

O

INDEX: XENOS





INDEX: XENOS

Forge WorLd[®]



PRODUCED BY FORGE WORLD

0 0

000

Imperial Armour – Index: Xenos © Copyright Games Workshop Limited 2017. Imperial Armour – Index: Xenos, Imperial Armour, GW, Games Workshop, Forge World, The Horus Heresy, The Horus Heresy Eye logo, Space Marine, 40K, Warhammer, Warhammer 40,000, the 'Aquila' Double-headed Eagle logo, and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likenesses thereof, are either * or TM, and/or © Games Workshop Limited, variably registered around the world. All Rights Reserved.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior permission of the publishers.

This is a work of fiction. All the characters and events portrayed in this book are fictional, and any resemblance to real people or incidents is purely coincidental.

British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

Certain Citadel products may be dangerous if used incorrectly and Games Workshop does not recommend them for use by children under the age of 16 without adult supervision. Whatever your age, be careful when using glues, bladed equipment and sprays and make sure that you read and follow the instructions on the packaging.

ISBN: 978-1-78826-117-3

Games Workshop web site: www.games-workshop.com

Forge World web site: www.forgeworld.co.uk

CONTENTS

Introduction	
Additional Rules	
Datasheets	

Necrons	6
Necrons Army List	7
Canoptek Tomb Stalker	8
Canoptek Acanthrites	8
Canoptek Tomb Sentinel	8
Night Shroud	9
Sentry Pylon	
Tomb Citadel	10
Tesseract Ark	12
Kutlakh the World Killer	
Toholk the Blinded	13
Gauss Pylon	14

Tyranids	15
Tyranids Army List	
Malanthrope	
Dimachaeron	
Meiotic Spores	
Stone Crusher Carnifex Brood	
Barbed Hierodule	
Harridan	
Hierophant Bio-titan	20
Scythed Hierodule	21

Orks	22
Orks Army List	23
Zhadsnark da Ripper	
Ork Mek Boss Buzzgob	
Grot Tanks	
Grot Mega-tank	26
Squiggoth	
Meka-Dread	
Lifta Wagon	28
Big Trakk	29
Battlewagon with Supa-kannon	30
Kill Tank	
'Chinork' Warkopta	
Kustom Stompa	33
Gargantuan Squiggoth	34
Drukhari	35

Drukhari Army List	
Reaper	
Tantalus	

T'au Empire38
T'au Empire Army List
Shaso R'myr
Shaso R'alai
Commander in XV81 Crisis Battlesuit
DX-4 Technical Drones
Commander in XV84 Crisis Battlesuit
XV9 Hazard Support Team
XV109 Y'vahra Battlesuit
XV107 R'varna Battlesuit
KX139 Ta'unar Supremacy Armour47
Tetra Scout Speeder Team48
Piranha TX-42 Light Skimmer
Heavy Gun Drone Squadron
TX7 Heavy Bombardment Hammerhead Gunship50
TX7 Fire Support Hammerhead Gunship
DX-6 Remora Stealth Drone Squadron
Barracuda AX-5-2
Tiger Shark Fighter-bomber
Tiger Shark AX-1-0
Orca Dropship
Manta Super-heavy Dropship57
Remote Sensor Tower
Drone Sentry Turret
Asuryani59
Craftworlds Army List
Shadow Spectres
Wasp Assault Walker
Wraithseer
Hornet
Warp Hunter
Lynx
Scorpion
Cobra
Nightwing
Phoenix
Vampire Raider
Vampire Hunter
Skathach Wraithknight
Revenant Titan
Corsair Cloud Dancer Band74
Irillyth75
Phantom Titan
Corsair Reaver Band
Corsair Skyreaver Band
Appendices79
Necrons Points Values
Necrons Wargear
Tyranids Points Values
Tyranids Wargear
Orks Points Values
Orks Wargear85
Drukhari Points Values & Wargear
T'au Empire Points Values
T'au Empire Wargear90
Asuryani Points Values
Asuryani Wargear
riour juin margeur

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.

00		<u>aven</u>		16.6		134	3	100	1916	WE METT WARD	Stark &	10	1
			Dı	MA	СНА	AER	ON			DAMAGE Some of a Dimach change as it suffers		aracteris	
NAME	M	WS	BS	S	T	W	A	Ld	Sv	shown below:		wn	_
Dimachaeron	*	*	3+	6	6	14	*	10	3+	REMAINING W 8-14+	M 12"	2+	
A Dimachaeron is a single	model arn	ned with	h sickle	laws, g	rasping t	talons ar	nd thorax	spine-	maw.	4-7	0"	3+	
WEAPON	RANDE	TYP			S	AP	0	ABILIT		1-3	6"	5+	
Grasping talons and thorax spine-maw	Melee	Me	Melee			-2	1	made	When targeting INFANTRY units, each wound roll made with this weapon is resolved at Strength x2 at Damage D6.				
Sickle claws	Melee	Me	lee		10	-2	D3			rith this weapon is a 6, 1 and a Damage of D6.	resolve the	at hit with	
WARDEAR OPTIONS	• None	a.	-		-	1.5.16	1.			1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1	Zo-St	***	
ABILITIES	graspin	on Spir g talons	e. If a D and the	imacha rax spir	eron kill ne-maw,	it gains	a 5+ invu	Inerab	le save f	r models in the Fight p for the remainder of the	e battle.		
10000 AND 1000	-					, do not	count an	y vertic	cal dista	nce it moves against th	e total it n	nay travel	
FACTION KEYWORDS	TYRAN	IDS. <	HIVE H	LEET>									

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.

IEERDINE

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.

- Power			NOF	1	EK		MB	S 1 <i>F</i>	ALKER
NAME	Μ	WS	BS	S	T	W	A	Ld	Sv
Canoptek Tomb Stalker	10"	3+	3+	6	7	9	6	10	3+
A Canoptek Tomb Stalker i	s a single	model a	armed wi	th twi	n gauss sl	icers ar	nd autom	aton cla	ws.
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	IES
Twin gauss slicers	24"	Rap	id Fire D	3	5	-1	1	_	
Automaton claws	Melee	Me	ee		User	-2	D3	-	
WARGEAR OPTIONS	• This	model 1	nay take	a gloo	m prism.		39.43	1.34	
ABILITIES	Psychic Living Phase T battlefie	phase. Metal: S Funnelli eld. At ti	See page 7 ng: Duri ne end of	7. ng dej any o	ployment, f your Mc	, you ca	n set thi t phases	s unit up , this uni	npt to deny one psychic power in each enemy o underground instead of placing it on the it may emerge from the ground and into battle – so a enemy models.
FACTION KEYWORDS	NECR	ONS,	CANOP	TEK,	<dyna< td=""><td>STY></td><td></td><td>AND</td><td></td></dyna<>	STY>		AND	
KEYWORDS	MONS	STER.	CANOP	TEK	TOMB	STAL	KFR		

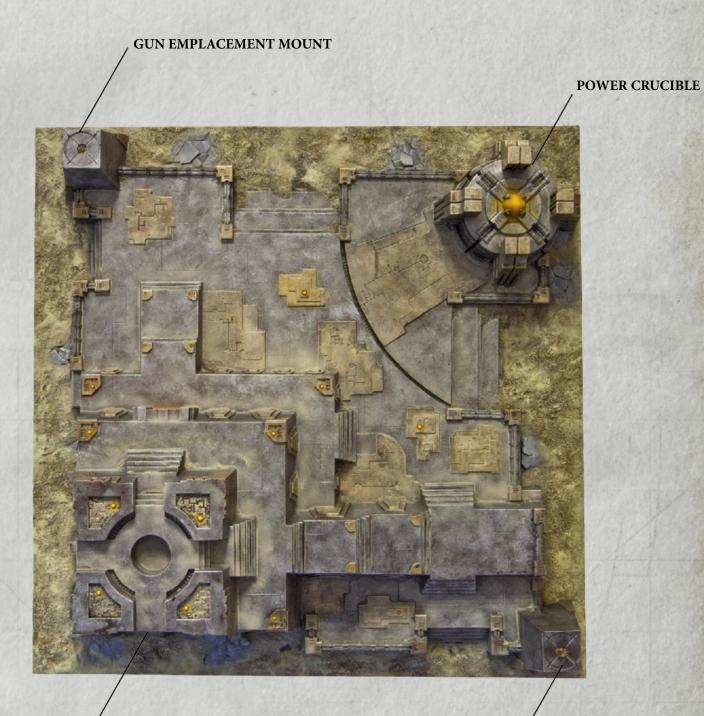
+ 9 tower		CA	NO	PTI	E K .	AC	AN'	TH	RITES	
NAME	М	WS	BS	S	T	W	A	Ld	Sv	
Canoptek Acanthrite	12"	3+	3+	5	5	3	3	10	3+	
This unit contains 3 Canoptek Acanthrites. It may include up to 3 additional Canoptek Acanthrites (Power Rating +9) or up to 6 additional Canoptek Acanthrites (Power Rating +18). Each model is equipped with a cutting beam and a voidblade.										
WEAPON	RANGE	TYPI	E		S	AP	D	ABILIT	TES	
Cutting beam	12"	Assa	ault 1		7	-4	D6	dice v	target is within half range of this weapon, roll two when inflicting damage with it and discard the st result.	
Voidblade	Melee	Mel	ee		User	-3	1	-		
WARGEAR OPTIONS	• None	2.				1				
ABILITIES	Shadow	ved Win	gs: Subt	ract 1 fro	om hit 1	olls for	attacks	that targ	et this model in the Shooting phase.	
FACTION KEYWORDS	NECR	ONS, C	CANOP	PTEK, <	DYNA	ASTY>				
KEYWORDS	BEAST	ГS, FLY	, CAN	OPTEK	ACA	NTHR	ITES			

P 9	C	AN	OP	ΥE	KT	ON	AB S	SEN	TINEL		
NAME	М	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	TYP	E		S	AP	D	ABILIT	TES		
Exile cannon	12"	Hea	vy D6		10	-4	3	-			
Automaton claws	Melee	Mel	ee		User	-2	D3	-			
WARGEAR OPTIONS	• This	model r	nay take	a gloo	m prism.						
ABILITIES	Psychic Living Phase T battlefie	phase. Metal: S Funnelli Eld. At th	ee page ng: Dur ne end o	7. ing dej f any o	bloyment, f your Mo	, you ca ovemen	in set thi t phases,	s unit up this uni	npt to deny one psychic power in each enemy o underground instead of placing it on the it may emerge from the ground and into battle – rom enemy models.		
FACTION KEYWORDS	NECR	ONS, O	CANOI	PTEK,	<dyna< td=""><td>STY></td><td></td><td></td><td></td></dyna<>	STY>					
KEYWORDS	MONS	STER,	CANO	РТЕК	TOMB	SENT	INEL				

		1	NIG	HT	SH	IRC	DUI)		DAMAGE Some of a Night Sh change as it suffers				
NAME	М	WS	BS	S	T	W	A	Ld	Sv	shown below: REMAINING W	М	BS	A	
Night Shroud	*	6+	*	6	7	14	*	10	3+	6-14+	20"-60"	3+	3	
A Night Shroud is a singl	le model arn	ned with	a twin t	tesla de	structor.		1.2			3-5	20"-40"	4+	D	
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	TIES	1-2	20"-25"	5+	1	
Twin tesla destructor	24"	Each hit roll of a $6+$ with this weapon causes 3 hits												
WARGEAR OPTIONS	• None	2.	113.6		1.1.1.1.	12.54								
	Death s over du passed unit, up	Sphere I ring one over. Th to a ma	Bombaro e of your en roll 3 aximum	Iment: Moven D6 for of 12D0	nent pha each VEI 6. For ea	er battle, ses. Aft HICLE o ch roll c	, a Nigh er the N or Mons of 3+, th	t Shroud light Shr STER in f e target	l can dro oud has the unit, unit suf	op death spheres on a moved, pick one ene and roll a D6 for eve fers a mortal wound.	emy unit that ery other mo	t it has		
	Shootin	g phase						olls for a	attacks t	hat target this model	in the			
		01		7.				olis for a	attacks t	hat target this model	in the			
	Living Superse the mod	Metal: S onic: Ea lel move	See page ch time es), and	this mo then mo	ove the r	nodel st	pivot it traight f	on the sj orwards	pot up t . Note tl	hat target this model o 90° (this does not co nat it cannot pivot aga 20" until the end of th	ontribute to ain after the	initial		
FACTION KEYWORDS	Living Superse the moo pivot. V a dice.	Metal: S onic: Ea del move Vhen thi	See page ch time es), and	this mo then mo Advan	ove the r	nodel st	pivot it traight f	on the sj orwards	pot up t . Note tl	o 90° (this does not co nat it cannot pivot aga	ontribute to ain after the	initial		

Nowe			S	SEN	TR	YI	PYL	ON				
NAME	М	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	TYP	E		S	AP	D	ABILIT	ries			
Focussed death ray	24"	Hea	ivy 1		12	-4	D6	-				
Gauss exterminator	48"	Hea	wy 2		12	-4	D6	target	1 to all hit rolls made for this weapon against ts that can FLY . Subtract 1 from the hit rolls made his weapon against all other targets.			
Heat cannon	If the target is within half range of this weapon, rol								lice when inflicting damage with it and discard the			
WARGEAR OPTIONS									nnon or focussed death ray. elected, all models in the unit must have the ability.			
ABILITIES									n this unit must be placed within 6" of each other. reated as a separate unit for all rules purposes.			
			is model i ach unit						re removing it from the battlefield. On a 6+ it			
	Living	Metal: S	See page 7	7.								
	instead	of place	ng it on tl	he battl	lefield. A	At the en	nd of any	of your	during deployment you can set this unit up in orbit Movement phases, this unit may teleport into " away from enemy models.			
FACTION KEYWORDS	NECR	ONS, <	DYNAS	STY>								
KEYWORDS	ARTII	LERY,	VEHIC	CLE, SI	ENTRY	PYLC	DN					

OWE	TOMB CITADEL													
NAME	М	WS	BS	S	T	W	A	Ld	Sv					
Tomb Ziggurat	-	-	3+	-	9	20	-	-	3+					
Power Crucible	-	-	3+	-	9	16	-	-	3+					
Gun Emplacement Mount	-	-	3+	-	9	12	-	-	3+					
A Tomb Citadel is a single R which are treated separately				i is comp	posed of	a Power	r Crucib	le, a Tor	nb Ziggurat and 2 Gun Emplacement Mounts,					
WEAPON	RANGE	TYPI			S	AP	D	ABILI	IFS					
Gauss exterminator	48"	Hea			12	-4	D6	Add targe	I to all hit rolls made for this weapon against ts that can FLX. Subtract 1 from the hit rolls made his weapon against all other targets.					
Tesla destructor	24"	Ass	ault 4		7	0	1	Each	hit roll of a 6+ with this weapon causes 3 hits ad of 1.					
WARGEAR OPTIONS	• Each	Gun Er	nplacen	nent Mor	unt may	take a t	esla dest	tructor o	or gauss exterminator.					
									within 3" of friendly Tomb Ziggurats, NIGHT ES, MONOLITHS and/or Tomb Ziggurats are e slain.					
	destroye Explosi within (Immob automat	ed, any r on: If an 5" of tha ile: This tically h	units stil ny part o t part of s model it this m	ll on the of the To f the Ton cannot 1 nodel in	tomb w omb Cita nb Citac move fo the Figh	orld are adel is re del suffe r any rea at phase	e conside educed to rs D3 mo ason, no – do no	ered to b o 0 wou ortal wo r can it t t make l	ES, MONOLITHS and/or Tomb Ziggurats are e slain. nds, roll a D6. On a 6+ it explodes, and each unit unds. fight in the Fight phase. Enemy models					
	destroya Explosi within a Immob automat are ener Power a Resurre	ed, any r on: If ar 5" of tha ile: This tically h ny mod Crucible oction A	units stil ny part of t part of s model it this m els with e: The p mplifier.	ll on the of the To f the Ton cannot r nodel in in 1" of i ower cru	tomb w omb Cita nb Citao move fo the Figh it, and fu ucible pu this mod	vorld are adel is re del suffe r any rea at phase riendly u vovides t del drop	e conside educed to rs D3 mo ason, no – do no units car che two a	ered to b o 0 wou ortal wo r can it t t make h n still tar addition	ES, MONOLITHS and/or Tomb Ziggurats are e slain. nds, roll a D6. On a 6+ it explodes, and each unit unds. fight in the Fight phase. Enemy models nit rolls. However, this model can still shoot if ther					
	destroya Explositivitin (Immobility) automaticare energy Power (Resurrection) that abitivity (*Defe	ed, any r on: If an 5" of tha ile: This tically h my mod C rucibl e ction A lity imm	units stil ny part of t part of s model it this m els with e: The p mplifier hediately d: Frier	ll on the of the Ton f the Ton cannot r nodel in in 1" of i ower cru . When t y stop be	tomb w omb Cita nb Citac move fo the Figh it, and fi acible pr this moo sing app	orld are adel is re del suffe r any rea tt phase riendly u rovides t del drop lied.	e conside educed to rs D3 mo ason, no – do no units car the two a s below	ered to b o 0 wou ortal wo r can it i t make h a still tar addition 8 wound	ES, MONOLITHS and/or Tomb Ziggurats are e slain. nds, roll a D6. On a 6+ it explodes, and each unit unds. fight in the Fight phase. Enemy models nit rolls. However, this model can still shoot if ther get enemy units that are within 1"of this model. al abilities marked with a *: Defence Field and					
	destroya Explositivities within a Immobiautomatian automatian automatian automatian automatian automatian Power a Resurrent that abit *Defe shootti *Resur	ed, any r on: If an 5" of tha ile: This tically h my mod Crucible ction A lity imm nce Fiel ing attac	units stil ny part of t part of s model it this m els with e: The p mplifier hediately d: Frien cks. n Ampli	ll on the of the Ton f the Ton cannot n nodel in in 1" of i ower cru . When t y stop be ndly NEC	tomb work of the result of the	orld are adel is re del suffe r any rea ti phase riendly u rovides t del drop lied. units uj	e conside educed to rs D3 mo ason, no – do no units car the two a s below pon the '	ered to b o 0 wou ortal wo r can it i t make l a still tar addition 8 wound Tomb C	ES, MONOLITHS and/or Tomb Ziggurats are e slain. nds, roll a D6. On a 6+ it explodes, and each unit unds. fight in the Fight phase. Enemy models nit rolls. However, this model can still shoot if ther get enemy units that are within 1"of this model. al abilities marked with a *: Defence Field and ds, choose one of these two abilities; the effects of					
	destroya Explosi within a Immob automai are ener Power a Resurre that abi *Defe shooti *Resu the To Ziggura deploym	ed, any r on: If ar 5" of tha ile: This tically h my mod Crucible ction A lity imm nce Fiel ing attac orrection omb Cit: at Dock nent. W	units stil ny part of t part of s model it this m els with e: The p mplifier. hediately d: Frien ks. h Ampli adel. : A sing hilst up	ll on the of the Ton f the Ton cannot in nodel in 1" of i ower cru When t y stop be ndly NEC ifier: Re- le friend on the T	tomb w omb Cita nb Citac move fo the Figh it, and fi ucible pr this mode ting app CRONS -roll res	orld are adel is re del suffe r any rea ti phase riendly u rovides t del drop lied. units uj ults of 1 IOLITH ggurat, a	e conside educed to rs D3 mo ason, no – do no units car the two a s below pon the ' for Rear I or SEN all weapo	ered to b o 0 wou ortal wo r can it i t make h a still tar addition 8 wound Tomb C nimation	ES, MONOLITHS and/or Tomb Ziggurats are e slain. nds, roll a D6. On a 6+ it explodes, and each unit unds. fight in the Fight phase. Enemy models nit rolls. However, this model can still shoot if ther get enemy units that are within 1"of this model. al abilities marked with a *: Defence Field and ds, choose one of these two abilities; the effects of itadel have a 5+ invulnerable save against					
	destroya Explosi within a Immob automai are ener Power a Resurre that abi *Defe shooti *Resu the To Ziggura deploym MONO Designe easily bo	ed, any r on: If ar 5" of tha ile: This tically h my mod Crucible ction A lity imm nce Fiel ing attac orrection omb Cita at Dock nent. W LITH c e remove	units stil ny part of t part of s model it this m els with e: The p mplifier, nediately d: Frien cks. n Ampli adel. : A sing hilst up annot u c. <i>The mo</i> cd. <i>As a</i>	ll on the of the Ton f the Ton cannot in nodel in 1" of i ower cru . When t y stop be ndly NEC ifier: Re- le friend on the T se its ow <i>result, re</i>	tomb w omb Cita nb Citac move for the Figh it, and fi ucible pri this mode ring app CRONS -roll res ly MON omb Zig on eternin prising gardless	vorld are adel is re del suffe r any rea ti phase riendly u rovides t del drop lied. units up ults of 1 NOLITH ggurat, a ity gate <i>the Tom</i> of whet	e conside educed to rs D3 mo ason, no – do no units car the two a s below pon the ' for Rear I or SEN all weapo whilst do her a pa	ered to b o 0 wou ortal wo r can it it t make h a still tar addition 8 wound Tomb C nimation TTRY PY ons on the ocked w el are pher	ES, MONOLITHS and/or Tomb Ziggurats are e slain. nds, roll a D6. On a 6+ it explodes, and each unit unds. fight in the Fight phase. Enemy models nit rolls. However, this model can still shoot if ther get enemy units that are within 1"of this model. al abilities marked with a *: Defence Field and ds, choose one of these two abilities; the effects of itadel have a 5+ invulnerable save against n Protocols for friendly Necron units that are on VLON can dock with the Tomb Ziggurat during ne docked model gain +1 to their Strength. A					



TOMB ZIGGURAT

GUN EMPLACEMENT MOUNT

					RAC		ARI			DAMAGE Some of a Tesseract change as it suffers of shown below:				
NAME	М	WS	BS	S	I	W	A	Ld	Sv	REMAINING W	М	BS	A	
Tesseract Ark	*	6+	*	5	7	10	*	10	3+	5-10+	12"	3+	3	
A Tesseract Ark is a sing	le model arn	ned with	a tesser	act sin	gularity	chambe	r and 2 t	esla can	non.	3-4	8"	4+	D3	
WEAPON	RANGE	TYPE	E		S	AP	D	ABILI	ries	1-2	4"	5+	1	
Gauss cannon	24"	Hea			5	-3	D3	-						
Particle beamer	24"	Assa	ault 3		6	0	1	-						
Tesla cannon	24"	Assa	ault 3		6	0	1		hit roll ad of 1.	of a 6+ with this weap	on causes	3 hits		
Tesseract singularity chamber	When at	tacking	with thi	s weap	on, choo	se one o	f the pro	ofiles bel	low:				3	
- Particle hurricane	8"	8" Assault D6 * -2 1 This weapon automatically hits its target and wounds on a 2+, unless it is targeting a VEHICLE, in which case it wounds on a 6+.												
- Seismic lash	24"	Assa	ault D6		5	-4	3	-						
- Solar fire	48"	Hea	vy D6		8	-3	D6	-						
WARGEAR OPTIONS	• This	model n	nay repla	ace its t	two tesla	cannon	with tw	o gauss	cannon	or two particle beame	rs.			
ABILITIES	Gravita the high Living Quantu than the	ntional F nest dice Metal: S um Shiel e damag	Flux: Wh before bee page lding: E e inflicto	nen res determ 7. ach tim ed by tl	ining the ne this m he attack	charge a e final re odel suf	gainst a sult. fers dan	model v nage fror	n an un	s ability, roll an additio saved wound, roll a De his model suffers 4 dar	5. If the re	sult is less		
	Tessera	-	osion: If	this m	nodel is r					efore removing it from	the battle	efield. On	a	
			-		ach unit	within 6	5" suffers	s D3 mo	rtal wou	inds.			_	
FACTION KEYWORDS		ONS, <											_	
KEYWORDS	VEHI	CLE, FI	LY, TES	SERA	CT AR	K								

		18 suge								
	KU	JTI	LAK	KH	TH	E W	VOF	RLD	Kl	ILLER
NAME	М	WS	BS	S	T	W	A	Ld	Sv	
Kutlakh the World Killer	5"	2+	2+	5	5	6	3	10	2+	
Kutlakh the World Killer is	a single n	nodel ar	med wi	th the	Obsidax a	nd a sta	aff of ligl	nt. Only	one of	this model may be included in your army.
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES	
Staff of light (shooting)	12"	Ass	ault 3		5	-2	1	-		
Staff of light (melee)	Melee	Me	lee		User	-2	1	-		
The Obsidax	Melee	Me	lee		User	-3	D3	_		
WARGEAR OPTIONS	• None			123						
ABILITIES		n which	they ha	ave Ad	lel is your ` vanced.	Warlorc	l then al	ll MAYN	ARKH	INFANTRY within 12" may still charge in
	unit wit	thin 6" c	of this m	nodel.		ld 1 to t	the Adva	ance, cha	rge and	ngle friendly MAYNARKH INFANTRY I hit rolls of that unit until the beginning of n.
	Phase S	Shifter:	This mo	del ha	ıs a 4+ invu	ılnerab	le save.			
	•	•	model w etal abili	-	phylactery	regains	s D3 lost	wounds	at the	beginning of your turn, rather than 1, from
	-				akh's Leade r him in th	-			0	han the Leadership characteristic of the re-rolled.
FACTION KEYWORDS	NECR	ONS, I	MAYN	ARKI	H					
KEYWORDS	CHAR	ACTE	R, INF	ANT	RY, OVE	RLOR	D, KU'	TLAKE	ITHE	WORLD KILLER

8			0						
Power		T	OH	OI	лк Т	HIE	BI	JNI	DED
NAME	М	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 sing your army.	le model	armed	with an	aeonsta	we and a t	transdir	nension	al beame	er. Only one of this model may be included in
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES
Transdimensional beamer	12"	Hea	avy D3		4	-3	1	the ta	time you roll a wound roll of a 6+ for this weapon, arget suffers a mortal wound in addition to any damage.
Aeonstave	Melee	Mel	lee		User	-1	2		it that suffers an unsaved wound from this weapon not Advance until the end of its next turn.
WARGEAR OPTIONS	• None				112				
ABILITIES	Chrono against				YNARKH	I INFA	NTRY 1	units wit	hin 3" of this unit have a 5+ invulnerable save
		nodel. 7	The chos						friendly MAYNARKH VEHICLE unit within 6" beginning of your turn, rather than 1, from their
	Living	Metal: S	See page	7.					
	Predict the initi		tegist: 1	n scena	arios that	allow ye	ou to se	ize the ir	nitiative, you may re-roll any attempts to seize
	Techno any MA					on Prot	ocol rol	ls for mo	odels from friendly MAYNARKH units within 3" of
FACTION KEYWORDS	NECR	ONS, I	MAYN	ARKH	[
KEYWORDS	CHAR	ACTE	R, INF	ANTR	Y, CRYI	РТЕК,	тонс	OLK TH	IE BLINDED

¥ 24			GA	US	S P	YL	ON			DAMAGE Some of a Gauss Pylon's characteristics ch as it suffers damage in battle, as shown be					
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	BS	TESLA ARC			
Gauss Pylon	0"	-	*	6	8	30	0	10	3+	16-30+	2+	3D6			
A Cause Dulan is a sing	la madal arm	ad with	0.001100.	annihil	ator and	a taala				10-15	3+	2D6			
A Gauss Pylon is a sing			e .	anninii	ator and		arc.			5-9	4+ 5+	D6 D3			
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-4	51	5			
Gauss annihilator	When at	tacking	with thi	is weap	on, choo	se one	of the pro					19			
- Focussed beam	120"	When attacking with this weapon, choose one of the profiles below: 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. 18" Heavy 2D6 6 -2 1 -													
- Flux arc	18"	Hea	avy 2D6		6	-2	1	-				2			
Tesla arc	3"	Pist	ol X		4	-	1			of shots fired by this w per in the Damage table		etermined			
WARGEAR OPTIONS	None	e.					17887	3							
ABILITIES	automa are ener Reactor 4+ it ex Living J Phase S 6" of thi Telepor	tically h my mod r Explor plodes, Metal: S Shift Ge is mode rtation	tit this m lels with sion: If t and eacl See page merator: l. Matrix:	nodel in in 1" of his mo h unit v 7. : All fri During	the Figl it, and f del is red vithin 6" endly NI deployn	at phase riendly luced to suffers ECRON	e do no units car o 0 wound D6 mort JS model	t make l 1 still tar ds, roll a al woun s receive t this un	nit rolls. get ener 1 D6 bef ds. e a 5+ ir it up in	the Fight phase. Enem However, this model of my units that are within fore removing it from the nvulnerable save whilston orbit instead of placin bo battle – set it up anyw	can still sho in 1" of this he battlefic t they rema g it on the	in within			
							ny mode Iacro wea		ork.						
FACTION KEYWORDS	NECR	ONS, «	<dyna< td=""><td>STY></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></dyna<>	STY>											



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>

0019

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.

NAME	MALANTHROPE M WS BS S I W A Ld Sv								
NAME						W	A		
Malanthrope	5"	4+	4+	4	5	9	4	9	5+
This unit contains 1 Ma +20). Each model is equ				lditional	Malant	hrope (1	Power R	ating +	10) or 2 additional Malanthropes (Power Rating
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	lies
Grasping tail	Melee	Mel	ee		User	-1	D3	-	
WARGEAR OPTIONS	None	e.							
ABILITIES	Shadov	v in the	Warp &	Synaps	e: See pa	age 16.			
			1000						
	models penalty Enhanc	within (from V ced Toxi	ores: You 3 ["] of any ENOM c Miasn	r oppor friendl FHROP na: At th	ent mus y <hivi ES. ne end of</hivi 	st subtra E FLEE f the Fig	F> Mala ht phase	nthrope e, roll a l	lls for ranged weapons that target <hive b="" fleet<="">> This penalty is not cumulative with the same D6 for each enemy unit within 1" of any</hive>
	models penalty Enhand Malantl Prey Ad models	within : from V ced Toxi hropes. daptation in your	ores: You B" of any ENOMT c Miasm On a 4+ on: If the army wi	r opport friendly FHROP na: At th , that un e last mo ith the s	eent mus y <hiv ES. ne end ou nit suffer</hiv 	et subtra E FLEE f the Fig s a mort n enemy IVE FL	F> Mala ht phase al woun unit is EET> ke	nthrope e, roll a id. slain wi ^r eyword a	This penalty is not cumulative with the same D6 for each enemy unit within 1" of any thin 1" of a Malanthrope in the Fight phase, all as the Malanthrope may re-roll hit rolls of 1 agains
	models penalty Enhand Malantl Prey Ad models all mod Monstr	within the from V ceed Toxis the from V ceed Toxis the formation of the fo	res: You 3" of any ENOMT c Miasn On a 4+ on: If the army wi any of t any of t	r opport friendly THROP na: At th , that un e last mo ith the s he same e first tin	eent mus y <hivi< b=""> ES. he end on hit suffer odel in an ame <h< b=""> Faction he this u</h<></hivi<>	tt subtra E FLEE f the Fig s a mort n enemy IVE FL l keywor nit is se	F> Mala tht phase cal woun y unit is EET> ke rds as th t up on t	nthrope e, roll a i nd. slain wit eyword a e slain e the battl	D6 for each enemy unit within 1" of any thin 1" of a Malanthrope in the Fight phase, all as the Malanthrope may re-roll hit rolls of 1 agains
FACTION KEYWORDS	models penalty Enhand Malantl Prey Ad models all mod Monstr at least separate	within t from V ced Toxi hropes. daptatio in your els with ous Bro one othe e unit.	res: You 3" of any ENOMT c Miasn On a 4+ on: If the army wi any of t any of t	r opport friendly THROP na: At th , that un e last mo ith the s he same e first tin l in thei	eent mus y <hivi< b=""> ES. he end on hit suffer odel in an ame <h< b=""> Paction he this u r unit. Fr</h<></hivi<>	tt subtra E FLEE f the Fig s a mort n enemy IVE FL l keywor nit is se	F> Mala tht phase cal woun y unit is EET> ke rds as th t up on t	nthrope e, roll a i nd. slain wit eyword a e slain e the battl	This penalty is not cumulative with the same D6 for each enemy unit within 1" of any thin 1" of a Malanthrope in the Fight phase, all as the Malanthrope may re-roll hit rolls of 1 agains nemy. efield, all of its models must be placed within 6" of

10 10			DIN	1A(CHA	NE R	RON			DAMAGE Some of a Dimach change as it suffer			
NAME	Μ	WS	BS	S	T	W	A	Ld	Sv	shown below:			
Dimachaeron	*	*	3+	6	6	14	*	10	3+	REMAINING W	М	WS	A
			20 - 24 B	28.2019				12.23	1.1887.1	8-14+	12"	2+	6
A Dimachaeron is a single	model arn	ned wit	h sickle o	claws, g	rasping	talons a	nd thora	x spine-	maw.	4-7	9"	3+	5
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILIT	TIES	1-3	6"	5+	3
Grasping talons and thorax spine-maw	Melee	KANGE I YPE S AP D ABILITIES When targeting INFANTRY units, each wound roll of Image: Comparison of the second second roll of the second second roll of the second										ł	
Sickle claws	Melee	Me	lee		10	-2	D3			rith this weapon is a 6, and a Damage of D6.	resolve the	at hit with	
WARGEAR OPTIONS	• None	2.	-		1.00	1.24			1.98	11-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1	20.25	and the second	
ABILITIES	Instinct	tive Bel	haviour	See pa	ge 16.		i Sie	1993	15.191	of the open states of the		(
	grasping	 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	TYRA	NIDS,	<hivi< td=""><td>E FLEE</td><td>ET></td><td></td><td>1996</td><td>100</td><td>1.8.8</td><td></td><td>1.1.1.1</td><td></td><td></td></hivi<>	E FLEE	ET>		1996	100	1.8.8		1.1.1.1		
KEYWORDS			DIMAG						1.27	10.2.3.3.10.24	1.10		7

A Stower	MEIOTIC SPORES											
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Meiotic Spore	3"	-	-	1	2	2	1	10	7+			
This unit contains 3 Mei (Power Rating +6).	iotic Spores.	It can in	clude up	to 3 ac	lditional	Meiotic	c Spores	(Power	• Rating +3) or up to 6 additional Meiotic Spores			
WARGEAR OPTIONS	• Nor	ne.		1.92	6.23	1.198	12,20	8. K. I.				
	Each t wound	ime a Me	eiotic Spo nearest	ore exp	lodes, ro	ll a D6.	On a 1,	it fails to	any enemy unit at the end of any Charge phase. o inflict any harm. On a 2-5, it inflicts D3 mortal ortal wounds on that unit. The Meiotic Spore is			
	the pu the nu	rposes of	f any vic models c	tory con	nditions	– their o	destruct	ion neve	5. Furthermore, Meiotic Spores are discounted for er awards Victory points, they do not count toward t count when determining if a player has any mode			
	but ins	stead are	set up ir	n freefal	l. Once	both arn	nies are	fully dep	pores are not deployed with the rest of your army, ployed, just before the first battle round begins, you an 12" from any enemy models,			
FACTION KEYWORDS	TYRA	ANIDS.	<hivi< td=""><td>E FLEE</td><td>ET></td><td>1.</td><td></td><td></td><td>The second for the second second second</td></hivi<>	E FLEE	ET>	1.			The second for the second second second			
		,										

