IMPERIAL ARMOUR™

INDEX: XENOS

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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.

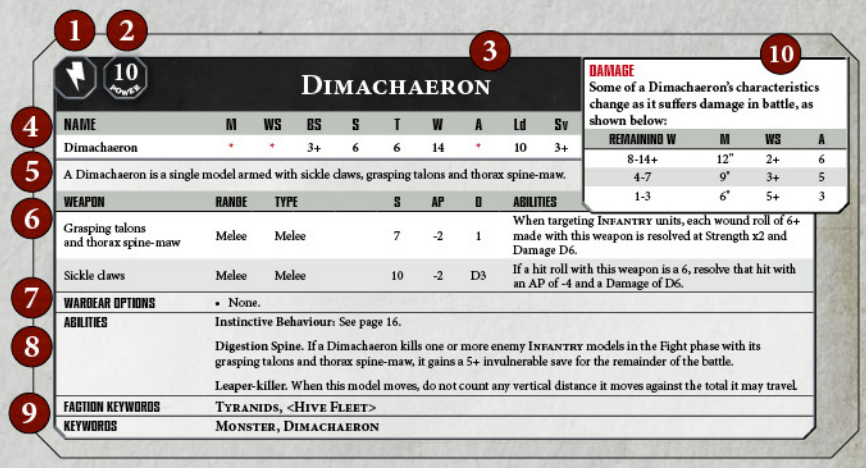
Toughness (T): This reflects the model's resilience against physical harm.

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.



1 2 3 10

10 POWER

DIMACHAERON

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Dimachaeron	*	*	3+	6	6	14	*	10	3+

A Dimachaeron is a single model armed with sickle claws, grasping talons and thorax spine-maw.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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.
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.

WARGEAR OPTIONS: • None.

ABILITIES: Instinctive Behaviour: See page 16.

Digestion Spine. If a Dimachaeron kills one or more enemy INFANTRY models in the Fight phase with its grasping talons and thorax spine-maw, it gains a 5+ invulnerable save for the remainder of the battle.

Leaper-killer. When this model moves, do not count any vertical distance it moves against the total it may travel.

FACTION KEYWORDS: TYRANIDS, <HIVE FLEET>

KEYWORDS: MONSTER, DIMACHAERON

DAMAGE

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

REMAINING W	M	WS	A
8-14+	12"	2+	6
4-7	9"	3+	5
1-3	6"	5+	3

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

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.

CANOPTEK TOMB STALKER

8 POWER

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 is a single model armed with twin gauss slicers and automaton claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin gauss slicers	24"	Rapid Fire D3	5	-1	1	–
Automaton claws	Melee	Melee	User	-2	D3	–

WARGEAR OPTIONS
- This model may take a gloom prism.

ABILITIES

Gloom Prism: A model equipped with a gloom prism can attempt to deny one psychic power in each enemy Psychic phase.

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 NECRONS, CANOPTEK, <DYNASTY>

KEYWORDS MONSTER, CANOPTEK TOMB STALKER

CANOPTEK ACANTHRITES

9 POWER

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 Canoptek Acanthrites. It may include up to 3 additional Canoptek Acanthrites **(Power Rating +9)** or up to 6 additional Canoptek Acanthrites **(Power Rating +18)**. Each model is equipped with a cutting beam and a voidblade.

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.
Voidblade	Melee	Melee	User	-3	1	–

WARGEAR OPTIONS
- None.

ABILITIES **Shadowed Wings:** Subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

FACTION KEYWORDS NECRONS, CANOPTEK, <DYNASTY>

KEYWORDS BEASTS, FLY, CANOPTEK ACANTHRITES

CANOPTEK TOMB SENTINEL

9 POWER

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 model armed with an exile cannon and automaton claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Exile cannon	12"	Heavy D6	10	-4	3	–
Automaton claws	Melee	Melee	User	-2	D3	–

WARGEAR OPTIONS
- This model may take a gloom prism.

ABILITIES

Gloom Prism: A model equipped with a gloom prism can attempt to deny one psychic power in each enemy Psychic phase.

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 NECRONS, CANOPTEK, <DYNASTY>

KEYWORDS MONSTER, CANOPTEK TOMB SENTINEL

NIGHT SHROUD

13 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Night Shroud	*	6+	*	6	7	14	*	10	3+

A Night Shroud is a single model armed with a twin tesla destructor.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin tesla destructor	24"	Assault 8	7	0	1	Each hit roll of a 6+ with this weapon causes 3 hits instead of 1.

DAMAGE

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

REMAINING W	M	BS	A
6-14+	20"-60"	3+	3
3-5	20"-40"	4+	D3
1-2	20"-25"	5+	1

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**.

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.

Death Sphere Bombardment: Once per battle, a Night Shroud can drop death spheres on an enemy unit it moves over during one of your Movement phases. After the Night Shroud has moved, pick one enemy unit that it has passed over. Then roll 3D6 for each **VEHICLE** or **MONSTER** in the unit, and roll a D6 for every other model in the unit, up to a maximum of 12D6. For each roll of 3+, the target unit suffers a mortal wound.

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Living Metal: See page 7.

Supersonic: Each time this model moves, first pivot it on the spot up to 90º (this does not contribute to how far the model moves), and then move the model straight forwards. 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.

FACTION KEYWORDS

NECRONS, <DYNASTY>

KEYWORDS

VEHICLE, FLY, NIGHT SHROUD

SENTRY PYLON

8 POWER

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 Sentry Pylon. It can include 1 additional Sentry Pylon **(Power Rating +7)** or 2 additional Sentry Pylons **(Power Rating +14)**. Each Sentry Pylon is equipped with a gauss exterminator.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Focussed death ray	24"	Heavy 1	12	-4	D6	–
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.

WARGEAR OPTIONS

- Any model may replace its gauss exterminator with a heat cannon or focussed death ray.
- The unit may take a teleportation matrix – if this option is selected, all models in the unit must have the ability.

ABILITIES

Artillery Battery: The first time this unit is set up, all models in this unit must be placed within 6" of each other. From that point onwards, each operates independently and is treated as a separate unit for all rules purposes.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6+ it explodes, and each unit within 6" suffers D3 mortal wounds.

Living Metal: See page 7.

Teleportation Matrix: If this unit has the Teleportation ability, during deployment you can set this unit up in orbit instead of placing it on the battlefield. At the end of any of your Movement phases, this unit may teleport into battle – set it up anywhere on the battlefield that is more than 9" away from enemy models.

FACTION KEYWORDS

NECRONS, <DYNASTY>

KEYWORDS

ARTILLERY, VEHICLE, SENTRY PYLON

TOMB CITADEL

40 POWER

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 Realm of Battle tile which is composed of a Power Crucible, a Tomb Ziggurat and 2 Gun Emplacement Mounts, which are treated separately during the game.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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.
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 Emplacement Mount may take a tesla destructor or gauss exterminator.

ABILITIES

Battlements: INFANTRY units on the Tomb Citadel tile receive the benefit of cover against attacks from units not on the same tile.

Eternity Gate: When you set up this model, at the same time you can also set up any number of **<DYNASTY> INFANTRY** units on their tomb world rather than setting them up on the battlefield. At the start of each of your Movement phases, a single unit that was set up on their tomb world can be transported onto the battlefield by the Tomb Ziggurat. To do so, set up the unit so that it is wholly within 3" of friendly Tomb Ziggurats, **NIGHT SCYTHES** and **MONOLITHS**. If all friendly **NIGHT SCYTHES**, **MONOLITHS** and/or Tomb Ziggurats are destroyed, any units still on the tomb world are considered to be slain.

Explosion: If any part of the Tomb Citadel is reduced to 0 wounds, roll a D6. On a 6+ it explodes, and each unit within 6" of that part of the Tomb Citadel suffers D3 mortal wounds.

Immobile: This model cannot move for any reason, nor can it fight in the Fight phase. Enemy models automatically hit this model in the Fight phase – do not make hit rolls. However, this model can still shoot if there are enemy models within 1" of it, and friendly units can still target enemy units that are within 1"of this model.

Power Crucible: The power crucible provides the two additional abilities marked with a *: Defence Field and Resurrection Amplifier. When this model drops below 8 wounds, choose one of these two abilities; the effects of that ability immediately stop being applied.

***Defence Field:** Friendly **NECRONS** units upon the Tomb Citadel have a 5+ invulnerable save against shooting attacks.

***Resurrection Amplifier:** Re-roll results of 1 for Reanimation Protocols for friendly Necron units that are on the Tomb Citadel.

Ziggurat Dock: A single friendly **MONOLITH** or **SENTRY PYLON** can dock with the Tomb Ziggurat during deployment. Whilst upon the Tomb Ziggurat, all weapons on the docked model gain +1 to their Strength. A **MONOLITH** cannot use its own eternity gate whilst docked with a Tomb Ziggurat.

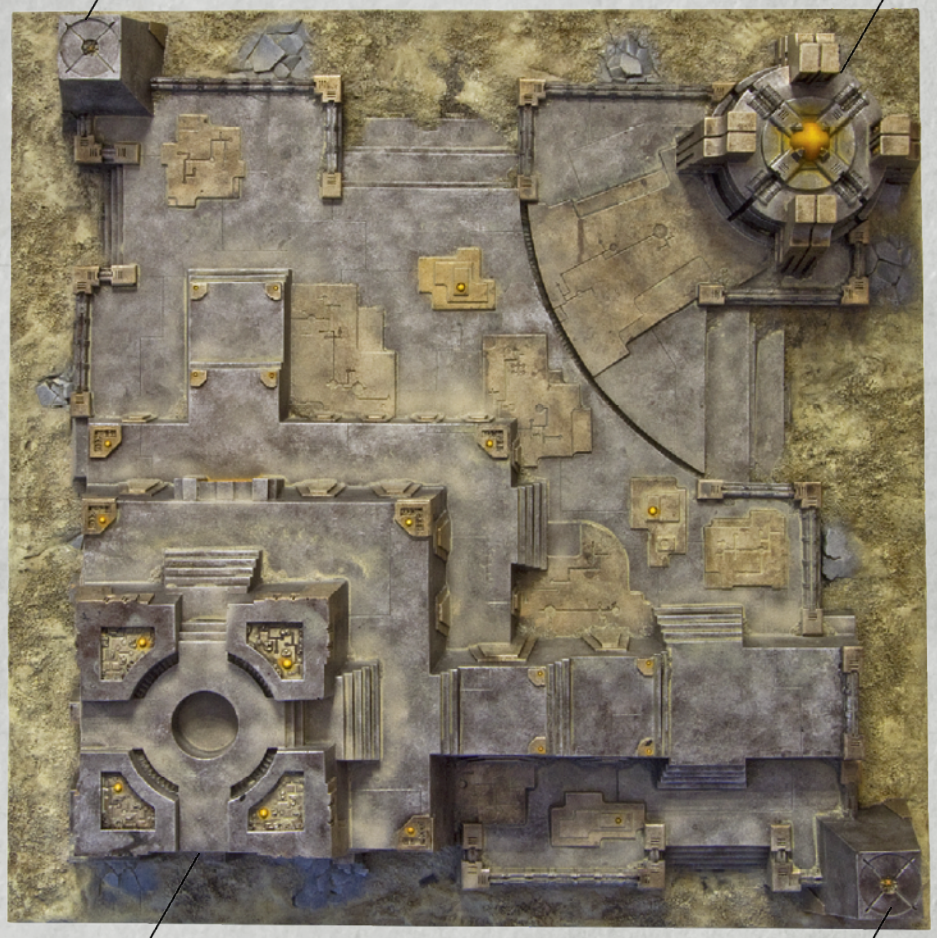
***Designer's Note:** The models comprising the Tomb Citadel are physically part of the Realm of Battle tile and cannot easily be removed. As a result, regardless of whether a part of the Tomb Citadel explodes or not, it is wrecked – from that point on, models can no longer stand on it and it can no longer shoot.*

FACTION KEYWORDS

NECRONS, <DYNASTY>

KEYWORDS

BUILDING, VEHICLE, TOMB CITADEL


GUN EMPLACEMENT MOUNT
POWER CRUCIBLE
TOMB ZIGGURAT
GUN EMPLACEMENT MOUNT

TESSERACT ARK

13 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tesseract Ark	*	6+	*	5	7	10	*	10	3+ (5++)

A Tesseract Ark is a single model armed with a tesseract singularity chamber and 2 tesla cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Gauss cannon	24"	Heavy 2	5	-3	D3	–
Particle beamer	24"	Assault 3	6	0	1	–
Tesla cannon	24"	Assault 3	6	0	1	Each hit roll of a 6+ with this weapon causes 3 hits instead of 1.
Tesseract singularity chamber	When attacking with this weapon, choose one 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	–

WARGEAR OPTIONS

- This model may replace its two tesla cannon with two gauss cannon or two particle beamers.

ABILITIES

Containment Field: This model has a 5+ invulnerable save.

Gravitational Flux: When resolving a charge against a model with this ability, roll an additional D6 and discard the highest dice before determining the final result.

Living Metal: See page 7.

Quantum Shielding: Each time this model suffers damage from an unsaved wound, roll a D6. If the result is less than the damage inflicted by the attack, the damage is ignored (e.g., if this model suffers 4 damage, if you then roll a 3 or less, the damage is ignored).

Tesseract Implosion: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 4+ it violently implodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS

NECRONS, <DYNASTY>

KEYWORDS

VEHICLE, FLY, TESSERACT ARK

DAMAGE

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

REMAINING W	M	BS	A
5-10+	12"	3+	3
3-4	8"	4+	D3
1-2	4"	5+	1

KUTLAKH THE WORLD KILLER

10 POWER

NAME	M	WS	BS	S	T	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 model armed with the Obsidax and a staff of light. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Staff of light (shooting)	12"	Assault 3	5	-2	1	–
Staff of light (melee)	Melee	Melee	User	-2	1	–
The Obsidax	Melee	Melee	User	-3	D3	–

WARGEAR OPTIONS

- None.

ABILITIES

Death Incarnate: If this model is your Warlord then all **MAYNARKH INFANTRY** within 12" may still charge in a turn in which they have Advanced.

Living Metal: See page 7.

My Will Be Done: At the beginning of each of your turns, choose a single friendly **MAYNARKH INFANTRY** unit within 6" of this model. You can add 1 to the Advance, charge and hit rolls of that unit until the beginning of your next turn. A unit can only be affected by this ability once per turn.

Phase Shifter: This model has a 4+ invulnerable save.

Phylactery: A model with a phylactery regains D3 lost wounds at the beginning of your turn, rather than 1, from their Living Metal ability.

Splinter of Madness: If Kutlakh's Leadership characteristic is higher than the Leadership characteristic of the target of any hit roll made for him in the Fight phase, that roll may be re-rolled.

FACTION KEYWORDS

NECRONS, MAYNARKH

KEYWORDS

CHARACTER, INFANTRY, OVERLORD, KUTLAKH THE WORLD KILLER

TOHOLK THE BLINDED

8 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Toholk the Blinded	**5"**	**3+**	**3+**	**4**	**5**	**4**	**2**	**10**	**4+**

Toholk the Blinded is a single model armed with an aeonstave and a transdimensional beamer. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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.
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.

WARGEAR OPTIONS

- None.

ABILITIES

Chronometron: Friendly **MAYNARKH INFANTRY** units within 3" of this unit have a 5+ invulnerable save against shooting attacks.

Eternal Engines: At the start of the first battle round, choose a friendly **MAYNARKH VEHICLE** unit within 6" of this model. The chosen model regains D3 lost wounds at the beginning of your turn, rather than 1, from their Living Metal ability.

Living Metal: See page 7.

Predictive Strategist: In scenarios that allow you to seize the initiative, you may re-roll any attempts to seize the initiative.

