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## INDEX: XENOS





### **INDEX: XENOS**

Forge World<sup>®</sup>



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# INTRODUCTION

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

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

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

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

### **ADDITIONAL RULES**

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

#### MACRO WEAPONS

0 010

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 <sup>1</sup>, 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.

	the second			1.6.6.5		1.1.9	3	24	11.16	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1		_ 10	
			Dı	MA	СНА	AER	ON			DAMAGE Some of a Dimacha change as it suffers		aracteris	
NAME	М	WS	BS	S	T	W	A	Ld	Sv	shown below: REMAINING W	М	WS	
Dimachaeron		*	3+	6	6	14	*	10	3+	8-14+	12"	2+	
A Dimachaeron is a single	e model arn	ned with	n sickle	daws, g	rasping t	alons a	nd thoras	spine-	maw.	4-7	9"	3+	
WEAPON	RANBE	TYP	F		s	AP	п	ABILIT	TIFS	1-3	6'	5+	
Grasping talons and thorax spine-maw	Melee	Me	lee		7	-2	1	made	When targeting INFANTRY units, each wound roll of 6- made with this weapon is resolved at Strength x2 and 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	2.					1.				11.00	100	
ABILITIES	Instinc	tive Bel	aviour	See pag	ge 16.				13.13				
										r models in the Fight p for the remainder of the		its	
	Leaper-	killer.	When th	nis mode	el moves	, do not	count an	ny vertic	cal dista	nce it moves against th	e total it n	nay travel	
FACTION KEYWORDS	TYRAN	IDS, <	HIVE	LEET>									
				AERON									_

#### 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.

# NERCIS

### **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.

NAME	М	WS	BS	S	T	W	A	Ld	Sv
Canoptek Tomb Stalker	10"	3+	3+	6	7	9	6	10	3+
A Canoptek Tomb Stalker	is a single	model a	rmed w	ith twi	n gauss sl	icers an	d autom	aton cla	ws.
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	IES
Twin gauss slicers	24"	Rap	id Fire I	D3	5	-1	1	-	
Automaton claws	Melee	Mel	ee		User	-2	D3	-	
WARGEAR OPTIONS	• This	model n	nay take	a gloo	m prism.				
	Psychic	phase.				U			npt to deny one psychic power in each enemy
	Phase T battlefie	<b>Metal:</b> S Г <b>unnelli</b> eld. At th	ng: Dur ne end o	ring dep of any o	f your Mo	ovemen	t phases,	this uni	o underground instead of placing it on the t may emerge from the ground and into battle – so enemy models.
FACTION KEYWORDS	Living Phase T battlefic it up an	<b>Metal:</b> S <b>Funnelli</b> eld. At th ywhere	ng: Dur ne end o on the b	ring dep f any o pattlefie	f your Mo	nore th	t phases, nan 9" av	this uni	o underground instead of placing it on the t may emerge from the ground and into battle – s

**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 ABILITIES RANGE TYPE S AP 0

Cutting beam	12"	Assault 1	7	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.					
Voidblade	Melee	Melee	User	-3	1	-					
WARGEAR OPTIONS	• None.										
ABILITIES	Shadowe	d Wings: Subtract	t 1 from hit re	olls for	attacks t	hat target this model in the Shooting phase.					
FACTION KEYWORDS	NECRO	NS, CANOPTH	EK, <dyna< td=""><td>STY&gt;</td><td>•</td><td></td></dyna<>	STY>	•						
KEYWORDS	BEASTS	BEASTS, FLY, CANOPTEK ACANTHRITES									

P 9	С	AN	OP	TE	КТ	'ON	<b>AB</b> S	SEN	TINEL
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Canoptek Tomb Sentinel	10"	3+	3+	6	7	9	4	10	3+
A Canoptek Tomb Sentinel	is a single	e model	armed v	vith an	exile can	non an	d autom	aton clav	WS.
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	IES
Exile cannon	12"	Hea	vy D6		10	-4	3	-	
Automaton claws	Melee	Mel	ee		User	-2	D3	-	
WARGEAR OPTIONS	• This	model r	nay take	a gloo	m prism.	1.263		1.75	
ABILITIES	Psychic Living	phase. Metal: S	ee page	7.		U			npt to deny one psychic power in each enemy
	battlefie	eld. At tl	ne end o	f any o	f your Mo	ovemen	t phases,	this uni	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,	<dyn <="" td=""><td>ASTY&gt;</td><td>•</td><td>The second</td><td></td></dyn>	ASTY>	•	The second	
KEYWORDS	MONS	STER,	CANO	PTEK	томв	SENT	INEL		

		1	NIG	HJ	' SH	IRC	)UI	)		DAMAGE Some of a Night SI change as it suffers			
NAME	М	WS	WS BS S	T	T W	A	Ld	Sv	shown below:	shown below: REMAINING W M BS			
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	n a twin	tesla de	structor.					3-5	20"-40"	4+	D
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-2	20"-25"	5+	1
Twin tesla destructor	24"	24" Assault 8 7 0 1 Each hit roll of a 6+ with this weapon causes 3 hits instead of 1.											
WARGEAR OPTIONS	None	2.											
	crashes <b>Death</b> S over du passed unit, up	in a fier Sphere I ring one over. The to a ma	ry explos <b>Bombar</b> e of your en roll 3 aximum our oppo	dment: Mover D6 for of 12D	d each u Once po nent pha each VE 6. For ea	nit with er battle ases. Aft HICLE O ch roll o	in 6" sut , a Nigh er the N r <b>М</b> омз of 3+, th	ffers D3 t Shrouc ight Shr rer in t e target	mortal l can dr coud has the unit unit suf	e removing it from th wounds. op death spheres on a s moved, pick one ene , and roll a D6 for eve fers a mortal wound. that target this model	n enemy uni my unit that ry other mo	it it move t it has	es
	Living	Metal: S	See page	7.									
	Superso the mod	onic: Ea del mov	es), and	this mo then m	ove the r	model st	raight f	orwards	. Note t	to 90° (this does not co hat it cannot pivot aga 20″ until the end of th	ain after the	initial	
FACTION KEYWORDS	Superso the moo pivot. V a dice.	onic: Ea del mov Vhen th	ch time es), and	this mo then m Advan	ove the r	model st	raight f	orwards	. Note t	hat it cannot pivot aga	ain after the	initial	

- Power			3	ENT	KI	. ľ	пL	UN	
NAME	М	WS	BS	S I	Г	W	A	Ld	Sv
Sentry Pylon	3"	6+	3+	4	7	8	1	10	3+
This unit contains 1 Sent (Power Rating +14). Eac								ating +7	7) or 2 additional Sentry Pylons
WEAPON	RANGE	TYP	E	:	1	AP	D	ABILIT	TES
Focussed death ray	24"	Hea	vy 1	1	2	-4	D6	-	
Gauss exterminator	48"	Hea	vy 2	1	2	-4	D6	target	1 to all hit rolls made for this weapon against ts that can <b>FLY</b> . Subtract 1 from the hit rolls made is weapon against all other targets.
Heat cannon	36"	Hea	vy D6	8	3	-4	D6	two d	target is within half range of this weapon, roll lice when inflicting damage with it and discard the st result.
WARGEAR OPTIONS									nnon or focussed death ray. lected, all models in the unit must have the ability.
ABILITIES	From th Explod	nat point es: If thi	t onwards s model i	, each ope	rates in to 0 wo	depe ounds	ndently , roll a I	and is tr 06 before	n this unit must be placed within 6" of each other. reated as a separate unit for all rules purposes. e removing it from the battlefield. On a 6+ it
	Living	Metal: S	ee page 7						
	instead	of placi	ng it on th	ne battlefie	ld. At t	he en	d of any	of your	during deployment you can set this unit up in orbi Movement phases, this unit may teleport into " away from enemy models.
FACTION KEYWORDS	NECR	ONS, <	DYNAS	TY>					
KEYWORDS	ARTII	IEDV	VEILIC	IT CENT	DV D	VIO	NT	10000	

			۲ -	ΓΟΙ	MB	CI	ΓΑΙ	DEL	
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tomb Ziggurat	-	-	3+	-	9	20	-	-	3+
Power Crucible	-	-	3+	-	9	16	-	-	3+
Gun Emplacement Mount	-	-	3+	-	9	12	-	-	3+
				is comp	posed of	a Powe	r Crucib	le, a Tor	nb Ziggurat and 2 Gun Emplacement Mounts,
which are treated separately WEAPON	RANGE	ne game <b>TYP</b>			S	AP	D	ABILIT	IFS
Gauss exterminator	48"		avy 2		12	-4	D6	Add target	1 to all hit rolls made for this weapon against ts that can <b>FLY.</b> Subtract 1 from the hit rolls made is weapon against all other targets.
Tesla destructor	24"Assault 4701Each hit roll of a 6+ with this weapon causes 3 instead of 1.							-	
WARGEAR OPTIONS	• Each	Gun Er	nplacem	ent Mo	unt may	r take a t	esla dest	ructor o	or gauss exterminator.
	destroy Explosi within of Immob automa are ener Power of	ed, any ion: If an 6" of tha bile: This tically h my mod Crucible ection A	units stil ny part of t part of s model it this m lels with e: The po mplifier	l on the of the To the Tor cannot n odel in in 1" of i ower cru . When t	tomb womb Cita mb Cita move fo the Figh it, and fi acible put	vorld are adel is re del suffe r any rea nt phase riendly u covides t del drop	conside educed to rs D3 mo ason, nor – do not units can he two a	red to b o 0 woun ortal wo can it f make h still tar ddition	nds, roll a D6. On a 6+ it explodes, and each unit
	*D.f.			IL NE				Eh.C	ds, choose one of these two abilities; the effects of
	shoot * <b>Resu</b>	ing attao <b>irrectio</b> i	ld: Frien cks. n Ampli		CRONS	units uj			
	shoot *Resu the To Ziggura deployr	ing attao urrection omb Cita at Dock nent. W	ld: Frien cks. n Ampli adel. : A singl hilst up	i <b>fier:</b> Re le friend on the T	-roll res ly <b>MON</b> omb Zig	units uj ults of 1 NOLITH ggurat, a	for Rear I or <b>SEN</b> Ill weapc	nimation TRY PY	ds, choose one of these two abilities; the effects of itadel have a 5+ invulnerable save against
FACTION KEYWORDS	shoot *Resu the To Ziggura deployr MONO Designe easily bu	ing attac urrection omb Cita at Dock ment. W DLITH c per's Note e remove	ld: Frien cks. n Ampli adel. :: A singl 'hilst up- annot u :: The ma ed. As a	fier: Re e friend on the T se its ow odels con result, re	-roll res -roll res ly <b>MON</b> 'omb Zig 'n eterni nprising gardless	units uj ults of 1 NOLITH ggurat, a ity gate v the Ton ; of whet	for Rear I or <b>SEN</b> Ill weapo whilst do <i>whilst do</i> <i>whilst do</i> <i>whilst do</i>	nimation TRY PY ons on the ocked with a l are physical rt of the	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 <b>(LON</b> can dock with the Tomb Ziggurat during ne docked model gain +1 to their Strength. A



TOMB ZIGGURAT

GUN EMPLACEMENT MOUNT

		]	ſES	SEI	RAC		ARI	K		DAMAGE Some of a Tesseract change as it suffers of shown below:			
NAME	М	WS	BS	S	T	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	n a tesser	act sin	gularity	chambe	r and 2 t	esla can	non.	3-4	8"	4+	D3
WEAPON	RANGE	ТҮР			S	AP	0	ABILI		1-2	4"	5+	1
Gauss cannon	24"		vy 2	_	5	-3	 D3	_					
Particle beamer	24"		ault 3		6	0	1	-					
Tesla cannon	24"	Ass	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	of the pro	ofiles bel	ow:				1
- Particle hurricane	8"	Ass	ault D6		*	-2	1	on a	2+, unle	automatically hits its t ess it is targeting a <b>VE</b> ds on a 6+.			
- Seismic lash	24"	Ass	ault D6		5	-4	3	-					
- Solar fire	48"	Hea	wy D6		8	-3	D6	-					- 8
WARGEAR OPTIONS	• This	model r	nay repla	ace its t	wo tesla	cannon	with tw	o gauss	cannon	or two particle beame	rs.		
ABILITIES	<b>Gravita</b> the high	<b>itional</b> I nest dice	Flux: Wi	nen res determ	lel has a olving a ining the	charge a	igainst a		vith this	s ability, roll an additio	nal D6 an	d discard	
	than the	e damag	•	ed by tl	ne attack			0		nsaved wound, roll a De this model suffers 4 day			
					odel is r ach unit					efore removing it from unds.	the battle	efield. On a	a
FACTION KEYWORDS	NECR	ONS, «	<b>DYNA</b>	STY>									
KEYWORDS	VEHI	CIE E	V TEC	CED A	CT AD	V							

NAME	M	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 wit	th the C	Obsidax a	nd a sta	aff of ligh	nt. Only	one of this model may be included in your arm
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	IES
Staff of light (shooting)	12"	Ass	ault 3		5	-2	1	-	
Staff of light (melee)	Melee	Mel	ee		User	-2	1	-	
The Obsidax	Melee	Mel	ee		User	-3	D3	-	
WARGEAR OPTIONS	• None	2.							
	unit wit	<b>Metal:</b> S <b>I Be Do</b> hin 6" o	ee page <b>ne:</b> At the fthis m	7. he begi odel. Y	nning of	d 1 to	the Adva	ince, cha	ose a single friendly <b>MAYNARKH INFANTRY</b> rge and hit rolls of that unit until the beginning per turn.
	Phase S	hifter: '	Гhis mo	del has	a 4+ invu	ılnerab	le save.		
	<b>Phylact</b> their Li			-	hylactery	regains	s D3 lost	wounds	at the beginning of your turn, rather than 1, fr
	-					-			igher than the Leadership characteristic of the nay be re-rolled.
FACTION KEYWORDS	NECR	ONS, N	AYN	ARKH	[				

NAME	M	WS	BS	S	т	W	A	Ld	Sv
Toholk the Blinded	5"	3+	3+	4	5	4	н 2	10	4+
		• •	• ·	-	-		_		er. Only one of this model may be included in
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	ries
Transdimensional beamer	12"	Hea	ivy D3		4	-3	1	the ta	time you roll a wound roll of a 6+ for this weapon, arget suffers a mortal wound in addition to any damage.
Aeonstave	Melee	Mel	ee		User	-1	2		it that suffers an unsaved wound from this weapon not Advance until the end of its next turn.
WARGEAR OPTIONS	• None	e.			41.25				
ABILITIES	Chrono against				NARKI	H INFA	NTRY	units wit	hin 3" of this unit have a 5+ invulnerable save
		nodel. I	The chos						friendly <b>MAYNARKH VEHICLE</b> unit within 6" beginning of your turn, rather than 1, from their
	Living	Metal: S	See page	7.					
	Predict the initi		tegist: I	n scenar	ios that	allow y	ou to se	ize the in	nitiative, you may re-roll any attempts to seize
				to all Re <b>PTEKS</b>		on Prot	ocol rol	ls for mo	odels from friendly <b>MAYNARKH</b> units within 3" o
FACTION KEYWORDS	NECR	ONS, N	MAYN	ARKH	392				

24 24			GA	US	SS P	YL	ON			<b>DAMAGE</b> Some of a Gauss Py as it suffers damage		
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 Gauss Pylon is a sing	la model arm	ad with	0 001100	nnihil	ator and	a tacla	arc			10-15 5-9	3+ 4+	2D6 D6
, ,			0	a11111111						1-4	4+ 5+	D6 D3
WEAPON	RANGE	TYP			S	AP	D	ABILI		11	51	5
Gauss annihilator		0		s weap			of the pro					1
- Focussed beam	120"	Ma	cro D6		16	-4	D3+6	targe	ts that c	hit rolls made for this can <b>FLY</b> . Subtract 1 fro oon against all other ta	m the hit r	
- Flux arc	18"	Hea	wy 2D6		6	-2	1	-				26
Tesla arc	3"	Pist	ol X		4	-	1			of shots fired by this v per in the Damage table		etermined
WARGEAR OPTIONS	• None	2.					27827					13
ABILITIES	automa are ener 4+ it ex Living i Phase S 6" of thi Telepon	tically h my mod r Explor plodes, Metal: S Shift Ge is mode rtation	it this m lels with sion: If t and each See page nerator: l. Matrix:	nodel in in 1" of his more n unit w 7. : All frie During	the Figh it, and fi del is red vithin 6" endly <b>NI</b> deployn	nt phase riendly luced to suffers ECRON	e – do no units can o 0 wound D6 mort: JS model	t make l a still tar ds, roll a al woun s receive t this un	nit rolls. rget ene: a D6 bef ds. e a 5+ ir .it up in	the Fight phase. Enem . However, this model my units that are within fore removing it from to nvulnerable save whilst orbit instead of placin	can still sho in 1" of this he battlefic t they rema g it on the	model. eld. On a in within battlefield.
	battlefie	eld that	is more	than 9"	away fro	m ener	ns unit m ny model <i>lacro wea</i>	ls.		o battle – set it up anyv	vhere on th	le
FACTION KEYWORDS			DYNA									
KEYWORDS					TITANI	0.01		TON				



## 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.

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#### **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>

000

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.

Aowet			N	AA]	LAN	JTH	HR(	OPE	2
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Malanthrope	5"	4+	4+	4	5	9	4	9	5+
This unit contains 1 Mal + <b>20</b> ). Each model is equ				lditiona	l Malant	hrope (	Power F	ating +	10) or 2 additional Malanthropes (Power Rating
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Grasping tail	Melee	Me	lee		User	-1	D3	-	
WARGEAR OPTIONS	None	2.						Secto	
			3" of any	riendl	y <hivi< td=""><td></td><td></td><td></td><td>lls for ranged weapons that target &lt;<b>HIVE FLEET</b>&gt; es. This penalty is not cumulative with the same</td></hivi<>				lls for ranged weapons that target < <b>HIVE FLEET</b> > es. This penalty is not cumulative with the same
	penalty Enhanc	from V ced Tox	3" of any 'ENOM' ic Miasr	r friendl ΓΗROF na: At tl	ly <hivi PES. he end of</hivi 	E FLEE f the Fiş	T> Mala ght phas	e, roll a	0 1 0
	penalty Enhance Malantl Prey Ac models	from V ced Tox hropes. daptatic in your	3" of any TENOM ic Miasr On a 4+ on: If the army w	r friendl <b>THROF</b> <b>na:</b> At th , that un e last mo ith the s	y <b><hivi< b=""> PES. he end of nit suffer odel in ar</hivi<></b>	E FLEE f the Fig s a mor n enemy IVE FL	T> Mala ght phas tal wour y unit is EET> k	nthrope e, roll a nd. slain wi eyword a	es. 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 against
	penalty Enhance Malantl Prey Ac models all mod Monstr	from V ced Tox hropes. daptatic in your els with rous Bro one oth	3" of any ENOM ic Miasr On a 4+ on: If the army w any of t	r friendl <b>THROF</b> <b>na:</b> At th , that un e last mo ith the s he same e first tir	ly <b><hivi< b=""> PES. he end of nit suffer odel in an same <b><h< b=""> e Faction ne this u</h<></b></hivi<></b>	E FLEE f the Fig s a mor n enemy IVE FL keywo nit is se	T> Mala ght phas tal woun y unit is EET> k rds as th t up on	nthrope e, roll a nd. slain wi eyword e slain e the battl	es. 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 against
FACTION KEYWORDS	penalty Enhance Malantl Prey Ace models all mod Monstr at least separate	from V ced Tox hropes. daptatic in your els with ous Bro one oth e unit.	3" of any ENOM ic Miasr On a 4+ on: If the army w any of t	r friendl <b>THROP</b> <b>na:</b> At th , that un e last mo ith the s he same e first tir l in thei	y <b><hivi< b=""> PES. he end of nit suffer odel in at same <b><h< b=""> e Faction ne this u ir unit. Fi</h<></b></hivi<></b>	E FLEE f the Fig s a mor n enemy IVE FL keywo nit is se	T> Mala ght phas tal woun y unit is EET> k rds as th t up on	nthrope e, roll a nd. slain wi eyword e slain e the battl	es. 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 against enemy. efield, all of its models must be placed within 6" of

			DIN	1A)	CHA	AEF	RON	1		<b>DAMAGE</b> Some of a Dimacha change as it suffers			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	shown below:			
Dimachaeron	*	*	3+	6	6	14	*	10	3+	REMAINING W	М	WS	A
			1.	1.4.2.2		0.2.6				8-14+	12"	2+	6
A Dimachaeron is a single	e model arn	ned wit	h sickle	claws, g	grasping	talons a	nd thora	x spine-	maw.	4-7	9"	3+	5
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-3	6"	5+	3
Grasping talons and thorax spine-maw	Melee	Me	lee		7	-2	1	6+ m		ing <b>INFANTRY</b> units, h this weapon is resolv			d
Sickle claws	Melee	Me	lee		10	-2	D3			rith this weapon is a 6, and a Damage of D6.	resolve th	at hit with	1
WARGEAR OPTIONS	• None	e.					tienes.		125				100
ABILITIES			haviour	-							16.5		
	graspin	g talons	and the	orax spi	ne-maw,	it gains	a 5+ inv	vulnerab	le save i	<b>RY</b> models in the Fight for the remainder of th	e battle.		
FACTION KEYWORDS						s, do 1101		ily verti		nce it moves against th		nay travel.	- 25
			<hiv< td=""><td></td><td></td><td>-</td><td></td><td></td><td>-</td><td></td><td></td><td></td><td>- 23</td></hiv<>			-			-				- 23
KEYWORDS	MONS	TER,	DIMA	HAE	RON								1

1 3			N	1EI (	OT	IC S	SPC	DRE	S
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Meiotic Spore	3"	-	-	1	2	2	1	10	7+
This unit contains 3 Me (Power Rating +6).	iotic Spores.	It can in	clude uj	p to 3 ad	ditional	Meiotic	: Spores	(Power	Rating +3) or up to 6 additional Meiotic Spores
WARGEAR OPTIONS	• Non	e.		1.35		67.97		1.	
ABILITIES	Instine	tive Bel	naviour	: See pag	ge 16.			1.65%	
	wound then de <b>Living</b> the put the nu	s on the estroyed. <b>Bombs:</b> rposes of	nearest Meiotio f any vic models	enemy u Spores tory cor	unit, and automa aditions	l on a 6 tically p – their c	it inflict ass Mor lestruct	rale tests. ion neve	o inflict any harm. On a 2-5, it inflicts D3 mortal ortal wounds on that unit. The Meiotic Spore is . Furthermore, Meiotic Spores are discounted for er awards Victory points, they do not count toward count when determining if a player has any mode
	but ins	tead are	set up in	n freefal	l. Once	both arn	nies are	fully dep	ores are not deployed with the rest of your army, ployed, just before the first battle round begins, you in 12" from any enemy models.
FACTION KEYWORDS	TYRA	NIDS,	<hiv< td=""><td>E FLEE</td><td>T&gt;</td><td></td><td></td><td></td><td></td></hiv<>	E FLEE	T>				
	FLY, S								



### STONE CRUSHER CARNIFEX BROOD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Stone Crusher Carnifex Brood	7"	4+	4+	6	7	8	4	6	3+
This unit contains 1 Sto Crusher Carnifexes (Po									ifex ( <b>Power Rating</b> + <b>5</b> ) or 2 additional Stone
WEAPON	RANGE	TYP			S	AP	D	ABILI	
Bio-plasma	12"	Ass	ault D3		7	-3	1	_	
Bio-flail	Melee	Mel	ee		User	-1	2	hit ro	time the bearer fights, you make a number of olls against the target unit equal to the number of els from that unit within 2" of the Stone Crusher ifex.
Bone mace	Melee	Mel	ee		8	-1	D3		time the bearer fights, one (and only one) of its ks must be made with this weapon.
Thresher scythe	Melee	Mel	ee		4	-1	1		e D3 hit rolls for each attack made with this weapon ad of 1.
Wrecker claws	Melee	Mel	ee		x2	-3	D6	wour wrecl	nst VEHICLES and BUILDINGS, re-roll all failed nd rolls with this weapon. If this model has two ker claws, it also re-rolls failed hit rolls against IICLES and BUILDINGS.
WARGEAR OPTIONS	• Any	model r	nay exch	ange it	ne wreck s threshe vith bio-p	r scythe			e.
ABILITIES	Instinc	tive Beł	naviour:	See pa	ge 16.		1		
		your ch	oice with						nes a charge move, roll a dice; on a 4+, one enemy it is a <b>VEHICLE</b> or <b>BUILDING</b> , it instead suffers
		one oth					-		efield, all of its models must be placed within 6" of a, each operates independently and is treated as a
FACTION KEYWORDS	TYRA	NIDS,	<hivi< td=""><td>E FLEI</td><td>ET&gt;</td><td></td><td></td><td></td><td></td></hivi<>	E FLEI	ET>				
KEYWORDS	MONS	STER,	CARNI	FEX,	STONE	CRUS	SHER C	ARNII	FEX BROOD