5 STONE CRUSHER CARNIFEX BROOD

NAME	М	WS BS	i S	Т	W	A	Lđ	Sv
Stone Crusher Carnifex Brood	7"	4+ 4+	_	7	8	4	6	3+
This unit contains 1 Stor Crusher Carnifexes (Po								ifex (Power Rating +5) or 2 additional Stone a thresher scythe.
WEAPON	RANGE	TYPE		S	AP	D	ABILIT	TIES
Bio-plasma	12"	Assault 1	03	7	-3	1	-	
Bio-flail	Melee	Melee		User	-1	2	hit ro	time the bearer fights, you make a number of alls against the target unit equal to the number of els from that unit within 2" of the Stone Crusher ifex
Bone mace	Melee	Melee		8	-1	D3		time the bearer fights, one (and only one) of its ks must be made with this weapon.
Thresher scythe	Melee	Melee		4	-1	1		e D3 hit rolls for each attack made with this weapon ad of 1.
Wrecker claws	Melee	Melee		x2	-3	D6	woun wrecl	nst VEHICLES and BUILDINGS , re-roll all failed ad rolls with this weapon. If this model has two ker claws, it also re-rolls failed hit rolls against ICLES and BUILDINGS .
WARGEAR OPTIONS	• Any i	nodel may e nodel may e nodel may t	xchange it	ts threshe	r scythe			e.
ABILITIES	Carapac unit of y D3 mor Monstre	rour choice y tal wounds. ous Brood: one other mo	ams: When within 1" s The first ti	n a Stone suffers a n me this u	nortal w nit is se	zound. If et up on t	this uni he battle	tes a charge move, roll a dice; on a 4+, one enemy it is a VEHICLE or BUILDING , it instead suffers efield, all of its models must be placed within 6" of , each operates independently and is treated as a
FACTION KEYWORDS	-	NIDS, <h< td=""><td>VE FLE</td><td>ET></td><td>15</td><td></td><td>399 3</td><td></td></h<>	VE FLE	ET>	15		399 3	
KEYWORDS					CRUS	HER C	ARNI	FEX BROOD

		BA	RBI	ED	HIE	ERC	DU	JLE		DAMAGE Some of a Barbed H change as it suffers of below:			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	
Barbed Hierodule	*	3+	*	10	8	22	*	10	3+	11-22+	12"	4+	ļ
A Barbed Hierodule is a si	ngle mode	l equipp	ed with	two bio	cannon	and tw	o massi	<i>r</i> e		6-10	8"	5+	4
scything talons, WEAPON	RANGE	ТҮР			S	АР	D	ABILIT	166	1-5	4"	6+	
Bio-cannon	48"		L IVY 6		8	-2	D3		ILU				
Massive scything talons	Melee	Mel			User	-3	D6	weapo scyth	on. If th ing talo	oll hit rolls of 1 when at se bearer has more thar ons, it can make 1 addit a time it fights<u>a</u>	1 one mas	sive	,
WARGEAR OPTIONS	• None	e.	N. K	A. F.		1.5	1994		2.15%				
ABILITIES										6" until the end of the p l the lowest result.	phase – do	o not roll a	
	a 5+, it Instinct Titanic its turn. end of i models the ener from an the pen	lashes o tive Bel Monsta When ts move within my unit alty to i	ut in its naviour: er: A Ba a Barbed it must 1" of it, a that is v ily mode ts hit rol	death th See pag rbed Hierod d Hierod be more as long a within 1' els. In ac	aroes, an ge 16. erodule 6 dule Fall e than 1" as all of t ' of it or ddition, f ly, the B	d each can Fall s Back, from a he enen any oth the Barl	unit with Back in it can ev Il enemy ny mode er visibl ped Hier	the Mov en move units. A ls have t e enemy odule ca	ffers D3 vement over en Barbeo he INF2 unit tha n move	emoving the model from 3 mortal wounds. phase and still shoot ar nemy INFANTRY mod d Hierodule can shoot i ANTRY keyword. In the at is within range and r e and fire Heavy weapon onus to its save in cover	nd/or chan dels, thouş if there ar- nis case, it nore than ns withou	rge during gh at the e enemy can shoot 1" away t suffering	
ACTION KEYWORDS		_		E FLEE				1	1.1.1				
KEYWORDS					RBED	HIER	ODULE	7	1		15.0		-1
	Color March 100							2					
				1.200	Contraction of			-	1. 19. a 1 2 1		191961	REGISER	/
32 Source			E	IAR	RII			_		DAMAGE Some of a Harridan's it suffers damage in			•
	M	WS				DAI	N		Sv				•
	M *	ws *	BS *	S	RRII T	DAI w	N	Ld	Sv 3+	Some of a Harridan's it suffers damage in	battle, as	shown bel	ow:
Harridan	*	*	BS *	S 7	RRII T 7	DAN W 30	N A 5	Ld 10	Sv 3+	Some of a Harridan's it suffers damage in REMAINING W	battle, as M	shown bel WS	ow: B
Harridan	*	*	BS *	S 7	RRII T 7	DAN W 30	N A 5	Ld 10		Some of a Harridan's it suffers damage in T REMAINING W 16-30+ 10-15 5-9	battle, as <u>M</u> 30" 20" 15"	shown bel WS 3+ 3+ 4+	ow: <u>B</u> 3· 4· 5·
XAME Harridan A Harridan is a single moo	*	* with two TYP	BS * > bio-car E	S 7	RRII T 7	DAN W 30 assive s AP	N A 5 cything D	Ld 10	3+	Some of a Harridan's it suffers damage in REMAINING W 16-30+ 10-15	battle, as <u>M</u> 30" 20"	shown bel WS 3+ 3+	ow: B 3.
H arridan A Harridan is a single moo WEAPON Bio-cannon	* del armed v	* with two TYP	BS * bio-car E avy 6	S 7	T 7 d two m	DAN W 30	A 5 cything	Ld 10 talons, ABILIT – You c weap scyth	3+ TES an re-ro on. If the ing talo	Some of a Harridan's it suffers damage in T REMAINING W 16-30+ 10-15 5-9	battle, as M 30" 20" 15" 10" ttacking w a one mas	shown bel WS 3+ 3+ 4+ 5+ vith this sive	ow: <u>B</u> 3· 4· 5·
Harridan A Harridan is a single moo WEAPON Bio-cannon Massive scything talons	* del armed v RANGE 48	* with two TYP Hea Mel	BS * bio-car E avy 6	S 7	T 7 d two m S 8	DAN W 30 assive s AP -2	N A 5 cything D D3	Ld 10 talons, ABILIT – You c weap scyth	3+ TES an re-ro on. If the ing talo	Some of a Harridan's it suffers damage in REMAINING W 16-30+ 10-15 5-9 1-4 oll hit rolls of 1 when at be bearer has more than ons, it can make 1 addit	battle, as M 30" 20" 15" 10" ttacking w a one mas	shown bel WS 3+ 3+ 4+ 5+ vith this sive	ow: 8 3 4 5
Harridan A Harridan is a single moo	* del armed v RANGE 48 Melee • None. Death 7	* with two TYP Hea Mel	BS * bio car E wy 6 lee If this n	S 7 nnon an nodel is	T 7 d two m S 8 User reduced	DAN W 30 assive s AP -2 -3 to 0 wo	N A 5 cything D D3 D6	Ld 10 talons ₁ ABILIT - You c weap scyth this w	3+ IES an re-ro on. If th ing talo reapon- pefore re	Some of a Harridan's it suffers damage in REMAINING W 16-30+ 10-15 5-9 1-4 oll hit rolls of 1 when at be bearer has more than ons, it can make 1 addit	battle, as M 30" 20" 15" 10" ttacking w one mas ional attac	shown bel WS 3+ 3+ 4+ 5+ vith this sive ck with	ow: 8 3 4 5
Harridan A Harridan is a single moo WEAPON Bio-cannon Massive scything talons WARGEAR OPTIONS	* del armed v RANGE 48 Melee • None. Death 7 a 5+, it Frenzie	* with two TYP Hea Mel	BS * bio car E wy 6 lee If this m ut in its bolism:	S 7 nnon an nodel is death th At the s	T 7 d two m S 8 User reduced proes, an	DAN W 30 assive s AP -2 -3 to 0 wo d each ne Shoo	A 5 cything D D3 D6 unds, rc unit with	Ld 10 talons, ABILIT - You c weap scyth this w sll a D6 b nin 3" su se, you r	3+ IES an re-rc on. If th ing talo reapon- before rc ffers D3 nay cho	Some of a Harridan's it suffers damage in REMAINING W 16-30+ 10-15 5-9 1-4 oll hit rolls of 1 when at the bearer has more than ons, it can make 1 addit each time it fights, emoving the model from	battle, as M 30" 20" 15" 10" ttacking w a one mas ional attacking w a one mas ional attacking w	shown bel WS 3+ 3+ 4+ 5+ vith this sive ck with	ow:
Harridan A Harridan is a single moo WEAPON Bio-cannon Massive scything talons WARGEAR OPTIONS	* del armed v 48 48 Melee • None. Death 7 a 5+, it Frenzie wounds Sky Att	* With two TYP Hea Mel Fhroes: lashes o cd Meta s, but ad ack: WI	BS * bio car E wy 6 lee If this n ut in its bolism: d D6 to hen mov	S 7 nnon an nodel is death th At the s the Stre <i>v</i> ing the	T 7 d two m S 8 User reduced proes, an tart of th ength of the second	DAN W 30 assive s AP -2 -3 to 0 wo d each he Shoo its bio-c n in the	A 5 cything D D3 D6 unds, rc unit with ting pha cannon f Movem	Ld 10 talons, ABILIT - You c weap scyth this w all a D6 b nin 3" su se, you r or the du ent phas	3+ IES an re-rc on. If the ing talo veapon- before re ffers D3 nay cho uration we, pick	Some of a Harridan's it suffers damage in REMAINING W 16-30+ 10-15 5-9 1-4 oll hit rolls of 1 when at the bearer has more than ons, it can make 1 addit each time it fights emoving the model from 3 mortal wounds.	battle, as M 30" 20" 15" 10" ttacking w n one mas ional attact m the batt an suffers es over. Th	shown bel WS 3+ 3+ 4+ 5+ with this sive ck with tlefield; on D3 mortal	ow:
Harridan A Harridan is a single moo WEAPON Bio-cannon Massive scything talons WARGEAR OPTIONS	* del armed v RANGE 48 Melee • None: Death 7 a 5+, it Frenzie wounds Sky Att immedi Flying 7 its turn. it must as long is withi models.	* with two TYP Hea Mel Fhroes: lashes o cd Meta s, but ad ack: WI iately su Titanic . When be more as all of n 1" of i . In add	BS * bio-car E wy 6 dee If this m ut in its bolism: d D6 to hen mov ffers D3 Monste it Falls F e than 1' The ene: t or any ition, the	S 7 nnon an nodel is death the At the s the Stree ving the amortal ar: A Hau Back, it o " from a my moci other vi e Harric	T 7 d two m S 8 User reduced proes, an tart of th ngth of : Harrida wounds rridan ca can even ll enemy lels have sible ene lan can t	DAN W 30 assive s AP -2 -3 to 0 wo d each as Shoo d each as Shoo d each as Shoo d each as Shoo at shoo	A 5 cything D D3 D6 unds, rc unit with ting pha annon f Movem oility ma Back in t Wover ener A Harrid FANTRY t that is d fire H	Ld 10 talons ABILII - You c weap scyth this w Ul a D6 b nin 3" su se, you r or the du ent phas y not tar he Move my INFA an can s Z keywon within ra eavy wea	3+ IES an re-re- on. If the ing talo reapon- before re- ffers D3 may choo- uration re, pick of get unit ment p NTRY hoot if rd. In the ange an upons w	Some of a Harridan's it suffers damage in REMAINING W 16-30+ 10-15 5-9 1-4 oll hit rolls of 1 when at the bearer has more than one, it can make 1 addit each time it fights, emoving the model from 3 mortal wounds. bose to have the Harrida of your current turn. one enemy unit it passe ts composed entirely of shase and still shoot and models, though at the there are enemy model his case, it can shoot the d more than 1" away fre- vithout suffering the per-	battle, as M 30" 20" 15" 10" ttacking w n one mas ional attact ional attact m the batt an suffers es over. The f CHARA d/or charge end of its ls within 1 e enemy u om any fr nalty to it	shown bel WS 3+ 3+ 4+ 5+ with this sive ck with clefield; on D3 mortal bat unit CTERS. ge during move " of it, unit that iendly s hit rolls.	ow:
Harridan A Harridan is a single moo WEAPON Bio-cannon Massive scything talons WARGEAR OPTIONS ABILITIES	* del armed v RANGE 48 Melee • None. Death 7 a 5+, it Frenzie wounds Sky Att immedi Flying 7 its turn. it must as long is withi models. Finally,	* with two TYP Hea Mel Fhroes: lashes o cd Meta s, but ad ack: Wi iately su Titanic . When be more as all of n 1" of i . In add the Har	BS * bio-car E wy 6 lee If this m ut in its bolism: d D6 to hen mov ffers D3 Monste it Falls F e than 1' the ene: t or any ition, the rridan ou	S 7 nnon-an nodel is death the At the s the Stree ving the mortal ar: A Hau Back, it o " from a my mod other vie e Harric nly gain	T 7 d two m 5 8 User reduced proes, an tart of th ength of f Harrida wounds rridan ca can even ll enemy lels have sible ener lan can r s a bonu	DAN W 30 assive s AP -2 -3 to 0 wo d each to 0 wo d each the Shoo its bio-co its bio-co	A 5 cything D D3 D6 unds, rc unit with ting pha cannon f Movem oility ma Back in t wer ener A Harrid FANTRY t that is d fire H save in c	Ld 10 talons, ABILIT - You c weaps scyth this w and a D6 b nin 3" su se, you r or the du ent phas y not tar he Move my INFA an can s Z keywor within ra eavy wea over if at	3+ IES an re-rc on. If the ing talo veapon- before re ffers D3 may cho uration we, pick get unit enert p NTRY hoot if rd. In the ange an upons w cleast he	Some of a Harridan's it suffers damage in REMAINING W 16-30+ 10-15 5-9 1-4 oll hit rolls of 1 when at the bearer has more than one, it can make 1 addit each time it fights. emoving the model from 3 mortal wounds. bose to have the Harrida of your current turn. one enemy unit it passe ts composed entirely of shase and still shoot and models, though at the there are enemy model his case, it can shoot the d more than 1" away from	battle, as M 30" 20" 15" 10" ttacking w n one mas ional attact ional attact m the batt an suffers es over. The f CHARA d/or charge end of its ls within 1 e enemy u om any fr nalty to it	shown bel WS 3+ 3+ 4+ 5+ with this sive ck with clefield; on D3 mortal bat unit CTERS. ge during move " of it, unit that iendly s hit rolls.	ow:
Harridan A Harridan is a single moo WEAPDN Bio-cannon Massive scything talons WARGEAR OPTIONS	* del armed v RANGE 48 Melee • None. Death 7 a 5+, it Frenzie wounds Sky Att immedi Flying 7 its turn. it must as long is withi models. Finally, This models.	* with two TYP Hea Mel Fhroes: lashes o cd Meta s, but ad ack: Wi iately su Titanic . When be more as all of n 1" of i . In add the Har odel can	BS * bio-car E wy 6 dee If this m ut in its bolism: d D6 to hen mov ffers D3 Monste it Falls I e than 1' the ene: t or any ition, the rridan ou transpo	S 7 nnon-an nodel is death the At the s the Stree ving the mortal ar: A Hau Back, it o " from a my mod other vie e Harric nly gain	I 7 d two m S d two m S void two m S d two m S void two m S d two m S void two m S void two m S void two m S start of the method the met	DAN W 30 assive s AP -2 -3 to 0 wo d each to 0 wo d each the Shoo its bio-co its bio-co	A 5 cything D D3 D6 unds, ro unit with ting pha cannon f Movem oility ma Back in t wer ener A Harrid FANTRY t that is d fire H save in c	Ld 10 talons, ABILIT - You c weaps scyth this w and a D6 b nin 3" su se, you r or the du ent phas y not tar he Move my INFA an can s Z keywor within ra eavy wea over if at	3+ IES an re-rc on. If the ing talo veapon- before re ffers D3 may cho uration we, pick get unit enert p NTRY hoot if rd. In the ange an upons w cleast he	Some of a Harridan's it suffers damage in REMAINING W 16-30+ 10-15 5-9 1-4 oll hit rolls of 1 when at the bearer has more than one, it can make 1 addit each time it fights, emoving the model from 3 mortal wounds. bose to have the Harrida of your current turn. one enemy unit it passe ts composed entirely of shase and still shoot and models, though at the there are enemy model his case, it can shoot the d more than 1" away fre- vithout suffering the per-	battle, as M 30" 20" 15" 10" ttacking w n one mas ional attact ional attact m the batt an suffers es over. The f CHARA d/or charge end of its ls within 1 e enemy u om any fr nalty to it	shown bel WS 3+ 3+ 4+ 5+ with this sive ck with clefield; on D3 mortal bat unit CTERS. ge during move " of it, unit that iendly s hit rolls.	ow 3 3 4 5 6

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

 FACTION KEYWORDS
 TYRANIDS, <HIVE FLEET>

 KEYWORDS
 FLY, MONSTER, TITANIC, TRANSPORT, HARRIDAN

¥ 90	HI				NT		D-T			DAMAGE Some of a Hieropha characteristics chan battle, as shown bel	ge as it su		nge in
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	A
Hierophant Bio-titan	*	*	3	10	8	50	*	10	2+	35-50+	12"	3+	- M
A Hierophant Bio-titan is a bio-plasma torrent and mor				two dir	e bio-cai	nnon, la	ashwhip	pods,		20-34	9"	3+	5
WEAPON	RANGE	TYP	:		S	AP	D	ABILIT	IES	5-19	6" 3"	4+	4
Dire bio-cannon	48"	Mao	ro 6		10	-2	2D6	-		1-4	3	5+	3
Bio-plasma torrent	8"	Pist	ol 2D6		5	-2	1	This	weapon	hits its target automati	cally.		
Lashwhip pods	Melee	Mel	ee		User	-1	2	Make	3 hit ro	lls for each attack mad	le with thi	is weapon.	1
Monstrous scything talons	Melee	Mel	ee		x2	-5	2D6	-					
ABILITIES	- Swa Bio-tita	n Warp	ubation Field.	This mo	del has a								-
	 Swarm incubation chamber 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 FLEET> GENESTEALERS, TERMAGANTS or HORMAGAUNTS, or a unit of up to 6 HIVE FLEET> GENESTEALERS, TERMAGANTS or HORMAGAUNTS, or a unit of up to 6 HIVE FLEET> GENESTEALERS, TERMAGANTS or HORMAGAUNTS, or a unit of up to 6 HIVE FLEET> GENESTEALERS, TERMAGANTS or HORMAGAUNTS, or a unit of up to 6 HIVE FLEET> TYRANID Or TYRANID WARRIORS. It may also transport a single <hive fleet=""> TYRANID PRIME or BROODLORD.</hive></hive> 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 range and more than 1" away from any friendly models. Finally, the Hierophant Bio-titan only gains a bonus to its save in 												
	transpor of up to FLEET: Titanic during i though there are case, it c more th	rt a unit 6 HIVI > TYRA Monste ts turn. at the en e enemy can shoo an 1" av	of up to E GUAR NID PI er: A Hie When a and of its models of the en way from	20 < H D , TYF IME of erophan Hierop move it within emy un any fri	IVE FLE ANT G r BROO t Bio-tita hant Bio must be 1" of it, a it that is	ET> G UARD DLORI an can l -titan F more t as long within odels. F	ENESTI or TYR. D. Fall Back Falls Back han 1" fi as all of 1" of it c Finally, th	with this EALERS ANID V and the last k, it can rom all e the ener or any ot ne Hiero	s ability 5, TERM VARRIC Moveme even mo enemy u ny mod her visil	gains the TRANSPOR IAGANTS or HORM DRS. It may also transport over and still shoot ove over enemy INFAN nits. A Hierophant Bio els have the INFANTR ole enemy unit that is v	AGAUNT bort a sing ot and/or c NTRY mo o-titan can Y keywor vithin ran	S, or a uni le < HIVE charge dels, a shoot if d. In this ge and	
	transpor of up to FLEET: Titanic during i though there are case, it c more th cover if Designe	rt a unit 6 HIVI > TYRA Monste ts turn. at the en e enemy can shoo an 1" av at least er's note	of up to E GUAR NID PI er: A Hie When a and of its models of the en vay from half of the : See page	20 < H D , TYF RIME of erophan Hierop move it within emy un a any fri he mode the <i>A</i> for <i>a</i>	IVE FLE RANT G r BROO t Bio-tita hant Bio must be 1" of it, a it that is endly me el is obsc details of	ET> G UARD DLORI an can l b-titan F more t as long within odels. F cured fr	ENESTI or TYR. D. Fall Back Falls Back han 1" fi as all of 1" of it c inally, th om the b	with this EALERS ANID V a in the 1 k, it can rom all e the ener or any ot ne Hiero bearer.	s ability S, TERM VARRIC Moveme even me even me enemy u ny mod her visil phant B	gains the TRANSPOR IAGANTS or HORM DRS. It may also transport over and still shoot ove over enemy INFAN nits. A Hierophant Bio els have the INFANTR ole enemy unit that is v	AGAUNT bort a sing ot and/or c NTRY mo o-titan can Y keywor vithin ran	S, or a uni le < HIVE charge dels, a shoot if d. In this ge and	
FACTION KEYWORDS KEYWORDS	transpor of up to FLEET: Titanic during i though there are case, it c more th cover if Designee TYRA	rt a unit 6 HIVI > TYRA Monste ts turn. at the er e enemy can shoe an 1" av at least r's note NIDS,	of up to GUAR NID PI er: A Hie When a nd of its models of the en vay from half of the See page <hivi< td=""><td>2 20 <H D, TYF RIME of erophan Hierop move it within emy un a any fri the mode the mode E FLEE</td><td>IVE FLE RANT G r BROO t Bio-tita hant Bio must be 1" of it, a it that is endly me el is obsc details of</td><td>ET> G UARD DLORI an can l b-titan F more t as long within odels. F cured fr <i>how M</i></td><td>ENESTI or TYR. D. Fall Back Falls Back Falls Back han 1" fi as all of 1" of it c "inally, th om the b acro wea</td><td>with this EALERS ANID V a in the I k, it can rom all a the ener or any ot the Hiero bearer. apons wo</td><td>s ability S, TERM VARRIC Moveme even me even me enemy u ny mod her visil phant B</td><td>gains the TRANSPOR IAGANTS or HORM DRS. It may also transport over and still shoot ove over enemy INFAN nits. A Hierophant Bio els have the INFANTR ole enemy unit that is v</td><td>AGAUNT bort a sing ot and/or c NTRY mo o-titan can Y keywor vithin ran</td><td>S, or a uni le <HIVE charge dels, a shoot if d. In this ge and</td><td></td></hivi<>	2 20 < H D , TYF RIME of erophan Hierop move it within emy un a any fri the mode the mode E FLEE	IVE FLE RANT G r BROO t Bio-tita hant Bio must be 1" of it, a it that is endly me el is obsc details of	ET> G UARD DLORI an can l b-titan F more t as long within odels. F cured fr <i>how M</i>	ENESTI or TYR. D. Fall Back Falls Back Falls Back han 1" fi as all of 1" of it c "inally, th om the b acro wea	with this EALERS ANID V a in the I k, it can rom all a the ener or any ot the Hiero bearer. apons wo	s ability S, TERM VARRIC Moveme even me even me enemy u ny mod her visil phant B	gains the TRANSPOR IAGANTS or HORM DRS. It may also transport over and still shoot ove over enemy INFAN nits. A Hierophant Bio els have the INFANTR ole enemy unit that is v	AGAUNT bort a sing ot and/or c NTRY mo o-titan can Y keywor vithin ran	S, or a uni le < HIVE charge dels, a shoot if d. In this ge and	

22 Towe	S	CY	TH	ED) HI	ER	OD	ULI	E	DAMAGE Some of a Scythed I change as it suffers			rist	
NAME	М	WS	BS	S	T	W	A	Ld	Sv	shown below:		wa		
Scythed Hierodule	*	*	4+	10	8	22	*	10	3+	REMAINING W	M 12"	WS		
A Scythed Hierodule is a s scything talons.	ingle mode	el equip	ped wit l	n bio-a	cid spray	and two	ə massiv	9		1 1-22+ 6-10	8"	3+ 4+	, , ,	
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	TIES	1-5	4"	5+		
Bio-acid spray	8"	Hea	avy 2D6		6	-2	D3	This	weapo	n hits its target automat	ically.		Т	
Massive scything talons	Melee	Me	lee		User	-3	D6	weap scyth	'his weapon hits its target automatically. You can re-roll hit rolls of 1 when attacking with this Yeapon. I f the bearer has more than one massive cything talons, it can make 1 additional attack with his weapon each time it fights,					
WARGEAR OPTIONS	• None		1.2.4	N.	Future	1	1984		21					
ABILITIES	dice. Ad Death T	lditiona F hroes:	lly, this If this n	model 10del is	may roll 3 reduced	3D6 wh to 0 wo	ien charg ounds, ro	ging and ll a D6 l	l discar before 1	7 6" until the end of the d the lowest result. removing the model fro				
	Instinct					id each	unit with	iin 5 st	illers D	93 mortal wounds.				
	Titanic its turn. end of it models the ener from an the pena	Monsta When ts move within my unit y friend alty to i	er: A Sc a Scythe it must 1" of it, a that is v lly mode ts hit rol	ythed H ed Hier be mor as long vithin I els. In a ls. Fina	Hierodule odule Fal re than 1" as all of t 1" of it or addition, 1	ls Back from a he ener any oth the Scy	, it can e ll enemy ny mode ner visibl thed Hie	ven mov units. A ls have t e enemy rodule c	ve over A Scyth the INI v unit th can mo	nt phase and still shoot enemy INFANTRY mo ed Hierodule can shoo F ANTRY keyword. In t hat is within range and ve and fire Heavy weap bonus to its save in cov	odels, thou t if there a his case, it more than ons witho	igh at the re enemy can shoot 1" away ut suffering		
FACTION KEYWORDS	TYRA		_			344	1		32.5		1.1.15	100		
KEYWORDS					CYTHE	THE	DODIN							

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.

23

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>

0

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

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

ABILITIES

The following abilities are common to several Ork units:

'Ere We Go!

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

Mob Rule

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

2 7		Zł	ΗΑΓ) SN	AF	RK	DA	RII	PPER
NAME	М	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 s two big shootas. Only one							w' and st	ikkbom	ms. His warbike, 'Da Beast', is equipped with
WEAPON	RANGE	TYPE			S	AP	D	ABILI	ries
Slugga	12"	Piste	ol 1		4	0	1	-	
Big shoota	36"	Assa	ult 3		5	0	1	-	
Da Pain Klaw	Melee	Mel	ee		x2	-4	D3	enem	target of a hit roll of 6 made for this weapon is an INFANTRY or MONSTER model, it suffers a al wound in additional to any other damage.
Stikkbomm	6"	Gre	nade D6		3	0	1	-	
WARGEAR OPTIONS Abilities	Waaagh even if t Breakin can resta test is th	Go! & H: Frien hey Adv i' Heads ore orden ten cons st: Whe	vanced th : If an EV er with a l sidered to n this mo	INFAN is turn, VIL SUN orutal d have be	VTRY 1 NZ uni isplay o een pas	t fails a fail	Morale t nce. If th	est withi ey do, th	odel at the start of the Charge phase can charge in 3" of a friendly EVIL SUNZ WARBOSS, they he unit suffers D3 mortal wounds but the Morale characteristic for that Movement phase instead of
FACTION KEYWORDS	ORK, I	EVIL S	UNZ	27-5	38	and the	S. Ca	1 Star	the state of the state of the
KEYWORDS	CILLD	AOTT	DITT	D TATA	DDO	0 711	ADON	DUD	A RIPPER

e for the second		OR	K 1	MEK	B	OSS	B	UZZ	GOB
NAME	М	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 Grot oilers, Nitnuckle and									l Mek arms. He may be accompanied by his two
WEAPON	RANGE	TYPE			S	AP	D	ABILITIE	ES
Slugga	12"	Pisto	ol 1		4	0	1	-	
Big choppa	Melee	Mele	ee		+2	-1	2	-	
Mek arms	Melee	Mele	ee		4	0	1		three hit rolls for each attack made with this n instead of 1.
Stikkbomm	6"	Grei	nade D	6	3	0	1	-	
WARGEAR OPTIONS	• None		12.6	1.1.1.1		in the			
	within 9 has a 5+ Big Mel (other tl can only Nitnuck do so, th When re	" have a invulne caniak: : han moo be repa cle and l he vehicl colling to	5+ inv rable s At the d lels that ired or Cunk: 7 e that 1 wound	ulnerable sa ave against end of your t can FLY) nee each tur Fwice per ga Buzzgob is r I this unit, a	ave ag Rang Move within m	ainst Ran ed weapo ement pho a 3". That Nitnuckle ing regair s use Buzz	ged w ns inst ase, th mode and L as one gob's '	eapons. If tead. is model o l regains l unk can a additiona Toughnes	rce field, friendly ORK units that are entirely f the unit is embarked, the vehicle transporting it can repair a single friendly <i>CLAN> VEHICLE</i> D3 wounds lost earlier in the battle. A VEHICLE assist their master in making repairs. When they al wound. ss (while it is on the battlefield). The death of
FACTION KEYWORDS	Nitnuck		r Lunk	is ignored	for th	e purpos	es of m	norale.	
KEYWORDS (BUZZGOB)			R, INF	ANTRY, I	BIGN	MEK, M	EK B	OSS BU	ZZGOB
KEYWORDS (NITNUGKLE & LUNK)	CHAR	ACTEI	R, INF	ANTRY, (GRET	TCHIN,	GRO	T OILE	R, NITNUCKLE/LUNK

• 6							ANT	70	
1 Come							ANF	1.5	
NAME	М	WS	BS	S	I	W	A	Ld	Sv
Grot Tank	2D6"	6+	4+	4	5	4	2	4	4+
Kommanda	2D6"	6+	4+	4	5	4	3	5	4+
									ver Rating). One Kommanda may take the place of sone or more BIG MEKS.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Big shoota	36"	Ass	ault 3		5	0	1	-	
Skorcha	8"	Ass	ault D6		5	-1	1	This	weapon hits its target automatically.
Grotzooka	18"	Hea	wy 2D3		6	0	1	-	
Rokkit launcha	24"	Ass	ault 1		8	-2	3	-	
Kustom mega-blasta	24"	Ass	ault 1		8	-3	D3		u roll one or more hit rolls of 1, the bearer suffers a tal wound after all of the weapon's shots have been ved.
Shoota	18"	Ass	ault 2		4	0	1	-	
WARGEAR OPTIONS	- Big - Sko - Gro - Rol	shoota rcha otzooka ckit lau stom mo	ncha ega-blast	a			s below,	a Komn	nanda may choose two instead:
ABILITIES	Full Spe	eed Ahe		ot Tanks	s have a		ent char	acteristi	ic of 2D6", and this must be rolled for at the
	Rolling	Scrap	Pile: Gro	t Tanks	have an	n invuln	erable sa	we of 6+	H.
FACTION KEYWORDS	ORK, «	<clan< td=""><td>N></td><td>2. 6</td><td></td><td>3.841</td><td>7 31</td><td></td><td></td></clan<>	N>	2. 6		3.841	7 31		
KEYWORDS	VEHIC	CLE, G	RETCH	HIN, G	ROT 7	ANKS			

T tower		GF	ROT	' M	EG	A-7	TAN	K	
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Grot Mega-tank	2D6"	5+	4+	6	6	9	4	5	4+
A Grot Mega-tank is a sin options from the Wargea			with two	heav	y turrets	and the	ee light	turrets -	- all of which must be equipped with one of the
WEAPON	RANGE	TYPE			S	AP	D	ABILIT	nes
Fwin big shoota	36"	Assa	ılt 6		5	0	1	-	
Big shoota	36"	Assa	ult 3		5	0	1	-	
Skorcha	8"	Assa	ılt D6		5	-1	1	This	weapon hits its target automatically.
Grotzooka	18"	Heav	y 2D3		6	0	1	-	
Rack of rokkits	24"	Assa	ult 2		8	-2	3	-	
Kustom mega-blasta	24"	Assa	ult 1		8	-3	D3		1 roll one or more hit rolls of 1, the bearer suffers a al wound after all of the weapon's shots have been ved.
Shoota	18"	Assa	ult 2		4	0	1	-	
Rokkit launcha	24"	Assa	ult 1		8	-2	3	-	
Boom kanister	10"	Assa	ult 2D6		4	0	1	This	weapon may only be used once.
Wreckin' ball	Melee	Mele	e		+1	-1	1	The t weap	bearer can only make three attacks with this on.
	- Two	o grotzod	kas						
	- Two • Each - Big - Sko - Gro - Rol - Kus • The C • The C • The C	k of rokl o kustom Light Tu shoota rcha otzooka dkit laund dkit laund Grot Meg Grot Meg Grot Meg	kits mega-b rret slot cha ga-blasta a-tank m a-tank m a-tank m start of tl	must l nay als nay tak nay als he Sho	o have a te up to o have a poting pl	shoota two boo wrecki nase, rol	om kanis n' ball. 1 a D6. C	ters. Dn a 1, n	owing options: none of this model's weapons may be fired this fall in line and follow the Kommanda's orders too
	- Two - Each - Big - Sko - Gro - Rok - Kus - The C - Mutiny! turn as a literally Full Spe of each	k of rokl o kustom Light Tu shoota rcha otzooka kit laund tom meg Grot Meg Grot Meg Grot Meg Grot Meg L: At the a fight br and the eed Ahea Moveme	kits mega-b rret slot cha ga-blasta a-tank m a-tank m a-tank m start of tl eaks out model's v ad!: Grot nt phase.	must l nay als nay tak nay als he Sho inside weapon Mega	o have a ce up to o have a poting pl the tan ns must -tanks h	shoota two boo wrecki hase, rol k. On a all be fi ave a M	m kanis n' ball. l a D6. C 6, the Gi red at the ovement	ters. Dn a 1, n rot crew e same t t value c	none of this model's weapons may be fired this fall in line and follow the Kommanda's orders too arget, but add 1 to the hit rolls. of 2D6", and this must be rolled for at the beginnin
ABILITIES	- Two - Each - Big - Sko - Gro - Rol - Kus - The C - The C - The C - The C - The C - Mutiny! turn as a literally Full Spe of each - Rolling	k of rokl o kustom Light Tu shoota rcha otzooka kit laund tom meg Grot Meg Grot Meg Grot Meg Grot Meg Grot Meg L: At the a fight br and the eed Ahea Moveme Scrap P	kits mega-b rret slot cha ga-blasta a-tank m a-tank m a-tank m start of tl eaks out model's v ad!: Grot nt phase.	must l nay als nay tak nay als he Sho inside weapon Mega Mega	o have a ce up to o have a poting pl the tan ns must -tanks h	a shoota two boo a wrecki hase, rol k. On a all be fi have a M ave an i	om kanis n' ball. l a D6. C 6, the G red at the ovement	ters. On a 1, n rot crew e same t t value c ible save	none of this model's weapons may be fired this fall in line and follow the Kommanda's orders too arget, but add 1 to the hit rolls. of 2D6", and this must be rolled for at the beginnir e of 6+.
	- Two - Each - Big - Sko - Gro - Rok - Kus 0 The C The C The C Mutiny! turn as a literally Full Spe of each Rolling Explode	k of rokl o kustom Light Tu shoota rcha otzooka kit laund tom meg Grot Meg Grot Meg Grot Meg Grot Meg L: At the a fight br and the eed Ahea Moveme Scrap P es: If this	kits mega-b rret slot cha ga-blasta a-tank m a-tank m a-tank m start of tl eaks out model's v ad!: Grot nt phase.	must l nay als nay tak nay als he Sho inside weapon Mega- Mega- s reduc	o have a ce up to o have a poting pl the tan ns must -tanks h -tanks h ced to 0	shoota two boo wrecki hase, rol k. On a all be fi have a M ave an i wounds	n' ball. l a D6. C 6, the G red at the overnent nvulnera s, roll a I	ters. Dn a 1, n rot crew e same t t value c ble save D6 befor	none of this model's weapons may be fired this fall in line and follow the Kommanda's orders too arget, but add 1 to the hit rolls. of 2D6", and this must be rolled for at the beginnir
	- Two - Each - Big - Sko - Gro - Rol - Kus - The C - The C - The C - The C - The C - Mutiny turn as a literally Full Spe of each - Rolling Explode	k of rokl o kustom Light Tu shoota rcha otzooka kit laund tom meg Grot Meg Grot Meg Grot Meg Grot Meg L: At the a fight br and the eed Ahea Moveme Scrap P es: If this	cits mega-b rret slot cha ga-blasta a-tank m a-tank m start of th eaks out model's v ad!: Grot nt phase. ile: Grot model is ch unit v	must l nay als nay tak nay als he Sho inside weapon Mega- Mega- s reduc	o have a ce up to o have a poting pl the tan ns must -tanks h -tanks h ced to 0	shoota two boo wrecki hase, rol k. On a all be fi have a M ave an i wounds	n' ball. l a D6. C 6, the G red at the overnent nvulnera s, roll a I	ters. Dn a 1, n rot crew e same t t value c ble save D6 befor	none of this model's weapons may be fired this fall in line and follow the Kommanda's orders too arget, but add 1 to the hit rolls. of 2D6", and this must be rolled for at the beginnir e of 6+.