Technomancer: Add 1 to all Reanimation Protocol rolls for models from friendly **MAYNARKH** units within 3" of any **MAYNARKH CRYPTEKS.**

FACTION KEYWORDS

NECRONS, MAYNARKH

KEYWORDS

CHARACTER, INFANTRY, CRYPTEK, TOHOLK THE BLINDED

GAUSS PYLON

24 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Gauss Pylon	**0"**	**–**	*	**6**	**8**	**30**	**0**	**10**	**3+ (5++)**

A Gauss Pylon is a single model armed with a gauss annihilator and a tesla arc.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Gauss annihilator	When attacking with this weapon, choose one 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	–
Tesla arc	3"	Pistol X	4	-	1	The number of shots fired by this weapon is determined by the number in the Damage table above.

WARGEAR OPTIONS

- None.

ABILITIES

Immobile: This model cannot move for any reason, nor can it fight in the Fight phase. Enemy models automatically hit this model in the Fight phase – do not make hit rolls. However, this model can still shoot if there are enemy models within 1" of it, and friendly units can still target enemy units that are within 1" of this model.

Reactor Explosion: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 4+ it explodes, and each unit within 6" suffers D6 mortal wounds.

Living Metal: See page 7.

Phase Shift Generator: All friendly **NECRONS** models receive a 5+ invulnerable save whilst they remain within 6" of this model.

Teleportation Matrix: During deployment, you can set this unit up in orbit instead of placing it on the battlefield. At the end of any of your Movement phases, this unit may teleport into battle – set it up anywhere on the battlefield that is more than 9" away from enemy models.

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

FACTION KEYWORDS

NECRONS, <DYNASTY>

KEYWORDS

ARTILLERY, VEHICLE, TITANIC, GAUSS PYLON

DAMAGE

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

REMAINING W	BS	TESLA ARC
16-30+	2+	3D6
10-15	3+	2D6
5-9	4+	D6
1-4	5+	D3

TYRANIDS

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.

MALANTHROPE

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Malanthrope	**5"**	**4+**	**4+**	**4**	**5**	**9**	**4**	**9**	**5+**

This unit contains 1 Malanthrope. It can contain 1 additional Malanthrope **(Power Rating +10)** or 2 additional Malanthropes **(Power Rating +20)**. Each model is equipped with a grasping tail.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Grasping tail	Melee	Melee	User	-1	D3	–

WARGEAR OPTIONS

- None.

ABILITIES

Shadow in the Warp & Synapse: See page 16.

Shrouding Spores: Your opponent must subtract 1 from hit rolls for ranged weapons that target **<HIVE FLEET>** models within 3" of any friendly **<HIVE FLEET>** Malanthropes. This penalty is not cumulative with the same penalty from **VENOMTHROPES**.

Enhanced Toxic Miasma: At the end of the Fight phase, roll a D6 for each enemy unit within 1" of any Malanthropes. On a 4+, that unit suffers a mortal wound.

Prey Adaptation: If the last model in an enemy unit is slain within 1" of a Malanthrope in the Fight phase, all models in your army with the same **<HIVE FLEET>** keyword as the Malanthrope may re-roll hit rolls of 1 against all models with any of the same Faction keywords as the slain enemy.

Monstrous Brood: The first time this unit is set up on the battlefield, all of its models must be placed within 6" of at least one other model in their unit. From that point onwards, each operates independently and is treated as a separate unit.

FACTION KEYWORDS

TYRANIDS, <HIVE FLEET>

KEYWORDS

MONSTER, CHARACTER, FLY, MALANTHROPE

DIMACHAERON

10 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Dimachaeron	*	*	**3+**	**6**	**6**	**14**	*	**10**	**3+**

A Dimachaeron is a single model armed with sickle claws, grasping talons and thorax spine-maw.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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.
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.

DAMAGE

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

REMAINING W	M	WS	A
8-14+	12"	2+	6
4-7	9"	3+	5
1-3	6"	5+	3

WARGEAR OPTIONS

- None.

ABILITIES

Instinctive Behaviour: See page 16.

Digestion Spine. If a Dimachaeron kills one or more enemy **INFANTRY** models in the Fight phase with its grasping talons and thorax spine-maw, it gains a 5+ invulnerable save for the remainder of the battle.

Leaper-killer. When this model moves, do not count any vertical distance it moves against the total it may travel.

FACTION KEYWORDS

TYRANIDS, <HIVE FLEET>

KEYWORDS

MONSTER, DIMACHAERON

MEIOTIC SPORES

3 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Meiotic Spore	3"	-	-	1	2	2	1	10	7+

This unit contains 3 Meiotic Spores. It can include up to 3 additional Meiotic Spores **(Power Rating +3)** or up to 6 additional Meiotic Spores **(Power Rating +6)**.

WARGEAR OPTIONS

- None.

ABILITIES

Instinctive Behaviour: See page 16.

Floating Death: A Meiotic Spore explodes if it is within 3" of any enemy unit at the end of any Charge phase. Each time a Meiotic Spore explodes, roll a D6. On a 1, it fails to inflict any harm. On a 2-5, it inflicts D3 mortal wounds on the nearest enemy unit, and on a 6 it inflicts D6 mortal wounds on that unit. The Meiotic Spore is then destroyed.

Living Bombs: Meiotic Spores automatically pass Morale tests. Furthermore, Meiotic Spores are discounted for the purposes of any victory conditions – their destruction never awards Victory points, they do not count towards the number of models controlling an objective and they do not count when determining if a player has any models left on the battlefield.

Outriders of the Swarm: During deployment, your Meiotic Spores are not deployed with the rest of your army, but instead are set up in freefall. Once both armies are fully deployed, just before the first battle round begins, you may place this unit anywhere on the battlefield that is more than 12" from any enemy models.

FACTION KEYWORDS

TYRANIDS, <HIVE FLEET>

KEYWORDS

FLY, SPORE MINES, MEIOTIC SPORES

STONE CRUSHER CARNIFEX BROOD

5 POWER

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 Stone Crusher Carnifex. It can contain 1 additional Stone Crusher Carnifex **(Power Rating +5)** or 2 additional Stone Crusher Carnifexes **(Power Rating +10)**. Each model is armed with two wrecker claws and a thresher scythe.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bio-plasma	12"	Assault 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 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.
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**.

WARGEAR OPTIONS

- Any model may exchange one wrecker claw for a bio-flail.
- Any model may exchange its thresher scythe for a bone mace.
- Any model may be armed with bio-plasma.

ABILITIES

Instinctive Behaviour: See page 16.

Carapace Chitin Rams: When a Stone Crusher Carnifex finishes a charge move, roll a dice; on a 4+, one enemy unit of your choice within 1" suffers a mortal wound. If this unit is a **VEHICLE** or **BUILDING**, it instead suffers D3 mortal wounds.

Monstrous Brood: The first time this unit is set up on the battlefield, all of its models must be placed within 6" of at least one other model in their unit. From that point onwards, each operates independently and is treated as a separate unit.

FACTION KEYWORDS

TYRANIDS, <HIVE FLEET>

KEYWORDS

MONSTER, CARNIFEX, STONE CRUSHER CARNIFEX BROOD

BARBED HIERODULE

22 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Barbed Hierodule	*	3+	*	10	8	22	*	10	3+

A Barbed Hierodule is a single model equipped with two bio-cannons and massive scything talons.

DAMAGE

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

REMAINING W	M	BS	A
11-22+	12"	4+	5
6-10	8"	5+	4
1-5	4"	6+	3

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bio-cannon	48"	Heavy 6	8	-2	D3	–
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.

WARGEAR OPTIONS

- None.

ABILITIES

Agile: When this model Advances, increase its Move characteristic by 6" until the end of the phase – do not roll a dice. Additionally, this model may roll 3D6 when charging and discard the lowest result.

Death Throes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 5+, it lashes out in its death throes, and each unit within 3" suffers D3 mortal wounds.

Instinctive Behaviour: See page 16.

Titanic Monster: A Barbed Hierodule can Fall Back in the Movement phase and still shoot and/or charge during its turn. When a Barbed Hierodule Falls Back, it can even move over enemy **INFANTRY** models, though at the end of its move it must be more than 1" from all enemy units. A Barbed Hierodule can shoot if there are enemy models within 1" of it, as long as all of the enemy models have the **INFANTRY** keyword. In this case, it can shoot the enemy unit that is within 1" of it or any other visible enemy unit that is within range and more than 1" away from any friendly models. In addition, the Barbed Hierodule can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, the Barbed Hierodule only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

FACTION KEYWORDS

TYRANIDS, <HIVE FLEET>

KEYWORDS

MONSTER, TITANIC, BARBED HIERODULE

HARRIDAN

32 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Harridan	*	*	*	7	7	30	5	10	3+

A Harridan is a single model armed with two bio-cannons and massive scything talons.

DAMAGE

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

REMAINING W	M	WS	BS
16-30+	30"	3+	3+
10-15	20"	3+	4+
5-9	15"	4+	5+
1-4	10"	5+	6+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bio-cannon	48	Heavy 6	8	-2	D3	–
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.

WARGEAR OPTIONS

- None.

ABILITIES

Death Throes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 5+, it lashes out in its death throes, and each unit within 3" suffers D3 mortal wounds.

Frenzied Metabolism: At the start of the Shooting phase, you may choose to have the Harridan suffers D3 mortal wounds, but add D6 to the Strength of its bio-cannon for the duration of your current turn.

Sky Attack: When moving the Harridan in the Movement phase, pick one enemy unit it passes over. That unit immediately suffers D3 mortal wounds. This ability may not target units composed entirely of **CHARACTERS**.

Flying Titanic Monster: A Harridan can Fall Back in the Movement phase and still shoot and/or charge during its turn. When it Falls Back, it can even move over enemy **INFANTRY** models, though at the end of its move it must be more than 1" from all enemy units. A Harridan can shoot if there are enemy models within 1" of it, as long as all of the enemy models have the **INFANTRY** keyword. In this case, it can shoot the enemy unit that is within 1" of it or any other visible enemy unit that is within range and more than 1" away from any friendly models. In addition, the Harridan can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, the Harridan only gains a bonus to its save in cover if at least half of it is obscured from the bearer.

TRANSPORT

This model can transport up to 20 <**HIVE FLEET**> **GARGOYLES**.

FACTION KEYWORDS

TYRANIDS, <HIVE FLEET>

KEYWORDS

FLY, MONSTER, TITANIC, TRANSPORT, HARRIDAN

HIEROPHANT BIO-TITAN

90 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hierophant Bio-titan	*	*	3	10	8	50	*	10	2+ (5++)

A Hierophant Bio-titan is a single model armed with two dire bio-cannon, lashwhip pods, bio-plasma torrent and monstrous scything talons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Dire bio-cannon	48"	Macro 6	10	-2	2D6	–
Bio-plasma torrent	8"	Pistol 2D6	5	-2	1	This weapon hits its target automatically.
Lashwhip pods	Melee	Melee	User	-1	2	Make 3 hit rolls for each attack made with this weapon.
Monstrous scything talons	Melee	Melee	x2	-5	2D6	–

DAMAGE

Some of a Hierophant Bio-titan's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	WS	A
35-50+	12"	3+	6
20-34	9"	3+	5
5-19	6"	4+	4
1-4	3"	5+	3

WARGEAR OPTIONS

- A Hierophant Bio-titan may choose one of the following two abilities:
  - Incendiary ichor
  - Swarm incubation chamber

ABILITIES

Bio-titan Warp Field. This model has a 5+ invulnerable save.

Death Throes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 4+, it lashes out in its death throes, and each unit within 6" suffers D6 mortal wounds.

Frenzied Metabolism: When using the Hierophant's dire bio-cannon, you can harness its frenzied metabolism. If you do so, the Hierophant Bio-titan suffers D3 mortal wounds, but doubles the Strength of its dire bio-cannon.

Incendiary Ichor: Whenever an enemy unit inflicts one or more wounds on this model in the Fight phase, roll a dice at the end of the Fight phase. On a 4+, that unit immediately suffers a mortal wound.

Swarm Incubation Chamber. A Hierophant Bio-titan with this ability gains the **TRANSPORT** keyword, and can transport a unit of up to 20 <**HIVE FLEET**> **GENESTEALERS, TERMAGANTS** or **HORMAGAUNTS**, or a unit of up to 6 **HIVE GUARD, TYRANT GUARD** or **TYRANID WARRIORS**. It may also transport a single <**HIVE FLEET**> **TYRANID PRIME** or **BROODLORD**.

Titanic Monster: A Hierophant Bio-titan can Fall Back in the Movement phase and still shoot and/or charge during its turn. When a Hierophant Bio-titan Falls Back, it can even move over enemy **INFANTRY** models, though at the end of its move it must be more than 1" from all enemy units. A Hierophant Bio-titan can shoot if there are enemy models within 1" of it, as long as all of the enemy models have the **INFANTRY** keyword. In this case, it can shoot the enemy unit that is within 1" of it or any other visible enemy unit that is within range and more than 1" away from any friendly models. Finally, the Hierophant Bio-titan only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

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

FACTION KEYWORDS

TYRANIDS, <HIVE FLEET>

KEYWORDS

MONSTER, TITANIC, HIEROPHANT BIO-TITAN

SCYTHED HIERODULE

22 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Scythed Hierodule	*	*	**3+**	**10**	**8**	**22**	*	**10**	**3+**

A Scythed Hierodule is a single model equipped with bio-acid spray and two massive scything talons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bio-acid spray	8"	Heavy 2D6	6	-2	D3	This weapon hits its target automatically.
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.

WARGEAR OPTIONS

- None.

ABILITIES

Agile: When this model Advances, increase its Move characteristic by 6" until the end of the phase - do not roll a dice. Additionally, this model may roll 3D6 when charging and discard the lowest result.

Death Throes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 5+, it lashes out in its death throes, and each unit within 3" suffers D3 mortal wounds.

Instinctive Behaviour: See page 16.

Titanic Monster: A Scythed Hierodule can Fall Back in the Movement phase and still shoot and/or charge during its turn. When a Scythed Hierodule Falls Back, it can even move over enemy **INFANTRY** models, though at the end of its move it must be more than 1" from all enemy units. A Scythed Hierodule can shoot if there are enemy models within 1" of it, as long as all of the enemy models have the **INFANTRY** keyword. In this case, it can shoot the enemy unit that is within 1" of it or any other visible enemy unit that is within range and more than 1" away from any friendly models. In addition, the Scythed Hierodule can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, the Scythed Hierodule only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

FACTION KEYWORDS

TYRANIDS, <HIVE FLEET>

KEYWORDS

MONSTER, TITANIC, SCYTHED HIERODULE

DAMAGE

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

REMAINING W	M	WS	A
11-22+	12"	3+	7
6-10	8"	4+	5
1-5	4"	5+	3

ORKS

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".

ZHADSNARK DA RIPPER

7 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Zhadsnark da Ripper	**15"**	**2+**	**5+**	**6**	**6**	**8**	**5**	**8**	**4+**

Zhadsnark da Ripper is a single model equipped with a slugga, 'Da Pain Klaw' and stikkbomms. His warbike, 'Da Beast', is equipped with two big shootas. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Slugga	12"	Pistol 1	4	0	1	–
Big shoota	36"	Assault 3	5	0	1	–
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.
Stikkbomm	6"	Grenade D6	3	0	1	–

WARGEAR OPTIONS

- None.

ABILITIES

'Ere We Go! & Mob Rule: See page 23.

Waaagh!: Friendly **ORK INFANTRY** units within 6" of this model at the start of the Charge phase can charge even if they Advanced this turn.

