GROT BOMM LAUNCHA

4 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Grot Bomm Launcha	12"	3+	5+	4	5	6	4	6	4+	

A Grot Bomm Launcha is a single model equipped with a Grot-guided bomm.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Grot-guided bomm	72"	Heavy 2D6	8	-3	D3	This weapon can only be fired once per battle. This weapon can target units that are not visible to the firer. You can re-roll failed hit rolls made for this weapon.

ABILITIES	**Outriders:** During deployment, you can set up this model on the army's flank instead of placing it on the battlefield. At the end of any of your Movement phases, this model can race in to encircle the foe – set it up so that it is touching a battlefield edge and is more than 9" away from any enemy models.
FACTION KEYWORDS	ORK, <CLAN>
KEYWORDS	VEHICLE, GROT BOMM LAUNCHA

ATTACK FIGHTA

6 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Attack Fighta	*	5+	*	6	6	10	*	6	4+	

DAMAGE
Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
6-10+	20-50"	5+	3
3-5	20-30"	6+	D3
1-2	20-25"	6+	1

An Attack Fighta is a single model equipped with two twin big shootas and small bomms.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin big shoota	36"	Assault 6	5	0	1	-
Wing rokkits	24"	Assault 1	8	-2	3	-

WARGEAR OPTIONS	• This model can replace its small bomms with wing rokkits.

ABILITIES	**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:** 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.	**Small Bomms:** A model equipped with small bomms can drop a bomm each turn as it flies over enemy units in its Movement phase. After the model has moved, select an enemy unit that it moved over and roll a D6 for each model in that unit, up to a maximum of 5 dice. For each roll of 6, the enemy unit suffers 1 mortal wound. **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	ORK, <CLAN>	
KEYWORDS	VEHICLE, FLY, ATTACK FIGHTA	

FIGHTA-BOMMER

7 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Fighta-Bommer	*	5+	*	6	6	12	*	6	4+

A Fighta-Bommer is a single model equipped with three twin big shootas and small bomms.

DAMAGE
Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
7-12+	20-50"	5+	3
4-6	20-30"	6+	D3
1-3	20-25"	6+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Grot-guided bomm	72"	Heavy 2D6	8	-3	D3	A model can only fire each of its Grot-guided bomms once per battle. This weapon can target units that are not visible to the firer. You can re-roll failed hit rolls made for this weapon.
Twin big shoota	36"	Assault 6	5	0	1	-
Wing rokkits	24"	Assault 1	8	-2	3	-

WARGEAR OPTIONS	• This model can take replace its small bomms with either two wing rokkits or two Grot-guided bomms.

ABILITIES	**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:** 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**.	**Small Bomms:** A model equipped with small bomms can drop a bomm each turn as it flies over enemy units in its Movement phase. After the model has moved, select an enemy unit that it moved over and roll a D6 for each model in that unit, up to a maximum of 5 dice. For each roll of 6, the enemy unit suffers 1 mortal wound. **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	ORK, <CLAN>

KEYWORDS	VEHICLE, FLY, FIGHTA-BOMMER

DETHROLLA BATTLE FORTRESS

16 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Dethrolla Battle Fortress	✶	✶	✶	8	8	24	8	7	4+

A Dethrolla Battle Fortress is a single model equipped with a kannon, two zzap guns and a Dethrolla.

DAMAGE
Some of this model'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+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Big shoota	36"	Assault 3	5	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	-
Lobba	48"	Heavy D6	5	0	1	This weapon can target units that are not visible to the bearer.
Rokkit launcha	24"	Assault 1	8	-2	3	-
Skorcha	8"	Assault D6	5	-1	1	This weapon automatically hits its target.
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 1 mortal wound.
Dethrolla	Melee	Melee	+2	-3	D3	Add 3 to hit rolls for attacks made for this weapon.

WARGEAR OPTIONS	
	• This model can replace its kannon and/or any zzap gun with any of the following: lobba, kannon, zzap gun. • This model must take two items from the following list: twin big shoota, skorcha, rokkit launcha. • This model may take up to five big shootas.
ABILITIES	**Mobile Fortress:** This model ignores the penalty for moving and firing Heavy weapons. **Firing Points:** Models embarked on this vehicle can shoot in their Shooting phase. They measure range and draw line of sight from any point on the vehicle. 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 6, this model regains one lost wound. **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 D6 mortal wounds.
TRANSPORT	This model can transport 20 **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, Battle Fortress, Dethrolla**

KILL KRUSHA

16 POWER

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

DAMAGE
Some of this model'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+

A Kill Krusha is a single model equipped with a Krusha kannon and reinforced ram.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Big shoota	36"	Assault 3	5	0	1	-
Krusha kannon		When attacking with this weapon, choose one of the profiles below.				
- Boom shell	60"	Heavy 2D6	8	-2	2	-
- Tankhamma shell	60"	Heavy 1	10	-3	D6	Roll two dice when inflicting damage with this weapon and discard the lowest result.
- Scrap kanister	18"	Heavy 3D6	5	-1	1	This weapon automatically hits its target.
- Blast burna	48"	Heavy 3D6	4	0	1	Units do not receive the benefit of cover to their saving throws for attacks made with this weapon.
Rack of rokkits	24"	Assault 2	8	-2	3	-
Rokkit launcha	24"	Assault 1	8	-2	3	-
Skorcha	8"	Assault D6	5	-1	1	This weapon automatically hits its target.
Twin big shoota	36"	Assault 6	5	0	1	-

WARGEAR OPTIONS	• This model may take two items from the following list: big shoota, rack of rokkits, rokkit launcha, skorcha, twin big shoota.