			SC	QU.	IGG	OI	Ĥ			DAMAGE Some of a Squiggoth as it suffers damage			nang
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	S	
Squiggoth	*	4+	5+	*	7	18	*	6	4+	10-18+	10"	7	
A Squiggoth is a single	model with g	orin' ho	rns and a	single	e Heavy w	veapons	s slot in i	ts howd	ah.	4-9	8" 6"	6 5	
WEAPON	RANGE	ТҮР		011181	S	AP	D	ABILI		1-3	0	5	
Kannon				is wea	pon, choo								
- Frag	36"		avy D6		4	0	1	_					
- Shell	36"	Hea	avy 1		8	-2	D6	_					
Lobba	48"	Hea	avy D6		5	0	1	This beare	-	n can target units that a	re not visil	ole to the	
Zzap gun	36"	Hea	avy 1		2D6	-3	3	Stren wour	ngth of t nd roll -	g this weapon, roll to de the shot. If the result is – instead, if the attack h e bearer then suffers a r	11+, do no its, it caus	ot make a es 3 morta	ıl
Gorin' horns	Melee	Me	lee		User	-3	D6	-					
WARGEAR OPTIONS	- Ka - Lo	nnon	th may t	ake on	e of the fo	ollowing	g option	s in its H	Heavy W	Veapons slot:			and and and
ABILITIES	Howda line of s Squiggo weapon	h: Mod sight fro oth also as slot an	om any po apply to nd the ur	oint or its pas iit eml	n the Squi ssengers, l	ggoth. noweve the Sq	When th r if there	ey do so are ene	o, any re my unit	oting phase. Measure th estrictions or modifiers ts within 1" of the Squig reapons as normal, but	that apply ggoth, both	to this h its Heavy	y
			ch time t mortal v			nes a ch	arge mo	ve, roll a	D6 for	each enemy unit withi	n 1" of it; (on a 2 that	
	The Sou							RY mod	lels. Eac	ch MEGA ARMOUR o	r JUMP P.	ACK	
TRANSPORT	model	takes up	the space	c of tv	to other i								
TRANSPORT FACTION KEYWORDS		-			to other r		1927		41.1				-

- Cowst			ME	EKA	A-D]	RE	AD			DAMAGE Some of a Meka-Dre as it suffers damage,			han
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	WS	S
Meka-Dread	*	*	4+	*	•	16	5	6	3+	10-16+	8"	3+	6
A Meka-Dread is a sing	la model equi	nned wi		inna kl		10	5	v		4-9	6"	4+	5
WEAPON		TYPI		трра кі	S.	AP	D	ABILI	rice	1-3	4"	5+	4
WLAFUN	NANUL	1111			0	АГ		-	-	this weapon, roll to de	etermine t	he	-12
Big zzappa	36"	Hea	vy 3		2D6	-4	4	Stren a wou	gth of th und roll	he shot. If the result is Instead, if the attacks ds. Then the bearer su	12, do no hit, each	t make cause 3	
Shunta	24"	Hea	vy 1		8	-2	2			that suffer a wound fro in the following turn.	om this wo	eapon may	
Rattler kannon	24"	Hea	vy 2D6		5	-2	D3	-					
Rokkit-bomms	48"	Hea	vy D6		5	0	1	This	weapon	can target units not vis	sible to th	ne bearer.	
Rippa klaw	Melee	Mel	ee		x2	-3	D6	_					_
ABILITIES			ee page 2		ma a Mal	ra Duoc	dlagoo	, way d	from a	nu uraanan valla Dé	on a roll	of 11 the	
F	Ramsha wound i	ckle M s ignore	onster: 1 ed. The f	Each tin ìrst tim		ll is faile	ed, the re			ny weapon, roll a D6 – reduced to a 5+, and so			
	Ramsha wound i on a 6+	ackle M s ignore and this	onster: 1 ed. The f s ability :	Each tin ìrst tim may no	ne this rol 9 longer b	ll is faile be used.	ed, the re	esult nee	eded is r		on until		
	Ramsha wound i on a 6+ Rip n' T Mega C before th	ackle M is ignore and this ear: If a harga: (onster: 1 ed. The f s ability : armed w Once pe bens, roll	Each tin fìrst tim may no ith two r battle l a D6.	e this rol o longer b o rippa kla o, this mo On a 1, t	ll is faild be used. aws, a M del may he Mek	ed, the ro Meka-Dr y move u a-Dread	esult nee ead incr up to an a cannot	eded is r eases its additior Advanc	educed to a 5+, and so	on until by 1. phase. Ho eginning	the roll fails owever, of your next	
	Ramsha wound i on a 6+ Rip n' T Mega C before th player th Kustom	ackle M s ignore and this 'ear: If a harga: his happ urn and Force	onster: 1 ed. The f s ability : urmed w Once per bens, roll suffers 1 Field: If	Each tin first tim may no ith two r battle l a D6. l morta this mo	e this rol o longer b o rippa kla c, this mo On a 1, ti al wound	ll is faild be used. aws, a M del may he Mek . It may med wi	ed, the ro Meka-Dr y move u a-Dread Advanc	esult nee ead incr ip to an cannot e as per tom For	eded is r eases its additior Advanc the nor	educed to a 5+, and so s Attacks characteristic nal 8" in its Movement e or charge until the be	on until by 1. phase. Ho eginning lity has bo	the roll fails owever, of your next een used.	
	Ramsha wound i on a 6+ Rip n' T Mega C before th player th Kustom 9" have a Big n' St addition	ackle M is ignore and this cear: If a harga: (his happ urn and Force 1 a 5+ inv tompy: a, it can	onster: 1 ed. The f s ability : armed w Once pe bens, roll suffers 1 Field: If rulnerabl This mo move ar	Each tin first tim may no ith two r battle l a D6. l morta this mo le save odel car nd fire l	ne this rol o longer b o rippa kla c, this mo On a 1, th al wound odel is ar against ra n Fall Bac Heavy we	ll is faild be used. aws, a M del may he Mek . It may med wi anged v ck in yo capons	ed, the re Meka-Dr y move u a-Dread Advanc th a Kus veapons. ur Move without	esult nee ead incr up to an a cannot e as per tom For ment ph suffering	eded is r eases its additior Advanc the nor ce Field ase and g the per	educed to a 5+, and so s Attacks characteristic hal 8" in its Movement e or charge until the be mal rules after this abil	on until by 1. phase. Ho eginning lity has bo hat are en rge during is model	the roll fails owever, of your next een used. tirely within g its turn. In	
	Ramsha wound i on a 6+ Rip n' T Mega C before th player th Kustom 9" have a Big n' Sa addition bonus to Explode	Ackle M as ignore and this ear: If a harga: (his happ urn and Force 1 a 5+ inv tompy: a, it can b its sav es: If thi	onster: 1 ed. The f s ability : urmed w Once pe- bens, roll suffers 1 Field: If rulnerabl This mo move ar ing throw	Each the first time may not ith two r battle l a D6. I morta this mo- le save odel car- nd fire I ws for l is redu	ne this rol o longer b o rippa kla o, this mo On a 1, ti al wound odel is ar against ra n Fall Bac Heavy we being in o	Il is faile be used. aws, a M del may he Mek . It may med wi anged v ck in yo capons cover if wound:	ed, the re Meka-Dr y move u a-Dread Advanc th a Kus veapons. ur Move without at least l s, roll a I	esult nee ead incr up to an a cannot e as per tom For ment ph suffering half of th D6 befor	eded is r eases its additior Advanc the nor ce Field asse and g the per ne mode	educed to a 5+, and so s Attacks characteristic hal 8" in its Movement e or charge until the be mal rules after this abil , friendly ORK units th still shoot and/or char nalty to its hit rolls. Th	on until by 1. phase. Ho eginning lity has bo hat are en rge during is model o bearer.	the roll fails owever, of your next een used. tirely within g its turn. In only gains a	
	Ramsha wound i on a 6+ Rip n' T Mega C before th player th Kustom 9" have a Big n' Sa addition bonus to Explode	ackle M s ignord and this ear: If a harga: this happurn and Force I a 5+ inv tompy: a, it can b its sav es: If this s, and e	onster: I ed. The f s ability : urmed w Once pe bens, roll suffers I Field: If rulnerabl This mo move ar ing throw is model ach unit	Each the first time may not ith two r battle l a D6. I morta this mo- le save odel car- nd fire I ws for l is redu	the this rol o longer b o rippa kla o, this mo On a 1, th al wound odel is ar against ra against ra h Fall Bac Heavy we being in c uced to 0	Il is faile be used. aws, a M del may he Mek . It may med wi anged v ck in yo capons cover if wound:	ed, the re Meka-Dr y move u a-Dread Advanc th a Kus veapons. ur Move without at least l s, roll a I	esult nee ead incr up to an a cannot e as per tom For ment ph suffering half of th D6 befor	eded is r eases its additior Advanc the nor ce Field asse and g the per ne mode	educed to a 5+, and so a Attacks characteristic hal 8" in its Movement e or charge until the be mal rules after this abil , friendly ORK units th still shoot and/or char nalty to its hit rolls. Th	on until by 1. phase. Ho eginning lity has bo hat are en rge during is model o bearer.	the roll fails owever, of your next een used. tirely within g its turn. In only gains a	

			LIF	FTA	WA	AG(DN			DAMAGE Some of a Lifta Wag as it suffers damage,			change
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	S	A
Lifta Wagon	*	5+	5+	*	7	16	*	7	4+	8-16+	12"	8	6
A Lifta Wagon is a single m	adal aquir	and w	ith a lifts	drann					201	4-7	9"	6	D6
		-		-uroppa		4.7		4.041.0		1-3	6"	6+	D3
WEAPON	RANGE	TYP	t		S	AP	D	ABILI	IES				
Lifta-droppa	48"	Hea	avy D6		-	-	-	unit i	s hit by	hits automatically. Eac this weapon, roll 2D6. target's Strength, it suffe	If the resu	ilt equals	
Big shoota	36"	Ass	ault 3		5	0	1	-					
Rokkit launcha	24"	Ass	ault 1		8	-2	3	-					1920
Wreckin' ball	Melee	Me	lee		+1	-1	1	Thet	earer c	an only make 3 attacks	with this	weapon.	2.2
Deff rolla	Melee	Me	lee		User	-2	1	Add	3 to hit	rolls made with this we	eapon.		-
Grabbin' klaw	Melee	Me	lee		User	-3	D3			an only make a single a 1 time it fights.	ttack with	n this	
WARGEAR OPTIONS										all, grabbin' klaw, deff following: big shoota, r		ncha.	
ABILITIES	Mobile	Fortres	ss: A Lift	a Wago	n ignore	s the pe	nalty for	moving	g and fi	ring Heavy weapons.		Tolly -	
FACTION KEYWORDS	ORK, «	<cla< td=""><td>N></td><td>1.634</td><td>275.4</td><td>11/2</td><td>Sec.</td><td></td><td>28.2</td><td></td><td>1 00198</td><td></td><td>1. 1. 1. 1.</td></cla<>	N>	1.634	275.4	11/2	Sec.		28.2		1 00198		1. 1. 1. 1.
KEYWORDS	VEHIC	CLE, B	ATTLE	WAGC	N, LII	FTA W	AGON		140	and the second second	1.42.1		

NAME M VS BS S I W A Id SV Big Tarak 5 5 5 6 6 15 6 44 A Big Tarak is a single model equipped with two big shoats. - - - - - A Big Tarak 36" Assault 3 5 0 1 - - Storcha 8" Assault 3 5 0 1 - - Storcha 8" Assault 3 5 0 1 - - Storcha 8" Assault 3 5 0 1 - - Storcha 8" Assault 3 5 0 1 - - Storcha 4" Heavy DE 8 2 3 - - Storcha 4" Heavy DE 4 0 1 - - Storcha 36" Heavy 1 2D6 3 3 Storeght in this weapon, roll to determine the bacter the subort in the stort in the storeght in the stort in the stort in the storeght in the storeght in	9 10000			B	[G]	ΓR	AK	K			DAMAGE Some of a Big Trakl it suffers damage, a			u
Big Track ·	NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W		S	
A Big Track is a single model equipped with two big shootas. 4.8 12' 5 Mig Track is a single model equipped with two big shootas. 4.8 10'' 4 Big Shoota 36' Assault 3 5 0 1 - Skorcha 8'' Assault 1 8 2 3 - Sopa-kannon 60'' Heavy 2D6 8 2 3 - Lobba 48'' Heavy D6 5 0 1 - Sopa-kannon 60'' Heavy D6 4 0 1 - - Shell 36'' Heavy D6 4 0 1 - - Shell 36'' Heavy 1 2D6 -3 3 Strength of the shot. If the results 1114, do nott make a wound roll - nisted. If the attack his, is cause 3 mortal wound. Stapa - skorcha 24'' Heavy 10'' 2D6 -1 This weapon is the starget automake a wound roll - niste starget automake a wound roll	Big Trakk	*	5+	5+	*	6	15	*	6	4+				
WHAPDIN PANUE TYPE S AP ID AUTHES Big shoota 36° Assault 0 5 0 1		nodel equipp	ed with	two big s	hootas	8. 37		193	- 61 - V	1.672				
Big shoota 36" Assault 3 5 0 1 - Skorcha 8" Assault 06 5 -1 1 This weapon hits its target automatically. Skorcha 44" 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 bears. - Frag 36" Heavy 10 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 tatck hits, it causes 3 mortal wound. Supa-skorcha 24" Heavy 2D6 6 -1 1 This weapon can target units that are not visible to the bears. Killkannon 24" Heavy D3 6 -2 1 This weapon can target units that are not visible to the bears. Big zappa 36" Heavy D3 2D6 -4 4 Heavy D3 2.2 -6 -1 1					11001405.	ç	AP	n	ARILI	TIEQ	1-3	10	4	
Skorcha 8" Assault D6 5 -1 1 This weapon hits its target automatically. Rokkit huncha 24" Assault 1 8 -2 3 - Supa-kannon 60" Heavy D6 8 -2 3 - Lobba 48" Heavy D6 5 0 1 This weapon can target units that are not visible to the brance. Frag 36" Heavy D6 4 0 1 - Stand 36" Heavy D6 4 0 1 - Zap gun 36" Heavy 1 2D6 -3 3 Before firing this weapon, roll to determine the strength of the shut. If the result is 11-, do not make a wound. Supa-skorcha 24" Heavy 2D6 6 -1 1 This weapon atter at the result is 11-, do not make a wound roll. Big lobba 48" Heavy 2D6 6 -1 1 This weapon can target units that are not visible to the bearer. Big zappa 36" Heavy D3 2D6 -1 1 This weapon atter at the strength of the shut. If the result is 12, do no make a wound roll. Instead, if the attack hisk kag annon. Add 1										IILU				-
Rokkit huncha 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 barrent. Frag 36° Heavy D6 4 0 1 - - Shell 36° Heavy 1 8 2 D6 - Zrap gun 36° Heavy 1 8 2 D6 - Supa-skorcha 24° Heavy 1 8 2 D6 - Supa-skorcha 24° Heavy 2D6 6 -1 1 This weapon can target units that are not visible to the bar. If the result is 11+, do not make a wound roll - instead, if the stack hits, it causes 3 mortal wound. The barer then suffers a mortal wound. The barer then suffers an mortal wound. The barer suffers an trace wound roll instate. If the suma is a trace wound roll. Instate. If the suffers the supa stort an wound. The barer suffers an trace wound roll. Instate									This	weapon	hits its target automat	ically.		
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. Frag 36° Heavy D6 4 0 1 - Shell 36° Heavy D6 4 0 1 - Zzap gun 36° Heavy 1 8 2 D6 - Supa-skorcha 24° Heavy 1 8 2 D6 - Supa-skorcha 24° Heavy 103 6 -2 1 This weapon chit is target automatically. Supa-skorcha 24° Heavy 2D6 6 -1 1 This weapon can target units that are not visible to the bearer. Killkannon 24° Heavy D3 2D6 -2 2 - Big zzappa 36° Heavy D3 2D6 -4 4 Before fring this weapon, roll to determine the Strength of the shot. If the result is 12, do not make a wound roll. Instead, if the attack the shit and a wound roll. Instead, if the attack the shit and a wound roll. Instead, if the attack the shit and a wound roll. Instead, if the attack the shit and a wound roll. Instead									_	weapon	into no target automa	icuity.		
Lobba48"Heavy D6501This weapon can target units that are not visible to the bearer.Frag36"Heavy D6401 Shell36"Heavy 182D6-Zzap gun36"Heavy 12D6-333Before firing this weapon, roll to determine the strength of the shot. If the result is 11 + do not make a vounds. The bearer then suffers a mortal wound.Supa-skorcha24"Heavy 4D36-21This weapon can target units that are not visible to the wounds. The bearer then suffers a mortal wound.Big Jobba48"Heavy 2D66-11This weapon can target units that are not visible to the wounds. The bearer then suffers a mortal wound.Big Jobba48"Heavy 2D66-11This weapon can target units that are not visible to the wounds. The bearer then suffers a mortal wound.Big Jobba48"Heavy D6-220-Big Zzappa36"Heavy D32D6-11This weapon against target the tards. If the result is 12, do not make a wound roll. Instead, if the attack hit, ed. canes 3 mortal wound.Elkka gunz48"Assault 2401Add I to all hit rolls made for this weapon against target standard options take a visit of the standard options take a 									_					
- Frag 36" Heavy D6 4 0 1 - - Shell 36" Heavy I 8 -2 D6 - Zzap gun 36" Heavy I 2D6 -3 3 Before fring 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 his, it causes 3 mortal wound. Supa-skorcha 24" Heavy 2D6 6 -2 1 This weapon antaget units that are not visible to the beare then suffers a mortal wound. Big lobba 48" Heavy D3 2D6 -4 4 of the shot. If the result is 12, do not make a wound roll - instead, if the attack his, acch causes 3 mortal wound. Big zappa 36" Heavy D3 2D6 -4 4 of the shot. If the result is 12, do not make a wound roll. Instead, if the attack his, acch causes 3 mortal wound. Flakka gunz 48" Assault 4 6 -1 1 The sing rola determine the strength of the shot. If the result is 12, do not make a wound roll instead, if the attack his, acch causes 3 mortal wound. Flakka gunz 48" Assault 4 6 -1 1 add 1 to all this model is nortal wound. Flakka gunz 24" Assault 2 4	-								-	-	can target units that a	re not visil	ole to the	
- 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 SThe 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 cat arget units that are not visible to the bearer. Killkannon 24" Heavy D3 2D6 -4 4 This weapon cat arget units that are not visible to the bearer. Big zzappa 36" Heavy D3 2D6 -4 4 Fore 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. The the bearer suffers a mortal wound. Flakka gunz 48" Assault 2 4 0 1 Add 1 to all hit rolls made for this weapon against targets that can FLX. Subtract 1 from the hit rolls made for this weapon, noll to kate a standard options take a kannon, lobba, zzap gun, supa-skorcha, big lobba, killkannon, big zappa or flakka gunz. * The Big Trakk may replace either or both of its big shootas with a skortha or rokkit launcha. • The Big Trakk may re	Kannon	When a	attacking	, with this	s weapoi	n, choo	se one	of the p	ofiles b	elow:				
- Shell36"Heavy 18-2D6-Zzap gun36"Heavy 12D6-33Before firing this weapon, roll to determine the Strength of the shot. If the result is 11+, do not make a wound CII - instead, if the attack hits, it causes 3 mortal wound.Supa-skorcha24"Heavy 4D36-21This weapon hits its target automatically.Big lobba48"Heavy 2D66-11This weapon can target units that are not visible to the beart for the shot. If the result is 12, do not make a wound roll.Big zzappa36"Heavy D32D6-44-7-8Big zzappa36"Heavy D32D6-44-7-8Flakka gunz48"Assault 46-11Sefore 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 wound.Flakka gunz48"Assault 46-11Add 1 to all hit rolls made for this weapon against targets that can FLX. Subtract 1 from the hit rolls made for this weapon.VAREFAR IPTIONS- The Big Trakk may replace either or both of its big shootas with a skorth or rokkit laurcha• The Big Trakk may replace tither or both of its big shootasAdd 1 to all hit rolls made for this weapon.• The Big Trakk may replace tither or both of its big shootas• The Big Trakk may replace tither or both of its big shootas• The Big Trakk may replace tither or both of its big shootas </td <td>- Frag</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td>-</td> <td>-</td> <td></td> <td></td> <td></td> <td></td> <td></td>	- Frag							-	-					
Zzap gun36"Heavy 12D6-338Before firing this weapon, roll to determine the Strength of the shot. If the result is 11+, do not make a wounds The bacter then souffers a mortal wound.Supa-skorcha24"Heavy 4D36-21This weapon hits its target automatically.Big lobba48"Heavy 2D66-11This weapon can target units that are not visible to the bearer.Big zappa24"Heavy D32D6-22-Big zappa36"Heavy D32D6-44Heavy E4Flakka gunz48"Assault 46-11This weapon against list cach causes 3 mortal wound. Then the bearer suffers a mortal wound. Then the bearer suffers a mortal wound.Flakka gunz48"Assault 46-11This weapon against all other targets. Add 1 to all trolls made for this weapon.Flakka gunz24"Assault 2401Add 1 to hit rolls made for this weapon.WREEAR DFTUNNSThe Big Trakk may replace either or both of its big shootas with a shorch or rokkit launcha. • The Big Trakk may reduce its Transport Capacity to six models and must instead of its standard options take a kannon. • The Big Trakk may reduce its Transport Capacity to a may instead of its standard options take a supa- kannon.FTHE Big Trakk may reduce its Transport E4010add 1 to hit rolls made for this weapon against tata mortal backa gunz.FTHE Big Trakk may reduce its Transport Capacity to six models and must instead of its standard options take a kannon.10FT	•	36"		•		8	-2	D6	-					
Big lobba 48" Heavy 2D6 6 -1 1 This weapon can target units that are not visible to the bearer. Killkannon 24" Heavy 6 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 2 4 0 1 Add I to all hit rolls made for this weapon against arregts that can FIV. Subtract I from the 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 zzapp ar flakka gunz. - The Big Trakk may reduce its Transport Capacity to six models and must instead of its standard options take a supa-kannon. ABILITIES The Big Trakk may also have up to two Grot sponsons. 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 Bi	Zzap gun	36"				2D6	-3	3	Strer wou	ngth of t nd roll -	he shot. If the result is - instead, if the attack l	11+, do no nits, it caus	ot make a es 3 mortal	l
Big 1000a 46 Fleary 200 6 -1 1 bearer. bearer. Killkannon 24" Heavy D3 2D6 -7 2 - Big zzappa 36" Heavy D3 2D6 -4 4 Before fring 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 targets that can FLY. Subtract 1 from the hit rolls made for this weapon against 11 other targets. Grot sponson 24" Assault 2 4 0 1 Add 1 to all hit rolls made for this weapon. WARGEAR OPTIONS • The Big Trakk may reduce its Transport Capacity to six models and must instead of its standard options take a kannon. Jobba, zzap gun, supa-skorcha, big lobba, killkannon, big zzappa of flakka gunz. • The Big Trakk may also have up to two Grot sponsons. 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 Trak	Supa-skorcha	24"	Hea	vy 4D3		6	-2	1	This	weapon	hits its target automat	ically.		
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 bit, 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 FLV. Subtract 1 from the hit rolls made for this weapon. Grot sponson 24" Assault 2 4 0 1 Add 1 to all hit rolls made for this weapon against all other targets. 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 o and may instead of its standard options take a supa-kannon. - • The Big Trakk may also have up to two Grot sponsons. 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 emba	Big lobba	48"	Hea	vy 2D6		6	-1	1			can target units that a	re not visil	ole to the	
Big zzappa 36" Heavy D3 2D6 -4 4 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. 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. Grot sponson 24" Assault 2 4 0 1 Add 1 to hit rolls made for this weapon. WARGEAN OPTIONS - The Big Trakk may replace either or both of its big shotas with a skorcha or rokkit launcha. The Big Trakk may requce 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 also have up to two Grot sponsons. The Big Trakk may also have up to two Grot sponsons. - The Big Trakk may also have up to two Grot sponsons. 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. - The Big Trakk is may 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 (except with pists) if this model is wounds. The Big Trakk can attack may also have up to two Grot sponsons. Explodes: If this model is redu	Killkannon	24"	Hea	vy 6		7	-2	2	-					
Flakka gunz 48" Assault 4 6 -1 1 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 zzapa or flakka gunz. • The Big Trakk may reduce its Transport Capacity to six models and must instead of its standard options take a supa-kannon. • The Big Trakk may also have up to two weapors chosen from the following list: big shootas, skorchas or rokkit launchas. • The Big Trakk may also have up to two Grot sponsons. 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 passengers cannot shoot if this model ran. <td>Big zzappa</td> <td>36"</td> <td>Hea</td> <td>vy D3</td> <td></td> <td>2D6</td> <td>-4</td> <td>4</td> <td>of th Inste</td> <td>e shot. Ì ead, if th</td> <td>f the result is 12, do not e attacks hit, each caus</td> <td>ot make a v ses 3 morta</td> <td>vound roll.</td> <td></td>	Big zzappa	36"	Hea	vy D3		2D6	-4	4	of th Inste	e shot. Ì ead, if th	f the result is 12, do not e attacks hit, each caus	ot make a v ses 3 morta	vound roll.	
Grot sponson 24" Assault 2 4 0 1 Add 1 to hit rolls made for this weapon. WARGEAR DPTIONS 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. 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 is within 1" of an enemy unit, and so on. Note that the same turn, cannot shoot (jf this model is within 1" of an enemy unit, and so on. Note that the passengers cannot shoot if this model can. 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. FAICTION KEYWORDS ORK, <clan< td=""><td>Flakka gunz</td><td>48"</td><td>Assa</td><td>ault 4</td><td></td><td>6</td><td>-1</td><td>1</td><td>targe</td><td>ets that o</td><td>can FLY. Subtract 1 fro</td><td>m the hit r</td><td></td><td></td></clan<>	Flakka gunz	48"	Assa	ault 4		6	-1	1	targe	ets that o	can FLY. Subtract 1 fro	m the hit r		
 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. 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 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. 	Grot sponson	24"	Assa	ault 2		4	0	1			-	-		
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></clan>	ABILITIES	 The kanr The kanr The laun The Second secon	Big Trak hon, lobb Big Trak hon. Big Trak chas. Big Trak les: If thi es, and e Fortres iggers: A topped: I ne of siglalso appl	k may rec pa, zzap g k may rec k may als k may als s model i ach unit v s: A Big T At the enc Models ei ht from a y to its pa	duce its ' un, supa duce its ' so have u so have u is reduce within 6' Frakk ign l of the t mbarkec ny point assenger	Transport reskord Transport p to tw p to tw ed to 0 " suffer nores th curn, ro d on the ton the	ort Cap ha, big l ort Cap vo weap vo Grot wounds s D6 mo he pena dl a D6. e Big Tr e model example	acity to obba, k acity to ons cho sponso , roll a l ortal wo lty for n On a ro akk can , When , the pa	six mod illkanno 0 and m sen fror ns. D6 befor unds. noving a oll of 6, t attack i they do ssengers	lels and on, big z hay inste m the fo re remov and firir the Big 7 n their 3 so, any s cannot	must instead of its star zappa or flakka gunz. ead of its standard opti llowing list: big shoota ving it from the battlef ng Heavy weapons. Frakk regains one lost Shooting phase. Measu restrictions or modifie shoot if this model ha	ndard optic ons take a : is, skorchas ield. On a 6 wound. ure the rang ers that app is Fallen Ba	supa- or rokkit 6 it ge and ly to this ack in the	
FACTION KEYWORDS ORK, <clan></clan>	TRANSPORT	same tu passeng This me	urn, canr gers canr odel can	not shoot not shoot transpor	(except if this m t up to 1	with pinodel F	istols) if alls Bac INFAN	this mo k, even	odel is w if the Bi	vithin 1" g Trakk	of an enemy unit, and itself can.	so on. Not	te that the	
	1 K				o other n	nodels.				234	1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1	***		
	FAILTINN KEVWARAG	ORK,	<clan< td=""><td>></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></clan<>	>										

	I	BAT	'TL SUI	EM PA-	VAG KAI	ON NN	W ON	ITH	I	DAMAGE Some of a Battlewaş characteristics chan shown below:		-	
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	S	A
Battlewagon	*	5+	5+	*	7	16	*	7	4+	8-16+	12"	8	6
A Battlewagon with sup	oa-kannon is a	single	model e	quippe	d with a s	upa-ka	nnon.			4-7	9"	6	De
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	TIES	1-3	6"	6+	D
Supa-kannon	60"	Hea	wy 2D6		8	-2	3	-					
Big shoota	36"	Ass	ault 3		5	0	1	-					
Rokkit launcha	24"	Ass	ault 1		8	-2	3	-					
Wreckin' ball	Melee	Me	ee		+1	-1	1	Thet	bearer c	an only make 3 attacks	s with this	weapon.	
Grabbin' klaw	Melee	Me	ee		User	-3	D3			an only make a single a n time it fights.	attack with	n this	
Deff rolla	Melee	Me	ee		User	-2	1	Add	3 to hit	rolls made with this w	eapon.		
WARGEAR OPTIONS					four big s deff rolla					r a wreckin' ball.			
ABILITIES					uced to 0 n 6" suffer				e remov	ving it from the battlef	ìeld. On a	6 it	
	'Ard Ca	se: A B	attlewag	on wit	h an 'ard c	case has	a Tougł	nness ch	aracteri	istic of 8, but loses the	Open-top	ped ability	:
	Mobile	Fortres	s: A Bat	tlewag	on with S	upa-kar	nnon igr	nores the	e penalt	y for moving and firing	g Heavy w	eapons.	
	line of s also app	ight fro oly to its	m any p passenş	oint or gers; fo	n this moo r example	lel. Wh e, the pa	en they assengers	do so, ai s cannot	ny restri shoot i	ooting phase. Measure ictions or modifiers that if this model has Fallen enemy unit, and so on	at apply to Back in t	this mode	el
TRANSPORT					non can t ce of two			K INFAN	TRY n	nodels. Each MEGA A	RMOUR	or JUMP	
FACTION KEYWORDS	ORK,	<cla< td=""><td>N></td><td>1.53</td><td></td><td>2.89</td><td></td><td>11. 4</td><td>Story -</td><td></td><td>19 1</td><td>2 sugar</td><td></td></cla<>	N>	1.53		2.89		11. 4	Story -		19 1	2 sugar	
KEYWORDS	VEHI	TET	DANCI	ODT	DATT	TTATA C				ON WITH SUPA-K			