Breakin' Heads: If an **EVIL SUNZ** unit fails a Morale test within 3" of a friendly **EVIL SUNZ WARBOSS**, they can restore order with a brutal display of violence. If they do, the unit suffers D3 mortal wounds but the Morale test is then considered to have been passed.

Da Beast: When this model Advances, add 6" to its Movement characteristic for that Movement phase instead of rolling any dice.

FACTION KEYWORDS

ORK, EVIL SUNZ

KEYWORDS

CHARACTER, BIKER, WARBOSS, ZHADSNARK DA RIPPER

ORK MEK BOSS BUZZGOB

6 POWER

NAME	M	WS	BS	S	T	W	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 a single model equipped with a slugga, big choppa, stikkbomms and Mek arms. He may be accompanied by his two Grot oilers, Nitnuckle and Lunk. Only one of this unit may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Slugga	12"	Pistol 1	4	0	1	–
Big choppa	Melee	Melee	+2	-1	2	–
Mek arms	Melee	Melee	4	0	1	Make three hit rolls for each attack made with this weapon instead of 1.
Stikkbomm	6"	Grenade D6	3	0	1	–

WARGEAR OPTIONS

- None.

ABILITIES

'Ere We Go! & Mob Rule: See page 23.

Kustom Force Field: If this model is equipped with a kustom force field, friendly **ORK** units that are entirely within 9" have a 5+ invulnerable save against Ranged weapons. If the unit is embarked, the vehicle transporting it has a 5+ invulnerable save against Ranged weapons instead.

Big Mekaniak: At the end of your Movement phase, this model can repair a single friendly <**CLAN**> **VEHICLE** (other than models that can **FLY**) within 3". That model regains D3 wounds lost earlier in the battle. A **VEHICLE** can only be repaired once each turn.

Nitnuckle and Lunk: Twice per game, Nitnuckle and Lunk can assist their master in making repairs. When they do so, the vehicle that Buzzgob is repairing regains one additional wound.

When rolling to wound this unit, always use Buzzgob's Toughness (while it is on the battlefield). The death of Nitnuckle and/or Lunk is ignored for the purposes of morale.

FACTION KEYWORDS

ORK, GOFF

KEYWORDS (BUZZGOB)

CHARACTER, INFANTRY, BIG MEK, MEK BOSS BUZZGOB

KEYWORDS (NITNUCKLE & LUNK)

CHARACTER, INFANTRY, GRETCHIN, GROT OILER, NITNUCKLE/LUNK

GROT TANKS

6 POWER

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++)**

This unit contains four Grot Tanks. It may include up to four additional Grot Tanks (**+6 Power Rating**). One Kommanda may take the place of a Grot Tank in each unit. Grot Tanks may only be included in a detachment that also contains one or more **BIG MEKS**.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Big shoota	36"	Assault 3	5	0	1	–
Skorcha	8"	Assault D6	5	-1	1	This weapon hits its target automatically.
Grotzooka	18"	Heavy 2D3	6	0	1	–
Rokkit launcha	24"	Assault 1	8	-2	3	–
Kustom mega-blasta	24"	Assault 1	8	-3	D3	If you roll one or more hit rolls of 1, the bearer suffers a mortal wound after all of the weapon's shots have been resolved.
Shoota	18"	Assault 2	4	0	1	–

WARGEAR OPTIONS

- Each model must choose one of the weapons below, a Kommanda may choose two instead:
  - Big shoota
  - Skorcha
  - Grotzooka
  - Rokkit launcha
  - Kustom mega-blasta
- Any Grot Tank may also have a shoota.

ABILITIES

Full Speed Ahead!: Grot Tanks have a Movement characteristic of 2D6", and this must be rolled for at the beginning of each Movement phase.

Rolling Scrap Pile: Grot Tanks have an invulnerable save of 6+.

FACTION KEYWORDS

ORK, <CLAN>

KEYWORDS

VEHICLE, GRETCHIN, GROT TANKS

GROT MEGA-TANK

7 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Grot Mega-tank	**2D6"**	**5+**	**4+**	**6**	**6**	**9**	**4**	**5**	**4+ (6++)**

A Grot Mega-tank is a single model equipped with two heavy turrets and three light turrets – all of which must be equipped with one of the options from the Wargear Options list below.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin big shoota	36"	Assault 6	5	0	1	–
Big shoota	36"	Assault 3	5	0	1	–
Skorcha	8"	Assault D6	5	-1	1	This weapon hits its target automatically.
Grotzooka	18"	Heavy 2D3	6	0	1	–
Rack of rokkits	24"	Assault 2	8	-2	3	–
Kustom mega-blasta	24"	Assault 1	8	-3	D3	If you roll one or more hit rolls of 1, the bearer suffers a mortal wound after all of the weapon's shots have been resolved.
Shoota	18"	Assault 2	4	0	1	–
Rokkit launcha	24"	Assault 1	8	-2	3	–
Boom kanister	10"	Assault 2D6	4	0	1	This weapon may only be used once.
Wreckin' ball	Melee	Melee	+1	-1	1	The bearer can only make three attacks with this weapon.

WARGEAR OPTIONS

- Each Heavy Turret slot must be equipped with one of the following options:
  - Twin big shoota
  - Two skorchas
  - Two grotzookas
  - Rack of rokkits
  - Two kustom mega-blastas
- Each Light Turret slot must be equipped with one of the following options:
  - Big shoota
  - Skorcha
  - Grotzooka
  - Rokkit launcha
  - Kustom mega-blasta
- The Grot Mega-tank may also have a shoota.
- The Grot Mega-tank may take up to two boom kanisters.
- The Grot Mega-tank may also have a wreckin' ball.

ABILITIES

Mutiny!: At the start of the Shooting phase, roll a D6. On a 1, none of this model's weapons may be fired this turn as a fight breaks out inside the tank. On a 6, the Grot crew fall in line and follow the Kommanda's orders too literally and the model's weapons must all be fired at the same target, but add 1 to the hit rolls.

Full Speed Ahead!: Grot Mega-tanks have a Movement value of 2D6", and this must be rolled for at the beginning of each Movement phase.

Rolling Scrap Pile: Grot Mega-tanks have an invulnerable save of 6+.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 3" suffers D3 mortal wounds.

FACTION KEYWORDS

ORK, <CLAN>

KEYWORDS

VEHICLE, GRETCHIN, GROT MEGA-TANK

12 POWER

SQUIGGOTH

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Squiggoth	*	**4+**	**5+**	*	**7**	**18**	*	**6**	**4+**

A Squiggoth is a single model with gorin' horns and a single Heavy weapons slot in its howdah.

DAMAGE

Some of a Squiggoth's characteristics change as it suffers damage, as shown below:

REMAINING W	M	S	A
10-18+	10"	7	5
4-9	8"	6	4
1-3	6"	5	3

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Kannon	When attacking with this weapon, choose one of the profiles below:					
- Frag	36"	Heavy D6	4	0	1	–
- Shell	36"	Heavy 1	8	-2	D6	–
Lobba	48"	Heavy D6	5	0	1	This weapon can target units that are not visible to the bearer.
Zzap gun	36"	Heavy 1	2D6	-3	3	Before firing this weapon, roll to determine the Strength of the 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.
Gorin' horns	Melee	Melee	User	-3	D6	–

WARGEAR OPTIONS

- The Squiggoth may take one of the following options in its Heavy Weapons slot:
  - Kannon
  - Lobba
  - Zzap gun

ABILITIES

Howdah: Models embarked on the Squiggoth can attack in their Shooting phase. Measure the range and draw line of sight from any point on the Squiggoth. When they do so, any restrictions or modifiers that apply to this Squiggoth also apply to its passengers, however if there are enemy units within 1" of the Squiggoth, both its Heavy weapons slot and the unit embarked on the Squiggoth may fire their weapons as normal, but may not target the units currently within 1" of the Squiggoth.

Stampede!: Each time this model finishes a charge move, roll a D6 for each enemy unit within 1" of it; on a 2+ that unit suffers D3 mortal wounds.

TRANSPORT

The Squiggoth may transport up to ten **ORK INFANTRY** models. Each **MEGA ARMOUR** or **JUMP PACK** model takes up the space of two other models.

FACTION KEYWORDS

ORK, <CLAN>

KEYWORDS

MONSTER, TRANSPORT, SQUIGGOTH

MEKA-DREAD

12 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Meka-Dread	*	*	4+	*	7	**16**	**5**	**6**	3+

A Meka-Dread is a single model equipped with two rippa klaws.

DAMAGE

Some of a Meka-Dread's characteristics change as it suffers damage, as shown below:

REMAINING W	M	WS	S
10-16+	8"	3+	6
4-9	6"	4+	5
1-3	4"	5+	4

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Big zzappa	36"	Heavy 3	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 cause 3 mortal wounds. Then the bearer suffers a mortal wound.
Shunta	24"	Heavy 1	8	-2	2	**VEHICLES** that suffer a wound from this weapon may not Advance in the following turn.
Rattler kannon	24"	Heavy 2D6	5	-2	D3	–
Rokkit-bomms	48"	Heavy D6	5	0	1	This weapon can target units not visible to the bearer.
Rippa klaw	Melee	Melee	x2	-3	D6	–

WARGEAR OPTIONS

- The Meka-Dread may replace one of its rippa klaws with one of the following weapons: big zzappa, shunta or a rattler kannon.
- The Meka-Dread must take one of the following: rokkit-bomms, the Mega Charga ability or a KFF.

ABILITIES

'Ere We Go!: See page 23.

Ramshackle Monster: Each time a Meka-Dread loses a wound from any weapon, roll a D6 – on a roll of 4+, the wound is ignored. The first time this roll is failed, the result needed is reduced to a 5+, and so on until the roll fails on a 6+ and this ability may no longer be used.

Rip n' Tear: If armed with two rippa klaws, a Meka-Dread increases its Attacks characteristic by 1.

Mega Charga: Once per battle, this model may move up to an additional 8" in its Movement phase. However, before this happens, roll a D6. On a 1, the Meka-Dread cannot Advance or charge until the beginning of your next player turn and suffers 1 mortal wound. It may Advance as per the normal rules after this ability has been used.

Kustom Force Field: If this model is armed with a Kustom Force Field, friendly **ORK** units that are entirely within 9" have a 5+ invulnerable save against ranged weapons.

Big n' Stompy: This model can Fall Back in your Movement phase and still shoot and/or charge during its turn. In addition, it can move and fire Heavy weapons without suffering the penalty to its hit rolls. 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.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS ORK, <CLAN>

KEYWORDS VEHICLE, MEKA-DREAD

LIFTA WAGON

10 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Lifta Wagon	*	5+	5+	*	7	**16**	*	**7**	4+

A Lifta Wagon is a single model equipped with a lifta-droppa.

DAMAGE

Some of a Lifta Wagon's characteristics change as it suffers damage, as shown below:

REMAINING W	M	S	A
8-16+	12"	8	6
4-7	9"	6	D6
1-3	6"	6+	D3

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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.
Big shoota	36"	Assault 3	5	0	1	–
Rokkit launcha	24"	Assault 1	8	-2	3	–
Wreckin' ball	Melee	Melee	+1	-1	1	The bearer can only make 3 attacks with this weapon.
Deff rolla	Melee	Melee	User	-2	1	Add 3 to hit rolls made with this weapon.
Grabbin' klaw	Melee	Melee	User	-3	D3	The bearer can only make a single attack with this weapon each time it fights.

WARGEAR OPTIONS

- The Lifta Wagon may take any of the following upgrades: wreckin' ball, grabbin' klaw, deff rolla.
- The Lifta Wagon may also take up to two weapons chosen from the following: big shoota, rokkit launcha.

ABILITIES **Mobile Fortress:** A Lifta Wagon ignores the penalty for moving and firing Heavy weapons.

FACTION KEYWORDS ORK, <CLAN>

KEYWORDS VEHICLE, BATTLEWAGON, LIFTA WAGON

BIG TRAKK

9 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Big Trakk	*	5+	5+	*	6	15	*	6	4+

A Big Trakk is a single model equipped with two big shootas.

DAMAGE

Some of a Big Trakk's characteristics change as it suffers damage, as shown below:

REMAINING W	M	S	A
9-15+	14"	6	5
4-8	12"	5	4
1-3	10"	4	3

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Big shoota	36"	Assault 3	5	0	1	–
Skorcha	8"	Assault D6	5	-1	1	This weapon hits its target automatically.
Rokkit launcha	24"	Assault 1	8	-2	3	–
Supa-kannon	60"	Heavy 2D6	8	-2	3	–
Lobba	48"	Heavy D6	5	0	1	This weapon can target units that are not visible to the bearer.
Kannon	When attacking with this weapon, choose one of the profiles below:					
- Frag	36"	Heavy D6	4	0	1	–
- Shell	36"	Heavy 1	8	-2	D6	–
Zzap gun	36"	Heavy 1	2D6	-3	3	Before firing this weapon, roll to determine the Strength of the 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.
Supa-skorcha	24"	Heavy 4D3	6	-2	1	This weapon hits its target automatically.
Big lobba	48"	Heavy 2D6	6	-1	1	This weapon can target units that are not visible to the bearer.
Killkannon	24"	Heavy D6	7	-2	2	–
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 bearer suffers a mortal wound.
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.
Grot sponson	24"	Assault 2	4	0	1	Add 1 to hit rolls made for this weapon.

WARGEAR OPTIONS

- The Big Trakk may replace either or both of its big shootas with a skorcha or rokkit launcha.
- The Big Trakk may reduce its Transport Capacity to six models and must instead of its standard options take a kannon, lobba, zzap gun, supa-skorcha, big lobba, killkannon, big zzappa or flakka gunz.
- The Big Trakk may reduce its Transport Capacity to 0 and may instead of its standard options take a supa-kannon.
- The Big Trakk may also have up to two weapons chosen from the following list: big shootas, skorchas or rokkit launchas.
- The Big Trakk may also have up to two Grot sponsons.

ABILITIES

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

Mobile Fortress: A Big Trakk ignores the penalty for moving and firing Heavy weapons.

Grot Riggers: At the end of the turn, roll a D6. On a roll of 6, the Big Trakk regains one lost wound.

Open-topped: Models embarked on the Big Trakk 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 model 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 Big Trakk itself can.

TRANSPORT

This model can transport up to 12 **ORK INFANTRY** models. Each **MEGA ARMOUR** or **JUMP PACK** model takes up the space of two other models.

FACTION KEYWORDS

ORK, <CLAN>

KEYWORDS

VEHICLE, TRANSPORT, BIG TRAKK

BATTLEWAGON WITH SUPA-KANNON

13 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Battlewagon	*	5+	5+	*	7	16	*	7	4+

A Battlewagon with supa-kannon is a single model equipped with a supa-kannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Supa-kannon	60"	Heavy 2D6	8	-2	3	–
Big shoota	36"	Assault 3	5	0	1	–
Rokkit launcha	24"	Assault 1	8	-2	3	–
Wreckin' ball	Melee	Melee	+1	-1	1	The bearer can only make 3 attacks with this weapon.
Grabbin' klaw	Melee	Melee	User	-3	D3	The bearer can only make a single attack with this weapon each time it fights.
Deff rolla	Melee	Melee	User	-2	1	Add 3 to hit rolls made with this weapon.

DAMAGE

Some of a Battlewagon with Supa-kannon's characteristics change as it suffers damage, as shown below:

REMAINING W	M	S	A
8-16+	12"	8	6
4-7	9"	6	D6
1-3	6"	6+	D3

WARGEAR OPTIONS

- This model may take up to four big shootas and/or rokkit launchas.
- This model may also take a deff rolla, 'ard case, grabbin' klaw and/or a wreckin' ball.

ABILITIES

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

'Ard Case: A Battlewagon with an 'ard case has a Toughness characteristic of 8, but loses the Open-topped ability.

