models, and may only transport models with the keywords T'AU EMPIRE INFANTRY or DRONE. - The lower deck has a Transport Capacity of 145 models with the T'AU EMPIRE INFANTRY or DRONE keyword and up to eight XV8 CRISIS BATTLESUITS, XV8 CRISIS BODYGUARDS, XV9 HAZARD SUPPORT TEAM, COMMANDER IN XV81 BATTLESUIT, COMMANDER IN XV84 BATTLESUIT or any models with both the BATTLESUIT and COMMANDER keyword. It may also transport up to four of the following in any combination: - TY7 DEVILFISH* - TX7 HAMMERHEAD GUNSHIP - TX7 HEAVY BOMBARDMENT HAMMERHEAD GUNSHIP - TX7 FIRE SUPPORT HAMMERHEAD GUNSHIP * Whilst embarked within a Manta, the Devilfish may have other models embarked within it, these models may not disembark until the Devilfish has itself disembarked from the Manta. In addition, models disembarking from a Devilfish may not do so on the same turn that the Devilfish has disembarked from a Manta.

VEHICLE, TITANIC, TRANSPORT, FLY, MANTA SUPER-HEAVY DROPSHIP

T'AU EMPIRE, <SEPT>

FACTION KEYWORDS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Remote sensor tower	-	-	4+	-	6	3	-	-	4+
A Remote Sensor Tower is a	single m	odel equ	iipped w	vith a hi	gh inter	sity ma	rkerlight		
WEAPON	RANGE	TYPI			S	AP	D	ABILIT	TIES
High intensity markerlight	36"	Hea	vy 1		-	-	-	dama	from a high intensity markerlight causes no age, but allows 3 markerlight counters to be placed to target unit.
WARGEAR OPTIONS	• None	2.							
ABILITIES									the friendly SEPT > unit within 3" of this Remote tion of that phase.
	normal repair a	ly force : ttempts	a vehicle by any f	to mov	e, or rer	nders a v	vehicle ir grant it t	nmobile	this unit is affected by an ability that would e, it takes one mortal wound instead. Successful ity to move. During the Fight phase, enemy models
FACTION KEYWORDS	T'AU F	EMPIR	E, <sei< td=""><td>PT></td><td></td><td></td><td></td><td></td><td></td></sei<>	PT>					

$\binom{2}{2}$		D	ROI	NE :	SEI	NTF	RY T	ΓUR	RRET
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Drone Sentry Turret	-	-	5+	-	6	3	-	-	4+
A Drone Sentry Turret is (Power Rating +2 each).									anied by up to three additional Drone Sentry Turre ny Detachment.
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	ries
Burst cannon	18"	Ass	ault 4		5	0	1	-	
Missile pod	36"	Ass	ault 2		7	-1	D3	-	
Fusion blaster	18"	Ass	ault 1		8	-4	D6		target is within half range of this weapon, roll lice when inflicting damage and discard the lowest t.
Plasma rifle	24"	Rap	oid Fire 1		6	-3	1	-	
WARGEAR OPTIONS	- Tw - Tw	o missil	e pods i blasters		replace	both of	ts burst	cannon	with one of the following:
ABILITIES	Threat	Identifi ated Tr	acking: \	n the Sl	nooting				rrets can only target the nearest enemy unit. Fowers hit their targets on rolls of 5+, regardless of
	normall repair a	ly force ttempts	a vehicle	to mov	e, or rem model i	nders a may not	vehicle i grant it	mmobile	this unit is affected by an ability that would e, it takes 1 mortal wound instead. Successful ty to move. During the Fight phase, enemy models
FACTION KEYWORDS	T'AU I	EMPIR	E, <sei< td=""><td>PT></td><td></td><td></td><td></td><td></td><td></td></sei<>	PT>					
KEYWORDS	VEHIC								



CRAFTWORLDS ARMY LIST

This section serves as an addendum to the Craftworlds army list in Warhammer 40,000 – Index: Xenos 1, and contains additional datasheets for the Aeldari range of models produced by Forge World. Each datasheet includes the characteristics profile of the unit it describes, as well as any wargear and abilities it may have. In order to fully utilise these datasheets, players will need a copy of Warhammer 40,000 – Index: Xenos 1.

KEYWORDS

Throughout this section you will come across a keyword that is within angular brackets, specifically **<CRAFTWORLD>**. This is shorthand for a keyword of your own choosing, as described below.

<CRAFTWORLD>, <COTERIE> and <CONCLAVE>

Many Aeldari belong to either a Craftworld, a Corsair Coterie or a Wraithtitan Conclave. When you include an Aeldari unit in your army which has one of the <**CRAFTWORLD**>, <**COTERIE**> or <**CONCLAVE**> keywords, you must nominate which Craftworld, Corsair Coterie or Wraithtitan Conclave that unit is from. There are many different factions to choose from; you can use any of the groups described in our books, or make up your own if you prefer. You then simply replace the appropriate bracketed keyword in every instance on that unit's datasheet.

For example, if you were to include a Corsair Reaver Band in your army, and you decided the Corsair Reaver Band was from the Sun Blitz Brotherhood, then their <COTERIE> faction keyword would be changed to SUN BLITZ BROTHERHOOD.

ABILITIES

Ancient Doom

You can re-roll failed hit rolls in the Fight phase for this unit in a turn in which it charges or is charged by a **SLAANESH** unit. However, you must add 1 to Morale tests for this unit if it is within 3" of any **SLAANESH** units.

Battle Focus

This unit can shoot in the Shooting phase as if it hasn't moved or Advanced (with the exception of Heavy weapons).

H	6
A VOICE	

SHADOW SPECTRES

NAME	M	WS	BS	S	T	W	A	Ld	Sv	i
Shadow Spectre	12"	3+	3+	3	3	1	1	8	3+	
Shadow Spectre Exarch	12"	3+	3+	3	3	2	2	8	3+	

This unit contains three Shadow Spectres. It can include up to two additional Shadow Spectres (**Power Rating +4**), or up to seven additional Shadow Spectres (**Power Rating +13**). A Shadow Spectre Exarch can take the place of a Shadow Spectre. Each model is armed with a prism rifle and sunburst grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Prism rifle	When at	acking with this we	eapon, choc	se one	of the p	rofiles below:
- Diffuse	8"	Assault D6	5	-1	1	This weapon hits its target automatically.
- Coherent	18"	Assault 1	6	-3	1	Each hit inflicted with this weapon allows an additional attack to be made with it. As long as each following attack hits, the controlling player may keep making attacks until a total of 3 hits have been inflicted with this weapon.
Prism blaster	12"	Assault 1	6	-2	D3	Each hit inflicted with this weapon allows an additional attack to be made with it. As long as each following attack hits, the controlling player may keep making attacks until a total of 3 hits have been inflicted with this weapon.
Haywire launcher	24"	Heavy D3	4	-1	1	If the target is a VEHICLE and you roll a wound roll of 4+ for this weapon, the target suffers 1 mortal wound in addition to any other damage. If the wound roll is 6+, the target suffers D3 mortal wounds instead of 1.
Sunburst grenades	6"	Grenade D6	4	-1	1	-
WARGEAR OPTIONS	A Shace	dow Spectre Exarch	may replac	e their	prism r	ifle with a prism blaster or haywire launcher.
ABILITIES	Ancient	Doom: See page 60				
	Battle Fo	cus: See page 60.				
		1 0	unite muet	auhtra et	1 from	hit rolls made against a unit with this ability.
						· ·
			,			ow Spectre Exarch must roll an additional dice when before determining the result.
FACTION KEYWORDS	AELDA	RI, ASURYANI,	ASPECT	WARI	RIOR,	<craftworld></craftworld>
KEYWORDS	INFAN'	ΓRY, JET PACK,	FLY, SHA	DOW	SPEC	TRES

						256.00	Service Control	M. M. D. C.	
L CONST		W	AS	P A	SSA	UI	TV	VAI	LKER
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wasp	10"	3+	3+	5	6	7	2	8	4+ (5++)
This unit contains 1 Wasp . Walkers (Power Rating +1								Walker (Power Rating +6) or 2 additional Wasp Assault
WEAPONS	RANGE	TYPI	E		S	AP	D	ABILI	TIES
Shuriken cannon	24"	Assa	ault 3		6	0	1		time you make a wound roll of 6+ for this weapon, hit is resolved with an AP of -3 instead of 0.
Aeldari missile launcher	When a	ıttacking	g with th	is weap	on, cho	ose one	of the pr	rofiles be	elow:
- Sunburst missile	48"	Hea	vy D6		4	-1	1	-	
- Starshot missile	48"	Hea	vy 1		8	-2	D6	-	
Bright lance	36"	Hea	vy 1		8	-4	D6	-	
Scatter laser	36"	Hea	vy 4		6	0	1	-	
Starcannon	36"	Hea	vy 2		6	-3	3	-	
WARGEAR OPTIONS	- Bri - Sta - Sca	Wasp As ght lanc rcannon itter lase ldari mis	e 1 er		nay repla	ace eithe	er or botl	n of its s	huriken cannon with one of the following:
ABILITIES	Battle I	Focus: S	ee page	60.			May/	7/	
	Ancien	t Doom	: See pa	ge 60.					
	placing	it on the	e battlefi	ield. At	the end	of any o	of your N	lovemer	sault Walker unit in an orbital transport instead of nt phases, the unit can descend using their jump nan 9" away from any enemy models.
	Power 1	F ield: M	lodels in	this u	nit have	a 5+ inv	ulnerabl	e save.	
					a morta			D6 befor	re removing it from the battlefield; on a 6 it explode
FACTION KEYWORDS	AELD.	ARI, A	SURYA	NI, W	VARHO	OST, <c< td=""><td>CRAFT</td><td>WORL</td><td>D></td></c<>	CRAFT	WORL	D>
KEYWORDS	VEHIC	CLE, FI	LY, WA	SP AS	SAULT	WAL	KER		

9			W	RA	ITH	DAMAGE Some of a Wraithseer's characteristics chang as it suffers damage in battle, as shown below							
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING WOUNDS	M	WS	BS
Wraithseer	*	*	*	7	7	12	4	9 3	+ (5++)	7-12+	8"	3+	3+
A Wraithseer is a single	model armed	with a	ghostsp	ear.			he Ear		124	4-6 1-3	6" 4"	4+ 5+	4+ 5+
WEAPON	RANGE	ТҮРІ	0 1		S	AP	D	ABILI	TIES	1-3	4	<u></u> 5+	3 1
Ghostspear	Melee	Mel	ee		+2	-4	D6			g wound rolls for hits in a VEHICLE, re-roll ar			
D-cannon	24"	Hea	vy D3		10	-4	D6	-					1000
Wraithcannon	12"	Assa	ault 1		10	-4	D6	-					8
ABILITIES			A Wrait		as a 5+ i	nvulner	able save	2.					
Psyker	This more psychic manifes • Er	odel can power i t the fol nliven: I	attemp n the er lowing Enliven	t to mar nemy Ps powers has a wa ES or a	sychic pl and has arp char WRAIT	hase. Whase. Whase access to access	hen this to no oth of 6. If withir	model a ners: manifes n 12" of t	ted, selec	Psychic phase, and atte to manifest a psychic po et a friendly unit of WR festing PSYKER . Until conal dice when Advance	ower, it m AITHGU the begin	JARD, aning of	
	• Fo	rebodi	ng: Fore	boding!	has a wa	arp char		of 8. If 1	nanifest	ed, all enemy units with they are within 6".	in 6" of t	he	1
	• Do W	eliveran RAITH e begini	ice: Dela IGUAR ning of t	iverance D , WR the cont	has a w	varp cha LADES player's	rge value or a WF next turn	e of 7. If RAITHI	manifes ORD wi	ted, select a friendly unition 12" of the manifest nit rolls a dice every time not lost.	ing PSY		
FACTION KEYWORDS	AELD	ARI, A	SURY	ANI, SI	PIRIT	HOST,	<cra< td=""><td>FTWO</td><td>RLD></td><td></td><td></td><td></td><td></td></cra<>	FTWO	RLD>				
KEYWORDS	MONS	TER. C	CHAR	ACTE	R. PSY	KER, V	VRAIT	HSEEL	2	The second second			1