¥ 15			K		LTA	ANI	ζ			DAMAGE Some of a Kill Tank it suffers damage, a			inge
NAME	М	WS	BS	S	I	W	A	Ld	Sv	REMAINING W	Μ	WS	BS
Kill Tank	*	*	*	8	8	24	8	7	4+	14-24+	12"	3+	4-
A Kill Tank is a single m	odel equippe	ed with a	a bursta l	kannor	n and a t	win big s	shoota.	Sec. Bas		6-13 1-5	10" 8"	4+ 5+	5+ 6+
WEAPON	RANGE	ТҮР			S	AP	D	ABILI	TIES	1-5	0	57	-0-
Giga shoota	48"	Hea	vy 6D6		6	-1	1	-					-1
Bursta kannon	36"		vy 2D6		10	-4	2	-					- 8
Big shoota	36"	Ass	ault 3		5	0	1	-					1
Skorcha	8"	Ass	ault D6		5	-1	1	This	weapon	hits its target automat	ically.		
Rokkit launcha	24"	Ass	ault 1		8	-2	3	-					
Twin big shoota	36"	Ass	ault 6		5	0	1	-					
Rack of rokkits	24"	Ass	ault 2		8	-2	3	-					3
ABILITIES	Explode explode Mobile Hang C measur modifie model l unit, an Grot R Reinfor end of t move, s	es: If this es, and e Fortres On!: Mode e the ran ers that a has Falle d so on. iggers: A rced Ran the turn elect on	s model ach unit s: A Kill dels emb nge and c pply to t n Back i At the en m: If a V it makes e enemy	is redu within Tank i arked o draw lin his mo n the s d of th EHICI a succ unit w	D6" suff gnores tl on a Kill ne of sigl odel also ame turr e turn, ro LE with a essful ch ithin 1" a	wounds fers D6 1 he penal Tank's n ht from a apply to h, cannot oll a D6. a reinfor harge. In and roll	s, roll a I mortal v ty for m nay atta any poin its pass t shoot (On a ro ced ram addition a dice; o	D6 befor vounds. oving an ck in the nt on thi engers. (except v oll of 6, t n charges n, each t on a 2+ t	e remov nd firing eir Shoot s model For exan with pist he Kill T s, increas ime a m hat unit	ring it from the battlef g Heavy weapons. ting phase, but may or . When they do so, an nple, the passengers ca tols) if this model is wi Fank regains one lost w se its Strength charact todel with a reinforced s suffers D3 mortal wo	nly hit on a y restriction annot shood ithin 1" of vound. eristic by 2 l ram finis unds.	a 6+ – ons or ot if this an enemy 2 until the hes a charg	
TRANSPORT			transpo other n			ANTRY	model	s. Each I	MEGA A	ARMOUR or JUMP P	ACK mod	el takes up	
FACTION KEYWORDS	ORK,	<clan< td=""><td>N></td><td>200</td><td>1121</td><td>3459</td><td>19.12</td><td></td><td></td><td></td><td></td><td></td><td></td></clan<>	N>	200	1121	3459	19.12						

		٬C	HIN	ORK	C' W	AR	KO]	РТА
NAME	М	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 mod	lel equip	ped with two	o deffguns	s and one	e big sho	ota.	
WEAPON	RANGE	TYPE		S	AP	D	ABILIT	TIES
Big shoota	36"	Assa	ult 3	5	0	1	-	
Deffgun	48"	Heav	y D3	7	-1	2	of att	n a unit fires its deffguns, roll once for the number tacks and use this for all deffguns fired by the unit is phase.
Skorcha	8"	Assa	ult D6	5	-1	1	Thisy	weapon hits its target automatically.
Rokkit launcha	24"	Assa	ult 1	8	-2	3	-	
Kustom mega-blasta	24"	Assa	ılt 1	8	-3	D3		u roll one or more hit rolls of 1, the bearer suffers a cal wound after all of the weapon's shots have been ved.
Rattler kannon	24"	Heav	y 2D6	5	-2	D3	-	
Bigbomm			[See be	low]			Each	bigbomm can only be used once per battle.
WARGEAR OPTIONS	• A Wa	arkopta n	nay replace i nay replace i nay take up	ts two def	fguns w	ith two ra		, rokkit launcha or kustom mega-blasta. nnon.
TRANSPORT	A Wark	opta can	carry 10 OI	RK INFAN	NTRY m	odels. It	may not	t carry MEGA ARMOUR or JUMP PACK models.
ABILITIES	Turbo -l rolling a	boost: W a dice.						characteristic for that Movement phase instead of ta behind enemy lines instead of placing it on the
	battlefie	eld. At the	e end of any	of your M	lovemen	t phases,	the Wa	rkopta can swoop around to ambush the foe – set it any enemy models.
	After th	e model	has moved,	pick one e	enemy u	nit that it	flew ov	e as it flies over enemy units in its Movement phase ver. Then, roll a D6 for each model in the enemy get unit suffers 1 mortal wound.
	-		s model is ro ch unit with					re removing it from the battlefield. On a 6 it
FACTION KEYWORDS	ORK,	<clan< td=""><td>></td><td></td><td>1.1</td><td></td><td>1.98</td><td></td></clan<>	>		1.1		1.98	
KEYWORDS	VFHI	TETR	ANSPOR'	r EIV 4	CHINO	DE TAL	DVOD	DT'A

\$2 52		K	USI	[O]	M S'	TO	MP	A		DAMAGE Some of a Kustom S change as it suffers		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	WS
Kustom Stompa	*	*	5+	*	8	40	4	8	3+	31-40+	12"	3+
A Kustom Stompa is a s	ingle model e	auinnea	• ·	leff kan						21-30	9" 5"	4+
three big shootas, a twin and a mega klaw.										11-20 1-10	6" 4"	5+ 6+
WEAPON	RANGE	TYP			S	AP	D	ABILIT	IES			
Deff kannon	72"	Hea	vy D6		10	-4	D6			ng a unit with 10 or n e changes to Heavy 21		ls, this
Supa-gatler	48"	Hea	vy 2D6		7	-2	1	See P	sycho-D	akka-Blasta!		
Lifta-droppa	48"	Hea	vy D6		-	-	-	unit i	s hit by t	nits automatically. Eac his weapon, roll 2D6 rget's Strength, it suff	. If the resu	ilt equals of
Big shoota	36"	Ass	ult 3		5	0	1	-				
Gaze of Mork	24"		ult 1		4D6	-4	6	-				
Skorcha	8"		ult D6		5	-1	1	Thisy	veapon l	nits its target automat	ically.	
Twin big shoota	36"	Ass	ult 6		5	0	1	-				
Belly gun	48"	Hea	vy 2D6		8	-2	2	INFA	NTRY.	reapon's to Heavy 4D		-
Supa-rokkit	100"		vy D3		8	-2	D6	and e	ach can	a-rokkit can be fired l only be fired once per	r battle.	er per turn
Grot sponson	24"	Ass	ult 2		4	0	1			olls made for this wea	-	
Mega klaw	Melee	Mel	ee		x2	-5	4			tompa is equipped wi ttacks characteristic b		ga klaws,
ABILITIES	 A Ku A Ku A Ku 	stom St stom St stom St	ompa ma ompa ma ompa ma ompa tak ee page 2	ay take ay take ke up to	a belly g up to tw	un, but o additi	may no onal sup	longer t	ransport	any models if it does	s so.	
	Bigger ^o When a	'n' Stom Kuston more ti veapons	pier: Th Stompanan 1" fre	is mode Falls B	Back, it c enemy i	an move	e over er	nemy IN	FANTR	and still shoot and/or Y-models, though at i not suffer the penalty	the end of	i ts move it
				bonus (t o its sav	ing thre	ws for t	eing in	cover if (at least half of the mo	del is obsc	ured from
	the bear	er,	, gains a			U		U				
	the bear Psycho To fire t	er, -Dakka he supa	, gains a Blasta! 4	A Kusto second	om Stom time, ro	pa can f	fire its su On a 2+	ipa-gatle -, you ca	er more † n make †	at least half of the mo than once in your Sho the attack. On a 1, the	ooting pha	se.
	the beau Psycho To fire t been ex To fire t	er, - Dakka he supa pended he supa	Blasta! A- gatler a and it ca	A Kustc second n no lo third ti	om Stom time, ro nger be me in yc	pa can f ll a D6. used for our Shoo	fire its su On a 2+ the rest	ipa-gatle -, you ca : of the b ase, roll	er more t n make t battle. a D6. Or	than once in your Sho	poting pha e weapon's the attack	se. ammo has
	the beau Psycho To fire t been ex To fire t less, the	Dakka he supa pended he supa weapor	Blasta! -gatler a and it ca -gatler a sand r	A Kustc second n no lo third ti has be	om Stom time, ro nger be me in yc en exper	pa can f ill a D6. used for our Shoo nded an	fire its su On a 2+ • the rest oting ph d can no	ipa-gatle -, you ca : of the b ase, roll o longer	er more f n make f oattle. a D6. Of be used	than once in your Sho the attack. On a 1, the n a 5+, you can make	poting pha e weapon's the attack	se. ammo has
	the beau Psycho To fire t been ex To fire t less, the Effigy: Explod	er, Dakka he supa pended he supa weapor ORK ur es: If thi	Blasta! A -gatler a and it ca -gatler a d's ammo dits withi s model	A Kusto second n no lo third ti has be n 6" of is reduc	om Stom time, ro nger be me in yc en exper a friendl ced to 0	pa can f ll a D6. used for our Shoo nded an y Kusto wounds	fire its su On a 2+ the rest oting ph d can no m Stom , roll a I	upa-gatle -, you ca - of the b ase, roll - longer pa can r D6 befor	er more f n make f pattle. a D6. Of be used e-roll fai e removi	than once in your Sho the attack. On a 1, the n a 5+, you can make for the rest of the batt	ooting pha e weapon's the attack tle. ìeld and be	se. ammo has . On a 4 or efore any
	the beau Psycho To fire t been ex To fire t less, the Effigy: Explod embark Repair	-Dakka -Dakka he supa pended he supa weapor ORK ur es: If thi ed mod Krew: 4	Blasta! A -gatler a and it ca -gatler a 's ammo its withi s model els disem at the beg	A Kusto second n no lo third ti has be n 6" of is reduc bark. C ginning	om Stom time, ro nger be me in yc en exper a friendl ced to 0 Dn a 6 it g of the tu	pa can f ll a D6. used for our Shoo nded an y Kusto wounds explode urn, a K	fire its su On a 2+ the rest oting ph d can no m Stom , roll a E s, and ea ustom S	upa-gatle -, you ca - of the b ase, roll o longer pa can r D6 befor ach unit tompa's	er more f n make f attle. a D6. Of be used e-roll fai e removi within 2 repair kn	than once in your Sho the attack. On a 1, the n a 5+, you can make for the rest of the batt led Morale tests. ng it from the battlef	ooting pha e weapon's the attack tle. ield and be tal wound:	se. ammo has . On a 4 or efore any s.
TRANSPORT	the beau Psycho To fire t been ex To fire t less, the Effigy: Explod embark Repair a roll of A Kusto	Dakka Dakka he supa pended he supa weapor ORK ur es: If thi ed mod Krew: A a 5+, th om Stor	Blasta! A -gatler a and it ca -gatler a 's ammo its withi s model els disem at the beg e Kuston pa can tr	A Kusto second n no lo third ti has be n 6" of is reduc bark. C ginning n Stom ranspor	om Stom time, ro nger be me in yc en exper a friendl ced to 0 On a 6 it g of the tu pa repain rt 20 OR	pa can f ill a D6. used for our Shoo aded an y Kusto wounds explode urn, a K rs one w K INFA	fire its su On a 2+ the rest oting ph d can no m Stomy , roll a I s, and es ustom S round, a	upa-gatle -, you ca - of the b ase, roll - longer pa can r D6 befor- ach unit tompa's nd on a models.	er more f n make f attle. a D6. Of be used e-roll fai e removi within 2 repair kn 6+, it rep Each MI	than once in your Sho the attack. On a 1, the n a 5+, you can make for the rest of the batt led Morale tests. ng it from the battlef 2D6" suffers 2D6 mor rew may attempt to re	boting pha e weapon's the attack tle. ield and be tal wound: epair lost w	se. ammo has . On a 4 or efore any s. zounds. On K model
TRANSPORT FACTION KEYWORDS	the beau Psycho To fire t been ex To fire t less, the Effigy: Explod embark Repair a roll of A Kusto	Dakka Dakka he supa pended he supa weapor ORK ur es: If thi ed mod Krew: A a 5+, th om Stom o the spa	Blasta! A -gatler a and it ca -gatler a -gatler a 's ammo its withi s model els disem at the beg e Kuston pa can tra ce of two	A Kusto second n no lo third ti has be n 6" of is reduc bark. C ginning n Stom ranspor	om Stom time, ro nger be me in yc en exper a friendl ced to 0 On a 6 it g of the tu pa repain rt 20 OR	pa can f ill a D6. used for our Shoo aded an y Kusto wounds explode urn, a K rs one w K INFA	fire its su On a 2+ the rest oting ph d can no m Stomy , roll a I s, and es ustom S round, a	upa-gatle -, you ca - of the b ase, roll - longer pa can r D6 befor- ach unit tompa's nd on a models.	er more f n make f attle. a D6. Of be used e-roll fai e removi within 2 repair kn 6+, it rep Each MI	than once in your Sho the attack. On a 1, the n a 5+, you can make for the rest of the batt led Morale tests. ng it from the battlef 2D6" suffers 2D6 mor rew may attempt to re pairs D3 wounds. EGA ARMOUR or JU	boting pha e weapon's the attack tle. ield and be tal wound: epair lost w	se. ammo has . On a 4 or efore any s. zounds. On K model

¥ 21	GARGANTUAN SQUIGGOTH									DAMAGE Some of a Gargantuan Squiggoth's characteristics change as it suffers damage, a shown below:				
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	WS	S	
Gargantuan Squiggoth	*	*	5+	*	8	35	8	5	4+	20-35+	10"	3+	12	
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.										9-19 1-8	8" 6"	4+ 5+	10	
WEAPON	RANGE	ТҮРЕ			S	AP	D	ABILITIES		10	0	51	0	
Supa-lobba	48"	Hea	wy 3D6		7	-2	1	7						
Killkannon	24"	Hea	ivy 6		7	-2	2	_					1	
Big zzappa	36"	Hea	wy 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"	Ass	Assault 3		5	0	1	-						
Huge tusks	Melee	Melee			User	-4	D6	-						
WARGEAR OPTIONS										tas on its Howdah. bbas with a killkannon	or big zza	appa.		
ABILITIES	range a or mod enemy Gargan	nd draw ifiers th units wi tuan Sq	line of s at apply thin 1" o	ight fro to the G f the G	om any p Gargantua Fargantua	oint on an Squi n Squig	the Gar ggoth al ggoth, bo	gantuan so apply oth its ov	Squigg to its p vn weap	n their Shooting phase oth. When they do so, passengers, however if t pons and the unit emba target the units curren	any restrie here are arked on t	ctions he		
	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 Gar PACK		n Squigg	oth cai	1 carry 2(ORK	INFAN7	F <mark>RY mo</mark>	dels. It i	may not carry MEGA	ARMOUI	Cor JUMP		
FACTION KEYWORDS	ORK,	<cla< td=""><td>N></td><td></td><td>ST.</td><td></td><td></td><td></td><td></td><td>12</td><td></td><td>h i h an</td><td></td></cla<>	N>		ST.					12		h i h an		
	TRAN	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1								the second s	1 No. 7 1			



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

0019

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

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

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

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

9 10000				RI	EAP	ER				DAMAGE Some of a Reaper's o suffers damage in ba			•
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
Reaper	*	4+	*	6	6	12	*	7	4+	8-12+	14"	3+	5
A Reaper is a single model a sharpened prow blade.	equipped	with a s	torm vo	rtex pr	ojector, so	cytheva	nes and			4-7 1-3	10" 6"	4+ 5+	3 D3
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILIT	TES				100
Storm vortex projector	When a	ittacking	g with th	is weaj	pon, choc	ose one	of the pro	ofiles be	low:				8
- Blast	24"	Hea	avy 2D6		6	0	1			s are slain in the target he following turn.	unit, it m	ay not	
- Beam	36"	Hea	avy D6		8	-4	D6			s are slain in the target he following turn.	unit, it m	ay not	N.C.K.
Scythevanes	Melee	Me	lee		4	-1	1	-					
Sharpened prow blade	Melee	Me	lee		User	-1	2	sharp	ened pr	e a maximum of one c ow blade each turn (a e with a different wear	ny remain		
WARGEAR OPTIONS	• None	e.		11	14.15	15.21	1.2.4	64.8	1 Series	AD STATES	A. T. C.		1
ABILITIES	Night S	hield:	This mod	lel has	a 5+ invu	Inerabl	e save aga	ainst Ra	nged we	eapons.	1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1	-	-
					uced to 0 n 6" suffer				e remov	ing it from the battlefi	ield. On a	5+ it	
	Hoverin	ng: Dist	ance an	d range	es are alwa	ays mea	sured to	and from	m this n	nodel's hull, even thou	gh it has a	base.	
FACTION KEYWORDS	AELD	ARI, D	RUKH	ARI,	<haem< td=""><td>ONCL</td><td>JLUS C</td><td>OVEN</td><td>> OR <</td><td>WYCH CULT> OI</td><td>R <kaba< td=""><td>AL></td><td></td></kaba<></td></haem<>	ONCL	JLUS C	OVEN	> OR <	WYCH CULT> OI	R <kaba< td=""><td>AL></td><td></td></kaba<>	AL>	
KEYWORDS	VEHIC	CLE, F	LY, RE	APER				223			1. 1997	Salar R	

]	[AN	JTA	LUS	5			DAMAGE Some of a Tantalus' suffers damage, as s			nge as i
NAME	М	WS	BS	S	Т	W	A	Ld	Sv	REMAINING W	М	BS	A
Tantalus	*	4+	*	7	7	18	*	7	3+	9-18+	16"	3+	6
A Tantalus is a single mo	odel equipped	d with t	wo pulse	e-disint	egrators	and a di	ire scytł	ne blade.	1.47.1	4-8	14" 12"	4+ 4+	4 D3
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	TIES	1-5	12		05
Pulse-disintegrator	36"		ault 6		8	-3	2	_					
Dire scythe blade	Melee	Mel	ee		8	-2	1	-					
WARGEAR OPTIONS	• None	2.				1	12.27	1. 15		2. 12. 13 13 14 14 14 14 14 14 14 14 14 14 14 14 14	126.3	man .	
TRANSPORT	This mo two mo		y transp	ort 16 I	DRUKH	ARI INI	FANTR	Y or INC	C UBI m	odels. GROTESQUES	S take up t	he space of	Ē
	Enhand dice to o Scythin	ced Aeth determi ng Char	nersails: ne dista ge: If th	If this nce. is mode	model A	Advances es a charg	s, it may ge move	double within	its curre 1" of one	model's hull, even thou ent Movement characte e or more enemy units	eristic – do	o not roll a	
	the Tan	talus us	e the Wa	arlord's	Leaders	hip char	acteristi	c instead	d of thei	us, all friendly units w r own. This ability doe to the Tantalus.			
	line of s also app turn, ca	sight from oly to its nnot sh	m any p passeng oot (exc	oint or gers – f cept wit	the moo or examp h pistols	del. Whe ple, the p) if this r	en they o bassenge model is	do so, an ers canno s within	y restric ot shoot 1" of an	ooting phase. Measure ctions or modifiers tha if this model has Falle enemy unit, and so or tself can.	at apply to an Back in	this model the same	
FACTION KEYWORDS	AELD	ARI, D	RUKH	ARI,	<kaba< td=""><td>L>, <w< td=""><td>VYCH</td><td>CULT></td><td>OR <</td><td>HAEMONCULUS (</td><td>COVEN></td><td></td><td></td></w<></td></kaba<>	L>, <w< td=""><td>VYCH</td><td>CULT></td><td>OR <</td><td>HAEMONCULUS (</td><td>COVEN></td><td></td><td></td></w<>	VYCH	CULT>	OR <	HAEMONCULUS (COVEN>		
KEYWORDS	VEHIC	CLE, T	RANSI	PORT,	FLY, T	ANTAI	LUS		2		1432	SAL ST	



T'AU EMPIRE ARMY LIST

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

KEYWORDS

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

<SEPT>

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

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

XV89 Battlesuits

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

ABILITIES

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

FOR THE GREATER GOOD

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

MARKERLIGHTS

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

Markerlights	Benefits
1	You can re-roll hit rolls of 1 for TAU EMPIRE models attacking this unit.
2	Destroyer and seeker missiles fired at this unit use the firing model's Ballistic Skill (and any modifiers) rather than only hitting on a 6.
3	TAU 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 TAU EMPIRE models attacking this unit.

				SH	AS'	O R	'M	YR	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Shas'o R'myr	8"	3+	2+	5	5	6	4	9	3+
Shas'o R'myr is a single mode included in your army.	el equipp	ed with	a doubl	e-barrel	lled plas	ma rifle	and a m	niniaturis	sed fletchette pod. Only one of this model may be
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES
Double-barrelled plasma rifle	24"	Rap	oid Fire 2	2	6	-3	1	-	
Miniaturised fletchette pod (shooting)	6"	Ass	ault D6		4	0	1	-	
Miniaturised fletchette pod (melee)	Melee	Mel	ee		4	0	1		e two hit rolls for each attack made by this weapor ad of one.
WARGEAR OPTIONS	• None	e.	- as 1					Card and	
	 Kauyon Kauy units Mon 	or Mor y on: Un cannot t'ka: Fr:	nťka. til the er move fo iendly <	nd of the or any re SEPT >	e turn, y eason. units wi	ou can r thin 6" c	e-roll fa an both	iled hit r	a single friendly Commander can declare either rolls for friendly < SEPT > units within 6", but thes ce and shoot as if they hadn't moved this turn.
									•
									argeting ASTRA MILITARUM units.
	battlefie	eld. At tl	he end o	f any of	your M	ovement	phases	, they ca	r in a Manta hold instead of placing them on the n use a Manta Strike to enter the fray – set them enemy models.
							2031 6		
FACTION KEYWORDS	T'AU I	EMPIR	E, DAI	YTH					

				SH	AS'	O F	PAL CAL	.AI	
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Shas'o R'alai	8"	3+	2+	5	6	8	4	9	3+
Blacklight Marker Drone	8"	3+	5+	3	4	1	1	6	4+
Shaso Ralai is a single mode each equipped with a Marke									accompanied by two Blacklight Marker Drones,
WEAPON	RANGE	TYP		,	S	AP	Ď	ABILI	nes
Experimental pulse submunitions rifle	When a	attacking	g with th	nis weap	on, cho	ose one	of the p	rofiles be	elow:
– EMP	24"	Rap	oid Fire 2	2	6	-1	1		e target is a VEHICLE , roll a D6. On a 3+, the targe suffers 1 mortal wound in addition to any other age.
– Hyper density sabot	36"	Ass	ault 2		9	-2	2	-	
Markerlight	36"	Hea	avy 1		-	-	-	See N	Markerlights – page 39.
WARGEAR OPTIONS	• Non	e.	Start		1172			100	
	12" awa Master	ıy.	: Once p						save, increasing to 3+ against attackers more than a single friendly Commander can declare either
	units	s cannot	move fo	or any re	eason.				rolls for friendly < SEPT > units within 6", but these we and shoot as if they hadn't moved this turn.
	The As	sassin: `	When ta	rgeting	an enen	ny CHA	RACTE	R , Shaso	R'alai may re-roll all failed hit rolls.
									any accompanying Drones are set up in unit treated as a separate unit.
									TAU EMPIRE INFANTRY or BATTLESUIT ead of the target unit.
				of any of	your M	ovemen	t phases	, he can	i in a Manta hold instead of placing him on the use a Manta Strike to enter the fray – set him up
		ere on th	ne battlef	field that	it is mor	e than 9	" away f	rom ener	my models.
FACTION KEYWORDS	anywhe		ne battlef E, KE'l			e than 9	" away f	rom ener	my models.

				V81 (
NAME	М	WS	BS	S	Ι	W	A	Ld	Sv
XV81 Commander	8"	3+	2+	5	5	6	4	9	3+
									ystem. It may be accompanied by up to two Tactic be included in any T'au Empire army.
WEAPON	RANGE	Түрі		1 1 0 wei).	S				
Burst cannon	18"		ault 4		5	0	1	_	
Smart missile system	30"	Hea	vy 4		5	0	1	visibl weap	rt missile systems can target units that are not le to the bearer. In addition, units attacked by this oon do not gain any bonuses to their saving throws eing in cover.
ABILITIES	• This 40,00 For the Master	model n 00 – Inde Greater	nay take ex: Xeno. Good: Once p	s 2. See page	ional it 39.	em fron	n the Ra	inged We	s 2. eapons and/or Support Systems list – see Warhamm a single friendly Commander can declare either
	 Kauy units Mon Drone 3 	yon: Unt cannot t'ka: Fri Support	il the en move fo endly < When	or any rea SEPT> un a Comm	son. nits wi ander	thin 6" c in XV81	an both Crisis	n Advanc Battlesui	rolls for friendly <sept></sept> units within 6", but thes ce and shoot as if they hadn't moved this turn. it is set up on the battlefield, any accompanying wards, the Drones are treated as a separate unit.
					Cit		2" . 6 .	C · 11	
									TAU EMPIRE INFANTRY or BATTLESUIT ead of the target unit
	unit, yo Manta them or	u can ch Strike: I n the bat	During c tlefield.	allocate a leployme At the en	any wo nt, you nd of yo	unds to 1 may se our Mov	the Dro t up an ement j	xv81 Ci xv81 Ci phases, ti	

DX-4 TECHNICAL DRONES

		DX	-4 7	ГЕС	CHN	JIC	AL	DR	ONES
NAME	М	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 ' equipped with a defensive		Drones.	It may i	nclude	up to 8 a	ddition	al DX-4	Technic	cal Drones (Power Rating +1 each). Each Drone i
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Defensive charge	8"	Ass	ault 1		5	0	1	-	
WARGEAR OPTIONS	• Non	e.		33.5		Sale is	64.5		
ABILITIES	Saviou unit, yc Multi-1 protocco • Rep- unit • Surv	ou can cl function ol may b air Prote and roll veillance	cols: If a noose to a Survey e activat ocol: Sel a D6. C e Protoc	DRON allocation or: In t and per p lect one on a roll ol: Selec	ES unit e any we he Shoo phase an friendly of a 4+, ct one er	unds to ting pha d per ur unit wi one mo temy un	the Dro se, this hit of D2 th the B del in th it within	ones inst unit may X-4 Tech ATTLES ne unit re n 12" of 1	TAU EMPIRE INFANTRY or BATTLESUIT read of the target unit, y activate one of its Survey Protocols. Only one unical Drones. SUIT keyword within 3" of the Technical Drone egains D3 wounds. the Technical Drone unit. That unit gains no t of your next turn.
FACTION KEYWORDS		EMPIR				-9 m cov	er until	- the stur	
KEYWORDS		NE, FLY			INICA	L DRO	NES	100	

6		I	N X	CO V84					SUIT	
NAME	М	WS	BS	S	T	W	A	Ld	Sv	
XV84 Commander	8"	3+	2+	5	5	6	4	9	3+	
An XV84 Commander i 40,000 – Index: Xenos 2,									ed by up to two Tactical Drones (see <i>Warhamr</i> ppire army.	ner
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	
Burst cannon	18"	Ass	ault 4		5	0	1	-		
WARGEAR OPTIONS	• This 40,00	model r 00 – Inde	nay take ex: Xeno		tional it				2. Papons and/or Support Systems list – see Warha	mme
	Kauyon Kauyon Kauy units Mon Drone Drones Saviou unit, ye Manta them of them u Target weapon but you Networ of whet ability n	or Mor yon: Un scannot t'ka: Fri Suppor are set i r Protoco u can el Strike: I n the bah p anywh Lock: A is, or for must su cked Ma her it pa may only	nt'ka. til the er move fo iendly < t: When up in un cols: If a hoose to During of ttlefield. here on t Model + Advance ubtract 1 asses its y apply a	nd of the or any rea SEPT> u a Comm it cohere DRONE allocate deployme At the en he battle with Targ cing and t from its ht: If any wound rea a maximu	turn, y ason. inits wi ander ency wi S unit any we ent, you nd of yo field th get Locc firing <i>A</i> hit rol attack oll, it au	ou can r thin 6" c in XV84 th it. Fro is within runds to a may se our Mov at is mo k does n Assault v ls when in the Sl atomatic	e-roll fa can both Crisis om that 1 3" of a the Dro t up an rement j re than ot suffe veapons it does it does hooting ally app	a Advance Battlesui point on friendly ones inst XV84 C phases, t 9" from r the per . This m so. phase fr blies a sin	a single friendly Commander can declare either rolls for friendly SEPT > units within 6", but the re and shoot as if they hadn't moved this turn. t is set up on the battlefield, any accompanying wards, the Drones are treated as a separate unit TAU EMPIRE INFANTRY or BATTLESUIT ead of the target unit risis Battlesuit in a Manta hold instead of placin hey can use a Manta Strike to enter the fray – s any enemy models. Talty to their hit rolls for moving and firing Hea odel can also Advance and fire Rapid Fire weap om this model successfully hits its target, regar angle Markerlight counter to the target unit. Thi per phase.	hese t. et avy oons,
FACTION KEYWORDS			E, <se< td=""><td></td><td></td><td>LIADA</td><td>CTED</td><td>COM</td><td>MANDED</td><td></td></se<>			LIADA	CTED	COM	MANDED	
KEYWORDS				XV84 C					MANDER,	

5) 5)								
- Towns	X	V9]	HAZ	ARD	SU	PP	ORT	TEAM
NAME	М	WS	BS S	T	W	A	Ld	Sv
XV9 Hazard Battlesuit	8"	5+	4+ 5	5	5	3	8	3+
An XV9 Hazard Battlesuit XV9 Hazard Battlesuits (+								. It may be accompanied by up to two additional ting each).
WEAPON	RANGE	TYPE		S	AP	D	ABILITIE	S
Double-barrelled burst cannon	18"	Assa	ult 8	5	0	1	-	
Phased ion gun	18"	Assa	ult 2D3	4	-1	1	AP -4 i	t roll of 6 made for this weapon is resolved at instead of AP -1.
Fusion cascade	12"	Assa	ult D3	8	-4	D6		arget is within half range of this weapon, roll ce when inflicting damage with it and discard the result.
Pulse submunitions rifle	30"	Assa	ult 2D3	6	0	1	-	
WARGEAR OPTIONS	a pha • An X	ased ion V9 Haza	gun, a fusion	n cascade c	r a puls	e submu	nitions rif	ble-barrelled burst cannon with either fle. on the <i>Tau Support Systems</i> list – see <i>Warhammer</i>
ABILITIES	Bondin Drone S set up in Photon	n <mark>g Knife</mark> Support n unit co Casters	: When an X herency wit : Any enem	ou roll a 6 v XV9 Hazaro h them. Fro	l Suppor om that	rt Team point or	is set up or wards, the	for this unit, the test is automatically passed. In the battlefield, any accompanying DRONES are e DRONES are treated as a separate unit.
	Saviou		ols: If a DR					CAU EMPIRE INFANTRY or BATTLESUIT ad of the target unit,
	placing	them on	the battlefi	eld. At the	end of a	ny of yo	ur Movem	ard Support Team in a Manta's hold instead of ent phases, they can use a Manta Strike to enter an 9" away from enemy models.
FACTION KEYWORDS	T'AU F	EMPIR	E, <sept></sept>	1.200	111.36	1256.5	015-1-1	
			L, (OLI 17					

1 20			XV1 BA			/AH SUI				DAMAGE Some of the XV109 characteristics chan shown below:			
NAME	Μ	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
XV109 Y'vahra Battlesuit	*	5+	*	6	7	14	*	8	2+	7-14+	18"	4+	 4
Shielded Missile Drone	12"	5+	5+	4	4	1	1	6	4+	4-6	12"	5+	3
MV52 Shield Drone	8"	5+	5+	3	4	1	1	6	4+	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	ТҮРЕ	S	AP	D	ABILITIES
Ionic discharge cannon		tacking with this we nce with the Nova Re				es that follow. You may only use the nova reactor profile in
- Standard	12"	Heavy 3	8	-3	1	When targeting this enemy VEHICLE , the target 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		tacking with this we nce with the Nova Re				es that follow. You may only use the nova reactor profile in
- Standard	8"	Heavy 2D6	6	-2	3	This weapon hits its target automatically.
- Nova reactor	8"	Heavy 3D6	6	-2	3	This weapon hits its target automatically.
Fletchette pod	6"	Pistol D6	4	0	1	_
Missile pod	36"	Assault 2	7	-1	D3	-
WARGEAR OPTIONS	• The Y	'vahra may take up	to two iten	s from	the Supp	port Systems list – see Warhammer 40,000 – Index: Xenos 2.
ABILITIES	For the	Greater Good: See p	age 39.	5- 5- 5	Ser.	
						friendly TAU EMPIRE INFANTRY or BATTLESUIT ones instead of the target unit ₁
	MV52 S	hield Generator: M	V52 Shield	Drones	have a	3+ invulnerable save,
		Generator: Shielded				· · · · · · · · · · · · · · · · · · ·
		Y'vahra Battlesuit: 7 priginating from with				uit has a 5+ invulnerable save, increasing to 4+ against any
			11112 011	II IIIcice	- 199	
	Nova Re nova rea beginnin • Overe • Escap sky. A long c	eactor (Y'vahra class actor. If you do so, th ng of your next turn: charged Burst: The be Thrust: At the star at the beginning of yous as it is more than 9" of	s): In your is model s Y'vahra ca et of the M our next M way from	Movem affers 1 m n fire us: ovemen ovemen an enen	ent phas mortal v ing a we t phase, t phase, ty unit,	se, you can choose to use the XV109 Y'vahra Battlesuit's wound. Choose one of the following effects to last until the apon's Nova Reactor profile. the Y'vahra may be removed from play and set up in the you may set the Y'vahra anywhere on the battlefield as ncreased to 3+ against melee attacks.
FACTION KEYWORDS	Nova Re nova rea beginnin • Overe • Escap sky. A long e • Nova	eactor (Y'vahra class actor. If you do so, th ng of your next turn: charged Burst: The be Thrust: At the star at the beginning of yous as it is more than 9" of	s): In your is model s Y'vahra ca et of the M our next M way from	Movem affers 1 m n fire us: ovemen ovemen an enen	ent phas mortal v ing a we t phase, t phase, ty unit,	wound. Choose one of the following effects to last until the apon's Nova Reactor profile. the Y'vahra may be removed from play and set up in the you may set the Y'vahra anywhere on the battlefield as