22 22		BA	RB	ED	HIF	ERC	DU	JLE		DAMAGE Some of a Barbed H change as it suffers below:			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	ļ
Barbed Hierodule	*	3+	*	10	8	22	*	10	3+	11-22+	12"	4+	
A Barbed Hierodule is a si	ngle mode	l equipp	ped with	two bio	o-cannon	and tw	o massi	ve		6-10	8"	5+	
scything talons. WEAPON	RANGE	ТҮР	c		S	AP	D	ABILIT	ICC	1-5	4"	6+	
Bio-cannon	48"		avy 6		8	-2	D3	ADILII					
Massive scything talons	Melee	Mel			User	-3	D6	weap scyth	on. If th ing talo	oll hit rolls of 1 when at te bearer has more thar ns, it can make 1 addit time it fights.	n one mas	sive	
WARGEAR OPTIONS	• None	e.											
ABILITIES	dice. Ac	dditiona	lly, this	model r	nay roll 3	3D6 wh	en charg	ging and	discard	6" until the end of the p the lowest result. emoving the model from			
	a 5+, it	lashes o		death tl	hroes, an					3 mortal wounds.			
	end of i models the ener from an the pen	ts move within my unit ny frienc alty to i	e it must 1" of it, a that is v dly mode	be more as long a vithin 1 els. In ac lls. Final	e than 1" as all of t of it or ddition, f lly, the B	from a he enen any oth the Barl	ll enemy ny mode er visibl ped Hier	y units. A els have t e enemy codule ca	Barbeo he INF unit than n move	nemy INFANTRY mood d Hierodule can shoot is ANTRY keyword. In the at is within range and r e and fire Heavy weapon onus to its save in cover	if there are nis case, it nore than ns withou	e enemy can shoot 1" away t suffering	
FACTION KEYWORDS KEYWORDS			<hivi TITAN</hivi 		CT> ARBED	HIER	ODULI	E		NAMAGE	1999452	a konstant	
KEYWORDS	MONS	STER,	titan H	IC, BA	RBED	DA	N		ςν	DAMAGE Some of a Harridan' it suffers damage in REMAINING W	battle, as	shown bel	ow:
KEYWORDS 32 NAME	MONS		TITAN	IC, BA IAR S	RBED RRII T	DA] w	N	Ld	Sv	Some of a Harridan'			ow: B
KEYWORDS 32 NAME	MONS	STER,	titan H	IC, BA	RBED	DA	N		<b>Sv</b> 3+	Some of a Harridan's it suffers damage in REMAINING W	battle, as M	shown bel WS	ow: B
KEYWORDS 32 NAME Harridan	MONS M *	STER, ' WS *	TITAN E BS *	IIC, BA	RBED RRII I 7	DA] W 30	N A 5	Ld 10		Some of a Harridan's it suffers damage in REMAINING W 16-30+	battle, as M 30" 20" 15"	shown bel WS 3+	<b>B</b> 3- 4-
KEYWORDS 32 NAME Harridan A Harridan is a single moo	MONS M *	STER, ' WS *	TITAN E BS * o bio-car	IIC, BA	RBED RRII I 7	DA] W 30	N A 5	Ld 10	3+	Some of a Harridan' it suffers damage in REMAINING W 16-30+ 10-15	battle, as M 30" 20"	shown belo WS 3+ 3+	<b>B</b> 3- 4- 5-
KEYWORDS 32 NAME Harridan A Harridan is a single moo	MONS M * del armed v	STER, ' WS * with two TYP	TITAN E BS * o bio-car	IIC, BA	RBED RRII I 7 ad two m	DAI W 30	A 5 cything	Ld 10 talons.	3+	Some of a Harridan's it suffers damage in REMAINING W 16-30+ 10-15 5-9	battle, as M 30" 20" 15"	shown bel WS 3+ 3+ 4+	<b>B</b> 3 4 5
KEYWORDS 32 NAME Harridan A Harridan is a single moc WEAPON Bio-cannon	MONS M * del armed v RANGE	STER, ' WS * with two TYP	TITAN ES * o bio-can E avy 6	IIC, BA	RBED RRII T 7 ad two m S	DA W 30 assive s AP	N A 5 cything D	Ld 10 talons. ABILII - You c weap scyth	3+	Some of a Harridan's it suffers damage in <b>REMAINING W</b> 16-30+ 10-15 5-9 1-4 oll hit rolls of 1 when a be bearer has more than ns, it can make 1 addit	battle, as M 30" 20" 15" 10" ttacking w n one mas	shown bels WS 3+ 3+ 4+ 5+ vith this sive	<b>B</b> 3- 4- 5-
KEYWORDS 32 NAME Harridan A Harridan is a single moo WEAPON Bio-cannon Massive scything talons	MONS M * del armed v RANGE 48	STER, ' WS * with two TYP Hea Me	TITAN ES * o bio-can E avy 6	IC, BA	RBED T 7 nd two m S 8	DAN W 30 assive s <u>AP</u> -2	A 5 cything D D3	Ld 10 talons. ABILII - You c weap scyth	3+	Some of a Harridan' it suffers damage in <u>REMAINING W</u> 16-30+ 10-15 5-9 1-4 oll hit rolls of 1 when a be bearer has more that	battle, as M 30" 20" 15" 10" ttacking w n one mas	shown bels WS 3+ 3+ 4+ 5+ vith this sive	•
KEYWORDS 32 NAME Harridan A Harridan is a single moo WEAPON Bio-cannon Massive scything talons	MONS M * del armed v RANGE 48 Melee • None. Death	STER, ' WS * with two TYP Hea Mei	TITAN BS * o bio-car E avy 6 lee If this n	IIC, BA	RBED T 7 ad two m S 8 User reduced	<b>DA</b> <b>W</b> <b>30</b> assive s <b>AP</b> -2 -3 to 0 wo	A 5 cything D D3 D6	Ld 10 talons. ABILII - You c weap scyth this w	3+ THES can re-rr on. If th ing talo veapon	Some of a Harridan's it suffers damage in <b>REMAINING W</b> 16-30+ 10-15 5-9 1-4 oll hit rolls of 1 when a be bearer has more than ns, it can make 1 addit	battle, as M 30" 20" 15" 10" ttacking w n one mas ional attac	shown bels WS 3+ 3+ 4+ 5+ vith this sive ck with	<b>B</b> 3- 4- 5-
XAME Harridan A Harridan is a single moo WEAPON Bio-cannon Massive scything talons WARGEAR OPTIONS	MONS M * del armed v RANGE 48 Melee • None. Death 7 a 5+, it Frenzie	WS * with two TYP Hea Mei	TITAN BS * o bio-cau E avy 6 lee If this n out in its bolism:	IIC, BA	IRBED I 7 ad two m S 8 User reduced hroes, an start of th	DA W 30 assive s AP -2 -3 to 0 wo d each he Shoo	A 5 cything D D3 D6 uunds, rc uunit with ting pha	Ld 10 talons. ABILII - You c weap scyth this w oll a D6 b hin 3" su sse, you r	3+ (IES can re-rc on. If th ing talo veapon pefore re ffers D3 may cho	Some of a Harridan' it suffers damage in REMAINING W 16-30+ 10-15 5-9 1-4 oll hit rolls of 1 when a the bearer has more that ns, it can make 1 addit each time it fights.	battle, as M 30" 20" 15" 10" ttacking w n one mas ional attac m the batt	shown belo WS 3+ 3+ 4+ 5+ vith this sive ck with tlefield; on	<b>B</b> 3 4 5
KEYWORDS 32 NAME Harridan A Harridan is a single moo WEAPON Bio-cannon Massive scything talons WARGEAR OPTIONS	MONS M * del armed v RANGE 48 Melee • None: Death 7 a 5+, it Frenzie wounds Sky Att	STER, ' WS * with two TYP Hea Mei	TITAN BS * o bio-car E avy 6 lee If this n out in its bolism: bolism:	IC, BA	RBED T 7 ad two m S 8 User reduced hroes, an start of th ength of i Harrida	DAN W 30 assive s AP -2 -3 to 0 wo d each the Shoo its bio-con n in the	A 5 cything D3 D6 units, rc unit with ting pha cannon f Movem	Ld 10 talons. ABILIT - You c weap scyth this w withis w scyth this w scyth scyth this w scyth scy	3+ IES can re-rc on. If th ing talo veapon before rc ffers D3 may cho uration se, pick	Some of a Harridan's it suffers damage in <u>REMAINING W</u> 16-30+ 10-15 5-9 1-4 oll hit rolls of 1 when a ne bearer has more than ns, it can make 1 addit each time it fights.	battle, as M 30" 20" 15" 10" ttacking w n one mas ional attac m the batt an suffers es over. TI	shown belo WS 3+ 3+ 4+ 5+ vith this sive ck with tlefield; on D3 mortal hat unit	<b>B</b> 3 4 5
KEYWORDS 32 NAME Harridan A Harridan is a single moo WEAPON Bio-cannon Massive scything talons WARGEAR OPTIONS	MONS M M * 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.	STER, ' WS * with two TYP Hea Mei Throes: lashes o ed Meta s, but ad tack: Wi iately su Titanic . When be more as all of n 1" of i . In add	TITAN BS * o bio-car E avy 6 lee If this n but in its bolism: ld D6 to hen mov iffers D3 Monste it Falls I e than 1' f the ene it or any ition, th	IIC, BA	IRBED	DAN W 30 assive s AP -2 -3 to 0 wo d each to 0 wo d each the Shoo its bio-co n in the . This al move co units. A the INI emy uni nove an	A 5 cything D3 D6 ounds, ro unit with ting pha cannon f Movem bility ma Back in t wer ener A Harric FANTR' t that is ad fire H	Ld 10 talons. ABILII - You c weap scyth this w off a D6 b hin 3" su se, you r or the du ent phas y not tar he Move my INFA lan can s Y keywoi within r eavy wea	3+ THES can re-re- on. If thing talo veapon before re- ffers D3 may chouration se, pick- reget unite- ement po- NTRY shoot if rd. In thange an apons w	Some of a Harridan's it suffers damage in <b>REMAINING W</b> 16-30+ 10-15 5-9 1-4 oll hit rolls of 1 when a be bearer has more that ns, it can make 1 addit each time it fights. moving the model from mortal wounds. House the Harrid of your current turn. one enemy unit it passes ts composed entirely of hase and still shoot and models, though at the there are enemy model his case, it can shoot the d more than 1" away freithout suffering the pe	battle, as M 30" 20" 15" 10" ttacking w n one mas ional attac m the batt an suffers es over. Th f CHARA d/or charg end of its ls within 1 e enemy u om any fr nalty to it:	shown belown WS 3+ 3+ 4+ 5+ with this sive ck with US mortal hat unit CTERS. ge during move " of it, unit that iendly s hit rolls.	<b>B</b> 3- 4- 5-
KEYWORDS A Constraint of the second	MONS M M * del armed v RANGE 48 Melee • None. Death 7 a 5+, it Frenzie wounds Sky Att immedi Sky Att immedi Flying 7 its turn. it must as long is withi models. Finally,	STER, ' STER, ' WS * with two <b>TYP</b> Hea Mei	TITAN  BS  * o bio-car  Car  Baye of bio-car  E avy 6 lee If this n but in its bolism:	IIC, BA	IRBED	DAN W 30 assive s AP -2 -3 to 0 wo d each the Shoo its bio-c n in the Shoo its bio-c n in the n Fall F move c units. A the INI emy uni nove an s to its s	A 5 cything D D3 D6 unds, rc unit with ting pha cannon f Movem bility ma Back in t over ener A Harric FANTR t that is d fire H save in c	Ld 10 talons. ABILII - You c weap scyth this w - Scyth this scyth this scyth this scyth this scyth this scyth this scyth scyth - Sco	3+ THES can re-ro on. If thing talo veapon Defore ro offers D3 may chouration se, pick rget unit ement p NTRY shoot if rd. In thange an apons w t least he	Some of a Harridan's it suffers damage in <b>REMAINING W</b> 16-30+ 10-15 5-9 1-4 oll hit rolls of 1 when a be bearer has more that ns, it can make 1 addit each time it fights. emoving the model from mortal wounds. to solve the Harrid of your current turn. one enemy unit it passes ts composed entirely of hase and still shoot and models, though at the there are enemy model nis case, it can shoot the d more than 1" away fr	battle, as M 30" 20" 15" 10" ttacking w n one mas ional attac m the batt an suffers es over. Th f CHARA d/or charg end of its ls within 1 e enemy u om any fr nalty to it:	shown belown WS 3+ 3+ 4+ 5+ with this sive ck with US mortal hat unit CTERS. ge during move " of it, unit that iendly s hit rolls.	<b>B</b> 3 4 5
KEYWORDS 32 NAME Harridan A Harridan is a single moo WEAPON Bio-cannon Massive scything talons WARGEAR OPTIONS	MONS M M * del armed v RANGE 48 Melee • None. Death 7 a 5+, it Frenzie wounds Sky Att immedi Sky Att immedi Flying its turn it must as long is withi models. Finally, This models	WS * with two TYP Hea Mei	TITAN  BS  * o bio-car  Car  Baye of bio-car  E avy 6 lee If this n but in its bolism:	IC, BA	I 7 7 ad two m S 8 User reduced hroes, an start of th ength of i Harrida wounds rridan ca can even II enemy dels have isible can r s a bonu o 20 <hi< td=""><td>DAN W 30 assive s AP -2 -3 to 0 wo d each the Shoo its bio-c n in the Shoo its bio-c n in the n Fall F move c units. A the INI emy uni nove an s to its s</td><td>A 5 cything D D3 D6 unds, rc unit with ting pha cannon f Movem bility ma Back in t over ener A Harric FANTR t that is d fire H save in c</td><td>Ld 10 talons. ABILII - You c weap scyth this w - Scyth this scyth this scyth this scyth this scyth this scyth this scyth scyth - Sco</td><td>3+ THES can re-ro on. If thing talo veapon Defore ro offers D3 may chouration se, pick rget unit ement p NTRY shoot if rd. In thange an apons w t least he</td><td>Some of a Harridan's it suffers damage in <b>REMAINING W</b> 16-30+ 10-15 5-9 1-4 oll hit rolls of 1 when a be bearer has more that ns, it can make 1 addit each time it fights. moving the model from mortal wounds. House the Harrid of your current turn. one enemy unit it passes ts composed entirely of hase and still shoot and models, though at the there are enemy model his case, it can shoot the d more than 1" away freithout suffering the pe</td><td>battle, as M 30" 20" 15" 10" ttacking w n one mas ional attac m the batt an suffers es over. Th f CHARA d/or charg end of its ls within 1 e enemy u om any fr nalty to it:</td><td>shown belown WS 3+ 3+ 4+ 5+ with this sive ck with US mortal hat unit CTERS. ge during move " of it, unit that iendly s hit rolls.</td><td>3 4 5</td></hi<>	DAN W 30 assive s AP -2 -3 to 0 wo d each the Shoo its bio-c n in the Shoo its bio-c n in the n Fall F move c units. A the INI emy uni nove an s to its s	A 5 cything D D3 D6 unds, rc unit with ting pha cannon f Movem bility ma Back in t over ener A Harric FANTR t that is d fire H save in c	Ld 10 talons. ABILII - You c weap scyth this w - Scyth this scyth this scyth this scyth this scyth this scyth this scyth scyth - Sco	3+ THES can re-ro on. If thing talo veapon Defore ro offers D3 may chouration se, pick rget unit ement p NTRY shoot if rd. In thange an apons w t least he	Some of a Harridan's it suffers damage in <b>REMAINING W</b> 16-30+ 10-15 5-9 1-4 oll hit rolls of 1 when a be bearer has more that ns, it can make 1 addit each time it fights. moving the model from mortal wounds. House the Harrid of your current turn. one enemy unit it passes ts composed entirely of hase and still shoot and models, though at the there are enemy model his case, it can shoot the d more than 1" away freithout suffering the pe	battle, as M 30" 20" 15" 10" ttacking w n one mas ional attac m the batt an suffers es over. Th f CHARA d/or charg end of its ls within 1 e enemy u om any fr nalty to it:	shown belown WS 3+ 3+ 4+ 5+ with this sive ck with US mortal hat unit CTERS. ge during move " of it, unit that iendly s hit rolls.	3 4 5

					NT					DAMAGE Some of a Hieropha characteristics chan battle, as shown bel	ge as it su		ige ii
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+	6
A Hierophant Bio-titan is a				two dia	re bio-cai	nnon, la	ashwhip	pods,		20-34	9"	3+	5
bio-plasma torrent and mor WEAPON		ytning t TYPI			S	AP	D	ABILIT	166	5-19	6"	4+	4
Dire bio-cannon	48"		ro 6		10	-2.	2D6	AUILII	ILU	1-4	3"	5+	3
Bio-plasma torrent	-10		ol 2D6		5	-2	1	This	weapon	hits its target automati	cally		
Lashwhip pods	Melee	Mel			User	-1	2			olls for each attack mad		s weapon.	1
Monstrous scything talons	Melee	Mel			x2	-5	2D6	-				oneuponi	
	a 4+, it l <b>Frenzie</b>	lashes or d Metal	ut in its bolism:	death tl When u	hroes, an using the	d each Hierop	unit with hant's di	nin 6" su ire bio-c	ffers De	emoving the model from 6 mortal wounds. you can harness its free where the Steer other of its	nzied meta	abolism. If	
					titan suff	ters D3	mortal v	vounds,	but dou	bles the Strength of its	dire bio-c	cannon.	- 11
									re woun	ds on this model in the rs a mortal wound.	e Fight pha		
	dice at t Swarm transpos of up to	he end o Incubat rt a unit 6 HIVI	of the Fi tion Cha t of up to E GUAR	ght pha amber. o 20 <h CD, TYI</h 	ase. On a A Hierop IVE FLE	4+, tha bhant B EET> G UARD	t unit im io-titan ENESTI or TYR.	umediate with this E <b>ALERS</b>	re woun ely suffe s ability <b>5, TERN</b>	ds on this model in the	T keywor	ase, roll a d, and can <b>S</b> , or a uni	
	dice at t Swarm transpor of up to FLEET: Titanic during i though there are case, it c more th	he end of Incubat rt a unit 6 HIVI > TYRA Monste its turn. at the er e enemy can shoo an 1" av	of the Fi tion Cha c of up to E GUAR NID Pl er: A Hid When a nd of its v models of the en vay fron	ght pha amber. 2 20 <h RD, TYI RIME o erophar h Hierop move it s within hemy urn h any fri</h 	A Hierop IVE FLE RANT G or BROO ht Bio-tita bhant Bio t must be 1 " of it, a hit that is	4+, tha bhant B ET> G UARD DLORI an can l titan F more t as long within odels. F	t unit im io-titan ENESTI or TYR. D. Fall Back Falls Back Falls Back han 1" fi as all of 1" of it c Finally, th	with this EALERS ANID V and the N back in the N back it can rom all of the ener or any ot ne Hiero	re woun ely suffe s ability S, TERM VARRIC Moveme even m enemy u ny mod her visi	ds on this model in the rs a mortal wound. gains the TRANSPOR IAGANTS or HORMA	AGAUNT aGAUNT bort a sing at and/or c NTRY mo b-titan can Y keywor vithin ran	ase, roll a d, and can <b>S</b> , or a uni le < <b>HIVE</b> harge dels, shoot if d. In this ge and	
	dice at t Swarm transpo: of up to FLEET: Titanic during i though there ar case, it c more th cover if	he end of Incubat rt a unit 6 HIVI > TYRA Monste its turn. at the en e enemy can shoc an 1" av at least	of the Fi tion Cha c of up to E GUAR NID Pl er: A Hid When a and of its v models ot the en vay from half of t	ght pha amber. 20 <h CD, TYI RIME of erophar hierop move it s within temy ur h any fri he mod</h 	A Hierop IVE FLE RANT G or BROO the Bio-tita obant Bio t must be 1 " of it, a hit that is iendly more	4+, tha phant B ET> G UARD DLORI an can l -titan F more t as long within odels. F ured fr	t unit im io-titan ' ENESTI or TYR. D. Fall Back Falls Back han 1" fi as all of 1" of it c Finally, th om the b	with this EALERS ANID V and the last k, it can rom all e the ener or any ot he Hiero bearer.	re woun ely suffe s ability S, TERM VARRIC Moveme even m enemy u ny mod her visil phant E	ds on this model in the rs a mortal wound. gains the TRANSPOR (AGANTS or HORM) DRS. It may also transp ent phase and still shoo ove over enemy INFAN inits. A Hierophant Bio els have the INFANTR ble enemy unit that is v	AGAUNT aGAUNT bort a sing at and/or c NTRY mo b-titan can Y keywor vithin ran	ase, roll a d, and can <b>S</b> , or a uni le < <b>HIVE</b> harge dels, shoot if d. In this ge and	
FACTION KEYWORDS	dice at t Swarm transpo: of up to FLEET: Titanic during i though there ar case, it c more th cover if	he end of Incubat rt a unit 6 HIVI > TYRA Monste its turn. at the er e enemy can shoc an 1" av at least er's note	of the Fi tion Cha of up to E GUAR NID Pl er: A Hid When a had of its y models of the en vay from half of t : See page	ght pha amber. 20 <h CD, TYI RIME o erophar hierophar hierophar s within hemy ur h any fri he mod ge 4 for</h 	A Hierop IVE FLE RANT G or BROO at Bio-tita ohant Bio- t must be 1" of it, a hit that is iendly must el is obsce details of	4+, tha phant B ET> G UARD DLORI an can l -titan F more t as long within odels. F ured fr	t unit im io-titan ' ENESTI or TYR. D. Fall Back Falls Back han 1" fi as all of 1" of it c Finally, th om the b	with this EALERS ANID V and the last k, it can rom all e the ener or any ot he Hiero bearer.	re woun ely suffe s ability S, TERM VARRIC Moveme even m enemy u ny mod her visil phant E	ds on this model in the rs a mortal wound. gains the TRANSPOR (AGANTS or HORM) DRS. It may also transp ent phase and still shoo ove over enemy INFAN inits. A Hierophant Bio els have the INFANTR ble enemy unit that is v	AGAUNT aGAUNT bort a sing at and/or c NTRY mo b-titan can Y keywor vithin ran	ase, roll a d, and can <b>S</b> , or a uni le < <b>HIVE</b> harge dels, shoot if d. In this ge and	-

22 bowe	S	CY	TH	ED	) HI	ER	OD	UL	E	<b>DAMAGE</b> Some of a Scythed I change as it suffers			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	shown below: REMAINING W	м	WS	A
Scythed Hierodule	*	*	4+	10	8	22	*	10	3+	11-22+	12"	3+	7
A Scythed Hierodule is a s scything talons.	ingle mode	el equip	ped with	n bio-a	cid spray	and two	o massiv	e		6-10	8" 4"	4+	5
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-5	4	5+	3
Bio-acid spray	8"	Hea	avy 2D6		6	-2	D3	This	weapor	n hits its target automat	tically.		
Massive scything talons	Melee	Me	lee		User	-3	D6	weap scyth	on. If th ing tale	roll hit rolls of 1 when a he bearer has more tha ons, it can make 1 addir each time it fights.	n one mas	sive	
WARGEAR OPTIONS	• None	e.					3.421						
ABILITIES	dice. Ac Death T a 5+, it J Instinct Titanic its turn, end of i models the ener from an the pen	dditiona <b>Fhroes:</b> lashes o <b>tive Bel</b> <b>Monst</b> . When ts move within my unit ny friend alty to i	lly, this If this n ut in its naviour: er: A Scy a Scythe it must 1" of it, a that is v that is v thy mode ts hit rol	model is nodel is death t See pa ythed H ed Hier be mon as long vithin I els. In a lls. Fina	may roll s reduced throes, ar ge 16. Hierodule odule Fal re than 1' as all of t " of it or addition,	3D6 wh to 0 wo d each can Fa ls Back from a he ener any oth the Scy	nen charg ounds, ro unit wit Il Back in , it can e Il enemy ny mode ner visibl thed Hie	ging and bll a D6 b hin 3" su n the Mo ven mov v units. A els have t e enemy produle o	l discard before r uffers D ovemen ve over o A Scytho the INF v unit th can mov	6" until the end of the d the lowest result. removing the model fro 3 mortal wounds. the phase and still shoot a enemy <b>INFANTRY</b> model Hierodule can shoo <b>CANTRY</b> keyword. In the short is within range and we and fire Heavy weap bonus to its save in cov	om the bat and/or cha odels, thou t if there a his case, it more thar ons witho	tlefield; on arge during igh at the re enemy can shoot i 1" away ut suffering	g
FACTION KEYWORDS	TYRA	NIDS,	<hiv< td=""><td>E FLEI</td><td>ET&gt;</td><td></td><td></td><td></td><td></td><td>a la la serie de la serie d</td><td></td><td></td><td></td></hiv<>	E FLEI	ET>					a la la serie de la serie d			
KEYWORDS	MONS	TED	TITAN	TC SC	CYTHE	HIE	DODU	IE					

# ORKS

## ORKS ARMY LIST

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

#### **KEYWORDS**

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

#### <CLAN>

009

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".

		ZF	IAI	DSN	NAI	RK ]	DA	RIF	PPER
VAME	M	WS	BS	S	Ţ	W	A	Lđ	Sv
Zhadsnark da Ripper	15"	2+	5+	6	6	8	5	8	4+
			• ·		-		-		ms. His warbike, 'Da Beast', is equipped with
wo big shootas. Only one							w and si	пккоотп	ms. This warblike, Da beast, is equipped with
VEAPON	RANGE	TYPE			S	AP	D	ABILIT	IES
Slugga	12"	Pisto	ol 1		4	0	1	-	
Big shoota	36"	Assa	ault 3		5	0	1	-	
Da Pain Klaw	Melee	Mele	ee		x2	-4	D3	enem	target of a hit roll of 6 made for this weapon is an y <b>INFANTRY</b> or <b>MONSTER</b> model, it suffers a al wound in additional to any other damage.
Stikkbomm	6"	Grei	nade D6		3	0	1	-	
VARGEAR OPTIONS	• None	2.	4						
BILITIES	'Ere We	e Go! & 1	Mob Ru	le: See	page 23.				
	can rest test is th Da Bea	ore orde nen cons	er with a sidered to n this mo	brutal o have	display been pas	of violen ssed.	ice. If th	ey do, th	in 3" of a friendly EVIL SUNZ WARBOSS, they are unit suffers D3 mortal wounds but the Morale characteristic for that Movement phase instead o
ACTION KEYWORDS							-	-	
	UKK,	EVIL S	UNL				ADON	DVD	A DIDDED
-6 1000		OR		AE		OS	S BI	UZZ	ZGOB
AME	M	OR ws	K N BS	AIE s	K B	OS W	S BI	UZZ	ZGOB Sv
AME Buzzgob	M 5"	OR WS 3+	<b>K N</b> BS 4+	<b>AIE</b> <b>S</b> 5	KB T 4	OS W 6	S B A 4	UZZ Ld 8	ZGOB SV 4+
AME Buzzgob Vitnuckle/Lunk	M 5" 5"	OR WS 3+ 5+	BS 4+ 4+	<b>S</b> 5 2	K B I 4 2	<b>OS</b> W 6 1	<b>S B</b> A 4 1	UZZ Ld 8 5	ZGOB SV 4+ 6+
AME Buzzgob Vitnuckle/Lunk Drk Mek Boss Buzzgob is	M 5" 5"	OR WS 3+ 5+	CKN BS 4+ 4+ 4+	S 5 2 ith a slu	KB I 4 2 1gga, big	OS W 6 1 g choppa	SBV A 4 1	UZZ Ld 8 5 omms ar	ZGOB SV 4+
E Constant E Cons	M 5" 5"	OR WS 3+ 5+	KN BS 4+ 4+ ipped wi this uni	S 5 2 ith a slu	KB I 4 2 1gga, big	OS W 6 1 g choppa	SBN A 4 1	UZZ Ld 8 5 omms ar	ZGOB SV 4+ 6+ M Mek arms. He may be accompanied by his two
Example 2015 Example 2015 Ex	M 5" 5" a single mo d Lunk. Onl RANGE 12"	OR WS 3+ 5+ odel equi y one of TYPE Pisto	BS 4+ 4+ ipped wi this uni ol 1	S 5 2 ith a slu	KB I 4 2 ugga, big be incluc S 4	W 6 1 g choppa ded in yc AP 0	SBI A 4 1 s, stikkbo pur army D 1	UZZ Ld 8 5 omms ar	ZGOB SV 4+ 6+ M Mek arms. He may be accompanied by his two
Example 2015 Example 2015 Ex	M 5" 5" a single mo d Lunk. Onl RANGE	OR WS 3+ 5+ odel equiv y one of TYPE	BS 4+ 4+ ipped wi this uni ol 1	S 5 2 ith a slu	KB I 4 2 ngga, big be incluc S	W 6 1 3 choppa led in yc AP	SBI A 4 1 s, stikkbo pur army D	UZZ Ld 8 5 omms ar 7. ABILIN – –	ZGOB SV 4+ 6+ nd Mek arms. He may be accompanied by his two IES
E Constant E Cons	M 5" 5" a single mo d Lunk. Onl RANGE 12"	OR WS 3+ 5+ odel equi y one of TYPE Pisto	BS 4+ 4+ 4+ this uni bl 1 ee	S 5 2 ith a slu	KB I 4 2 ugga, big be incluc S 4	W 6 1 g choppa ded in yc AP 0	SBI A 4 1 s, stikkbo pur army D 1	UZZZ Ld 8 5 omms ar 7. ABILIN – – Make	<b>ZGOB</b> <b>SV</b> <b>4+</b> <b>6+</b> ad Mek arms. He may be accompanied by his two <b>IES</b> e three hit rolls for each attack made with this
E Constant Constant of the second se	M 5" 5" a single mo d Lunk. Onl RANGE 12" Melee	OR WS 3+ 5+ odel equi y one of TYPE Pista Mela	BS 4+ 4+ 4+ this uni bl 1 ee	S 5 2 ith a slut t may b	KB I 4 2 ugga, bigg be incluc S 4 +2	W 6 1 3 choppa led in yc AP 0 -1	SBU A 4 1 a, stikkbo pur army D 1 2	UZZZ Ld 8 5 omms ar 7. ABILIN – – Make	ZGOB SV 4+ 6+ nd Mek arms. He may be accompanied by his two IES
	M 5" 5" a single mod d Lunk. Onl RANGE 12" Melee Melee	OR WS 3+ 5+ odel equi y one of TYPE Pisto Melo Melo	BS 4+ 4+ ipped withis uni bl 1 ee ee	S 5 2 ith a slut t may b	KB I 4 2 ngga, big be incluce S 4 +2 4	W 6 1 g choppa led in yc AP 0 -1 0	SBN A 4 1 o, stikkbo pur army D 1 2 1	UZZZ Ld 8 5 omms ar 7. ABILIN – – Make	<b>ZGOB</b> <b>SV</b> <b>4+</b> <b>6+</b> ad Mek arms. He may be accompanied by his two <b>IES</b> e three hit rolls for each attack made with this
Contemporation of the second state of the seco	M 5" 5" a single mo d Lunk. Onl RANGE 12" Melee Melee 6" • None	OR WS 3+ 5+ odel equiv y one of TYPE Pisto Mele Mele Gree	BS 4+ 4+ ipped withis uni bl 1 ee ee	S 5 2 ith a slut t may b	KB I 4 2 ngga, big be incluc S 4 +2 4 3	OSS W 6 1 g choppa led in yc AP 0 -1 0 0	SBN A 4 1 o, stikkbo pur army D 1 2 1	UZZZ Ld 8 5 omms ar 7. ABILIN – – Make	<b>ZGOB</b> <b>SV</b> <b>4+</b> <b>6+</b> ad Mek arms. He may be accompanied by his two <b>IES</b> e three hit rolls for each attack made with this
	M 5" 5" a single mod d Lunk. Onl RANGE 12" Melee Melee 6" • None 'Ere Wo Kuston within 9 has a 54 Big Me (other t	OR WS 3+ 5+ odel equity y one of TYPE Piste Mele Gree e Go! & i Force I o" have a + invulne kaniak: han mod	BS 4+ 4+ 4+ ipped wi this uni ol 1 ee ee ee made D6 Field: If to 5+ invu erable sa At the en dels that	S 5 2 ith a slut t may b le: See this mo ilnerably ve agai nd of yo can FL	K B I 4 2 ligga, bigo be inclue S 4 +2 4 3 page 23. odel is ec le save a nst Rang our Mov X) with	W 6 1 g choppa led in yc AP 0 -1 0 0 -1 0 0 -1 0 0 -1 0 0 -1 0 0 -1 0 0 -1 0 0 -1 0 0 -1 0 0 -1 0 0 -1 0 -1 0 -1 0 -1 0 -1 0 -1 0 -1 0 -1 0 -1 0 -1 0 -1 0 -1 0 -1 0 -1 0 -1 0 -1 0 -1 0 -1 -1 0 -1 -1 0 -1 -1 -1 -1 -1 -1 -1 -1 -1 -1 -1 -1 -1	SBN A 4 1 , stikkbo bur army D 1 2 1 1 1 1 with a k anged w pons ins bhase, th	UZZZ Ld 8 5 omms ar 7. ABILIN - - Make weap - - ustom for eapons. tead. is model	<b>ZGOB</b> <b>SV</b> <b>4+</b> <b>6+</b> ad Mek arms. He may be accompanied by his two <b>IES</b> e three hit rolls for each attack made with this
KEYWORDS KEYWORDS SUBJECT Constraints NAME Buzzgob Nitnuckle/Lunk Ork Mek Boss Buzzgob is Grot oilers, Nitnuckle and WEAPON Slugga Big choppa Mek arms Stikkbomm WARGEAR OPTIONS ABILITIES	M 5" 5" a single mo d Lunk. Onl RANGE 12" Melee 6" • None 'Ere We Kuston within 9 has a 5+ Big Me (other t can onl Nitnuc	OR WS 3+ 5+ odel equiv y one of TYPE Pisto Melo Gren Control I Pisto Melo Gren Control I Pisto Melo Control I Pisto Melo Melo Control I Pisto Melo Control I Pisto Melo Control I Pisto Melo Control I Pisto Melo Control I Pisto Control I Pisto Pisto Pisto Pisto Pisto Pisto Pist	BS 4+ 4+ ipped wi this uni ol 1 ee ee made D6 Mob Ru Field: If 1 5+ invu erable sa At the et dels that aired one Lunk: T	S 5 2 ith a slut t may b le: See this mo ilnerab ive agai ind of yo can FL ce each wice pe	KB I 4 2 ngga, big be incluc S 4 +2 4 3 page 23. odel is ec le save a nst Rang our Mov X) with turn. er game, r	W 6 1 g choppa led in yc AP 0 -1 0 0 -1 0 0 -1 0 0 -1 0 0 -1 0 0 -1 0 0 -1 0 0 -1 0 0 -1 0 0 -1 0 0 N H H O N H H N N N N N N N N N N N N N	A 4 1 o, stikkbo our army 0 1 2 1 1 1 1 1 0 1 1 2 1 1 1 0 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 2 1 4 4 4 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 2	LLI 8 5 omms ar	SV         4+         6+         ad Mek arms. He may be accompanied by his two         IKS         e three hit rolls for each attack made with this on instead of 1.         prcce field, friendly ORK units that are entirely If the unit is embarked, the vehicle transporting.         I can repair a single friendly <clan> VEHICLE</clan>
Contemporary Conte	M 5" 5" a single mod d Lunk. Onl RANGE 12" Melee Melee 6" • None 'Ere Wa Kuston within 9 has a 5+ Big Me (other t can only Nitnuc do so, th When r	OR WS 3+ 5+ odel equity y one off TYPE Pista Mela Gree C C C C C C C C C C C C C	BS 4+ 4+ 4+ ipped wi this uni ol 1 ee ee made D6 Field: If t 5+ invu erable sa At the er dels that aired one Lunk: T' le that B	S 5 2 ith a slut t may b le: See this mo ulnerabl ve agai nd of yo can FL ce each wice pe uzzgob this un	K B I 4 2 ngga, bigo be inclue S 4 +2 4 3 page 23. odel is eco le save a nst Rang our Mov Y) with turn. or game, is repai it, alway	W 6 1 g choppa ded in yc AP 0 -1 0 0 -1 0 0 -1 0 0 -1 0 0 -1 0 0 -1 0 0 -1 0 0 -1 0 0 -1 Nitnuck ring rega	A 4 1 s, stikkbo bur army D 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 2 1 1 2 1 1 2 1 1 2 1 2 1 1 2 1 1 2 1 2 1 2 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 1 2 1 1 1 1 2 1 1 1 1 2 1 1 1 2 1 1 1 2 1 1 1 2 1 1 1 2 1 1 1 2 1 1 1 2 1 1 1 1 2 1 1 1 2 1 1 1 1 2 1 1 1 2 1 1 1 1 2 1 1 1 1 1 2 1	UZZZ Ld 8 5 omms ar 7. ABILII – Make weap – ustom for eapons. tead. is modeled regainse dition Toughno	SV         4+         6+         ad Mek arms. He may be accompanied by his two         IES         ethree hit rolls for each attack made with this on instead of 1.         broce field, friendly ORK units that are entirely If the unit is embarked, the vehicle transporting         can repair a single friendly <clan> VEHICLE         s D3 wounds lost earlier in the battle. A VEHICLE         assist their master in making repairs. When they</clan>
E Constantion of the second se	M 5" 5" a single mod d Lunk. Onl RANGE 12" Melee Melee 6" • None 'Ere Wa Kuston within 9 has a 5+ Big Me (other t can only Nitnuc do so, th When r	OR WS 3+ 5+ odel equity y one off TYPE Pista Mela Gren e. e Go! & D here a han moody be reparation kle and D he vehicle olling to de and/o	K N BS 4+ 4+ ipped wi this uni ol 1 ee ee made D6 Mob Ru Field: If 5 + invu erable sa At the er dels that aired one Lunk: T le that B o wound	S 5 2 ith a slut t may b le: See this mo ulnerabl ve agai nd of yo can FL ce each wice pe uzzgob this un	K B I 4 2 ngga, bigo be inclue S 4 +2 4 3 page 23. odel is eco le save a nst Rang our Mov Y) with turn. or game, is repai it, alway	W 6 1 g choppa ded in yc AP 0 -1 0 0 -1 0 0 -1 0 0 -1 0 0 -1 0 0 -1 0 0 -1 0 0 -1 0 0 -1 Nitnuck ring rega	A 4 1 s, stikkbo bur army D 1 2 1 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 2 1 1 1 2 1 1 1 1 2 1 1 1 2 1 1 1 2 1 1 1 1 2 1 1 1 1 1 2 1 1 1 1 2 1 1 1 1 2 1 1 1 1 1 2 1 1 1 1 1 2 1 1 1 1 2 1 1 1 1 1 1 2 1 1 1 1 2 1	UZZZ Ld 8 5 omms ar 7. ABILII – Make weap – ustom for eapons. tead. is modeled regainse dition Toughno	SV         4+         6+         ad Mek arms. He may be accompanied by his two         IES         e three hit rolls for each attack made with this on instead of 1.         proce field, friendly ORK units that are entirely         If the unit is embarked, the vehicle transporting         I can repair a single friendly <clan> VEHICLE         S D3 wounds lost earlier in the battle. A VEHICLE         assist their master in making repairs. When they hal wound.</clan>
	M 5" 5" a single mod l Lunk. Onl RANGE 12" Melee Melee 6" • Nond 'Ere Wo Kustom within 9 has a 54 Big Me (other t can only Nitnucd do so, tl When r Nitnucd	OR WS 3+ 5+ Dedel equiv y one of TYPE Piston Melon	K N BS 4+ 4+ ipped wi this uni ol 1 ee ee ee made D6 Mob Ru Field: If a 5+ invu erable sa At the en dels that aired one Lunk: T le that B o wound or Lunk i	S 5 2 ith a slut t may b let See this mo llnerably ve agai nd of yo can FL ce each wice pe uzzgob this un is ignor	K B I 4 2 Igga, bigge incluc S 4 +2 4 4 -2 4 -2 -2 -2 -2 -2 -2 -2 -2 -2 -2	W 6 1 g choppa ded in ycc AP 0 -1 0 0 -1 0 0 0 -1 0 0 -1 0 0 -1 0 0 -1 0 0 -1 0 0 -1 0 0 -1 0 0 -1 N P 0 -1 0 N P 0 -1 N P 0 -1 N P N P N P N P N P N P N P N P N P N	SBU A 4 1 , stikkbo bur army D 1 2 1 1 2 1 1 1 1 2 1 1 1 2 1 1 1 2 1 1 1 2 1 1 1 2 1 1 1 1 1 2 1 1 1 1 2 1 1 1 1 2 1 1 1 1 1 2 1 1 1 1 1 2 1 1 1 1 1 2 1 1 1 1 1 2 1 1 1 1 2 1	UZZZ Ld 8 5 omms ar 7, ABILI – – Make weap – – Make veapons. tead. is model el regains unk can addition Toughmorale.	SV         4+         6+         ad Mek arms. He may be accompanied by his two         IES         e three hit rolls for each attack made with this on instead of 1.         proce field, friendly ORK units that are entirely         If the unit is embarked, the vehicle transporting         I can repair a single friendly <clan> VEHICLE         S D3 wounds lost earlier in the battle. A VEHICLE         assist their master in making repairs. When they hal wound.</clan>