1 (9					HC	PRN	ET		
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hornet	18"	6+	3+	4	6	8	2	8	3+
This unit contains 1 Horno shuriken cannon.	et. It can in	clude uj	to 2 add	ditional	Horne	ets (Powe	er rating	+9 per	model). Each model is equipped with two
WEAPON	RANGE	TYPI	E		S	AP	0	ABILI	TIES
Shuriken cannon	24"	Ass	ault 3		6	0	1		time you make a wound roll of 6+ for this weapon, hit is resolved with an AP of -3 instead of 0.
Scatter laser	36"	Hea	vy 4		6	0	1	-	
Bright lance	36"	Hea	vy 1		8	-4	D6	-	
Hornet pulse laser	48"	Hea	vy 3		6	-3	2	-	
Starcannon	36"	Hea	vy 2		6	-3	3	-	
Aeldari missile launcher	When a	ttacking	g with thi	is weap	on, cho	ose one	of the pr	rofiles be	elow:
- Sunburst missile	48"	Hea	vy D6		4	-1	1	-	
- Starshot missile	48"	Hea	vy 1		8	-2	D6	_	
WARGEAR OPTIONS	- Sca - Ael - Sta - Bri - Ho • Any	tter lase dari mis rcannor ght lanc rnet pul Hornet	er ssile laum i e se laser	cher	from th	ne <i>Vehicle</i>			on with one of the following weapons: - see <i>Warhammer 40,000 - Index: Xenos 1</i> , but the
ABILITIES	Lightni attacks	h unit w ng Assa that targ	vithin 3" ault: On a get this m	suffers any turn nodel in	a morta n in wh the Sh	al wound nich this nooting p	l. model A hase.	dvances	re removing it from the battlefield; on a 6 it explodes s, your opponent must subtract 1 from hit rolls for from this model's hull, even though it has a base.
FACTION KEYWORDS						OST, <c< td=""><td></td><td></td><td></td></c<>			
KEYWORDS			LY, HO	-					

12			WA	RP	Н	UN'		DAMAGE Some of a Warp Hunter's characteristics change as it suffers damage in battle, as shown below:					
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING WOUNDS	М	RS	A
Warp Hunter	*	6+	*	6	7	12	*	8	3+	7-12+	16"	3+	3
A Warp Hunter is a single	model, equ	ipped	with a tw	in shu	riken ca	tapult a	nd a D-f	lail.		4-6	12"	4+	D3
WEAPON	RANGE	ТҮР			S	AP	D	ABILIT	TIES	1-3	8"	5+	1
Shuriken cannon	24"	Ass	ault 3		6	0	1			ou make a wound roll of solved with an AP of -3 i			,
Twin shuriken catapult	12"	Ass	ault 4		4	0	1			ou make a wound roll of solved with an AP of -3 i			,
D-flail	When a	ttackin	g with th	is weap	pon, cho	oose one	of the p	rofiles be	elow:				8
- Blast	36"	Hea	avy D3		10	-4	D6	to the	e bearer ore mod	may target enemy units. When targeting an ene dels, increase the number	my unit t	hat has 10	
- Rift	12"	He	avy D6		10	-4	D6	This	weapon	hits its target automatic	ally.		
WARGEAR OPTIONS										ten cannon. e <i>Warhammer 40,000 - 1</i>	Index: Xe	nos 1.	10000
ABILITIES	and eac	h unit v	vithin 6"	suffers	D3 mo	ortal wou	ınds.			ving it from the battlefie is model's hull, even tho			:s
FACTION KEYWORDS								WORL				Deline.	. 9
KEYWORDS	VEHIC	CLE, F	LY, WA	RP H	UNTE	R)

- Sunburst missile - Starshot missile Lynx pulsar - Saturation mode - Salvo mode - Salvo mode Sonic lance WARGEAR OPTIONS - A L - So - A - St - Bi - A L - A L - A L - St - Bi - A L - A L - St - Bi - A L			I	YN	X			DAMAGE Some of a Lynx's characteristics change suffers damage in battle, as shown belo						
NAME	М	WS BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	M		
Lynx	*	6+ *	6	7	16	3	8	3+	9-16+	16"	3+	(Sky Hu 20"-6		
A T		-:41 Cl:1		Ј Т			3/2/2/07	12/1	4-8	12"	3+ 4+	20"-4		
,			1 cannon		•				1-3	8"	5+	20"-2		
WEAPON	RANGE	TYPE		S	AP		ABILIT							
Shuriken cannon	24"	Assault 3		6	0	1			u make a wound ro olved with an AP o			eapon,		
Scatter laser	36"	Heavy 4		6	0	1	-							
Bright lance		Heavy 1		8	-4	D6	-							
Starcannon	36"	Heavy 2		6	-3	3	-							
Aeldari missile launcher	When a	attacking with	this wear	on, cho	ose one	of the pi	ofiles be	low:						
- Sunburst missile		Heavy Do	5	4	-1	1	-							
- Starshot missile		Heavy 1		8	-2	D6	-							
Lynx pulsar		attacking with	this wear			of the pi	ofiles be	low:						
		Heavy 2I	03	7	-3	D3	-					8		
- Salvo mode	36"	Heavy 2		12	-4	D6	-							
Sonic lance	18"	Heavy 3I	06	*	-3	1			automatically hits i ANTRY on a 2+, an			•		
	- Ae - Sta - Bri • A Ly	ldari missile la rcannon ight lance rnx may replac	e its Lynx	-				Mark as	nmer 40,000 – Inde	w Vanac	1			
ABILITIES									ing it from the bat			plodes		
		ch unit within							O					
	Hover Tank: Distance and ranges are always measured to and from this model's hull, even though it has a base.													
	Sky Hunter: At the start of any of your turns, before the beginning of the Movement phase, this vehicle may activate the Sky Hunter ability. When activated, this unit gains the Airborne and Lumbering Flyer abilities and uses the Movement characteristic for Sky Hunter instead of its regular Movement (see the Damage table above). The effects of this ability last until you choose to end them, which may be done at the beginning of any your own Movement phases, at which point the vehicle loses the Airborne and Lumbering Flyer abilities until Sky Hunter is activated again.													
	uses the The effe Movem	e Movement of ects of this abi	haracteris lity last u	stic for S ntil you	Sky Hunt choose t	ter instea to end th	d of its i em, whi	regular i ch may	Movement (see the beginned be done at the beginned)	Damage nning of	table abo	ove).		
	uses the The effe Movem activate	e Movement of ects of this abition that the ent phases, at ed again. ne: (Only used	haracteris lity last un which po	stic for S ntil you oint the y	Sky Hunt choose to vehicle le y Hunter	ter insteate end the coses the end ability)	d of its i em, whi Airborn – This m	regular : ch may e and Li nodel ca	Movement (see the beginned be done at the beginned)	Damage nning of lities unt	table abo any your il Sky Hu	ove). own nter is		
	uses the The effe Movem activate Airbor that car Lumbe charact up to 90	e Movement cects of this abitent phases, at a dagain. ne: (Only used a FLY, and carring Flyer: (Ceristic for tha	haracteris lity last us which po d as part of n only atta Movement of contril	of the Skyack or bear phase bute to h	choose to choose to choose to choose to choose to choose to choose the choose	ter instead to end the coses the end in the end of rolling the model.	em, whi Airborn This m Fight ph ability)	regular ch may e and Lu nodel ca ase by u - When . When) and th	Movement (see the be done at the begi mbering Flyer abi nnot charge, can or	Damage nning of lities unt ally be ch ces, add 2 first pivo	table about any your il Sky Hu arged by 20" to its It on the	ove). cown nter is units Move e spot		
FACTION KEYWORDS	uses the The effe Movem activate Airbor that car Lumbe charact up to 90 least as	e Movement cects of this abit the phases, at a dagain. ne: (Only used a FLY, and carring Flyer: (Ceristic for tha 0° (this does not be seen as the property of the property o	haracteris lity last us which po l as part on n only atta only used of t Movement into the management of the into the management of the management of the management of the into the management of the management of the management of the into the management of the management of the management of the management of the into the management of the management of the management of the management of the into the management of the management of the management of the management of the into the management of the management of the management of the management of the into the management of the management	stic for S ntil you bint the s of the Sky ack or be as part of ent phase bute to I Move ar	Sky Hunt choose to wehicle low y Hunter e attacked of the Sky e instead now far to and not m	ter instead to end the coses the cos	ad of its nem, whi Airborn This m Fight ph ability) ag a dice Its max	regular ch may e and Lu aodel ca asse by u - When . When and th imum.	Movement (see the be done at the begin imbering Flyer abinnot charge, can or units that can FLY. this model Advanthis model moves,	Damage nning of lities unt ally be ch ces, add 2 first pivo	table about any your il Sky Hu arged by 20" to its It on the	ove). cown nter is units Move e spot		

32 € € € € € € € € € € € € € € € € € € €			S	CO	RP	OI	N			DAMAGE Some of a Scorpion' it suffers damage in				
NAME	M	WS	BS	S	ī	W	A	Ld	Sv	REMAINING W	M	BS		
Scorpion	*	6+	*	8	8	26	*	9	3+	15-26+	14"	2+		
A Scorpion is a single mod	lel, equipp	ed with	a shurik	en canı	non and	a twin S	Scorpior	pulsar.		7-14 1-6	10" 4"	3+ 4+		
WEAPON	RANGE	TYP			S	AP	D	ABILI	ries	10	-		_	
Shuriken cannon	24"	Ass	ault 3		6	0	1			u make a wound roll o olved with an AP of -3			1,	
Scatter laser	36"	Hea	vy 4		6	0	1	-						
Bright lance	36"	Hea	vy 1		8	-4	D6	-						
Starcannon	36"	Hea	vy 2		6	-3	3	-						
Aeldari missile launcher	When a	ttacking	g with th	is weap	on, cho	ose one	of the p	rofiles be	elow:					
- Sunburst missile	48"	Hea	vy D6		4	-1	1	_						
- Starshot missile	48"	Hea	vy 1		8	-2	D6	_						
Twin Scorpion pulsar	60"	Hea	vy 4D6		12	-4	3		ved with	olls of 6+ made with the a Damage characterist				
WARGEAR OPTIONS	- Sca - Ael - Sta - Bri	tter lase dari mis rcannor ght lanc	er ssile laun n e	ncher						ng weapons: rhammer 40,000 – Ind	ex: Xenos	1.		
ABILITIES	on a 5+	it explo	des and	each ui	nit with	in 6" suf	fers D6 1	mortal w	ounds.	6 before removing it fi				
	Hover Tank: Distance and ranges are always measured to and from this model's hull, even though it has a base. Distort Fields: A model with this ability has an invulnerable save. The value of this save is determined by how far this model moved in your last Movement phase, as noted in the table below:													
	Distance Moved Invulnerable Save													
		17"-20"+	+		4+									
		9"-16"			5+									
		1"-8" 0"			6+									
FACTION KEYWORDS	AELD	ARI, A	SURY	NI, W	ARHO	OST, <c< td=""><td>CRAFT</td><td>WORL</td><td>D></td><td></td><td></td><td></td><td></td></c<>	CRAFT	WORL	D>					

28				C)B]	RA				DAMAGE Some of a Cobra's c suffers damage in b				
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A	
Cobra	*	6+	*	8	8	26	*	9	3+	15-26+	14"	2+	5	
A Cobra is a single model,	equipped	with a sh	nuriken	cannon	and a	D-impal	ler.			7-14	10"	3+	3	
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES	1-6	4"	4+	D	
Shuriken cannon	24"	Assa	ault 3		6	0	1			ou make a wound roll o colved with an AP of -3				
Scatter laser	36"	Hea	vy 4		6	0	1	-						
Bright lance	36"	Hea	vy 1		8	-4	D6	-					_	
Starcannon	36"	Hea	vy 2		6	-3	3	-						
Aeldari missile launcher	When a	attacking	with th	nis weap	on, cho	ose one	of the pr	ofiles b	elow:					
-Sunburst missile	48"	Hea	vy D6		4	-1	1	-					- 1	
-Starshot missile	48"	Hea	vy 1		8	-2	D6	-						
D-impaler	36"	Hea	vy D6		16	-5	2D6			roll of 6+ made for thi			·_	
WARGEAR OPTIONS	- Sca - Ae - Sta - Bri	atter lase ldari mis rcannon ight lanc	r ssile lau e	ncher					Ü	weapons: ammer 40,000 – Index:	Xenos 1.			
ABILITIES										g it from the battlefield within 2D6" suffers D				
	Hover Tank: Distance and ranges are always measured to and from this model's hull, even though it has a base.													
	Distort Fields: A model with this ability has an invulnerable save. The value of this save is determined by how far this model moved in your last Movement phase, as noted in the table below:													
		nnce Mo 17"-20"+ 9"-16" 1"-8" 0"		Invul	nerable 4+ 5+ 6+	e Save								
FACTION KEYWORDS	AELD	ARI, A	SURY	ANI W	ARHO	OST ZO	OD A ETY	MODI	Ds				-	
									.112					