45

			BA		R'V TLE		NA IT			DAMAGE Some of the XV107 characteristics chan shown below:			ıge,
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	l
XV107 R'varna Battlesuit	*	5+	*	6	8	15	*	8	2+	7-15+	8"	4+	
Shielded Missile Drone	12"	5+	5+	4	4	1	1	6	4+	4-6	6"	5+	
An XV107 R'varna Battlesu It may also be accompanied – each equipped with a mise	d by up to								n.	1-3	3"	5+	
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES				
Pulse submunitions cannon	60"	Hea	vy 3D3		6	-2	3	-					
Missile pod	36"		ult 2		7	-1	D3	-		T'au Support Systems l			_
	set up in Saviou unit, yo	n unit co r Protoc	oherency ols: If a toose to	v with th DRON allocate	nem. Fro <mark>ES unit</mark> any wo	om that is within unds to ones hav	point or 1 3" of a the Dro	wards, t friendly nes inste	the DR(TAU I ead of the	ttlefield, any accompan DNES are treated as a s CMPIRE INFANTRY of the target unit, e,	eparate ui	nit.	
	Multi-t same ta		A mode	l equipp	oed with	a multi	-tracker	can re-1	coll hit 1	rolls of 1 if it is firing al	l of its wea	apons at th	e
	same ta									rolls of 1 if it is firing al	l of its wea	apons at th	e
	same ta R'varna Nova R do so, tl next tur • Nova • Elect mort • Over	rget. Shield eactor (he R'vari rn: Shield : tromagr al woun charged	Genera R'varna na suffer The R'v netic She ds. I Munit	tor: A F class): rs a mor arna in ockwave ions: W	Cvarna I In your tal wou creases i e: Roll a 'hen firi	Battlesui Movem nd. Cho its invul D6 for ng the p	t has a 5 ent phas ose one nerable each ene	+ invulr e, you c of the fc save to 3 emy unit	nerable an choc bllowing 3+. t within	rolls of 1 if it is firing al	nova react e beginnin 4+, it suff	cor. If you g of your ers D3	e
FACTION KEYWORDS	same ta R'varna Nova R do so, tl next tur • Nova • Elect mort • Over numl	rget. Shield eactor (he R'vari rn: Shield : tromagr al woun	Genera R'varna na suffer The R'v netic Sho ds. I Munit tacks m	tor: A F class): rs a mor arna in ockwaw ions: W ade may	Cvarna I In your tal wou creases i e: Roll a 'hen firi	Battlesui Movem nd. Cho its invul D6 for ng the p	t has a 5 ent phas ose one nerable each ene	+ invulr e, you c of the fc save to 3 emy unit	nerable an choc bllowing 3+. t within	olls of 1 if it is firing al save. ose to use the R'varna's g effects to last until the 6" of this model. On a	nova react e beginnin 4+, it suff	cor. If you g of your ers D3	e

\$ 55	SI	K JPF	X1 REN	39 /IA	TA CY	CUN AI	JAR RM(DUF	2	DAMAGE Some of the KX139 Armour's character	istics chan		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	damage, as shown b		DC	
Ta'unar Supremacy Armour	*	4+	*	8	8	30	*	9	3+	REMAINING W 21-30+	 16"	BS 2+	
The KX139 Ta'unar Supremacy	Armour is	a single	mode	equip	ped wit	h two a	rm-mou	nted	1.54	12-20	10	2+	
tri-axis ion cannon, one pulse	ordnance n									5-11	12"	3+	
four burst cannon and crushin		TVDF				4.0		A 1711 17		1-4	8"	4+	
WEAPON		TYPE	4. 4. 1. 1.		S	AP	0						100
Tri-axis ion cannon - Standard	When atta 60"	CKING WI Heavy		weapo	n, cnoc 7	-2	of the pro 2	offies del	ow:				
- Coherent beam	60"	Heavy			8	-2	3	suffer		e or more hit rolls of i rtal wound after all of i d.			いたちの
Fusion eradicator	24"	Heavy	5		8	-4	D6	two d		s within half range of en inflicting damage w sult.			Constant Pr
Pulse ordnance multi-driver	When atta	e		weapo			of the pro	ofiles bel	ow:				
- Concentrated bombardment	72"	Macro	6		12	-4	4	-					Contraction of the second
- Pattern bombardment	72"	Macro	2D6		8	-3	3	-					
Nexus meteor missile system	24"-120"	Macro	2D6		10	-4	4		weapon bearer	may not target enemy	v units with	nin 24"	
Heavy rail cannon	120"	Macro	1		18	-5	2D6	an ad		roll of 6+ made for th l D3 mortal wounds ir e.			1000
Smart missile system	30"	Heavy	4		5	0	1	visibl by thi	e to the is weap	e systems can target un bearer. In addition, un on do not gain any bou eing in cover.	nits being a	attacked	Takes - Sta
Burst cannon	18"	Assaul	t 4		5	0	1	-					
Crushing feet	Melee	Melee			User	-2	1	weap	on.	nits for each attack ma		S	
WARGEAR OPTIONS	fusion • The KX missile	eradicato (139 Ta'u system	or. inar Su or a hea	prema avy rai	icy Arm l canno	our mand t	y replace ne Cluste	its pulse r Shells a	e ordna ability.	of its tri-axis ion canno	a nexus me	161	
ABILITIES	Vigilance as part of									r's smart missile syster	ns or burst	cannon	
	Barrier S	hield Ge	enerato	r: The	KX139	Ta'unai	Suprem	acy Arm	our ha	s a 5+ invulnerable sav	ve.		
	Cluster S that mode						del that e	nds a ch	arge m	ove within 3" of this m	odel. On a	4+,	1000
	have the l	F LY or T may onl	ITANI y benef	C key ît fron	word, an n a cove	nd so th r save i	at the m f more th	odel finis an half c	shes its of the m	e over other units pro move at least 1" away odel is obscured. In ac	from an en	emy	a state of the
	Designer	s note: S	ee page	4 for a	details o	f how N	lacro wed	ipons wo	rk.				
FACTION KEYWORDS	T'AU EN	_		-					100	1.18.18.11.2.20	4.1.3		
KEYWORDS					TTIE	TIT	VV120'	CAT TATA	D CIT	PREMACY ARMO	UD		- 39

	TI	ETR	RA S	SCO	U	ГSP	PEE	DE]	R TEAM
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Tetra Scout Speeder	18"	6+	4+	4	5	4	2	6	4+
A Tetra Scout Speeder Team It may be accompanied by u									pulse rifles and a high intensity markerlight. h).
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	ITIES
Pulse rifle	30"	Rap	id Fire 1		5	0	1	-	
High intensity markerlight	36"	Hea	vy 1		-	-	-	dama	t from a high intensity markerlight causes no age, but allows 3 markerlight counters to be place he target unit.
WARGEAR OPTIONS	• None	2.		1250	2.1	61	57 6	112 2	
ABILITIES	For the	Greate	r Good:	See page	39.	1.1.30	Realis	hing	1
	end of a	ny of yo		ement ph					Scout Speeder Team lurking in the shadows. At the set them up anywhere on the battlefield that is mo
FACTION KEYWORDS	T'AU F	EMPIR	E, <sei< td=""><td>PT></td><td></td><td>11.24</td><td>- 11</td><td>1224</td><td></td></sei<>	PT>		11.24	- 11	1224	
KEYWORDS	VEHIC	CLE, F	LY, TET	RA SC	OUT	SPEED	ER TE	AM	

PIRANHA TX-42 LIGHT SKIMMER

말 집 것이 가지 않는 것이 좀 많다.	States and the second	a and a state of the			and the Article		14 N.	1. 전 10년 17년 20년 17년 18년 18년 18년 18년 18년 18년 18년 18년 18년 18
NAME	М	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 Sl TX-42 (+5 Power Rating		single m	nodel equipp	ed with two	o fusion	blasters	. It may	be accompanied by up to four additional Piranha
WEAPON	RANGE	TYPE		S	AP	D	ABILIT	lies
Fusion blaster	18"	Assa	ult 1	8	-4	D6		target is within half range, roll two dice when ting damage and discard the lowest result.
Missile pod	36"	Assa	ult 2	7	-1	D3	-	
Plasma rifle	24"	Rapi	d Fire 1	6	-3	1	-	
Rail rifle	30"	Rapi	d Fire 1	6	-4	D3	target	ach wound roll of 6+ made for this weapon, the t unit suffers 1 mortal wound in addition to the al damage.
WARGEAR OPTIONS	• A Pir rail r		K-42 Light Sl	kimmer ma	y replac	e its two	fusion	blasters for two missile pods, two plasma rifles or
ABILITIES	Slaved '	Targetin	g Array: Bo	th of the Pi	ranha T	'X-42's w	reapons	must be fired at the same target.
	-		iranha TX-4 ch unit with					before removing it from the battlefield; on a 6 it
FACTION KEYWORDS	T'AU F	EMPIRI	E, <sept></sept>	ATEN STOL			and and	The second s

VEHICLE, FLY, PIRANHA TX-42 LIGHT SKIMMER

KEYWORDS

June 3	HE	AV	ΥG	IUN	ID]	ROI	NE	SQI	JADRON
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 H Drone is equipped with t			t can inc	lude up	to four	addition	al Heav	y Gun D	Prones (+1 Power Rating each). Each Heavy Gun
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	nes
Burst cannon	18"	Ass	ault 4		5	0	1	-	
Markerlight	36"	He	avy 1		-	-	-	Mark	erlights – see page 39.
WARGEAR OPTIONS	• Any]	Heavy	Gun Dro	one may	replace	one of it	s burst	cannon	with a Markerlight.
ABILITIES	Automa Shootin unit ma Saviour	ated Ta g phase y benef Proto	e, but in fit from a cols: If a	Protoco any pha any of th DRON	o ls: A Ho se that o ne Marko ES unit	one or m erlight al is withir	ore moo bility ru n 3" of a	dels in th les – see friendly	e both markerlights and other weapons in the same he squadron fire a markerlight, no models in the page 39. TAU EMPIRE INFANTRY or BATTLESUIT
FACTION KEYWORDS			RE, <se< td=""><td></td><td>e arry we</td><td>unus to</td><td>the DR</td><td>ONES II</td><td>astead of the target unit</td></se<>		e arry we	unus to	the DR	ONES II	astead of the target unit
KEYWORDS			KL, KOL	_	N DRO	ONE SC	UADI	RON	

					BON [EA]					DAMAGE Some of a TX7's cha suffers damage, as sl			as it
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
TX7 Heavy Bombardment	*	6+	*	6	7	13	*	8	3+	7-13+ 4-6	12" 6"	3+ 4+	3 D
MV1 Gun Drone	8"	5+	5+	3	4	1	1	6	4+	1-3	3"	5+	1
A TX7 Heavy Bombardme two high yield missile pods									n two pu	llse carbines.	ų.		
WEAPON	RANGE	TYPE	I		S	AP	D	ABILI	TIES				
Burst cannon	18"	Assa	ault 4		5	0	1	_					
High yield missile pod	36"	Hea	vy 4		7	-1	D3	-					
Pulse carbine	18"	Assa	ault 2		5	0	1	-					
Seeker missile	72"	Hea	vy 1		-	-	-	seeke weap	er missil on only	this weapon suffers a 1 e can only be used onc hits on a roll of 6, rega stic Skill or any modifi	e per batt ardless of t	le. This	
Smart missile system	30"	Hea	vy 4		5	0	1	visib weap	le to the	e systems can target un bearer. In addition, ur ot gain any bonuses to cover.	nits attack	ed by this	
									0				
	Insteamissi	ad of be le syster	ing acco ns.	ompanio		o MV1 (Gun Dro	ones, thi	s model	may take two burst ca model rather than its b	215	wo smart	
	Insteamissi Hover 7 Explode	ad of be le syster Fank: Di es: If thi	ing acco ns. istances s model	mpanio must b is redu	ed by two be measu nced to 0	o MV1 (red to ar wounds	Gun Dro nd from , roll a l	ones, thi the hull D6 befor	s model of this	may take two burst ca	base. eld and be		
	Instermissi Hover T Explode embarke Saviour	ad of be le syster Fank: Di es: If thi ed mode • Protoc	ing acco ns. istances s model els disen ols: If a	must b is redunbark; o DRON	ed by two be measu nced to 0 on a 6 it I <mark>ES unit</mark>	o MV1 (red to ar wounds explodes	Gun Dro nd from , roll a l s and ea n 3" of a	ones, thi the hull D6 befor ch unit	s model of this re remov within 6	may take two burst ca model rather than its b ring it from the battlefi	pase. eld and be punds.	efore any	
	Instermissi Hover 7 Explode embarke Saviour unit, yo	ad of be le syster Fank: Di es: If thi ed mode Protoc u can ch	ing acco ns. istances s model els disen ols: If a noose to	must b is redu nbark; o DRON allocat	ed by two be measu aced to 0 on a 6 it IES unit e any wo	o MV1 (red to an wounds explodes is withir unds to	Gun Dro nd from , roll a l s and ea 1 3" of a the Dro	ones, thi the hull D6 befor ch unit friendly mes inst	s model of this re remov within 6 TAU H ead of th	may take two burst ca model rather than its b ring it from the battlefi " suffers D3 mortal wo EMPIRE INFANTRY c	ase. eld and be unds. or BATTL	efore any ESUIT	
WARGEAR OPTIONS ABILITIES	Instermissi Hover 7 Explode embarke Saviour unit, yo Threat 1 Attache treated =	ad of be le syster Fank: Di es: If thi ed mode Protoc u can ch Identifie ed Dron as being	ing acco ns. istances s model els disen ols: If a coose to cation P es: Whe g embark	must b is redu nbark; o DRON allocat Protoco en a Has ced. Wh	ed by two be measu nced to 0 on a 6 it IES unit- e any wo ols: In the mmerhe	o MV1 (red to ar wounds explodes is withir unds to e Shootin ad Guns Gun Dro	Gun Dro nd from , roll a l s and ea 1 3" of a the Dro ng phase hip is so ones ren	the hull ones, thi the hull O6 befor ch unit friendly mes inst e, Gun I e, Gun I et up, an nain atta	s model of this re remov within 6 TAU F ead of th Drones c y accom	may take two burst ca model rather than its b ring it from the battlefi " suffers D3 mortal wo MPIRE INFANTRY on the target unit.	pase. eld and bo nunds. p r BATTL rest enemy are attache	efore any ESUIT 7 unit. ed, and are	
	 Instermissi Hover T Explode embarket Saviour unit, yo Threat D Attachet treated a be equip Both Dr 	ad of be le syster Fank: Di es: If thi ed mode Protoc u can ch Identifie ed Dron as being oped wit cones ca	ing acco ns. istances s model els disen ols: If a noose to cation P es: Whe g embark th the D n detach	must b is redu nbark; o DRON allocat Protoco en a Has ted. Wh rones' w a the	ed by two be measu nced to 0 on a 6 it ES unit e any wo ols: In the mmerhe- nilst the 0 weapons start of a	red to ar wounds explodes is withir unds to e Shootin ad Guns Gun Dro in addit any of yo	Gun Dro nd from , roll a l s and ea the Dro ng phase hip is se ones ren ion to it our Moy	ones, thi the hull D6 befor ch unit friendly mes inst e, Gun I et up, an nain atta s own. rement p	s model of this re removies within 6 T'AU F ead of the Drones c y accom ched, the ohases b	may take two burst ca model rather than its b ring it from the battlefi " suffers D3 mortal wo MPIRE INFANTRY on the target unit, an only target the near spanying Gun Drones a	pase. eld and bo ounds. or BATTL rest enemy are attache nip is cons	efore any ESUIT 7 unit. ed, and are sidered to	
ABILITIES	 Instermissi Hover T Explode embarket Saviour unit, yo Threat D Attachet treated a be equip Both Dr 	ad of be le syster Fank: Di es: If thi ed mode Protoc u can ch Identifie ed Dron as being oped with cones ca nes are t	ing accorns. istances s model els disen ols: If a coose to cation P es: Whe e embark th the D n detach treated a	must b is redu nbark; o DRON allocat Protoco en a Hai rones' v n at the us a sep	ed by two be measu nced to 0 on a 6 it ES unit e any wo ols: In the mmerhe- nilst the 0 weapons start of a	red to ar wounds explodes is withir unds to e Shootin ad Guns Gun Dro in addit any of yo	Gun Dro nd from , roll a l s and ea the Dro ng phase hip is se ones ren ion to it our Moy	ones, thi the hull D6 befor ch unit friendly mes inst e, Gun I et up, an nain atta s own. rement p	s model of this re removies within 6 T'AU F ead of the Drones c y accom ched, the ohases b	may take two burst ca model rather than its b ring it from the battlefi " suffers D3 mortal wo EMPIRE INFANTRY of the target unit, an only target the near apanying Gun Drones a le Hammerhead Gunsh y disembarking. From	pase. eld and bo ounds. or BATTL rest enemy are attache nip is cons	efore any ESUIT 7 unit. ed, and are sidered to	
	 Instermissi Hover T Explode embarks Saviour unit, yo Threat I Attache treated is be equip Both Dri the Dro T'AU E 	ad of be le syster Fank: Di es: If thi ed mode Protoc u can ch Identifie ad Dron as being oped with cones ca nes are to EMPIR	ing accorns. istances s model els disen ols: If a coose to cation P es: Whe embark th the D n detach treated a E, <se< td=""><td>must b is redu nbark; o DRON allocat Protoco en a Har rones' v n at the us a sep PT></td><td>ed by two be measu need to 0 on a 6 it IES unit e any wo ols: In the mmerhe- nilst the 0 weapons start of a arate unit</td><td>e MV1 (red to ar wounds explodes is withir unds to e Shootin ad Guns Gun Dro in addit any of you</td><td>Gun Dro ad from , roll a l s and ea a 3" of a the Dro ng phase hip is se pones ren ion to it our Mov cannot r</td><td>ones, thi the hull D6 befor ch unit t friendly mes inst e, Gun I et up, an nain atta ts own. rement p reattach</td><td>s model of this e remov within 6 T'AU H ead of th Drones c y accom ched, th bhases b during t</td><td>may take two burst ca model rather than its b ring it from the battlefi " suffers D3 mortal wo EMPIRE INFANTRY of the target unit, an only target the near apanying Gun Drones a le Hammerhead Gunsh y disembarking. From</td><td>eld and bo unds. or BATTL rest enemy are attachen nip is cons that point</td><td>efore any ESUIT o unit. ed, and are sidered to c onwards,</td><td></td></se<>	must b is redu nbark; o DRON allocat Protoco en a Har rones' v n at the us a sep PT >	ed by two be measu need to 0 on a 6 it IES unit e any wo ols: In the mmerhe- nilst the 0 weapons start of a arate unit	e MV1 (red to ar wounds explodes is withir unds to e Shootin ad Guns Gun Dro in addit any of you	Gun Dro ad from , roll a l s and ea a 3" of a the Dro ng phase hip is se pones ren ion to it our Mov cannot r	ones, thi the hull D6 befor ch unit t friendly mes inst e, Gun I et up, an nain atta ts own. rement p reattach	s model of this e remov within 6 T'AU H ead of th Drones c y accom ched, th bhases b during t	may take two burst ca model rather than its b ring it from the battlefi " suffers D3 mortal wo EMPIRE INFANTRY of the target unit, an only target the near apanying Gun Drones a le Hammerhead Gunsh y disembarking. From	eld and bo unds. or BATTL rest enemy are attachen nip is cons that point	efore any ESUIT o unit. ed, and are sidered to c onwards,	

	HA				E SU EAI				IP	DAMAGE Some of a TX7's cha suffers damage, as s			as it
NAME	М	WS	BS	S	Т	W	A	Ld	Sv	REMAINING W	М	BS	A
TX7 Fire Support	*	6+	*	6	7	13	*	8	3+	7-13+	12"	3+	3
	0"									4-6	6"	4+	Dâ
MV1 Gun Drone	8"	5+	5+	3	4	1	1	6	4+	1-3	3"	5+	1
A TX7 Fire Support Hamm twin T'au plasma cannon. It								d with t	wo puls	e carbines.			
WEAPON	RANGE	TYP			S	AP	0	ABILI	-				- 8
Burst cannon	18"		ault 4		5	0	1	-					-1
Twin T'au plasma cannon	48"	Hea	ivy 4		7	-3	2	-					
Pulse carbine	18"	Ass	ault 2		5	0	1	-					
Seeker missile	72"	Hea	wy 1		-	-	-	seeke weap	er missil on only	this weapon suffers a e can only be used once hits on a roll of 6, rega stic Skill or any modifi	ce per battl ardless of t	le. This	
Twin heavy burst cannon	36"	Hea	wy 16		6	-1	1	-					
Twin fusion cannon	24"	Hea	ivy 2		8	-4	D6	two c		s within half range of t en inflicting damage w			
Smart missile system	30"	Hea	wy 4		5	0	1	visibl weap	le to the	e systems can target ur bearer. In addition, ur ot gain any bonuses to cover.	nits attacke	ed by this	
WARGEAR OPTIONS	 This fusio Insteading missi 	model r n canno ad of be le syster	nay exch on. ong acco ms.	ange its mpanie	ed by two	au plasr MV1 (na canno Gun Dro	ones, thi	s model	twin heavy burst canr may take two burst ca	nnon or t		
ABILITIES	Hover	lank: D	istances	must be	e measur	red to an	nd from	the hull	of this	model rather than its b	base.		- 8
	embark	ed mod	els disen	nbark; c	on a 6 it e	explode	s and ea	06 befor ch unit v	re remov within 6	ring it from the battlefi " suffers D3 mortal wo	ounds.		
	embark Saviour	ed mod Protoc	els disen c ols: If a	nbark; c <mark>DRON</mark>	on a 6 it e <mark>ES unit i</mark>	explode s withir	s and ea 1 3" of a	06 befor ch unit v friendly	e remov within 6 TAU F	ving it from the battlef	ounds.		
	embark Saviour unit, yo	ed mod • Protoc u can cl	els disen c ols: If a noose to	nbark; c DRON allocate	on a 6 it e <mark>ES unit i</mark> e any woi	explode s withir unds to	s and ead 1 3" of a the DR (D6 befor ch unit v friendly DNES in	re remov within 6 - T'AU F nstead o	ving it from the battlefi " suffers D3 mortal wo EMPIRE INFANTRY (ounds. or BATTL	ESUIT	1
	embark Saviour unit, yo Threat Attache treated	ed mod • Protoc u can cl Identifi •d Dron as being	els disen cols: If a noose to cation P nes: Whe g embark	nbark; c DRON allocate rotocol n a Har red. Wh	on a 6 it e ES unit i e any wor Is: In the nmerhea	explodes s withir unds to Shootir d Guns Gun Dro	s and ead a 3" of a the DR ng phase ship is secones rem	D6 befor ch unit v friendly DNES in c, Gun E e, Gun E nt up, an nain atta	re remove within 6 • T'AU F nstead o Drones c y accom	ring it from the battlefi " suffers D3 mortal wo EMPIRE INFANTRY (f the target unit,	ounds. or BATTL rest enemy are attache	ESUIT unit. ed, and are	
	embark Saviour unit, yo Threat Attache treated be equij Both Dr	ed mod • Protoc u can cl Identifi d Dron as being pped wi cones ca	els disen cols: If a noose to cation P nes: Whe g embark th the D an detach	nbark; c DRON: allocate rotocol n a Har red. Wh rones' w	on a 6 it e ES unit i e any wor es: In the nmerhea ilst the C veapons start of a	explode: s within ands to Shootin ad Guns Gun Dro in addit ny of yo	s and eau a 3" of a the DR mg phase ship is secones rem- tion to it pour Mov	D6 befor ch unit v friendly DNES ir c, Gun E c, Gun E t up, an iain atta s own. ement p	e remove within 6 TAU F astead o Drones c y accome ched, the ohases b	ving it from the battlefi " suffers D3 mortal wo EMPIRE INFANTRY of f the target unit, an only target the near upanying Gun Drones	ounds. or BATTL rest enemy are attache hip is cons	ESUIT unit. ed, and are idered to	
FACTION KEYWORDS	embark Saviour unit, yo Threat Attache treated be equij Both Dr the Dro	ed mod Protoc u can el Identifi ed Dron as being oped wi rones ca nes are	els disen cols: If a noose to cation P nes: Whe g embark th the D an detach	nbark; c DRON: allocate rotocol n a Har red. Wh rones' w n at the s as a sepa	on a 6 it e ES unit i e any wor es: In the nmerhea ilst the C veapons start of a	explode: s within ands to Shootin ad Guns Gun Dro in addit ny of yo	s and eau a 3" of a the DR mg phase ship is secones rem- tion to it pour Mov	D6 befor ch unit v friendly DNES ir c, Gun E c, Gun E t up, an iain atta s own. ement p	e remove within 6 TAU F astead o Drones c y accome ched, the ohases b	ving it from the battlefi " suffers D3 mortal wo EMPIRE INFANTRY of f the target unit, an only target the near apanying Gun Drones a the Hammerhead Gunsl y disembarking. From	ounds. or BATTL rest enemy are attache hip is cons	ESUIT unit. ed, and are idered to	
Faction Keywords Keywords (Hammerhead)	embark Saviour unit, yo Threat Attache treated be equij Both Dro T'AU F	ed mod Protoc u can el Identifi d Dron as being oped wi cones ca nes are EMPIR	els disen cols: If a noose to cation P nes: Whe g embark th the D n detach treated a E, <sei< td=""><td>nbark; c DRON: allocate rotocol n a Har red. Wh rones' w n at the s as a sepa PT></td><td>on a 6 it e ES unit i any wor s: In the nmerhea ilst the C veapons start of a arate unit</td><td>explode s within ands to Shootin ad Guns Gun Dro in addit ny of yo t. They</td><td>s and eau a 3" of a the DR ng phase ones rem ion to it our Mov cannot r</td><td>D6 befor ch unit v friendly DNES in c, Gun E t up, an ain atta s own. ement p eattach</td><td>e remove within 6 TAU Festead of Drones c y accome ched, the bhases b during t</td><td>ving it from the battlefi " suffers D3 mortal wo EMPIRE INFANTRY of f the target unit, an only target the near apanying Gun Drones a the Hammerhead Gunsl y disembarking. From</td><td>ounds. or BATTL rest enemy are attache hip is cons</td><td>ESUIT unit. ed, and are idered to</td><td></td></sei<>	nbark; c DRON: allocate rotocol n a Har red. Wh rones' w n at the s as a sepa PT>	on a 6 it e ES unit i any wor s: In the nmerhea ilst the C veapons start of a arate unit	explode s within ands to Shootin ad Guns Gun Dro in addit ny of yo t. They	s and eau a 3" of a the DR ng phase ones rem ion to it our Mov cannot r	D6 befor ch unit v friendly DNES in c, Gun E t up, an ain atta s own. ement p eattach	e remove within 6 TAU F estead of Drones c y accome ched, the bhases b during t	ving it from the battlefi " suffers D3 mortal wo EMPIRE INFANTRY of f the target unit, an only target the near apanying Gun Drones a the Hammerhead Gunsl y disembarking. From	ounds. or BATTL rest enemy are attache hip is cons	ESUIT unit. ed, and are idered to	

	ST	'EA	[] []	DX- H D	6 R RC	EN NE	IOF SÇ	RA UA	DRON
NAME	М	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 additional DX-6 Remo						o long-b	arrelled	burst ca	nnon. It may be accompanied by up to five
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Long-barrelled burst cannon	36"	Hea	wy 4		5	0	1	-	
Seeker missile	72"	Hea	wy 1		-	-	-	Each This	it hit by this weapon suffers a mortal wound. seeker missile can only be used once per battle. weapon only hits on a roll of a 6, regardless of the g model's Ballistic Skill or any modifiers.
WARGEAR OPTIONS	• Each D	X-6 Re	mora St	ealth Dr	one ma	y take u	p to two	seeker r	missiles.
ABILITIES	attacked i Hard to I Shooting Target Le	n the F Iit: You phase. xck: A 1 or for 1	ight pha ir oppor nodel w \dvanci	ise by un nent mus ith Targe ng and f	its that at subtra a t Lock iring As	can FLY act 1 from does no sault we	n all hit t suffer t apons. 7	rolls for he pena Fhis moc	its that can FLY , and can only attack or be r attacks that target this model in the Ity to its hit rolls for moving and firing Heavy del can also Advance and fire Rapid Fire weapons,
	instead of	placin	g them o	on the ba	ttlefield	l. At the	end of a	ny of yo	emora Stealth Drone Squadron in Stealth mode our Movement phases, they can emerge from than 9" away from any enemy models.
FACTION KEYWORDS	T'AU EN				1954		1. Sec. 2		
KEYWORDS	DRONE	, FLY,	DX-6]	REMO	RA STI	EALTH	DROM	VE SQU	JADRON

				AC	UD	A A	X-			DAMAGE Some of the Barra characteristics cha shown below:		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS
Barracuda AX-5-2	*	6+	*	6	7	14	3	7	3+	7-14+	20"-65"	3+
A Barracuda AX-5-2 is a burst cannon and two mi		el equipp	oed with	a heav	y burst o	cannon,	two lon	g-barrel	led	4-6 1-3	20"-45" 20"-25"	4+ 5+
WEAPON	RANGE	TYPI	E		S	AP	D	ABIL	TIES	15	20 25	51
Heavy burst cannon	36"	Hea	vy 8		6	-1	1	-				
Long-barrelled burst cannon	36"	Hea	vy 4		5	0	1	-				
Ion cannon	When a	ttacking	, with th	is weap	on, cho	ose one	of the p	rofiles b	elow:			
- Standard	60"	Hea	vy 3		7	-2	2	-				
- Overcharge	60"	Hea	vy D3		8	-2	3	10 o of 1,	r more r the bear	type to Heavy D6 aga nodels. If you make c rer suffers a mortal w ots have been resolved	one or more l round after al	nit rolls
Swiftstrike railgun	36"	Hea	vy 2		8	-4	D6	Each sing	n wound le morta	roll of 6 made for the	is weapon in to all other d	flicts a amage.
Cyclic ion blaster	When a	ttacking	, with th	is weap	on, cho	ose one	of the p	rofiles b	elow:			
- Standard	18"	Assa	ault 3		7	-1	1	-				
- Overcharge	18"	Assa	ault D3		8	-1	D3		ortal wo	one or more hit rolls und after all of this w		
Missile pod	36"	Assa	ault 2		7	-1	D3	-				
Seeker missile	72"	Hea	vy 1		-	-	-	seek weaj	er missil oon only	v this weapon suffers a le can only be used on v hits on a roll of 6, re	nce per battle gardless of th	e. This
WARGEAR OPTIONS	• The l	Barracuo Barracuo	da AX-5 da AX-5	-2 may -2 may	replace also tak	both its e up to f	long-ba our seel	cannon rrelled l ker miss	with eith ourst car iles.	istic Skill or any mod ner an ion cannon or nnon with two cyclic	a swiftstrike ion blasters.	
ABILITIES						can only at can FI		ged by ı	inits tha	t can FLY, and can on	nly attack or	be
	Barraci	ıda Disj	persion	Field: 7	This mo	del has a	5+ invi	ulnerabl	e save.			
	the mod	lel move	es), and	then m	ove the	model st	raight f	orwards	. Note th	to 90° (this does not c hat it cannot pivot ag 20" until the end of th	ain after the	initial
	Hard to Shootin			onent m	ust subt	ract 1 fr	om all ŀ	nit rolls :	for attac	ks that target this mo	del in the	
						ced to 0 rs D3 mo			06 befor	e removing it from th	ne battlefield;	on a 6 it
FACTION KEYWORDS	T'AU I	EMPIR	E, <sei< th=""><td>PT></td><td>fate!</td><td>1.11</td><td>E-08</td><td>100</td><td>1.</td><td>1. C. Special</td><td>242200</td><td></td></sei<>	PT>	fate!	1.11	E-08	100	1.	1. C. Special	242200	
KEYWORDS			LY, BAI		TD A A							

			GH	GEI TE	R SH R-B	SON	1B F			DAMAGE Some of a Tiger Sh characteristics cha shown below:		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS
Tiger Shark	*	5+	*	8	8	16	3	7	3+	8-16+	20"-75"	2+
The Tiger Shark Fighter-t two burst cannon and two			odel eq	uipped v	with two	ion cai	nnon,			4-7 1-3	20"-45" 20"-30"	3+ 4+
WEAPON	RANGE	TYPE			S	AP	D	ABILIT	IES	1-5	20 - 30	47
Ion cannon	When a	ttacking	, with th	is weapo	on, choc	ose one	of the p	rofiles be	low:			
- Standard	60"	Hea	vy 3	-	7	-2	2	_				
- Overcharge	60"	Hea	vy D3		8	-2	3	10 or of 1, 1	more n he bear	ype to Heavy D6 aga nodels. If you make o er suffers a mortal w ts have been resolved	one or more h ound after al	it rolls
Burst cannon	18"	Assa	ault 4		5	0	1	_				
Missile pod	36"	Assa	ult 2		7	-1	D3	-				
Skyspear missile rack	72"	Hea	vy D6		6	-2	2	-				
Seeker missile	72"	Hea	vy 1		-	-	-	seeke weap	r missil on only	this weapon suffers a e can only be used or hits on a roll of 6, re stic Skill or any modi	nce per battle gardless of th	. This
Swiftstrike railgun	36"	Hea	vy 2		8	-4	D6			roll of 6+ made for t wound in addition t		
Heavy burst cannon	36"	Hea			6	-1	1	-				
WARGEAR OPTIONS	• The T	Figer Sh swiftstril	ark Figh ke railgu	ter-bom ins.	iber may	y replac	e its two		non wit	h either two heavy b		
ABILITIES	gaini Airbori	ng two s ne: This	skyspear model o	missile annot cl	racks. harge, ca	an only	be char	122		ng it unable to transp		14.54
ABILITIES	gaini	ng two s ne: This	skyspear model o	missile annot cl	racks. harge, ca	an only	be char	122				14.54
ABILITIES	gaini Airbori attacked	ng two s ne: This l in the l	skyspear model c Fight ph	missile cannot cl ase by u	racks. harge, ca inits tha	an only t can FI	be char X.	122	nits that			
ABILITIES	gaini Airborn attacked Tiger Sl Superso the mod	ng two s ne: This l in the I hark Di bnic: Ea del move	skyspear model c Fight ph spersion ch time es) and t	missile cannot cl ase by u n Field: this mod hen mo	racks. harge, ca units tha This mo del mov ve the m	an only t can FI odel has es, first nodel str	be charg X. a 5+ inv pivot it raight fo	ged by un vulnerabl on the sp orwards.	nits that le save. pot up to Note th		nly attack or ontribute to in after the in	be how far nitial
ABILITIES	gaini Airborn attacked Tiger SI Superso the moo pivot. W a dice.	ng two s ne: This I in the I hark Di onic: Ea del move Vhen thi	kyspear model c Fight ph spersion ch time es) and t s model ur oppo	missile cannot cl ase by u n Field: this moo hen moo Advanc	racks. harge, ca units tha This movies del movies ve the m ces, incre	an only t can FI odel has es, first nodel str ease its	be char; X. a 5+ inv pivot it raight fo Move ch	ged by un vulnerabl on the sp orwards. naracteris	nits that le save. pot up to Note th stic by 2	c can FLY, and can or 0 90° (this does not c at it cannot pivot aga	nly attack or b ontribute to b in after the in ne phase – do	be how far nitial
ABILITIES	gaini Airborn attacked Tiger Sl Superso the mod pivot. W a dice. Hard to Shootin	ng two s ne: This I in the I hark Di onic: Ea del move Vhen thi O Hit: Yo g phase and Bur	kyspear model c Fight ph spersion ch time es) and t s model ur oppo n: If this	missile annot cl ase by u n Field: this moo hen mo Advance onent mo	racks. harge, ca inits tha This movies del movies ve the movies ve the movies the movies the movies ve the second second second ust subtrational second second ust subtrational second second second second second second second ust subtrational second secon	an only t can FI odel has es, first nodel str ease its ract 1 fr ed to 0 v	be charg Y. a 5+ inv pivot it raight fc Move ch om all h wounds	ged by un vulnerabl on the sp orwards. naracteris nit rolls fo , roll a D	nits that le save. bot up to Note th stic by 2 or attack	c can FLY, and can or 0 90° (this does not c at it cannot pivot aga 25" until the end of th	nly attack or l ontribute to l in after the in ne phase – do del in the	be how far nitial not roll
ABILITIES	gaini Airborn attacked Tiger Sl Superso the moo pivot. W a dice. Hard to Shootin Crash a explode	ng two s ne: This I in the hark Di onic: Ea del move When thi O Hit: Yo g phase and Burn es and ea	kyspear model c Fight ph spersion ch time es) and t s model ur oppo n: If this ch unit	missile cannot ci ase by u n Field: this moo hen mo Advance onent mo model i within 1	racks. harge, ca mits tha This mo del mov ve the m ve the m ces, increase ust subtr is reduce 12" suffe	an only t can FI odel has es, first nodel str ease its ract 1 fr ed to 0 v rs D3 m	be char <i>X</i> . a 5+ inv pivot it raight fo Move ch om all h wounds wounds	ged by un vulnerabl on the sp orwards. naracteris nit rolls fo , roll a D	nits that le save. pot up to Note th stic by 2 or attack 6 before	c can FLY, and can or o 90° (this does not c at it cannot pivot aga 5″ until the end of th cs that target this mo e removing it from th	nly attack or l ontribute to l in after the in ne phase – do del in the	be how far nitial not roll
	gaini Airborn attacked Tiger Sl Superso the moo pivot. W a dice. Hard to Shootin Crash a explode	ng two s ne: This I in the i hark Di bark Di onic: Ea del move When thi hit: Yo g phase. and Burn as and ea odel ma	skyspear model c Fight ph spersion ch time es) and t s model aur oppo	missile cannot ci ase by u n Field: this moo hen moo Advance onent mu model within 1 port up	racks. harge, ca mits tha This mo del mov ve the m ve the m ces, increase ust subtr is reduce 12" suffe	an only t can FI odel has es, first nodel str ease its ract 1 fr ed to 0 v rs D3 m	be char <i>X</i> . a 5+ inv pivot it raight fo Move ch om all h wounds wounds	ged by un rulnerabl on the sp prwards. naracteria nit rolls fo , roll a D punds.	nits that le save. pot up to Note th stic by 2 or attack 6 before	c can FLY, and can or o 90° (this does not c at it cannot pivot aga 5″ until the end of th cs that target this mo e removing it from th	nly attack or l ontribute to l in after the in ne phase – do del in the	be how far nitial not roll