 CHARACTER, INFANTRY,	GRETCHIN (	GROT OILER	NITNUCKI F/LUNK
	Undri Onni, (	unor onling	In In On DU DUNK

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T twee				GI	RO]	ΓT	AN	KS	
NAME	М	WS	BS	S	T	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+
									wer Rating). One Kommanda may take the place of s one or more BIG MEKS.
WEAPON	RANGE	TYP		idea in i	S	AP		ABILI	
Big shoota	36"	Ass	ault 3		5	0	1	-	
Skorcha	8"	Ass	ault D6		5	-1	1	This	weapon hits its target automatically.
Grotzooka	18"	Hea	vy 2D3		6	0	1	-	
Rokkit launcha	24"	Ass	ault 1		8	-2	3	-	
Kustom mega-blasta	24"	Ass	ault 1		8	-3	D3		u roll one or more hit rolls of 1, the bearer suffers a tal wound after all of the weapon's shots have been lved.
Shoota	18"	Ass	ault 2		4	0	1	-	
WARGEAR OPTIONS	- Big - Sko - Gro - Rol	shoota orcha otzooka ckit lau stom me	ncha ega-blast	a			is below,	a Komn	manda may choose two instead:
ABILITIES		eed Ahe	ead!: Gro	ot Tanks ement p	have a hase.	Movem			ic of 2D6", and this must be rolled for at the
FACTION KEYWORDS	ORK, «	-							

		Gł	RO1	M	EG	<b>A-</b> 7	<b>TAN</b>	IK	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Grot Mega-tank	2D6"	5+	4+	6	6	9	4	5	4+
			with tw	o heav	y turrets	and the	ree light	turrets -	- all of which must be equipped with one of the
options from the Wargea <b>NEAPON</b>	RANGE	TYPE			S	AP	D	ABILI	TIES
Twin big shoota	36"	Assa	ult 6		5	0	1	-	
Big shoota	36"	Assa	ult 3		5	0	1	-	
Skorcha	8"	Assa	ult D6		5	-1	1	This	weapon hits its target automatically.
Grotzooka	18"	Heav	ry 2D3		6	0	1	-	
Rack of rokkits	24"	Assa	•		8	-2	3	-	
Kustom mega-blasta	24"	Assa	ult 1		8	-3	D3		a roll one or more hit rolls of 1, the bearer suffers 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	earer can only make three attacks with this
	• Each - Tw - Tw	in big sh o skorch	oota as	ot must	be equi	pped wi	th one o	-	lowing options:
WARGEAR OPTIONS	<ul> <li>Each         <ul> <li>Tw</li> <li>Tw</li> <li>Tw</li> <li>Rac</li> <li>Tw</li> <li>Each</li> <li>Big</li> <li>Skc</li> <li>Grad</li> <li>Rol</li> <li>Ku</li> <li>The C</li> </ul> </li> <li>Mutiny</li> </ul>	in big sh o skorch o grotzoo k of rok o kuston Light Tu shoota orcha btzooka dkit laun stom me Grot Meg Grot Meg Grot Meg L: At the	oota as bkas kits n mega-l urret slot ga-blasta ga-blasta ga-tank 1 ga-tank 1 ga-tank 1 start of	blastas must l nay als nay tal nay als the Sho	o have a ce up to o have a poting pl	pped wit shoota two boo wreckii hase, rol	h one of om kanis <u>n' ball.</u> l a D6. C	the follo the follo ters.	lowing options: owing options: none of this model's weapons may be fired this
WARGEAR OPTIONS	<ul> <li>Each <ul> <li>Tw</li> <li>Tw</li> <li>Rat</li> <li>Tw</li> </ul> </li> <li>Each <ul> <li>Big</li> <li>Ska</li> <li>Gra</li> <li>Rol</li> <li>Ku</li> <li>The Q</li> </ul> </li> <li>The Q</li> <li>The Q</li> <li>Mutiny</li> <li>turn as</li> <li>literally</li> <li>Full Space</li> </ul>	in big sh o skorch o grotzoock of rok o kuston Light Tu shoota orcha bizooka ckit laun stom me Grot Meg Grot Meg Grot Meg L: At the a fight bi and the eed Ahe	oota as okas kits n mega-l urret slot cha ga-blasta ga-blasta ga-tank n start of start of reaks ou model's ad!: Gro	a may als may als may als the Sho t inside weapon t Mega	o have a co have a ce up to o have a boting pl the tan ans must	pped wit shoota two boo wreckin hase, rol k. On a all be fi	h one of m kanis n' ball. l a D6. C 6, the Gr red at the	the follo the follo ters.	lowing options:
WRECKIN BAIL WARGEAR OPTIONS	<ul> <li>Each <ul> <li>Tw</li> <li>Tw</li> <li>Tw</li> <li>Raciano and the second seco</li></ul></li></ul>	in big sh o skorch o grotzoock of rok o kuston Light Tu shoota orcha btzooka ckit laun stom me Grot Meg Grot Meg Grot Meg L: At the a fight bi and the	oota as bkas h mega-l urret slot cha ga-blasta ga-blasta ga-blasta ga-tank 1 ga-tank 1 start of t eaks ou model's ad!: Gro nt phase	a must l nay als nay tal nay tal nay tal nay als the Shot t inside weapor t Mega 2.	o have a ce up to o have a boting pl the tan ns must -tanks h	pped wit shoota two boo wreckii hase, rol k. On a all be fi iave a M	h one of om kanis n' ball. I a D6. C 6, the Ga red at the covement	the follo the follo ters. On a 1, r rot crew e same t t value c	lowing options: owing options: 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
WARGEAR OPTIONS	<ul> <li>Each <ul> <li>Tw</li> <li>Tw</li> <li>Rad</li> <li>Tw</li> </ul> </li> <li>Rach <ul> <li>Big</li> <li>Skc</li> <li>Grd</li> <li>Rol</li> <li>Skc</li> <li>Grd</li> <li>Ku</li> <li>The C</li> </ul> </li> <li>The C</li> <li>Mutiny turn as literally full Spe of each Rolling Explod</li> </ul>	in big sh o skorch o grotzoock of rok o kustom Light Tu shoota orcha btzooka ckit laun stom me Grot Meg Grot Meg Grot Meg L: At the a fight bi and the eed Ahe: Moveme Scrap P es: If this	oota as bkas kits n mega-l urret slot cha ga-blasta ga-blasta ga-tank n start of f reaks ou model's ad!: Gro nt phase ile: Gro	olastas must l nay als nay als the Sho t inside weapon t Mega e. t Mega is redu	o have a co have a co have a o have a co have a o have a have b o	pped wit a shoota two boo a wreckii hase, rol k. On a all be fi have a M ave an i wounds	h one of om kanis n' ball. Il a D6. C 6, the Gi red at the ovemen nvulnera s, roll a I	the follo the follo ters. On a 1, r rot crew e same t t value c uble save	lowing options: owing options: 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
WARGEAR OPTIONS	<ul> <li>Each <ul> <li>Tw</li> <li>Tw</li> <li>Rad</li> <li>Tw</li> </ul> </li> <li>Each <ul> <li>Big</li> <li>Ska</li> <li>Gra</li> <li>Gra</li> <li>Rol</li> <li>Ka</li> <li>The O</li> </ul> </li> <li>The O</li> <li>The O</li> <li>The O</li> </ul> <li>Mutiny turn as literally full Sp of each Rolling Explod explode </li>	in big sh o skorch o grotzoock of rok o kustom Light Tu shoota orcha btzooka ckit laun stom me Grot Meg Grot Meg Grot Meg L: At the a fight bi and the eed Ahea Moveme Scrap P	oota as okas kits n mega-l urret slot cha ga-blasta ga-blasta ga-tank n ga-tank n start of t reaks ou model's ad!: Gro nt phase ile: Gro s model ch unit	olastas must l nay als nay als the Sho t inside weapon t Mega e. t Mega is redu	o have a co have a co have a o have a co have a o have a have b o	pped wit a shoota two boo a wreckii hase, rol k. On a all be fi have a M ave an i wounds	h one of om kanis n' ball. Il a D6. C 6, the Gi red at the ovemen nvulnera s, roll a I	the follo the follo ters. On a 1, r rot crew e same t t value c uble save	owing options: owing options: oone 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 of 6+.

			sc	QU	IGG		DAMAGE Some of a Squiggoth as it suffers damage			ang			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	S	l
Squiggoth	*	4+	5+	*	7	18	*	6	4+	10-18+	10"	7	5
A Squiggoth is a single	model with a	orin' ho	rns and a	singl	e Heavy w	reamons	s slot in i	ts howd	ah	4-9	8" 6"	6	4
WEAPON	RANGE	тур Тур		, onigr	s s	АР		ABILI		1-3	6	5	
Kannon	When a			is wea	pon, choc	ose one							
- Frag	36"		avy D6		4	0	1	-					
- Shell	36"	Hea	vy 1		8	-2	D6	-					
Lobba	48"	Hea	avy D6		5	0	1	This beare		n can target units that a	re not visil	ble 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 ses 3 morta	1
Gorin' horns	Melee	Mel	lee		User	-3	D6	-					
WARGEAR OPTIONS	- Ka - Lo	nnon	th may t	ake on	e of the fo	ollowin	g option	s in its F	łeavy W	Veapons slot:			
ABILITIES	Howda line of s Squigg weapor units cu Stampo	h: Mode sight fro oth also as slot ar urrently ede!: Eac	m any po apply to nd the ur within 1	oint on its pas nit eml " of th his me	n the Squi ssengers, H barked on e Squiggo odel finish	ggoth. noweve the Sq oth.	When th r if there uiggoth	ey do so are ene may fire	o, any re my unit their w	ting phase. Measure th estrictions or modifiers ts within 1" of the Squi veapons as normal, but • each enemy unit withi	that apply ggoth, bot may not ta	r to this h its Heavy arget the	
TRANSPORT	The Squ	uiggoth	may trar	sport				RY mod	lels. Eac	ch MEGA ARMOUR o	r JUMP P	ACK	-
					· · · · · · · · · · · · · · · · · · ·				-				_
FACTION KEYWORDS	ORK.	<clan< td=""><td>N&gt;</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></clan<>	N>										

tows			ME	<b>DAMAGE</b> Some of a Meka-Dre as it suffers damage,			han						
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	WS	S
Meka-Dread	*	*	4+	*	7	16	5	6	3+	10-16+	8"	3+	6
	1 11 ·	1		11		10	5	0	<u>J</u> +	4-9	6"	4+	5
A Meka-Dread is a single WEAPON	RANGE	ppea w <b>TYP</b>		рра кі	aws. S	AP	0	ABILIT	ure	1-3	4"	5+	4
		IT	<u> </u>			Ar		Befor	e firing	this weapon, roll to de			1
Big zzappa	36"	36"Heavy 32D6-44Strength of the shot. If the result is 12, do not make a wound roll. Instead, if the attacks hit, each cause 3 mortal wounds. Then the bearer suffers a mortal wound.											
Shunta	24"	24"Heavy 18-22Mortal wounds. Then the bearer suffers a mortal wound.VEHICLES that suffer a wound from this weapon may not Advance in the following turn.											
Rattler kannon	24"		vy 2D6		5	-2	D3	-					
Rokkit-bomms Rippa klaw	48" Melee	Hea Mel	vy D6		5 x2	0 -3	1 D6	This	weapon	can target units not vi	sible to th	e bearer.	
	rattle • The N <b>'Ere We</b>	r kanno Meka-D e <b>Go!:</b> So	on. read mus ee page 2	st take 3.	one of th	ie follov	ving abil	ities: a N	⁄lega Ch	ollowing weapons: big arga or a Kustom Forc	e Field.		-
	rattle • The M 'Ere We Ramsha wound i on a 6+	r kanno Meka-D Go!: So ackle M is ignor and thi	on. read mus ee page 2 <b>onster:</b> I ed. The fi s ability r	st take 3. Each tin irst tim nay no	one of th me a Mel ne this rol o longer t	te follov ka-Drea Il is faile be used.	ving abil ad loses a ed, the re	ities: a M wound esult nee	from ar ded is re	arga or a Kustom Forc ny weapon, roll a D6 – educed to a 5+, and so	e Field. on a roll on until	of 4+, the	-
	rattle • The M 'Ere We Ramsha wound i on a 6+ Rip n' T Mega C before th	r kanno Meka-D Col: Se ackle M is ignor and thi Cear: If a harga: his happ	on. read mus ee page 2 onster: I ed. The fi s ability i armed wi Once per pens, roll	st take 3. Each tim rrst tim nay no th two battle a D6.	one of th me a Mel he this ro o longer t o rippa kla o, this mo On a 1, t	te follov ka-Drea Il is failo be used. aws, a M del may he Mek	ving abil ad loses a ed, the re Meka-Dr y move u a-Dread	ities: a M a wound esult nee ead incr p to an a cannot	from ar ded is ro eases its addition Advance	arga or a Kustom Forc ny weapon, roll a D6 –	e Field. on a roll on until by 1. phase. Ho	of 4+, the the roll fails owever, of your next	
	rattle • The M 'Ere We Ramsha wound i on a 6+ Rip n' T Mega C before th player th Kustom	r kanner Meka-D Go!: So ackle M is ignor and thi Cear: If a harga: his happ urn and Force	on. read mus cee page 2 onster: I ed. The fi s ability f armed wi Once per pens, roll suffers 1 Field: If	st take 3. Each tin may no th two battle a D6. morta this mo	one of th me a Mel the this roo b longer t rippa kl this mo On a 1, t al wound	e follow ka-Drea ll is failo be used. aws, a M del may he Mek . It may med wi	ving abil ad loses a ed, the re Meka-Dr y move u a-Dread Advanc th a Kus	ities: a M a wound esult nee ead incr p to an a cannot e as per tom For	from ar ded is ro eases its addition Advance the norn	arga or a Kustom Forc by weapon, roll a D6 – educed to a 5+, and so Attacks characteristic al 8" in its Movement e or charge until the bo	e Field. on a roll on until by 1. phase. Ho ginning a ity has be	of 4+, the the roll fails owever, of your next een used.	
WARGEAR OPTIONS Abilities	rattle The M 'Ere We Ramsha wound i on a 6+ Rip n' T Mega C before ti player ti Kustom 9" have : Big n' S additior	r kannor Meka-D GO!: So ackle M is ignor and thi Cear: If a harga: his hap urn and Force a 5+ inv tompy: h, it can	on. read mus ee page 2 onster: I ed. The fi s ability r armed wi Once per pens, roll suffers I Field: If rulnerabl This mo move an	st take 3. Each thirst tim may no th two battle a D6. morta this mo e save del can d fire I	one of th me a Mel e this roio o longer b o rippa kla , this mo On a 1, t al wound odel is ar against r o Fall Bac Heavy we	ka-Drea ll is failo be used. aws, a M del may he Mek . It may med wi anged v ck in yo eapons	ving abil ad loses a ed, the re Meka-Dr y move u a-Dread Advanc th a Kus veapons. ur Move without s	ities: a N a wound esult nee ead incr p to an a cannot e as per tom For ment ph suffering	from ar ded is ro eases its addition Advance the norr ce Field, ase and g the per	arga or a Kustom Forc ny weapon, roll a D6 – educed to a 5+, and so Attacks characteristic al 8" in its Movement e or charge until the be nal rules after this abil	e Field. on a roll on until by 1. phase. Ho ginning lity has be nat are en rge during is model of	of 4+, the the roll fails owever, of your next en used. tirely within g its turn. In	
	rattle • The M 'Ere We Ramsha wound i on a 6+ Rip n' T Mega C before ti player tu Kustom 9" have : Big n' S additior bonus to Explode	r kannor Meka-D Go!: So ackle M is ignor and thi Cear: If a his happ urn and Force a 5+ inv tompy: h, it can o its sav es: If th	on. read mus ee page 2 onster: I ed. The fi s ability r armed wi Once per pens, roll suffers 1 Field: If rulnerabl This mo move an ing throw is model	st take 3. Each tii irst tim may no th two th two battle a D6. morta this mo the save del can d fire I ws for h is redu	one of the me a Mela the this roo o longer b o rippa kla , this mo On a 1, t al wound odel is ar against r o Fall Bac Heavy we being in o	ka-Drea ll is failo be used. aws, a M del may he Mek . It may med wi anged v ck in yo cover if wound:	ving abil ad loses a ed, the re Meka-Dr y move u a-Dread r Advanc th a Kus veapons. ur Move without s at least h s, roll a I	ities: a N a wound esult nee ead incr p to an a cannot e as per tom For ment ph suffering half of th D6 befor	from an ded is re- eases its addition Advance the norn ce Field, ase and g the per the mode	arga or a Kustom Force arga or a Kustom Force by weapon, roll a D6 – educed to a 5+, and so Attacks characteristic al 8" in its Movement e or charge until the bo nal rules after this abil friendly <b>ORK</b> units the still shoot and/or characteristics and yo its hit rolls. Th	e Field. on a roll on until by 1. phase. He eginning lity has be nat are en rge during is model of bearer.	of 4+, the the roll fails owever, of your next een used. tirely within g its turn. In only gains a	
	rattle • The M 'Ere We Ramsha wound i on a 6+ Rip n' T Mega C before ti player tu Kustom 9" have : Big n' S additior bonus to Explode	r kannor Meka-D e Go!: So ackle M is ignor and thi Cear: If a his happ urn and a Force a 5+ inv tompy: h, it can b its sav es: If th s, and e	on. read mus ee page 2 oonster: I ed. The fi s ability r armed wi Once per pens, roll suffers 1 Field: If rulnerabl This mo move an ing throw is model ach unit	st take 3. Each tii irst tim may no th two th two battle a D6. morta this mo the save del can d fire I ws for h is redu	one of the me a Mela the this roo o longer b o rippa kla , this mo On a 1, t al wound odel is ar against r n Fall Bac Heavy we being in a acced to 0	ka-Drea ll is failo be used. aws, a M del may he Mek . It may med wi anged v ck in yo cover if wound:	ving abil ad loses a ed, the re Meka-Dr y move u a-Dread r Advanc th a Kus veapons. ur Move without s at least h s, roll a I	ities: a N a wound esult nee ead incr p to an a cannot e as per tom For ment ph suffering half of th D6 befor	from an ded is re- eases its addition Advance the norn ce Field, ase and g the per the mode	arga or a Kustom Force arga or a Kustom Force by weapon, roll a D6 – educed to a 5+, and so Attacks characteristic al 8" in its Movement e or charge until the be nal rules after this abil friendly <b>ORK</b> units th still shoot and/or char halty to its hit rolls. Th i is obscured from the	e Field. on a roll on until by 1. phase. He eginning lity has be nat are en rge during is model of bearer.	of 4+, the the roll fails owever, of your next een used. tirely within g its turn. In only gains a	

			LIF	FTA	W	AG		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	odel equi	pped w	ith a lifta	-dropp	a.	12 24 17		1.1		4-7	9" 6"	6 6+	D6 D3
WEAPON	RANGE	TYP		11	S	AP	D	ABILIT	IES	1-5	0	0+	
Lifta-droppa	48"	He	avy D6		-	-	-	unit i	s hit by	hits automatically. Eac this weapon, roll 2D6. target's Strength, it suff	If the resu	ilt equals	
Big shoota	36"	Ass	ault 3		5	0	1	-					1893
Rokkit launcha	24"	Ass	ault 1		8	-2	3	-					5.15
Wreckin' ball	Melee	Me	lee		+1	-1	1	The b	earer c	an only make 3 attacks	with this	weapon.	1997
Deff rolla	Melee	Me	lee		User	-2	1	Add 3	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.	attack with	this	
WARGEAR OPTIONS										all, grabbin' klaw, deff following: big shoota, 1		icha.	
ABILITIES	Mobile	Fortre	ss: A Lift	ta Wago	on ignore	s the pe	nalty for	r moving	, and fin	ring Heavy weapons.			
FACTION KEYWORDS	ORK,	<cla< td=""><td>N&gt;</td><td>1.0%</td><td></td><td></td><td>1916</td><td></td><td>2.9.9.5</td><td></td><td>1.57</td><td></td><td>1</td></cla<>	N>	1.0%			1916		2.9.9.5		1.57		1
KEYWORDS	VEHI	CLE, B	ATTLE	WAG	ON, LIF	TA W	AGON		1				

9 towe			B	IG	TR	AK	K			DAMAGE Some of a Big Trakk it suffers damage, as			۱ng
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	S	
Big Trakk	*	5+	5+	*	6	15	*	6	4+	9-15+	14"	6	
-						15		0	47	4-8	12"	5	
A Big Trakk is a single 1				shootas		40			TIFO	1-3	10"	4	
VEAPON	RANGE	TYP			S	AP	D	ABILI	THES				=
Big shoota	36"		ault 3		5	0	1	-					
Skorcha	8"		ault D6		5	-1	1		weapo	n hits its target automat	ically.		
Rokkit launcha	24"		ault 1		8	-2	3	-					
Supa-kannon	60"	Hea	wy 2D6		8	-2	3	-					
Lobba	48"	Hea	wy D6		5	0	1	This bear		n can target units that a	re not visil	ole to the	
Kannon	When	attacking	g with th	is weap	on, choo	se one	of the p	rofiles b	elow:				
- Frag	36"	Hea	wy D6		4	0	1	-					
- Shell	36"	Hea	wy 1		8	-2	D6	-					
Zzap gun	36"	Hea	wy 1		2D6	-3	3	Strer wou	ngth of nd roll	g this weapon, roll to de the shot. If the result is – instead, if the attack h he bearer then suffers a r	11+, do no nits, it caus	ot make a es 3 mortal	l
Supa-skorcha	24"	Hea	wy 4D3		6	-2	1	This	weapo	n hits its target automat	ically.		
Big lobba	48"	Hea	wy 2D6		6	-1	1	This beare		n can target units that a	re not visil	ole to the	
Killkannon	24"	Hea	ivy 6		7	-2	2	-					
Big zzappa	36"	Hea	wy D3		2D6	-4	4	of th Inste	e shot. ead, if t	g this weapon, roll to de If the result is 12, do no he attacks hit, each cause earer suffers a mortal wo	ot make a v ses 3 morta	vound roll.	
Flakka gunz	48"	Ass	ault 4		6	-1	1	targe	ets that	hit rolls made for this y can <b>FLY</b> . Subtract 1 fro upon against all other tag	m the hit i		
Grot sponson	24"	Ass	ault 2		4	0	1			t rolls made for this wea	•		
WARGEAR OPTIONS Abilities	<ul> <li>The kann</li> <li>The kann</li> <li>The laun</li> <li>The laun</li> <li>The Explore explore</li> </ul>	Big Trak non, lobl Big Trak non. Big Trak chas. Big Trak <b>les:</b> If th es, and e	k may ro ba, zzap k may ro k may a k may a k may a is model pach unit	educe it gun, su educe it lso have lso have is redu within	s Transp pa-skorcl s Transp e up to tw e up to tw ced to 0 6" suffer	ort Cap ha, big ort Cap vo weap vo Grot wounds s D6 m	acity to lobba, k pacity to pons cho sponso s, roll a ortal wo	six mod illkanno 0 and m osen from ns. D6 befor ounds.	dels and on, big : nay inst m the f re remo	korcha or rokkit launch d must instead of its star zzappa or flakka gunz. tead of its standard opti ollowing list: big shoota oving it from the battlef	ndard optio ons take a s, skorchas	supa- s or rokkit	
	Mobile	e Fortres	s: A Big	Trakk	ignores tl	ne pena	lty for r	noving a	and firi	ng Heavy weapons.			
	Grot R	iggers:	At the en	d of th	e turn, ro	ll a D6.	On a re	oll of 6, t	the Big	Trakk regains one lost	wound.		
	draw li model same tu	ne of sig also app urn, can	ht from ly to its j not shoo	any poi passeng t (excep	nt on the ers. For e ot with pi	e model example istols) if	. When e, the pa f this mo	they do issengers odel is w	so, any s canno vithin 1	Shooting phase. Measu y restrictions or modifie ot shoot if this model ha " of an enemy unit, and k itself can.	rs that app s Fallen Ba	ly to this ack in the	
TRANSPORT	Thism	odel can	transpo	rt up to		INFA				IEGA ARMOUR or JU	МР РАСК	model	
FACTION KEYWORDS	ORK,	<cla1< td=""><td>N&gt;</td><td></td><td></td><td></td><td></td><td></td><td>1</td><td></td><td></td><td></td><td></td></cla1<>	N>						1				
		-											

	I	BA7	'TL SUI	EW PA-	/AG KA	ON NN	W ON		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	D6
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-3	6"	6+	D3
Supa-kannon	60"	Hea	wy 2D6		8	-2	3	-					10
Big shoota	36"	Ass	ault 3		5	0	1	-					- 8
Rokkit launcha	24"	Ass	ault 1		8	-2	3	-					
Wreckin' ball	Melee	Me	ee		+1	-1	1	Thet	bearer ca	an only make 3 attacks	with this	weapon.	- 6
Grabbin' klaw	Melee	Me	ee		User	-3	D3			an only make a single a 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 sl deff rolla,					a wreckin' ball.			
ABILITIES	explode	es, and e	ach unit	withi	n 6" suffer	s D6 m	ortal wo	unds.		ving it from the battlef stic of 8, but loses the			
	Mobile	Fortres	s: A Bat	tlewag	on with S	upa-kar	nnon ign	ores the	penalt	y for moving and firing	g Heavy w	eapons.	
	line of s also app	ight fro bly to its	m any p passeng	oint or gers; fo	n this mod r example	lel. Wh , the pa	en they outside the second sec	do so, ar s cannot	ny restri shoot i	ooting phase. Measure ctions or modifiers tha f this model has Fallen enemy unit, and so on	at apply to Back in th	this mode	el
TRANSPORT	A Battle	ewagon	with Sup	a-kan	-	ranspor	t 6 ORF		_	nodels. Each MEGA A		or JUMP	
FACTION KEYWORDS	ORK,	<clan< td=""><td>N&gt;</td><td></td><td></td><td></td><td></td><td></td><td>1.</td><td></td><td>1977</td><td>See. 1</td><td></td></clan<>	N>						1.		1977	See. 1	
KEYWORDS	VEIII		DANICE	ODT	DATT	TTATA		A 'TYT'T T	TATAO	ON WITH SUPA-K			