8			NI	IGH	DAMAGE Some of a Nightwing's characteristics chass it suffers damage in battle, as shown b								
NAME	M	WS	RS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	
Nightwing	*	6+	*	6	6	12	3	8	3+	7-12+	20"-60"	3+	
A Nightwing is a single m	adal aquin		a trurin							4-6	20"-40"	4+	
a crystal targeting matrix							ii brigiit	. lance ai	ıu	1-3	20"-25"	5+	
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES				
Twin shuriken cannon	24" Assault 6 6 0 1 Each time you make a wound roll of 6+ for this weapon that hit is resolved with an AP of -3 instead of 0.												
Twin bright lance	36"	Hea	vy 2		8	-4	D6	-					
	 Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Airborne: This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY. Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it crashes in a fiery explosion and each unit within 6" suffers D3 mortal wounds. 												
	Vector if it is o	Shift: At	the sta with ei	rt of the ther Exte	Mover ended	nent pha Wings oi	se, befor Retract	re this m	odel is gs. Whe	moved, the controlling operating with Retails phase instead of rolling	racted Wings		
	gains a Wings, perforn when n to Hit a	5+ invul this mod ning its f naking h bility un	nerable del may irst pivo it rolls a til it sw	be turne of in the against the itches to	ed to fa Moven ne chos operat	nce direct ment pha sen enem ting with	ely towar se (as pe ay model Retract	rds any o er the W l for the eed Wing	Extendence energings of followings.	rd Wings. While open my model it has line of Khaine ability), this n ng Shooting phase, bu	rating with E of sight to ins nodel then a	xtended tead of lds 1	
FACTION KEYWORDS KEYWORDS	gains a Wings, perform when m to Hit a	5+ invul this mod ning its f naking h bility un ARI, AS	nerable del may irst pivo it rolls a til it sw	save unt be turne of in the languinst the	ed to fa Mover ne chos operat ARH (nce direct ment pha sen enem ting with	ely towar se (as pe ay model Retract	rds any o er the W l for the eed Wing	Extendence energings of followings.	ed Wings. While open my model it has line o Khaine ability), this n	rating with E of sight to ins nodel then a	xtended tead of dds 1	

10			F	РΗ										
NAME	M	WS	BS	S	ī	W	A	Ld	Sv	REMAINING WOUNDS	M	BS		
Phoenix	*	6+	*	6	6	16	3	8	3+	10-16+	20"-50"	3+		
A Phoenix is a single mod	lel, equippe	d with a	twin shu	ıriken	cannon	, a phoe	nix miss	ile arrav.		1		= -		
a phoenix pulse laser and									Some of a Phoenix's characteristics change as it suffers damage in battle, as shown below: REMAINING WOUNDS					
WEAPON	RANGE	TYPE			S	AP	D	ABILIT	TES					
Twin shuriken cannon	24"	Assa	ult 6		6	0	1							
Phoenix pulse laser	48"	Heav	y 2		9	-3	3	_						
Twin bright lance	36"	Heav	y 2		8	-4	D6	-						
Twin starcannon	36"	Heav	y 4		6	-3	3	-						
Phoenix missile array	48"	Heav	y D6		6	-3	2	-						
Nightfire missile array	48"	Heav	y 2D6		4	-1	1	your	oppone	nt must subtract 1 fror				
WARGEAR OPTIONS	- Tw - Tw	in starcai in bright	nnon lance											
ABILITIES	of rollir far the	ng a dice.	Each tir	ne this	model	moves,	first pivo	t it on th	ne spot i	up to 90° (this does no	t contribute	e to how		
	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.													
	Airborne: This model cannot charge, can only be charged by units that can FLY , and can only attack or be attacked in the Fight phase by units that can FLY .													
	Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it crashes in a fiery explosion and each unit within 6" suffers D3 mortal wounds.													
FACTION KEYWORDS	AELD	ARI, AS	URYA	NI, W	ARHO	OST, <c< td=""><td>CRAFT</td><td>WORL</td><td>D></td><td></td><td></td><td>TO THE</td></c<>	CRAFT	WORL	D>			TO THE		
KEYWORDS	VEHIC	CLE, FL	Y, PHC	ENIX										

42		V	AM	PIR	E	RAI	DE	R		DAMAGE Some of a Vampire change as it suffers shown below:		
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv	REMAINING W	М	BS
Vampire Raider	*	6+	*	9	8	32	*	9	3+	26-32+	20"-50"	2+
A Vampire Raider is a s										17-25	20"-35"	3+
spirit stones and a cryst				hammer 4						10-16	20"-25"	4+
WEAPON	RANGE	TYPE			S	AP	0	ABILI	TIES	1-9	20"	5+
Scatter laser	36"	Hea	•		6	0	1	-				
Twin pulse lasers	48"	Hea	vy 4		8	-3	3					
WARGEAR OPTIONS	• None	e.										
TRANSPORT										> INFANTRY models nodels count as two m		ransport
	Hover J charact abilities	Jets: Befo eristic be until th	ore this accomes a	model	oves in the en	n your M d of the xt Move	lovement phase a ment ph	nt phase, nd it lose nase.	you ca	that target this model n declare it will hover .irborne, Hard to Hit	. Its Move and Wings o	f Khaine
				annot ch ase by ur				ged by u	nits tha	t can FLY, and can or	nly attack or	be
										re removing it from the wounds.	e battlefield.	On a 5+ it
				l with thi ur last M						e value of this save is doelow:	letermined b	y how far
			red	Invulne	erable	Save						
		nce Mov 45"-70"+ 25"-44" 1"-24" 0"			4+ 5+ 6+							
FACTION KEYWORDS		45"-70"+ 25"-44" 1"-24" 0"		NI, WA	5+ 6+ -)ST. <c< td=""><td>RAFT</td><td>WORL</td><td>D></td><td></td><td></td><td></td></c<>	RAFT	WORL	D>			

45		V	AM	PIF	RE I	HUI	NTI	ER		DAMAGE Some of a Vampire change as it suffer			
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv	shown below: REMAINING W	М	BS	
Vampire Hunter	*	6+	*	9	8	32	*	9	3+	26-32+	20"-50"	2+	
A Vampire Hunter is a si	ngle model,	equippe	d with a	a scatter	r laser, t	wo twin	pulse las	sers,	1	17-25	20"-35"	3+	
a twin Vampire pulsar, sp	oirit stones a	nd a cry	stal targ	geting n	natrix –	see War	hammer	40,000 -	-	10-16	20"-25"	4+	
Index: Xenos 1.	DANOE	TVDI				40		A D11 17	rirn	1-9	20"	5+	
WEAPON	RANGE	TYPI			S	AP	D	ABILIT	IF2				_
Scatter laser	36"	Hea	,		6	0	1	-					
Twin pulse lasers	48"	Hea	vy 4		8	-3	3	-					
Twin Vampire pulsar	60"	Hea	vy 4D6		12	-4	D6		ved wit	rolls of 6+ made with h a Damage characte			
WARGEAR OPTIONS	• None	e.				F 100					90		Ī
	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Hover Jets: Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase and it loses the Airborne, Hard to Hit and Wings of Khaine abilities until the beginning of your next Movement phase.												
	Airborne: This model cannot charge, can only be charged by units that can FLY , and can only attack or be attacked in the Fight phase by units that can FLY .												
	Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 5+ it crashes in a fiery explosion and each unit within 12" suffers D6 mortal wounds.												
	Distort Fields: A model with this ability has an invulnerable save. The value of this save is determined by how far this model moved in your last Movement phase, as noted in the table below:												
		nce Mo		Invu	lnerable	e Save	TO.						
		45"-70"+			4+								
		25"-44"			5+								
		1"-24" 0"			6+								
		U											
FACTION KEYWORDS	AELD	ARI, A	SURY	ANI, W	VARHO	OST, <c< td=""><td>CRAFT</td><td>WORL</td><td>D></td><td></td><td></td><td></td><td>ľ</td></c<>	CRAFT	WORL	D>				ľ
vrvwonno													-

VEHICLE, FLY, TITANIC, VAMPIRE, VAMPIRE HUNTER

32 W			VRA	III	TH. HK	NI	H GH	T		DAMAGE Some of a Skathach characteristics chan battle, as shown bel	ige as it su		age
NAME	M	WS	BS	S	Ī	W	A	Ld	Sv	REMAINING W	M	WS	В
Skathach Wraithknight	*	*	*	8	8	24	4	9	3+	13-24+	12"	3+	3
A Skathach Wraithknight i fists and titanic feet.	s a single 1	nodel, e	quipped	with to	wo infer	no lance	es, titani	c wraith	bone	7-12	10"	4+	4
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES	1-6	8"	5+	5
Scatter laser	36"	Hea	vy 4		6	0	1	-					
Shuriken cannon	24"	Assa	ult 3		6	0	1			ou make a wound roll o solved with an AP of -3			n,
Starcannon	36"	Hea	vy 2		6	-3	3	-					
Titanic feet	Melee	Mel	ee		User	-2	D3		n you n ad of 1.	nake an attack with this	s weapon,	roll 3 dice	
Titanic wraithbone fists	Melee	Mel	ee		User	-3	D6	-					
Inferno lance	24"	Hea	vy D6		8	-4	D6	two o		is within half range of en inflicting damage w			e
Deathshroud cannon	When y	ou attac	k with th	nis wea	pon, cho	ose one	e of the	ollowing	g profile	es:			
- Focussed	10"	Hea	vy 2D6		7	0	1			automatically hits its reapon are resolved at			
- Dispersed	48"	Hea	vy D6		8	-2	D3			of 5+ for this weapon d of AP -2.	are resolve	ed at	
	- Sca - Shi	model n tter lase ıriken ca rcannon	nnon	up to t	wo item	s from t	he follo	wing:					
ABILITIES			: See pag										
	Scatter	shield: A	A model	equipp	ed with	a scatte	rshield l	as a 5+	invulne	rable save.			
		-	-							before removing it fro ers D6 mortal wounds.		tlefield. O	n
	instead rupture	of placin to appe	ng it on t	he battle	tlefield. A field – se	At the en	nd of an	y of you	r Mover	raithknight in the dep nent phases, the unit c o anywhere on the batt	an force a	webway	
	model i battlefic both th	t can act eld. It can e Webwa	ivate the	shunt to the re and	generate battlefie Webway	or and r ld as des y Shunt	eturn to scribed i Generat	the dep n the W or abilit	ths of the ebway F ies in th	e, if this unit is not with the webway. Remove the Rupture ability above. To e same turn. If the bath	is unit fro: Γhis unit n	n the nay not us	e
	or charge models Wraithl	ge during though knight ca	g its turr at the er an move	n. When nd of it and fir	n a Skatl s move i e Heavy	hach Wi t must b weapor	raithkni oe more ns witho	ght Falls than 1" i ut suffer	Back, it from all ring the	Movement phase and can even move over e enemy units. In additi penalty to its hit rolls. te model is obscured fi	nemy INF ion, a Skat Finally, a S	ANTRY hach Skathach	
FACTION KEYWORDS	AELD	ARI, A	SURYA	NI, SI	PIRIT I	HOST,	<cra< td=""><td>FTWO</td><td>RLD></td><td></td><td></td><td></td><td></td></cra<>	FTWO	RLD>				
KEYWORDS	MONS	TER, T	TITANI	C, SK	ATHA	CH W	RAITH	KNIG	HT				

60		R	EVI	EN.	AN'	ΓТ	ITA	N		DAMAGE Some of a Revenant change as it suffers			
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv	shown below: REMAINING W	М	WS	В
Revenant Titan	*	*	*	9	9	32	4	10	3+	28-32+	32"	4+	2
A Revenant Titan is a s	ingle model, e	quipped	l with tw	vo puls	sars, a clo	udburs	t missile	launche	r	20-27	24"	4+	3
and a titanic stride.										10-19	18"	5+	4
WEAPON	RANGE	TYPI			S	AP	D	ABILI	TIES	1-9	8"	6+	5
Titanic stride	Melee	Mel	ee		User	-3	3		e 3 hit ro ad of 1.	olls for each attack mad	de with thi	s weapon	
Pulsar	60"	Hea	vy 2D6		12	-4	D6		ved with	rolls of 6+ made with t n a Damage characteris			
Sonic lance	18"	Hea	vy 3D6		*	-3	1			automatically hits its ta			
Cloudburst missile launcher	48"	Hea	vy 2D6		8	-2	D3			adds 1 to hit rolls whe	en targetin	g enemy	
WARGEAR OPTIONS	• This	model n	nay repla	ace on	e or both	of its p	ulsars w	ith sonic	lances.				200
	a 5+ it c Unstop during i the end Heavy v in cover	pable We ts turn. of its me weapons if at lear	Wraith-ti When a ove, it m without ast half o	tastrop tan: A Rever nust be t suffer	Revenar nant Titan more th ring the p	et, and e nt Titan n Falls I an 1" fr penalty	each unit can Fall Back, it c rom all er to its hit d from th	Back in an even nemy un rolls. Fin he bearen	the Move ovoits. In actually, a Fr.	before removing it fro fers D6 mortal wound wement phase and still wer enemy INFANTRY ddition, a Revenant Tit Revenant Titan only ga racteristic by 18", do no	s. shoot and models, t tan can mo ins a bonu	or charge hough at ove and fir s to its sav	e
	this mo		red in yo ved	ur last	this abili Movement Inerable 4+ 5+ 6+	ent pha				value of this save is de elow:	termined	by how far	
FACTION KEYWORDS	AELD	ARI, A	SURYA	NI, S	PIRIT	HOST,	<con< td=""><td>CLAVI</td><td>Ε></td><td></td><td></td><td></td><td></td></con<>	CLAVI	Ε>				
KEYWORDS	MONS	TER,	ΓΙΤΑΝ	IC, JE	T PAC	K, FLY	, REVE	NANT	TITAN	Ī			