Mobile Fortress: A Battlewagon with Supa-kannon ignores the penalty for moving and firing Heavy weapons.

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 this model. When they do so, any restrictions or modifiers that apply to this model 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.

TRANSPORT

A Battlewagon with Supa-kannon can transport 6 **ORK INFANTRY** models. Each **MEGA ARMOUR** or **JUMP PACK** model takes up the space of two other models.

FACTION KEYWORDS

ORK, <CLAN>

KEYWORDS

VEHICLE, TRANSPORT, BATTLEWAGON, BATTLEWAGON WITH SUPA-KANNON

KILL TANK

15 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Kill Tank	*	*	*	**8**	**8**	**24**	**8**	**7**	**4+**

A Kill Tank is a single model equipped with a bursta kannon and a twin big shoota.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Giga shoota	48"	Heavy 6D6	6	-1	1	–
Bursta kannon	36"	Heavy 2D6	10	-4	2	–
Big shoota	36"	Assault 3	5	0	1	–
Skorcha	8"	Assault D6	5	-1	1	This weapon hits its target automatically.
Rokkit launcha	24"	Assault 1	8	-2	3	–
Twin big shoota	36"	Assault 6	5	0	1	–
Rack of rokkits	24"	Assault 2	8	-2	3	–

WARGEAR OPTIONS

- A Kill Tank may take two of the following: big shoota, skorcha, rokkit launcha, twin big shoota, rack of rokkits.
- A Kill Tank may replace its bursta kannon with a giga shoota.

ABILITIES

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

Mobile Fortress: A Kill Tank ignores the penalty for moving and firing Heavy weapons.

Hang On!: Models embarked on a Kill Tank's may attack in their Shooting phase, but may only hit on a 6+ – measure the range and draw line of sight from any point on this model. When they do so, any restrictions or modifiers that apply to this model 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.

Grot Riggers: At the end of the turn, roll a D6. On a roll of 6, the Kill Tank regains one lost wound.

Reinforced Ram: If a **VEHICLE** with a reinforced ram charges, increase its Strength characteristic by 2 until the end of the turn it makes a successful charge. In addition, each time a model with a reinforced ram finishes a charge move, select one enemy unit within 1" and roll a dice; on a 2+ that unit suffers D3 mortal wounds.

TRANSPORT

A Kill Tank can transport 12 **ORK INFANTRY** models. Each **MEGA ARMOUR** or **JUMP PACK** model takes up the space of two other models.

FACTION KEYWORDS

ORK, <CLAN>

KEYWORDS

VEHICLE, TRANSPORT, TITANIC, KILL TANK

DAMAGE

Some of a Kill Tank's characteristics change as it suffers damage, as shown below:

REMAINING W	M	WS	BS
14-24+	12"	3+	4+
6-13	10"	4+	5+
1-5	8"	5+	6+

‘CHINORK’ WARKOPTA

8 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
‘Chinork’ Warkopta	**16"**	**3+**	**5+**	**6**	**5**	**8**	**4**	**6**	**4+**

A ‘Chinork’ Warkopta is a single model equipped with two deffguns and one big shoota.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Big shoota	36"	Assault 3	5	0	1	–
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.
Skorcha	8"	Assault D6	5	-1	1	This weapon hits its target automatically.
Rokkit launcha	24"	Assault 1	8	-2	3	–
Kustom mega-blasta	24"	Assault 1	8	-3	D3	If you roll one or more hit rolls of 1, the bearer suffers a mortal wound after all of the weapon’s shots have been resolved.
Rattler kannon	24"	Heavy 2D6	5	-2	D3	–
Bigbomm		[See below]				Each bigbomm can only be used once per battle.

WARGEAR OPTIONS

- A Warkopta may replace its big shoota with either a skorcha, rokkit launcha or kustom mega-blasta.
- A Warkopta may replace its two deffguns with two rattler kannon.
- A Warkopta may take up to two bigbomms.

TRANSPORT

A Warkopta can carry 10 **ORK INFANTRY** models. It may not carry **MEGA ARMOUR** or **JUMP PACK** models.

ABILITIES

’Ere We Go!: See page 23.

Turbo-boost: When this model Advances, add 8" to its Move characteristic for that Movement phase instead of rolling a dice.

Scoutin’ Ahead: During deployment, you can set up a Warkopta behind enemy lines instead of placing it on the battlefield. At the end of any of your Movement phases, the Warkopta can swoop around to ambush the foe – set it up anywhere on the battlefield that is more than 9" away from any enemy models.

Bigbomm: A Warkopta equipped with bigbomms can drop one as it flies over enemy units in its Movement phase. After the model has moved, pick one enemy unit that it flew over. Then, roll a D6 for each model in the enemy unit (up to a maximum of five dice). For each roll of 5+, the target unit suffers 1 mortal wound.

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

FACTION KEYWORDS

ORK, <CLAN>

KEYWORDS

VEHICLE, TRANSPORT, FLY, ‘CHINORK’ WARKOPTA

KUSTOM STOMPA

52 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Kustom Stompa	*	*	5+	*	8	40	4	8	3+

A Kustom Stompa is a single model equipped with a deff kannon, a supa-gatler, three big shootas, a twin big shoota, three supa-rokkits, a skorcha, the Gaze of Mork and a mega klaw.

DAMAGE

Some of a Kustom Stompa's characteristics change as it suffers damage, as shown below:

REMAINING W	M	WS	S
31-40+	12"	3+	10
21-30	9"	4+	9
11-20	6"	5+	8
1-10	4"	6+	7

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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.
Supa-gatler	48"	Heavy 2D6	7	-2	1	See Psycho-Dakka-Blasta!
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.
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	1	–
Belly gun	48"	Heavy 2D6	8	-2	2	Change this weapon's to Heavy 4D6 if the target is **INFANTRY**.
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.
Grot sponson	24"	Assault 2	4	0	1	Add 1 to hit rolls made for this weapon.
Mega klaw	Melee	Melee	x2	-5	4	If a Kustom Stompa is equipped with two mega klaws, increase its Attacks characteristic by 4.

WARGEAR OPTIONS

- A Kustom Stompa may replace both of its deff kanon and supa-gatler with a single lifta-droppa or with a single additional mega klaw.
- A Kustom Stompa may replace its mega klaw with a lifta-droppa.
- A Kustom Stompa may take a belly gun, but may no longer transport any models if it does so.
- A Kustom Stompa may take up to two additional supa-rokkits.
- A Kustom Stompa take up to four Grot sponsons.

ABILITIES

'Ere We Go!: See page 23.

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.

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.

TRANSPORT

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

GARGANTUAN SQUIGGOTH

21 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Gargantuan Squiggoth	*	*	5+	*	8	35	8	5	4+

A Gargantuan Squiggoth is a single model that attacks with its huge tusks. In addition, its Howdah is equipped with two supa-lobbas and two twin big shootas.

DAMAGE

Some of a Gargantuan Squiggoth's characteristics change as it suffers damage, as shown below:

REMAINING W	M	WS	S
20-35+	10"	3+	12
9-19	8"	4+	10
1-8	6"	5+	8

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Supa-lobba	48"	Heavy 3D6	7	-2	1	–
Killkannon	24"	Heavy D6	7	-2	2	–
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 bearer suffers 1 mortal wound.
Twin big shoota	36"	Assault 6	5	0	1	–
Big shoota	36"	Assault 3	5	0	1	–
Huge tusks	Melee	Melee	User	-4	D6	–

WARGEAR OPTIONS

- The Gargantuan Squiggoth may take up to four additional big shootas on its Howdah.
- The Gargantuan Squiggoth may replace either or both of its supa-lobbas with a killkannon or big zzappa.

ABILITIES

Howdah: Models embarked on the Gargantuan Squiggoth can attack in their Shooting phase. Measure the range and draw line of sight from any point on the Gargantuan Squiggoth. When they do so, any restrictions or modifiers that apply to the Gargantuan Squiggoth also apply to its passengers, however if there are enemy units within 1" of the Gargantuan Squiggoth, both its own weapons and the unit embarked on the Gargantuan Squiggoth may fire their weapons as normal, but may not target the units currently within 1" of the Gargantuan Squiggoth.

Stampede!: Each time this model finishes a charge move, roll a D6 for each enemy unit within 1" of it; on a 2 that unit suffers D6 mortal wounds.

TRANSPORT

The Gargantuan Squiggoth can carry 20 **ORK INFANTRY** models. It may not carry **MEGA ARMOUR** or **JUMP PACK** models.

FACTION KEYWORDS

ORK, <CLAN>

KEYWORDS

TRANSPORT, MONSTER, TITANIC, GARGANTUAN SQUIGGOTH

DRUKHARI

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**.

REAPER

9 POWER

NAME	M	WS	BS	S	T	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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm vortex projector	When attacking with this weapon, choose one of the 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.
Scythevanes	Melee	Melee	4	-1	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).

WARGEAR OPTIONS

- None.

ABILITIES

Night Shield: This model has a 5+ invulnerable save against Ranged weapons.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 5+ it explodes, and each unit within 6" suffers D3 mortal wounds.

Hovering: Distance and ranges are always measured to and from this model's hull, even though it has a base.

FACTION KEYWORDS

AELDARI, DRUKHARI, <HAEMONCULUS COVEN> OR <WYCH CULT> OR <KABAL>

KEYWORDS

VEHICLE, FLY, REAPER

TANTALUS

18 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tantalus	*	4+	*	7	7	18	*	7	3+

A Tantalus is a single model equipped with two pulse-disintegrators and a dire scythe blade.

DAMAGE

Some of a Tantalus' characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
9-18+	16"	3+	6
4-8	14"	4+	4
1-3	12"	4+	D3

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Pulse-disintegrator	36"	Assault 6	8	-3	2	–
Dire scythe blade	Melee	Melee	8	-2	1	–

WARGEAR OPTIONS

- None.

TRANSPORT

This model may transport 16 **DRUKHARI INFANTRY** or **INCUBI** models. **GROTESQUES** take up the space of two models.

ABILITIES

Night Shield: This model has a 5+ invulnerable save against Ranged weapons.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 9" suffers D6 mortal wounds.

Hovering: Distance and ranges are always measured to and from this model's hull, even though it has a base.

Enhanced Aethersails: If this model Advances, it may double its current Movement characteristic – do not roll a dice to determine distance.

Scything Charge: If this model finishes a charge move within 1" of one or more enemy units, roll a D6 for each of these enemy units. On a 4+, that unit suffers D3 mortal wounds.

Chariot of Tortured Souls: If your Warlord is embarked on the Tantalus, all friendly units within line of sight of the Tantalus use the Warlord's Leadership characteristic instead of their own. This ability does not apply to units 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 model 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.

FACTION KEYWORDS

AELDARI, DRUKHARI, <KABAL>, <WYCH CULT> OR <HAEMONCULUS COVEN>

KEYWORDS

VEHICLE, TRANSPORT, FLY, TANTALUS

T'AU EMPIRE

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 **T'AU 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 **T'AU 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

7 POWER

NAME	M	WS	BS	S	T	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 model equipped with a double-barrelled plasma rifle and a miniaturised fletchette pod. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Double-barrelled plasma rifle	24"	Rapid Fire 2	6	-3	1	–
Miniaturised fletchette pod (shooting)	6"	Assault D6	4	0	1	–
Miniaturised fletchette pod (melee)	Melee	Melee	4	0	1	Make two hit rolls for each attack made by this weapon instead of one.

WARGEAR OPTIONS

- None.

ABILITIES

For the Greater Good: See page 39.

Master of War: Once per battle, at the beginning of your turn, a single friendly Commander can declare either Kauyon or Mont'ka.

- **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.
- **Mont'ka:** Friendly <**SEPT**> units within 6" can both Advance and shoot as if they hadn't moved this turn.

Upgraded Shield Generator: Shas'o R'myr has a 4+ invulnerable save (3+ against melee weapons).

Vengeance: Shas'o R'myr may re-roll failed hit rolls of 1 when targeting **ASTRA MILITARUM** units.

Manta Strike: During deployment, you may set up Shas'o R'myr in a Manta hold instead of placing them on the battlefield. At the end of any of your Movement phases, they can use a Manta Strike to enter the fray – set them up anywhere on the battlefield that is more than 9" away from enemy models.

FACTION KEYWORDS

T'AU EMPIRE, DAL'YTH

KEYWORDS

BATTLESUIT, COMMANDER, CHARACTER, JET PACK, FLY, SHAS'O R'MYR

SHAS'O R'ALAI

10 POWER

NAME	M	WS	BS	S	T	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 model equipped with an experimental pulse submunitions rifle . He is accompanied by two Blacklight Marker Drones, each equipped with a Markerlight. Only one of this unit may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Experimental pulse submunitions rifle	When attacking with this weapon, choose one of the profiles below:					
– EMP	24"	Rapid Fire 2	6	-1	1	If the target is a **VEHICLE**, roll a D6. On a 3+, the target unit suffers 1 mortal wound in addition to any other damage.
– Hyper density sabot	36"	Assault 2	9	-2	2	–
Markerlight	36"	Heavy 1	-	-	-	See Markerlights – page 39.

WARGEAR OPTIONS

- None.

ABILITIES

For the Greater Good: See page 39.

'Eclipse' Shield Generator: Shas'o R'alai has a 4+ invulnerable save, increasing to 3+ against attackers more than 12" away.

Master of War: Once per battle, at the beginning of your turn, a single friendly Commander can declare either Kauyon or Mont'ka.

- **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.
- **Mont'ka:** Friendly <**SEPT**> units within 6" can both Advance and shoot as if they hadn't moved this turn.

The Assassin: When targeting an enemy **CHARACTER**, Shas'o R'alai may re-roll all failed hit rolls.

Drone Support: When Shas'o R'alai is set up on the battlefield, any accompanying Drones are set up in unit coherency with him. 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.

Manta Strike: During deployment, you may set up Shas'o R'alai in a Manta hold instead of placing him on the battlefield. At the end of any of your Movement phases, he can use a Manta Strike to enter the fray – set him up anywhere on the battlefield that is more than 9" away from enemy models.

FACTION KEYWORDS

T'AU EMPIRE, KE'LSHAN

KEYWORDS

BATTLESUIT, COMMANDER, CHARACTER, JET PACK, FLY, SHAS'O R'ALAI

COMMANDER
IN XV81 CRISIS BATTLESUIT

6 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
XV81 Commander	**8"**	**3+**	**2+**	**5**	**5**	**6**	**4**	**9**	**3+**

An XV81 Commander is a single model equipped with a burst cannon and a smart missile system. It may be accompanied by up to two Tactical Drones (see *Warhammer 40,000 – Index: Xenos 2* , **+1 Power**). Only one of this model may be included in any T'au Empire army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Burst cannon	18"	Assault 4	5	0	1	–
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 bonuses to their saving throws for being in cover.

WARGEAR OPTIONS

- The XV81 Commander may replace their burst cannon with a single item from the *Ranged Weapons* and/or *Support Systems* list – see *Warhammer 40,000 – Index: Xenos 2*.
- This model may take an additional item from the *Ranged Weapons* and/or *Support Systems* list – see *Warhammer 40,000 – Index: Xenos 2*.

ABILITIES

For the Greater Good: See page 39.

Master of War: Once per battle, at the beginning of your turn, a single friendly Commander can declare either Kauyon or Mont'ka.

- **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.
- **Mont'ka:** Friendly <**SEPT**> units within 6" can both Advance and shoot as if they hadn't moved this turn.

Drone Support: When a Commander in XV81 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.

Manta Strike: During deployment, you may set up an XV81 Crisis Battlesuit in a Manta hold instead of placing them on the battlefield. At the end of your Movement phases, they can use a Manta Strike to enter the fray – set them up anywhere on the battlefield that is more than 9" from any enemy models.