ABILITIES	**Mobile Fortress:** This model ignores the penalty for moving and firing Heavy weapons. **Reinforced Ram:** Increase this model's Strength characteristic by 2 until the end of a turn in which it makes a successful charge. In addition, each time this model finishes a charge move, select one enemy unit within 1" and roll a D6; on a 2+ that unit suffers D3 mortal wounds. **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 D6 mortal wounds.	**Hang On!:** Models embarked on this vehicle can shoot in their Shooting phase, but only hit on a 6+. They measure range and draw line of sight from any point on the vehicle. 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 6, this model regains one lost wound.

TRANSPORT	This model 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 Krusha**

RAVEN STRIKE FIGHTER

9 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Raven Strike Fighter	✱	6+	✱	6	6	10	✱	7	4+

DAMAGE
Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
6-10+	20-72"	3+	3
3-5	20-48"	4+	D3
1-2	20-32"	5+	1

A Raven Strike Fighter is a single model equipped with a splinterstorm cannon and two dark lances.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Dark lance	36"	Heavy 1	8	-4	D6	Change this weapon's Type from Heavy to Assault if it is equipped on a **Vehicle**.
Splinterstorm cannon	36"	Rapid Fire 6	✱	0	1	This weapon wounds on a 4+, unless it is targeting a **Vehicle** or **Titanic** unit, in which case it wounds on a 6+.

ABILITIES	**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:** 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**. **Night Shield:** This model has a 5+ invulnerable save against ranged weapons. **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, Drukhari, <Kabal>** or **<Wych Cult>**
KEYWORDS	**Vehicle, Fly, Raven Strike Fighter**

KNARLOC RIDERS

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Knarloc Riders	7"	3+	4+	3	4	4	2	6	4+	

This unit contains 3 Knarloc Riders. It can include up to 3 additional Knarloc Riders (**Power Rating +5**). Each model is armed with a kroot rifle and rides a Knarloc that attacks with its sharp beak and talons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Rider						
Kroot rifle (shooting)	24"	Rapid Fire 1	4	0	1	-
Kroot rifle (melee)	Melee	Melee	+1	0	1	-
Knarloc						
Sharp beak and talons	Melee	Melee	5	-1	1	After a model riding a Knarloc makes its close combat attacks, you can attack with its mount. Make 2 additional attacks, using this weapon profile.

ABILITIES	**Loping Stride:** When this unit Advances, add 6" to its Move characteristic instead of rolling a D6.
	Thunderous Pounce: Add 1 to wound rolls made for the Knarlocs' sharp beak and talons attacks if this unit made a charge move this turn.
FACTION KEYWORDS	**T'au Empire, Kroot**
KEYWORDS	**Cavalry, Knarloc Riders**

GREAT KNARLOC

7 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Great Knarloc	7"	3+	4+	7	6	9	4	6	4+	

A Great Knarloc is a single model armed with a crushing beak and razor talons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Kroot bolt thrower	36"	Assault D6	6	-1	1	-
Twin kroot gun	48"	Rapid Fire 2	7	-1	D3	-
Razor talons	Melee	Melee	User	-3	D3	-

WARGEAR OPTIONS	• This model may either be equipped with a kroot bolt thrower or twin kroot gun, or it can replace its crushing beak with a baggage harness.
ABILITIES	**Crushing Beak:** Each time a model with a crushing beak makes a pile-in move you can pick an enemy unit within 1" and roll a D6. On a 4+, that unit suffers D3 mortal wounds.
	Baggage Harness: Add 1 to the Leadership characteristic of **Kroot** units within 6" of any friendly Great Knarlocs equipped with a baggage harness.
FACTION KEYWORDS	**T'au Empire, Kroot**
KEYWORDS	**Monster, Great Knarloc**

FIRESTORM

10 POWER

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

A Firestorm is a single model equipped with a twin shuriken catapult and Firestorm scatter laser.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Firestorm scatter laser	60"	Heavy 12	6	0	1	Add 1 to 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.
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.
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.

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

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

WARGEAR OPTIONS
- This model may replace its twin shuriken catapult with a shuriken cannon.
- This model may take any of the following:
  - Crystal targeting matrix
  - Spirit stones
  - Star engines
  - Vectored engines

ABILITIES

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

Crystal Targeting Matrix: A model with a crystal targeting matrix does not suffer the penalty for moving and firing a Heavy weapon after moving when targeting the closest enemy unit.

Spirit Stones: Roll a D6 each time a model with spirit stones loses a wound; on a 6 that wound is not lost.

Star Engines: When a model with star engines Advances, add 2D6" to that model's Move characteristic for that Movement phase instead of D6".

Vectored Engines: If a model with vectored engines Advances, your opponent must subtract 1 from all hit rolls for ranged weapons that target it until your next Movement phase.

TRANSPORT
This model can transport 6 **PHOENIX LORD** or **<CRAFTWORLD> INFANTRY** models. Each **WRAITHGUARD** or **WRAITHBLADE** model takes the space of two other models. It cannot transport **JUMP PACK** models.

FACTION KEYWORDS
AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>

KEYWORDS
VEHICLE, TRANSPORT, FLY, FIRESTORM