		TIC	GER	SI	HAF	RK .	AX-	1-0		DAMAGE Some of a Tiger Sh change as it takes		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS
Tiger Shark AX-1-0	*	5+	*	8	8	16	3	8	3+	8-16+	20"-75"	2+
The Tiger Shark AX-1-0 i and two missile pods.	is a single m	odel equ	uipped v	vith two	o heavy i	ail canr	ion, two	burst ca	innon	4-7 1-3	20"-45" 20"-30"	3+ 4+
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES			
Heavy rail cannon	120"	Mao	cro 1		18	-5	2D6		ional D	roll of 6+ made for t 3 mortal wounds in a		
Burst cannon	18"	Ass	ault 4		5	0	1	-				
Missile pod	36"	Ass	ault 2		7	-1	D3	-				
Seeker missile	72"	Hea	wy 1		-	-	-	seeke weap	er missil on only	v this weapon suffers a le can only be used on v hits on a roll of a 6, n istic Skill or any modi	nce per battle regardless of	e. This
WARGEAR OPTIONS	• The	Гiger Sh	ark AX-	1-0 ma	iy take uj	to six	seeker m	issiles.	1.38		Ale and	
ABILITIES	attacked	d in the	Fight ph	ase by	charge, c units tha : This mo	it can F	LY.			t can FLY, and can or	nly attack or	be
	the mod	del mov	es), and	then m	nove the	model s	traight fo	orwards.	Note th	to 90° (this does not c hat it cannot pivot ag 25" until the end of th	ain after the i	initial
		Hit: Yo ng phase		onent n	nust subt	ract 1 fi	om all h	it rolls f	or attac	ks that target this mo	del in the	
					l is reduc 12" suffe				6 before	e removing it from th	e battlefield;	on a 6 it
	Designe	er's note	: See pag	ge 4 for	details o	f how M	acro wed	ipons we	ork.			The second
FACTION KEYWORDS	T'AU I	EMPIR	E, <se< td=""><td>PT></td><td>13233</td><td></td><td></td><td></td><td>- 10- 7</td><td></td><td></td><td>2.</td></se<>	PT>	13233				- 10- 7			2.
KEYWORDS	VFHI	CLEE	IX TIC	ER SI	HARK	AX-1-0			1.41	1.55 C. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1.	10751 Y 15	1113.0

		C	ORC		DRO	OPS	SHI	P		DAMAGE Some of an Orca I change as it suffer		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS
Orca Dropship	*	6+	*	7	8	14	3	7	4+	8-14+	20"-55"	4+
The Orca Dropship is a missile pod.	single model	equippe	ed with t	wo long	g-barrell	ed burst	t cannor	and a	Nee 1	4-7 1-3	20"-40" 20"-25"	4+ 5+
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES			
Long-barrelled burst cannon	36"	Hea	wy 4		5	0	1	-				
Missile pod	36"	Ass	ault 2		7	-1	D3	_				
WARGEAR OPTIONS	None	e.										
	Superso	onic: Ea	ch time	this mo	units that	t can FI ves, first	LY. pivot it o	on the s	pot up te	t can FLY, and can of o 90° (this does not c	contribute to	how far
	Superso the moo pivot. W a dice. Hard to Shootin Hover J become	onic: Ea del mov Vhen th o Hit: Yo ag phase let: Befo es 20" ur	ch time es), and is model our oppo	this mo then mo Advand onent m nodel m nd of th	units that odel movove the r ces, incr ust subt noves in re phase,	it can FI ves, first model st rease its ract 1 fr your Me , and it 1	LY. pivot it o traight fo Move ch rom all h ovement	on the sporwards. naracteri it rolls for phase, p	pot up to Note th stic by 2 for attack you can		contribute to ain after the i ne phase – do odel in the Its Move cha	how far nitial not roll racteristic
	Superso the moo pivot. W a dice. Hard to Shootin Hover J become beginni Crash a	onic: Ea del mov Vhen th o Hit: Yo og phase let: Befo es 20" ur ng of yo und Bur	ch time es), and is model our oppo re this n til the e our next n: If this	this mo then mo Advan- onent m nodel m nd of th Movem	units tha odel mov ove the n ces, incr uust subt noves in ne phase, ent pha- is reduc	et can FI res, first model st rease its ract 1 fr your Ma , and it 1 se. red to 0	LY. pivot it of traight fo Move ch rom all h ovement loses the	on the sp orwards. haracteri it rolls f phase, y Airborr roll a D	pot up to . Note th istic by 2 for attacl you can ne, Hard	o 90° (this does not c nat it cannot pivot ag 25" until the end of th cs that target this mo declare it will hover.	contribute to ain after the i ne phase – do odel in the Its Move cha nic abilities un	how far nitial not roll racteristic ntil the
TRANSPORT	Superso the moo pivot. W a dice. Hard to Shootin Hover J become beginni Crash a explode The Oro	onic: Ea del mov Vhen th • Hit: Yo g phase let: Befo ts 20" ur ng of yo and Bur es and ea ca Drop	ch time es), and is model our oppo ore this n til the en our next n: If this ach unit ship can	this mo then mo Advand onent m nodel m nd of th Movem model within 9 transpo	units tha odel mov ove the p ces, incr uust subt noves in the phase, then phase is reduc 9" suffer ort up to	et can FI res, first model st rease its ract 1 fr your Me , and it 1 se. red to 0 f s D6 m o 65 T'AI	LY. pivot it of traight fo Move ch com all h ovement loses the wounds, ortal wounds	on the sp prwards. haracteri it rolls f phase, y Airborr roll a D unds. RE INE	pot up to . Note th istic by 2 for attack you can ne, Hard 06 before ANTRY	o 90° (this does not c nat it cannot pivot ag 25" until the end of th cs that target this mo declare it will hover. to Hit and Supersor	contribute to ain after the i ne phase – do odel in the Its Move cha nic abilities un ne battlefield;	how far nitial not roll tracteristic ntil the on a 6 it
TRANSPORT FACTION KEYWORDS	Superso the moo pivot. W a dice. Hard to Shootin Hover J become beginni Crash a explode The Oro transpo	onic: Ea del mov When th O Hit: Yo g phase (et: Befo es 20" ur ng of yo and Bur es and ea ca Drop rt XV8	ch time es), and is model our oppo ore this n til the en our next n: If this ach unit ship can	this mo then mo Advandon onent m nodel m nodel m Movem model within transpo BATTI	units tha odel mov ove the p ces, incr uust subt noves in the phase, then phase is reduc 9" suffer ort up to	et can FI res, first model st rease its ract 1 fr your Me , and it 1 se. red to 0 f s D6 m o 65 T'AI	LY. pivot it of traight fo Move ch com all h ovement loses the wounds, ortal wounds	on the sp prwards. haracteri it rolls f phase, y Airborr roll a D unds. RE INE	pot up to . Note th istic by 2 for attack you can ne, Hard 06 before ANTRY	o 90° (this does not c nat it cannot pivot ag 25" until the end of th as that target this mo declare it will hover. to Hit and Supersor e removing it from th	contribute to ain after the i ne phase – do odel in the Its Move cha nic abilities un ne battlefield;	how far nitial not roll tracteristic ntil the on a 6 it

			Γ	A SU DRC	JPH PS		P			DAMAGE Some of a Manta S characteristics char shown below:		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS
Manta Dropship	*	5+	*	8	8	60	5	8	3+	30-60+	20"-60"	2+
A Manta Super-heavy Drop										19-29	20"-45"	3+
six long-barrelled ion canno ten seeker missiles.	on, two m	issile po	ds, sixte	en long-	barrelle	ed burst	t cannon	and		10-18	20"-30"	3+
WEAPON	RANGE	ТҮРЕ			S	AP	D	ABILIT	166	1-9	20"-25"	4+
Heavy rail cannon	120"	Мас			18	-5	2D6	Each	wound	roll of 6+ made for th		
Long-barrelled burst cannon	36"	Heav	vy 4		5	0	1	–	D3 moi	tal wounds in additio	on to any oth	er damage.
Long-barrelled ion cannon	When a	ttacking	with th	is weapo	on, choo	ose one	of the pr	ofiles be	low:			
- Standard	96"	Heav			7	-2	2	_				
- Overcharge	96"		vy D3		8	-2	3	conta hit ro	ining 10 lls of 1,	veapon's Type to Heav) or more models. If y the bearer suffers a n n's shots have been re	you roll one on ortal wound	or more
Missile pod	36"	Assa	ult 2		7	-1	D3	-				
Seeker missile	72"	Heav	vy 1		-	-	-	seeke weap	r missil on only	this weapon suffers a e can only be used on hits on a roll of a 6, r r any modifiers.	nce per battle	. This
WARGEAR OPTIONS	• None			E Par			14.5	2.5	Stell.		1. 19.2	LT IS AN
				ien maki	ng sho	oting at	tacks aga	unct it N		t this means many sh	ort ranged o	
TRANSIDIRT	this more superso it moves this more Hover J become beginni Transpo within 3 that can Energy Crash a 4+ it exp Designee	del in th onic: Eac s), and th del Adva et: Befon s 20" uni ng of you ort Eleva " of the not be s Shield: " nd Burr plodes ca	e Shooti ch time hen mov ances, in re this n til the er ur next : ator: Ar rear exir et up in The Man a: If this ausing I <i>See pag</i>	ing phase this mode we the mo- necrease it nodel mo- nd of the Moveme ny unit d t ramp o this way nta Supe s model i D6 morta ge 4 for da	e. Also, lel mov odel str s Move oves in phase, nt phase, nt phase isemba f the m r are sla r-heavy s reduc al woun etails oj	del. You this ver- res, first aight for charac your M and it I se. rking fr odel an in. 7 Drops ed to 0 ids to ea f how M	r oppond hicle may pivot it o orward. N teristic b ovement loses the rom a Ma d not with hip has a wounds, ach unit h	ent must y move a on the sp Note that y 20" un phase, y Airborn anta Sup thin 1" o a 4+ invu roll a D below th	also su and show oot up to tit cann til the e you can e, Colo er-heav f any er alnerabl 6 before e Manta <i>rk</i> .	btract 1 from hit rolls of Heavy weapons wi o 90° (this does not co ot pivot again after th nd of the phase – do declare it will hover. ssal Flyer and Superso y Dropship must be s emy models – any di e save. e removing it from th a and within 1" of it.	s for attacks t thout any pe ontribute to b ne initial pive not roll a die Its Move cha onic abilities set up on the isembarking e table; on a	that target nalty. how far ot. When ce. uracteristic until the battlefield models
TRANSPORT	this mon Superso it moves this mon Hover J become beginni Transpo within 3 that can Energy Crash a 4+ it exp Designe • The N • The N • The N • The Key SUD any the • TY • TX • TX • TX • TX	del in th onic: Eaco s), and th del Adva et: Befons s 20" unit ing of you ort Eleva " of the not be si Shield: " and Burr plodes ca er's note: u EMPI elower d word an PPORT models followin 7 DEVID 7 HEAV 7 FIRE <i>Thist em</i> disemba	e Shooti ch time hen mov ances, in re this n til the en ur next : ator: Ar rear exit et up in The Mau n: If this ausing I See pag aper-hea leck has d up to TEAM , with be ng in any LFISH* MERHH Y BOM SUPPO barked for ark until	ing phase this model we the mo- necrease it nodel mo- nd of the Moveme hy unit d t ramp o this way nta Supe s model i D6 morta ge 4 for da avy Drops a transp eight XV o COMM oth the B by combine EAD GU (BARDM) (BARDM) (BARDM) (COMM) oth the B by combine (COMM) oth the B by combine (COMM) (COMM) oth the B by combine (COMM) (COMM) oth the B by combine (COMM) oth the B by combine (COMM) (COMM) oth the B by combine (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM) (COMM	e. Also, lel mov odel str s Moves oves in phase, isemba f the m r are sla r-heavy s reduc al woun <i>etails of</i> oort cap oort cap oort Ca 78 CRI (ANDE ATTLE hation: WSHIH MARRI Manta, ilfish ha	del. You this ve es, first aight fc charac your M and it l se. rking fr odel an in. 7 Drops ed to 0 ds to ea f how M onsists c coacity of CONE. pacity of CONE. pacity of SIS BA' ER IN X ESUIT a hEAD the De as itself of	r oppond hicle may pivot it o orward. N teristic b ovement oses the rom a Ma d not with hip has a wounds, ach unit l <i>acro wea</i> of two de r 55 mod of 145 mod TTLESU V81 BA and CON IERHEA GUNSH <i>wilfish ma</i> <i>disembar</i>	ent must y move a on the sp Note that y 20" un phase, y Airborn anta Sup thin 1" o a 4+ invu roll a D below th <i>pons wo</i> cks, both lels, and odels with TTS, XV FTLESU AMANE D GUN IP ay have a ked from	also su and show oot up to it cannet til the evolution of up to it cannet vou can e, Colo er-heav f any er allnerabl 6 beford e Manta <i>rk.</i> n of white may on th the T 78 CRIS DER key SHIP other may a the Mat	btract 1 from hit rolls of Heavy weapons wi o 90° (this does not co ot pivot again after th nd of the phase – do declare it will hover. ssal Flyer and Superso y Dropship must be s emy models – any di e save. e removing it from th a and within 1" of it. ch can carry models. ly transport models w CAU EMPIRE INFAN DIS BODYGUARDS , DMMANDER IN XV word. It may also tra	s for attacks t thout any pe ontribute to b he initial pivo not roll a did Its Move cha onic abilities set up on the isembarking e table; on a with the keyw VTRY or DR XV9 HAZA 84 BATTLES insport up to h it, these mo dels disembar	that target nalty. how far ot. When ce. aracteristic until the battlefield models roll of a vords ONE RD SUIT or four of
TRANSPORT FACTION KEYWORDS	this mon Superso it moves this mon Hover J become beginni Transpo within 3 that can Energy Crash a 4+ it exp Designe • The N • The N • The N • The Key SUD any the • TY • TX • TX • TX • TX	del in the onic: Eaco s), and the del Advar et: Befon s 20" unit ng of you ort Eleva " of the not be s Shield: " " of the not be s Shield: " " of the not be s Shield: " " and Burr plodes ca " s note: " s note: " and Burr plodes ca " s note: " and Burr " and " and" " a HEAV " a FIRE S " s s s s s s s s s s s s s s s s s s s	e Shooti ch time hen mov ances, in re this n til the er ur next : ator: Ar rear exii et up in The Man h: If this ausing I See pag uper-hea deck has d up to TEAM , with bc ng in any LFISH* MERHH Y BOM SUPPO <i>barked</i> to <i>may not</i>	ing phase this model we the model in model in model in model model in model model in model model in model in model in model in model in model model in model model model in model model in model in model in model in model in model in model model in model in model model in model model in model model in	e. Also, lel mov odel str s Moves oves in phase, isemba f the m r are sla r-heavy s reduc al woun <i>etails of</i> oort cap oort cap oort Ca 78 CRI (ANDE ATTLE hation: WSHIH MARRI Manta, ilfish ha	del. You this ve es, first aight fc charac your M and it l se. rking fr odel an in. 7 Drops ed to 0 ds to ea f how M onsists c coacity of CONE. pacity of CONE. pacity of SIS BA' ER IN X ESUIT a hEAD the De as itself of	r oppond hicle may pivot it o orward. N teristic b ovement oses the rom a Ma d not with hip has a wounds, ach unit l <i>acro wea</i> of two de r 55 mod of 145 mod TTLESU V81 BA and CON IERHEA GUNSH <i>wilfish ma</i> <i>disembar</i>	ent must y move a on the sp Note that y 20" un phase, y Airborn anta Sup thin 1" o a 4+ invu roll a D below th <i>pons wo</i> cks, both lels, and odels with TTS, XV FTLESU AMANE D GUN IP ay have a ked from	also su and show oot up to it cannet til the evolution of up to it cannet vou can e, Colo er-heav f any er allnerabl 6 beford e Manta <i>rk.</i> n of white may on th the T 78 CRIS DER key SHIP other may a the Ma	btract 1 from hit rolls of Heavy weapons wi o 90° (this does not co ot pivot again after th nd of the phase – do declare it will hover. ssal Flyer and Superso y Dropship must be s emy models – any di e save. e removing it from th a and within 1" of it. ch can carry models. ly transport models v AU EMPIRE INFAN DIS BODYGUARDS , MMANDER IN XV word. It may also tra	s for attacks t thout any pe ontribute to b he initial pivo not roll a did Its Move cha onic abilities set up on the isembarking e table; on a with the keyw VTRY or DR XV9 HAZA 84 BATTLES insport up to h it, these mo dels disembar	that target nalty. how far ot. When ce. aracteristic until the battlefield models roll of a vords ONE RD SUIT or four of

NAME	М	WS	BS	S	T	W	A	Ld	Sv
Remote sensor tower	-	-	4+	-	6	3	-	-	4+
A Remote Sensor Tower is a	single m	odel eq	uipped v	vith a hi	gh inter	nsity ma	rkerligh	t.	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
High intensity markerlight	36"	Hea	wy 1		-	-	-	dama	from a high intensity markerlight causes no age, but allows 3 markerlight counters to be placed to target unit.
WARGEAR OPTIONS	• None	e.	IS BE		2.64				
ABILITIES									te friendly <sept></sept> unit within 3" of this Remote cion of that phase.
	normal repair a	ly force ttempts	a vehicle by any f	e to mov Friendly	ve, or ren model 1	nders a v	rehicle i grant it	mmobil	this unit is affected by an ability that would e, it takes one mortal wound instead. Successful ity to move. During the Fight phase, enemy models
FACTION KEYWORDS	T'AU I	EMPIR	E, <se< td=""><td>PT></td><td></td><td>1.12</td><td></td><td></td><td></td></se<>	PT>		1.12			
KEYWORDS	FORT	IFICA	TION,	REMO	TE SEI	NSOR '	FOWE	R	

		D]	RONI	E SEN	JTI	RY]	ſUR	RET
NAME	М	WS	BS S	T	W	A	Ld	Sv
Drone Sentry Turret	-	-	5+ -	6	3	-	-	4+
A Drone Sentry Turret is (Power Rating +2 each).								nied by up to three additional Drone Sentry Turrets ny Detachment.
WEAPON	RANGE	TYP	E	S	AP	D	ABILITI	IES
Burst cannon	18"	Ass	ault 4	5	0	1	_	
Missile pod	36"	Ass	ault 2	7	-1	D3	-	
Fusion blaster	18"	Ass	ault 1	8	-4	D6		target is within half range of this weapon, roll ice when inflicting damage and discard the lowest
Plasma rifle	24"	Rap	id Fire 1	6	-3	1	-	
WARGEAR OPTIONS	- Two - Two	o missil	e pods blasters	lay replace	doth of	its burst	cannon v	with one of the following:
ABILITIES	Threat I Automa any othe Immob normall repair a	Identifi ated Tra er modi ile: Thi by force ttempts	acking: Whe fiers. s unit cannot a vehicle to p	e Shooting n firing Ov move und nove, or re dly model n	erwatch er any c nders a nay not	n, Drone circumsta vehicle in t grant it	Sentry To inces. If t mmobile	rets can only target the nearest enemy unit. owers hit their targets on rolls of 5+, regardless of this unit is affected by an ability that would , it takes 1 mortal wound instead. Successful ry to move. During the Fight phase, enemy models
FACTION KEYWORDS	T'AU F	EMPIR	E, <sept></sept>	7-1	1.			
KEYWORDS	VEHIC	CLE, D	RONE, DI	RONE SEN	VTRY	TURRE	T	

I NETWUKUD	I AU EMPIRE, <sep i=""></sep>	
RDS	VEHICLE, DRONE, DRONE SENTRY TURRET	

ASURVAN

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*.

61

KEYWORDS

0019

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).

		Kaik			111	1 AC		1912	
6 10005			SH	AD	OW	V S]	PEC	CTR	RES
NAME	М	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+
									res (Power Rating +4), or up to seven additional dow Spectre. Each model is armed with a prism rifl
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES
Prism rifle		ttacking	g with th	is weap	on, choo	ose one	of the pr	ofiles be	pelow:
- Diffuse	8"	Ass	ault D6		5	-1	1		weapon hits its target automatically.
- Coherent	18"	Ass	ault 1		6	-3	1	attacl attac	h hit inflicted with this weapon allows an additional ck to be made with it. As long as each following ck hits, the controlling player may keep making cks until a total of 3 hits have been inflicted with thi pon.
Prism blaster	12"	Ass	ault 1		6	-2	D3	attacl attac	h hit inflicted with this weapon allows an additional ck to be made with it. As long as each following ck hits, the controlling player may keep making cks until a total of 3 hits have been inflicted with thi pon.
Haywire launcher	24"	Hea	wy D3		4	-1	1	4+ fo addit	te target is a VEHICLE and you roll a wound roll of or this weapon, the target suffers 1 mortal wound in ition to any other damage. If the wound roll is 6+, target suffers D3 mortal wounds instead of 1.
Sunburst grenades	6"	Gre	nade D6	5	4	-1	1	-	
WARGEAR OPTIONS	A Sha	adow Sp	pectre Ex	arch ma	ay repla	ce their	prism ri	ifle with	n a prism blaster or haywire launcher.
ABILITIES	Ancient	t Doom	: See pag	ge 60.					
	Battle F	ocus: S	ee page	60.					
	Spectre	Holo-f	ield: Ene	emy uni	ts must	subtrac	t 1 from	hit rolls	s made against a unit with this ability.
	Shadow	of Dea	th: All e	enemy u	nits witl	hin 6" o	f a Shado	ow Spec	ctre Exarch must roll an additional dice when determining the result.
FACTION KEYWORDS					-				FTWORLD>
KEYWORDS	INFAN	TRY,	JET PA	CK, FL	Y, SHA	DOW	SPEC	FRES	

		5.52%	19.99	19/20	3.1		land 1	11/20	Part of the second s
K 6		W	ASF	• AS	SSA	UL	ТИ	VAL	KER
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wasp	10"	3+	3+	5	6	7	2	8	4+
This unit contains 1 Wasp Walkers (Power Rating +1								Valker (1	Power Rating +6) or 2 additional Wasp Assault
WEAPONS	RANGE	TYP			S	AP	D	ABILIT	TIES
Shuriken cannon	24"	Ass	ault 3		6	0	1		time you make a wound roll of 6+ for this weapon, hit is resolved with an AP of -3 instead of 0.
Aeldari missile launcher	When a	ttacking	, with th	is weapo	n, cho	ose one	of the pr	ofiles be	elow:
- Sunburst missile	48"	Hea	vy D6		4	-1	1	-	
- Starshot missile	48"	Hea	vy 1		8	-2	D6	-	
Bright lance	36"	Hea	vy 1		8	-4	D6	-	
Scatter laser	36"	Hea	vy 4		6	0	1	-	
Starcannon	36"	Hea	vy 2		6	-3	3	-	
WARGEAR OPTIONS	- Bri - Sta - Sca - Ael	ght lanc rcannon tter lase dari mis	e r ssile laur	ncher	y repla	ice eithe	r or botł	n of its sl	huriken cannon with one of the following:
ABILITIES	Battle I	Focus: S	ee page (50.					
	Ancien	t Doom	: See pag	ge 60.					
	placing	it on the	e battlefi	eld. At th	ne end	of any o	of your N	lovemen	sault Walker unit in an orbital transport instead of nt phases, the unit can descend using their jump an 9" away from any enemy models.
	Power 1	F ield: M	odels in	this unit	have	a 5+ inv	ulnerabl	e save.	
				is reduce suffers a				D6 befor	re removing it from the battlefield; on a 6 it explode
FACTION KEYWORDS	AELD	ARI, A	SURYA	NI, WA	RHO	ST, <c< td=""><td>RAFT</td><td>WORL</td><td>D></td></c<>	RAFT	WORL	D>
KEYWORDS	VEHIC	CLE, FI	X, WAS	SP ASS.	AULT	WALK	KER	THE .	

			W]	RA	ITH	ISE	ER			DAMAGE Some of a Wraithseer as it suffers damage in			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING WOUNDS	М	WS	B
Wraithseer	*	*	*	7	7	12	4	9	3+	7-12+	8"	3+	3
A Wraithseer is a single	model armed	with a	ghastsp	Par			6.05.05	10 43		4-6	6"	4+	4
WEAPON	RANGE		• •	cui.	S	AP	D	ABILI	TIFS	1-3	4"	5+	5
Ghostspear	Melee	Mel			+2	-4	D6	Whe	n makir	ng wound rolls for hits in n a VEHICLE, re-roll an			
D-cannon	24"	Hea	vy D3		10	-4	D6	-					
Wraithcannon	12"	Ass	ault 1		10	-4	D6	-					
Nevkre	Ancient		-	0	nifest on	e psychi	ic power	in each	friendly	Psychic phase and atte	mpt to d	env one	_
WARGEAR OPTIONS	or at - D-c		f +1 Pov				ne follow			Warhammer 40,000 – In	иex: ле	nos 1,	
Psyker										v Psychic phase, and attent to manifest a psychic po			
							o no oth		1	1.7.1			
	W th	RAITH e contro	IBLADI olling pla	ES or a a a series not a series of a serie	WRAIT ext turn,	HLOR	D within	12" of t it rolls a	he man n additi	ct a friendly unit of WR . ifesting PSYKER . Until 1 onal dice when Advanci	the begin	nning of	
					haaaru	rn char	ge value	of 8. If r	nanifest	1 11			
	• Fo							istic by		ed, all enemy units with they are within 6".	in 6" of 1	the	
	• Fo PS • Do W	SYKER eliverau 'RAITH e begin	must rec nce: Deli IGUARI ning of t	duce th <i>verance</i> D, WR. he cont	eir Lead has a w AITHBI	ership c arp char LADES player's 1	haracter rge value or a WR next turr	of 7. If AITHL	1 whilst manifes ORD w rgeted u		t of ing PSY	KER. Unti	ł
FACTION KEYWORDS	• Fo PS • Do W th	SYKER eliverar RAITH e begin mortal	must rec nce: Deli IGUARI ning of t wound.	duce th verance D, WR. he cont On the	eir Lead has a w AITHBI trolling J	ership c arp char LADES player's f a '6', th	haracter rge value or a WR next turr	of 7. If AITHL , the tai d is igne	1 whilst manifes .ORD w rgeted u pred and	they are within 6". ted, select a friendly uni ithin 12" of the manifest nit rolls a dice every tim	t of ing PSY	KER. Unti	1

1 tower					нc	ORN	EI		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Hornet	18"	6+	3+	4	6	8	2	8	3+
This unit contains 1 Horne shuriken cannon.	t. It can in	clude uj	o to 2 ad	ditional	Horne	ts (Powe	er rating	+ 9 per	model). Each model is equipped with two
WEAPON	RANGE	TYP			S	AP	D	ABILI	TIES
Shuriken cannon	24"	Ass	ault 3		6	0	1		time you make a wound roll of 6+ for this weapon, hit is resolved with an AP of -3 instead of 0.
Scatter laser	36"	Hea	vy 4		6	0	1	-	
Bright lance	36"	Hea	vy 1		8	-4	D6	-	
Hornet pulse laser	48"	Hea	vy 3		6	-3	2	-	
Starcannon	36"	Hea	vy 2		6	-3	3	-	
Aeldari missile launcher	When a	uttacking	g with th	is weap	on, cho	ose one	of the pr	ofiles be	elow:
- Sunburst missile	48"	Hea	vy D6		4	-1	1	-	
- Starshot missile	48"	Hea	vy 1		8	-2	D6	-	
WARGEAR OPTIONS	- Sca - Ael - Sta - Bri - Ho • Any entir	tter lase Idari mis rcannon ght lanc rnet pul Hornet e unit m	r ssile laur e se laser may take uust all ta	ncher e items t ake the s	from th same ite	e <i>Vehicle</i> ems.	e Equipn	<i>eent</i> list -	on with one of the following weapons: – see <i>Warhammer 40,000 – Index: Xenos 1</i> , but the re removing it from the battlefield; on a 6 it explode
AQITIILO	and eac	h unit w	vithin 3"	suffers	a morta	al wound	l.		
						ich this ooting p		dvances	s, your opponent must subtract 1 from hit rolls for
	Hover '	Tank: D	istance a	nd rang	ges are a	always m	easured	to and f	from this model's hull, even though it has a base.
FACTION KEYWORDS	AELD	ARI, A	SURYA	NI, W	ARHO	ost, <c< td=""><td>RAFT</td><td>WORL</td><td>.D></td></c<>	RAFT	WORL	.D>
KEYWORDS	VEHIC				200.000	2012 2 201 2 3			

			WA	RP	H	UN'	ГER			DAMAGE Some of a Warp Hund change as it suffers da shown below:			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING WOUNDS	М	BS	A
Warp Hunter	*	6+	*	6	7	12	*	8	3+	7-12+	16"	3+	3
A Warp Hunter is a single	model, equ	uipped	with a tv	vin shu	ıriken ca	atapult a	nd a D-f.	lail.	6.39	4-6	12"	4+	D3
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-3	8"	5+	1
Shuriken cannon	24"	Ass	sault 3		6	0	1			ou make a wound roll of solved with an AP of -3 i			
Twin shuriken catapult	12"	Ass	sault 4		4	0	1			ou make a wound roll of solved with an AP of -3 i			
D-flail	When a	attackin	g with tł	nis wea	pon, ch	oose one	e of the p	rofiles be	elow:				93
- Blast	36"	Не	avy D3		10	-4	D6	to the	e bearer ore moo	may target enemy units When targeting an ene dels, increase the numbe	my unit	that has 10	
- Rift	12"	He	avy D6		10	-4	D6	This	weapon	hits its target automatic	ally.		
WARGEAR OPTIONS										xen cannon. e Warhammer 40,000 - J	Index: Xe	enos 1.	
ABILITIES	and eac	h unit v	within 6'	' suffer	s D3 mc	ortal wou	inds.			ving it from the battlefie is model's hull, even tho			5
FACTION KEYWORDS							CRAFT				ugii it lla	is a base.	56
KEYWORDS			LY, WA				14192	N. E.	5312		6.5	125	7