FACTION KEYWORDS **T'AU EMPIRE, <SEPT>**

KEYWORDS **BATTLESUIT, JET PACK, FLY, CHARACTER, COMMANDER, COMMANDER IN XV81 CRISIS BATTLESUIT**

DX-4 TECHNICAL DRONES

2 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
DX-4 Technical Drone	**8"**	**5+**	**5+**	**3**	**4**	**1**	**1**	**6**	**4+**

This unit contains 2 DX-4 Technical Drones. It may include up to 8 additional DX-4 Technical Drones (**Power Rating +1** each). Each Drone is equipped with a defensive charge.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Defensive charge	8"	Assault 1	5	0	1	–

WARGEAR OPTIONS

- None.

ABILITIES

For the Greater Good: See page 39.

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.

Multi-function Surveyor: In the Shooting phase, this unit may activate one of its Survey Protocols. Only one protocol may be activated per phase and per unit of DX-4 Technical Drones.

- **Repair Protocol:** Select one friendly unit with the **BATTLESUIT** keyword within 3" of the Technical Drone unit and roll a D6. On a roll of a 4+, one model in the unit regains D3 wounds.
- **Surveillance Protocol:** Select one enemy unit within 12" of the Technical Drone unit. That unit gains no benefits to its armour save from being in cover until the start of your next turn.

FACTION KEYWORDS **T'AU EMPIRE, <SEPT>**

KEYWORDS **DRONE, FLY, DX-4 TECHNICAL DRONES**

COMMANDER
IN XV84 CRISIS BATTLESUIT

6 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
XV84 Commander	**8"**	**3+**	**2+**	**5**	**5**	**6**	**4**	**9**	**3+**

An XV84 Commander is a single model equipped with a burst cannon. It may be accompanied by up to two Tactical Drones (see *Warhammer 40,000 – Index: Xenos 2* , **+1 Power**). Only one of this model may be included in any T'au Empire army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Burst cannon	18"	Assault 4	5	0	1	-

WARGEAR OPTIONS

- The XV84 Commander may replace its burst cannon with a single item from the *Ranged Weapons* and/or *Support Systems* list – see *Warhammer 40,000 – Index: Xenos 2*.
- This model may take an additional item from the *Ranged Weapons* and/or *Support Systems* list – see *Warhammer 40,000 – Index: Xenos 2*.

ABILITIES

For the Greater Good: See page 39.

Master of War: Once per battle, at the beginning of your turn, a single friendly Commander can declare either Kauyon or Mont'ka.

- **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.
- **Mont'ka:** Friendly <**SEPT**> units within 6" can both Advance and shoot as if they hadn't moved this turn.

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.

Manta Strike: During deployment, you may set up an XV84 Crisis Battlesuit in a Manta hold instead of placing them on the battlefield. At the end of your Movement phases, they can use a Manta Strike to enter the fray – set them up anywhere on the battlefield that is more than 9" from any enemy models.

Target Lock: A model with Target Lock does not suffer the penalty to their hit rolls for moving and firing Heavy weapons, or for Advancing and firing Assault weapons. This model can also Advance and fire Rapid Fire weapons, but you must subtract 1 from its hit rolls when it does so.

Networked Markerlight: If any attack in the Shooting phase from this model successfully hits its target, regardless of whether it passes its wound roll, it automatically applies a single Markerlight counter to the target unit. This ability may only apply a maximum of one Markerlight counter per phase.

FACTION KEYWORDS

T'AU EMPIRE, <SEPT>

KEYWORDS

BATTLESUIT, JET PACK, FLY, CHARACTER, COMMANDER, COMMANDER IN XV84 CRISIS BATTLESUIT

XV9 HAZARD SUPPORT TEAM

5 POWER

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 is a single model equipped with two double-barrelled burst cannon. It may be accompanied by up to two additional XV9 Hazard Battlesuits (**+5 Power Rating** each) and up to four Tactical Drones (**+1 Power Rating** each).

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Double-barrelled burst cannon	18"	Assault 8	5	0	1	–
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.
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.
Pulse submunitions rifle	30"	Assault 2D3	6	0	1	–

WARGEAR OPTIONS

- 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 *T'au Support Systems* list – see *Warhammer 40,000 – Index: Xenos 2*.

ABILITIES

For the Greater Good: See page 39.

Bonding Knife Ritual: If you roll a 6 when taking a Morale test for this unit, the test is automatically passed.

Drone Support: When an XV9 Hazard Support Team is set up on the battlefield, any accompanying **DRONES** are set up in unit coherency with them. From that point onwards, the **DRONES** are treated as a separate unit.

Photon Casters: Any enemy unit that declares a charge against a unit with this ability must reduce its charge move by 2" for that phase.

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.

Manta Strike: During deployment, you may set up the XV9 Hazard Support Team in a Manta's hold instead of placing them on the battlefield. At the end of any of your Movement phases, they can use a Manta Strike to enter the fray – set them up anywhere on the battlefield that is more than 9" away from enemy models.

FACTION KEYWORDS

T'AU EMPIRE, <SEPT>

KEYWORDS

BATTLESUIT, JET PACK, FLY, XV9 HAZARD SUPPORT TEAM

XV109 Y'VAHRA BATTLESUIT

20 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
XV109 Y'vahra Battlesuit	*	5+	*	6	7	14	*	8	2+ (5++)
Shielded Missile Drone	12"	5+	5+	4	4	1	1	6	4+ (4++)
MV52 Shield Drone	8"	5+	5+	3	4	1	1	6	4+ (3++)

DAMAGE

Some of the XV109 Y'vahra Battlesuit's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
7-14+	18"	4+	4
4-6	12"	5+	3
1-3	6"	5+	2

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 Drone is equipped with a missile pod.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Ionic discharge cannon	When attacking with this weapon, use one of the profiles that follow. You may only use the nova reactor profile in 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 wound 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.
Phased plasma-flamer	When attacking with this weapon, use one of the profiles that follow. You may only use the nova reactor profile in accordance with the Nova Reactor ability (see below):					
– 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 to two items from the *Support Systems* list – see *Warhammer 40,000 – Index: Xenos 2*.

ABILITIES

For the Greater Good: See page 39.

Drone Support: When an XV109 Y'vahra Battlesuit is set up on the battlefield, any accompanying **DRONES** are set up in unit coherency with them. 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.

MV52 Shield Generator: MV52 Shield Drones have a 3+ invulnerable save.

Shield Generator: Shielded Missile Drones have a 4+ invulnerable save.

XV109 Y'vahra Battlesuit: The XV109 Y'vahra Battlesuit has a 5+ invulnerable save, increasing to 4+ against any attacks originating from within 12" or in melee.

Nova Reactor (Y'vahra class): In your Movement phase, you can choose to use the XV109 Y'vahra Battlesuit's nova reactor. If you do so, this model suffers 1 mortal wound. Choose one of the following effects to last until the beginning of your next turn:

- **Overcharged Burst:** The Y'vahra can fire using a weapon's Nova Reactor profile.
- **Escape Thrust:** At the start of the Movement phase, the Y'vahra may be removed from play and set up in the sky. At the beginning of your next Movement phase, you may set the Y'vahra anywhere on the battlefield as long as it is more than 9" away from an enemy unit.
- **Nova Barricade:** The Y'vahra's invulnerable save is increased to 3+ against melee attacks.

FACTION KEYWORDS

T'AU EMPIRE, <SEPT>

KEYWORDS

BATTLESUIT, MONSTER, JET PACK, FLY, XV109 Y'VAHRA BATTLESUIT

XV107 R'VARNA BATTLESUIT

19 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
XV107 R'varna Battlesuit	*	5+	*	6	8	15	*	8	2+
Shielded Missile Drone	12"	5+	5+	4	4	1	1	6	4+ (4++)

An XV107 R'varna Battlesuit is a single model equipped with two pulse submunitions cannon. It may also be accompanied by up to two Shielded Missile Drones (**+2 Power Rating**) – each equipped with a missile pod.

DAMAGE

Some of the XV107 R'varna Battlesuit's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
7-15+	8"	4+	4
4-6	6"	5+	3
1-3	3"	5+	2

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Pulse submunitions cannon	60"	Heavy 3D3	6	-2	3	–
Missile pod	36"	Assault 2	7	-1	D3	–

WARGEAR OPTIONS

- The R'varna may take either or both of the following items from the *T'au Support Systems* list – see *Warhammer 40,000 – Index: Xenos 2*: *Advanced Targeting System*, *Stimulant Injector*.

ABILITIES

For the Greater Good: See page 39.

Drone Support: When an XV107 R'varna Battlesuit is set up on the battlefield, any accompanying **DRONES** are set up in unit coherency with them. 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.

Shield Generator: Shielded Missile Drones have a 4+ invulnerable save.

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.

R'varna Shield Generator: A R'varna Battlesuit has a 5+ invulnerable save.

Nova Reactor (R'varna class): In your Movement phase, you can choose to use the R'varna's nova reactor. If you do so, the R'varna suffers a mortal wound. Choose one of the following effects to last until the beginning of your next turn:

- **Nova Shield:** The R'varna increases its invulnerable save to 3+.
- **Electromagnetic Shockwave:** Roll a D6 for each enemy unit within 6" of this model. On a 4+, it suffers D3 mortal wounds.
- **Overcharged Munitions:** When firing the pulse submunitions cannon, any dice rolled to determining the number of attacks made may be re-rolled.

FACTION KEYWORDS

T'AU EMPIRE, <SEPT>

KEYWORDS

BATTLESUIT, MONSTER, XV107 R'VARNA BATTLESUIT

55 POWER

KX139 TA'UNAR SUPREMACY ARMOUR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ta'unar Supremacy Armour	*	4+	*	8	8	30	*	9	3+ (5++)

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.

DAMAGE

Some of the KX139 Ta'unar Supremacy Armour's characteristics change as it takes damage, as shown below:

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Tri-axis ion cannon	When attacking with this weapon, choose one of the 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.
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 attacking with this weapon, choose one of the profiles 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

- The KX139 Ta'unar Supremacy Armour may replace either or both of its tri-axis ion cannon with a fusion eradicator.
- The KX139 Ta'unar Supremacy Armour may replace its pulse ordnance multi-driver with a nexus meteor missile system or a heavy rail cannon and the Cluster Shells ability.

ABILITIES

Vigilance Defence System: When firing any of the Supremacy Armour's smart missile systems or burst cannon as part of an Overwatch attack, any hit rolls of 1 may be re-rolled.

Barrier Shield Generator: The KX139 Ta'unar Supremacy Armour has a 5+ invulnerable save.

Cluster Shells: Roll a dice for each enemy model that ends a charge move within 3" of this model. On a 4+, that model's unit suffers a mortal wound.

Towering Colossus: The KX139 Ta'unar Supremacy Armour may move over other units provided they do not have the **FLY** or **TITANIC** keyword, and so that the model finishes its move at least 1" away from an enemy model. It may only benefit from a cover save if more than half of the model is obscured. In addition, it may fire at models that are within 1" of its base with any non-Macro weaponry.

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

FACTION KEYWORDS T'AU EMPIRE, <SEPT>

KEYWORDS TITANIC, MONSTER, BATTLESUIT, KX139 TA'UNAR SUPREMACY ARMOUR

TETRA SCOUT SPEEDER TEAM

4 POWER

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 consists of two Tetra Scout Speeders, each equipped with two pulse rifles and a high intensity markerlight. It may be accompanied by up to two additional Tetra Scout Speeders (**+3 Power Rating** each).

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Pulse rifle	30"	Rapid Fire 1	5	0	1	–
High intensity markerlight	36"	Heavy 1	-	-	-	A hit from a high intensity markerlight causes no damage, but allows 3 markerlight counters to be placed on the target unit.

WARGEAR OPTIONS
- None.

ABILITIES

For the Greater Good: See page 39.

Shadow Strike: During deployment, you may set up the Tetra Scout Speeder Team lurking in the shadows. At the end of any of your Movement phases, they may enter battle – set them up anywhere on the battlefield that is more than 9" from any enemy model.

FACTION KEYWORDS T'AU EMPIRE, <SEPT>

KEYWORDS VEHICLE, FLY, TETRA SCOUT SPEEDER TEAM

PIRANHA TX-42 LIGHT SKIMMER

6 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Piranha TX-42	**16"**	**6+**	**4+**	**5**	**6**	**7**	**2**	**6**	**3+**

A Piranha TX-42 Light Skimmer is a single model equipped with two fusion blasters. It may be accompanied by up to four additional Piranha TX-42 (**+5 Power Rating** each).

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fusion blaster	18"	Assault 1	8	-4	D6	If the target is within half range, roll two dice when inflicting damage and discard the lowest result.
Missile pod	36"	Assault 2	7	-1	D3	–
Plasma rifle	24"	Rapid Fire 1	6	-3	1	–
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.

WARGEAR OPTIONS
- A Piranha TX-42 Light Skimmer may replace its two fusion blasters for two missile pods, two plasma rifles or rail rifles.

ABILITIES

Slaved Targeting Array: Both of the Piranha TX-42's weapons must be fired at the same target.

Explodes: If a Piranha TX-42 is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 3" suffers a mortal wound.

FACTION KEYWORDS T'AU EMPIRE, <SEPT>

KEYWORDS VEHICLE, FLY, PIRANHA TX-42 LIGHT SKIMMER

HEAVY GUN DRONE SQUADRON

3 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Heavy Gun Drone	**8"**	**5+**	**5+**	**3**	**4**	**3**	**1**	**6**	**4+**

This unit contains two Heavy Gun Drones. It can include up to four additional Heavy Gun Drones (**+1 Power Rating** each). Each Heavy Gun Drone is equipped with two burst cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Burst cannon	18"	Assault 4	5	0	1	-
Markerlight	36"	Heavy 1	-	-	-	Markerlights – see page 39.

WARGEAR OPTIONS

- Any Heavy Gun Drone may replace one of its burst cannon with a Markerlight.

ABILITIES

For the Greater Good: See page 39.

Automated Targeting Protocols: A Heavy Gun Drone may fire both markerlights and other weapons in the same Shooting phase, but in any phase that one or more models in the squadron fire a markerlight, no models in the unit may benefit from any of the Markerlight ability rules – see page 39.

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.

FACTION KEYWORDS

T'AU EMPIRE, <SEPT>

KEYWORDS

DRONE, FLY, HEAVY GUN DRONE SQUADRON

TX7 HEAVY BOMBARDMENT HAMMERHEAD GUNSHIP

10 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
TX7 Heavy Bombardment	*	6+	*	6	7	13	*	8	3+
MV1 Gun Drone	8"	5+	5+	3	4	1	1	6	4+

DAMAGE

Some of a TX7's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
7-13+	12"	3+	3
4-6	6"	4+	D3
1-3	3"	5+	1

A TX7 Heavy Bombardment Hammerhead Gunship is a single model equipped with two high yield missile pods. It is accompanied by two MV1 Gun Drones, each equipped with two pulse carbines.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Burst cannon	18"	Assault 4	5	0	1	–
High yield missile pod	36"	Heavy 4	7	-1	D3	–
Pulse carbine	18"	Assault 2	5	0	1	–
Seeker missile	72"	Heavy 1	-	-	-	A unit hit by this weapon suffers a 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.
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 bonuses to their saving throws for being in cover.

WARGEAR OPTIONS

- This model may take up to two seeker missiles.
- Instead of being accompanied by two MV1 Gun Drones, this model may take two burst cannon or two smart missile systems.

ABILITIES

Hover Tank: Distances must be measured to and from the hull of this model rather than its base.

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 6" suffers D3 mortal wounds.

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.

Threat Identification Protocols: In the Shooting phase, Gun Drones can only target the nearest enemy unit.