¥ 15			K	IL	LT		DAMAGE Some of a Kill Tank it suffers damage, as			nge			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	WS	B
Kill Tank	*	*	*	8	8	24	8	7	4+	14-24+	12"	3+	4-
A Kill Tank is a single n	nodel equippe	ed with	a bursta l	kannor	n and a t	win big	shoota.		1.1	6-13 1-5	10" 8"	4+ 5+	5- 6-
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-5	0	51	0
Giga shoota	48"	Hea	wy 6D6		6	-1	1	-					
Bursta kannon	36"	Hea	vy 2D6		10	-4	2	-					
Big shoota	36"	Ass	ault 3		5	0	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	-					
ABILITIES	Explode explode Mobile Hang C measur modifie model 1 unit, an Grot Ri Reinfor end of t move, s	es: If th es, and e Fortres On!: Mo e the rate ers that a has Falle id so on iggers: a rced Ra the turn elect on	ach unit s: A Kill dels emb nge and c apply to t en Back i At the en <b>m:</b> If a <b>V</b> it makes e enemy	is redu within Tank i arked of draw lin his mo n the si d of th EHICI a succ unit w	aced to 0 a D6" suf gnores ti on a Kill ne of sig odel also ame turn e turn, re LE with a cessful ch rithin 1"	wounds fers D6 1 he penal Tank's r ht from apply to n, canno oll a D6. a reinfor narge. In and roll	, roll a I nortal v ty for m nay atta any poin its pass t shoot ( On a ro ced ram addition a dice; c	Do befor vounds. toving an eck in the engers. I (except v bill of 6, t a charges n, each t on a 2+ t	re remov nd firing eir Shoo s model For exar with pist he Kill T s, increa time a m hat unit	ving it from the battlefi g Heavy weapons. ting phase, but may or . When they do so, any nple, the passengers ca tols) if this model is wi Fank regains one lost w se its Strength charact odel with a reinforced suffers D3 mortal wo	aly hit on a y restriction annot shoo thin 1" of vound. eristic by 2 I ram finis unds.	a 6+ – ons or ot if this an enemy 2 until the hes a charg	
	A 17:11 7	Fank car	transpo	rt 12 C		ANTRY	model	s. Each I	MEGA A	ARMOUR or JUMP P.	ACK mod	el takes up	
TRANSPORT			o other n	nodels.									
TRANSPORT Faction Keywords	the spa		o other n	nodels.				_					_

8		٢C	HIN	ORF	(' 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 mo	del equipp	ed with tw	o deffguns	s and on	e big sho	ota.	
WEAPON	RANGE	TYPE		S	AP	D	ABILI	TIES
Big shoota	36"	Assau	lt 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"	Assau	lt D6	5	-1	1	This	weapon hits its target automatically.
Rokkit launcha	24"	Assau	lt 1	8	-2	3	-	
Kustom mega-blasta	24"	Assau	lt 1	8	-3	D3		u roll one or more hit rolls of 1, the bearer suffers a al wound after all of the weapon's shots have been ved.
Rattler kannon	24"	Heav	y 2D6	5	-2	D3	-	
Bigbomm			[See be	elow]			Each	bigbomm can only be used once per battle.
WARGEAR OPTIONS	• A W • A W	arkopta m arkopta m	ay replace ay take up	its two del to two big	ffguns w bomms.	ith two r	attler ka	, rokkit launcha or kustom mega-blasta. nnon. t carry <b>MEGA ARMOUR</b> or <b>JUMP PACK</b> models.
ABILITIES		e Go!: See				ioucis. it	inay not	
	<b>Turbo</b> - rolling <b>Scoutir</b> battlefie	<b>boost:</b> Wl a dice. <b>a' Ahead:</b> eld. At the	nen this mo During dep end of any	oloyment, of your M	you can Iovemer	set up a 1t phases	Warkop , the Wa	haracteristic for that Movement phase instead of ta behind enemy lines instead of placing it on the urkopta can swoop around to ambush the foe – set i any enemy models.
	Bigbon After th	<b>nm:</b> A Wa ne model ł	rkopta equ as moved,	ipped with pick one e	n bigbon enemy u	nms can nit that it	drop on t flew ov	e as it flies over enemy units in its Movement phase er. Then, roll a D6 for each model in the enemy rget unit suffers 1 mortal wound.
	Explod	es!: If this						re removing it from the battlefield. On a 6 it
FACTION KEYWORDS	Explod explode	es!: If this	h unit with					re removing it from the battlefield. On a 6 it

\$ <u>5</u> 2		K	UST	ГО	M S	то	MP	A		DAMAGE Some of a Kustom S change as it suffers	1		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	
Kustom Stompa	*	*	5+	*	8	40	4	8	3+	31-40+	12"	3+	
	م امام معم ماما		• ·	doffle				0	51	21-30	9"	4+	
A Kustom Stompa is a s three big shootas, a twin and a mega klaw.										11-20 1-10	6" 4"	5+ 6+	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				
Deff kannon	72"	Hea	avy D6		10	-4	D6			ing a unit with 10 or n e changes to Heavy 21		els, this	
Supa-gatler	48"	Hea	avy 2D6		7	-2	1	See P	sycho-E	Dakka-Blasta!			
Lifta-droppa	48"	Hea	avy D6		-	-	-	unit i	is hit by	hits automatically. Eac this weapon, roll 2D6 arget's Strength, it suff	. If the res	ult equals of	c
Big shoota	36"	Ass	ault 3		5	0	1	-					
Gaze of Mork	24"	Ass	ault 1		4D6	-4	6	-					
Skorcha	8"	Ass	ault D6		5	-1	1	This	weapon	hits its target automat	ically.		
Twin big shoota	36"	Ass	ault 6		5	0	1	-					
Belly gun	48"	Hea	avy 2D6		8	-2	2	INFA	ŇTRY.			0	
Supa-rokkit	100"	Hea	avy D3		8	-2	D6			oa-rokkit can be fired l only be fired once per		rer per turn	,
Grot sponson	24"	Ass	ault 2		4	0	1			rolls made for this wea	1		
Mega klaw	Melee	Me	lee		x2	-5	4			Stompa is equipped wi .ttacks characteristic b		ga klaws,	
	<ul> <li>A Ku</li> <li>A Ku</li> <li>A Ku</li> </ul>	stom St stom St stom St	compa m compa m compa ta	ay take ay take ke up t	lace its me e a belly g e up to tw to four Gr	un, but o addit	may no ional suj	longer t	ranspor	t any models if it does	so.		
ABILITIES	'Ere We	e Go!: S	ee page 2	23.									
	When a	Kustor more t	n Stompa han 1" fr	a Falls	Back, it c	an mov	e over ei	nemy IN	FANTR	and still shoot and/or RY models, though at to not suffer the penalty	the end of	its move it	g
	This mo the bear		y gains a	bonus	s to its sav	ring thre	ows for l	being in	cover if	at least half of the mo	del is obsc	cured from	
	Psycho-	Dakka	-Blasta!	A Kus	tom Stom	ipa can	fire its su	upa-gatl	er more	than once in your Sho	ooting pha	se.	
		-	0		d time, ro onger be					the attack. On a 1, the	e weapon's	ammo has	
										n a 5+, you can make for the rest of the batt		. On a 4 or	
	Effigy:	ORK u	nits with	in 6" o	f a friendl	y Kusto	om Stom	pa can r	e-roll fa	iled Morale tests.			
	_									ing it from the battlef 2D6" suffers 2D6 mor		•	
				ainnin	g of the t	urn, a K	Custom S	stompa's	repair k	rew may attempt to re	epair lost v	vounde On	
	Repair			0	0			nd on a	-		1	vounus. On	
TRANSPORT	Repair a roll of A Kusto	a 5+, tl om Ston	ne Kuston npa can t	m Stor ranspo	npa repai ort 20 <b>OR</b>	rs one v K INFA	vound, a	models.	6+, it re Each M	pairs D3 wounds. EGA ARMOUR or JU les may reduce its Tra	UMP PAC	K model	
TRANSPORT Faction keywords	Repair a roll of A Kusto	a 5+, th om Ston o the sp	ne Kuston npa can t ace of tw	m Stor ranspo	npa repai ort 20 <b>OR</b>	rs one v K INFA	vound, a	models.	6+, it re Each M	pairs D3 wounds. EGA ARMOUR or JU	UMP PAC	K model	

¥ 21			GA SC		AN IGG	~ -	<b>DAMAGE</b> Some of a Gargantu characteristics chan			nge, a			
NAME	Μ	WS	BS	S	T	W	A	Ld	Sv	shown below: REMAINING W	М	WS	S
Gargantuan Squiggoth	*	*	5+	*	8	35	8	5	4+	20-35+	10"	3+	12
A Gargantuan Squiggoth is Howdah is equipped with							n additio	n, its		9-19 1-8	8" 6"	4+ 5+	10 8
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	10			
Supa-lobba	48"	Hea	wy 3D6		7	-2	1	-					
Killkannon	24"	Hea	wy 6		7	-2	2	-					
Big zzappa	36"	Hea	avy D3		2D6	-4	4	Strer wou	igth of t nd roll -	this weapon, roll to de he shot. If the result is - instead, if the attacks nds. Then the bearer su	12, do not hit, each c	t make a causes 3	ł.
Twin big shoota	36"	Ass	ault 6		5	0	1	-					- 8
Big shoota	36"	Ass	ault 3		5	0	1	-					
Huge tusks	Melee	Me	lee		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	v line of s at apply thin 1" o	ight fr to the 0 f the 0	om any p Gargantu argantua	oint on an Squi n Squig	the Garg ggoth als ggoth, bo	gantuan so apply th its ov	Squigg to its p wn weap	n their Shooting phase oth. When they do so, assengers, however if t pons and the unit emba target the units curren	any restrie here are arked on t	ctions he	
	-		ch time t mortal v			ies a ch	arge mov	ve, roll a	D6 for	each enemy unit withi	n 1" of it;	on a 2 that	
TRANSPORT		rgantua models.	n Squigg	oth car	n carry 20	ORK	INFANT	'RY mo	dels. It i	may not carry MEGA	ARMOUI	R or JUMP	
FACTION KEYWORDS	OPK	<cla< td=""><td>NI~</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></cla<>	NI~										
AUTION ALT WUNDU	UKK,	CLAI											


# 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**

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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**.

<u>9</u>				RI	EAP	ER				<b>DAMAGE</b> Some of a Reaper's of 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	storm vo	ortex p	rojector, so	cytheva	nes and			4-7 1-3	10" 6"	4+ 5+	3 D:
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				
Storm vortex projector	When a	attackin	g with th	nis wea	pon, choc	ose one	of the pro	ofiles be	elow:				
- 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	1							s are slain in the target he following turn.	unit, it m	ay not	
Scythevanes	Melee	Me	lee		4	-1	1	-					
Sharpened prow blade	Melee	Ме	lee		User	-1	2	sharp	pened p	te a maximum of one c row blade each turn (a le with a different wear	ny remain		
WARGEAR OPTIONS	• Non	e.		11				393			817		
ABILITIES	Night S	Shield: 7	This moo	del has	a 5+ invu	lnerabl	e save aga	ainst Ra	inged w	eapons.			
	-				uced to 0 n 6" suffer				e remov	ving it from the battlefi	eld. On a	5+ it	
	Hoveri	ng: Dist	ance an	d rang	es are alwa	ays mea	sured to	and fro	m this r	nodel's hull, even thou	gh it has a	a base.	
FACTION KEYWORDS	AELD	ARI, D	RUKH	IARI,	<haem< td=""><td>ONCU</td><td>JLUS C</td><td>OVEN</td><td>&gt; OR &lt;</td><td><wych cult=""> OI</wych></td><td>R <kaba< td=""><td>AL&gt;</td><td></td></kaba<></td></haem<>	ONCU	JLUS C	OVEN	> OR <	<wych cult=""> OI</wych>	R <kaba< td=""><td>AL&gt;</td><td></td></kaba<>	AL>	
KEYWORDS			LY, RE			1.1				the second second second	11111111	2.1.1.1.1.	

			1	<b>AN</b>	JTA	LU	S			<b>DAMAGE</b> Some of a Tantalus <sup>2</sup> suffers damage, as s			nge as it
NAME	М	WS	BS	S	T	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 mod	del equippe						ire cout			4-8	14"	4+	4
WEAPON	RANGE		-	-4151110	sgrators S	AP				1-3	12"	4+	D3
Pulse-disintegrator	36"		ault 6		8	-3	2	-					- 124
Dire scythe blade	Melee	Me			8	-2	1	_					
WARGEAR OPTIONS	None			99/94		1990	19				30/8/1		19
TRANSPORT	This mo two mo		y transp	ort 16 D	RUKH	ARI INI	FANTR	Y or INC	C <b>UBI</b> m	nodels. GROTESQUES	S take up t	he space of	f
	Hoverin Enhand dice to Scythin	ng: Dist ced Aetl determi ng Char	ance an nersails: ne dista ge: If th	d ranges If this 1 nce. is mode	s are alw nodel A l finishe	dvances es a charg	sured to , it may ge move	o and fro double i	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 l	Leaders	hip char	acterist	ic instead	l of thei	lus, all friendly units w r own. This ability doe to the Tantalus.			
	line of s also app turn, ca	sight fro ply to its innot sh	m any p passen oot (exc	oint on gers – fo cept with	the moo or examp n pistols	del. Whe ple, the p ) if this r	en they basseng model i	do so, an ers canno s within	y restrie ot shoot 1" of an	boting phase. Measure ctions or modifiers that if this model has Falle enemy unit, and so or tself can.	at apply to en Back in	this model the same	1
FACTION KEYWORDS									-	HAEMONCULUS	COVEN>	>	in
KEYWORDS	VEHI	CLE, T	RANSI	PORT,	FLY, T	ANTA	LUS						



# 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 <b>T'AU</b> 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	<b>T</b> ' <b>AU EMPIRE</b> 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 <b>T'AU EMPIRE</b> 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	led plas	ma rifle	and a m	niniaturi	sed fletchette pod. Only one of this model may be	
WEAPON	RANGE	TYP	E		S	AP	0	ABILIT	TIES	
Double-barrelled plasma rifle	24"	Rap	id Fire 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 weapon ad of one.	
WARGEAR OPTIONS	• None	e.	- 11							
	Kauyon Kauy units	or Mor y <b>on:</b> Un cannot	nt'ka. til the en move fo	d of the r any re	e turn, ye eason.	ou can r	e-roll fa	iled hit 1	a single friendly Commander can declare either rolls for friendly < <b>SEPT</b> > units within 6", but these ce and shoot as if they hadn't moved this turn.	
	10							vulnerab I when ta	le save. argeting ASTRA MILITARUM units.	
	battlefie	eld. At tl	ne end of	f any of	your M	ovemen	t 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.	
FACTION KEYWORDS	T'AU I	EMPIR	E, DAL	YTH						
KEYWORDS	BATT	BATTLESUIT, COMMANDER, CHARACTER, JET PACK, FLY, SHAS'O R'MYR								

				SH	AS'	O R	A'AI	LAI	
NAME	М	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+
Shas'o R'alai is a single mode each equipped with a Marke									accompanied by two Blacklight Marker Drones,
WEAPON	RANGE	TYP			S	AP	0	ABILIT	IES
Experimental pulse submunitions rifle	When a	ittacking	with th	is weapo	on, choo	ose one o	of the p	rofiles be	low:
– EMP	24"	Rap	id Fire 2		6	-1	1		target is a <b>VEHICLE</b> , roll a D6. On a 3+, the targe uffers 1 mortal wound in addition to any other ge.
– Hyper density sabot	36"	Ass	ult 2		9	-2	2	-	
Markerlight	36" Heavy 1 See Markerlights – page 39.								1arkerlights – page 39.
WARGEAR OPTIONS	None	e.							
	12" awa Master Kauyon	of War:		er battle	, at the l	oeginnii	ng of yo	our turn, a	a single friendly Commander can declare either
	units <ul> <li>Mon</li> </ul> The Ass	s cannot t <b>'ka:</b> Fri sassin: V	il the en move fo endly <s Vhen tar</s 	r any rea SEPT> υ rgeting a	ason. inits wit n enem	thin 6" c y <b>CHA</b> l	an both	n Advanc A <b>R</b> , Shas'o	olls for friendly < <b>SEPT</b> > units within 6", but these e and shoot as if they hadn't moved this turn. R'alai may re-roll all failed hit rolls.
	units • Mon The Ass Drone	s cannot t <b>'ka:</b> Fri sassin: V Support	il the en move fo endly <s Vhen tau : When</s 	or any rea SEPT> u rgeting a Shas'o R	ason. inits wit in enem 'alai is s	thin 6" c y <b>CHA</b> l et up or	an both <b>RACTE</b> n the ba	n Advanc R, Shas'o ttlefield, a	e and shoot as if they hadn't moved this turn.
	units Mon The Ass Drone S coherer Saviou	s cannot t <b>'ka:</b> Fri sassin: V Support ncy with r Protoc	il the en move fo endly <s When tar : When him. Fro ols: If a</s 	r any rea SEPT> v rgeting a Shas'o R om that DRONH	ason. units wit n enem 'alai is s point or S unit i	thin 6" c y <b>CHA</b> et up or nwards, s withir	can both RACTE in the bat the Dro in 3" of a	n Advanc R, Shas'o ttlefield, a ones are t friendly	e and shoot as if they hadn't moved this turn. R'alai may re-roll all failed hit rolls. any accompanying Drones are set up in unit
	units • Mon The Ass Drone S coherer Saviour unit, yo Manta S battlefie	s cannot t'ka: Fri sassin: V Support ney with r Protoc ou can ch Strike: I eld. At th	il the en move fo endly < Vhen tau : When him. Fro ols: If a coose to During d e end of	r any rea SEPT> v rgeting a Shas'o R om that DRONH allocate leployma f any of s	ason. units wit n enem 'alai is s point or 2S unit i any wo ent, you your Mo	chin 6" c y CHAI et up or nwards, is withir unds to may se ovemen	can both RACTE In the bar the Dro In 3" of a the Dro t up Shat t phases	Advanc R, Shas'o ttlefield, a ones are t friendly ones inste as'o R'alai a, he can	e and shoot as if they hadn't moved this turn. R'alai may re-roll all failed hit rolls. any accompanying Drones are set up in unit reated as a separate unit. T'AU EMPIRE INFANTRY or BATTLESUIT
FACTION KEYWORDS	units     Mon     The Ass     Drone S     coheren     unit, yo     Manta S     battlefie     anywhe	cannot t'ka: Fri sassin: V Support ncy with r Protoc ou can ch Strike: I eld. At th re on th	il the en move fo endly <5 Vhen tar : When him. Fr ols: If a loose to During c e end or e battlef	r any rea SEPT> v rgeting a Shas'o R om that DRONH allocate leployma f any of s	ason. Inits wit In enem 'alai is s point of S unit i any wo ent, you your Mo is more	chin 6" c y CHAI et up or nwards, is withir unds to may se ovemen	can both RACTE In the bar the Dro In 3" of a the Dro t up Shat t phases	Advanc R, Shas'o ttlefield, a ones are t friendly ones inste as'o R'alai a, he can	e and shoot as if they hadn't moved this turn. R'alai may re-roll all failed hit rolls. any accompanying Drones are set up in unit reated as a separate unit. <b>T'AU EMPIRE INFANTRY</b> or <b>BATTLESUIT</b> ead of the target unit. in a Manta hold instead of placing him on the use a Manta Strike to enter the fray – set him up

Drones (see Warhammer 40	M 8"	WS	BS	S	т						
An XV81 Commander is a s Drones (see <i>Warhammer 40</i>	0	0	0	3+			l	W	A	Ld	Sv
Drones (see Warhammer 40		3+	2+	5	5	6	4	9	3+		
									ystem. It may be accompanied by up to two Tactica e included in any T'au Empire army		
WEAPON	RANGE	TYP		100001)	S	AP		ABILIT			
Burst cannon	18"	Ass	ault 4		5	0	1	-			
Smart missile system	30" Heavy 4 5 0 1 Smart missile systems can target units that are not visible to the bearer. In addition, units attacked by weapon do not gain any bonuses to their saving th for being in cover.										
WARGEAR OPTIONS	Supp • This 40,00	ort Syste model n 00 – Inde	ems list – nay take ex: Xenos	see Wa an addit s 2.	tional it	er 40,00	0 – Inde	x: Xenos	a single item from the <i>Ranged Weapons</i> and/or 2. <i>eapons</i> and/or <i>Support Systems</i> list – see <i>Warhamn</i>		
ABILITIES	For the Master Kauyon	of War:	Once pe	10		beginnii	ng of yo	ur turn, a	a single friendly Commander can declare either		
	units	cannot	move fo	r any rea	ason.				rolls for friendly < <b>SEPT</b> > units within 6", but thes we 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.		
									T'AU EMPIRE INFANTRY or BATTLESUIT ead of the target unit.		
	them or	n the bat	ttlefield.	At the e	nd of yo	our Mov	vement p	phases, th	risis Battlesuit in a Manta hold instead of placing hey can use a Manta Strike to enter the fray – set any enemy models.		
FACTION KEYWORDS KEYWORDS	T'AU E	EMPIR	E, <sei< td=""><td>PT&gt;</td><td></td><td></td><td></td><td></td><td></td></sei<>	PT>							

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OWE

## DX-4 TECHNICAL DRONES

NAME	M	WS	BS	S	T	W	A	Ld	Sv
				-	•				
DX-4 Technical Drone	8"	5+	5+	3	4	1	1	6	4+
This unit contains 2 DX-4 equipped with a defensive		Drones.	It may i	nclude	up to 8 a	addition	al DX-4	Technic	cal Drones ( <b>Power Rating +1</b> each). Each Drone is
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Defensive charge	8"	Ass	ault 1		5	0	1	-	
WARGEAR OPTIONS	• None	e.						1.10	
ABILITIES	For the	Greate	r Good:	See pag	ge 39.	141121			
									TAU EMPIRE INFANTRY or BATTLESUIT ead of the target unit.
									y activate one of its Survey Protocols. Only one nnical Drones.
	unit	and roll	a D6. O	n a roll	of a 4+,	one mo	del in th	ne unit re	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	T'AU I	EMPIR	E, <se< td=""><td>PT&gt;</td><td></td><td></td><td></td><td></td><td></td></se<>	PT>					
KEYWORDS	DRON	NE, FLY	, DX-4	TECH	INICA	L DRO	NES		

NAME	M	IN XV84 CRISIS BATTLESUIT M WS BS S T W A Ld Sv										
XV84 Commander	8"	3+	2+	5	5	6	4	9	3+			
40,000 – Index: Xenos 2 ,	+1 Power).	Only on	e of this		may be	included	l in any	T'au En	-			
WEAPON Burst cannon	<b>RANGE</b> 18"	TYPE	ult 4		5	<b>AP</b> 0	<b>D</b> 1	ABILI	lits			
WARGEAR OPTIONS Abilities	Supp • This 40,00	ort Syste	ems list - nay take ex: Xeno	- see Wa an addi os 2.	arhamm itional it	er 40,00	0 – Inde	ex: Xenos	single item from the <i>Ranged Weapons</i> and/or 2. eapons and/or Support Systems list – see Warhamme			
	units    Mon Drone	s cannot t <b>'ka:</b> Fri Support	move fo endly < When	or any re SEPT> a Comr it coher	eason. units wi nander :	hin 6" c n XV84 h it. Fro	an both Crisis om that	i Advano Battlesui point on	rolls for friendly < <b>SEPT</b> > units within 6", but these ce and shoot as if they hadn't moved this turn. It is set up on the battlefield, any accompanying awards, the Drones are treated as a separate unit.			
									<b>TAU EMPIRE INFANTRY</b> or <b>BATTLESUIT</b> ead of the target unit.			
	unit, yo <b>Manta</b> them or	ou can ch <b>Strike:</b> I n the bat	noose to During c ttlefield.	allocate deploym At the e	e any wo lent, you end of yo	unds to may se our Mov	the Dro t up an rement j	ones inst XV84 C phases, t				
	unit, yo Manta them or them uj Target weapon	ou can ch <b>Strike:</b> I n the bat p anywh <b>Lock:</b> A	During o During o ttlefield. ere on t model Advance	allocate deploym At the e he battle with Tar cing and	e any wo ent, you end of yo efield tha get Loch firing A	unds to may se our Mov at is mor a does n assault w	the Dro t up an rement j re than ot suffe	ones inst XV84 C phases, t 9" from r the per . This m	ead of the target unit. risis Battlesuit in a Manta hold instead of placing hey can use a Manta Strike to enter the fray – set			
	unit, yo Manta them or them uy Target weapon but you Networ of whet	ou can ch Strike: I n the bat p anywh Lock: A as, or for n must su rked Ma her it pa	During of During of ttlefield. ere on t Model of Advance ibtract 1 <b>rkerligh</b> isses its	allocate deploym At the e he battle with Tar cing and from it <b>nt:</b> If any wound n	e any wo nent, you end of yo efield that get Loch firing A s hit roll y attack it coll, it au	unds to may se our Mov at is more c does n ssault w s when n the Sh ttomatic	the Drot t up an rement j re than ot suffe reapons it does nooting cally app	ones inst XV84 C phases, t 9" from r the per . This m so. phase fr plies a sin	ead of the target unit. risis Battlesuit in a Manta hold instead of placing hey can use a Manta Strike to enter the fray – set any enemy models. halty to their hit rolls for moving and firing Heavy			

	X	<b>V9</b>	HAZ	ZARD	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+
XV9 Hazard Battlesuits (+	5 Power R	ating ea	ich) and u	p to four Tac	tical Dro	ones (+1	Power Ra	
WEAPON	RANGE	TYP	<u>i</u>	S	AP	0	ABILITI	
Double-barrelled burst cannon	18"	Ass	ault 8	5	0	1	-	
Phased ion gun	18"	Ass	ault 2D3	4	-1	1		it roll of 6 made for this weapon is resolved at instead of AP -1.
Fusion cascade	12"	Ass	ault D3	8	-4	D6	two di	target is within half range of this weapon, roll ice when inflicting damage with it and discard the t result.
Pulse submunitions rifle	30"		ault 2D3	6	0	1	-	
	a pha • An X 40,00	ased ion IV9 Haz 00 – Ind	gun, a fus ard Battle ex: Xenos 2	ion cascade o suit may take 2.	or a puls	e submu	initions rif	ble-barrelled burst cannon with either ifle. on the <i>T</i> °au Support Systems list – see Warhammer
ABILITIES	Bondir Drone	ng Knife Suppor	<b>Ritual:</b> If t: When a	n XV9 Hazaro	d Suppo	rt Team	is set up o	for this unit, the test is automatically passed. on the battlefield, any accompanying <b>DRONES</b> are ne <b>DRONES</b> are treated as a separate unit.
		<b>Caster</b> r that pl		my unit that	declares	a charg	e against a	a unit with this ability must reduce its charge mov
								TAU EMPIRE INFANTRY or BATTLESUIT ad of the target unit.
	placing	them of	n the battl	efield. At the	end of a	ny of yo	ur Movem	zard Support Team in a Manta's hold instead of nent phases, they can use a Manta Strike to enter han 9" away from enemy models.
FACTION KEYWORDS	IAUI	IMPIK	E, <sep< td=""><td>1&gt;</td><td></td><td></td><td></td><td></td></sep<>	1>				

<b>1</b> 20		]	XV1 B2	109 AT	Y'V LE	VAF SU	IRA IT	1		DAMAGE Some of the XV109 characteristics chan shown below:			
NAME	М	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 R				es that follow. You may only use the nova reactor profile in
- Standard	12"	Heavy 3	8	-3	1	When targeting this enemy <b>VEHICLE</b> , 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 <b>VEHICLE</b> , 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 R				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 item	ns from	the Supp	oort Systems list – see Warhammer 40,000 – Index: Xenos 2.
ABILITIES	For the	Greater Good: See	page 39.	1		
	set up in <b>Saviour</b>	unit coherency with <b>Protocols:</b> If a <b>DRO</b>	h them. Fro DNES unit	om that is within	point or n 3" of a	set up on the battlefield, any accompanying <b>DRONES</b> are wards, the <b>DRONES</b> are treated as a separate unit. friendly <b>T'AU EMPIRE INFANTRY</b> or <b>BATTLESUIT</b> ones instead of the target unit.
						3+ invulnerable save.
	Shield G	Generator: Shielded	Missile Dr	ones ha	ve a 4+ i	nvulnerable save.
		Y'vahra Battlesuit: priginating from with				uit has a 5+ invulnerable save, increasing to 4+ against any
	nova rea	ctor. If you do so, th	is model s			se, you can choose to use the XV109 Y'vahra Battlesuit's wound. Choose one of the following effects to last until the
	Overo     Escap     sky. A     long a	<b>be Thrust:</b> At the sta at the beginning of y as it is more than 9"	Y'vahra can rt of the M our next M away from	ovemen lovemer an ener	t phase, it phase, ny unit.	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	Overa     Escap sky. A long a     Nova	<b>Charged Burst:</b> The <b>be Thrust:</b> At the states at the beginning of y as it is more than 9"	Y'vahra can rt of the M our next M away from	ovemen lovemer an ener	t phase, it phase, ny unit.	the Y'vahra may be removed from play and set up in the you may set the Y'vahra anywhere on the battlefield as

			B		R'\ ſLE	SU	RNA IT			DAMAGE Some of the XV107 characteristics chan shown below:			ıge, a
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
XV107 R'varna Battlesuit	*	5+	*	6	8	15	*	8	2+	7-15+	8"	4+	4
Shielded Missile Drone	12"	5+	5+	4	4	1	1	6	4+	4-6	6"	5+	3
An XV107 R'varna Battlesui It may also be accompanied – each equipped with a miss WFAPNN	by up to sile pod.	two Shie	elded M		rones (+	-2 Powe	r Rating	;)		1-3	3"	5+	2
	RANGE	TYPE			S	AP	0	ABILI					-0
Pulse submunitions cannon	60"	Hea	vy 3D3		6	-2	3	-					
Missile pod	36"	Assa	ault 2		7	-1	D3	-					_
							point or	iwards, 1	ne DRO	ONES are treated as a s	eparate ui	11t.	- <b>1</b>
	unit, yo Shield (	u can ch G <mark>enerat</mark> racker: .	oose to or: Shie	allocate lded Mi	e any wo issile Dr	ounds to ones ha	the Dro ve a 4+ i	nes inst nvulner	ead of t able sav	EMPIRE INFANTRY of he target unit. e. rolls of 1 if it is firing al	or BATTL	ESUIT	e
	unit, yo Shield ( Multi-t same ta	u can ch G <b>enerat</b> racker: . rget.	noose to <b>or:</b> Shie A mode	allocate lded Mi l equipj	e any wo issile Dr ped with	ounds to ones ha a multi	the Dro ve a 4+ i	nes inst nvulner can re-1	ead of th able sav coll hit 1	he target unit. e. rolls of 1 if it is firing al	or BATTL	ESUIT	e
	unit, yo Shield C Multi-t same ta R'varna Nova R do so, tl next tur • Nova • Elect mort • Over	u can ch Generat racker: r rget. Shield eactor ( ne R'vari n: Shield: romagn al woun chargec	oose to or: Shie A mode Genera R'varna na suffe: The R'v netic Sho ds. I Munit	allocate lded Mi l equipp tor: A F class): rs a mon varna in ockwav ions: W	e any wo issile Dr ped with R'varna I In your rtal wou creases i e: Roll a /hen firi	ounds to ones ha a a multi Battlesui Movem nd. Cho its invul D6 for ng the p	the Dro ve a 4+ i -tracker t has a 5 ent phas ose one nerable : each ene	nes inst nvulner: can re-1 + invuli se, you c of the fo save to 3 emy unit	ead of the able sav roll hit r nerable an choco ollowing i+.	he target unit. e. rolls of 1 if it is firing al	l of its weater the second sec	ESUIT apons at th tor. If you g of your ers D3	e
FACTION KEYWORDS	unit, yo Shield C Multi-t same ta R'varna Nova R do so, tl next tur • Nova • Elect mort • Over	u can ch Generat racker: rget. Shield eactor ( ne R'varr n: Shield: romagn al woun charged ber of at	oose to or: Shie A mode Genera R'varna na suffe: The R'v netic Sho ds. I Munit tacks m	allocate Ided Mi I equipp tor: A F a class): rs a mon varna in ockwav ions: W ade may	e any wo issile Dr ped with R'varna I In your rtal wou creases : e: Roll a	ounds to ones ha a a multi Battlesui Movem nd. Cho its invul D6 for ng the p	the Dro ve a 4+ i -tracker t has a 5 ent phas ose one nerable : each ene	nes inst nvulner: can re-1 + invuli se, you c of the fo save to 3 emy unit	ead of the able sav roll hit r nerable an choco ollowing i+.	he target unit. e. rolls 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	l of its weater the second sec	ESUIT apons at th tor. If you g of your ers D3	e