20				L	YN	X				DAMAGE Some of a Lynx's suffers damage i			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	M (Sky Hunte
Lynx	*	6+	*	6	7	16	3	8	3+	9-16+	16"	3+	20"-60"
A Lynx is a single model, e	equipped v	with a Sh	uriken c	annon a	ind Lyn	x pulsar.			1.10	4-8	12"	4+	20"-40"
WEAPON	RANGE	ТҮРІ			S	AP	D	ABILI	IES	1-3	8"	5+	20"-25"
Shuriken cannon	24"	Ass	ault 3		6	0	1			u make a wound r olved with an AP o			eapon,
Scatter laser	36"	Hea	vy 4		6	0	1	-					
Bright lance	36"	Hea	vy 1		8	-4	D6	-					1. State
Starcannon	36"	Hea	vy 2		6	-3	3	-					19
Aeldari missile launcher	When	attacking	, with th	is weap	on, cho	ose one	of the pr	ofiles be	elow:				
- Sunburst missile	48"	Hea	vy D6		4	-1	1	-					E. ale
- Starshot missile	48"	Hea	vy 1		8	-2	D6	-					
Lynx pulsar	When	attacking	g with th	is weap	on, cho	ose one	of the pr	ofiles be	low:				25
- Saturation mode	48"	Hea	vy 2D3		7	-3	D3	-					
- Salvo mode	36"	Hea	vy 2		12	-4	D6	-					100
Sonic lance	18"	Hea	vy 3D6		*	-3	1			automatically hits i ANTRY on a 2+, ar			
	- Sta - Br • A Ly	eldari mis arcannon right lanc ynx may ynx may	e replace i	ts Lynx					Warhan	nmer 40,000 – Inde	ex: Xenos	1.	
ABILITIES	Exploc and ead	des: If thi ch unit w	s model vithin 6"	is reduc suffers I	ced to 0 D3 moi) wounds tal wour	s, roll a I nds.	06 befor	e remov	s model's hull, even	tlefield; o	n a 6 it e:	
						turns, b				he Movement pha	· ·		100
	activate uses th The eff Moven	e the Sky ie Moven fects of th	Hunter nent cha nis ability ses, at wi	ability. racterist last un	When a tic for S til you	sky Hunt choose t	, this un er instea o end th	it gains d of its em, whi	the Airb regular I ch may	oorne and Lumberi Movement (see the be done at the beg umbering Flyer abi	ing Flyer a Damage inning of	table abo any your	nd ove). · own
	activate uses th The eff Moven activate Airbon	e the Sky ne Moven fects of the nent phase ed again. rne: (Onl	Hunter nent cha his ability ses, at wi	ability. racterist last un nich poi	When a tic for S atil you int the f the Sky	sky Hunt choose t vehicle lo <i>y Hunter</i>	, this un er instea o end th oses the <i>ability</i>)	it gains d of its em, whi Airborn – This n	the Airb regular I ch may e and Lu nodel ca:	Movement (see the beg	ing Flyer a Damage inning of lities unti nly be cha	table abo any your l Sky Hu	nd ove). · own nter is
	activatiuses the The eff Moven activate Airbon that ca Lumbe characture up to 9	e the Sky ne Moven fects of the nent phase ed again. rne: (Only n FLY, and ering Fly teristic for	Hunter nent cha is ability ses, at wi y used a nd can o er: (Onl or that M does not	ability. racteristy ast un nich poi s part of nly attac y used a lovemer contrib	When a tic for S til you int the f the Sky ck or be s part on t phase ute to h	ky Hunt choose t vehicle lo v Hunter e attacked of the Sky e instead	, this un er instea o end th oses the <i>s</i> <i>ability</i>) d in the <i>Hunter</i> of rollin he mode	it gains d of its em, whi Airborn - This m Fight ph <i>ability)</i> og a dice l moves	the Airb regular 1 ch may e and Lu nodel ca asse by u - When . When) and th	Movement (see the be done at the beg umbering Flyer abi nnot charge, can o	ng Flyer a Damage inning of lities unti nly be cha ces, add 2 first pivo	table abo any youn I Sky Hu arged by 20" to its t it on th	nd ove). · own nter is units Move e spot
FACTION KEYWORDS	activatiuses the The eff Moven activation Airbon that ca Lumbe charact up to 9 least as	e the Sky ne Moven fects of the nent phase ed again. rne: (Onl n FLY, and ering Fly teristic fo 00° (this of	Hunter nent cha is ability ses, at w y used a nd can o er: (Onl or that M does not s its min	ability. racteristy last un nich poi s part of nly attac y used a lovemer contrib imum N	When a tic for S til you til you int the sky of the Sky or boots part of the sky on the state of	ky Hunt choose t vehicle lo v Hunter e attacked of the Sky e instead now far t ad not m	, this un er instea o end th oses the <i>ability</i>) - d in the <i>Hunter</i> of rollin he mode ore than	it gains d of its em, whi Airborn – This n Fight pl <i>ability</i>) g a dice el moves its max	the Airb regular 1 ch may e and Lu nodel ca hase by u – When . When) and th imum.	Movement (see the be done at the beg umbering Flyer abi nnot charge, can o units that can FLY. this model Advan this model moves,	ng Flyer a Damage inning of lities unti nly be cha ces, add 2 first pivo	table abo any youn I Sky Hu arged by 20" to its t it on th	nd ove). · own nter is units Move e spot

32			S	CC	ORP	IOI	N			DAMAGE Some of a Scorpion's it suffers damage in			•
NAME	М	WS	BS	S	Т	W	A	Ld	Sv	REMAINING W	Μ	BS	A
Scorpion	*	6+	*	8	8	1	*	9	3+	15-26+	14"	2+	5
-		-		-	-	-			3+	7-14	10"	3+	3
A Scorpion is a single mod				en cani						1-6	4"	4+	D3
WEAPON	RANGE	TYP	E		S	AP		ABILI					- 34
Shuriken cannon	24"	Ass	ault 3		6	0	1			u make a wound roll of olved with an AP of -3			
Scatter laser	36"	Hea	vy 4		6	0	1	-					- 3
Bright lance	36"		vy 1		8	-4	D6	-					- 8
Starcannon	36"		vy 2		6	-3	3	-					- 3
Aeldari missile launcher			-	is weap	on, cho		of the pi	ofiles be	low:				2
- Sunburst missile	48"		vy D6		4	-1	1	-					2
- Starshot missile	48"	Hea	vy 1		8	-2	D6	-					_8
Twin Scorpion pulsar	60"	Hea	wy 4D6		12	-4	3		red with	olls of 6+ made with th a Damage characterist			
WARGEAR OPTIONS	- Sca - Ael - Sta - Bri	tter lase dari mi rcannor ght lanc	er ssile laun i e	ncher						ng weapons: rhammer 40,000 – Inde	x: Xenos I		
ABILITIES								wounds, nortal w		6 before removing it fr	om the ba	ttlefield;	
	Hover 7	Fank: D	istance a	and ran	ges are a	always n	neasured	to and f	rom thi	s model's hull, even the	ugh it has	s a base.	
								erable sa ed in the		value of this save is det elow:	ermined l	by how far	
				Invul	nerable	Save							
	Dista	nce Mo 17"-20"- 9"-16" 1"-8" 0"			4+ 5+ 6+								
FACTION KEYWORDS	Dista	17"-20"- 9"-16" 1"-8" 0"		82-1.1 Reside Magael	5+ 6+ -) 95T, <0	RAFT	WORL	D>	6			

28				C	OB	RA				DAMAGE Some of a Cobra's cl suffers damage in b			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
Cobra	*	6+	*	8	8	26	*	9	3+	15-26+	14"	2+	5
A Cobra is a single model,	equipped	with a s	huriken	cannor	n and a l	D-impal	er.		12.1	7-14	10" 4"	3+	3 D
WEAPON	RANGE	TYP			S	AP	D	ABILIT	TIES	1-6	4	4+	D
Shuriken cannon	24"	Ass	ault 3		6	0	1			u make a wound roll o olved with an AP of -3			
Scatter laser	36"	Hea	wy 4		6	0	1	-					- 8
Bright lance	36"		vy 1		8	-4	D6	-					_
Starcannon	36"		ivy 2		6	-3	3	٦					
Aeldari missile launcher			-	is weap	oon, cho	ose one	of the pr	ofiles be	elow:				
-Sunburst missile	48"	Hea	wy D6		4	-1	1	-					
Starshot missile	48"	Hea	vy 1		8	-2	D6	-					
D-impaler	36"	Hea	wy D6		16	-5	2D6			roll of 6+ made for thi ds to the target in addi			
WARGEAR OPTIONS	- Sca - Ael - Sta - Bri	itter lase Idari mi rcannor ght lanc	er ssile laun n re	ncher					· ·	weapons: mmer 40,000 – Index:	Xenos 1.		
ABILITIES										g it from the battlefield within 2D6" suffers D6			
	Hover	Tank: D	istance a	and ran	ges are	always n	neasured	to and f	from this	s model's hull, even the	ough it has	s a base.	
							n invulne e, as note			value of this save is det elow:	ermined l	by how far	
		nce Mo 17"-20"- 9"-16" 1"-8"		Invu	Inerable 4+ 5+ 6+	e Save							
		0"											
FACTION KEYWORDS	AELD	Ű	SURYA	.NI, W	ARHC	DST, <c< td=""><td>CRAFT</td><td>WORL</td><td>D></td><td></td><td></td><td></td><td>-</td></c<>	CRAFT	WORL	D>				-

			NI	IGH	IT V	WIN	IG_			DAMAGE Some of a Nightwin as it suffers damag		
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS
Nightwing	*	6+	*	6	6	12	3	8	3+	7-12+	20"-60" 20"-40"	3+
A Nightwing is a single me a crystal targeting matrix							n bright	lance an	nd	4-6 1-3	20 -40 20"-25"	4+ 5+
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES			2
Twin shuriken cannon	24"	Ass	ault 6		6	0	1			u make a wound roll olved with an AP of -		
Twin bright lance	36"	Hea	ivy 2		8	-4	D6	-				
WARGEAR OPTIONS	None	e.										a sure and
	further	90° as b		na men	move	he mode	el straigh	t forwar	d. Once	its move has finished	l, you can pr	vot it a
	Hard to Airbor attacked Crash a	90° as b o Hit: Yo ne: This d in the and Bur	efore. our oppo model o Fight ph n: If this	onent m cannot c nase by t	uust sub charge, units th is redu	tract 1 fr can only at can FI	om hit r be charg LY. wounds,	olls for a ged by u roll a D	attacks t nits that 6 before	hat target this model can FLY, and can on removing it from the	in the Shoot	ing phase. be
	Hard to Airbor attacked Crash a crashes Vector if it is o model. gains a Wings, perform when n	90° as b o Hit: Yo ne: This d in the and Bur in a fier Shift: A operating Advance 5+ invu this mo ning its naking h	efore. our oppo model of Fight ph n: If this cy explose t the sta g with ei es, add 2 lnerable del may first pivo it rolls a	onent m cannot c hase by t s model sion and rt of the ther Ext 4" to its save ur be turn be turn ot in the ngainst t	unst sub charge, units th is redu d each u e Mover tended Move o til it sw aed to fa e Mover he chos	tract 1 fr can only at can FI ced to 0 unit withi ment pha Wings of character vitches to ace direct nent pha	om hit r be charg X. wounds, in 6" suf se, befor r Retract istic for operati cly towar se (as per y mode	olls for a ged by un roll a D fers D3 r re this m re this m that Mo ng with 1 ds any o er the Wi l for the s	attacks t nits that 6 before nortal w odel is n s. When vement Extende ne enen ings of H followin	hat target this model can FLY, and can on removing it from the	in the Shoot aly attack or l e battlefield; g player mus racted Wings ng a dice – it ating with E of sight to ins nodel then ac	ing phase. be on a 6 it st declare and this t also xtended tead of dds 1
FACTION KEYWORDS	Hard to Airbor attacked Crash a crashes Vector if it is o model gains a Wings, perform when n to Hit a	90° as b o Hit: Yo ne: This d in the and Bur in a fier Shift: A perating Advance 5+ invu this mo ning its naking h ability un	efore. our oppo model of Fight ph n: If this cy explose t the sta g with ei es, add 2 lnerable del may first pivo it rolls a ntil it sw	onent m cannot c hase by t s model sion and rt of the ther Ext 4" to its save ur be turn ot in the ngainst t itches to	units tub charge, units th is redu l each u e Mover tended Move o ntil it sw aed to fa e Mover the choso o opera	tract 1 fr can only at can FI ced to 0 unit withi ment pha Wings of character vitches to ace direct ment pha sen enem	om hit r be charg Y. wounds, in 6" suff se, befor r Retract istic for operati cly towar se (as per y mode Retract	olls for a ged by un roll a D fers D3 r re this m red Wing that Mo ng with 1 rds any o er the Wi l for the s ed Wing	attacks t nits that 6 before nortal w odel is 1 gs. When vement Extende ne enen ings of I followin s.	hat target this model can FLY, and can on e removing it from the younds. moved, the controllin n operating with Retr phase instead of rolli d Wings. While oper ny model it has line o Khaine ability), this m	in the Shoot aly attack or l e battlefield; g player mus racted Wings ng a dice – it ating with E of sight to ins nodel then ac	ing phase. be on a 6 it st declare and this t also xtended tead of dds 1

				PH		DAMAGE Some of a Phoenix's characteristics chang it suffers damage in battle, as shown belo								
NAME	M	WS	BS	S	Т	W	A	Ld	Sv	REMAINING WOUNDS	М	BS		
Phoenix	*	6+	*	6	6	16	3	8	3+	10-16+	20"-50"	3+		
A Phoenix is a single mod	lel equippe	d with a	twin sh	uriken	-		-	-		5-9	20"-35"	4+		
a phoenix pulse laser and										1-4	20"-25"	5+		
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES					
Twin shuriken cannon	24"Assault 6601Each time you make a wound roll of 6+ for this that hit is resolved with an AP of -3 instead of 0													
Phoenix pulse laser	48"	Hea	ivy 2		9	-3	3	-						
Twin bright lance	36"	Hea	wy 2		8	-4	D6	-						
Twin starcannon	36"	Hea	wy 4		6	-3	3	-						
Phoenix missile array	48"	Hea	wy D6		6	-3	2	-						
Nightfire missile array	48" Heavy 2D6 4 -1 1 If a unit suffers any unsaved wounds from this weapon the end of the turn.													
WARGEAR OPTIONS	- Tw - Tw	in starca in brigh	annon it lance							wing weapons: issile array.				
ABILITIES	of rollir	ng a dice model n	e. Each ti noves) ai	ime this	s model	moves,	first pivo	ot it on t	he spot	aracteristic for that Mor up to 90° (this does no ce its move has finished	t contribute	e to how		
	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.													
		Airborne: This model cannot charge, can only be charged by units that can FLY , and can only attack or be attacked in the Fight phase by units that can FLY .												
										re removing it from the wounds.	battlefield;	on a 6 it		
	crashes in a fiery explosion and each unit within 6" suffers D3 mortal wounds. AELDARI, ASURYANI, WARHOST, <craftworld></craftworld>													
FACTION KEYWORDS	AELD	ARI, A	SURYA	NI, W	ARHO	OST, <0	CRAFT	WORL	.D>			12.4.1.1		

¥ 42		V	AM	PIF	DAMAGE Some of a Vampire Raider's characteristics change as it suffers damage in battle, as shown below:											
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS				
Vampire Raider	*	6+	*	9	8	32	*	9	3+	26-32+	20"-50"	2+				
A Vampire Raider is a s										17-25	20"-35"	3+				
spirit stones and a cryst	al targeting m			ıammer	40,000		Xenos I			10-16	20"-25"	4+				
WEAPON	RANGE	TYPE			S	AP	0	ABILI	TIES	1-9	20"	5+				
Scatter laser	36"	Hear	vy 4		6	0	1	-								
Twin pulse lasers	48"	Hear	vy 4		8	-3	3	-								
WARGEAR OPTIONS	None			320		1	· W	1.4	12		141 C	1 - J	_			
TRANSPORT										> INFANTRY models odels count as two m		ransport				
	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.															
	crashes	in a ner	, enpiee	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:												
	Distort	Fields:	A mode								etermined b	y how far				
	Distort this mo- Dista	Fields:	A mode ed in yo r ed	ur last l		ent phase					etermined b	y how far				
FACTION KEYWORDS	Distort this mo Dista	Fields: . del move nce Mov 45"-70"+ 25"-44" 1"-24"	A mode ed in yo zed	ur last I Invuli	Moveme nerable 4+ 5+ 6+ -	ent phase	e, as not	ed in the	e table t		etermined b	y how far				

			AM]	PIR	DAMAGE Some of a Vampire Hunter's characteristics change as it suffers damage in battle, as shown below:								
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	
Vampire Hunter	*	6+	*	9	8	32	*	9	3+	26-32+	20"-50"	2+	
A Vampire Hunter is a sin a twin Vampire pulsar, sp Index: Xenos 1.										17-25 10-16	20"-35" 20"-25"	3+ 4+	
WEAPON	RANGE	E TYPE		S	AP	D	ABILIT	IES	1-9	20"	5+		
Scatter laser	36"			6	0	1	-						
Twin pulse lasers	48"	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 than D6.												
WARGEAR OPTIONS	• None	2.	3.40			199	19.5.5	1.1	Ng				
	 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.												
											e battlefield;	on a 5+ it	
	crashes Distort	in a fier Fields:	y explos A mode	ion and l with tl	l each u his abili	nit withi ty has ai	in 12" su n invulne	ffers D6	mortal ve. The	wounds. value of this save is d			
	crashes Distort this mo Dista	in a fier Fields:	y explos A mode ed in yo ved	ion and l with tl ur last l	l each u his abili	nit with ty has ar ent phas	in 12" su n invulne	ffers D6 erable sa	mortal ve. The	wounds. value of this save is d			a North State of the state of t
FACTION KEYWORDS	crashes Distort this mo Dista	in a fier Fields: del mov nce Mov 45"-70"+ 25"-44" 1"-24" 0"	y explos A mode ed in yo ved	ion and l with th ur last l Invul	l each un his abili Moveme nerable 4+ 5+ 6+ -	nit with ty has an ent phas <u>Save</u>	in 12" su n invulno e, as not	ffers D6 erable sa	mortal ve. The table b	wounds. value of this save is d			a North States and

Tower tower		W	SI VRA	KA' IT	ΓΉ ΉK	ACI NI	H GH	T		DAMAGE Some of a Skathach characteristics chan	ge as it su		ge i
NAME	М	WS	BS	S	T	W	A	Ld	Sv	battle, as shown bel		wa	
Skathach Wraithknight	*	*	*	8	8	24	4	9	3+	REMAINING W	M 12"	WS 3+	B 3-
A Skathach Wraithknight i	is a single r	nodel, e	quipped	with ty	wo inferi	no lance	es, titanio	c wraith	bone	7-12	12	3+ 4+	3- 4-
fists and titanic feet.	U		1 11						1185	1-6	8"	5+	5-
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES				_
Scatter laser	36"	Hea	vy 4		6	0	1	-					4
Shuriken cannon	24"	Assa	ault 3		6	0	1			u make a wound roll o olved with an AP of -3			
Starcannon	36"	Hea	vy 2		6	-3	3	-	10 10 100		inotead of		T
Titanic feet	Melee	Mel	·		User	-2	D3		n you m ad of 1.	ake an attack with this	s weapon, :	roll 3 dice	
Titanic wraithbone fists	Melee	Mel	ee		User	-3	D6	-					
Inferno lance	24"	Hea	vy D6		8	-4	D6	two c		s within half range of t n inflicting damage wi			
Deathshroud cannon	When y	ou attac	k with th	nis wea	pon, cho	oose one	e of the f	ollowing	g profile	s:			I
- Focussed	10"	Hea	vy 2D6		7	0	1			automatically hits its t eapon are resolved at A			
- Dispersed	48" Heavy D6 8 -2 D3 Wound rolls of 5+ for this weapon are resolved at AP -4 instead of AP -2.												
	- Shu	tter lase iriken ca rcannon	annon										
				10180									
ABILITIES	Ancient	t Doom	: See pag	e 60.				333			Line-		
ABILITIES			: See pag		ed with	a scatte	rshield h	as a 5+ :	invulner	able save.			
ABILITIES	Scatters Catastr	shield: A ophic C	: See pag A model ollapse :	equipp If this	model is	reduce	d to 0 w	ounds, r	oll a D6	able save. before removing it fro rs D6 mortal wounds.		tlefield. On	
ABILITIES	Scatters Catastr a 6 it co Webway instead rupture	shield: A ophic C llapses v y Ruptu of placin to appe	: See pag A model ollapse: vith cata re: Duri ng it on t	equipp If this strophi ng depl he batt battle	model is ic effect, loyment, lefield. A field – se	and eac and eac you ca At the er	d to 0 we h unit w n set up nd of any	ounds, r rithin 2I the Skat 7 of your	oll a D6 D6" suffe hach W : Moven	before removing it fro	ths of the van force a	webway webway	
ABILITIES	Scatters Catastr a 6 it co Webway instead rupture than 9" Webway model i battlefie both the	shield: A ophic C llapses v y Ruptu of placin to appe away fro y Shunt t can act eld. It can e Webwa	See pag ollapse: with cata re: During it on the om any e Generate tivate the n return	equipp If this strophi ng dep he battle battle nemy r tor: At c shunt to the l re and	model is ic effect, loyment, lefield. A field – se nodels. the begi generato battlefiel Webway	and eac and eac you ca At the er et the Sk nning c or and r d as des	d to 0 we sh unit w n set up nd of any cathach V f your M eturn to scribed i Generate	ounds, r rithin 2I the Skat of your Wraithku Iovemer the dep n the Wo or abiliti	oll a D6 D6" suffe hach W Moven night up nt phase, ths of th ebway R	before removing it fro ers D6 mortal wounds. raithknight in the depo nent phases, the unit ca	ths of the v an force a ' lefield that in 1" of ar s unit fror 'his unit m	webway webway : is more n enemy n the nay not use	
ABILITIES	Scatters Catastr a 6 it co Webway instead rupture than 9" Webway model ir battlefie both the unit is in Unstop or charg models, Wraithk	shield: A ophic C llapses v y Ruptu of placin to appe away fro y Shunt t can act eld. It can e Webwa n the de pable R ge durin though cnight ca	See page A model collapse: with cata re: During it on the or any e Generate civate the n return by Ruptu pths of the evenant: g its turn at the er an move	equipp If this strophi ng depi he battle battle nemy r tor: At to the l re and he web A Ska h. When d of it: and fir	model is ac effect, loyment, lefield. A field – se models. the begi generato battlefiel Webway way, it is thach W n a Skath s move i re Heavy	a reduce and eac , you ca At the er et the Sk nning co or and r d as des Shunt consid raithkn nach Wi t must b weapor	d to 0 we ch unit w n set up nd of any cathach V f your M eturn to scribed i Generate ered to b ight can aithknig be more to swithout	ounds, r rithin 21 the Skat 7 of your Wraithkn fovemer the dep n the Wo or abiliti be slain. Fall Bac sht Falls than 1" fu ut suffer	oll a D6 D6" suffe hach W Moven night up nt phase, ths of th ebway R es in the Back, it from all ing the p	before removing it from ers D6 mortal wounds. raithknight in the depo nent phases, the unit can anywhere on the battle , if this unit is not with e webway. Remove this upture ability above. T	ths of the v an force a lefield that in 1" of ar s unit from 'his unit m le ends wh still shoot nemy INE on, a Skatl Finally, a S	webway webway is more is more n enemy n the nay not use nile this and/ ANTRY hach Skathach	
ABILITIES FACTION KEYWORDS	Scatters Catastr a 6 it co Webway instead rupture than 9" Webway model i battlefie both the unit is in Unstop or charg models, Wraithk	shield: A ophic C llapses v y Ruptu of placin to appe away fro y Shunt t can act eld. It can e Webwa n the de pable R ge durin though canight ca	See page A model collapse: with cata re: During it on the or any e Generate civate the n return by Ruptu pths of the evenant: g its turn at the er an move	equipp If this strophi ng dep he battle battle nemy r tor: At shunt to the l re and he web A Ska a. When nd of its and fir a bon	model is ac effect, loyment, lefield. A field – se models. the begi generato battlefiel Webway way, it is thach W n a Skath s move i re Heavy us to its s	a reduce and eac you ca At the ere t the Sk nning co or and r d as des Shunt consid raithkn hach Wit t must b weapon save in o	d to 0 we h unit w n set up nd of any cathach V f your M eturn to scribed i Generate ered to b ight can "aithknig be more" as withou cover if a	ounds, r rithin 21 the Skat v of your Wraithku Iovemer the dep n the Wo or abilitive slain. Fall Bac than 1" fu ut suffer at least h	oll a D6 D6" suffe hach W Moven night up at phase, ths of th ebway R ies in the Back, it from all ing the p alf of th	before removing it from ers D6 mortal wounds. raithknight in the depu- nent phases, the unit can anywhere on the battle of this unit is not with the webway. Remove this upture ability above. The esame turn. If the battle Movement phase and can even move over en- enemy units. In addition	ths of the v an force a lefield that in 1" of ar s unit from 'his unit m le ends wh still shoot nemy INE on, a Skatl Finally, a S	webway webway is more is more n enemy n the nay not use nile this and/ ANTRY hach Skathach	

60		R	EVI	EN	AN]	[T]	ITA	N		DAMAGE Some of a Revenant change as it suffers shown below:							
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	WS	BS					
Revenant Titan	*	*	*	9	9	32	4	10	3+		M 32"	4+	 24				
A Revenant Titan is a si	ingle model, e	quipped	with tw	vo puls	ars, a clo	udburst	missile	launcher	1	20-27	24"	4+	3-				
and a titanic stride.	8	1.11								10-19	18"	5+	4-				
WEAPON	RANGE	TYPE			S	AP	D	ABILIT	TES	1-9	8"	6+	5				
Гitanic stride	Melee	Mel	ee		User	-3	3		3 hit r ad of 1.	olls for each attack mac	le with thi	s weapon					
Pulsar	60"	Hea	vy 2D6		12	-4	D6		ved witl	rolls of 6+ made with t h a Damage characteris							
Sonic lance	18"	Hea	vy 3D6		*	-3	1			automatically hits its ta ANTRY on a 2+, and al							
Cloudburst missile launcher	48"	Hea	vy 2D6		8	-2	D3			n adds 1 to hit rolls when targeting enemy ne FLY keyword.							
WARGEAR OPTIONS	• This	model n	nay repla	ace one	e or both	of its pr	ulsars wi	th sonic	lances.		1.1	1.5.194.5.					
	a 5+ it c Unstop during i the end Heavy v	pable W ts turn. of its m veapons	with ca raith-ti When a ove, it m without	tastrop tan: A Reven nust be t suffer	hic effec Revenan ant Titar more tha	t, and ea at Titan a Falls B an 1" fro enalty t	ach unit can Fall back, it ca om all en o its hit r	within 3 Back in an even r emy uni rolls. Fin	D6" sut the Mo move o its. In a ally, a I	5 before removing it fro ffers D6 mortal wounds vement phase and still ver enemy INFANTRY ddition, a Revenant Tit Revenant Titan only ga	s. shoot and models, t an can mo	/or charge hough at ove and fire					
	Revena	nt Jet Pa	ack: Wh	en this	model A	Advance	s, increa	se its Mo	ove cha	racteristic by 18", do no	ot roll a di	ce.					
					this abilit Moveme					value of this save is de below:	termined	oy how far					
	Dista	nce Mov 33"-50"+		Invu	<u>Inerable</u> 4+ 5+	Save											
	3	24"-32" 13"-23" 0"-12"			6+ -												
FACTION KEYWORDS	3	24"-32" 13"-23" 0"-12"		NL S	6+ - PIRIT I	HOST	<con< td=""><td>CLAVE</td><td>></td><td></td><td></td><td></td><td></td></con<>	CLAVE	>								

[7]
Swet

CORSAIR CLOUD DANCER BAND

NAME	М	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	ТҮРЕ	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 ABILITIES	- Shun - Scatt - Darl - Splin - Diss • The Fe - Void - Diss Reckless	riken cannon ter laser k lance nter cannon conance cannon elarch may replace it l sabre conance pistol c Abandon: If a unit	s lasblaster	with or bility in	ne of the	catapult with one of the following: e following weapons: e or more casualties on an enemy unit while firing t does not and within 2" of an enemy model once the
$\mathbf{\Sigma}$	Overwat	ch attack has been f	ully resolve	d and b	efore the	t does not end within 3" of an enemy model once the e enemy unit has made its charge move.
	discard t					ests, a unit with this ability may roll an additional dice and e unit due to the result of the test, the number of models
FACTION KEYWORDS	AELDA	RI, ANHRATHE	, <cote< td=""><td>RIE></td><td>Sel 1</td><td></td></cote<>	RIE>	Sel 1	

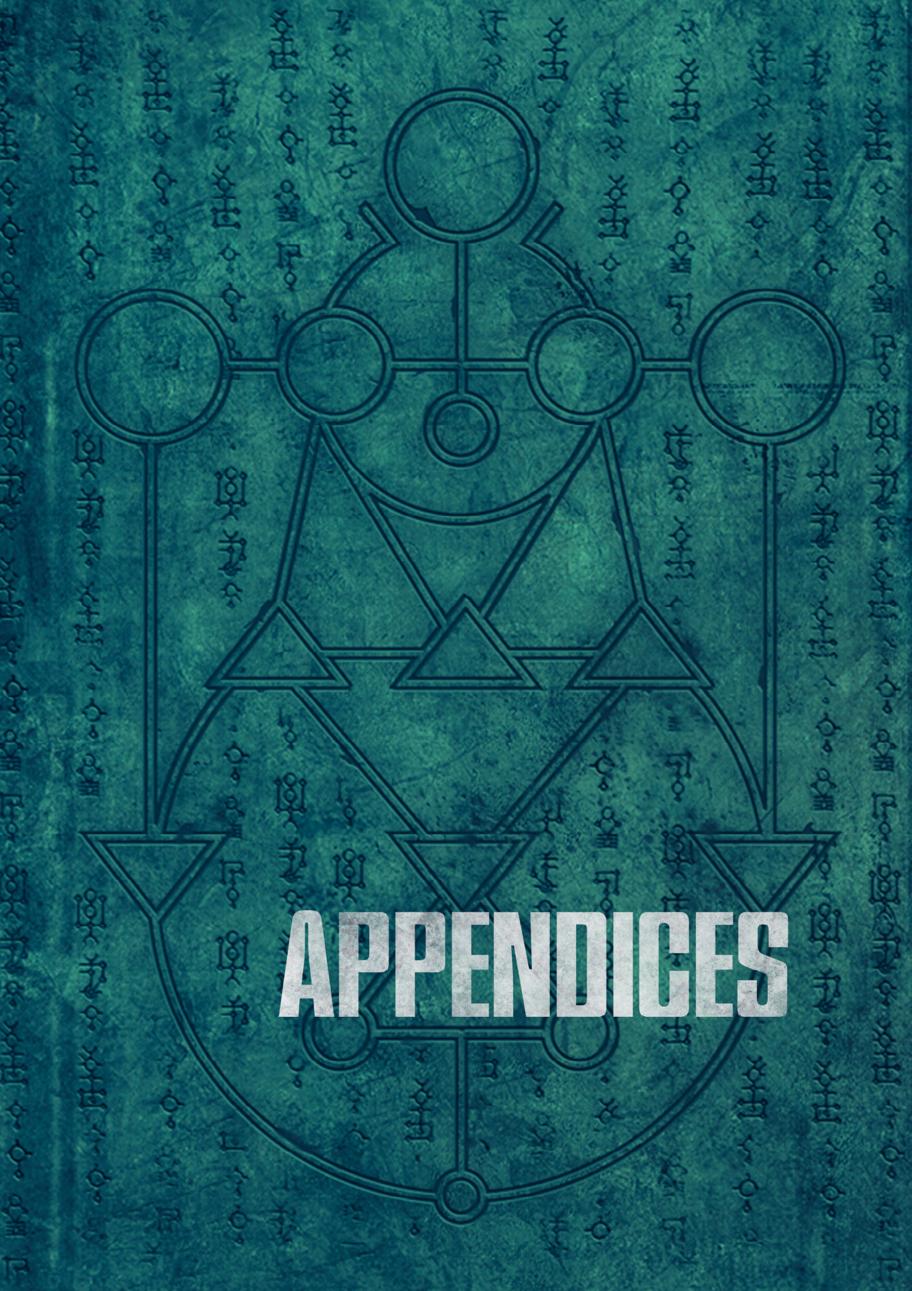
8]	IRI	LLY	TH	[
NAME	М	WS	BS	S	Т	W	A	Ld	Sv	
Irillyth	12"	2+	2+	4	4	6	4	9	2+	
Irillyth is a single model arr	med with	the Spe	ar of Sta	rlight. (Only one	e of this	model n	nay be ta	ten in your	army.
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	ES	
Spear of Starlight (shooting)	24"		ault 1		6	-3	2	attacl attacl attacl weap	to be made hits, the co s until a tot on.	d with this weapon allows an additional e with it. As long as each following ontrolling player may keep making tal of 4 hits have been inflicted with thi charged in the current turn, this
Spear of Starlight (melee) WARGEAR OPTIONS	• Non	Me	lee	100	+1	-3	2			D3+1 damage instead of 2.
ABILITIES			n: See pa	ge 60.					0111	
	Battle	Focus: S	ee 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 does so, set him up anywhere on the battlefield that is more than 9" away from any enemy models.									
	Spectre	e Holo-f	f ield: En	emy un	its must	subtrac	t 1 from	hit rolls	made again	nst a unit with this ability.
	Reaper	of Soul	ls: Re-ro	ll woun	d rolls c	of 1 in th	e Shooti	ng phase	for attacks	Irillyth makes that target INFANTRY.
										y units of SHADOW SPECTRES must ce rolled before determining the results
FACTION KEYWORDS	AELD	ARI, A	SURYA	NI, A	SPECT	WAR	RIOR	1.1		
KEYWORDS	INFAN	NTRY,	JET PA	CK, F	LY, PH	OENIX	LORI), IRILI	YTH	