Attached Drones: When a Hammerhead Gunship is set up, any accompanying Gun Drones are attached, and are treated as being embarked. Whilst the Gun Drones remain attached, the Hammerhead Gunship is considered to be equipped with the Drones' weapons in addition to its own.

Both Drones can detach at the start of any of your Movement phases by disembarking. From that point onwards, the Drones are treated as a separate unit. They cannot reattach during the battle.

FACTION KEYWORDS

T'AU EMPIRE, <SEPT>

KEYWORDS (HAMMERHEAD)

VEHICLE, FLY, HAMMERHEAD, TX7 HEAVY BOMBARDMENT HAMMERHEAD GUNSHIP

KEYWORDS (GUN DRONES)

DRONE, FLY, GUN DRONES

TX7 FIRE SUPPORT HAMMERHEAD GUNSHIP

10 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
TX7 Fire Support	*	6+	*	6	7	13	*	8	3+
MV1 Gun Drone	8"	5+	5+	3	4	1	1	6	4+

DAMAGE

Some of a TX7's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
7-13+	12"	3+	3
4-6	6"	4+	D3
1-3	3"	5+	1

A TX7 Fire Support Hammerhead Gunship is a single model equipped with a twin T'au plasma cannon. It is accompanied by two MV1 Gun Drones, each equipped with two pulse carbines.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Burst cannon	18"	Assault 4	5	0	1	–
Twin T'au plasma cannon	48"	Heavy 4	7	-3	2	–
Pulse carbine	18"	Assault 2	5	0	1	–
Seeker missile	72"	Heavy 1	-	-	-	A unit hit by this weapon suffers a 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.
Twin heavy burst cannon	36"	Heavy 16	6	-1	1	–
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.
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 bonuses to their saving throws for being in cover.

WARGEAR OPTIONS

- This model may take up to two seeker missiles.
- This model may exchange its twin T'au plasma cannon with either a twin heavy burst cannon or a twin fusion cannon.
- Instead of being accompanied by two MV1 Gun Drones, this model may take two burst cannon or two smart missile systems.

ABILITIES

Hover Tank: Distances must be measured to and from the hull of this model rather than its base.

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 6" suffers D3 mortal wounds.

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.

Threat Identification Protocols: In the Shooting phase, Gun Drones can only target the nearest enemy unit.

Attached Drones: When a Hammerhead Gunship is set up, any accompanying Gun Drones are attached, and are treated as being embarked. Whilst the Gun Drones remain attached, the Hammerhead Gunship is considered to be equipped with the Drones' weapons in addition to its own.

Both Drones can detach at the start of any of your Movement phases by disembarking. From that point onwards, the Drones are treated as a separate unit. They cannot reattach during the battle.

FACTION KEYWORDS T'AU EMPIRE, <SEPT>

KEYWORDS (HAMMERHEAD) VEHICLE, FLY, TX7 FIRE SUPPORT HAMMERHEAD GUNSHIP

KEYWORDS (GUN DRONES) DRONE, FLY, GUN DRONES

DX-6 REMORA STEALTH DRONE SQUADRON

3 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
DX-6 'Remora' Stealth Drone	**20"-30"**	**5+**	**4+**	**4**	**5**	**3**	**2**	**6**	**4+**

This unit contains one DX-6 Remora Stealth Drone equipped with two long-barrelled burst cannon. It may be accompanied by up to five additional DX-6 Remora Stealth Drones (**+3 Power Rating** each).

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Long-barrelled burst cannon	36"	Heavy 4	5	0	1	–
Seeker missile	72"	Heavy 1	-	-	-	A unit hit by this weapon suffers a mortal wound. Each seeker missile can only be used once per battle. This weapon only hits on a roll of a 6, regardless of the firing model's Ballistic Skill or any modifiers.

WARGEAR OPTIONS

- Each DX-6 Remora Stealth Drone may take up to two seeker missiles.

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**.

Hard to Hit: Your opponent must subtract 1 from all hit rolls for attacks that target this model in the Shooting phase.

Target Lock: A model with Target Lock does not suffer the penalty to its hit rolls for moving and firing Heavy weapons, or for Advancing and firing Assault weapons. This model can also Advance and fire Rapid Fire weapons, but you must subtract 1 from its hit rolls when it does so.

Stealth Protocols: During deployment, you may set the DX-6 Remora Stealth Drone Squadron in Stealth mode instead of placing them on the battlefield. At the end of any of your Movement phases, they can emerge from Stealth mode – set the unit up anywhere on the battlefield more than 9" away from any enemy models.

FACTION KEYWORDS

T'AU EMPIRE, <SEPT>

KEYWORDS

DRONE, FLY, DX-6 REMORA STEALTH DRONE SQUADRON

BARRACUDA AX-5-2

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Barracuda AX-5-2	*	6+	*	6	7	14	3	7	3+ (5++)

A Barracuda AX-5-2 is a single model equipped with a heavy burst cannon, two long-barrelled burst cannon and two missile pods.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy burst cannon	36"	Heavy 8	6	-1	1	–
Long-barrelled burst cannon	36"	Heavy 4	5	0	1	–
Ion cannon	When attacking with this weapon, choose one of the 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 a mortal wound after all of this weapon's shots have been resolved.
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.
Cyclic ion blaster	When attacking with this weapon, choose one of the profiles below:					
- Standard	18"	Assault 3	7	-1	1	–
- Overcharge	18"	Assault D3	8	-1	D3	If you make 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	7	-1	D3	–
Seeker missile	72"	Heavy 1	-	-	-	A unit hit by this weapon suffers a 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.

WARGEAR OPTIONS

- The Barracuda AX-5-2 may replace its heavy burst cannon with either an ion cannon or a swiftstrike railgun.
- The Barracuda AX-5-2 may replace both its long-barrelled burst cannon with two cyclic ion blasters.
- The Barracuda AX-5-2 may also take up to four seeker missiles.

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**.

Barracuda Dispersion Field: This model has a 5+ invulnerable save.

Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. 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.

Hard to Hit: Your opponent must subtract 1 from all hit rolls for attacks that target this model in the Shooting phase.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS

T'AU EMPIRE, <SEPT>

KEYWORDS

VEHICLE, FLY, BARRACUDA AX-5-2

DAMAGE

Some of the Barracuda AX-5-2's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS
7-14+	20"-65"	3+
4-6	20"-45"	4+
1-3	20"-25"	5+

TIGER SHARK FIGHTER-BOMBER

21 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tiger Shark	*	5+	*	8	8	16	3	7	3+ (5++)

The Tiger Shark Fighter-bomber is a single model equipped with two ion cannon, two burst cannon and two missile pods.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Ion cannon	When attacking with this weapon, choose one of the 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 a mortal wound after all of this weapon's shots have been resolved.
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	-	-	-	A unit hit by this weapon suffers a 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.
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.
Heavy burst cannon	36"	Heavy 8	6	-1	1	–

WARGEAR OPTIONS

- The Tiger Shark Fighter-bomber may take up to six seeker missiles.
- The Tiger Shark Fighter-bomber may replace its two ion cannon with either two heavy burst cannon or two swiftstrike railguns.
- The Tiger Shark Fighter-bomber may replace its transport bay, leaving it unable to transport any models and gaining two skyspear missile racks.

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**.

Tiger Shark Dispersion Field: This model has a 5+ invulnerable save.

Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves) and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 25" until the end of the phase – do not roll a dice.

Hard to Hit: Your opponent must subtract 1 from all hit rolls for attacks that target this model in the Shooting phase.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 12" suffers D3 mortal wounds.

TRANSPORT

This model may transport up to 14 **<SEPT> TACTICAL DRONES**.

FACTION KEYWORDS

T'AU EMPIRE, <SEPT>

KEYWORDS

VEHICLE, FLY, TIGER SHARK FIGHTER-BOMBER

DAMAGE

Some of a Tiger Shark Fighter-bomber's characteristics change as it takes damage, as shown below:

REMAINING W	M	BS
8-16+	20"-75"	2+
4-7	20"-45"	3+
1-3	20"-30"	4+

TIGER SHARK AX-1-0

30 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tiger Shark AX-1-0	*	**5+**	*	**8**	**8**	**16**	**3**	**8**	**3+ (5++)**

The Tiger Shark AX-1-0 is a single model equipped with two heavy rail cannon, two burst cannon and two missile pods.

DAMAGE

Some of a Tiger Shark AX-1-0's characteristics change as it takes damage, as shown below:

REMAINING W	M	BS
8-16+	20"-75"	2+
4-7	20"-45"	3+
1-3	20"-30"	4+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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.
Burst cannon	18"	Assault 4	5	0	1	–
Missile pod	36"	Assault 2	7	-1	D3	–
Seeker missile	72"	Heavy 1	-	-	-	A unit hit by this weapon suffers a mortal wound. Each seeker missile can only be used once per battle. This weapon only hits on a roll of a 6, regardless of the firing model's Ballistic Skill or any modifiers.

WARGEAR OPTIONS

- The Tiger Shark AX-1-0 may take up to six seeker missiles.

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**.

Tiger Shark Dispersion Field: This model has a 5+ invulnerable save.

Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 25" until the end of the phase – do not roll a dice.

Hard to Hit: Your opponent must subtract 1 from all hit rolls for attacks that target this model in the Shooting phase.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 12" suffers D3 mortal wounds.

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

FACTION KEYWORDS

T'AU EMPIRE, <SEPT>

KEYWORDS

VEHICLE, FLY, TIGER SHARK AX-1-0

ORCA DROPSHIP

14 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Orca Dropship	*	**6+**	*	**7**	**8**	**14**	**3**	**7**	**4+**

The Orca Dropship is a single model equipped with two long-barrelled burst cannon and a missile pod.

DAMAGE

Some of an Orca Dropship's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS
8-14+	20"-55"	4+
4-7	20"-40"	4+
1-3	20"-25"	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Long-barrelled burst cannon	36"	Heavy 4	5	0	1	–
Missile pod	36"	Assault 2	7	-1	D3	–

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**.

Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 25" until the end of the phase – do not roll a dice.

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.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 9" suffers D6 mortal wounds.

TRANSPORT

The Orca Dropship can transport up to 65 **T'AU EMPIRE INFANTRY** models, including **DRONES**, it may also transport **XV8 CRISIS BATTLESUITS** but each takes the space of two other models.

FACTION KEYWORDS

T'AU EMPIRE, <SEPT>

KEYWORDS

VEHICLE, FLY, TRANSPORT, ORCA DROPSHIP

MANTA SUPER-HEAVY DROPSHIP

100 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Manta Dropship	*	5+	*	8	8	60	5	8	3+ (4++)

A Manta Super-heavy Dropship is a single model equipped with two heavy rail cannon, six long-barrelled ion cannon, two missile pods, sixteen long-barrelled burst cannon and ten seeker missiles.

DAMAGE

Some of a Manta Super-heavy Dropship's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS
30-60+	20"-60"	2+
19-29	20"-45"	3+
10-18	20"-30"	3+
1-9	20"-25"	4+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy rail cannon	120"	Macro 1	18	-5	2D6	Each wound roll of 6+ made for this weapon inflicts an extra D3 mortal wounds in addition to any other damage.
Long-barrelled burst cannon	36"	Heavy 4	5	0	1	–
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 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	7	-1	D3	–
Seeker missile	72"	Heavy 1	-	-	-	A unit hit by this weapon suffers a mortal wound. Each seeker missile can only be used once per battle. This 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.*

FACTION KEYWORDS

T'AU EMPIRE, <SEPT>

KEYWORDS

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

REMOTE SENSOR TOWER

2 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Remote sensor tower	-	-	4+	-	6	3	-	-	4+

A Remote Sensor Tower is a single model equipped with a high intensity markerlight.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
High intensity markerlight	36"	Heavy 1	-	-	-	A hit from a high intensity markerlight causes no damage, but allows 3 markerlight counters to be placed on the target unit.

WARGEAR OPTIONS

- None.

ABILITIES

Positional Relay: At the start of your Shooting phase, select one friendly <**SEPT**> unit within 3" of this Remote Sensor Tower. Re-roll all hit rolls of 1 for that unit for the duration of that phase.

Immobile: This unit cannot move under any circumstances. If this unit is affected by an ability that would normally force a vehicle to move, or renders a vehicle immobile, it takes one mortal wound instead. Successful repair attempts by any friendly model may not grant it the ability to move. During the Fight phase, enemy models automatically hit this model – do not roll any dice.

FACTION KEYWORDS

T'AU EMPIRE, <SEPT>

KEYWORDS

FORTIFICATION, REMOTE SENSOR TOWER

DRONE SENTRY TURRET

2 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Drone Sentry Turret	-	-	5+	-	6	3	-	-	4+

A Drone Sentry Turret is a single model equipped with two burst cannon. It may be accompanied by up to three additional Drone Sentry Turrets (**Power Rating +2** each). This unit may not be taken as a compulsory Troops choice within any Detachment.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Burst cannon	18"	Assault 4	5	0	1	–
Missile pod	36"	Assault 2	7	-1	D3	–
Fusion blaster	18"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage and discard the lowest result.
Plasma rifle	24"	Rapid Fire 1	6	-3	1	–

WARGEAR OPTIONS

- A Drone Sentry Turret may replace both of its burst cannon with one of the following:
  - Two missile pods
  - Two fusion blasters
  - Two plasma rifles

ABILITIES

For the Greater Good: See page 39.

Threat Identification: In the Shooting phase, Drone Sentry Turrets can only target the nearest enemy unit.

Automated Tracking: When firing Overwatch, Drone Sentry Towers hit their targets on rolls of 5+, regardless of any other modifiers.

Immobile: This unit cannot move under any circumstances. If this unit is affected by an ability that would normally force a vehicle to move, or renders a vehicle immobile, it takes 1 mortal wound instead. Successful repair attempts by any friendly model may not grant it the ability to move. During the Fight phase, enemy models automatically hit this model – do not roll any dice.

FACTION KEYWORDS

T'AU EMPIRE, <SEPT>

KEYWORDS

VEHICLE, DRONE, DRONE SENTRY TURRET

ASURYANI

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).

SHADOW SPECTRES

6 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
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 attacking with this weapon, choose one of the 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	–

WARGEAR OPTIONS

- A Shadow Spectre Exarch may replace their prism rifle with a prism blaster or haywire launcher.

ABILITIES

Ancient Doom: See page 60.

Battle Focus: See page 60.

Spectre Holo-field: Enemy units must subtract 1 from hit rolls made against a unit with this ability.

Shadow of Death: All enemy units within 6" of a Shadow Spectre Exarch must roll an additional dice when making Morale tests, discarding the lowest dice rolled before determining the result.

FACTION KEYWORDS

AELDARI, ASURYANI, ASPECT WARRIOR, <CRAFTWORLD>

KEYWORDS

INFANTRY, JET PACK, FLY, SHADOW SPECTRES

WASP ASSAULT WALKER

6 POWER

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 Assault Walker. It can include 1 additional Wasp Assault Walker (**Power Rating +6**) or 2 additional Wasp Assault Walkers (**Power Rating +12**). Each model is armed with two shuriken cannon.

WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
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 attacking with this weapon, choose one of the 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	–

WARGEAR OPTIONS

- Any Wasp Assault Walker may replace either or both of its shuriken cannon with one of the following:
  - Bright lance
  - Starcannon
  - Scatter laser
  - Aeldari missile launcher

ABILITIES

Battle Focus: See page 60.

Ancient Doom: See page 60.

Cloudbreaker: During deployment, you can set up a Wasp Assault Walker unit in an orbital transport instead of placing it on the battlefield. At the end of any of your Movement phases, the unit can descend using their jump packs – set them up anywhere on the battlefield that is more than 9" away from any enemy models.