\$55	S						NAR RM(		2	DAMAGE Some of the KX139 Armour's character	istics char		
NAME	Μ	WS	BS	S	T	W	A	Ld	Sv	damage, as shown b REMAINING W	elow: M	BS	
Ta'unar Supremacy Armour	*	4+	*	8	8	30	*	9	3+	21-30+	16"	2+	
The KX139 Ta'unar Supremacy tri-axis ion cannon, one pulse four burst cannon and crushir	ordnance 1									12-20 5-11	14" 12"	2+ 3+	
WEAPON	RANGE	ТҮРЕ			S	AP	D	ABILI	TIES	1-4	8"	4+	
Tri-axis ion cannon	When atta	cking	with this	s weap	on, choc	ose one	of the pr	ofiles bel	ow:				3
- Standard	60"	Hea	vy 9		7	-2	2	-					
- Coherent beam	60"	Hea	vy 3D3		8	-2	3	suffe		ne or more hit rolls of 1 rtal wound after all of t d.			いたち
Fusion eradicator	24"	Hea	vy 5		8	-4	D6	two d		is within half range of en inflicting damage w esult.			Constant Pr
Pulse ordnance multi-driver	When atta	-		s weap				ofiles bel	ow:				
<ul> <li>Concentrated bombardment</li> </ul>	72"	Mac	ro 6		12	-4	4	-					Sec.
- Pattern bombardment	72"	Mac	ro 2D6		8	-3	3	-					
Nexus meteor missile system	24"-120"	Mac	ro 2D6		10	-4	4		weapor e bearer	n may not target enemy	units with	hin 24"	
Heavy rail cannon	120"	Mac	ro 1		18	-5	2D6	an ad		l roll of 6+ made for th ll D3 mortal wounds ir ge.			のいのない
Smart missile system	30"	Hea	vy 4		5	0	1	visibl by th	le to the is weap	e systems can target un bearer. In addition, un on do not gain any bon eing in cover.	nits being	attacked	The state
Burst cannon	18"	Assa	ult 4		5	0	1	-					8
Crushing feet	Melee	Mel			User	-2	1	weap	on.	hits for each attack ma		is	
WARGEAR OPTIONS ABILITIES	fusion • The K missile	eradica X139 T e syster	ator. a'unar S n or a he	uprem eavy ra	acy Arm il canno	our mand t	ny replace he Cluste	its puls r Shells	e ordna ability.	of its tri-axis ion canno nce multi-driver with r's smart missile syster	a nexus m		State State State
	as part of	an Ov	erwatch	attack	, any hit	rolls of	f 1 may b	e re-rolle	ed.				the second
										s a 5+ invulnerable sav			
	Cluster S that mod						del that e	nds a ch	arge m	ove within 3" of this m	odel. On a	a 4+,	1960
	have the	FLY or may o	TITAN nly bene	IC key fit from	word, a m a cove	nd so th r save i	hat the m f more th	odel fini an half o	shes its of the m	we over other units prov move at least 1" away 1 model is obscured. In ac	from an er	nemy	
	Designer	's note:	See pag	e 4 for	details o	f how N	Aacro wee	ipons we	ork.				
FACTION KEYWORDS	T'AU EI								1				3
KEYWORDS	TITAN	IC, M	ONSTE	ER, BA	ATTLES	SUIT,	KX139	ΓA'UN	AR SU	PREMACY ARMO	UR	,	1

r 4	TI	ETF	RA S	SCC	)U]	ſ SF	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+
It may be accompanied by u	p to two	additio	nal Tetra			(+3 Po	wer Rat		ulse rifles and a high intensity markerlight. .).
WEAPON	RANGE	TYP	E		S	AP	D	ABILI1	ries
Pulse rifle	30"	Rap	id Fire 1		5	0	1	-	
High intensity markerlight	36"	Hea	vy 1		-	-	-	dama	from a high intensity markerlight causes no age, but allows 3 markerlight counters to be placed to target unit.
WARGEAR OPTIONS	• None	2.			1.0	1.5			
ABILITIES	For the	Greate	r Good:	See pag	ge 39.		The state		
	Shadov end of a	v Strike	During	deploy ement p	ment, yo ohases, t				Scout Speeder Team lurking in the shadows. At the et them up anywhere on the battlefield that is more
FACTION KEYWORDS			E, <sei< td=""><td></td><td>182.87</td><td></td><td></td><td>1</td><td></td></sei<>		182.87			1	
KEYWORDS	VEHI	CLE, F	LY, TET	RA SO	COUT	SPEED	DER TE	AM	

## PIRANHA TX-42 LIGHT SKIMMER

6 Control

NAME	М	WS B	6 S	T	W	A	Ld	Sv
Piranha TX-42	16"	6+ 4-	- 5	6	7	2	6	3+
A Piranha TX-42 Light S TX-42 (+ <b>5 Power Rating</b>		single mode	el equipped	with tw	o fusion	blasters	. It may	be accompanied by up to four additional Piranha
WEAPON	RANGE	TYPE		S	AP	D	ABILI	TIES
Fusion blaster	18"	Assault	1	8	-4	D6		target is within half range, roll two dice when ting damage and discard the lowest result.
Missile pod	36"	Assault	2	7	-1	D3	-	
Plasma rifle	24"	Rapid Fi	re 1	6	-3	1	-	
Rail rifle	30"	Rapid F	re 1	6	-4	D3	targe	ach wound roll of 6+ made for this weapon, the t unit suffers 1 mortal wound in addition to the nal damage.
WARGEAR OPTIONS	<ul> <li>A Pir- rail ri</li> </ul>		Light Skir	nmer ma	ay replac	e its two	fusion	blasters for two missile pods, two plasma rifles or
ABILITIES	Slaved 7	<b>Fargeting</b> A	rray: Both	of the Pi	iranha T	'X-42's w	veapons	must be fired at the same target.
		es: If a Piran s and each u						before removing it from the battlefield; on a 6 it
FACTION KEYWORDS	T'AU E	MPIRE, <	SEPT>					
KEYWORDS	VEHIC	CLE, FLY, I	PIRANH	A TX-4	2 LIGH	IT SKI	MMER	

	2 (1) (1) (1) (1)	E. 1367			3.24-24	2 Berlin		and the second	
	HE	AV	Y G	IUN	[ <b>D</b> ]	RO]	NE	SQI	UADRON
NAME	М	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 can inc	lude up	to four	additior	al Heav	y Gun D	Drones (+1 Power Rating each). Each Heavy Gun
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Burst cannon	18"	Ass	ault 4		5	0	1	-	
Markerlight	36"	He	avy 1		-	-	-	Mark	cerlights – see page 39.
WARGEAR OPTIONS	• Any	Heavy (	Gun Dro	ne may	replace	one of it	ts burst	cannon	with a Markerlight.
ABILITIES	Autom: Shootin	ated Ta g phase	r <b>geting</b> e, but in	any phas	<b>ls:</b> A H se that o	one or m	ore mo	dels in th	e both markerlights and other weapons in the same ne squadron fire a markerlight, no models in the page 39.
									TAU EMPIRE INFANTRY or BATTLESUIT nstead of the target unit.
FACTION KEYWORDS	T'AU H	EMPIR	RE, <se< td=""><td>PT&gt;</td><td></td><td></td><td></td><td></td><td></td></se<>	PT>					
KEYWORDS	DRON	E, FLY	, HEA	VY GU	N DRO	ONE SC	UAD	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	М	BS	A
TX7 Heavy Bombardment	*	6+	*	6	7	13	*	8	3+	7-13+ 4-6	12" 6"	3+ 4+	3 D3
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 pod									n two pu	llse carbines.	12-61	247	
WEAPON	RANGE	TYPI	É		S	AP	D	ABILI	ries 1				
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 ne can only be used once hits on a roll of 6, regastic Skill or any modifi	e per batt ardless of t	le. This	
Smart missile system	30"	Hea	wy 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	
	Instermissi     Hover 7     Explode	ad of be ile syster <b>Fank:</b> D es: If thi	ing acco ms. istances is model	mpanio must b is redu	ed by two e measur iced to 0	red to an wounds	Gun Dro nd from , roll a I	the hull D6 befor	of this i	may take two burst ca model rather than its b ring it from the battlefi	oase. Ield and be		_
	Instermissi     Hover T     Explode     embark     Saviour	ad of be ile syster Fank: D es: If thi ed mode	ing acco ms. istances is model els disen	mpanio must b is redu nbark; o DRON	e measur ced to 0 on a 6 it f	o MV1 ( red to ar wounds explodes is withir	Gun Dro nd from a, roll a I s and ea n 3" of a	the hull D6 befor ch unit • friendly	of this r re remov within 6 <b>T'AU E</b>	model rather than its b	pase. aeld and be ounds.	efore any	_
	<ul> <li>Instemissi</li> <li>Hover 7</li> <li>Explode</li> <li>embark</li> <li>Saviour</li> <li>unit, yo</li> </ul>	ad of be ile syster <b>Fank:</b> D es: If thi ed mode <b>Protoc</b> u can ch	ing acco ms. istances is model els disen cols: If a noose to	must b is redu nbark; o <b>DRON</b> allocate	ed by two e measure aced to 0 on a 6 it IES unit e any wo	o MV1 ( red to an wounds explodes is withir bunds to	Gun Dro nd from 5, roll a I 5 and ea 1 3" of a the Dro	the hull D6 befor ch unit friendly nes inst	of this r re remov within 6 <b>T'AU E</b> ead of th	model rather than its b ring it from the battlefi " suffers D3 mortal wo MPIRE INFANTRY of	pase. Teld and be punds. Pr <b>BATTL</b>	efore any ESUIT	
WARGEAR OPTIONS Abilities	Instemissi     Hover 7     Explode     embark     Saviour     unit, yo     Threat 1     Attache     treated 3	ad of be ile system Fank: D es: If thi ed mode Protoc u can ch Identific ed Dron as being	ing accoms. istances is model els disen cols: If a noose to cation P es: Whe gembark	mpanio must b is redunbark; o DRON allocato rotoco en a Har ced. Wh	e measure acced to 0 on a 6 it (ES unit e any wo ls: In the mmerhe	o MV1 C red to ar wounds explodes is withir ounds to e Shootin ad Guns Gun Dro	Gun Dro ad from 5, roll a I 5 and ea 1 3" of a 1 the Dro ng phase hip is se ones ren	the hull D6 befor ch unit friendly nes inst e, Gun I et up, an nain atta	of this n re remove within 6 <b>T'AU E</b> ead of th Drones c y accom	model rather than its b ring it from the battlefi " suffers D3 mortal wo <b>MPIRE INFANTRY</b> c ne target unit.	base. Weld and be bunds. Or <b>BATTL</b> rest enemy are attache	efore any ESUIT y unit. ed, and are	
	<ul> <li>Instemissi</li> <li>Hover T</li> <li>Explode</li> <li>embark</li> <li>Saviour</li> <li>unit, yo</li> <li>Threat I</li> <li>Attache</li> <li>treated is</li> <li>be equip</li> <li>Both Dr</li> </ul>	ad of be ile system <b>Fank:</b> D es: If thi ed mode <b>Protoc</b> u can ch <b>Identifi</b> ed Dron as being pped with rones ca	ing accomes. istances istances is model els disen cols: If a noose to cation F es: Whee gembark th the D n detach	must b is redunbark; o DRON allocato rotoco en a Har ted. Wh rones' w a at the	e measure e measure ceed to 0 on a 6 it of <b>IES</b> unit de any wo ds: In the mmerhe hilst the 0 weapons start of a	o MV1 C red to an wounds explodes is withir ounds to e Shootin ad Guns Gun Dro in addit any of yo	Gun Dro ad from , roll a I s and ea a 3" of a the Dro ng phase hip is se ones ren ion to it our Mov	the hull D6 befor ch unit t friendly nes inst e, Gun I et up, an nain atta s own. rement p	of this r re remove within 6 <b>T<sup>*</sup>AU E</b> ead of th Drones c y accom ched, th	model rather than its b ring it from the battlefi " suffers D3 mortal wo <b>MPIRE INFANTRY</b> of he target unit. an only target the near panying Gun Drones a	vase. eld and be vunds. or <b>BATTL</b> rest enemy are attache nip is cons	efore any ESUIT - unit. ed, and are idered to	
ABILITIES	<ul> <li>Instemissi</li> <li>Hover T</li> <li>Explode</li> <li>embark</li> <li>Saviour</li> <li>unit, yo</li> <li>Threat I</li> <li>Attache</li> <li>treated is</li> <li>be equip</li> <li>Both Dr</li> </ul>	ad of be ile syster <b>Fank:</b> D es: If thi ed mode <b>Protoc</b> u can ch <b>Identifi</b> ed Dron as being pped wir rones ca nes are	ing accomes. istances istances is model els disen cols: If a noose to cation F es: Whe gembark th the D n detach treated a	must b is redunders; o DRON allocate rotoco en a Hai ced. Wh rones' w a at the is a sep-	e measure e measure ceed to 0 on a 6 it of <b>IES</b> unit de any wo ds: In the mmerhe hilst the 0 weapons start of a	o MV1 C red to an wounds explodes is withir ounds to e Shootin ad Guns Gun Dro in addit any of yo	Gun Dro ad from , roll a I s and ea a 3" of a the Dro ng phase hip is se ones ren ion to it our Mov	the hull D6 befor ch unit t friendly nes inst e, Gun I et up, an nain atta s own. rement p	of this r re remove within 6 <b>T<sup>*</sup>AU E</b> ead of th Drones c y accom ched, th	model rather than its b ring it from the battlefi " suffers D3 mortal wo <b>MPIRE INFANTRY</b> of the target unit. an only target the near panying Gun Drones a e Hammerhead Gunsh y disembarking. From	vase. eld and be vunds. or <b>BATTL</b> rest enemy are attache nip is cons	efore any ESUIT - unit. ed, and are idered to	
	<ul> <li>Instemissi</li> <li>Hover T</li> <li>Explode</li> <li>embark</li> <li>Saviour</li> <li>unit, yo</li> <li>Threat T</li> <li>Attache</li> <li>treated a</li> <li>be equip</li> <li>Both Dr</li> <li>the Dro</li> <li>T'AU H</li> </ul>	ad of be ile system <b>Fank:</b> D es: If thi ed mode <b>Protoc</b> u can ch <b>Identifi</b> ed <b>Dron</b> as being pped with rones ca nes are <b>EMPIR</b>	ing accomes. istances is model els disen cols: If a noose to cation P es: Whe gembark th the D n detach treated a E, <se< td=""><td>must b is redu allocate protoco in a Hai ed. Wh rones' w a at the is a sepp PT&gt;</td><td>ed by two e measu aced to 0 on a 6 it (ES unit e any wo ds: In the mmerhe nilst the 0 weapons start of a arate uni</td><td>o MV1 C red to ar wounds explodes is withir ounds to e Shootin ad Guns Gun Drc in addit any of yo it. They o</td><td>Gun Dro ad from a, roll a I s and ea a 3" of a the Dro ang phase hip is se ones ren ion to it our Mov cannot r</td><td>the hull D6 befor ch unit friendly mes inst e, Gun E et up, an nain atta s own. rement p reattach</td><td>of this i re remove within 6 <b>TAU E</b> ead of th Drones c y accom ched, th whases by during t</td><td>model rather than its b ring it from the battlefi " suffers D3 mortal wo <b>MPIRE INFANTRY</b> of the target unit. an only target the near panying Gun Drones a e Hammerhead Gunsh y disembarking. From</td><td>pase. eld and be ounds. or <b>BATTL</b> eest enemy are attachen ip is cons that point</td><td>efore any ESUIT y unit. ed, and are idered to y onwards,</td><td>_</td></se<>	must b is redu allocate protoco in a Hai ed. Wh rones' w a at the is a sepp PT>	ed by two e measu aced to 0 on a 6 it (ES unit e any wo ds: In the mmerhe nilst the 0 weapons start of a arate uni	o MV1 C red to ar wounds explodes is withir ounds to e Shootin ad Guns Gun Drc in addit any of yo it. They o	Gun Dro ad from a, roll a I s and ea a 3" of a the Dro ang phase hip is se ones ren ion to it our Mov cannot r	the hull D6 befor ch unit friendly mes inst e, Gun E et up, an nain atta s own. rement p reattach	of this i re remove within 6 <b>TAU E</b> ead of th Drones c y accom ched, th whases by during t	model rather than its b ring it from the battlefi " suffers D3 mortal wo <b>MPIRE INFANTRY</b> of the target unit. an only target the near panying Gun Drones a e Hammerhead Gunsh y disembarking. From	pase. eld and be ounds. or <b>BATTL</b> eest enemy are attachen ip is cons that point	efore any ESUIT y unit. ed, and are idered to y onwards,	_

	HA			FIR RH					IP	DAMAGE Some of a TX7's cha suffers damage, as sl	hown bel	ow:	
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
TX7 Fire Support	*	6+	*	6	7	13	*	8	3+	7-13+	12"	3+	3
MV1 Gun Drone	8"	5+	5+	3	4	1	1	6	4+	4-6 1-3	6" 3"	4+ 5+	D3
A TX7 Fire Support Hamm												51	1
twin T'au plasma cannon. I <b>WEAPDN</b>	t is accom RANGE	panied <b>TYP</b>		MVI Gu	n Dron S	es, each AP	equippe D	d with t ABILI	-	e carbines.			-
Burst cannon	18"		- ault 4		5	0	1	_					-8
Twin T'au plasma cannon	48"		avy 4		7	-3	2	-					1
Pulse carbine	18"		ault 2		5	0	1	-					1
Seeker missile	72"	Hea	avy 1		-	-	-	seeke weap	er missile 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	le. This	
Twin heavy burst cannon	36"	Hea	avy 16		6	-1	1	-					
Twin fusion cannon	24"	Hea	avy 2		8	-4	D6	two o		s within half range of t n inflicting damage wi			
Smart missile system	30"	Hea	avy 4		5	0	1	visib weap	e to the	e systems can target un bearer. In addition, ur ot gain any bonuses to over.	nits attack	ed by this	
WARGEAR OPTIONS	<ul> <li>This fusio</li> <li>Instemission</li> </ul>	model i n canno ad of be ile syste	may excl on. eing acco ms.	ompanie	twin T d by tw	'au plası 0 MV1 (	na cann Gun Dro	ones, thi	s model :	twin heavy burst cann may take two burst ca nodel rather than its b	nnon or t		
ABILINED	Explod	es: If th	is mode	l is reduc	ced to 0	wound	s, roll a I	D6 befoi	e remov	ing it from the battlefi ' suffers D3 mortal wo	eld and be	efore any	
										<b>MPIRE INFANTRY</b> of the target unit.	or BATTL	ESUIT	
	Threat	Identif	ication I	Protocol	s: In the	e Shooti	ng phase	e, Gun I	orones ca	an only target the near	est enemy	unit.	
					ilst the	Gun Dr	ones ren	nain atta		panying Gun Drones a e Hammerhead Gunsł			
		pped wi	-	rones' w	reapons	in audi	tion to n						
	be equij Both Di	rones ca	ith the D an detac	h at the s	start of a	any of y	our Mov	rement p		v disembarking. From he battle.	that point	onwards,	
FACTION KEYWORDS	be equip Both Di the Dro	rones ca	ith the D an detac	h at the s as a sepa	start of a	any of y	our Mov	rement p		C C	that point	onwards,	_
FACTION KEYWORDS Keywords (Hammerhead)	be equip Both Dro the Dro <b>T'AU H</b>	rones ca ones are EMPIR	th the D an detac treated <b>E, <se< b=""></se<></b>	h at the s as a sepa <b>PT</b> >	start of a	any of yo it. They	our Mov cannot 1	ement p eattach		he battle.	that point	onwards,	_

alt 3	ST	'EA	] [ <b>LT</b> ]	DX- H D	-6 R RC	EM NE	IOF SQ	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 I additional DX-6 Remore						o long-b	arrelled	burst ca	nnon. It may be accompanied by up to five
WEAPON	RANGE	TYP		ting cu	S.	AP	D	ABILIT	TIES
Long-barrelled burst cannon	36"	Hea	wy 4		5	0	1	-	
Seeker missile	72"	Hea	ivy 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 I	0X-6 Re	mora St	ealth Dr	one ma	y take uj	o to two	seeker 1	missiles.
ABILITIES	Airborne attacked i				0		0	d by uni	its that can FLY, and can only attack or be
	Hard to I Shooting		ır oppor	ient mus	st subtra	act 1 from	n all hit	rolls for	r attacks that target this model in the
		or for A	Advanci	ng and fi	iring As	sault we	apons. T	l'his moo	lty to its hit rolls for moving and firing Heavy del can also Advance and fire Rapid Fire weapons
	instead of	f placing	g them o	on the ba	attlefield	l. At the	end of a	ny of yo	emora Stealth Drone Squadron in Stealth mode our Movement phases, they can emerge from than 9" away from any enemy models.
FACTION KEYWORDS	T'AU EN	APIRE	, <sep< td=""><td>T&gt;</td><td></td><td></td><td></td><td></td><td></td></sep<>	T>					
KEYWORDS	DRONE	, FLY,	DX-61	REMO	RA STI	EALTH	DRON	NE SOL	IADRON

		BA	RR	AC	UD	A A	X-	5-2		DAMAGE Some of the Barrad characteristics cha		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	shown below: 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		el equipp	ped with	n a heav	y burst	cannon,	two lon	g-barrel	led	4-6	20"-45"	4+
burst cannon and two mi	1	TVDI	-			40		A 11 11	TIFO	1-3	20"-25"	5+
WEAPON	RANGE	TYPI			S	AP		ABILI	IIES			
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	g 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			type to Heavy D6 aga		
										models. If you make o		
										arer suffers a mortal w ots have been resolved		li of this
	a - 11									d roll of 6 made for thi		flicts a
Swiftstrike railgun	36"	Hea	vy 2		8	-4	D6			al wound in addition t		
Cyclic ion blaster	When a	ittacking	g with th	is weap	on, cho	ose one	of the p	rofiles b	elow:			
- Standard	18"	Assa	ault 3		7	-1	1	-				
- Overcharge										e one or more hit rolls		
	18"	Assa	ault D3		8	-1	D3		ortal wo lved.	ound after all of this we	eapon's shots	have been
Missile pod	36"	Ass	ault 2		7	-1	D3	-	iveu.			
witissite pour	50	11000	aut 2		,	1	05	A ur	nit hit b	y this weapon suffers a	a mortal wou	ind. Each
Seeker missile	72"	Uaa	vmr 1							ile can only be used or		
Seeker missile	12	пеа	vy 1		-	-	-			y hits on a roll of 6, re		ne firing
WARGEAR OPTIONS	The	Darracit	do AV E	2	roplaco	ite hoor	u buret		_	listic Skill or any modi her an ion cannon or a		railaun
WARULAR OF HURD										nnon with two cyclic		rangun.
					-	e up to t	0					
ABILITIES						can only at can Fl		ged by u	units the	at can <b>FLY</b> , and can or	nly attack or	be
	Barraci	uda Disj	persion	Field:	This mo	del has a	a 5+ inv	ulnerabl	e save.			
	Supers	onic Fa	ch time	this mo	del mo	ves first	nivot it	on the s	not un	to 90° (this does not c	ontribute to	how far
										that it cannot pivot aga		
	pivot. V									20" until the end of th		
	a dice.											
	Hard to Shootin			onent m	ust sub	tract 1 fi	om all ł	nit rolls i	for atta	cks that target this mo	del in the	
						ced to 0 rs D3 me			06 befo	re removing it from th	e battlefield;	on a 6 it
			ion annt	.,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	o oune.							
FACTION KEYWORDS	TAUE	MPIR	E, <se< th=""><td>PT&gt;</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></se<>	PT>								

		FI	TI GH		R SI R-B		RK ⁄IBI	ER		<b>DAMAGE</b> Some of a Tiger Sh characteristics cha		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	shown below: REMAINING W	м	BS
Tiger Shark	*	5+	*	8	8	16	3	7	3+	8-16+	20"-75"	2+
The Tiger Shark Fighter-t			nodel eq	uipped	with two	o ion car	nnon,			4-7	20"-45"	3+
two burst cannon and two			24.25				_			1-3	20"-30"	4+
WEAPON	RANGE	TYP			S	AP	D	ABILI				
Ion cannon		•		is weap	oon, choo		-	rofiles be	elow:			
- Standard	60"		ivy 3		7	-2	2	-	_			
- Overcharge	60"	Hea	ivy D3		8	-2	3	10 or of 1, 1	more m the 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	nit rolls
Burst cannon	18"	Ass	ault 4		5	0	1	-				
Missile pod	36"	Ass	ault 2		7	-1	D3	-				
Skyspear missile rack	72"	Hea	wy D6		6	-2	2	-				
Seeker missile	72"	Hea	ivy 1		-	-	-	seeke weap	er missile on only	this weapon suffers a e can only be used on hits on a roll of 6, re stic Skill or any modi	nce per battle gardless of th	e. This
Swiftstrike railgun	36"	Hea	ivy 2		8	-4	D6			roll of 6+ made for t l wound in addition t	-	
Heavy burst cannon	36"		ivy 8		6	-1	1	-				
WARGEAR OPTIONS	<ul> <li>The two is two is</li></ul>	Tiger Sh swiftstri Tiger Sh ing two <b>ne:</b> This	ark Figh ke railgu ark Figh skyspear model c	ter-bor ns. ter-bor missile annot o	nber may e racks. charge, c	y replac y replac an only	e its two e its trai be char	o ion can nsport ba	non wit ay, leavir	h either two heavy b ng it unable to transp t can FLY, and can ou	oort any mod	els and
	attacke	d in the	Fight ph	ase by	units tha	t can <b>FI</b>	LY.					
	Tiger S	hark Di	spersion	n Field:	. This mo	del has	a 5+ inv	vulnerab	le save.			
	the mo	del mov	es) and t	hen mo	ove the n	nodel st	raight fo	orwards.	Note the	o 90° (this does not c at it cannot pivot aga 25" until the end of th	in after the i	nitial
		o Hit: Yo ng phase	11	onent m	ust subt	ract 1 fr	om all h	it rolls fo	or attack	ks that target this mo	del in the	
					is reduc 12" suffe				6 before	e removing it from th	e battlefield;	on a 6 it
		1 1			+- 14 4	CEDT-	TACT	CALD	DONIEC	2		
TRANSPORT	This m	odel ma	ay trans	port up	0.10.14 <	SEF 1>	TACI	ICAL D	RONES	<b>.</b>		
TRANSPORT FACTION KEYWORDS			ay trans E, <se< td=""><td></td><td>01014&lt;</td><td>5LF 1&gt;</td><td>IACI</td><td></td><td>KONES</td><td>5.</td><td></td><td></td></se<>		01014<	5LF 1>	IACI		KONES	5.		