7			C	OF Da	RSA NC	IR (ER	CLO BA)UI ND	
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Corsair Cloud Dancer	18"	3+	3+	3	4	2	1	6	4+
Corsair Cloud Dancer Felarch	18"	3+	3+	3	4	2	2	7	4+
	Dancers (P	ower Ra	ating +7						sair Cloud Dancer Felarch. It can include up to the ers (Power Rating +14). Each model is equipped
WEAPON	RANGE	TYP	•		S	AP	D	ABILIT	TIES
Twin shuriken catapult	12"	Ass	ault 4		4	0	1		time you make a wound roll of 6+ for this weapon hit is resolved with an AP of -3 instead of 0.
Scatter laser	36"	Hea	ıvy 4		6	0	1	-	
Brace of pistols	8"	Pist	ol D6		*	0	1	many phase target case i roll o	n firing this weapon, roll once to determine how y shots all models in the unit will fire in a given e; this weapon always wounds on a 4+, unless ting a model with the VEHICLE keyword, in which it wounds on a 6+. Each time you make a wound of a 6+ for that weapon, that hit is resolved with an f-1 instead of 0.
Void sabre	Melee	Mel	lee		User	-3	1	-	
Dissonance pistol	12"	Pist	ol 1		5	-2	1	hit is	time you make a hit roll of 6+ for this weapon, the resolved at Strength 6 with an AP of -3 instead of 19th 5 and AP -2.
Dissonance cannon	24"	Неа	avy 2		5	-2	D3	hit is	time you make a hit roll of 6+ for this weapon, the resolved at Strength of 6 with an AP of -3 instead rength 5 and AP -2.
Shuriken cannon	24"	Ass	ault 3		6	0	1		time you make a wound roll of 6+ for this weapon hit is resolved with an AP of -3 instead of 0.
Dark lance	36"	Hea	ivy 1		8	-4	D6		nge the weapon's Type from Heavy to Assault if it is oped on a VEHICLE .
Splinter cannon	36"	Rap	oid Fire 3	i	*	0	1	a moo	weapon always wounds on a 4+, unless targeting del with the VEHICLE keyword, in which case it nds on a 6+.
WARGEAR OPTIONS	- Shu - Sca - Da - Spl - Dis • The I - Vo	uriken c atter lase rk lance linter ca ssonance	annon er e nnon e cannor may repl	1					t with one of the following: ng weapons:

AELDARI, ANHRATHE, <COTERIE>

BIKER, FLY, CORSAIR CLOUD DANCER BAND

FACTION KEYWORDS

KEYWORDS

Dancing on the Blade's Edge: When making Morale tests, a unit with this ability may roll an additional dice and discard the lowest result, but if any models flee from the unit due to the result of the test, the number of models that flee is increased by +1.

8]	IRI	LLY	ТН			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Irillyth	12"	2+	2+	4	4	6	4	9	2+	
Irillyth is a single model armed with the Spear of Starlight. Only one of this model may be taken in your army.										
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES	
Spear of Starlight (shooting)	24"	Ass	ault 1		6	-3	2	attacl attacl attacl weap		
Spear of Starlight (melee)	Melee	Me	lee		+1	-3	2		e bearer has charged in the current turn, this bon inflicts D3+1 damage instead of 2.	
WARGEAR OPTIONS	• None	e.								
ABILITIES	Battle I The Sha battlefic	Focus: S ade of T eld. If yo	ou do so,	60. During at the 6	end of a	ny of you	ır Move	ment ph	llyth in the shadows instead of placing him on the nases, Irillyth can strike from the shadows. When h an 9" away from any enemy models.	
	Spectre	Holo-f	ield: En	emy un	its must	subtrac	t 1 from	hit rolls	s made against a unit with this ability.	
	Reaper	of Soul	s: Re-ro	ll woun	d rolls o	of 1 in th	e Shooti	ing phase	e for attacks Irillyth makes that target INFANTRY	
									any friendly units of SHADOW SPECTRES must be lowest dice rolled before determining the results	
FACTION KEYWORDS	AELD	ARI, A	SURY	ANI, A	SPECT	WAR	RIOR			
KEYWORDS	INFAN	TRY,	JET PA	CK, Fl	LY, PH	OENIX	LORI), IRILI	LYTH	

		PHA	NTO	ЭM	[T]	TA	N		DAMAGE Some of a Phantom change as it suffers of		
NAME	M	WS BS	S	T	W	A	Ld	Sv	shown below: REMAINING W	M	WS
Phantom Titan	*	* *	9	9	60	6	10	3+	50-60+	28"	3+
A Phantom Titan is a single	model ear	sinned with two	diranı	leave a	voidete	em mico	ila laun	rh or	35-49	24"	4+
a starcannon and its titanic s		npped with two	ane pu	118a18, a	voiusic	1111 111155	ne iauno	liei,	20-34	18"	4+
WFADON	DANDE	TVDF			AD	n	ADILIT	ırn	10-19	15"	5+
WEAPON	RANGE	TYPE		S	AP		ABILIT	lt8	1-9	12"	6+
Titanic stride	Melee	Melee		User	-3	3		3 hit ro	lls for each attack mad	e with this	weapon
Dire pulsar	120"	Macro 2D6		14	-5	D6		ed with	roll of 6+ made for this a Damage characterist		
D-bombard	72"	Macro D6		16	-5	2D6	three		roll of 6+ made for this wounds on the target in :		
Wraith glaive	Melee	Melee		x2	-5	9	additi	ional att	f 6 made with this wear ack to be made. These rther bonus attacks.		
Voidstorm missile launcher	72"	Heavy 2D6		8	-3	D3			gains +1 on hit rolls wh FLY keyword.	nen targeti	ng enemy
Bright lance	36"	Heavy 1		8	-4	D6	-				
Starcannon	36"	Heavy 2		6	-3	3	-				
ABILITIES	Ancient	le Phantom Tit	ge 60.				19/11			m the batt	lafiald Or
		phic Collapse: ollapses with ca					ounds, r	oll a D6	before removing it from		lefield. On
	Timotoma				ot, arra c	ach unit		3D6" su	ters 2D6 mortal wound	us.	
	during its the end of Heavy we	s turn. When a of its move it mu	tan: A Pi Phantor ust be m sufferin	hanton n Titan ore tha g the p	n Titan Falls B in 1" fro enalty t	can Fall l ack, it ca m all ene o its hit r	within : Back in : In even it emy unit colls. Fir	the Mov move ov ts. In ad ally, a P	ement phase and still ser enemy INFANTRY dition, a Phantom Tita hantom Titan only gai	shoot and/ models, th n can mov	ough at e and fire
	during its the end of Heavy we in cover i	s turn. When a of its move it mu eapons without if at least half of	tan: A Pi Phantor ust be m sufferin f the mo	hanton n Titan ore tha g the p del is o	n Titan n Falls B n 1" fro enalty t bscured	can Fall l ack, it ca m all end o its hit i l from th	Back in an even in eve	the Mov move ov ts. In ad ally, a F	ement phase and still ser enemy INFANTRY dition, a Phantom Tita	shoot and/ models, the n can move ns a bonus	ough at e and fire
	during its the end of Heavy we in cover in Phantom Steersma	s turn. When a of its move it mu eapons without if at least half of a Stride: When	Phantor ust be m suffering the mo this mo	hanton m Titan ore tha g the p del is o del adv	n Titan of Falls B in 1" from the enalty to be because of the enalty to be ances, if the enalty to the enalty to the enalty the enal	can Fall l ack, it ca m all end o its hit r l from th ncrease i	Back in an even in eve	the Move move ov ts. In ad aally, a P c charact	ement phase and still ser enemy INFANTRY dition, a Phantom Tita hantom Titan only gaineristic by 12", do not recLAVE> keyword that	shoot and/ models, the n can move ns a bonus oll a dice.	ough at e and fire to its save
	during its the end of Heavy we in cover i Phantom Steersma model wi Distort I	s turn. When a of its move it mu eapons without if at least half of a Stride: When an Prime: Once ith this ability n	tan: A P. Phantor ust be m suffering the mother this mother per turnay have with the	hanton m Titan ore that g the p del is o del adv n, any t e its firs	n Titan of Falls Bon 1" from the falls Bon 1" from the falls by the falled by has an arrival falled by has a arrival falled by has an arrival falled by has a arrival falle	can Fall I ack, it ca m all ene o its hit r I from th ncrease i model w hit roll o	Back in an even in emy united by the bearer its Move with the feach to trable sa	the Move over th	rement phase and still ser enemy INFANTRY dition, a Phantom Tita hantom Titan only gai reristic by 12", do not recLAVE> keyword that olled.	shoot and/models, the notan moven a bonus oll a dice.	nough at e and fire to its save 4" of a
	during its the end of Heavy we in cover i Phantom Steersma model wi Distort I this model	s turn. When a of its move it mu eapons without if at least half of a Stride: When an Prime: Once ith this ability n Fields: A model	tan: A P. Phantor ust be m suffering the mother this mother per turnay have with the	hanton m Titan ore tha g the p del is o del adv n, any t e its firs is abilit	n Titan of Falls B in 1" from the falls B in 1" from the fall of t	can Fall I ack, it ca m all ene o its hit r I from th ncrease i model w hit roll o	Back in an even in emy united by the bearer its Move with the feach to trable sa	the Move over th	rement phase and still ser enemy INFANTRY dition, a Phantom Tita hantom Titan only gai reristic by 12", do not recLAVE> keyword that olled.	shoot and/models, the notan moven a bonus oll a dice.	nough at e and fire to its save 4" of a
	during its the end of Heavy we in cover i Phantom Steersma model wi Distort I this mod Distan	s turn. When a of its move it mu eapons without if at least half of a Stride: When an Prime: Once ith this ability n Fields: A model el moved in you ce Moved "-40"+	tan: A P Phantor ust be m sufferin f the mo this mo e per turn nay have with the	hanton m Titan ore tha g the p del is o del adv n, any t e its firs is abilit Ioveme erable 4+	n Titan of Falls B in 1" from the falls B in 1" from the fall of t	can Fall I ack, it ca m all ene o its hit r I from th ncrease i model w hit roll o	Back in an even in emy united by the bearer its Move with the feach to trable sa	the Move over th	rement phase and still ser enemy INFANTRY dition, a Phantom Tita hantom Titan only gai reristic by 12", do not recLAVE> keyword that olled.	shoot and/models, the notan moven a bonus oll a dice.	nough at e and fire to its save 4" of a
	during its the end of Heavy we in cover i Phantom Steersma model wi Distort I this mod Distan	s turn. When a of its move it mu eapons without if at least half of a Stride: When an Prime: Once ith this ability n Fields: A model el moved in you ce Moved "-40"+ 9"-25"	tan: A P Phantor ust be m sufferin f the mo this mo e per turn nay have with the	hanton m Titan ore tha g the p del is o del adv n, any t e its firs is abilit Ioveme erable 4+ 5+	n Titan of Falls B in 1" from the falls B in 1" from the fall of t	can Fall I ack, it ca m all ene o its hit r I from th ncrease i model w hit roll o	Back in an even in emy united by the bearer its Move with the feach to trable sa	the Move over th	rement phase and still ser enemy INFANTRY dition, a Phantom Tita hantom Titan only gai reristic by 12", do not recLAVE> keyword that olled.	shoot and/models, the notan moven a bonus oll a dice.	nough at e and fire to its save 4" of a
	during its the end of Heavy we in cover i Phantom Steersma model wi Distort I this mod Distan	s turn. When a of its move it mu eapons without if at least half of a Stride: When an Prime: Once ith this ability n Fields: A model el moved in you ce Moved "-40"+	tan: A P Phantor ust be m sufferin f the mo this mo e per turn nay have with the	hanton m Titan ore tha g the p del is o del adv n, any t e its firs is abilit Ioveme erable 4+	n Titan of Falls B in 1" from the falls B in 1" from the fall of t	can Fall I ack, it ca m all ene o its hit r I from th ncrease i model w hit roll o	Back in an even in emy united by the bearer its Move with the feach to trable sa	the Move over th	rement phase and still ser enemy INFANTRY dition, a Phantom Tita hantom Titan only gai reristic by 12", do not recLAVE> keyword that olled.	shoot and/models, the notan moven a bonus oll a dice.	nough at e and fire to its save 4" of a
	during its the end of Heavy we in cover i Phantom Steersma model wi Distort I this mod Distan	s turn. When a of its move it mu eapons without if at least half of a Stride: When an Prime: Once ith this ability n Fields: A model el moved in you ce Moved 5"-40"+ 9"-25" 9"-18" 0"-8"	tan: A P. Phantor ust be m suffering the mo this mo e per turnay have with the molar last M. Invuln	hanton m Titan ore tha g the p del is o del adv n, any t e its firs is abilit Ioveme erable 4+ 5+ 6+	n Titan on Falls B in 1" fro enalty to biscured vances, i friendly st failed ty has are ent phas Save	can Fall I ack, it ca m all ene o its hit i I from th ncrease i model w hit roll o n invulne e, as note	within and Back in an even remy united bearer its Move with the feach to be a reable said in the	the Movemove over the Movemove over the land of the la	rement phase and still ser enemy INFANTRY dition, a Phantom Tita hantom Titan only gai reristic by 12", do not recLAVE> keyword that olled.	shoot and/models, the notan moven a bonus oll a dice.	nough at e and fire to its save 4" of a
FACTION KEYWORDS	during its the end of Heavy we in cover i Phantom Steersma model wi Distort I this mod Distan 20 1	s turn. When a of its move it mu eapons without if at least half of a Stride: When an Prime: Once ith this ability n Fields: A model el moved in you ce Moved "-40"+ 9"-25" 9"-18"	tan: A P. Phantor ust be m suffering the mo this mo e per turnay have with thur last M. Invuln	hantom m Titan ore tha g the p del is o del adv n, any t e its firs is abilit Ioveme erable 4+ 5+ 6+	n Titan of Falls B on 1" from the enalty to obscure control of the enalty to obscure control of the enalty has an ent phase. Save	can Fall I ack, it ca m all ene o its hit 1 I from th ncrease i model v hit roll o n invulne e, as note	within a Back in an even in emy unificults. Fire bearer its Move with the feach to the rable said in the exponsion were ponsional in the exponsion with the exponsion of the exp	the Movemove over the Movemove over the additional	rement phase and still ser enemy INFANTRY dition, a Phantom Tita hantom Titan only gai reristic by 12", do not recLAVE> keyword that olled.	shoot and/models, the notan moven a bonus oll a dice.	nough at e and fire to its save 4" of a