Power Field: Models in this unit have a 5+ invulnerable save.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 3" suffers a mortal wound.

FACTION KEYWORDS

AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>

KEYWORDS

VEHICLE, FLY, WASP ASSAULT WALKER

WRAITHSEER

9 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wraithseer	*	*	*	**7**	**7**	**12**	**4**	**9**	**3+ (5++)**

A Wraithseer is a single model armed with a ghostspear.

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'.
D-cannon	24"	Heavy D3	10	-4	D6	–
Wraithcannon	12"	Assault 1	10	-4	D6	–

DAMAGE

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

REMAINING WOUNDS	M	WS	BS
7-12+	8"	3+	3+
4-6	6"	4+	4+
1-3	4"	5+	5+

WARGEAR OPTIONS

- A Wraithseer may select one item from the *Heavy weapons* list – see *Warhammer 40,000 – Index: Xenos 1*, or at a cost of **+1 Power** may select one of the following instead:
  - D-cannon
  - Wraithcannon

ABILITIES

Wraithshield: A Wraithseer has a 5+ invulnerable save.

Ancient Doom: See page 60.

PSYKER

This model can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in the enemy Psychic phase. When this model attempts to manifest a psychic power, it may only manifest the following powers and has access to no others:

- **Enliven:** *Enliven* has a warp charge value of 6. If manifested, select a friendly unit of **WRAITHGUARD**, **WRAITHBLADES** or a **WRAITHLORD** within 12" of the manifesting **PSYKER**. Until the beginning of the controlling player's next turn, the targeted unit rolls an additional dice when Advancing or charging and discards the lowest dice rolled before totalling their final result.
- **Foreboding:** *Foreboding* has a warp charge value of 8. If manifested, all enemy units within 6" of the **PSYKER** must reduce their Leadership characteristic by 1 whilst they are within 6".
- **Deliverance:** *Deliverance* has a warp charge value of 7. If manifested, select a friendly unit of **WRAITHGUARD**, **WRAITHBLADES** or a **WRAITHLORD** within 12" of the manifesting **PSYKER**. Until the beginning of the controlling player's next turn, the targeted unit rolls a dice every time it loses a wound or mortal wound. On the score of a '6', that wound is ignored and not lost.

FACTION KEYWORDS

AELDARI, ASURYANI, SPIRIT HOST, <CRAFTWORLD>

KEYWORDS

MONSTER, CHARACTER, PSYKER, WRAITHSEER

HORNET

9 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hornet	**18"**	**6+**	**3+**	**4**	**6**	**8**	**2**	**8**	**3+**

This unit contains 1 Hornet. It can include up to 2 additional Hornets (**Power rating +9** per model). Each model is equipped with two shuriken cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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.
Scatter laser	36"	Heavy 4	6	0	1	–
Bright lance	36"	Heavy 1	8	-4	D6	–
Hornet pulse laser	48"	Heavy 3	6	-3	2	–
Starcannon	36"	Heavy 2	6	-3	3	–
Aeldari missile launcher	When attacking with this weapon, choose one of the profiles below:					
- Sunburst missile	48"	Heavy D6	4	-1	1	–
- Starshot missile	48"	Heavy 1	8	-2	D6	–

WARGEAR OPTIONS

- Any Hornet may replace either or both of its shuriken cannon with one of the following weapons:
  - Scatter laser
  - Aeldari missile launcher
  - Starcannon
  - Bright lance
  - Hornet pulse laser
- Any Hornet may take items from the *Vehicle Equipment* list – see *Warhammer 40,000 – Index: Xenos 1*, but the entire unit must all take the same items.

ABILITIES

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 3" suffers a mortal wound.

Lightning Assault: On any turn in which this model Advances, your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Hover Tank: Distance and ranges are always measured to and from this model's hull, even though it has a base.

FACTION KEYWORDS AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>

KEYWORDS VEHICLE, FLY, HORNET

WARP HUNTER

12 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Warp Hunter	*	**6+**	*	**6**	**7**	**12**	*	**8**	**3+**

DAMAGE

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

REMAINING WOUNDS	M	BS	A
7-12+	16"	3+	3
4-6	12"	4+	D3
1-3	8"	5+	1

A Warp Hunter is a single model, equipped with a twin shuriken catapult and a D-flail.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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.
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 attacking with this weapon, choose one of the 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.

WARGEAR OPTIONS

- A Warp Hunter may replace its twin shuriken catapult with a shuriken cannon.
- A Warp Hunter may take items from the *Vehicle Equipment* list – see *Warhammer 40,000 – Index: Xenos 1*.

ABILITIES

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 6" suffers D3 mortal wounds.

Hover Tank: Distance and ranges are always measured to and from this model's hull, even though it has a base.

FACTION KEYWORDS AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>

KEYWORDS VEHICLE, FLY, WARP HUNTER

LYNX

20 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Lynx	*	**6+**	*	**6**	**7**	**16**	**3**	**8**	**3+**

A Lynx is a single model, equipped with a Shuriken cannon and Lynx pulsar.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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.
Scatter laser	36"	Heavy 4	6	0	1	–
Bright lance	36"	Heavy 1	8	-4	D6	–
Starcannon	36"	Heavy 2	6	-3	3	–
Aeldari missile launcher	When attacking with this weapon, choose one of the profiles below:					
- Sunburst missile	48"	Heavy D6	4	-1	1	–
- Starshot missile	48"	Heavy 1	8	-2	D6	–
Lynx pulsar	When attacking with this weapon, choose one of the 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+.

DAMAGE

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

REMAINING W	M	BS	M (Sky Hunter)
9-16+	16"	3+	20"-60"
4-8	12"	4+	20"-40"
1-3	8"	5+	20"-25"

WARGEAR OPTIONS

- A Lynx may replace its shuriken cannon with one of the following weapons:
  - Scatter laser
  - Aeldari missile launcher
  - Starcannon
  - Bright lance
- A Lynx may replace its Lynx pulsar with a sonic lance.
- A Lynx may take items from the *Vehicle Equipment* list – see *Warhammer 40,000 – Index: Xenos 1*.

ABILITIES

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 6" suffers D3 mortal wounds.

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.

Airborne: *(Only used as part of the Sky Hunter ability)* – 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**.

Lumbering Flyer: *(Only used as part of the Sky Hunter ability)* – When this model Advances, add 20" to its Move characteristic for that Movement phase instead of rolling a dice. When this model moves, first pivot it on the spot up to 90˚ (this does not contribute to how far the model moves) and then move the model straight forwards at least as much as its minimum Move and not more than its maximum.

FACTION KEYWORDS **AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>**

KEYWORDS **VEHICLE, FLY, LYNX**

SCORPION

32 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Scorpion	*	**6+**	*	**8**	**8**	**26**	*	**9**	**3+**

A Scorpion is a single model, equipped with a shuriken cannon and a twin Scorpion pulsar.

DAMAGE

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

REMAINING W	M	BS	A
15-26+	14"	2+	5
7-14	10"	3+	3
1-6	4"	4+	D3

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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.
Scatter laser	36"	Heavy 4	6	0	1	–
Bright lance	36"	Heavy 1	8	-4	D6	–
Starcannon	36"	Heavy 2	6	-3	3	–
Aeldari missile launcher	When attacking with this weapon, choose one of the profiles below:					
- Sunburst missile	48"	Heavy D6	4	-1	1	–
- Starshot missile	48"	Heavy 1	8	-2	D6	–
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.

WARGEAR OPTIONS

- A Scorpion may replace its shuriken cannon with one of the following weapons:
  - Scatter laser
  - Aeldari missile launcher
  - Starcannon
  - Bright lance
- A Scorpion may take items from the *Vehicle Equipment* list – see *Warhammer 40,000 – Index: Xenos 1*.

ABILITIES

Catastrophic Explosion: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 5+ it explodes and each unit within 6" suffers D6 mortal wounds.

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"	6+
0"	-

FACTION KEYWORDS AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>

KEYWORDS VEHICLE, FLY, TITANIC, SCORPION

COBRA

28 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Cobra	*	**6+**	*	**8**	**8**	**26**	*	**9**	**3+**

A Cobra is a single model, equipped with a shuriken cannon and a D-impaler.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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.
Scatter laser	36"	Heavy 4	6	0	1	–
Bright lance	36"	Heavy 1	8	-4	D6	–
Starcannon	36"	Heavy 2	6	-3	3	–
Aeldari missile launcher	When attacking with this weapon, choose one of the profiles below:					
-Sunburst missile	48"	Heavy D6	4	-1	1	–
-Starshot missile	48"	Heavy 1	8	-2	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.

WARGEAR OPTIONS

- A Cobra may replace its shuriken cannon with one of the following weapons:
  - Scatter laser
  - Aeldari missile launcher
  - Starcannon
  - Bright lance
- A Cobra may take items from the *Vehicle Equipment* list – see *Warhammer 40,000 – Index: Xenos 1*.

ABILITIES

D-Rift: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 4 or more it implodes, leaving a short-lived rift into the warp in its place. Each unit within 2D6" suffers D6 mortal wounds.

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"	6+
0"	-

FACTION KEYWORDS AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>

KEYWORDS VEHICLE, FLY, TITANIC, COBRA

DAMAGE

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

REMAINING W	M	BS	A
15-26+	14"	2+	5
7-14	10"	3+	3
1-6	4"	4+	D3

NIGHTWING

8 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Nightwing	*	**6+**	*	**6**	**6**	**12**	**3**	**8**	**3+**

A Nightwing is a single model, equipped with a twin shuriken cannon, a twin bright lance and a crystal targeting matrix – see *Warhammer 40,000 – Index: Xenos 1*.

DAMAGE

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

REMAINING W	M	BS
7-12+	20"-60"	3+
4-6	20"-40"	4+
1-3	20"-25"	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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	–

WARGEAR OPTIONS

- None.

ABILITIES

Wings of Khaine: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves) and then move the model straight forward. Once its move has finished, you can pivot it a further 90° as before.

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 Shift: At the start of the Movement phase, before this model is moved, the controlling player must declare if it is operating with either Extended Wings or Retracted Wings. When operating with Retracted Wings and this model Advances, add 24" to its Move characteristic for that Movement phase instead of rolling a dice – it also gains a 5+ invulnerable save until it switches to operating with Extended Wings. While operating with Extended Wings, this model may be turned to face directly towards any one enemy model it has line of sight to instead of performing its first pivot in the Movement phase (as per the Wings of Khaine ability), this model then adds 1 when making hit rolls against the chosen enemy model for the following Shooting phase, but also loses the Hard to Hit ability until it switches to operating with Retracted Wings.

FACTION KEYWORDS

AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>

KEYWORDS

VEHICLE, FLY, NIGHTWING

PHOENIX

10 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Phoenix	*	**6+**	*	**6**	**6**	**16**	**3**	**8**	**3+**

A Phoenix is a single model, equipped with a twin shuriken cannon, a phoenix missile array, a phoenix pulse laser and a crystal targeting matrix – see *Warhammer 40,000 – Index: Xenos 1*.

DAMAGE

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

REMAINING WOUNDS	M	BS
10-16+	20"-50"	3+
5-9	20"-35"	4+
1-4	20"-25"	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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.
Phoenix pulse laser	48"	Heavy 2	9	-3	3	–
Twin bright lance	36"	Heavy 2	8	-4	D6	–
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.

WARGEAR OPTIONS

- A Phoenix may replace its Phoenix pulse laser with one of the following weapons:
  - Twin starcannon
  - Twin bright lance
- A Phoenix may replace its Phoenix missile array with a nightfire missile array.

ABILITIES

Wings of Khaine: When this model Advances, add 20" to its Move characteristic for that Movement phase instead of rolling a dice. Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves) and then move the model straight forwards. Once its move has finished, you can pivot it a further 90° as before.

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

AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>

KEYWORDS

VEHICLE, FLY, PHOENIX

VAMPIRE RAIDER

42 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Vampire Raider	*	6+	*	9	8	32	*	9	3+

A Vampire Raider is a single model, equipped with a scatter laser, two twin pulse lasers, spirit stones and a crystal targeting matrix – see *Warhammer 40,000 – Index: Xenos 1*.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Scatter laser	36"	Heavy 4	6	0	1	–
Twin pulse lasers	48"	Heavy 4	8	-3	3	–

DAMAGE

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

REMAINING W	M	BS	A
26-32+	20"-50"	2+	3
17-25	20"-35"	3+	2
10-16	20"-25"	4+	2
1-9	20"	5+	1

WARGEAR OPTIONS

- None.

TRANSPORT

This model can transport 30 **PHOENIX LORD** or **<CRAFTWORLD> INFANTRY** models. It cannot transport **JUMP PACK** models, and **WRAITHGUARD** or **WRAITHBLADE** models count as two models each.

ABILITIES

Wings of Khaine: When this model Advances, add 20" to its Move characteristic for that Movement phase instead of rolling a dice. Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves) and then move the model straight forwards. Once its move has finished, you can pivot it a further 90° as before.

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:

Distance Moved	Invulnerable Save
45"-70"+	4+
25"-44"	5+
1"-24"	6+
0"	-

FACTION KEYWORDS

AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>

KEYWORDS

VEHICLE, FLY, TRANSPORT, TITANIC, VAMPIRE, VAMPIRE RAIDER

VAMPIRE HUNTER

45 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Vampire Hunter	*	**6+**	*	**9**	**8**	**32**	*	**9**	**3+**

A Vampire Hunter is a single model, equipped with a scatter laser, two twin pulse lasers, a twin Vampire pulsar, spirit stones and a crystal targeting matrix – see *Warhammer 40,000 – Index: Xenos 1*.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Scatter laser	36"	Heavy 4	6	0	1	–
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.

WARGEAR OPTIONS

- None.

ABILITIES

Wings of Khaine: When this model Advances, add 20" to its Move characteristic for that Movement phase instead of rolling a dice. Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves) and then move the model straight forward. Once its move has finished, you can pivot it a further 90° as before.

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:

Distance Moved	Invulnerable Save
45"-70"+	4+
25"-44"	5+
1"-24"	6+
0"	-

FACTION KEYWORDS AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>

KEYWORDS VEHICLE, FLY, TITANIC, VAMPIRE, VAMPIRE HUNTER

DAMAGE

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

REMAINING W	M	BS	A
26-32+	20"-50"	2+	3
17-25	20"-35"	3+	2
10-16	20"-25"	4+	2
1-9	20"	5+	1

32 POWER

SKATHACH WRAITHKNIGHT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Skathach Wraithknight	*	*	*	**8**	**8**	**24**	**4**	**9**	**3+**

A Skathach Wraithknight is a single model, equipped with two inferno lances, titanic wraithbone fists and titanic feet.

DAMAGE

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

REMAINING W	M	WS	BS
13-24+	12"	3+	3+
7-12	10"	4+	4+
1-6	8"	5+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Scatter laser	36"	Heavy 4	6	0	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.
Starcannon	36"	Heavy 2	6	-3	3	–
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	–
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.

WARGEAR OPTIONS

- This model may replace one or both of its inferno lances with deathshroud cannon.
- This model may replace a single deathshroud cannon or inferno lance with a scattershield.
- This model may take up to two items from the following:
  - Scatter laser
  - Shuriken cannon
  - Starcannon

ABILITIES

Ancient Doom: See page 60.

Scattershield: A model equipped with a scattershield has a 5+ invulnerable save.

Catastrophic Collapse: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it collapses with catastrophic effect, and each unit within 2D6" suffers D6 mortal wounds.

Webway Rupture: During deployment, you can set up the Skathach Wraithknight in the depths of the webway instead of placing it on the battlefield. At the end of any of your Movement phases, the unit can force a webway rupture to appear on the battlefield – set the Skathach Wraithknight up anywhere on the battlefield that is more than 9" away from any enemy models.