		TIC	GER	SI	HAF	RK	AX-	1-0		<b>DAMAGE</b> 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 tw	o heavy 1	ail canr	non, two	burst ca	nnon	4-7 1-3	20"-45" 20"-30"	3+ 4+	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ries				
Heavy rail cannon	120"	Ma	cro 1		18	-5	2D6		ional D	roll of 6+ made for tl 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	ivy 1		-	-	-	seeke weap	er missil on only	r this weapon suffers a le can only be used or r hits on a roll of a 6, 1 istic Skill or any modi	nce per battle regardless of	e. This	
WARGEAR OPTIONS	• The	Гiger Sh	ark AX-	1-0 ma	ay take up	to six	seeker m	issiles.					
ABILITIES					charge, c units tha			ged by u	nits that	t can FLY, and can or	nly attack or	be	
	Tiger S	hark Di	spersion	n Field	: This mo	odel has	a 5+ inv	ulnerab	le save.				
	the mod	del mov	es), and	then m	nove the	nodel s	traight fo	orwards.	Note th	o 90° (this does not c hat it cannot pivot ag 25″ until the end of th	ain after the i	initial	
	Hard to Shootin			onent n	nust subt	ract 1 fi	om all h	it rolls f	or attacl	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 oj	f how M	acro wea	apons wo	ork.				
FACTION KEYWORDS	T'AU I	EMPIR	E, <se< td=""><td>PT&gt;</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></se<>	PT>									
KEYWORDS	VEHI	CLE, F	LY, TIC	ER SI	HARK	AX-1-0			100				

		C	ORC	CA I	DRO	OPS	SHI	P		DAMAGE Some of an Orca D change as it suffers	s damage, as	shown below
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS
Orca Dropship	*	6+	*	7	8	14	3	7	4+	8-14+	20"-55"	4+
The Orca Dropship is a missile pod.	single model	equippe	ed with t	wo long	g-barrell	ed burs	t cannon	and a		4-7 1-3	20"-40" 20"-25"	4+ 5+
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES			
Long-barrelled burst cannon	36"	Hea	vy 4		5	0	1	-				
Missile pod	36"	Assa	ault 2		7	-1	D3	-				
WARGEAR OPTIONS	• None											
ABILITIES	attacked Superso	l in the i	Fight ph ch time	ase by u this mo	units that	it can <b>FI</b> ves, first	LY. pivot it o	on the s	pot up te	t can FLY, and can or 0 90° (this does not c	ontribute to	how far
ABILITIES	attacked Superso the mod pivot. W a dice. Hard to Shootin Hover J become beginnin Crash a	l in the onic: Ea lel move /hen thi Hit: Ye g phase et: Befo s 20" un ng of yo nd Bur	Fight ph ch time es), and is model our oppo re this n till the en ur next <b>n:</b> If this	ase by u this mo then mo Advan onent m nodel m nd of th Movem	units tha odel mov ove the r ces, incr ust subt noves in re phase, ient pha is reduc	et can FI res, first model st rease its ract 1 fr your Me , and it 1 se. red to 0	Y. pivot it of traight fo Move ch oom all h ovement oses the wounds,	on the sp prwards. haracteri it rolls f phase, y Airborr roll a D	pot up to Note th stic by 2 or attacl you can ne, Hard		ontribute to ain after the i ne phase – do del in the Its Move cha ic abilities un	how far initial o not roll uracteristic ntil the
ABILITIES	attacked Superso the mod pivot. W a dice. Hard to Shootin Hover J become beginnin Crash a explode	l in the mic: Ea lel move /hen thi Hit: Ye g phase et: Befo s 20" un ng of yo nd Bur s and ea ra Drops	Fight ph ch time es), and is model our oppo re this n til the en our next n: If this ich unit ship can	ase by t this mo then mo . Advan- onent m nodel m nd of th Movem s model within 9 transpo	units that odel movove the r ces, incr ust subt noves in re phase, rent pha is reduc <u>9" suffer</u> ort up to	et can FI rease first model st rease its ract 1 fr your Me , and it 1 se. red to 0 s D6 mc o 65 T <sup>A</sup>	LY. pivot it of traight fo Move ch oom all h ovement oses the wounds, ortal wou U EMPI	on the sp orwards. haracteri it rolls f phase, y Airborr roll a D unds. <b>RE INF</b> .	pot up to Note th stic by 2 or attack you can ne, Hard 6 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 Superson	ontribute to ain after the i ne phase – do del in the Its Move cha ic abilities un ne battlefield;	how far initial o not roll tracteristic ntil the on a 6 it
	attacked Superso the mod pivot. W a dice. Hard to Shootin Hover J become beginnin Crash a explode	l in the nic: Ea lel move /hen thi Hit: Yo g phase et: Befo s 20" un ng of yo nd Bur s and ea a Dropert XV8	Fight ph ch time es), and is model our oppo re this n till the er our next n: If this ach unit ship can <b>CRISIS</b>	ase by t this mo then mo Advan onent m nodel m nodel m Movem s model within 9 transpo <b>BATTI</b>	units that odel movove the r ces, incr ust subt noves in re phase, rent pha is reduc <u>9" suffer</u> ort up to	et can FI rease first model st rease its ract 1 fr your Me , and it 1 se. red to 0 s D6 mc o 65 T <sup>A</sup>	LY. pivot it of traight fo Move ch oom all h ovement oses the wounds, ortal wou U EMPI	on the sp orwards. haracteri it rolls f phase, y Airborr roll a D unds. <b>RE INF</b> .	pot up to Note th stic by 2 or attack you can ne, Hard 6 before ANTRY	o 90° (this does not c nat it cannot pivot ag 5″ until the end of th cs that target this mo declare it will hover. to Hit and Superson e removing it from th	ontribute to ain after the i ne phase – do del in the Its Move cha ic abilities un ne battlefield;	how far initial o not roll tracteristic ntil the on a 6 it

Town the	N	AA		A SU DRC			HEA P	٩V	ζ	DAMAGE Some of a Manta S characteristics cha		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	shown below: REMAINING W	М	BS
Manta Dropship	*	5+	*	8	8	60	5	8	3+	30-60+	20"-60"	2+
A Manta Super-heavy Drop	ship is a s	single m	odel equ	lipped w	ith two	heavy 1	ail cann	on,		19-29	20"-45"	3+
six long-barrelled ion canno										10-18	20"-30"	3+
ten seeker missiles.	DANOF	тупг			P	AD	п		160	1-9	20"-25"	4+
WEAPON	RANGE	TYPE	t .		S	AP	D	ABILIT				a: .
Heavy rail cannon	120"	Mac	ro 1		18	-5	2D6			roll of 6+ made for th tal wounds in additio		
Long-barrelled burst cannon	36"	Hea	•	•	5	0	1	-	1			
Long-barrelled ion cannon - Standard	When a 96"	-		is weapo	n, choo 7	ose one -2	of the pr 2	offiles be	low:			
- Standard - Overcharge	96 96"	Hea Hea	vy 5 vy D3		8	-2 -2	2	– Chan	ae the v	veapon's Type to Hea	vy 2D3 agair	net unite
Overeinange	50	Tica	NY 105		0	-2	5	conta hit ro	ining 10 lls of 1,	or more models. If y the bearer suffers a n n's shots have been re	you roll one nortal wound	or more
Missile pod	36"	Assa	ault 2		7	-1	D3	-				
Seeker missile	72"	Hea	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	e. This
WARGEAR OPTIONS	• None	e.		2		1					12. 19.2	
	would b	be at tabl								attacks, always measu		
Transport	weapon this mo Superso it mover this mo Hover J become beginni Transp within 3 that can Energy Crash a 4+ it exp Designe • The N	as will not del in the onic: East s), and t del Adva Jet: Befo es 20" un ang of yoo ort Elev 3" of the mot be s Shield: and Bur plodes c er's note: Manta Su	ange wh ot be ablo the Shoot: ch time hen mov ances, in re this n til the er our next ator: Ar rear exi set up in The Ma: n: If this ausing I : See pag uper-hea	then making the to hit the to hit the to hit the time phase of the the mathematic set of the the mathematic set of the terms of terms	ng shoo his moo e. Also, del mov odel str s Moves oves in phase, ent phase, ent phase, isemba f the m v are sla r-heavy s reduct al wour etails op oship co	oting att del. You, this vel res, first raight fo e charac your M, and it I se. rking fr odel and in. y Drops red to 0 nds to ea f how M onsists o	tacks aga r oppond hicle may pivot it o rward. N teristic b ovement oses the om a Ma d not with hip has a wounds, ich unit l <i>acro wea</i> f two de	inst it. N ent must y move a on the sp Jote that y 20" un phase, y Airborn anta Sup thin 1" o 4 + invu roll a D below th <i>ipons wo</i> ccks, botl	Note that also su and show bot up to it cann til the e you can e, Colos er-heav f any en alnerable 6 before e Manta <i>rk.</i>	e removing it from th a and within 1" of it. ch can carry models.	ort ranged s s for attacks thout any pe ontribute to ne initial pive not roll a did Its Move cha onic abilities set up on the issembarking e table; on a	hooting that target malty. how far ot. When ce. uracteristic s until the battlefield models roll of a
TRANSPORT	weapon this mo Superso it moves this mo Hover J become beginni Transpy within 3 that can Energy Crash a 4+ it ex Designe • The I • The I • The Key SU any the • TY • TX • TX • TX • TX	as will not del in the onic: East s), and t del Adva Iet: Befo es 20" un ang of yo ort Elev 3" of the not be s Shield: and Burn plodes c er's note: Manta Si e upper of AU EMP e lower of vord ar PPORT y modelss: followin 7 DEVI 7 TREE Whilst ember t disember	ange wh ot be able to be ances, in rethis n to the en- to ances, in rethis n to en- the en- to ances, in rethis n to en- the en-the en- the en- the en-the en- the en-the en- the en-the en- the en-the en- the en-the en-the en-the en-the en-the en-the en- the en-the en-t	then making the making the making the making phase the maximum of	ng shochis moo his moo e. Also, lel mov odel str s Moves oves in phase, ent phase, ent phase, ent phase, ent phase, ent phase, s reduct a semba f the m v are sla r-heavy s reduct a wour etails op oship cc port Ca V8 CRI LANDE ATTLI mation: MENT MMERT Manta, ilfish ha	oting att del. You, this vel res, first aight fo e charac your M. and it I se. rking fr odel and in. y Drops red to 0 mosists of pacity of CONE. pacity of CONE. Pacity of CON	tacks aga r oppond- hicle may pivot it of rward. N teristic b ovement oses the om a Ma d not with hip has a wounds, ich unit l <i>acro wea</i> of two de c 55 mod of 145 mod <b>FILESU</b> <b>V81 BA</b> and COM	inst it. Nent must y move a on the sp Note that y 20" un phase, y Airborn anta Sup thin 1" o 4 4+ invu roll a D below th opens wo cks, both lels, and Ddels with TTLESU (MANT IP ay have o ked from	Note tha a also su and shoce bot up to it cann til the e you can er-heav f any en alnerable 6 before e Manta <i>rk.</i> n of whii may on th the T 78 CRIS DIT, CO DER key	t this means many sh 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 seemy models – any di e save. e removing it from th a and within 1" of it. ch can carry models. ly transport models. ly transport models. S BODYGUARDS, MMANDER IN XV word. It may also tra odels embarked within anta. In addition, mod	ort ranged s s for attacks thout any pe ontribute to ne initial pive not roll a did Its Move cha onic abilities set up on the isembarking e table; on a with the keyw NTRY or DR XV9 HAZA 84 BATTLE nsport up to	hooting that target malty. how far ot. When ce. uracteristic until the battlefield models roll of a words CONE RD SUIT or four of
TRANSPORT FACTION KEYWORDS	weapon this mo Superso it mover this mo Hover J become beginni Transpy within 3 that can Energy Crash a 4+ it exp Designe • The N - The Key SU any the - TY - TX - TX - TX - TX - TX - TX - TX	as will not del in the onic: East s), and t del Adva Iet: Befo es 20" un ang of yo ort Elev 3" of the not be s Shield: and Burn plodes c er's note: Manta Si e upper of AU EMP e lower of vord ar PPORT y modelss: followin 7 DEVI 7 TREE Whilst ember t disember	ange wh ot be ablo the Shoot: ch time hen moviances, in re this n till the en our next ator: Ar rear exi set up in The Mai n: If this causing I : See pag uper-hea deck has iRE INI deck has nd up to TEAM, s with bc in am LFISH* MERHI VY BOM SUPPO abarked ark until may not	then making the making the making the to hit the transformer of the maximum of th	ng shochis moo his moo e. Also, lel mov odel str s Moves oves in phase, ent phase, ent phase, ent phase, ent phase, ent phase, s reduct a semba f the m v are sla r-heavy s reduct a wour etails op oship cc port Ca V8 CRI LANDE ATTLI mation: MENT MMERT Manta, ilfish ha	oting att del. You, this vel res, first aight fo e charac your M, and it I se. rking fr odel and in. y Drops red to 0 mosists of pacity of CONE. pacity of CONE. Pacity of CON	tacks aga r oppond- hicle may pivot it of rward. N teristic b ovement oses the om a Ma d not with hip has a wounds, ich unit l <i>acro wea</i> of two de c 55 mod of 145 mod <b>FILESU</b> <b>V81 BA</b> and COM	inst it. Nent must y move a on the sp Note that y 20" un phase, y Airborn anta Sup thin 1" o 4 4+ invu roll a D below th opens wo cks, both lels, and Ddels with TTLESU (MANT IP ay have o ked from	Note tha a also su and shoce bot up to it cann til the e you can er-heav f any en alnerable 6 before e Manta <i>rk.</i> n of whii may on th the T 78 CRIS DIT, CO DER key	t this means many sh bbract 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 eemy models – any di e save. e removing it from th a and within 1" of it. ch can carry models. ly transport models v CAU EMPIRE INFAN SIS BODYGUARDS, MMANDER IN XV word. It may also tra	ort ranged s s for attacks thout any pe ontribute to ne initial pive not roll a did Its Move cha onic abilities set up on the isembarking e table; on a with the keyw NTRY or DR XV9 HAZA 84 BATTLE nsport up to	hooting that target malty. how far ot. When ce. uracteristic until the battlefield models roll of a words CONE RD SUIT or four of

						110		10	OWER
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Remote sensor tower	-	-	4+	-	6	3	-	-	4+
A Remote Sensor Tower is a				vith a hi					
WEAPON	RANGE	TYP	E		S	AP		ABILI	
High intensity markerlight	36"	Hea	avy 1		-	-	-	dama	from a high intensity markerlight causes no ge, but allows 3 markerlight counters to be placed e target unit.
WARGEAR OPTIONS	• None	e.				1 1			
ABILITIES									e friendly < <b>SEPT</b> > unit within 3" of this Remote ion of that phase.
	normall repair a	ly force ttempts	a vehicle	e to mov riendly	ve, or re model 1	nders a may not	vehicle in grant it	mmobile	this unit is affected by an ability that would e, it takes one mortal wound instead. Successful ty to move. During the Fight phase, enemy model:
FACTION KEYWORDS	<b>T</b> AU E	EMPIR	E, <sei< td=""><td>PT&gt;</td><td></td><td></td><td></td><td></td><td></td></sei<>	PT>					
KEYWORDS	FORT	IFICA	TION, I	REMO	TE SE	NSOR	TOWE	R	
VAIVIE	IVI	WS	RS	S	T	W	A	hl	Sv
NAME Drone Sentry Turret	M	WS	<b>BS</b> 5+	5	T 6	W 3	A _	Ld	<b>Sv</b> 4+
Drone Sentry Turret	-	-	5+	-	6	3	-	-	4+
Drone Sentry Turret A Drone Sentry Turret is a s (Power Rating +2 each). Th	- single mo his unit m	del equ ay not l	5+ ipped wi be taken a	- th two l	6 burst car npulsor	3 nnon. It y Troops	may be	- accompa within a	4+ anied by up to three additional Drone Sentry Turr ny Detachment.
Drone Sentry Turret A Drone Sentry Turret is a s (Power Rating +2 each). Th WEAPON	single mo his unit m RANGE	del equ ay not t <b>TYP</b>	5+ ipped wi be taken a	- th two l	6 burst car npulsor S	3 nnon. It y Troops AP	may be s choice	- accomp	4+ anied by up to three additional Drone Sentry Turrent ny Detachment.
Drone Sentry Turret A Drone Sentry Turret is a s (Power Rating +2 each). Th WEAPDN Burst cannon	- single mo his unit ma RANGE 18"	del equ ay not t <b>TYP</b> Ass	5+ ipped wi be taken a <b>E</b> ault 4	- th two l	6 burst can npulsor <b>S</b> 5	3 nnon. It y Troops AP 0	may be a schoice of <b>D</b>	- accompa within a	4+ anied by up to three additional Drone Sentry Turr ny Detachment.
Drone Sentry Turret A Drone Sentry Turret is a s (Power Rating +2 each). Th WEAPUN Burst cannon Missile pod	single mo his unit m RANGE	del equ ay not l <b>TYP</b> Ass Ass	5+ ipped wi be taken a	- th two l	6 burst car npulsor S	3 nnon. It y Troops AP	may be s choice	- accompa within a ABILI - - If the	4+ anied by up to three additional Drone Sentry Turr ny Detachment.
Drone Sentry Turret A Drone Sentry Turret is a s (Power Rating +2 each). Th WEAPUN Burst cannon Missile pod Fusion blaster	single moo his unit m RANGE 18" 36" 18"	del equ ay not t <b>TYP</b> Ass Ass Ass	5+ ipped wi be taken a <b>E</b> ault 4 ault 2 ault 1	th two l as a con	6 burst can npulsor 5 7 8	3 nnon. It y Troops AP 0 -1 -4	may be s s choice 0 1 D3 D6	- accompa within a ABILI - - If the	4+ anied by up to three additional Drone Sentry Turr ny Detachment.
Drone Sentry Turret A Drone Sentry Turret is a s (Power Rating +2 each). Th WEAPON Burst cannon Missile pod Fusion blaster Plasma rifle	single mo his unit m <b>RANGE</b> 18" 36" 18" 24" • A Dr - Tw - Tw - Tw	del equ ay not b <b>TYP</b> Ass Ass Ass Rap one Ser o missil o fusion	5+ ipped wi be taken a ault 4 ault 2 ault 1 bid Fire 1 htry Turr le pods h blasters	th two has a con	6 burst can npulsor 5 7 8 8	3 nnon. It y Troops AP 0 -1 -4 -4 -3	may be s s choice s 0 1 D3 D6 1	accompa within a ABILI – – If the two c result	4+ anied by up to three additional Drone Sentry Turr ny Detachment. IES target is within half range of this weapon, roll lice when inflicting damage and discard the lowest
Drone Sentry Turret A Drone Sentry Turret is a s (Power Rating +2 each). Th WEAPON Burst cannon Missile pod Fusion blaster Plasma rifle WARGEAR OPTIONS		del equ ay not l TYP Ass Ass Ass Rap rone Ser o missil o fusion o plasm	5+ ipped wi be taken a ault 4 ault 2 ault 1 bid Fire 1 htry Turr le pods h blasters	th two l as a con	6 burst can npulsor 5 7 8 6 replace	3 nnon. It y Troops AP 0 -1 -4 -4 -3	may be s s choice s 0 1 D3 D6 1	accompa within a ABILI – – If the two c result	4+ anied by up to three additional Drone Sentry Turr ny Detachment. IES target is within half range of this weapon, roll lice when inflicting damage and discard the lowes:
Drone Sentry Turret A Drone Sentry Turret is a s (Power Rating +2 each). Th WEAPON Burst cannon Missile pod Fusion blaster Plasma rifle WARGEAR OPTIONS		del equ ay not b TYP Ass Ass Ass Ass Rap rone Ser o missil o fusion o plasm Greate	5+ ipped wi be taken a E ault 4 ault 2 ault 1 bid Fire 1 b	th two l as a con ret may See pag	6 burst can npulsor 5 7 8 6 replace	3 nnon. It y Troops AP 0 -1 -4 -3 both of i	may be a schoice of the schoice of t	accomp within a ABILII - If the two c result - cannon	4+ anied by up to three additional Drone Sentry Turr ny Detachment. IES target is within half range of this weapon, roll lice when inflicting damage and discard the lowest t.
Drone Sentry Turret A Drone Sentry Turret is a s (Power Rating +2 each). Th WEAPON Burst cannon Missile pod Fusion blaster Plasma rifle WARGEAR OPTIONS	single mo his unit m <b>RANGE</b> 18" 36" 18" 24" • A Dr - Tw - Tw - Tw - Tw - Tw - Tw - Tw - Tw	del equ ay not l TYP Ass Ass Ass Rap one Ser o missil o fusion o plasm Greate Identifi ated Tr	5+ ipped wi be taken a ault 4 ault 4 ault 2 ault 1 bid Fire 1 htry Turr le pods h blasters h blasters r Good: ication: I acking: V	th two l as a con ret may See pag In the SI	6 burst can mpulsor 5 7 8 6 replace ge 39.	3 nnon. It y Troops AP 0 -1 -4 -4 -3 both of i	may be s s choice <b>D</b> 1 D3 D6 1 its burst	accomp within a ABILII - If the two c result - cannon	4+ anied by up to three additional Drone Sentry Turr ny Detachment. IES target is within half range of this weapon, roll lice when inflicting damage and discard the lowest the lowest the second seco
Drone Sentry Turret A Drone Sentry Turret is a s (Power Rating +2 each). Th WEAPON Burst cannon Missile pod Fusion blaster Plasma rifle WARGEAR OPTIONS	single mo his unit m. RANGE 18" 36" 18" 24" • A Dr - Tw - Tw - Tw - Tw - Tw - Tw - Tw - Tw	del equ ay not b IYP Ass Ass Ass Rap Tone Ser to missil o fusion o plasm Greate Identiff ated Tr er mod bile: Thi ly force ttempts	5+ ipped wi be taken a ault 2 ault 4 ault 2 ault 1 bid Fire	th two l as a con ret may See pag In the SI When fi nnot mo riendly	6 burst can npulsor 5 7 8 6 replace ge 39. hooting iring Ov ove und ve, or rei model n	3 nnon. It y Troops AP 0 -1 -4 -3 both of f phase, I phase, I rerwatch er any c nders a may not	may be s s choice <b>D</b> 1 D3 D6 1 its burst Drone Se , Drone sircumsta vehicle in grant it	accomp within a ABILII - If the two c result - cannon entry Tu Sentry T unces. If mmobile	4+ anied by up to three additional Drone Sentry Turr ny Detachment. IES target is within half range of this weapon, roll lice when inflicting damage and discard the lowes the operation of the following: rrets can only target the nearest enemy unit. Fowers hit their targets on rolls of 5+, regardless of this unit is affected by an ability that would e, it takes 1 mortal wound instead. Successful
Drone Sentry Turret A Drone Sentry Turret is a s (Power Rating +2 each). Th	single mo his unit m RANGE 18" 36" 18" 24" • A Dr - Tw - Tw - Tw - Tw - Tw - Tw - Tw - Tw	del equ ay not b TYP Ass Ass Ass Ass Rap rone Ser o missil o fusion o plasm Greate Identifi ated Tr er mod bile: Thi ly force ttempts tically h	5+ ipped wi be taken a ault 4 ault 4 ault 2 ault 1 bid Fire	th two l as a con ret may See pag In the Si When fi nnot may to mov riendly odel – o	6 burst can npulsor 5 7 8 6 replace ge 39. hooting iring Ov ove und ve, or rei model n	3 nnon. It y Troops AP 0 -1 -4 -3 both of f phase, I phase, I rerwatch er any c nders a may not	may be s s choice <b>D</b> 1 D3 D6 1 its burst Drone Se , Drone sircumsta vehicle in grant it	accomp within a ABILII - If the two c result - cannon entry Tu Sentry T unces. If mmobile	4+ anied by up to three additional Drone Sentry Turreny Detachment. IES target is within half range of this weapon, roll lice when inflicting damage and discard the lowest with one of the following: rrets 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

# ASURAN

# **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*.

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## **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).

			SH.	AD	OV	V SI	PEC	CTR	ES	
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+	
									es ( <b>Power Rating +4</b> ), or up to seven additio low Spectre. Each model is armed with a pris	
WEAPON	RANGE	TYPI	E		S	AP	D	ABILI	TIES	
Prism rifle	When a	ittacking	g with thi	is weapo	n, cho	ose one	of the p	rofiles b	elow:	
- Diffuse	8"	Assa	ault D6		5	-1	1	This	weapon hits its target automatically.	
- Coherent	18"	Assa	ault 1		6	-3	1	attac attac	hit inflicted with this weapon allows an addi k to be made with it. As long as each followir k hits, the controlling player may keep makir ks until a total of 3 hits have been inflicted w on.	ng ng
Prism blaster	12"	Assa	ault 1		6	-2	D3	attac attac	hit inflicted with this weapon allows an addi k to be made with it. As long as each followir k hits, the controlling player may keep makir ks until a total of 3 hits have been inflicted w on.	ng ng
Haywire launcher	24"	Hea	vy D3		4	-1	1	4+ fo addi	e target is a <b>VEHICLE</b> and you roll a wound is or this weapon, the target suffers 1 mortal wo ion to any other damage. If the wound roll is arget suffers D3 mortal wounds instead of 1.	und in
Sunburst grenades	6"	Gre	nade D6		4	-1	1	-		
WARGEAR OPTIONS	• A Sh	adow Sp	ectre Ex	arch ma	y repla	ce their	prism ri	ifle with	a prism blaster or haywire launcher.	
ABILITIES	Ancien	t Doom	: See pag	ge 60.						
	Battle I	Focus: S	ee page 6	50.						
	Spectre	Holo-f	ield: Ene	emv unit	s must	subtrac	t 1 from	hit rolls	made against a unit with this ability.	
	Shadow	of Dea	th: All e	nemy ur	its wit	hin 6" o	f a Shad	ow Spec	tre Exarch must roll an additional dice when etermining the result.	
FACTION KEYWORDS						-			TWORLD>	
KEYWORDS			ET PA						I II OILLD?	

T tower		W	AS]	P AS	SSA	UL	ΤV	VAI	LKER
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Wasp	10"	3+	3+	5	6	7	2	8	4+
This unit contains 1 Wasp Walkers ( <b>Power Rating +1</b>								Valker (1	Power Rating +6) or 2 additional Wasp Assault
WEAPONS	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.
Aeldari missile launcher	When a	ıttacking	g with th	is weapo	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	-	
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 - Ae	ght lanc rcannor tter lase ldari mis	e 1 er ssile lau	ncher	ay repla	ice eithe	r or botl	n of its sl	huriken cannon with one of the following:
ABILITIES	Battle I	Focus: S	ee page	60.					
	Ancien	t Doom	: See pa	ge 60.					
	placing	it on the	e battlef	ield. At t	he end	of any o	of your N	lovemer	sault Walker unit in an orbital transport instead of nt phases, the unit can descend using their jump an 9" away from any enemy models.
	Power	Field: M	lodels in	this uni	t have	a 5+ inv	ulnerabl	e save.	
				is reduc suffers a				D6 befor	re removing it from the battlefield; on a 6 it explode:
FACTION KEYWORDS	AELD	ARI, A	SURY	NI, W	ARHC	ST, <c< td=""><td>RAFT</td><td>WORL</td><td>D&gt;</td></c<>	RAFT	WORL	D>
KEYWORDS				SP ASS					

			W]	RA	ITH	ISE	ER			DAMAGE Some of a Wraithseer as it suffers damage in			
NAME	M	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	l with a	ghostsp	ear.					2.0	4-6 1-3	6" 4"	4+ 5+	4
WEAPON	RANGE	TYP	0 1		S	AP	D	ABILI	TIES	1-3	4	5+	3
Ghostspear	Melee	Mel	ee		+2	-4	D6			ng wound rolls for hits ir n a <b>VEHICLE</b> , re-roll ar			
D-cannon	24"	Hea	ivy D3		10	-4	D6	-					
Wraithcannon	12"	Ass	ault 1		10	-4	D6	-					
Psyker		del can	attempt	to mar						Psychic phase, and atte to manifest a psychic po			
	• Er W	nliven: A RAITH e contro	Enliven l IBLADI olling pla	nas a wa ES or a ayer's n	arp char WRAII ext turn	ge value T <b>HLOR</b> , the targ	<b>D</b> within	nanifest 12" of t it rolls a	he mani n additi	ct a friendly unit of <b>WR</b> . ifesting <b>PSYKER</b> . Until onal dice when Advanci	the begin	nning of	
		scarus t	ne iowes				1	of 8 If r					
	dis • Fo	orebodi	ng: Fore							ed, all enemy units with they are within 6".	in 6" of 1	he	
	dis • Fo PS • Do W th	orebodi SYKER eliverat RAITE e begint	ng: Fore must red nce: Deli IGUAR ning of t	duce th <i>verance</i> D, WR he cont	eir Lead has a w <b>AITHB</b> trolling	ership c varp char LADES player's r	haracter rge value or a <b>WR</b> next turr	istic by of 7. If <b>AITHL</b> a, the tan	1 whilst manifes <b>ORD</b> w rgeted u		t of ting <b>PSY</b>	<b>KER</b> . Unti	
FACTION KEYWORDS	dis • Fo PS • Do W th or	orebodi SYKER eliverar RAITH e begin mortal	ng: Fore must red nce: Deli IGUAR ning of t wound.	duce th verance D, WR he cont On the	eir Lead has a w AITHB trolling e score o	ership c varp char LADES player's r f a '6', th	haracter rge value or a <b>WR</b> next turr	istic by of 7. If <b>AITHL</b> a, the tan d is igno	1 whilst manifes ORD w rgeted u ored and	they are within 6". ted, select a friendly uni ithin 12" of the manifest nit rolls a dice every tim	t of ting <b>PSY</b>	<b>KER</b> . Unti	

C tower					HC	RN	ET		
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	p to 2 ad	ditional	Horne	ts ( <b>Powe</b>	er rating	; + <b>9</b> per	model). Each model is equipped with two
WEAPON	RANGE	TYP	E		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	ttacking	g with th	is weap	on, cho	ose one	of the p	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 dari mi rcannor ght lanc rnet pul Hornet e unit m es: If thi	er ssile laur e se laser may take ust all ta is model	items f ke the s is reduc	from the same ite	e <i>Vehicle</i> ems.	e Equipn s, roll a 1	<i>nent</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
	Lightni attacks	ng Assa that targ	get this n	any turi nodel in	n in wh the Sh	ich this ooting p	model A hase.		s, your opponent must subtract 1 from hit rolls for from this model's hull, even though it has a base.
FACTION KEYWORDS			SURYA	-					
						,		·····	

			WA	RI	P HU	UN'	ГER	2		DAMAGE Some of a Warp Hun change as it suffers d 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	lipped	with a tw	vin shu	uriken ca	tapult a	nd a D-fl	ail.		4-6	12"	4+	D3
WEAPON	RANGE	TYP			S	AP	D	ABILIT	TIES	1-3	8"	5+	1
Shuriken cannon	24"	Ass	ault 3		6	0	1			ou make a wound roll of solved with an AP of -3			,
Twin shuriken catapult	12"	Ass	ault 4		4	0	1			ou make a wound roll of solved with an AP of -3			,
D-flail	When a	ttackin	g with th	nis wea	apon, cho	oose one	of the p	rofiles be	elow:				
- Blast	36"	He	avy D3		10	-4	D6	to the	e bearer ore moo	may target enemy units When targeting an ene dels, increase the numbe	emy unit	that has 10	
- Rift	12"	He	avy D6		10	-4	D6	This	weapon	hits its target automatio	cally.		
WARGEAR OPTIONS										ken cannon. e Warhammer 40,000 –	Index: Xe	enos 1.	
ABILITIES	Explod and eac	es: If th h unit v	is mode vithin 6"	l is rec suffer	luced to rs D3 mo	0 wound ortal wou	ls, roll a inds.	D6 befor	e remo	ving it from the battlefie is model's hull, even tho	ld; on a 6	5 it explode	S.
FACTION KEYWORDS					WARH(					is model's nuil, even tho	ugn it na	is a Dase.	- 5
KEYWORDS					IUNTE								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 Hun
Lynx	*	6+	*	6	7	16	3	8	3+	9-16+	16"	3+	20"-60
A Lynx is a single model, e	equipped w	vith a Sh	uriken c	annon a	ind Lyn	x pulsar.				4-8	12"	4+	20"-40
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES	1-3	8"	5+	20"-25
Shuriken cannon	24"	Ass	ault 3		6	0	1			ou make a wound r olved with an AP o			eapon,
Scatter laser	36"	Hea	wy 4		6	0	1	-					
Bright lance	36"	Hea	wy 1		8	-4	D6	-					1
Starcannon	36"	Hea	ivy 2		6	-3	3	-					
Aeldari missile launcher	When a	attacking	g with th	is weapo	on, cho	ose one	of the pr	ofiles be	elow:				
- Sunburst missile	48"	Hea	wy D6		4	-1	1	-					1
- Starshot missile	48"	Hea	vy 1		8	-2	D6	-					
Lynx pulsar	When a	attacking	g with th	is weapo	on, cho	ose one	of the pr	ofiles be	elow:				1
- Saturation mode	48"	Hea	vy 2D3		7	-3	D3	-					
- Salvo mode	36"	Hea	ivy 2		12	-4	D6	-					8
Sonic lance	18"	Hea	wy 3D6		*	-3	1			automatically hits i ANTRY on a 2+, ar			
	- Sta - Bri • A Ly	rcannor ight lanc nx may	e replace i	ts Lynx	-				Warha	mmar 10 000 Ind	w. Vanos	1	
ABILITIES	Explod and eac	es: If th	is model vithin 6"	is reduc suffers l	ced to 0 D3 mor	wounds tal wour	s, roll a I nds.	06 befor	e remov	ving it from the bat	tlefield; o	n a 6 it e:	
	<ul> <li>A Lynx may replace its Lynx pulsar with a sonic lance.</li> <li>A Lynx may take items from the <i>Vehicle Equipment</i> list – see <i>Warhammer 40,000 – Index: Xenos 1.</i></li> <li>Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 6" suffers D3 mortal wounds.</li> <li>Hover Tank: Distance and ranges are always measured to and from this model's hull, even though it has a base.</li> <li>Sky Hunter: At the start of any of your turns, before the beginning of the Movement phase, this vehicle may activate the Sky Hunter ability. When activated, this unit gains the Airborne and Lumbering Flyer abilities and uses the Movement characteristic for Sky Hunter instead of its regular Movement (see the Damage table above). The effects of this ability last until you choose to end them, which may be done at the beginning of any your own Movement phases, at which point the vehicle loses the Airborne and Lumbering Flyer abilities until Sky Hunter is</li> </ul>												
	uses the The effe Movem	ects of th	nent cha nis ability ses, at w	racterist v last un	til you	choose t	er instea o end th	d of its : em, whi	regular ch may	Movement (see the beg	Damage inning of	table abo any your	ove). • own
	uses the The effe Movem activate	ects of th lent pha ed again <b>ne:</b> (Onl	nent cha nis ability ses, at w	racterist y last un hich poi s part of	til you int the v f <i>the Sky</i>	choose to vehicle lo <i>Hunter</i>	er instea o end the oses the <i>ability</i> ) -	d of its em, whi Airborn - This n	regular ch may e and L nodel ca	Movement (see the beg	Damage inning of lities unt nly be cha	table abo any your il Sky Hu	ove). • own nter is
	uses the The effe Movem activate Airbor that car Lumbe charact up to 90	ects of the nent pha ed again ne: (On n FLY, a ring Fly eristic fe 0° (this	nent cha nis ability ses, at w <i>y used a</i> nd can o rer: (Onl or that M	racterist y last un hich poi s part of nly attac y used a lovemer contrib	til you int the v <i>f the Sky</i> ck or be <i>s part o</i> nt phase ute to h	choose to vehicle lo vehicle lo vehicle lo vehicle lo e attacked f the Sky e instead now far th	er instea o end the oses the <i>a</i> <i>ability</i> ) - d in the <i>Hunter</i> of rollin he mode	d of its : em, whi Airborn - This n Fight ph <i>ability)</i> eg a dice I moves	regular ch may e and L nodel ca nase by t – When e. When ) and th	Movement (see the be done at the beg umbering Flyer abi nnot charge, can o	Damage inning of lities unt nly be cha ces, add 2 first pivo	table abo any youn il Sky Hu arged by 20" to its ti to n th	we). own nter is units Move e spot
FAGTION KEYWORDS	uses the The effe Movem activate <b>Airbor</b> that car <b>Lumbe</b> charact up to 90 least as	ects of the nent pha ed again <b>ne:</b> ( <i>Onn</i> <b>n FLY</b> , a <b>ring Fly</b> eristic fo 0° (this of much a	nent cha nis ability ses, at w <i>by used a</i> nd can o rer: (Onl or that N does not	racteristy last un hich poi s part of nly attac y used a Iovemer contrib imum N	til you int the v f the Sky ck or be s part o nt phase ute to h Aove an	choose to vehicle lo v Hunter e attacked f the Sky e instead how far the ind not mo	er instea o end th oses the <i>a</i> <i>ability</i> ) - d in the <i>Hunter</i> of rollin he mode ore than	d of its : em, whi Airborn - This n Fight pl <i>ability</i> ) g a dice I moves its max	regular ch may e and L nodel ca nase by r – When . When ) and th imum.	Movement (see the be done at the beg umbering Flyer abi nnot charge, can o anits that can FLY. this model Advan this model moves,	Damage inning of lities unt nly be cha ces, add 2 first pivo	table abo any youn il Sky Hu arged by 20" to its ti to n th	we). own nter is units Move e spot