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CORSAIR REAVER BAND

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Corsair Reaver	8"	3+	3+	3	3	1	1	6	5+
Corsair Reaver Felarch	8"	3+	3+	3	3	1	2	7	5+

This unit contains five Corsair Reavers, and one model may be exchanged for a Corsair Reaver Felarch. It can include up to five additional Corsair Reavers (**Power Rating +8**). Each model is equipped with a lasblaster, a brace of pistols and sunburst grenades.

brace of pistols and sunbu						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lasblaster	24"	Assault 3	3	0	1	-
Shardcarbine	18"	Assault 3	*	0	1	This weapon always wounds on a 4+, unless targeting a model with the VEHICLE keyword, in which case it wounds on a 6+.
Shuriken catapult	12"	Assault 2	4	0	1	Each time you make a wound roll of $6+$ for this weapon, that hit is resolved with an AP of -3 instead of 0 .
Spar-glaive	Melee	Melee	User	0	1	A model attacking with this weapon in the Fight phase gains a single bonus attack that must be resolved with this profile.
Brace of pistols	8"	Pistol D6	*	0	1	When firing this weapon, roll once to determine how many shots all models in the unit will fire in a given phase; this weapon always wounds on a 4+, unless targeting a model with the VEHICLE keyword, in which case it wounds on a 6+ and any wounds rolls of a 6 are resolved with an AP of -1 instead of 0.
Sunburst grenade	6"	Grenade D6	4	-1	1	-
Flamer	8"	Assault D6	4	0	1	This weapon hits its target automatically.
Fusion gun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest dice.
Void sabre	Melee	Melee	User	-3	1	-
Blaster	18"	Assault 1	8	-4	D3	-
Shredder	12"	Assault D3	6	0	1	When attacking a unit of INFANTRY , you can re-roll failed wound rolls for this weapon.
Dissonance pistol	12"	Pistol 1	5	-2	1	Each time you make a hit roll of 6+ for this weapon, that hit is resolved at Strength of 6 with an AP of -3 instead of Strength 5 and AP -2.
Aeldari missile launcher	When at	tacking with this we	eapon, choo	ose one	of the pr	ofiles below:
- Sunburst missile	48"	Heavy D6	4	-1	1	-
- Starshot missile	48"	Heavy 1	8	-2	D6	-
Shuriken cannon	24"	Assault 3	6	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.
Dark lance	36"	Heavy 1	8	-4	D6	Change the weapon's Type from Heavy to Assault if it is equipped on a VEHICLE .
Splinter cannon	36"	Rapid Fire 3	*	0	1	This weapon always wounds on a 4+, unless targeting a model with the VEHICLE keyword, in which case it wounds on a 6+.
WARGEAR OPTIONS	• The C - Voic - Diss	orsair Reaver Felarc I sabre conance pistol very five models in t edder	h may repl	ace its l	asblaster	a shuriken catapult, shardcarbine or spar-glaive. with one of the following weapons: blace its lasblaster with one of the following weapons: - Aeldari missile launcher - Dark lance - Shuriken cannon - Splinter cannon
ABILITIES	Reckless Overwat	Abandon: If a unit ch, it may make a 3' ch attack has been f	with this a move in a fully resolve	ny direc ed and b	etion that before the	e or more casualties on an enemy unit while firing t does not end within 3" of an enemy model once the e enemy unit has made its charge move.
	discard t					e unit due to the result of the test, the number of fleeing
FACTION KEYWORDS	AELDA	RI, ANHRATHI	E, <cote< td=""><td>ERIE></td><td></td><td></td></cote<>	ERIE>		
KEYWORDS		TRY, CORSAIR		-)	

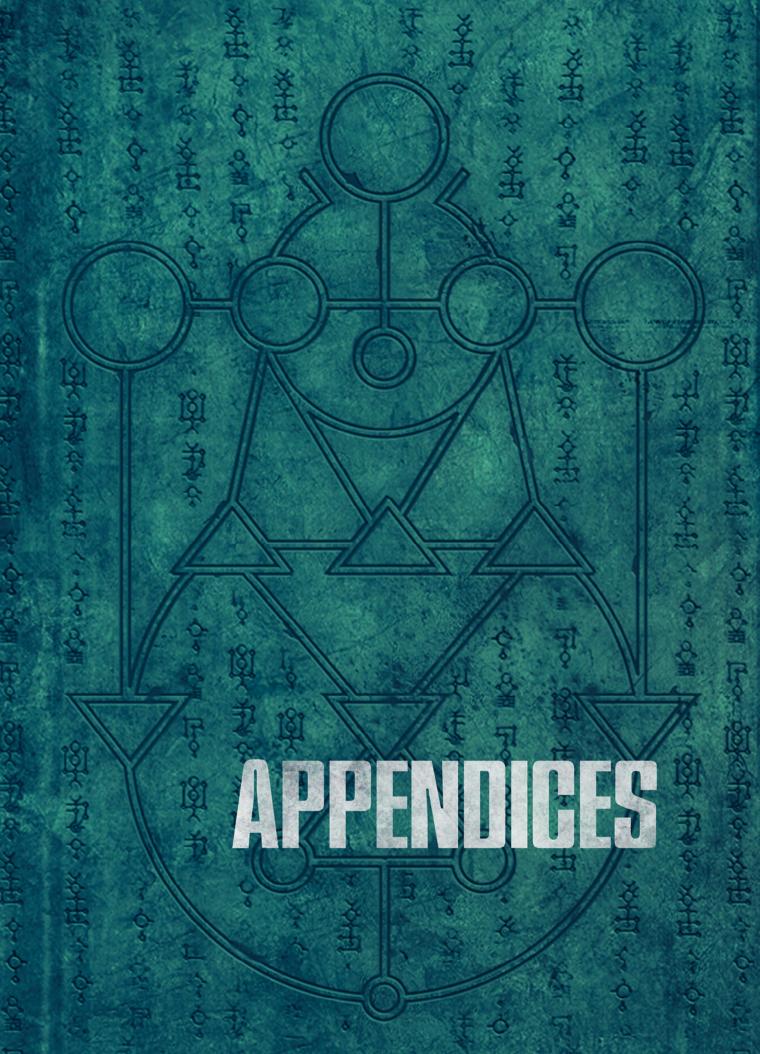
D O O	C	COF	RSA	IR	SK	YRI	EAV	ER	BAND
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Corsair Skyreaver	16"	3+	3+	3	3	1	1	6	5+
Corsair Skyreaver Felarch	16"	3+	3+	3	3	1	2	7	5+
									yreaver Felarch. It can include up to five additional
Corsair Skyreavers (Power I WEAPON	Rating +6	o). Each TYPE		equip	ped with	a lasbla	ster, a bi	race of p ABILIT	vistols, and sunburst grenades.
Lasblaster	24"		ult 3		3	0	1	_	itu —
Shardcarbine	18"		nult 3		*	0	1	a moo	weapon always wounds on a 4+, unless targeting del with the VEHICLE keyword, in which case it ds on a 6+.
Shuriken catapult	12"	Assa	ult 2		4	0	1		time you make a wound roll of 6+ for this weapon ait is resolved with an AP of -3 instead of 0.
Spar-glaive	Melee	Mel	ee		User	0	1	gains	del attacking with this weapon in the Fight phase a single bonus attack that must be resolved with profile.
Brace of pistols	8"	Pisto	ol D6		*	0	1	many phase target case i	n firing this weapon, roll once to determine how shots all models in the unit will fire in a given this weapon always wounds on a 4+, unless ting a model with the VEHICLE keyword, in which twounds on a 6+. Each time you make a Wound f a 6, that wound is resolved with an AP of -1.
Sunburst grenade	6"	Grei	nade D6		4	-1	1	-	
Flamer	8"	Assa	ult D6		4	0	1	This	weapon hits its target automatically.
Fusion gun	12"	Assa	ult 1		8	-4	D6	two d	target is within half range of this weapon, roll lice when inflicting damage with it and discard the it dice.
Void sabre	Melee	Mel			User	-3	1	-	
Blaster	18"	Assa	ult 1		8	-4	D3	- 3A71	the delinearity of INITANIEDY
Shredder	12"	Assa	ult D3		6	0	1		n attacking a unit of INFANTRY , you can re-roll wound rolls for this weapon.
Dissonance pistol	12"	Pisto	ol 1		5	-2	1	that h	time you make a hit roll of 6+ for this weapon, at it is resolved with a Strength of 6 and an AP of -3 and of Strength 5 and AP -2.
Aeldari missile launcher	When a	ttacking	with th	is weap	on, cho	ose one	of the pr		
- Sunburst missile	48"	Hea	vy D6		4	-1	1	-	
- Starshot missile	48"	Hea	vy 1		8	-2	D6	-	
Shuriken cannon	24"	Assa	ult 3		6	0	1	that h	time you make a wound roll of 6+ for this weapon at it is resolved with an AP of -3 instead of 0.
Dark lance	36"	Hea	vy 1		8	-4	D6	equip	ge the weapon's Type from Heavy to Assault if it is ped on a VEHICLE.
Splinter cannon	36"	Rap	id Fire 3		*	0	1		weapon always wounds on a 4+, unless it is ting a VEHICLE, in which case it wounds on a 6+.
WARGEAR OPTIONS	• The C - Voi - Dis	Corsair I d sabre sonance	Reaver F	elarch	may repl	ace its l	asblaster	a shuril with on	ken catapult, shardcarbine or spar-glaive. te of the following weapons: asblaster with one of the following weapons:
		edder		-	Fusion g		, ,	- Ae	ldari missile launcher - Dark lance uriken cannon - Splinter cannon
ABILITIES	Reckles	s Aband tch, it m	ay make	unit w	rith this a	ny direc	tion tha	e or moi	re casualties on an enemy unit while firing of end within 3" of an enemy model once the unit has made its charge move.
	discard	the lowe		, but if					it with this ability may roll an additional dice and ue to the result of the test, the number of fleeing
EARTION KEVWODDS			ATTED A						

INFANTRY, JET PACK, FLY, CORSAIR SKYREAVER BAND

AELDARI, ANHRATHE, <COTERIE>

FACTION KEYWORDS

KEYWORDS



NECRONS POINTS VALUES

When playing games of *Warhammer 40,000* using the matched play rules, or any other game using a points limit, the following list should be used to determine the points cost of any Necrons units included in the army. Simply add together the points cost of all models and items of wargear included in the army to determine its total points value.