Webway Shunt Generator: At the beginning of your Movement phase, if this unit is not within 1" of an enemy model it can activate the shunt generator and return to the depths of the webway. Remove this unit from the battlefield. It can return to the battlefield as described in the Webway Rupture ability above. This unit may not use both the Webway Rupture and Webway Shunt Generator abilities in the same turn. If the battle ends while this unit is in the depths of the webway, it is considered to be slain.

Unstoppable Revenant: A Skathach Wraithknight can Fall Back in the Movement phase and still shoot and/or charge during its turn. When a Skathach Wraithknight Falls Back, it can even move over enemy **INFANTRY** models, though at the end of its move it must be more than 1" from all enemy units. In addition, a Skathach Wraithknight can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, a Skathach Wraithknight only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

FACTION KEYWORDS

AELDARI, ASURYANI, SPIRIT HOST, <CRAFTWORLD>

KEYWORDS

MONSTER, TITANIC, SKATHACH WRAITHKNIGHT

REVENANT TITAN

60 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Revenant Titan	*	*	*	**9**	**9**	**32**	**4**	**10**	**3+**

A Revenant Titan is a single model, equipped with two pulsars, a cloudburst missile launcher and a titanic stride.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Titanic stride	Melee	Melee	User	-3	3	Make 3 hit rolls for each attack made with this weapon instead of 1.
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.
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+.
Cloudburst missile launcher	48"	Heavy 2D6	8	-2	D3	This weapon adds 1 to hit rolls when targeting enemy units with the **FLY** keyword.

WARGEAR OPTIONS

- This model may replace one or both of its pulsars with sonic lances.

ABILITIES

Ancient Doom: See page 60.

Catastrophic Collapse: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 5+ it collapses with catastrophic effect, and each unit within 3D6" suffers D6 mortal wounds.

Unstoppable Wraith-titan: A Revenant Titan can Fall Back in the Movement phase and still shoot and/or charge during its turn. When a Revenant Titan Falls Back, it can even move over enemy **INFANTRY** models, though at the end of its move, it must be more than 1" from all enemy units. In addition, a Revenant Titan can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, a Revenant Titan only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

Revenant Jet Pack: When this model Advances, increase its Move characteristic by 18", do not roll a dice.

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
33"-50"+	4+
24"-32"	5+
13"-23"	6+
0"-12"	-

FACTION KEYWORDS AELDARI, ASURYANI, SPIRIT HOST, <CONCLAVE>

KEYWORDS MONSTER, TITANIC, JET PACK, FLY, REVENANT TITAN

DAMAGE

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

REMAINING W	M	WS	BS
28-32+	32"	4+	2+
20-27	24"	4+	3+
10-19	18"	5+	4+
1-9	8"	6+	5+

CORSAIR CLOUD DANCER BAND

7 POWER

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+**

This unit contains three Corsair Cloud Dancers, and one model may be exchanged for a Corsair Cloud Dancer Felarch. It can include up to three additional Corsair Cloud Dancers (**Power Rating +7**) or six additional Corsair Cloud Dancers (**Power Rating +14**). Each model is equipped with a twin shuriken catapult and a brace of pistols.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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.
Scatter laser	36"	Heavy 4	6	0	1	–
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.
Void sabre	Melee	Melee	User	-3	1	–
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.
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

- Any model in the unit may replace its twin shuriken catapult with one of the following:
  - Shuriken cannon
  - Scatter laser
  - Dark lance
  - Splinter cannon
  - Dissonance cannon
- The Felarch may replace its lasblaster with one of the following weapons:
  - Void sabre
  - Dissonance pistol

ABILITIES

Reckless Abandon: If a unit with this ability inflicts one or more casualties on an enemy unit while firing Overwatch, it may make a 3" move in any direction that does not end within 3" of an enemy model once the Overwatch attack has been fully resolved and before the enemy unit has made its charge move.

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.

FACTION KEYWORDS AELDARI, ANHRATHE, <COTERIE>

KEYWORDS BIKER, FLY, CORSAIR CLOUD DANCER BAND

IRILLYTH

8 POWER

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	TYPE	S	AP	D	ABILITIES
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.
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.

WARGEAR OPTIONS

- None.

ABILITIES

Ancient Doom: See page 60.

Battle Focus: See page 60.

The Shade of Twilight: During deployment, you can set up Irillyth in the shadows instead of placing him on the battlefield. If you do so, at the end of any of your Movement phases, Irillyth can strike from the shadows. When he does so, set him up anywhere on the battlefield that is more than 9" away from any enemy models.

Spectre Holo-field: Enemy units must subtract 1 from hit rolls made against a unit with this ability.

Reaper of Souls: Re-roll wound rolls of 1 in the Shooting phase for attacks Irillyth makes that target **INFANTRY**.

The Spectre of Death: All enemy units within 18" of Irillyth or any friendly units of **SHADOW SPECTRES** must roll an additional dice when making Morale tests, discarding the lowest dice rolled before determining the results.

FACTION KEYWORDS

AELDARI, ASURYANI, ASPECT WARRIOR

KEYWORDS

INFANTRY, JET PACK, FLY, PHOENIX LORD, IRILLYTH

PHANTOM TITAN

140 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Phantom Titan	*	*	*	9	9	60	6	10	3+

A Phantom Titan is a single model equipped with two dire pulsars, a voidstorm missile launcher, a starcannon and its titanic stride.

DAMAGE

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

REMAINING W	M	WS	BS
50-60+	28"	3+	2+
35-49	24"	4+	3+
20-34	18"	4+	3+
10-19	15"	5+	4+
1-9	12"	6+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Titanic stride	Melee	Melee	User	-3	3	Make 3 hit rolls for each attack made with this weapon instead of 1.
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.
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.
Voidstorm missile launcher	72"	Heavy 2D6	8	-3	D3	This weapon gains +1 on hit rolls when targeting enemy units with the **FLY** keyword.
Bright lance	36"	Heavy 1	8	-4	D6	–
Starcannon	36"	Heavy 2	6	-3	3	–

WARGEAR OPTIONS

- This model may replace one or both of its dire pulsars with one of the following:
  - D-bombard
  - Wraith glaive and starcannon
- This model may replace any starcannon with a bright lance.
- A single Phantom Titan per army may be given the Steersman Prime ability.

ABILITIES

Ancient Doom: See page 60.

Catastrophic Collapse: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 5+, it collapses with catastrophic effect, and each unit within 3D6" suffers 2D6 mortal wounds.

Unstoppable Wraith-titan: A Phantom Titan can Fall Back in the Movement phase and still shoot and/or charge during its turn. When a Phantom Titan Falls Back, it can even move over enemy **INFANTRY** models, though at the end of its move it must be more than 1" from all enemy units. In addition, a Phantom Titan can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, a Phantom Titan only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

Phantom Stride: When this model advances, increase its Move characteristic by 12", do not roll a dice.

Steersman Prime: Once per turn, any friendly model with the **<CONCLAVE>** keyword that is within 24" of a model with this ability may have its first failed hit roll of each turn re-rolled.

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
26"-40"+	4+
19"-25"	5+
9"-18"	6+
0"-8"	-

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

FACTION KEYWORDS AELDARI, ASURYANI, SPIRIT HOST, <CONCLAVE>

KEYWORDS MONSTER, TITANIC, WRAITH-TITAN, PHANTOM TITAN

CORSAIR REAVER BAND

4 POWER

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 +4**), or up to ten additional Corsair Reavers (**Power Rating +8**). Each model is equipped with a lasblaster, a brace of pistols and sunburst grenades.

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 attacking with this weapon, choose one of the profiles 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

- Any model in the unit may replace its lasblaster with a shuriken catapult, shardcarbine or spar-glaive.
- The Corsair Reaver Felarch may replace its lasblaster with one of the following weapons:
  - Void sabre
  - Dissonance pistol
- For every five models in the unit, one model may replace its lasblaster with one of the following weapons:
  - Shredder
  - Blaster
  - Fusion gun
  - Flamer
  - Aeldari missile launcher
  - Shuriken cannon
  - Dark lance
  - Splinter cannon

ABILITIES

Reckless Abandon: If a unit with this ability inflicts one or more casualties on an enemy unit while firing Overwatch, it may make a 3" move in any direction that does not end within 3" of an enemy model once the Overwatch attack has been fully resolved and before the enemy unit has made its charge move.

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 fleeing models is increased by +1.

FACTION KEYWORDS AELDARI, ANHRATHE, <COTERIE>

KEYWORDS INFANTRY, CORSAIR REAVER BAND

CORSAIR SKYREAVER BAND

6 POWER

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+**

This unit contains five Corsair Skyreavers, and one model may be exchanged for a Corsair Skyreaver Felarch. It can include up to five additional Corsair Skyreavers (**Power Rating +6**). Each model is equipped with a lasblaster, a brace of pistols, and sunburst grenades.

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+. Each time you make a Wound roll of a 6, that wound is resolved with an AP of -1.
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 with a Strength of 6 and an AP of -3 instead of Strength 5 and AP -2.
Aeldari missile launcher	When attacking with this weapon, choose one of the profiles 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 it is targeting a **VEHICLE**, in which case it wounds on a 6+.

WARGEAR OPTIONS

- Any model in the unit may replace its lasblaster with a shuriken catapult, shardcarbine or spar-glaive.
- The Corsair Reaver Felarch may replace its lasblaster with one of the following weapons:
  - Void sabre
  - Dissonance pistol
- For every five models in the unit, one model may replace its lasblaster with one of the following weapons:
  - Shredder
  - Blaster
  - Fusion gun
  - Flamer
  - Aeldari missile launcher
  - Shuriken cannon
  - Dark lance
  - Splinter cannon

ABILITIES

Reckless Abandon: If a unit with this ability inflicts one or more casualties on an enemy unit while firing Overwatch, it may make a 3" move in any direction that does not end within 3" of an enemy model once the Overwatch attack has been fully resolved and before the enemy unit has made its charge move.

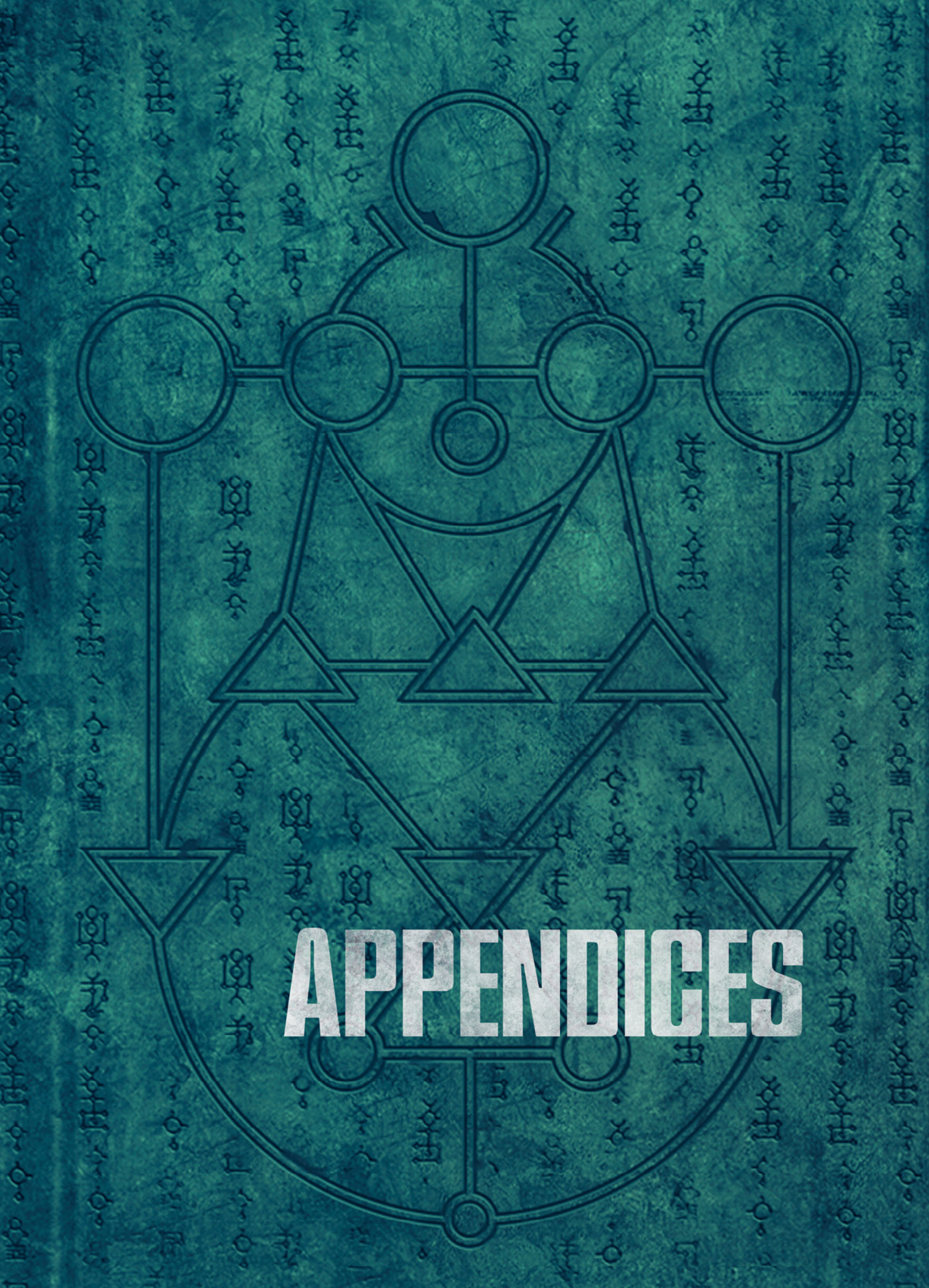
Dancing on the Blade's Edge: When making Morale tests, a unit with this ability may roll an additional dice and discard the lowest result, but if any models flee from the unit due to the result of the test, the number of fleeing models is increased by +1.

FACTION KEYWORDS

AELDARI, ANHRATHE, <COTERIE>

KEYWORDS

INFANTRY, JET PACK, FLY, CORSAIR SKYREAVER BAND



APPENDICES

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 WEAPONS

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 attacking with this weapon, choose one 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 attacking with this weapon, choose one 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 WEAPONS

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

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 WEAPONS

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 bearer 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 attacking with this weapon, choose one of the 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 mortal 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 the 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

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 attacking with this weapon, choose one of the 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

UNIT	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†
XV109 Y'vahra Battlesuit	1	395†
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	1	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 SYSTEMS

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 WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Burst cannon	18"	Assault 4	5	0	1	–
Cyclic ion blaster	When attacking with this weapon, choose one of the profiles below:					
– Standard	18"	Assault 3	7	-1	1	–
– Overcharge	18"	Assault D3	8	-1	D3	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.
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 attacking with this weapon, choose one of the profiles below:					
– EMP	24"	Rapid Fire 2	6	-1	1	If the target is a **VEHICLE**, roll a D6. On a 3+, the target unit 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, but allows 3 markerlight counters to be placed on the target unit.
High yield missile pod	36"	Heavy 4	7	-1	D3	–
Ion cannon	When attacking with this weapon, choose one of the 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 in 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 wound 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 WEAPONS

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 attacking with this weapon, use one of the profiles below. You may only use the Nova Reactor profile in accordance with the Nova Reactor ability:					
- 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 attacking with this weapon, choose one of the 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 attacking with this weapon, choose one of the 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 WEAPONS

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** 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.

ASURYANI UNITS

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 WEAPONS

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 WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Prism rifle	When attacking with this weapon, choose one of the 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 attacking with this weapon, choose one of the 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 attacking with this weapon, choose one of the 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 attacking with this weapon, choose one of the 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 WEAPONS

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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