32			S	CC	ORP	IO	N			<b>DAMAGE</b> Some of a Scorpion's it suffers damage in			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Scorpion	*	6+	*	8	8	26	*	9	3+	15-26+	14"	2+	5
-		* .							Эт	7-14	10"	3+	3
A Scorpion is a single mod				en can			-	-		1-6	4"	4+	D3
WEAPON	RANGE	TYP			S	AP	D	ABILI	IES				_
Shuriken cannon	24"	Ass	ault 3		6	0	1			ou make a wound roll of solved with an AP of -3			
Scatter laser	36"	Hea	vy 4		6	0	1	-					3
Bright lance	36"	Hea	vy 1		8	-4	D6	-					- 8
Starcannon	36"	Hea	vy 2		6	-3	3	-					- 3
Aeldari missile launcher			,	is wear	oon, cho	oose one	of the pr	rofiles be	low:				
- Sunburst missile	48"	Hea	vy D6		4	-1	1	-					
- Starshot missile	48"	Hea	vy 1		8	-2	D6	-					
Twin Scorpion pulsar	60"	Hea	vy 4D6		12	-4	3		ved with	rolls of 6+ made with th n a Damage characterist			
WARGEAR OPTIONS	- Sca - Ael - Sta - Bri	itter lase Idari mis rcannor ght lanc	r ssile lauı ı e	ncher						ng weapons: arhammer 40,000 – Inde	ex: Xenos .	1.	
ABILITIES	Catastr on a 5+	ophic E it explo	<b>xplosio</b> des and	n: If thi each u	s mode nit with	l is redu in 6" suf	ced to 0 fers D6 1	wounds, nortal w	roll a D ounds.	06 before removing it fr is model's hull, even the	om the ba	ttlefield;	
							n invuln se, as not			value of this save is det below:	ermined l	oy how far	
	Dista	nce Mo	ved	Invul	nerable	e Save							
		17"-20"+	-		4+								
		9"-16" 1"-8"			5+								
		1 -8			6+ -								1
		0											
													-
FACTION KEYWORDS	AELD	ARI, A	SURYA	NI, W	ARHO	OST, <c< td=""><td>CRAFT</td><td>WORL</td><td>D&gt;</td><td></td><td></td><td></td><td></td></c<>	CRAFT	WORL	D>				

28				C	OBI	RA				<b>DAMAGE</b> Some of a Cobra's ch suffers damage in ba			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Cobra	*	6+	*	8	8	26	*	9	3+	15-26+	14"	2+	5
A Cobra is a single model,	equipped	with a s	huriken	cannor	n and a I	D-impale	er.			7-14	10"	3+	3
WEAPON	RANGE	TYP		cuinioi	S	AP	D	ABILI	TIES	1-6	4"	4+	D
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	wy 4		6	0	1	-					- 8
Bright lance	36"	Hea	wy 1		8	-4	D6	-					_
Starcannon	36"		wy 2		6	-3	3	-					1
Aeldari missile launcher	When a	ıttackinş	g with th	is weap	oon, cho	oose one	of the pi	ofiles be	elow:				
-Sunburst missile	48"	Hea	wy D6		4	-1	1	-					8
-Starshot missile	48"	Hea	wy 1		8	-2	D6	-					
D-impaler	36"	Hea	wy D6		16	-5	2D6			roll of 6+ made for this ds to the target in addit			
WARGEAR OPTIONS	- Sca - Ael - Sta - Bri	itter lase Idari mi rcannor ght lanc	er ssile laun n ee	ncher						weapons: 1990 - 100 - 100 - 100 - 100 - 100 - 100 - 100 - 100 - 100 - 100 - 100 - 100 - 100 - 100 - 100 - 100 - 100 - 100	Xenos 1.		
ABILITIES										g it from the battlefield. within 2D6" suffers D6			
	Hover	Tank: D	istance a	and ran	ges are a	always n	neasured	to and f	from thi	s model's hull, even the	ugh it has	s a base.	
						ity has a ent phas				value of this save is det elow:	ermined t	oy how far	
		nce Mo 17"-20"-		Invu	Inerable 4+	e Save							
		9"-16"			5+								
		1"-8" 0"			6+								1
		0											
FACTION KEYWORDS	AELD.	ARI, A	SURYA	NI, W	ARHO	DST, <c< td=""><td>RAFT</td><td>WORL</td><td>D&gt;</td><td></td><td></td><td></td><td></td></c<>	RAFT	WORL	D>				

-twee			NI	GF	IT V	NIN	IG			DAMAGE Some of a Nightwi as it suffers damag	e in battle, a	s shown belo	
NAME	М	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	0	ABILIT	IES				
Twin shuriken cannon	24"												
Twin bright lance	36"	Hea	vy 2		8	-4	D6	-					
WARGEAR OPTIONS	None						0.000	1.1.1.					
	far the r further		,	nd then						t up to 90° (this does its move has finishe			
	further Hard to Airborn attacked Crash a	90° as b • Hit: Yo ne: This d in the • nd Bur	efore. our oppo model c Fight ph <b>n:</b> If this	onent m cannot c aase by u s model	move t ust sub charge, o units th is reduc	he mode tract 1 fr can only at can <b>FI</b>	el straigh om hit r be charg LY. wounds,	t forwar olls for a ged by un roll a D	d. Once attacks t nits that 6 before	its move has finishe hat target this model can FLY, and can or removing it from th	d, you can pi in the Shoot nly attack or	vot it a ing phase. be	
	further Hard to Airborn attacked Crash a crashes Vector S if it is op model A gains a S Wings, perform when m	90° as b <b>Hit:</b> Yo <b>ne:</b> This d in the <b>and Bur</b> in a fier <b>Shift:</b> A perating Advance 5+ invul this mo- ning its the making h	efore. our opport model of Fight ph n: If this y explose t the star y with eir s, add 2 linerable del may first pivo it rolls a	annot c aase by t model tion and to of the ther Ext 4" to its save un be turn of in the gainst t	move t ust sub charge, c units the is reduct e Mover cended ' Move c atil it sw ed to fa Moven he chos	he mode tract 1 fr can only at can FI ced to 0 init within nent pha Wings on character ritches to ace direct nent pha sen enem	om hit r be charg Y. wounds, in 6" suff see, befor r Retract ristic for operatii dy towar se (as per y model	t forwar olls for a ged by un roll a D fers D3 r re this m ed Wing that Mo ng with I ds any o or the Wi for the	d. Once attacks t nits that 6 before nortal w odel is n gs. When vement Extende ne enen ings of I followir	its move has finishe hat target this model can FLY, and can or removing it from th	d, you can pi in the Shoot nly attack or the battlefield; ng player mu racted Wing; ing a dice – i rating with E of sight to ins model then a	vot it a ting phase. be on a 6 it st declare s and this t also xtended ttead of dds 1	
FACTION KEYWORDS	further Hard to Airborn attackee Crash a crashes Vector 3 if it is op model 4 gains a 3 Wings, perform when m to Hit a	90° as b Hit: Yo ne: This d in the and Bur in a fier Shift: A perating Advance 5+ invul this mo- ning its naking h bility ur	efore. pur opport model of Fight ph n: If this y explose t the star y with eiters, add 2 linerable del may first pivor it rolls a util it sw	annot c ase by u s model tion and rt of the ther Ext 4" to its save un be turn of in the gainst t itches to	ust sub charge, o units the is reduce l each u e Mover cended V Move o ttil it sw ed to fa Moven he choss o operat	he mode tract 1 fr can only at can FI ced to 0 nit withi nent pha Wings or character ritches to cce direct nent pha	om hit r be charg LY. wounds, in 6" suff se, befor r Retract cistic for o operati- ly towar se (as pe by model Retract	t forwar olls for a ged by un roll a D fers D3 r re this m ed Wing that Mo ng with I ds any o r the Win for the ed Wing	d. Once attacks t nits that 6 before nortal w odel is n gs. When vement Extende ne enen ings of I followir s.	its move has finishe hat target this model can FLY, and can or removing it from the rounds. moved, the controllin n operating with Ret phase instead of roll of Wings. While oper my model it has line of Khaine ability), this r	d, you can pi in the Shoot nly attack or the battlefield; ng player mu racted Wing; ing a dice – i rating with E of sight to ins model then a	vot it a ting phase. be on a 6 it st declare s and this t also xtended ttead of dds 1	

			]	PH	OE	NIX	ζ			<b>DAMAGE</b> Some of a Phoenix's it suffers damage in		
NAME	М	WS	BS	S	T	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	el equippe	d with a	twin sł	uriken	cannon	a phoe	nix miss	ile arrav	-	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"	Ass	ault 6		6	0	1			ou make a wound roll o solved with an AP of -3		
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"	Hea	wy 2D6		4	-1	1	your	oppone	fers any unsaved wound ent must subtract 1 fror ne turn.		
WARGEAR OPTIONS	- Tw - Tw • A Ph	in starca in brigh oenix m	annon it lance nay repla	nce its P	hoenix	missile a	array wit	h a nigh	tfire mi	wing weapons:		
ABILITIES	of rollir	ng a dice model n	e. Each t noves) a	ime this	model	moves,	first pive	ot it on th	ne spot	aracteristic for that Mo up to 90° (this does not ce its move has finished	t contribute	e to how
	Hard to	Hit: Yo	our oppo	onent m	ust subt	ract 1 fi	rom hit i	olls for	attacks	that target this model in	n the Shoot	ing phase.
	Airbor attacked				•			ged by u	nits tha	at can <b>FLY</b> , and can only	y attack or	be
										re removing it from the wounds.	battlefield;	on a 6 it
FACTION KEYWORDS	AELD	ARI, A	SURY	NI, W	ARHC	ST, <0	CRAFT	WORL	D>			
							-					

¥ 42		V	AM	PI	<b>DAMAGE</b> Some of a Vampire Raider's characteristics change as it suffers damage in battle, as								
NAME	М	WS	BS	S	T	W	A	Ld	Sv	shown below: REMAINING W	М	BS	
Vampire Raider	*	6+	*	9	8	32	*	9	3+	26-32+	20"-50"	2+	3
A Vampire Raider is a s										17-25	20"-35"	3+	â
spirit stones and a cryst	0 0			hamme						10-16	20"-25"	4+	
WEAPON	RANGE	TYPE			S	AP		ABILI	TIES	1-9	20"	5+	
Scatter laser	36"	Hea	vy 4		6	0	1	-					_
Twin pulse lasers	48"	Hea	vy 4		8	-3	3	-					
WARGEAR OPTIONS	None	e.											
TRANSPORT										> INFANTRY models nodels count as two m		ransport	
	<ul> <li>far the model moves) and then move the model straight forwards. Once its move has finished, you can pivot it a further 90° as before.</li> <li>Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</li> <li>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.</li> </ul>												
	<b>Airborne:</b> This model cannot charge, can only be charged by units that can <b>FLY</b> , and can only attack or be attacked in the Fight phase by units that can <b>FLY</b> .												
	<b>Crash and Burn:</b> 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.												
	<b>Distort Fields:</b> 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:												
	this mo				11	Sava							
		nce Mo	ved	Invul	nerable	Jave							
	Dista	nce Mov 45"-70"+	-	Invul	4+	Save							
	Dista	nce Mov 45"-70"+ 25"-44"	-	Invul	4+ 5+	- Save							
	Dista	nce Mov 45"-70"+ 25"-44" 1"-24"	-	Invul	4+	Save							
	Dista	nce Mov 45"-70"+ 25"-44"	-	Invul	4+ 5+	Save							
FACTION KEYWORDS	Dista	nce Mov 45"-70"+ 25"-44" 1"-24" 0"	-		4+ 5+ 6+	DST, <c< td=""><td>RAFT</td><td>WORL</td><td>D&gt;</td><td></td><td></td><td></td><td></td></c<>	RAFT	WORL	D>				

¥ 45	VAMPIRE HUNTER									<b>DAMAGE</b> Some of a Vampire Hunter's characteristics change as it suffers damage in battle, as								
NAME	М	WS	BS	S	T	W	A	Ld	Sv	shown below: REMAINING W	М	RS	A					
Vampire Hunter	*	6+	*	9	8	32	*	9	3+	26-32+	20"-50"	2+	3					
A Vampire Hunter is a sin a twin Vampire pulsar, sp <i>Index: Xenos 1</i> .									-	17-25 10-16	20"-35" 20"-25"	3+ 4+	2 2					
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-9	20"	5+	1					
Scatter laser	36"	Hea	wy 4		6	0	1	-										
Twin pulse lasers	48"	Hea	avy 4		8	-3	3	-			_		- 3					
Twin Vampire pulsar	60"	Hea	avy 4D6		12	-4	D6		ved wit	nd rolls of 6+ made with this weapon are with a Damage characteristic of 2D6 rather								
WARGEAR OPTIONS	• None	e.					1			1920								
	<ul> <li>Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</li> <li>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.</li> <li>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.</li> </ul>																	
	<b>Crash and Burn:</b> 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.												-					
	<b>Distort Fields:</b> 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:																	
		ance Mo 45"-70"- 25"-44" 1"-24" 0"	+	Invul	nerable 4+ 5+ 6+	Save												
													1					
FACTION KEYWORDS	AELD	ARI, A	SURYA	NI. W	ARHC	)ST. <(	CRAFT	WORL	D>				_					
32	SKATHACH WRAITHKNIGHT DAMAGE Some of a Skathach Wraithknig characteristics change as it suff										•	ge i						
---	--	--	---	---	--	--	---	---	--	--	--	---	----					
NAME	М	WS	BS	S	T	W	A	Ld	Sv	battle, as shown belo REMAINING W	ow: M	WS	B					
Skathach Wraithknight	*	*	*	8	8	24	4	9	3+	13-24+	12"	3+	3.					
A Skathach Wraithknight fists and titanic feet.	is a single n	nodel, eq	uipped	with tw	wo inferi	no lance	es, titanio	c wraith	bone	7-12	10"	4+	4					
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIFS	1-6	8"	5+	5					
Scatter laser	36"	Heav	y 4		6	0	1	-					٦					
Shuriken cannon	24"	Assa	ult 3		6	0	1			ou make a wound roll o olved with an AP of -3		1 .						
Starcannon	36"	Heav	y 2		6	-3	3	-					I					
Titanic feet	Melee	Mele	e		User	-2	D3		n you m ad of 1.	ake an attack with this	weapon,	roll 3 dice						
Titanic wraithbone fists	Melee	Mele	e		User	-3	D6	-										
Inferno lance	24"	Heav	y D6		8	-4	D6	two c		s within half range of t en inflicting damage wi								
Deathshroud cannon	When y	ou attack	k with th	is wea	pon, cho	oose one	e of the f						I					
- Focussed	10"	Heav	y 2D6		7	0	1			automatically hits its t eapon are resolved at A								
- Dispersed	48"	Heav	y D6		8	-2	D3			of 5+ for this weapon a d of AP -2.	are resolve	ed at						
	- Scat - Shu - Star	nodel m tter laser riken car cannon	nnon					0										
ABILITIES	Ancient	Doom:	See page	e 60.														
	Scatters	hield: A	model e	equipp	ed with	a scatte	rshield h	as a 5+ i	invulne	able save.								
	<b>Catastrophic Collapse:</b> If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it collapses with catastrophic effect, and each unit within 2D6" suffers D6 mortal wounds.																	
<b>Webway Rupture:</b> During deployment, you can set up the Skathach Wraithknight in instead of placing it on the battlefield. At the end of any of your Movement phases, th rupture to appear on the battlefield – set the Skathach Wraithknight up anywhere on than 9" away from any enemy models.							0 1											
	instead or rupture	to appea	r on the	battle	field – se													
	instead of rupture than 9" a <b>Webway</b> model it battlefie both the	to appea away from y <b>Shunt (</b> can acti ld. It can	r on the m any er Generat vate the return t y Ruptur	battles nemy r or: At shunt to the l re and	field – se nodels. the begi generato battlefiel Webway	et the Sk nning o or and r d as des 7 Shunt	of your M eturn to scribed in Generate	Wraithki Iovemer the dep n the W or abiliti	night up nt phase ths of th ebway R		efield that in 1" of ar s unit fror his unit m	is more enemy n the ay not use						
	instead of rupture than 9" a <b>Webway</b> model it battlefie both the unit is in <b>Unstopp</b> or charg models, Wraithk	to appea away from y <b>Shunt (</b> c can acti ld. It can e Webwa n the dep <b>pable Re</b> e during though a night ca	r on the m any en Generat vate the return to y Ruptur oths of th venant: , its turn at the en n move :	battlein nemy r or: At shunt to the l re and ne web A Ska . When id of it: and fir	field – see models. the begi generate battlefiel Webway way, it is thach W n a Skath s move ir re Heavy	et the Sk nning o or and r d as des 7 Shunt conside fraithkn nach Wr t must b weapor	f your M eturn to scribed in Generate ered to b ight can raithknig be more to swithout	Wraithki Iovemer the dep n the Wo or abiliti be slain. Fall Bac ght Falls than 1" f ut suffer	night up nt phase ths of th ebway R es in th k in the Back, it rom all ing the	anywhere on the battl , if this unit is not with , webway. Remove thi , upture ability above. T	efield that in 1" of ar s unit fror his unit m le ends wh still shoot hemy <b>INF</b> on, a Skatl Finally, a S	is more a enemy n the aay not use nile this and/ <b>ANTRY</b> nach kkathach						
FACTION KEYWORDS KEYWORDS	instead of rupture than 9" a Webway model it battlefie both the unit is ir Unstopp or charg models, Wraithk Wraithk AELD a	to appea away from y <b>Shunt (</b> c can acti ld. It can e Webwa n the dep <b>pable Re</b> e during though a night ca	r on the m any er Generat vate the return ty Ruptuu ths of th venant: its turn at the en n move a ly gains URYA	battles nemy r or: At shunt to the l re and ne web A Ska . When d of its and fir a bonu <b>NI, SH</b>	field – see nodels. the begi generate battlefiel Webway way, it is thach W n a Skatt s move ir re Heavy us to its s <b>PIRIT H</b>	et the Sk nning o or and r d as dee Shunt conside raithkn hach Wh t must b weapor save in o <b>IOST</b> ,	f your M eturn to scribed in Generatt ered to b ight can raithknig be more b as withou cover if a <b><crai< b=""></crai<></b>	Wraithki fovemer the dep n the Wi or abiliti e slain. Fall Bac ght Falls than 1" f ut suffer it least h F <b>TWO</b>	night up at phase ths of the bway R des in the Back, it rom all ing the alf of the <b>RLD</b> >	anywhere on the battl , if this unit is not with ne webway. Remove thi upture ability above. T e same turn. If the batt Movement phase and can even move over en enemy units. In additio penalty to its hit rolls. J	efield that in 1" of ar s unit fror his unit m le ends wh still shoot hemy <b>INF</b> on, a Skatl Finally, a S	is more a enemy n the aay not use nile this and/ <b>ANTRY</b> nach kkathach						

<b>60</b>		R	EVI	EN.	AN	<b>[ T</b> ]	ITA	N		<b>DAMAGE</b> Some of a Revenant change as it suffers				
NAME	М	WS	BS	S	T	W	A	Ld	Sv	shown below:	REMAINING W M WS			
Revenant Titan	*	*	*	9	9	32	4	10	3+	28-32+	₩ 32"	4+	<b>B</b> 2-	
A Revenant Titan is a si	ngle model, e	auipped	l with tw	o puls	ars, a clo	udburst	missile	launche	r	20-27	24"	4+	3-	
and a titanic stride.	ingre into dei, e	quipper		o puio	uro, u ero	uuouroi				10-19	18"	5+	4-	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-9	8"	6+	5-	
Titanic stride	Melee	Mel	ee		User	-3	3		e 3 hit r ad of 1.	rolls for each attack mad	le with thi	s weapon		
Pulsar	60"	Hea	vy 2D6		12	-4	D6		ved wit	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 whe ne <b>FLY</b> keyword.	n targetin	g enemy		
WARGEAR OPTIONS	• This	model n	nay repla	ace on	e or both	of its pu	ılsars wi	th sonic	lances.				-	
	a 5+ it c <b>Unstop</b> during i the end Heavy v in cover	pable W its turn. of its m veapons if at lea	with ca Vraith-ti When a ove, it m without ast half o	tastrop tan: A Reven nust be t suffer f the n	Revenar ant Titan more the ring the p nodel is c	t, and ea at Titan a Falls B an 1" fro enalty t obscured	ach unit can Fall back, it ca om all en o its hit l from th	within 3 Back in an even nemy un rolls. Fir ne bearen	3D6" su the Mo move o its. In a nally, a l r.	6 before removing it fro ffers D6 mortal wound: wement phase and still wer enemy <b>INFANTRY</b> ddition, a Revenant Tit Revenant Titan only ga rracteristic by 18", do no	s. shoot and ſ models, t an can mo ins a bonu	/or charge hough at ove and fire is to its save	2	
	this mo Dista		red in yo ved	ur last	this abili Moveme Inerable 4+ 5+ 6+ -	ent phas				e value of this save is de below:	termined	by how far		
FACTION KEYWORDS	AELD	ARI, A	SURYA	NI, S	PIRIT I	HOST,	<con< td=""><td>CLAVE</td><td>E&gt;</td><td></td><td></td><td></td><td></td></con<>	CLAVE	E>					
						,								

7			C ]	ORS DAN	A	IR ER	CLC BA	)UI ND	
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+
	Dancers (Pe	ower Ra	ting +7						sair Cloud Dancer Felarch. It can include up to thre rs ( <b>Power Rating +14</b> ). Each model is equipped
WEAPON	RANGE	TYPE			S	AP	D	ABILIT	IES
Twin shuriken catapult	12"	Assa	ult 4		4	0	1		time you make a wound roll of 6+ for this weapon, it is resolved with an AP of -3 instead of 0.
Scatter laser	36"	Heav	ry 4		6	0	1	-	
Brace of pistols	8"	Pisto	ol D6		×	0	1	many phase target case i roll o	n firing this weapon, roll once to determine how shots all models in the unit will fire in a given this weapon always wounds on a 4+, unless ting a model with the <b>VEHICLE</b> keyword, in which t wounds on a 6+. Each time you make a wound f a 6+ for that weapon, that hit is resolved with an f -1 instead of 0.
Void sabre	Melee	Mele	ee	τ	Jser	-3	1	-	
Dissonance pistol	12"	Pisto	ol 1		5	-2	1	hit is	time you make a hit roll of 6+ for this weapon, that resolved at Strength 6 with an AP of -3 instead of gth 5 and AP -2.
Dissonance cannon	24"	Heav	ry 2		5	-2	D3	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.
Shuriken cannon	24"	Assa	ult 3		6	0	1		time you make a wound roll of 6+ for this weapon, it is resolved with an AP of -3 instead of 0.
Dark lance	36"	Heav	/y 1		8	-4	D6		ge the weapon's Type from Heavy to Assault if it is ped on a <b>VEHICLE</b> .
Splinter cannon	36"	Rapi	d Fire 3		*	0	1	a moo	weapon always wounds on a 4+, unless targeting del with the <b>VEHICLE</b> keyword, in which case it ds on a 6+.
WARGEAR OPTIONS	- Shu - Sca - Dan - Spli - Dis • The F - Voi	tter laser k lance nter can sonance	nnon non cannor nay repl						with one of the following: ng weapons:
ABILITIES	Reckles Overwa Overwa Dancin discard	s Aband tch, it m tch attac g on the the lowe	lon: If a ay mak k has b Blade's st resul	e a 3" move een fully re <b>Edge:</b> Wh t, but if any	e in a esolve nen m	ny direc ed and t aking N	ction that before the Morale te	t does no e enemy ests, a un	re casualties on an enemy unit while firing ot end within 3" of an enemy model once the unit has made its charge move. it with this ability may roll an additional dice and te to the result of the test, the number of models
FACTION KEYWORDS	that flee				OTE	DIES			
	AELD	AKI, AI	NHKA	THE, <c< td=""><td>OTE</td><td>KIE&gt;</td><td></td><td></td><td></td></c<>	OTE	KIE>			

				]	IRI	LLY	TH	[		
NAME	Μ	WS	BS	S	T	W	A	Ld	Sv	
Irillyth	12"	2+	2+	4	4	6	4	9	2+	
Irillyth is a single model arr	Irillyth is a single model armed with the Spear of Starlight. Only one of this model may be taken in your army.									
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	IES	
Spear of Starlight (shooting)	24"	Ass	ault 1		6	-3	2	attack attack attack weapo		
Spear of Starlight (melee)	Melee	Me	ee		+1	-3	2		bearer has charged in the current turn, this on inflicts D3+1 damage instead of 2.	
WARGEAR OPTIONS	• None	2.								
ABILITIES	battlefie does so	F <b>ocus:</b> S ade of T eld. If yc , set hin	ee page wilight: ou do so n up any	60. : During , at the e where o	end of an on the ba	ny of you attlefield	that is	ement pha more that	lyth in the shadows instead of placing him on the ases, Irillyth can strike from the shadows. When he n 9" away from any enemy models. made against a unit with this ability.	
	Reaper of Souls: Re-roll wound rolls of 1 in the Shooting phase for attacks Irillyth makes that target INFANTRY. The Spectre of Death: All enemy units within 18" of Irillyth or any friendly units of SHADOW SPECTRES must roll an additional dice when making Morale tests, discarding the lowest dice rolled before determining the results.									
FACTION KEYWORDS	AELD	ARI, A	SURY	ANI, A	SPECT	WAR	RIOR			
KEYWORDS	INFAN	TRY,	JET PA	CK, F	LY, PH	OENIX	LORI	), IRILL	ЛТН	

¥ 140	PHANTOM TITAN							N		<b>DAMAGE</b> Some of a Phantom change as it suffers of			cs
NAME	М	WS	BS	S	T	W	A	Ld	Sv	shown below:	REMAINING W M WS		
Phantom Titan	*	*	*	9	9	60	6	10	3+	50-60+	28"	3+	<b>B</b> 2-
A Dhantom Titan is a single	modelac	uinnad	with two	o diro n	ulcara	voidet	m mio	ila laun	ahar	35-49	24"	4+	3-
A Phantom Titan is a single a starcannon and its titanic s		luipped	with two	o aire p	uisars, a	voiaste	orm miss	ine iauno	mer,	20-34	18"	4+	3
WEAPON	RANGE	ТҮРІ			S	AP	D	ABILIT		10-19	15"	5+	4
WLAFUN	NANOL					AF	U	AUILII	ILO	- 1-9	12"	6+	5
Titanic stride	Melee	Mel	ee		User	-3	3		3 hit ro d of 1.	olls for each attack mad	e with this	s weapon	
Dire pulsar	120"	Mac	cro 2D6		14	-5	D6		ved with	roll of 6+ made for this a Damage characterist			
D-bombard	72"	Each wound roll of 6+ made for this weapon in											
Wraith glaive	Melee	Mel	ee		x2	-5	9	addit	ional at	of 6 made with this wea tack to be made. These orther bonus attacks.	1	0	
Voidstorm missile launcher	72"	Hea	vy 2D6		8	-3	D3	This	weapon	gains +1 on hit rolls wl e FLY keyword.	hen target	ing enemy	
Bright lance	36"	Hea	vy 1		8	-4	D6	-					
Starcannon WARGEAR OPTIONS	36"	Hea	-		6	-3	3	-		ne following:			-1
ABILITIES		gle Pha	ntom Ti	tan per	starcann army ma				an Prim	e ability.	<u><u></u></u>		_
	<b>Catastro</b> a 5+, it o <b>Unstopp</b> during i the end Heavy w	ophic C collapse pable W ts turn. of its m veapons	<b>Collapse:</b> s with ca V <b>raith-ti</b> When a ove it m	If this : atastrop <b>tan:</b> A l Phanto ust be r t sufferi	hic effect Phantom om Titan nore that ng the pe	t, and e Titan Falls B n 1" fro enalty t	each unit can Fall I back, it ca om all end	within Back in in even s emy uni rolls. Fir	3D6" su the Mov move ov ts. In ad nally, a I	before removing it fro ffers 2D6 mortal woun vement phase and still s ver enemy <b>INFANTRY</b> dition, a Phantom Tita Phantom Titan only gai	ds. shoot and/ models, ti n can mov	'or charge hough at ve and fire	
								2.143					
	Steersm	an Prir	e: When ne: Onc	this m	odel adva rn, any fi	riendly	model v	vith the	e charac < <b>CON</b> O	teristic by 12", do not r C <b>LAVE</b> > keyword that olled		24" of a	
	Steersm model w Distort	nan Prin vith this Fields:	e: When ne: Onc ability 1 A mode	this m e per tu nay hav l with tl	odel adva rn, any fi ze its first	riendly failed y has a	r model v hit roll o n invulne	vith the of each to erable sa	e charac < <b>CONC</b> urn re-r we. The	CLAVE> keyword that olled. value of this save is det	is within 2		
	Steersm model w Distort this mod Distan	han Prir vith this Fields: del mov 26"-40"+ 19"-25" 9"-18" 0"-8"	e: When ne: Onc ability 1 A mode red in yo ved	e per tu nay hav l with tl ur last l <b>Invul</b>	odel adva rn, any fi re its first his ability Movemen <b>nerable 5</b> 4+ 5+ 6+ -	riendly failed y has an nt phas Save	r model w hit roll o n invulno e, as not	vith the of each the erable sa ed in the	e charac < <b>CON</b> ( urn re-r we. The e table b	CLAVE> keyword that olled. value of this save is det	is within 2		
FACTION KEYWORDS	Steersm model w Distort this mod Distan	nan Prir vith this Fields: del mov nce Mor 26"-40"+ 19"-25" 9"-18" 0"-8"	e: When ne: Once a ability 1 A mode red in yo ved : See pag	e per tu nay hav l with t ur last l Invul	odel adva rn, any fi ze its first his ability Movemen <u>nerable \$</u> 4+ 5+	riendly t failed y has an nt phas Save how M	r model v hit roll o n invulne e, as note	with the of each the erable sa ed in the apons wo	e charac < <b>CONO</b> urn re-r we. The e table b	CLAVE> keyword that olled. value of this save is det	is within 2		