NECRONS UNITS		
UNIT	MODELS Per Unit	POINTS PER MODEL (Does not include wargear)
Canoptek Acanthrites	3-9	54
Canoptek Tomb Sentinel	1	180
Canoptek Tomb Stalker	1	165
Gauss Pylon	1	475
Night Shroud	1	270
Sentry Pylon	1-3	100
Tesseract Ark	1	220
Tomb Citadel	1	730

NECRONS UNITS		
UNIT	MODELS Per Unit	POINTS PER MODEL (Including wargear)
Kutlakh the World Killer	1*	200
Toholk the Blinded	1*	165

^{*}There may only be a single unit of this type in any given army.

NECRONS RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Cutting beam	0
Exile cannon	0
Focussed death ray	35
Gauss annihilator	0
Gauss cannon	20
Gauss exterminator	50
Heat cannon	75
Particle beamer	10
Staff of light (shooting)	18
Tesla arc	0
Tesla cannon	13
Tesla destructor	0
Tesseract singularity chamber	0
Transdimensional beamer	0
Twin gauss slicers	0
Twin tesla destructor	0

NECRONS MELEE WEAPONS					
WEAPON	POINTS PER WEAPON				
Aeonstave	0				
Automaton claws	0				
The Obsidax	0				
Staff of light (melee)	18				
Voidblade	6				

NECRONS OTHER WARGEAR	
WEAPON	POINTS PER WEAPON
Gloom prism	5
Teleportation matrix	10

NECRONS WARGEAR

NECRONS RANGED WE	APONS					
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Cutting beam	12"	Assault 1	7	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Exile cannon	12"	Heavy D6	10	-4	3	-
Focussed death ray	24"	Heavy 1	12	-4	D6	-
Gauss annihilator	When atta	cking with this we	eapon, c	hoose o	ne of the	profiles below:
- Focussed beam	120"	Macro D6	16	-4	D3+6	Add 1 to all hit rolls made for this weapon against targets that can FLY . Subtract 1 from the hit rolls made for this weapon against all other targets.
- Flux arc	18"	Heavy 2D6	6	-2	1	-
Gauss cannon	24"	Heavy 2	5	-3	D3	-
Gauss exterminator	48"	Heavy 2	12	-4	D6	Add 1 to all hit rolls made for this weapon against targets that can FLY . Subtract 1 from the hit rolls made for this weapon against all other targets.
Heat cannon	36"	Heavy D6	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Particle beamer	24"	Assault 3	6	0	1	-
Staff of light (shooting)	12"	Assault 3	5	-2	1	-
Tesla arc	3"	Pistol X	4	-	1	The number of shots fired by this weapon is determined by the number in the model's Damage table.
Tesla cannon	24"	Assault 3	6	0	1	Each hit roll of a 6+ with this weapon causes 3 hits instead of 1.
Tesla destructor	24"	Assault 4	7	0	1	Each hit roll of a 6+ with this weapon causes 3 hits instead of 1.
Tesseract singularity chamber	When atta	cking with this we	eapon, c	hoose o	ne of the	profiles below:
- Particle hurricane	8"	Assault D6	*	-2	1	This weapon automatically hits its target and wounds on a 2+, unless it is targeting a VEHICLE , in which case it wounds on a 6+.
- Seismic lash	24"	Assault D6	5	-4	3	-
- Solar fire	48"	Heavy D6	8	-3	D6	-
Transdimensional beamer	12"	Heavy D3	4	-3	1	Each time you roll a wound roll of a 6+ for this weapon, the target suffers a mortal wound in addition to any other damage.
Twin gauss slicers	24"	Rapid Fire D3	5	-1	1	-
Twin tesla destructor	24"	Assault 8	7	0	1	Each hit roll of a $6+$ with this weapon causes 3 hits instead of 1.

NECRONS MELEE WEAPONS							
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	
Aeonstave	Melee	Melee	User	-1	2	A unit that suffers an unsaved wound from this weapon may not Advance until the end of its next turn.	
Automaton claws	Melee	Melee	User	-2	D3	-	
The Obsidax	Melee	Melee	User	-3	D3	-	
Staff of light (melee)	Melee	Melee	User	-2	1	-	
Voidblade	Melee	Melee	User	-3	1	-	

TYRANIDS POINTS VALUES

When playing games of *Warhammer 40,000* using the matched play rules, or any other game using a points limit, the following list should be used to determine the points cost of any Tyranids units included in the army. Simply add together the points cost of all models and items of wargear included in the army to determine its total points value.

TYRANIDS UNITS		
UNIT	MODELS Per Unit	POINTS PER MODEL (Does not include wargear)
Barbed Hierodule	1	380
Dimachaeron	1	200
Harridan	1	740
Malanthrope	1-3	90
Meiotic Spores	3-9	18
Scythed Hierodule	1	350
Hierophant Bio-titan	1	1,800
Stone Crusher Carnifex Brood	1-3	80

TYRANIDS RANGED WEAPON	IS
WEAPON	POINTS PER WEAPON
Bio-acid spray	0
Bio-cannon	0
Bio-plasma	9
Bio-plasma torrent	0
Dire bio-cannon	0

TYRANIDS MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Bio-flail	15
Bone mace	2
Grasping tail	0
Grasping talons and thorax spine-maw	0
Lashwhip pods	0
Massive scything talons (single/pair)	60/90
Monstrous scything talons	60
Sickle claws	0
Thresher scythe	7
Wrecker claws (single/pair)	10/18

TYRANIDS WARGEAR

TYRANIDS RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bio-acid spray	8"	Heavy 2D6	6	-2	D3	This weapon hits its target automatically.
Bio-cannon	48"	Heavy 6	8	-2	D3	-
Bio-plasma	12"	Assault D3	7	-3	1	-
Bio-plasma torrent	8"	Pistol 2D6	5	-2	1	This weapon hits its target automatically.
Dire bio-cannon	48"	Macro 6	10	-2	2D6	-

TYRANIDS MELEE WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bio-flail	Melee	Melee	User	-1	2	Each time the bearer fights, you make a number of hit rolls against the target unit equal to the number of models from that unit within 2" of the Stone Crusher Carnifex.
Bone mace	Melee	Melee	8	-1	D3	Each time the bearer fights, one (and only one) of its attacks must be made with this weapon.
Grasping tail	Melee	Melee	User	-1	D3	-
Grasping talons and thorax spine-maw	Melee	Melee	7	-2	1	When targeting INFANTRY units, each wound roll of 6+ made with this weapon is resolved at Strength x2 and Damage D6.
Lashwhip pods	Melee	Melee	User	-1	2	Make 3 hit rolls for each attack made with this weapon.
Massive scything talons	Melee	Melee	User	-3	D6	You can re-roll hit rolls of 1 when attacking with this weapon. If the bearer has more than one massive scything talons, it can make 1 additional attack with this weapon each time it fights.
Monstrous scything talons	Melee	Melee	x2	-5	2D6	-
Sickle claws	Melee	Melee	10	-2	D3	If a hit roll with this weapon is a 6, resolve that hit with an AP of -4 and a Damage of D6.
Thresher scythe	Melee	Melee	4	-1	1	Make D3 hit rolls for each attack made with this weapon instead of 1.
Wrecker claws	Melee	Melee	x2	-3	D6	Against VEHICLES and BUILDINGS , re-roll all failed wound rolls with this weapon. If this model has two wrecker claws, it also re-rolls failed hit rolls against VEHICLES and BUILDINGS .

ORKS POINTS VALUES

When playing games of *Warhammer 40,000* using the matched play rules, or any other game using a points limit, the following list should be used to determine the points cost of any Orks units included in the army. Simply add together the points cost of all models and items of wargear included in the army to determine its total points value.

ORKS UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include weapons or wargear)
Zhadsnark da Ripper	1*	110
Ork Mek Boss Buzzgob	1*	75
Nitnuckle	1*	0
Lunk	1*	0

^{*}Only one of this model may be included in any given army.

ORKS UNITS	A LUTTE COMP.	
UNIT	MODELS Per Unit	POINTS PER MODEL (Does not include weapons or wargear)
Big Trakk	1	135
'Chinork' Warkopta	1	155
Battle Wagon with Supa-kannon	1	161
Gargantuan Squiggoth	1	350
Grot Mega-tank	1	85
Grot Tanks	4-8	30
Kill Tank	1	215
Kustom Stompa	1	960
Lifta Wagon	1	175
Meka-Dread	1	205
Squiggoth	1	190

ORKS WARGEAR					
WARGEAR	POINTS PER ITEM				
'Ard case	3				
Grot riggers	7				
Reinforced ram	6				
Rokkit bomm racks	13				

ORKS MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Big choppa	9
Da Pain Klaw	0
Deff rolla	19
Gorin' horns	5
Grabbin' klaw	5
Huge tusks	7
Mega klaw/each subsequent mega klaw	51/31
Mek arms	0
Rippa klaw/each subsequent rippa klaw	35/18
Wreckin' ball	3

ORKS RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Belly gun	50
Bigbomm	0
Big lobba	28
Big shoota	6
Big zzappa	18
Boom kanister	2
Bursta kannon	36
Deffgun	0
Deffkannon	0
Flakka gunz	15
Gaze of Mork	50
Giga shoota	38
Grot sponson	8
Grotzooka	10
Kannon	15
Killkannon	27
Kustom mega-blasta	9
Lifta-droppa	39
Lobba	18
Rack of rokkits	28
Rattler kannon	16
Rokkit launcha	12
Shoota	0
Shunta	19
Skorcha	17
Slugga	0
Stikkbomm	0
Supa-gatler	28
Supa-kannon	30
Supa-lobba	48
Supa-rokkit	0
Supa-skorcha	28
Twin big shoota	14
Zzap gun	18

ORKS WARGEAR

ORKS RANGED WEAR WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Belly gun	48"	Heavy 2D6	8	-2	2	Change this weapon's to Heavy 4D6 if the target is INFANTRY
Bigbomm	-	-	-	-	-	Each Bigbomm can only be used once per battle. See Bigbomm ability on page 32.
Big lobba	48"	Heavy 2D6	6	-1	1	This weapon can target units that are not visible to the bearer
Big shoota	36"	Assault 3	5	0	1	-
Big zzappa	36"	Heavy D3	2D6	-4	4	Before firing this weapon, roll to determine the Strength of the shot. If the result is 12, do not make a wound roll. Instead, if the attacks hit, each causes 3 mortal wounds. Then the beares suffers a mortal wound.
Boom kanister	10"	Assault 2D6	4	0	1	This weapon may only be used once.
Bursta kannon	36"	Heavy 2D6	10	-4	2	-
Deffgun	48"	Heavy D3	7	-1	2	When a unit fires its deffguns, roll once for the number of attacks and use this for all deffguns fired by the unit in this phase.
Deff kannon	72"	Heavy D6	10	-4	D6	When attacking a unit with 10 or more models, this weapon's Type changes to Heavy 2D6.
Flakka gunz	48"	Assault 4	6	-1	1	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.
Gaze of Mork	24"	Assault 1	4D6	-4	6	-
Giga shoota	48"	Heavy 6D6	6	-1	1	-
Grot sponson	24"	Assault 2	4	0	1	Add 1 to hit rolls made for this weapon.
Grotzooka	18"	Heavy 2D3	6	0	1	-
Kannon	When atta	cking with this	weapon,	choose o	one of th	ne profiles below:
- Frag	36"	Heavy D6	4	0	1	-
- Shell	36"	Heavy 1	8	-2	D6	-
Killkannon	24"	Heavy D6	7	-2	2	-
Kustom mega-blasta	24"	Assault 1	8	-3	D3	If you roll one or more hit rolls of 1, the bearer suffers a mor wound after all of the weapon's shots have been resolved.
Lifta-droppa	48"	Heavy D6	-	-	-	This weapon hits automatically. Each time an enemy unit is hit by this weapon, roll 2D6. If the result equals or exceeds the target's Strength, it suffers a mortal wound.
Lobba	48"	Heavy D6	5	0	1	This weapon can target units that are not visible to the bearer
Rack of rokkits	24"	Assault 2	8	-2	3	-
Rattler kannon	24"	Heavy 2D6	5	-2	D3	-
Rokkit launcha	24"	Assault 1	8	-2	3	-
Shoota	18"	Assault 2	4	0	1	-
Shunta	24"	Heavy 1	8	-2	2	VEHICLES that suffer a wound from this weapon may not Advance in the following turn.
Skorcha	8"	Assault D6	5	-1	1	This weapon hits its target automatically.
Slugga	12"	Pistol 1	4	0	1	-
Stikkbomm	6"	Grenade D6	3	0	1	-
Supa-gatler	48"	Heavy 2D6	7	-2	1	See Kustom Stompa datasheet on page 33.
Supa-kannon	60"	Heavy 2D6	8	-2	3	-
Supa-lobba	48"	Heavy 3D6	7	-2	1	-
Supa-rokkit	100"	Heavy D3	8	-2	D6	Only one supa-rokkit can be fired by the bearer per turn, and each can only be fired once per battle.
Supa-skorcha	24"	Heavy 4D3	6	-2	1	This weapon hits its target automatically.
Twin big shoota	36"	Assault 6	5	0	1	-
Zzap gun	36"	Heavy 1	2D6	-3	3	Before firing this weapon, roll to determine the Strength of t shot. If the result is 11+, do not make a wound roll – instead if the attack hits, it causes 3 mortal wounds. The bearer then suffers a mortal wound.