		P]	HA	NT	OM	[T]	TAI	N		DAMAGE Some of a Phantom change as it suffers of			cs
NAME	М	WS	BS	S	T	W	A	Ld	Sv	shown below:	-		
Phantom Titan	*	*	*	9	9	60	6	10	3+	REMAINING W	M	WS	
		1		,	,	00	0	10	J .	50-60+	28"	3+	
A Phantom Titan is a single a starcannon and its titanic s		luipped	with two	o dire p	ulsars, a	voidsto	orm miss	ile launo	cher,	35-49 20-34	24" 18"	4+ 4+	
WEAPON	RANGE	TYPE			S	AP	D	ABILIT	IES	10-19	15" 12"	5+	
Titanic stride	Melee	Mel	ee		User	-3	3		3 hit rol d of 1.	1-9 lls for each attack mad		6+ s weapon	
Dire pulsar	120"	Mac	ro 2D6		14	-5	D6		ved with	oll of 6+ made for this a Damage characterist			
D-bombard	72"	Mac	ro D6		16	-5	2D6	three		foll of 6+ made for this wounds on the target in .			
Wraith glaive	Melee	Any hit roll of 6 made with this weapon allows a single											
Voidstorm missile launcher	72"	Hea	vy 2D6		8	-3	D3			gains +1 on hit rolls wl FLY keyword.	hen targeti	ing enemy	
Bright lance	36"	Hea	vy 1		8	-4	D6	-					
Starcannon	36"	Hea			6	-3	3	-		e following:			_
ABILITIES	• This	model n gle Phai	ntom Tit	an per	starcanı		h a brigh ven the S		in Prime	ability.			
		-	-							before removing it fro fers 2D6 mortal woun		lefield. On	
										ement phase and still s			
	Heavy w	of its m veapons	ove it m without	ust be r sufferi	nore tha ng the p	n 1" fro enalty t	m all ene	emy uni rolls. Fir	ts. In add ally, a P	er enemy INFANTRY dition, a Phantom Tita hantom Titan only gai	in can mov	ve and fire	
	Heavy w in cover	of its m veapons · if at lea	ove it m without st half o	ust be r sufferi f the m	nore tha ng the p odel is c	n 1" fro enalty t bscured	om all ene to its hit 1 d from th	emy uni rolls. Fir ie bearei	ts. In add ally, a P :	dition, a Phantom Tita	in can mov ns a bonus	ve and fire	
	Heavy w in cover Phanton Steersm	of its m veapons if at lea m Strid nan Prin	ove it m without st half o e: When ne: Onco	ust be r sufferi f the m this m e per tu	nore tha ng the p odel is c odel adv rn, any	n 1" fro enalty t bscureo vances, i friendly	om all ene to its hit i d from th increase i	emy uni rolls. Fir ne bearer its Move vith the	ts. In add nally, a P : e charact < CONC	dition, a Phantom Tita hantom Titan only gai eristic by 12", do not r LAVE> keyword that	in can mov ns a bonus oll a dice.	ve and fire s to its save	
	Heavy w in cover Phanton Steersm model w Distort	of its m veapons if at lea m Strid nan Prin vith this Fields:	ove it m without st half o e: When ne: Once ability r A mode	ust be r sufferi f the m this m e per tu nay hav	nore tha ng the p odel is c odel adv rn, any : re its firs his abilit	in 1" fro enalty t obscured vances, i friendly of failed ty has a:	om all ene to its hit i d from th increase i model w hit roll o	emy uni rolls. Fir he bearen its Move vith the of each the erable sa	ts. In add nally, a P c c charact < CONC urn re-ro we. The	dition, a Phantom Tita hantom Titan only gai eristic by 12", do not r LAVE> keyword that olled. value of this save is det	n can mov ns a bonus oll a dice. is within 2	ve and fire s to its save 24" of a	
	Heavy w in cover Phanton Steersm model w Distort this model Distan	of its m veapons if at lea m Strid nan Prin vith this Fields: del mov nce Mo	ove it m without st half o e: When ne: Once ability r A mode ed in yo ved	ust be r sufferi f the m this m e per tu nay hav l with t ur last l	nore tha ng the p odel is c odel adv rn, any re its firs his abilit Moveme nerable	n 1" fro enalty t bscureo vances, i friendly tfailed ty has as nt phas	om all ene to its hit i d from th increase i model w hit roll o n invulne	emy uni rolls. Fir he bearen its Move vith the of each the erable sa	ts. In add nally, a P c c charact < CONC urn re-ro we. The	dition, a Phantom Tita hantom Titan only gai eristic by 12", do not r LAVE> keyword that olled. value of this save is det	n can mov ns a bonus oll a dice. is within 2	ve and fire s to its save 24" of a	
	Heavy win cover Phanton Steersm model w Distort this model Distan	of its m veapons if at lea m Strid an Prin vith this Fields: del mov <u>nce Mov</u> 26"-40"+ 19"-25"	ove it m without st half o e: When ne: Once ability r A mode ed in yo ved	ust be r sufferi f the m this m e per tu nay hav l with t ur last l	nore tha ng the p odel is c odel adv rn, any r e its firs his abilit Moveme <u>nerable</u> 4+ 5+	n 1" fro enalty t bscureo vances, i friendly tfailed ty has as nt phas	om all ene to its hit i d from th increase i model w hit roll o n invulne	emy uni rolls. Fir he bearen its Move vith the of each the erable sa	ts. In add nally, a P c c charact < CONC urn re-ro we. The	dition, a Phantom Tita hantom Titan only gai eristic by 12", do not r LAVE> keyword that olled. value of this save is det	n can mov ns a bonus oll a dice. is within 2	ve and fire s to its save 24" of a	
	Heavy win cover Phanton Steersm model w Distort this model Distan	of its m veapons if at lea m Strid an Prin vith this Fields: del mov <u>nce Mov</u> 26"-40"+ 19"-25" 9"-18"	ove it m without st half o e: When ne: Once ability r A mode ed in yo ved	ust be r sufferi f the m this m e per tu nay hav l with t ur last l	nore tha ng the p odel is c odel adv rn, any re its firs his abilit Moveme <u>nerable</u> 4+	n 1" fro enalty t bscureo vances, i friendly tfailed ty has as nt phas	om all ene to its hit i d from th increase i model w hit roll o n invulne	emy uni rolls. Fir he bearen its Move vith the of each the erable sa	ts. In add nally, a P c c charact < CONC urn re-ro we. The	dition, a Phantom Tita hantom Titan only gai eristic by 12", do not r LAVE> keyword that olled. value of this save is det	n can mov ns a bonus oll a dice. is within 2	ve and fire s to its save 24" of a	
	Heavy win cover Phanton Steersm model w Distort this mode Distan	of its m veapons if at lea m Strid nan Prin vith this Fields: del mov nce Mov 26"-40"+ 19"-25" 9"-18" 0"-8"	ove it m without st half o e: When ne: Oncc ability r A mode ed in yo ved	ust be r sufferi f the m this m e per tu nay hav with ti ur last l Invul	nore tha ng the p odel is c odel adv rn, any re its firs his abilit Moveme nerable 4+ 5+ 6+ -	n 1" fro enalty t bscured vances, i friendly st failed ty has a nt phas Save	om all ener to its hit i d from the increase i model v hit roll o n invulne te, as note	emy uni rolls. Fir ne bearen its Move vith the of each the erable sa ed in the	ts. In add hally, a P : e charact < CONC urn re-ro we. The ve table bo	dition, a Phantom Tita hantom Titan only gai eristic by 12", do not r LAVE> keyword that olled. value of this save is det	n can mov ns a bonus oll a dice. is within 2	ve and fire s to its save 24" of a	
FACTION KEYWORDS	Heavy w in cover Phanton Steersm model w Distort this mod Distan	of its m veapons if at lea m Strid an Prin vith this Fields: del mov nce Mov 26"-40"+ 19"-25" 9"-18" 0"-8"	ove it m without st half o e: When ne: Once ability r A mode ed in yo ved	ust be r sufferi f the m this m e per tu nay hav with t ur last l <u>Invul</u>	nore tha ng the p odel is c odel adv rn, any r e its firs his abilit Moveme <u>nerable</u> 4+ 5+ 6+ - details op	n 1" fro enalty t bscureo vances, i friendly t failed ty has a nt phas Save	om all ene to its hit i d from th increase i model w hit roll o n invulne	emy uni rolls. Fir he bearen its Move vith the of each the erable sa ed in the	ts. In add aally, a P : e charact < CONC urn re-ro we. The ve e table bo	dition, a Phantom Tita hantom Titan only gai eristic by 12", do not r LAVE> keyword that olled. value of this save is det	n can mov ns a bonus oll a dice. is within 2	ve and fire s to its save 24" of a	

CORSAIR REAVER BAND

NARE		wo	nn				0	1.1	8
NAME	M	WS	BS	_		W	A	Ld	Sv
Corsair Reaver	8"	3+	3+	3 3	3	1	1	6	5+
Corsair Reaver Felarch	8"	3+	3+		3	1	2	7	5+
	ating +4), c	or up to							er Felarch. It can include up to five additional -8). Each model is equipped with a lasblaster, a
WEAPON	RANGE	TYPE		[5	AP	D	ABILIT	IES
Lasblaster	24"	Assa	ult 3	3	3	0	1	-	
Shardcarbine	18"	Assa	ult 3	`	f	0	1	a mo woun	weapon always wounds on a 4+, unless targeting del with the VEHICLE keyword, in which case it ds on a 6+.
Shuriken catapult	12"	Assa	ult 2	4	1	0	1	that h	time you make a wound roll of 6+ for this weapon, it is resolved with an AP of -3 instead of 0.
Spar-glaive	Melee	Mele	ee	Us	er	0	1	gains this p	del attacking with this weapon in the Fight phase a single bonus attack that must be resolved with rofile.
Brace of pistols	8"	Pisto	ol D6	,	÷	0	1	many phase target case i	n firing this weapon, roll once to determine how shots all models in the unit will fire in a given e; this weapon always wounds on a 4+, unless ting a model with the VEHICLE keyword, in which t wounds on a 6+ and any wounds rolls of a 6 are red with an AP of -1 instead of 0.
Sunburst grenade	6"	Grei	nade D6	4	1	-1	1	-	
Flamer	8"	Assa	ult D6	4	1	0	1		weapon hits its target automatically.
Fusion gun	12"	Assa	ult 1	8	3	-4	D6	two d	target is within half range of this weapon, roll lice when inflicting damage with it and discard the t dice.
Void sabre	Melee	Mele		Us	er	-3	1	-	
Blaster	18"	Assa	ult 1	8	3	-4	D3	-	
Shredder	12"	Assa	ult D3	e	5	0	1	failed	n attacking a unit of INFANTRY , you can re-roll wound rolls for this weapon.
Dissonance pistol	12"	Pisto	ol 1	5	5	-2	1	hit is	time you make a hit roll of 6+ for this weapon, that resolved at Strength of 6 with an AP of -3 instead ength 5 and AP -2.
Aeldari missile launcher		-		weapon, o			-	ofiles be	low:
- Sunburst missile	48"		vy D6		1	-1	1	-	
- Starshot missile	48"	Hear	vy 1	ξ	3	-2	D6	– Each	time you make a wound roll of 6+ for this weapon,
Shuriken cannon	24"	Assa	ult 3	(5	0	1	that h	hit is resolved with an AP of -3 instead of 0.
Dark lance	36"	Hear	vy 1	8	3	-4	D6	equip	ge the weapon's Type from Heavy to Assault if it is ped on a VEHICLE .
Splinter cannon	36"	Rapi	d Fire 3	>	f	0	1	a mo	weapon always wounds on a 4+, unless targeting del with the VEHICLE keyword, in which case it ds on a 6+.
WARGEAR OPTIONS	• The (- Voi - Dis	Corsair I d sabre sonance	Ceaver Fe l	larch may	repla	ce its i	lasblaster-	with or	ken catapult, shardcarbine or spar-glaive. He of the following weapons: lasblaster with one of the following weapons:
		edder		– Fusic – Flam	n gu		in in the second	- Ael	dari missile launcher – Dark lance riken cannon – Splinter cannon
ABILITIES	Reckles Overwa Overwa	s Aband tch, it m tch attac	ay make k has bee	unit with th a 3" move en fully res	nis ab in an olved	y dire l and l	ction that before the	e or mon does no e enemy	re casualties on an enemy unit while firing ot end within 3" of an enemy model once the unit has made its charge move.
1. Adapting	discard	the lowe		but if any					it with this ability may roll an additional dice and ie to the result of the test, the number of fleeing
FACTION KEYWORDS	AELDA	ARI, A	NHRAT	HE, <cc< td=""><td>)TEF</td><td>RIE></td><td></td><td></td><td></td></cc<>)TEF	RIE>			
				R REAV					

MAMEMWSBSSTWALdSUCorsair Skyreaver16"3+3+331165+Corsair Skyreaver16"3+3+331165+Corsair Skyreaver16"3+3+331165+This unit contains five Coraris Tskyreaver, Hower Rating +6, Each model is equipped with a labelaster, a bace of pistols, and sunburst grenades.MMEMMELadelaster24"Assault 3301-This weapon always wounds on a 4+, unless targetinShardcarbine18"Assault 3-01-This weapon always wounds on a 4+, unless targetinShardcarbine18"Assault 3-01-This weapon always wounds on a 4+, unless targetinShardcarbine18"Assault 3-01This weapon always wounds on a 4+, unless targetinShardcarbine18"Assault 3-01Shardcarbine18"Assault 3-01Shardcarbine18"Assault 3-01Shardcarbine8"Pistol D6-01Shardcarbine8"Pistol D64-11 </th <th>-twitt</th> <th>C</th> <th>CORSA</th> <th>IR SK</th> <th>YR</th> <th>EAV</th> <th>ER</th> <th>BAND</th>	-twitt	C	CORSA	IR SK	YR	EAV	ER	BAND
Constrict Skyreaver Felanch 16* 3+ 3+ 3 3 1 2 7 5+ This unit contains five Constrict Skyreavers, and one model may be exchanged for a Constri Skyreaver Felanch, it can include up to five additic Constrict Skyreaver Felanch, it can include up to five additic Constrict Skyreaver Felanch, it can include up to five additic Constrict Skyreaver Felanch, it can include up to five additic Constrict Skyreaver Felanch, it can include up to five additic Constrict Skyreaver Felanch, it can include up to five additic Constrict Skyreaver Felanch, it can include up to five additic Constrict Skyreaver Felanch, it can include up to five additic Constrict Skyreaver Felanch, it can include up to five additic Constrict Skyreaver Felanch, it can include up to five additic Constrict Skyreaver Felanch, it can include up to five additic Constrict Skyreaver Felanch, it can include up to five additic Constrict Skyreaver Felanch, it can include up to five additic Constrict Skyreaver Felanch, it can include up to five additic Constrict Skyreaver Felanch, it can include up to five additic Constrict Skyreaver, in which case wounds on a 6+. Shardcarbine 18* Assault D6 4 0 1 Felanch First Skyreaver, in the Fight pelanch First Skyreaver, in the Fight pelanch First Skyreaver, in which case Wound for a 6+. Skyreaver, in which case wounds on a 6+. Skyreaver, in which is scyreaver, in the Fight pelanch First Skyreaver, in which additic Construct Skyreaver, in which skyreavev	NAME	М	WS BS	S T	W	A	Ld	Sv
This unit contains five Corsait Skyreavers, and one model may be exchanged for a Corsair Skyreaver Fedarch. It can include up to five additic Corsair Skyreaver (Power Rating 4-6). Each model is equipped with a labilater, a brace of pistols, and sumburst grenades. WidPUI Number VPF S N N Number VPF S N Number VPF Number VPF S Number VPF	Corsair Skyreaver	16"	3+ 3+	3 3	1	1	6	5+
Constrict Systemeters (Power Rating 4-6). Each model is equipped with a labilater Note of pisols, and sumburs grenades. WEAPUN PANDE VP S AP I Autifies Labilaster 24 Assault 3 3 0 1 - Shardcarbine 18" Assault 2 4 0 1 Each time you make a wound roll of 6+ for this weap Sharken cataput 12" Assault 2 4 0 1 Each time you make a wound roll of 6+ for this weap Spar glaive Melee Melee User 0 1 Fach time you make a wound roll of 6+ for this weap Spar glaive Melee Melee User 0 1 Fach time you make a wound roll of 6+ for this weap Brace of pistols 8" Pistol D6 4 0 1 Fabres: this weapon, roll once to determine hor many shots all models in the unset a Wound roll of + in this a given on a +, unless targeting a model with the VELICE keyword. In which case is wounds on a +, unless targeting a model with the VELICE keyword. In which case is wounds on a +, unless targeting a model with the VELICE keyword. In which case is wounds on a +, unless targeting a model with the VELICE keyword. In which case is wounds on a +, unless targeting a model with the VELICE keyword. In which case is wounds on a +, unless targeting a model with the	Corsair Skyreaver Felarch	16"	3+ 3+	3 3	1	2	7	5+
WEAPUN RANKE TYPE S AP I ABILITIES Labbaster 24' Assult 3 3 0 1	This unit contains five Corsa							
Lasblaster 24" Assault 3 3 0 1 - Shardcarbine 18" Assault 3 * 0 1 a model with the VEHICLE keyword, in which case wounds on a 4+, unless targetin a model with the VEHICLE keyword, in which case wounds on a 6+. Shuriken catapult 12" Assault 2 4 0 1 Each time you make a wound roll of 6+ for this weagen this is resolved with the VEHICLE keyword, in which case wounds on a 6+. Spar-glaive Melee Melee User 0 1 gains a single bonus attack that must be resolved with this profile. Brace of pistols 8" Pistol D6 * 0 1 - A model attacking with thisy promise wounds on a 4+, unless targeting and one of +. Each time you make a Wour roll of a 6, that wound is resolved with an AP of -1. Sunburst grenade 6" Grenade D6 4 -1 1 - Faion gun 12" Assault 1 8 -4 D6 1 This weapon his is target automatically. Fusion gun 12" Assault 1 8 -4 D6 1 This weapon his is target automatically. Fusion gun 12" Assault 1 8 4 D3 </td <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td>								
Shardcarbine 18" Assault 3 * 0 1 a model with the VEHICLE lezyword, in which case wound on a 6+. Shuriken catapult 12" Assault 2 4 0 1 Each time you make a wound roll of 6+ for this weap that hit is resolved with an AP of -3 instead of 0. Spar-glaive Melee Melee Melee User 0 1 Each time you make a wound roll of 6+ for this weap that hits is resolved with an AP of -3 instead of 0. Brace of pistols 8" Pistol D6 * 0 1 Each time you make a wound roll of 6+ for this weap that hits profile. Sumburst grenade 6' Grenade D6 4 -1 1 - Sumburst grenade 6' Grenade D6 4 -1 1 - Flamer 8'' Assault D6 4 0 1 This waapon hits is target anotamically. Suborg un 12'' Assault D6 4 0 1 - - - Suborg un 12'' Assault D6 4 0 1 - - - - - - - - - - -	Lasblaster						-	
Shurtheric attapuit 12 Assault 2 4 0 1 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 phagains a single bonus attack that must be resolved with this profile. Brace of pistols 8" Pistol D6 * 0 1 Medee When fitting this weapon, roll once to determine how many shots all models in the vIHICLE Leyword, in we case it wounds on a 4.	Shardcarbine	18"	Assault 3	*	0	1	a mo	del with the VEHICLE keyword, in which case it
Spar glaive Melee User 0 1 gains a single booms attack that must be resolved wit 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 many shots all models in the unit will fire in a given many shots all models in the unit will fire in a given 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 twounds on a 6+, Each time you make a Woun roll of a 6, that wound is resolved with an AP of -1. Subare Melee Melee User -3 1 - Baster 18" Assault 1 8 4 D3 - Shredder 12" Assault 103 6 0 1 fulle wound rolls for this weapon. Dissonance pistol 12" Pistol 1 5 -2 1 that hit is resolved with a Strength of and an AP of -3 instead of 3. Surphiter cannon 24" </td <td>Shuriken catapult</td> <td>12"</td> <td>Assault 2</td> <td>4</td> <td>0</td> <td>1</td> <td></td> <td></td>	Shuriken catapult	12"	Assault 2	4	0	1		
Brace of pistols8"Pistol D6i01In any shorts all models in the unit will fire in a given hase; this weapon always wounds on a 4+, unless that argeting a model with the VEHICLE keyword, in we case it wounds on a 6+. Each time you make a Woun roll of a 6, that wound is resolved with an AP of -1.Sunburst grenade6"Grenade D64-11-Flamer8"Assault D6401This weapon hits its target automatically.Fliner8"Assault D6401This weapon hits its target automatically.Fusion gun12"Assault 18-4D6-Void sabreMeleeMeleeUser-31-Blaster18"Assault D3601When attacking a unit of INFANTRY, you can rero failed wound rolls for this weapon.Dissonance pistol12"Pistol 15-21this this resolved with a Strength of 6 and an AP of instead of Strength 5 and AP -2.Addari missile launcherWhen attacking with this weapon, choose of the profiles below: Starshot missile48"Heavy 18-2D6Ark lance36"Heavy 18-4D6Change the weapon Type from Heavy to Assault if a cypipped on a VEHICLE.Splinter cannon36"Rapid Fire 301This weapon always wounds on a +1, unless it is a strength of for this weapon.Splinter cannon36"Rapid Fire 301This weapon always wounds on a +1, unless it is a strength of following weapon	Spar-glaive	Melee	Melee	User	0	1	gains	a single bonus attack that must be resolved with
Sumburst 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 lowest dice. Void sabre Melee Melee User -3 1 - Blaster 18* Assault D3 6 0 1 When attacking a unit of INFANTRY, you can re-ro failed wound rolls for this weapon. Dissonance pistol 12* Pistol 1 5 -2 1 When attacking a unit of INFANTRY, you can re-ro failed wound rolls for this weapon. - Suburst 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 weap Splinter cannon 36* Heavy 1 8 -2 D6 - Splinter cannon 3	Brace of pistols	8"	Pistol D6	*	0	1	many phase targe case	y shots all models in the unit will fire in a given e; this weapon always wounds on a 4+, unless ting a model with the VEHICLE keyword, in whic it wounds on a 6+. Each time you make a Wound
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 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-ro failed wound rolls for this weapon. Dissonance pistol 12" Pistol 1 5 -2 1 that hit is resolved with a Strength of 6 and an AP of instead of Strength 5 and AP -2. Aeldari 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, roll wounds on a 4+, unless it is targeting a VEHICLE. Splinter cannon 26" Heavy 1 8 -4 D6 Change the weapon's Type from Heavy to Assault if i equipped on a VEHICLE. This weapon always wounds on a 4+, unless it is targeting a VEHICLE. The Corsair Reaver Felarch may repla	Sunburst grenade	6"	Grenade D6	4	-1	1	-	
Fusion gun 12" Assault 1 8 -4 D6 two dice when inflicting damage with it and discard 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-ro failed wound rolls for this weapon. Dissonance pistol 12" Pistol 1 5 -2 1 When attacking a unit of INFANTRY, you can re-ro failed wound rolls for this weapon. Suburst missile 12" Pistol 1 5 -2 1 Each time you make a hir roll of 6+ for this weapon in that hit is resolved with a Strength of 6 and an AP of instead of Strength 5 and AP -2. Addari missile launcher When attacking with this weapon, choose one of the profiles below: - - Sturburst 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 in that it is resolved with an AP of -3 instead of 0. Dark lance 36" Rayid Fire 3 0 1	Flamer	8"	Assault D6	4	0	1	This	weapon hits its target automatically.
Blaster 18" Assault D3 6 0 1 When attacking a unit of INFANTRY, you can re-rofailed wound rolls for this weapon. Dissonance pistol 12" Assault D3 6 0 1 When attacking a unit of INFANTRY, you can re-rofailed wound rolls for this weapon. Dissonance pistol 12" Pistol 1 5 -2 1 that thit is resolved with a Strength of 6 and an AP of instead of Strength 5 and AP -2. Acldari missile launcher When attacking with this weapon, choose one of the profiles below: - - starshot missile 48" Heavy D6 4 -1 1 - Sturiken cannon 24" Assault 3 6 0 1 Each time you make a wound roll of 6+ for this weapon. Splinter cannon 24" Assault 3 6 0 1 Each time you make a wound roll of 6+ for this weapon. Splinter cannon 36" Heavy 1 8 -4 D6 Change the weapons. Type from Heavy to Assault if i capuipped 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 energy upiped on a VEHICLE. Splinter cannon <td>Fusion gun</td> <td>12"</td> <td>Assault 1</td> <td>8</td> <td>-4</td> <td>D6</td> <td>two c</td> <td>lice when inflicting damage with it and discard the</td>	Fusion gun	12"	Assault 1	8	-4	D6	two c	lice when inflicting damage with it and discard the
Shredder 12" Assault D3 6 0 1 When attacking a unit of INFANTRY , you can re-ro failed wound rolls for this weapon. Dissonance pistol 12" Pistol 1 5 -2 1 that hit is resolved with a Strength of 6 and an AP of instead of Strength 5 and AP -2. Aeldari missile launcher When attacking with this weapon, choose one of the profiles below: - - Suburst 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 a Strength of 6. Dark lance 36" Heavy 1 8 -4 D6 Change the weapon's Type from Heavy to Assault if i 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. Splinter cannon 36" Rapid Fire 3 0 1 This weapon always wounds on a 4+, unless it is targeting a VEHICLE. Splinter cannon -5 For every five models in the unit may replace its lasblaster with a sh	Void sabre	Melee	Melee	User	-3	1	-	
Sancedet 12 Assult D3 6 0 1 failed wound rolls for this weapon. Dissonance pistol 12" Pistol 1 5 -2 1 that hit is resolved with a Strength of 6 and an AP of instead of Strength 5 and AP -2. Aeldari missile 48" Heavy D6 4 -1 1 - - Sturiken cannon 24" Assault 3 6 0 1 Each time you make a wound roll of 6+ for this weapon. Dark lance 36" Heavy 1 8 -2 D6 - Splinter cannon 24" Assault 3 6 0 1 Each time you make a wound roll of 6+ for this weapon. Splinter cannon 36" Heavy 1 8 -2 D6 - 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 trans the solution of the following weapons: - Void sabre - Dissonance pistol - - • For every five models in the unit may replace its lasblaster with one of the following weapons: - Void sabre - Dissonance pistol - Aeldari missile launcher - Dark lance • For every five models in the unit, one	Blaster	18"	Assault 1	8	-4	D3	-	
Dissonance pistol 12" Pistol 1 5 -2 1 that hit is resolved with a Strength of 6 and an AP of 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 weap that hit is resolved with an AP of -3 instead of 0. Dark lance 36" Heavy 1 8 -4 D6 Change the weapons Type from Heavy to Assault if i 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 WARGEAR DPTIONS • Any model in the unit may replace its lasblaster with one of the following weapons: • Void sabre • Dissonance pistol • Aeldari missile launcher - Dark lance • Shuriken cannon - Splinter cannon • Splinter cannon ABUTIES Reckless Abandon: If a unit with this ability inflicts one or more casulties on an enemy unit while firing Overwatch, it may make a 3" move in any direction	Shredder	12"	Assault D3	6	0	1	failed	l wound rolls for this weapon.
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 weap Dark lance 36" Heavy 1 8 -4 D6 Change the weapon's Type from Heavy to Assault if equipped on a VEHICLE, in which case it wounds on a 4+, unless it is targeting a VEHICLE, in which case it wounds on a a 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 WAREEAR 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: • Shuriken cannon • For every five models in the unit, one model may replace its lasblaster with one of the following weapons:	Dissonance pistol	12"	Pistol 1	5	-2	1	that l	hit is resolved with a Strength of 6 and an AP of -3
- 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 wear 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 i 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 the constant Reaver Felarch 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 • Dark lance • Blaster • • • • • • Blaster • • • • • • • Blaster • • • • • Splinter cannon <tr< td=""><td>Aeldari missile launcher</td><td>When a</td><td>ttacking with th</td><td>is weapon, ch</td><td>oose one</td><td>of the pr</td><td></td><td>č</td></tr<>	Aeldari missile launcher	When a	ttacking with th	is weapon, ch	oose one	of the pr		č
Shuriken cannon 24" Assault 3 6 0 1 Each time you make a wound roll of 6+ for this wear that hit is resolved with an AP of -3 instead of 0. Dark lance 36" Heavy 1 8 -4 D6 Change the weapons Type from Heavy to Assault if i 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 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 • And 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. Darcing on the Blade's Edge: When making Morale tests, a unit with this ability may roll an additional dice a 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	- Sunburst missile	48"	Heavy D6	4	-1	1	-	
Shurther cannon 24 Assault 3 6 0 1 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 i 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 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 • Fumer • • For every five models in the unit, one model may replace its lasblaster with one of the following weapons: • • Shredder • Fumer • • For every five models in the unit, one model may replace its lasblaster with one of the following weapons: • • Shredder • Fumer •	- Starshot missile	48"	Heavy 1	8	-2	D6	-	
Dark failee 36 Heavy I 6 -4 D6 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 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 • Fusion gun • Aeldari missile launcher • Dark lance • Blaster • Flamer • Shuriken cannon • Splinter cannon ABILITIES 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 a discard the lowest result, but if any models flee from the unit due to the result of the test,	Shuriken cannon	24"	Assault 3	6	0	1	that l	hit is resolved with an AP of -3 instead of 0.
Spinter cannon 36 Rapid Fire 3 0 1 targeting a VEHICLE, in which case it wounds on a targeting a VEHICLE, in which case it wounds on a 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 • Fusion gun • Aeldari missile launcher • Dark lance • Blaster • Flamer • Shuriken cannon • Splinter cannon ABILITIES Reckless Abandon: If a unit with this ability inflicts one or more casualties on an enemy model once the 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 a 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.	Dark lance	36"	Heavy 1	8	-4	D6	equip	oped on a VEHICLE.
 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 Fusion gun Aeldari missile launcher Dark lance Blaster Flamer Shuither cannon 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 a 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.	Splinter cannon		-				targe	ting a VEHICLE, in which case it wounds on a 6+
- Blaster - Flamer - Shuriken cannon - 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 a discard the lowest result, but if any models flee from the unit due to the result of the test, the number of fleeing 	WARGEAR OPTIONS	 The C Voi - Uoi - Dis - For ev 	Corsair Reaver F d sabre sonance pistol rery five models	elarch may rep in the unit, or	place its ne model	lasblaster	r with or lace its l	asblaster with one of the following weapons:
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 a 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.								
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.		Reckles Overwa	s Abandon: If a tch, it may make	unit with this a 3" move in	ability in any dire	ction tha	ie or mo it does n	re casualties on an enemy unit while firing ot end within 3" of an enemy model once the
FACTION KEYWORDS AELDARI, ANHRATHE, <coterie></coterie>		discard	the lowest result	, but if any m				
	FACTION KEYWORDS	AELDA	ARI, ANHRA'	ГНЕ, <СОТ	'ERIE>	1.19		



If you are playing a matched play game, or a game that uses a points limit, you can use the points costs to determine the total points cost of your army. To do so, simply add together the points costs of all your models and their wargear.

NECRONS WARGEAR

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

NECRONS MELEE WEAP	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	-						

If you are playing a matched play game, or a game that uses a points limit, you can use the points costs to determine the total points cost of your army. To do so, simply add together the points costs of all your models and their wargear.

TYRANIDS WARGEAR

TYRANIDS RANGED V	TYRANIDS RANGED WEAPONS											
WEAPON	RANGE	ТҮРЕ	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

TYRANIDƏ MELEE WEAP	ם וני					
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 .

If you are playing a matched play game, or a game that uses a points limit, you can use the points costs to determine the total points cost of your army. To do so, simply add together the points costs of all your models and their wargear.

ORKS WARGEAR

ORKS RANGED WEAPOI	5					
WEAPON	RANGE	ТҮРЕ	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 atta	cking with this	weapon, o	choose o	one of th	ne profiles below:
- Frag	36"	Heavy D6	4	0	1	-
- Shell	36"	Heavy 1	8	-2	D6	-
Killkannon	24"	Heavy 6	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	а
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.

WEAPON

DRUKHARI UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
See latest Munitorum	Field Manual and/o	r recent relevant
aumnlamenta		

supplements

DRUKHARI MELEE WEAPONS						
WEAPON (MELEE)	POINTS PER WEAPON					
See latest Munitorum Field Manual a	See latest Munitorum Field Manual and/or recent relevant					
supplements						

DRUKHARI RANGED WEAPONS

POINTS PER WEAPON

See latest Munitorum Field Manual and/or recent relevant supplements

DRUKHARI WARGEAR

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

DRUKHARI MELEE WEAPONS										
WEAPON	RANGE	ТҮРЕ	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).				

If you are playing a matched play game, or a game that uses a points limit, you can use the points costs to determine the total points cost of your army. To do so, simply add together the points costs of all your models and their wargear.

T'AU EMPIRE WARGEAR

T'AU EMPIRE RANGED V	NEAPONS					
WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES
Burst cannon	18"	Assault 4	5	0	1	-
Cyclic ion blaster	When atta	cking with this	weapon,	choose	one of tl	he 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 atta	cking with this	weapon,	choose	one of tl	ne 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 atta	cking with this	weapon,	choose	one of th	he profiles below:
- Standard	60"	Heavy 3	7	-2	2	-
- Overcharge	60"	Heavy D3	8	-2	3	Change the type to Heavy D6 against units containing 10 or more models. If you make one or more hit rolls of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.
Ionic discharge cannon		cking with this e with the Nova				rofiles that follow. You may only use the Nova Reactor profile in w):
- 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 V	NENDANC	CARDER CO 4 .	14/14/5		Constant I	
			C	AD	п	ADILITIEC
WEAPON Long barralled	RANGE	ТҮРЕ	S	AP		ABILITIES
Long-barrelled ion cannon	When atta	cking with this v	weapon,	choose	one of t	he 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	accordanc	cking with this very with this with the Nova			of the p	profiles below. You may only use the Nova Reactor profile in
- Standard	8"	Heavy 2D6	6	-2	3	This weapon hits its target automatically.
- Nova reactor	8"	Heavy 3D6	6	-2	3	This weapon hits its target automatically.
Plasma rifle	24"	Rapid Fire 1	6	-3	1	-
Pulse carbine	18"	Assault 2	5	0	1	-
Pulse rifle	30"	Rapid Fire 1	5	0	1	-
Pulse submunitions cannon	60"	Heavy 3D3	6	-2	3	-
Pulse submunitions rifle	30"	Assault 2D3	6	0	1	-
Pulse ordnance multi-driver	When atta	cking with this	weapon,	choose	one of t	he profiles below:
- Concentrated bombardment	72"	Macro 6	12	-4	4	-
- Pattern bombardment	72"	Macro 2D6	8	-3	3	-
Rail rifle	30"	Rapid Fire 1	6	-4	D3	For each wound roll of 6+ made for this weapon, the target unit suffers 1 mortal wound in addition to the normal damage.
Seeker missile	72"	Heavy 1	-	-	-	A unit hit by this weapon suffers 1 mortal wound. Each seeker missile can only be used once per battle. This weapon only hits on a roll of 6, regardless of the firing model's Ballistic Skill or any modifiers.
Skyspear missile rack	72"	Heavy D6	6	-2	2	-
Smart missile system	30"	Heavy 4	5	0	1	Smart missile systems can target units that are not visible to the bearer. In addition, units attacked by this weapon do not gain any bonus to their saving throws for being in cover.
Swiftstrike railgun	36"	Heavy 2	8	-4	D6	Each wound roll of 6 made for this weapon inflicts a single mortal wound in addition to all other damage.
Tri-axis ion cannon	When atta	cking with this	weapon,	choose	one of t	he profiles below:
- Standard	60"	Heavy 9	7	-2	2	-
- Coherent beam	60"	Heavy 3D3	8	-2	3	If you roll one or more hit rolls of 1, the bearer suffers a mortal wound after all of this weapon's have been resolved.
Twin fusion cannon	24"	Heavy 2	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Twin heavy burst cannon	36"	Heavy 16	6	-1	1	-
Twin T'au plasma cannon	48"	Heavy 4	7	-3	2	-

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

If you are playing a matched play game, or a game that uses a points limit, you can use the points costs to determine the total points cost of your army. To do so, simply add together the points costs of all your models and their wargear.

ASURYANI WARGEAR

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

ASURYANI RANGED WE			141148		Rest 2				
WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES			
Twin pulse lasers	48"	Heavy 4	<u>ل</u> 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.		

WE THINK YOU'D LIKE...

000

000

YOUR ARMY IS READY. NOW TAKE IT TO THE BATTLEFIELD WITH THE FULL RULES FOR WARHAMMER 40,000, ALONGSIDE A HOST OF MISSIONS, ALTERNATIVE WAYS TO PLAY AND MUCH MORE.