ORKS MELEE WEAPONS	8					
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Big choppa	Melee	Melee	+2	-1	2	-
Da Pain Klaw	Melee	Melee	x2	-4	D3	If the target of a hit roll of 6 made for this weapon is an enemy INFANTRY or MONSTER model, it suffers a mortal wound in additional to any other damage.
Deff rolla	Melee	Melee	User	-2	1	Add 3 to hit rolls made with this weapon.
Gorin' horns	Melee	Melee	User	-3	D6	-
Grabbin' klaw	Melee	Melee	User	-3	D3	The bearer can only make a single attack with this weapon each time it fights.
Huge tusks	Melee	Melee	User	-4	D6	-
Mega klaw	Melee	Melee	x2	-5	4	If a Kustom Stompa is equipped with two mega klaws, increase its Attacks characteristic by 4.
Mek arms	Melee	Melee	4	0	1	Make three hit rolls for each attack made with this weapon instead of 1 .
Rippa klaw	Melee	Melee	x2	-3	D6	-
Wreckin' ball	Melee	Melee	+1	-1	1	The bearer can only make three attacks with this weapon.

DRUKHARI POINTS VALUES

When playing games of *Warhammer 40,000* using the matched play rules, or any other game using a points limit, the following list should be used to determine the points cost of any Drukhari units included in the army. Simply add together the points cost of all models and items of wargear included in the army to determine its total points value.

DRUKHARI UNITS		
UNIT	MODELS Per Unit	POINTS PER MODEL (Including wargear)
Reaper	1	150
Tantalus	1	350

DRUKHARI RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Storm vortex projector	0
Pulse-disintegrator	0

DRUKHARI MELEE WEAPONS	
WEAPON (MELEE)	POINTS PER WEAPON
Scythevanes	0
Sharpened prow blade	0
Dire scythe blade	0

DRUKHARI WARGEAR

DRUKHARI RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Pulse-disintegrator	36"	Assault 6	8	-3	2	-
Storm vortex projector	When attack	king with this w	eapon,	choose o	ne of th	e profiles below:
- Blast	24"	Heavy 2D6	6	0	1	If any models are slain in the target unit, it may not Advance in the following turn.
- Beam	36"	Heavy D6	8	-4	D6	If any models are slain in the target unit, it may not Advance in the following turn.

DRUKHARI MELEE WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Scythevanes	Melee	Melee	4	-1	1	-
Dire scythe blade	Melee	Melee	8	-2	1	-
Sharpened prow blade	Melee	Melee	User	-1	2	You can make a maximum of one combat attack with a sharpened prow blade each turn (any remaining attacks must be made with a different weapon).

T'AU EMPIRE POINTS VALUES

When playing games of *Warhammer 40,000* using the matched play rules, or any other game using a points limit, the following list should be used to determine the points cost of any T'au Empire units included in the army. Simply add together the points cost of all models and items of wargear included in the army to determine its total points value.

T'AU EMPIRE UNITS	MODELS IN Unit	POINTS PER MODEL (Does not include weapons, Drones or support systems)
Shas'o R'myr	1*	120
Shas'o R'alai	1*	130
XV107 R'varna Battlesuit	1	429^{\dagger}
XV109 Y'vahra Battlesuit	1	395^{\dagger}
Commander in XV81 Crisis Battlesuit	1*	76
Commander in XV84 Crisis Battlesuit	1*	80
XV9 Hazard Support Team	1-3	61
Piranha TX-42 Light Skimmer	1-5	70
KX139 Ta'unar Supremacy Armour	1	745
Tetra Scout Speeder	2-4	46
TX7 Heavy Bombardment Hammerhead Gunship	1	117
TX7 Fire Support Hammerhead Gunship	1	117
Barracuda AX-5-2	1	160
Tiger Shark Fighter-bomber	Ī	245
Tiger Shark AX-1-0	1	255
Orca Dropship	1	325
Manta Super-heavy Dropship	1	1,879

*There may only be a single unit of this type in any given army.
†This model can take additional support systems, which are not
accounted for in this value.

T'AU EMPIRE DRONES AND SUPPORT TURRETS								
UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include weapons and support systems)						
Blacklight Marker Drones	7	11						
Drone Sentry Turret	1-4	20						
DX4 Technical Drones	2-10	16						
DX-6 Remora Stealth Drone	1-6	57						
Heavy Gun Drone	2-6	18						
Remote Sensor Tower	1	33						

T'AU EMPIRE RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Burst cannon	10
Cyclic ion blaster	18
Double-barrelled burst cannon	16
Double-barrelled plasma rifle	0
Defensive charge	0
Experimental pulse submunitions rifle	0
Fletchette pod	0
Fusion blaster	21
Fusion cascade	35
Fusion eradicator	83
Heavy burst cannon	55
Heavy rail cannon	130
High intensity markerlight	7
High yield missile pod	41
Ion cannon	55
Ionic discharge cannon	0
Long-barrelled burst cannon	12
Long-barrelled ion cannon	12
Markerlight	3
Miniaturised fletchette pod (shooting)	0
Missile pod	24
Nexus meteor missile system	147
Phased ion gun	12
Phased plasma-flamer	0
Plasma rifle	11
Pulse carbine	0
Pulse rifle	0
Pulse submunitions cannon	0
Pulse submunitions rifle	12
Pulse ordnance multi-driver	121
Rail rifle	22
Seeker missile	5
Skyspear missile rack	0
Smart missile system	20
Swiftstrike railgun	101
Tri-axis ion cannon	107
Twin fusion cannon	54
Twin heavy burst cannon	70
Twin T'au plasma cannon	60

T'AU EMPIRE MELEE WEAPONS					
WEAPON (MELEE)	POINTS PER WEAPON				
Crushing feet	0				
Miniaturised fletchette pod (melee)	0				

T'AU EMPIRE SUPPORT SYSTEM!	
SUPPORT SYSTEM	POINTS PER SYSTEM
Advanced targeting system	8
Counterfire defence system	5
Drone controller	5
Early warning override	8
Multi-tracker (Y'vahra)	10
Multi-tracker (all other units)	2
Shield generator (Y'vahra)	40
Shield generator (all other units)	8
Stimulant injector	5
Target lock (Y'vahra)	12
Target lock (all other units)	6
Velocity tracker (Y'vahra)	10
Velocity tracker (all other units)	2

T'AU EMPIRE WARGEAR

T'AU EMPIRE RANGED V Weapon	RANGE	TYPE	S	AP	П	ABILITIES
Burst cannon	18"	Assault 4	5	0	1	_
Cyclic ion blaster				-		he profiles below:
- Standard	18"	Assault 3	weapon, 7	-1	1	_
- Overcharge	18"	Assault D3	8	-1	D3	If you make one or more hit rolls of 1, the bearer suffers
Overenarge	10	Assault D3	o	-1	D3	1 mortal wound after all of this weapon's shots have been resolved.
Double-barrelled burst cannon	18"	Assault 8	5	0	1	-
Double-barrelled plasma rifle	24"	Rapid Fire 2	6	-3	1	-
Defensive charge	8"	Assault 1	5	0	1	-
Experimental pulse submunitions rifle	When atta	cking with this	weapon,	choose	one of t	he profiles below:
- EMP	24"	Rapid Fire 2	6	-1	1	If the target is a VEHICLE , roll a D6. On a 3+, the target uni suffers 1 mortal wound in addition to any other damage.
 Hyper density sabot 	36"	Assault 2	9	-2	2	-
Fletchette pod (shooting)	6"	Pistol D6	4	0	1	-
Fusion blaster	18"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Fusion cascade	12"	Assault D3	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Fusion eradicator	24"	Heavy 5	8	-4	2	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Heavy burst cannon	36"	Heavy 8	6	-1	1	-
Heavy rail cannon	120"	Macro 1	18	-5	2D6	Each wound roll of 6+ made for this weapon inflicts an additional D3 mortal wounds in addition to any other damage.
Heavy railgun	120"	Macro 1	18	-5	2D6	Each wound roll of 6+ made for this weapon inflicts an additional D3 mortal wounds in addition to any other damage.
High intensity markerlight	36"	Heavy 1	-	-	-	A hit from a high intensity markerlight causes no damage, be allows 3 markerlight counters to be placed on the target unit
High yield missile pod	36"	Heavy 4	7	-1	D3	-
Ion cannon	When atta	cking with this	weapon,	choose	one of t	he profiles below:
- Standard	60"	Heavy 3	7	-2	2	-
- Overcharge	60"	Heavy D3	8	-2	3	Change the type to Heavy D6 against units containing 10 or more models. If you make one or more hit rolls of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.
Ionic discharge cannon	When attacking with this weapon, use one of the profiles that follow. You may only use the Nova Reactor profile accordance with the Nova Reactor ability (see below):					
- Standard	12"	Heavy 3	8	-3	1	When targeting this enemy VEHICLE , the target suffers a mortal wound in addition to all other damage for each wour roll of 6+made for this weapon.
- Nova reactor	12"	Heavy 3D3	10	-3	3	When targeting this enemy VEHICLE , the target suffers D3 mortal wounds in addition to all other damage for each wound roll of 6+made for this weapon.
Long-barrelled burst cannon	36"	Heavy 4	5	0	1	-

T'AU EMPIRE RANGED V	VEAPONS							
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES		
Long-barrelled ion cannon	When attacking with this weapon, choose one of the profiles below:							
- Standard	96"	Heavy 3	7	-2	2	-		
- Overcharge	96"	Heavy D3	8	-2	3	Change the type to Heavy 2D3 against units containing 10 or more models. If you roll one or more hit rolls of 1, the bearer suffers a mortal wound after all of this weapon's shots have been resolved.		
Markerlight	36"	Heavy 1	-	-	-	See Markerlight on page 39.		
Miniaturised fletchette pod (shooting)	6"	Assault D6	4	0	1	-		
Missile pod	36"	Assault 2	7	-1	D3	-		
Nexus meteor missile system	24-120"	Macro 2D6	10	-4	4	This weapon may not target enemy units within 24" of the bearer.		
Phased ion gun	18"	Assault 2D3	4	-1	1	Any hit roll of 6 made for this weapon is resolved at AP -4 instead of AP -1.		
Phased plasma-flamer	When atta	acking with this ce with the Nova	weapon, Reactor	use one ability:	of the p	profiles below. You may only use the Nova Reactor profile in		
- Standard	8"	Heavy 2D6	6	-2	3	This weapon hits its target automatically.		
- Nova reactor	8"	Heavy 3D6	6	-2	3	This weapon hits its target automatically.		
Plasma rifle	24"	Rapid Fire 1	6	-3	1	-		
Pulse carbine	18"	Assault 2	5	0	1	-		
Pulse rifle	30"	Rapid Fire 1	5	0	1	-		
Pulse submunitions cannon	60"	Heavy 3D3	6	-2	3	-		
Pulse submunitions rifle	30"	Assault 2D3	6	0	1	-		
Pulse ordnance multi-driver	When atta	acking with this	weapon,	choose	one of t	he profiles below:		
 Concentrated bombardment 	72"	Macro 6	12	-4	4	-		
- Pattern bombardment	72"	Macro 2D6	8	-3	3	-		
Rail rifle	30"	Rapid Fire 1	6	-4	D3	For each wound roll of 6+ made for this weapon, the target unit suffers 1 mortal wound in addition to the normal damage.		
Seeker missile	72"	Heavy 1	-	-	-	A unit hit by this weapon suffers 1 mortal wound. Each seeker missile can only be used once per battle. This weapon only hits on a roll of 6, regardless of the firing model's Ballistic Skill or any modifiers.		
Skyspear missile rack	72"	Heavy D6	6	-2	2	-		
Smart missile system	30"	Heavy 4	5	0	1	Smart missile systems can target units that are not visible to the bearer. In addition, units attacked by this weapon do not gain any bonus to their saving throws for being in cover.		
Swiftstrike railgun	36"	Heavy 2	8	-4	D6	Each wound roll of 6 made for this weapon inflicts a single mortal wound in addition to all other damage.		
Tri-axis ion cannon	When atta	acking with this	weapon,	choose	one of t	he profiles below:		
- Standard	60"	Heavy 9	7	-2	2	-		
- Coherent beam	60"	Heavy 3D3	8	-2	3	If you roll one or more hit rolls of 1, the bearer suffers a mortal wound after all of this weapon's have been resolved.		
Twin fusion cannon	24"	Heavy 2	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.		
Twin heavy burst cannon	36"	Heavy 16	6	-1	1	-		
Twin T'au plasma cannon	48"	Heavy 4	7	-3	2	-		

T'AU EMPIRE MELEE WE	APONS					
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Crushing feet	Melee	Melee	User	-2	1	Make three hits for each attack made with this weapon.
Fletchette pod (melee)	Melee	Melee	4	0	1	If the number of models within 1" of the model is greater than its Attack characteristic, it uses that number instead when making a melee attack.
Miniaturised fletchette pod (melee)	Melee	Melee	4	0	1	Make two hit rolls for each attack made by this weapon instead of one.

T'AU EMPIRE SUPPORT	SYSTEMS
SUPPORT SYSTEM	EFFECT
Advanced targeting system	A model equipped with an advanced targeting system increases the AP characteristic of all of its weapons by 1 (e.g. an AP of 0 becomes -1 , an AP of -1 becomes -2).
Counterfire defence system	A model equipped with a counterfire defence system re-rolls failed hit rolls when firing Overwatch.
Drone controller	Friendly <sept> DRONE</sept> units within 6" of a model equipped with a drone controller add 1 to any hit rolls.
Early warning override	If an enemy unit is set up within 12" of a model equipped with an early warning override as the result of an ability that allows them to arrive mid-battle (i.e. teleporting to the battlefield), the model may immediately shoot at that unit as if it were your Shooting phase.
Multi-tracker	A model equipped with a multi-tracker can re-roll hit rolls of 1 if it is firing all of its weapons at the same target.
Shield generator	A model with a shield generator has a 4+ invulnerable save.
Stimulant injector	Roll a dice each time a model with a stimulant injector suffers a wound or mortal wound. On a roll of 6, ignore it.
Target lock	A model with a target lock does not suffer the penalty for moving and firing Heavy weapons, or for Advancing and firing Assault weapons. The model can also Advance and fire Rapid Fire weapons, but must subtract 1 from its hit rolls when doing so.
Velocity tracker	Add 1 to hit rolls for this unit when it shoots at a unit that can FLY.

ASURYANI POINTS VALUES

When playing games of *Warhammer 40,000* using the matched play rules, or any other game using a points limit, the following list should be used to determine the points cost of any Asuryani units included in the army. Simply add together the points cost of all models and items of wargear included in the army to determine its total points value.

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Shadow Spectres	3-10	8
Shadow Spectre Exarch	-	12
Wasp Assault Walker	1-3	90
Wraithseer	1	150
Hornet	1-3	85
Warp Hunter	1	235
Lynx	1	325
Scorpion	1	650
Cobra	1	550
Nightwing	1	76
Phoenix	1	135
Vampire Raider	1	850
Vampire Hunter	1	900
Skathach Wraithknight	1	520
Revenant Titan	1	1,200
Corsair Cloud Dancer	3-9	25
Corsair Cloud Dancer Felarch	-	30
Irillyth	1*	160
Phantom Titan	1	2,370
Corsair Reaver	5-15	9
Corsair Reaver Felarch	-	14
Corsair Skyreaver	5-10	12
Corsair Skyreaver Felarch	-	17

^{*}There may only be a single unit of this type in any given army.

ASURYANI RANGED WEAPON	S
WEAPON	POINTS PER WEAPON
Prism rifle	15
Prism blaster	20
Haywire launcher	17
Sunburst grenades	0
Shuriken cannon	12
Aeldari missile launcher	25
Bright lance	20
Scatter laser	15
Starcannon	30
D-cannon	50
Wraithcannon	17
Hornet pulse laser	30
Twin shuriken catapult	10
D-flail	0

ASURYANI RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Lynx pulsar	0
Sonic lance	0
Twin Scorpion pulsar	0
D-impaler	0
Twin shuriken cannon	24
Twin bright lance	40
Phoenix pulse laser	0
Twin starcannon	60
Phoenix missile array	0
Nightfire missile array	0
Twin pulse lasers	0
Twin Vampire pulsar	0
Inferno lance	60
Deathshroud cannon	80
Pulsar	0
Cloudburst missile launcher	0
Brace of pistols	2
Dissonance pistol	5
Dissonance cannon	20
Dark lance	20
Splinter cannon	15
Spear of Starlight (shooting)	0
Dire pulsar	0
D-bombard	0
Voidstorm missile launcher	0
Lasblaster	7
Shardcarbine	0
Shuriken catapult	0
Flamer	9
Fusion gun	17
Blaster	15
Shredder	8

ASURYANI MELEE WEAPONS						
WEAPON (MELEE)	POINTS PER WEAPON					
Ghostspear	0					
Titanic feet	0					
Titanic wraithbone fists	0					
Titanic stride	0					
Void sabre	10					
Spear of Starlight (melee)	0					
Wraith glaive	0					
Spar-glaive	0					

ASURYANI WARGEAR

ASURYANI RANGED W	FAPONS					
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Prism rifle	When attac	king with this w	eapon, o	choose o	ne of th	e profiles below:
- Diffuse	8"	Assault D6	5	-1	1	This weapon hits its target automatically.
- Coherent	18"	Assault 1	6	-3	1	Each hit inflicted with this weapon allows an additional attack to be made with it. As long as each following attack hits, the controlling player may keep making attacks until a total of 3 hits have been inflicted with this weapon.
Prism blaster	12"	Assault 1	6	-2	D3	Each hit inflicted with this weapon allows an additional attack to be made with it. As long as each following attack hits, the controlling player may keep making attacks until a total of 3 hits have been inflicted with this weapon.
Haywire launcher	24"	Heavy D3	4	-1	1	If the target is a VEHICLE and you roll a wound roll of 4+ for this weapon, the target suffers 1 mortal wound in addition to any other damage. If the wound roll is 6+, the target suffers D3 mortal wounds instead of 1.
Sunburst grenades	6"	Grenade D6	4	-1	1	-
Shuriken cannon	24"	Assault 3	6	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.
Aeldari missile launcher	When attac	king with this w	eapon, o	choose o	ne of th	e profiles below:
- Sunburst missile	48"	Heavy D6	4	-1	1	-
- Starshot missile	48"	Heavy 1	8	-2	D6	-
Bright lance	36"	Heavy 1	8	-4	D6	-
Scatter laser	36"	Heavy 4	6	0	1	-
Starcannon	36"	Heavy 2	6	-3	3	-
D-cannon	24"	Heavy D3	10	-4	D6	-
Wraithcannon	12"	Assault 1	10	-4	D6	-
Hornet pulse laser	48"	Heavy 3	6	-3	2	-
Twin shuriken catapult	12"	Assault 4	4	0	1	Each time you make a wound roll of 6+ for this weapon that hit is resolved with an AP of -3 instead of 0.
D-flail	When attac	king with this w	reapon, o	choose o	ne of th	e profiles below:
- Blast	36"	Heavy D3	10	-4	D6	This weapon may target enemy units that are not visible to the bearer. When targeting an enemy unit that has 10 or more models, increase the number of hit rolls made to 2D3.
- Rift	12"	Heavy D6	10	-4	D6	This weapon hits its target automatically.
Lynx pulsar	When attac	king with this w	reapon, o	choose o	ne of th	e profiles below:
 Saturation mode 	48"	Heavy 2D3	7	-3	D3	-
- Salvo mode	36"	Heavy 2	12	-4	D6	-
Sonic lance	18"	Heavy 3D6	*	-3	1	This weapon automatically hits its targets. This weapon wounds INFANTRY on a 2+, and all other units on a 4+.
Twin Scorpion pulsar	60"	Heavy 4D6	12	-4	3	Any wound rolls of 6+ made with this weapon are resolved with a Damage characteristic of 2D6 rather than D6.
D-impaler	36"	Heavy D6	16	-5	2D6	Each wound roll of 6+ made for this weapon inflicts D3 mortal wounds to the target in addition to all damage.
Twin shuriken cannon	24"	Assault 6	6	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.
Twin bright lance	36"	Heavy 2	8	-4	D6	-
Phoenix pulse laser	48"	Heavy 2	9	-3	3	-
Twin starcannon	36"	Heavy 4	6	-3	3	-
Phoenix missile array	48"	Heavy D6	6	-3	2	-
Nightfire missile array	48"	Heavy 2D6	4	-1	1	If a unit suffers any unsaved wounds from this weapon, your opponent must subtract 1 from their hit rolls until the end of the turn.

ASURYANI RANGED WE	APONS									
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Twin pulse lasers	48"	Heavy 4	8	-3	3	-				
Twin Vampire pulsar	60"	Heavy 4D6	12	-4	D6	Any wound rolls of 6+ made with this weapon are resolved with a Damage characteristic of 2D6 rather than D6.				
Inferno lance	24"	Heavy D6	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.				
Deathshroud cannon When you attack with this weapon, choose one of the following profiles:										
- Focussed	10"	Heavy 2D6	7	0	1	This weapon automatically hits its target. Wound rolls of 5+ for this weapon are resolved at AP -4 instead of AP 0.				
- Dispersed	48"	Heavy D6	8	-2	D3	Wound rolls of 5+ for this weapon are resolved at AP -4 instead of AP -2.				
Pulsar	60"	Heavy 2D6	12	-4	D6	Any wound rolls of 6+ made with this weapon are resolved with a Damage characteristic of 2D6 rather than D6.				
Cloudburst missile launcher	48"	Heavy 2D6	8	-2	D3	This weapon adds 1 to hit rolls when targeting enemy units with the FLY keyword.				
Brace of pistols	8"	Pistol D6	*	0	1	When firing this weapon, roll once to determine how many shots all models in the unit will fire in a given phase; this weapon always wounds on a 4+, unless targeting a model with the VEHICLE keyword, in which case it wounds on a 6+. Each time you make a wound roll of a 6+ for that weapon, that hit is resolved with an AP of -1 instead of 0.				
Dissonance pistol	12"	Pistol 1	5	-2	1	Each time you make a hit roll of 6+ for this weapon, that hit is resolved at Strength 6 with an AP of -3 instead of Strength 5 and AP -2.				
Dissonance cannon	24"	Heavy 2	5	-2	D3	Each time you make a hit roll of 6+ for this weapon, that hit is resolved at Strength of 6 with an AP of -3 instead of Strength 5 and AP -2.				
Splinter cannon	36"	Rapid Fire 3	*	0	1	This weapon always wounds on a 4+, unless targeting a model with the VEHICLE keyword, in which case it wounds on a 6+.				
Spear of Starlight (shooting)	24"	Assault 1	6	-3	2	Each hit inflicted with this weapon allows an additional attack to be made with it. As long as each following attack hits, the controlling player may keep making attacks until a total of 4 hits have been inflicted with this weapon.				
Dire pulsar	120"	Macro 2D6	14	-5	D6	Each wound roll of 6+ made for this weapon are resolved with a Damage characteristic of 2D6 rather than D6.				
D-bombard	72"	Macro D6	16	-5	2D6	Each wound roll of 6+ made for this weapon inflicts three mortal wounds on the target in addition to any other damage.				
Voidstorm missile launcher	72"	Heavy 2D6	8	-3	D3	This weapon gains +1 on hit rolls when targeting enemy units with the FLY keyword.				
Lasblaster	24"	Assault 3	3	0	1	-				
Shardcarbine	18"	Assault 3	*	0	1	This weapon always wounds on a 4+, unless targeting a model with the VEHICLE keyword, in which case it wounds on a 6+.				
Shuriken catapult	12"	Assault 2	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.				
Flamer	8"	Assault D6	4	0	1	This weapon hits its target automatically.				
Fusion gun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest dice.				
Blaster	18"	Assault 1	8	-4	D3	-				
Shredder	12"	Assault D3	6	0	1	When attacking a unit of INFANTRY , you can re-roll failed wound rolls for this weapon.				
Dark lance	36"	Heavy 1	8	-4	D6	Change the weapon's Type from Heavy to Assault if it is equipped on a VEHICLE .				

ASURYANI MELEE WEAPONS								
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES		
Ghostspear	Melee	Melee	+2	-4	D6	When making wound rolls for hits inflicted with this weapon upon a VEHICLE , re-roll any results of '1'.		
Spear of Starlight (melee)	Melee	Melee	+1	-3	2	If the bearer has charged in the current turn, this weapon inflicts D3+1 damage instead of 2.		
Titanic feet	Melee	Melee	User	-2	D3	When you make an attack with this weapon, roll 3 dice instead of 1.		
Titanic wraithbone fists	Melee	Melee	User	-3	D6	-		
Titanic stride	Melee	Melee	User	-3	3	Make 3 hit rolls for each attack made with this weapon instead of 1.		
Void sabre	Melee	Melee	User	-3	1	-		
Wraith glaive	Melee	Melee	x2	-5	9	Any hit roll of 6 made with this weapon allows a single additional attack to be made. These additional attacks do not trigger further bonus attacks.		
Spar-glaive	Melee	Melee	User	0	1	A model attacking with this weapon in the Fight phase gains a single bonus attack that must be resolved with this profile.		

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