	1 2 3 2 1	Specific			- A			
		CORS	SAIR	R R	EA	VE	R B	AND
NAME	М	WS BS	S	T	W	A	Ld	Sv
Corsair Reaver	8"	3+ 3+	3	3	1	1	6	5+
Corsair Reaver Felarch	8"	3+ 3+	3	3	1	2	7	5+
	ting +4), c	or up to ten addi						er Felarch. It can include up to five additional +8). Each model is equipped with a lasblaster, a
WEAPON	RANGE	TYPE		S	AP	D	ABILI	lies
Lasblaster	24"	Assault 3		3	0	1	-	
Shardcarbine	18"	Assault 3		*	0	1	a mo	weapon always wounds on a 4+, unless targeting del with the <b>VEHICLE</b> keyword, in which case it nds on a 6+.
Shuriken catapult	12"	Assault 2		4	0	1		time you make a wound roll of 6+ for this weapon, hit is resolved with an AP of -3 instead of 0.
Spar-glaive	Melee	Melee	τ	Jser	0	1	gains	odel attacking with this weapon in the Fight phase a single bonus attack that must be resolved with profile.
Brace of pistols	8"	Pistol D6		*	0	1	many phase targe case i	n firing this weapon, roll once to determine how y shots all models in the unit will fire in a given e; this weapon always wounds on a 4+, unless ting a model with the <b>VEHICLE</b> keyword, in which it wounds on a 6+ and any wounds rolls of a 6 are ved with an AP of -1 instead of 0.
Sunburst grenade	6"	Grenade D6		4	-1	1	-	
Flamer	8"	Assault D6		4	0	1	This	weapon hits its target automatically.
Fusion gun	12"	Assault 1		8	-4	D6	two d	e target is within half range of this weapon, roll dice when inflicting damage with it and discard the st dice.
Void sabre	Melee	Melee	τ	Jser	-3	1	-	
Blaster	18"	Assault 1		8	-4	D3	-	
Shredder	12"	Assault D3		6	0	1	failed	n attacking a unit of <b>INFANTRY</b> , you can re-roll I wound rolls for this weapon.
Dissonance pistol	12"	Pistol 1		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 rength 5 and AP -2.
Aeldari missile launcher	When a	ttacking with thi	is weapon,	, choc	ose one	of the pr	ofiles be	elow:
- Sunburst missile	48"	Heavy D6		4	-1	1	-	
- Starshot missile	48"	Heavy 1		8	-2	D6	-	
Shuriken cannon	24"	Assault 3		6	0	1	that l	time you make a wound roll of $6+$ for this weapon, nit is resolved with an AP of -3 instead of 0.
Dark lance	36"	Heavy 1		8	-4	D6	equip	nge the weapon's Type from Heavy to Assault if it is oped on a <b>VEHICLE</b> .
Splinter cannon	36"	Rapid Fire 3		*	0	1	a mo	weapon always wounds on a 4+, unless targeting del with the <b>VEHICLE</b> keyword, in which case it nds on a 6+.
WARGEAR OPTIONS	<ul> <li>The C</li> <li>Voi</li> <li>Dist</li> <li>For et</li> <li>Shreet</li> </ul>	Corsair Reaver F d sabre sonance pistol very five models edder	elarch may	y repl it, one ion gu	ace its la e model	asblaster	with or place its - Ael	ken catapult, shardcarbine or spar-glaive. he of the following weapons: lasblaster with one of the following weapons: dari missile launcher - Dark lance uriken cannon - Splinter cannon
ABILITIES	Overwa	<b>s Abandon:</b> If a tch, it may make	unit with a 3" move	this a e in a	ny direc	tion that	e or mo t does n	rriken cannon - Splinter cannon re casualties on an enemy unit while firing ot end within 3" of an enemy model once the y unit has made its charge move.
								nit with this ability may roll an additional dice and
				y moc	iers nee	iroin the	e unit di	ue to the result of the test, the number of fleeing
FACTION KEYWORDS	models	is increased by +	-1.				e unit di	ue to the result of the test, the number of fleeing

NAMENVSBSSTVACorsair Skyreaver16"3+3311Corsair Skyreavers (Power Kattur sto)18"3312This unit contains five Corsair Skyreavers (Power Kattur sto)18"19"34P0Corsair Skyreavers (Power Kattur sto)18"18"13"310"11"Lasblaster24"Assaut sto301Shardcarbine18"Assaut sto401Shuriken catapult12"Assaut sto401Shuriken canon12"Assaut sto401Shuriken canon12"Assaut sto401Shuriken canon12"Assaut sto401Shuriken canon12"Assaut sto411Shuriken canon24"Assaut sto401Shuriken canon24"Assaut sto4 <th></th>	
Corsair Skyreaver Felarch         16"         3+         3         1         2           This unit contains five Corsair Skyreavers, and one model may be exchanged with a lasblaster, a law         TPE         S         AP         0           Lasblaster         24"         Assault 3         3         0         1           Shardcarbine         18"         Assault 3         3         0         1           Shardcarbine         18"         Assault 2         4         0         1           Shardcarbine         Melee         Melee         User         0         1           Shardcarbine         8"         Pistol D6         4         -1         1           Shardcarbine         8"         Assault 1         8         -4         D6           Suburst grenade         6"         Grenade D6         4         -1         1           Flamer         8"         Assault 1         8         -4	Ld Sv
This unit contains five Corsair Skyreavers, and one model may be exchanged for a Corsair Skyreavers (Power Rating +6). Each model is equipped with a lasblaster, a light contains five Corsair Skyreavers (Power Rating +6). Each model is equipped with a lasblaster, a light contains five Corsair Skyreavers (Power Rating +6). Each model is equipped with a lasblaster, a light contains five Corsair Skyreavers (Power Rating +6). Each model is equipped with a lasblaster, a light contains five Corsair Skyreavers (Power Rating +6). Each model is equipped with a lasblaster, a light contains five Corsair Skyreavers (Power Rating +6). Each model is equipped with a lasblaster, a light contains five Corsair Skyreavers (Power Rating +6). Each model is equipped with a lasblaster, a light contains five Corsair Skyreavers (Power Rating +6). Each model is equipped with a lasblaster, a light contains five Corsair Skyreavers (Power Rating +6). Each model is equipped with a lasblaster, a light contains five Corsair Skyreavers (Power Rating +6). Each model is equipped with a lasblaster, a light contains five Corsair Skyreavers (Power Rating +6). Each model is equipped with a lasblaster, a light contains five Corsair Skyreavers (Power Rating +6). Each model is equipped with a lasblaster with flagt contains five Corsair Skyreavers (Power Rating with this weapon, choose one of the p suburst missile dauncher is light contains the light contains (Paeva Pi as a light fire 3 * 0 1). NARGEAR UPTIONSNARGEAR UPTIONSAny model in the unit may replace its lasblaster with the Corsair Reaver Felarch may replace its lasblaster with the Corsair Reaver Felarch may replace its lasblaster with the Corsair Reaver Felarch may replace its lasblaster with the Corsair Reaver Felarch may replace its lasblaster with the Corsair Reaver Felarch may replace its lasblaster with the Corsair Reaver Felarch may replace its lasblaster with the Corsair Reaver Felarch may replace its lasblaster with the Corsair Reaver Felarch	6 5+
Corsair Skyreavers (Power Rating +6). Each model is equipped with a lasblaster, a l WRAPUNRAUEETYPESAPDLasblaster24"Assault 3301Shardcarbine18"Assault 3*01Shardcarbine18"Assault 2401Shardcarbine12"Assault 2401Spar-glaiveMeleeMeleeUser01Brace of pistols8"Pistol D64-11Fusion gun12"Assault 106401Fusion gun12"Assault 18-4D6Void sabreMeleeMeleeUser-31Blaster12"Assault 18-4D3Shredder12"Pistol 15-21Acldari missile12"Pistol 15-21Acldari missile48"Heavy 164-11- Starshot missile48"Heavy 18-2D6Shireder cannon24"Assault 3601Dark lance36"Heavy 18-4D6Spinter cannon36"Rapid Fire 3*01WARGEAR DPTIDNS•Any model in the unit may replace its lasblaster wit • Void sabre • Void sabre • Void sabre • Void sabre • Void sabre • Void sabre*01Dark lance36"Heavy 18-4D	7 5+
WEAPONRANCETYPESAPDLasblaster24"Assault 3301Lasblaster24"Assault 3*01Shardcarbine18"Assault 2401Shuriken catapult12"Assault 2401Spar-glaiveMeleeMeleeUser01Brace of pistols8"Pistol D6*01Sunburst grenade6"Grenade D64-11Flamer8"Assault 18-4D6Void sabreMeleeMeleeUser-31Blaster18"Assault 18-4D3Shredder12"Pistol 15-21Dissonance pistol12"Pistol 15-21Acldari missile48"Heavy 18-2D6Shuriken cannon24"Assault 3601Dark lance36"Heavy 18-4D6Splinter cannon36"Rapid Fire 3*01WARGEAR OPTIONS•Any model in the unit may replace its lasblaster with * Void sabre * Void sabre * Oid sabre * Dissonance pistol•Any model in the unit with this ability inflicts or Overwatch, it may make a 3" move in any direction the Overwatch, it may make a 3" move in any direction the Overwatch, it may make a 3" move in any direction the Overwatch, attack has been fully resolved and before the	
Lasblaster24"Assault 3301Shardcarbine18"Assault 3*01Shardcarbine18"Assault 2401Shuriken catapult12"Assault 2401Spar-glaiveMeleeMeleeUser01Brace of pistols8"Pistol D6*01Sunburst grenade6"Grenade D64-11Flamer8"Assault D6401Fusion gun12"Assault 18-4D6Void sabreMeleeMeleeUser-31Blaster18"Assault 18-4D3Shredder12"Pistol 15-21Acldari missile148"Heavy 164-11- Starshot missile48"Heavy 18-2D6Shuriken cannon24"Assault 3601Dark lance36"Heavy 18-4D6Splinter cannon36"Rapid Fire 3*01WARGEAR UPTIONS- Any model in the unit may replace its lasblaster wit - Void sabre - Dissonance pistol- Any model in the unit may replace its lasblaster - Void sabre - Dissonance pistol- Flamer- Stredder- Flamer- Flamer- FlamerABLUTIESReckless Abandon: If a unit with this ability inflicts on Overwatch, it may make a 3" move in any direction th Overwatch, it ma	ABILITIES
Shuriken catapult12"Assault 2401Spar-glaiveMeleeMeleeUser01Brace of pistols8"Pistol D6*01Brace of pistols8"Grenade D64-11Elamer8"Assault D6401Fusion gun12"Assault D6401Fusion gun12"Assault 18-4D6Void sabreMeleeMeleeUser-31Blaster18"Assault 18-4D3Shredder12"Pistol 15-21Acldari missile launcherWhen attacking with this weapon, choose one of the p- Sunburst missile48"Heavy D64-11- Starshot missile24"Assault 3601Dark lance36"Heavy 18-4D6Splinter cannon24"Assault 3601WARGEAR OPTIONS- Any model in the unit may replace its lasblaster wit - Void sabre - Dissonance pistol- Any model in the unit, one model may replace - Void sabre - Dissonance pistol- For every five models in the unit, one model may replace - Shredder- Fusion gun - Shredder- Fusion gun - ShredderMARGEAR OPTIONS- Ender- Elaster- Fusion - Elaster- Fusion - Shredder- Fusion - Shredder- Shredder- Elaster- Elaster- Fusion - Shredder- Fusion - Shr	-
Spar-glaiveMeleeMeleeUser01Brace of pistols8"Pistol D6*01Sunburst grenade6"Grenade D64-11Flamer8"Assault D6401Fusion gun12"Assault D6401Baster18"Assault 18-4D6Void sabreMeleeMeleeUser-31Blaster12"Assault 18-4D3Shredder12"Assault D3601Dissonance pistol12"Pistol 15-21Acldari missile launcherWhen attacking with this weapon, choose one of the p- Sunburst missile48"Heavy D64-11- Starshot missile48"Heavy 18-2D6Splinter cannon24"Assault 3601Dark lance36"Heavy 18-4D6Splinter cannon36"Rapid Fire 3*01WARGEAR UPTIONS- Any model in the unit may replace its lasblaster wit - Dissonance pistol- For every five models in the unit, one model may replace - Dissonance pistol- For every five models in the unit, one model may replace - Dissonance pistol- Fusion gun - Shredder - Dissonance pistol- For every five models in the unit with this ability inflicts or OVerwatch, it may make a 3" move in any direction th Overwatch, it may make a 3" move in any direction th Overwat	This weapon always wounds on a 4+, unless targeting a model with the <b>VEHICLE</b> keyword, in which case it wounds on a 6+.
Brace of pistols8"Pistol D6*01Sunburst grenade6"Grenade D64-11Flamer8"Assault D6401Flamer8"Assault D6401Fusion gun12"Assault 18-4D6Void sabreMeleeMeleeUser-31Blaster18"Assault 18-4D3Shredder12"Assault D3601Dissonance pistol12"Pistol 15-21Aeldari missile launcherWhen attacking with this weapon, choose one of the p- Sunburst missile48"Heavy D64-11- Starshot missile48"Heavy 18-2D6Shuriken cannon24"Assault 3601Dark lance36"Heavy 18-4D6Splinter cannon36"Rapid Fire 3*01WARGEAR OPTIONS•Any model in the unit may replace its lasblaster with • The Corsair Reaver Felarch may replace its lasblaster • Dissonance pistol•For every five models in the unit, one model may replace • Shredder • Dissonance Fistol- For every five models in the unit, one model may replace • Shredder- Fusion gun • FlamerABILITIESReckless Abandon: If a unit with this ability inflicts of 	Each time you make a wound roll of 6+ for this weapo that hit is resolved with an AP of -3 instead of 0.
Sunburst grenade6"Grenade D64-11Flamer8"Assault D6401Fusion gun12"Assault 18-4D6Void sabreMeleeMeleeUser-31Blaster18"Assault 18-4D3Shredder12"Assault D3601Dissonance pistol12"Pistol 15-21Aeldari missile launcherWhen attacking with this weapon, choose one of the p- Sunburst missile48"Heavy D64-11- Starshot missile48"Heavy 18-2D6Shuriken cannon24"Assault 3601Dark lance36"Heavy 18-4D6Splinter cannon36"Rapid Fire 3*01WARGEAR OPTIONS•Any model in the unit may replace its lasblaster with • The Corsair Reaver Felarch may replace its lasblaster • Void sabre • Dissonance pistol•1*•Any model in the unit may replace its lasblaster 	A model attacking with this weapon in the Fight phase gains a single bonus attack that must be resolved with this profile.
Flamer8"Assault D6401Fusion gun12"Assault 18-4D6Void sabreMeleeMeleeUser-31Blaster18"Assault 18-4D3Shredder12"Assault D3601Dissonance pistol12"Pistol 15-21Aeldari missile launcherWhen attacking with this weapon, choose one of the p- Sunburst missile48"Heavy D64-11- Starshot missile48"Heavy 18-2D6Shuriken cannon24"Assault 3601Dark lance36"Heavy 18-4D6Splinter cannon36"Rapid Fire 3*01WARGEAR UPTIONS•Any model in the unit may replace its lasblaster with • The Corsair Reaver Felarch may replace its lasblaster with • The Corsair Reaver Felarch may replace its lasblaster • Void sabre • Dissonance pistol•For every five models in the unit, one model may replace • For every five models in the unit, one model may replace • Shredder 	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 <b>VEHICLE</b> keyword, in whi case it wounds on a 6+. Each time you make a Wound roll of a 6, that wound is resolved with an AP of -1.
Fusion gun12"Assault 18-4D6Void sabreMeleeMeleeUser-31Blaster18"Assault 18-4D3Shredder12"Assault D3601Dissonance pistol12"Pistol 15-21Aeldari missile launcherWhen attacking with this weapon, choose one of the p- Sunburst missile48"Heavy D64-11- Starshot missile48"Heavy 18-2D6Shuriken cannon24"Assault 3601Dark lance36"Heavy 18-4D6Splinter cannon36"Rapid Fire 3*01WARGEAR UPTIONS•Any model in the unit may replace its lasblaster with • The Corsair Reaver Felarch may replace its lasblaster with • The Corsair Reaver Felarch may replace its lasblaster with • The Corsair Reaver Felarch may replace its lasblaster with • The Corsair Reaver Felarch may replace its lasblaster with • The Corsair Reaver Felarch may replace its lasblaster • Void sabre • Dissonance pistol• For every five models in the unit, one model may replace • Shredder • Fiston gun • Blaster• FlamerABILITIESReckless Abandon: If a unit with this ability inflicts on Overwatch, it may make a 3" move in any direction the Overwatch attack has been fully resolved and before the 	-
Void sabreMeleeMeleeUser-31Blaster18"Assault 18-4D3Shredder12"Assault D3601Dissonance pistol12"Pistol 15-21Aeldari missile launcherWhen attacking with this weapon, choose one of the p- Sunburst missile48"Heavy D64-11- Starshot missile48"Heavy 18-2D6Shuriken cannon24"Assault 3601Dark lance36"Heavy 18-4D6Splinter cannon36"Rapid Fire 3*01WARGEAR OPTIONS•Any model in the unit may replace its lasblaster with • The Corsair Reaver Felarch may replace its lasblaster with • The Corsair Reaver Felarch may replace its lasblaster • Void sabre • Dissonance pistol•For every five models in the unit, one model may replace • Shredder • Fusion gun • Blaster•Fusion gun • FlamerABULITIESReckless Abandon: If a unit with this ability inflicts on Overwatch, it may make a 3" move in any direction the Overwatch attack has been fully resolved and before the overwatch attack has been fully resolved and be	This weapon hits its target automatically.
Blaster18"Assault 18-4D3Shredder12"Assault D3601Dissonance pistol12"Pistol 15-21Aeldari missile launcherWhen attacking with this weapon, choose one of the p- Sunburst missile48"Heavy D64-11- Starshot missile48"Heavy 18-2D6Shuriken cannon24"Assault 3601Dark lance36"Heavy 18-4D6Splinter cannon36"Rapid Fire 3*01WARGEAR UPTIONS•Any model in the unit may replace its lasblaster with • The Corsair Reaver Felarch may replace its lasblaster with • The Corsair Reaver Felarch may replace its lasblaster • Void sabre •	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard th lowest dice.
Shredder12"Assault D3601Dissonance pistol12"Pistol 15-21Aeldari missile launcherWhen attacking with this weapon, choose one of the p- Sunburst missile48"Heavy D64-11- Starshot missile48"Heavy 18-2D6Shuriken cannon24"Assault 3601Dark lance36"Heavy 18-4D6Splinter cannon36"Rapid Fire 3*01WARGEAR DPTIONS•Any model in the unit may replace its lasblaster with •The Corsair Reaver Felarch may replace its lasblaster with •The Corsair Reaver Felarch may replace its lasblaster with •*Oid sabre •-Void sabre •-Fiamer*Nordel in the unit may replace its lasblaster*01*For every five models in the unit, one model may replace •-Fiamer*Shredder 	-
Dissonance pistol12"Pistol 15-21Aeldari missile launcher - Sunburst missileWhen attacking with this weapon, choose one of the p48"Heavy D64-11- Starshot missile48"Heavy 18-2D6Shuriken cannon24"Assault 3601Dark lance36"Heavy 18-4D6Splinter cannon36"Rapid Fire 3*01WARGEAR OPTIONS•Any model in the unit may replace its lasblaster with • The Corsair Reaver Felarch may replace its lasblaster • Void sabre • Dissonance pistol•ne model may replace•For every five models in the unit, one model may replace • Shredder • Blaster•FlamerARILITIESReckless Abandon: If a unit with this ability inflicts on Overwatch, it may make a 3" move in any direction the Overwatch attack has been fully resolved and before the	-
Aeldari missile launcher       When attacking with this weapon, choose one of the p         - Sunburst missile       48" Heavy D6       4       -1       1         - Starshot missile       48" Heavy D6       4       -2       D6         Shuriken cannon       24" Assault 3       6       0       1         Dark lance       36" Heavy 1       8       -4       D6         Splinter cannon       36" Rapid Fire 3       *       0       1         NARGEAR OPTIONS       • Any model in the unit may replace its lasblaster with       • The Corsair Reaver Felarch may replace its lasblaster with         • The Corsair Reaver Felarch may replace its lasblaster       • Void sabre       • Dissonance pistol       • For every five models in the unit, one model may replace its lasblaster         • For every five models in the unit, one model may replace its lasblaster       • Shredder       • Flamer         ABLITIES       Reckless Abandon: If a unit with this ability inflicts on Overwatch, it may make a 3" move in any direction the Overwatch attack has been fully resolved and before the overwatch attack has been fully resolved and before the overwatch attack has been fully resolved and before the overwatch attack has been fully resolved and before the overwatch attack has been fully resolved and before the overwatch attack has been fully resolved and before the overwatch attack has been fully resolved and before the overwatch attack has been fully resolved and before the overwatch attack has been fully resolved and before	When attacking a unit of <b>INFANTRY</b> , you can re-roll failed wound rolls for this weapon.
- Sunburst missile       48"       Heavy D6       4       -1       1         - Starshot missile       48"       Heavy 1       8       -2       D6         Shuriken cannon       24"       Assault 3       6       0       1         Dark lance       36"       Heavy 1       8       -4       D6         Splinter cannon       36"       Rapid Fire 3       *       0       1         WARGEAR OPTIONS       • Any model in the unit may replace its lasblaster with • The Corsair Reaver Felarch may replace its lasblaster with • The Corsair Reaver Felarch may replace its lasblaster • Void sabre • Dissonance pistol       • For every five models in the unit, one model may replace • Shredder • Flamer         ABILITIES       Reckless Abandon: If a unit with this ability inflicts or Overwatch, it may make a 3" move in any direction the Overwatch attack has been fully resolved and before the	Each time you make a hit roll of 6+ for this weapon, that hit is resolved with a Strength of 6 and an AP of -3 instead of Strength 5 and AP -2.
- Starshot missile       48"       Heavy 1       8       -2       D6         Shuriken cannon       24"       Assault 3       6       0       1         Dark lance       36"       Heavy 1       8       -4       D6         Splinter cannon       36"       Rapid Fire 3       *       0       1         WARGEAR OPTIONS       •       Any model in the unit may replace its lasblaster with       •       The Corsair Reaver Felarch may replace its lasblaster with       •         •       Any model in the unit may replace its lasblaster of bissonance pistol       •       For every five models in the unit, one model may replace its lasblaster       •         •       For every five models in the unit, one model may replace its lasblaster       •       For every five models in the unit, one model may replace its lasblaster         •       Shredder       •       Flamer       Flamer         ABILITIES       Reckless Abandon: If a unit with this ability inflicts or Overwatch, it may make a 3" move in any direction the Overwatch attack has been fully resolved and before the overwatch attack has been fully resolved and before the overwatch attack has been fully resolved and before the overwatch attack has been fully resolved and before the overwatch attack has been fully resolved and before the overwatch attack has been fully resolved and before the overwatch attack has been fully resolved and before the overwatch attack has been fully resolved and before the overwatch attac	rofiles below:
Shuriken cannon       24"       Assault 3       6       0       1         Dark lance       36"       Heavy 1       8       -4       D6         Splinter cannon       36"       Rapid Fire 3       *       0       1         NARGEAR OPTIONS       •       Any model in the unit may replace its lasblaster with       •       The Corsair Reaver Felarch may replace its lasblaster with         •       The Corsair Reaver Felarch may replace its lasblaster       •       Void sabre       •       Void sabre         •       Dissonance pistol       •       For every five models in the unit, one model may replace its lasblaster       •         •       For every five models in the unit, one model may replace its lasblaster       •       For every five models in the unit, one model may replace its lasblaster         •       Shredder       •       Fusion gun       -         •       Blaster       •       Flamer         ABILITIES       Reckless Abandon: If a unit with this ability inflicts or Overwatch, it may make a 3" move in any direction the Overwatch attack has been fully resolved and before the overwatch attack has been fully resolved and before the overwatch attack has been fully resolved and before the overwatch attack has been fully resolved and before the overwatch attack has been fully resolved and before the overwatch attack has been fully resolved and before the overwatch attack has been fully resolved and before the	-
Dark lance       36"       Heavy 1       8       -4       D6         Splinter cannon       36"       Rapid Fire 3       *       0       1         NARGEAR OPTIONS       •       Any model in the unit may replace its lasblaster with the Corsair Reaver Felarch may make a 3" move in any direction the Core of Core	-
Splinter cannon       36" Rapid Fire 3 * 0 1         NARGEAR OPTIONS       • Any model in the unit may replace its lasblaster with         • The Corsair Reaver Felarch may replace its lasblaster with         • The Corsair Reaver Felarch may replace its lasblaster with         • Dissonance pistol         • For every five models in the unit, one model may replace its lasblaster         • Shredder       - Fusion gun         • Blaster       - Flamer         VBILITIES       Reckless Abandon: If a unit with this ability inflicts on Overwatch, it may make a 3" move in any direction the Overwatch attack has been fully resolved and before the overwatch attack has been fully resolved and before the overwatch attack has been fully resolved and before the overwatch attack has been fully resolved and before the overwatch attack has been fully resolved and before the overwatch attack has been fully resolved and before the overwatch attack has been fully resolved and before the overwatch attack has been fully resolved and before the overwatch attack has been fully resolved and before the overwatch attack has been fully resolved and before the overwatch attack has been fully resolved and before the overwatch attack has been fully resolved and before the overwatch attack has been fully resolved attack has been fully resolve	Each time you make a wound roll of 6+ for this weapo that hit is resolved with an AP of -3 instead of 0.
NARGEAR OPTIONS       • Any model in the unit may replace its lasblaster wit         • The Corsair Reaver Felarch may replace its lasblaster         • Void sabre         • Dissonance pistol         • For every five models in the unit, one model may replace its lasblaster         • Shredder         • Blaster         • Flamer         Reckless Abandon: If a unit with this ability inflicts on Overwatch, it may make a 3" move in any direction the Overwatch attack has been fully resolved and before the overwatch attack has been fully resolved and before the overwatch attack has been fully resolved and before the overwatch attack has been fully resolved and before the overwatch attack has been fully resolved and before the overwatch attack has been fully resolved and before the overwatch attack has been fully resolved and before the overwatch attack has been fully resolved and before the overwatch attack has been fully resolved and before the overwatch attack has been fully resolved and before the overwatch attack has been fully resolved and before the overwatch attack has been fully resolved and before the overwatch attack has been fully resolved and before the overwatch attack has been fully resolved and before the overwatch attack has been fully resolved and before the overwatch attack has been fully resolved attack	Change the weapon's Type from Heavy to Assault if it is equipped on a <b>VEHICLE</b> .
The Corsair Reaver Felarch may replace its lasblaste         - Void sabre         - Dissonance pistol         For every five models in the unit, one model may rep         - Shredder         - Fusion gun         - Blaster         - Flamer  ABILITIES  Reckless Abandon: If a unit with this ability inflicts on Overwatch, it may make a 3" move in any direction the Overwatch attack has been fully resolved and before the	This weapon always wounds on a 4+, unless it is targeting a <b>VEHICLE</b> , in which case it wounds on a 6-
ABILITIES Reckless Abandon: If a unit with this ability inflicts on Overwatch, it may make a 3" move in any direction the Overwatch attack has been fully resolved and before the	r with one of the following weapons:
Dancing on the Blade's Edge: When making Morale t	ne or more casualties on an enemy unit while firing at does not end within 3" of an enemy model once the
discard the lowest result, but if any models flee from th models is increased by +1.	ests, a unit with this ability may roll an additional dice and ne unit due to the result of the test, the number of fleeing
FACTION KEYWORDS AELDARI, ANHRATHE, <coterie></coterie>	



### **NECRONS POINTS VALUES**

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

#### **NECRONS UNITS**

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

#### NECRONS UNITS

UNIT	MODELS PER UNIT	<b>POINTS PER MODEL</b> (Including wargear)
Kutlakh the World Killer	1*	200
Toholk the Blinded	1*	165

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

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

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

NECRONS OTHER WARGEAR	
WEAPON	POINTS PER WEAPON
Gloom prism	5

10

Teleportation matrix

# NECRONS WARGEAR

NECRONS RANGED WEA	PONS					
WEAPON	RANGE	TYPE	S	AP	0	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 <b>FLY</b> . 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 <b>FLY</b> . 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 <b>VEHICLE</b> , in which case it wounds on a 6+.
- Seismic lash	24"	Assault D6	5	-4	3	-
- Solar fire	48"	Heavy D6	8	-3	D6	-
Transdimensional beamer	12"	Heavy D3	4	-3	1	Each time you roll a wound roll of a 6+ for this weapon, the target suffers a mortal wound in addition to any other damage.
Twin gauss slicers	24"	Rapid Fire D3	5	-1	1	-
Twin tesla destructor	24"	Assault 8	7	0	1	Each hit roll of a 6+ with this weapon causes 3 hits instead of 1.

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

### **TYRANIDS POINTS VALUES**

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

#### **TYRANIDS UNITS**

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

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

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

# **TYRANIDS WARGEAR**

TYRANIDS RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	0	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

IYRANIUS WELEE WEAP	פאוט					
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 <b>INFANTRY</b> 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 <b>VEHICLES</b> and <b>BUILDINGS</b> , re-roll all failed wound rolls with this weapon. If this model has two wrecker claws, it also re-rolls failed hit rolls against <b>VEHICLES</b> and <b>BUILDINGS</b> .

### **ORKS POINTS VALUES**

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

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

\*Only one of this model may be included in any given army.

#### **ORKS UNITS**

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

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

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

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

# ORKS WARGEAR

ORKS RANGED WEAP	ONS					
WEAPON	RANGE	TYPE	S	AP	0	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 <b>FLY</b> . Subtract 1 from the hit rolls made for this weapon against all other targets.
Gaze of Mork	24"	Assault 1	4D6	-4	6	-
Giga shoota	48"	Heavy 6D6	6	-1	1	-
Grot sponson	24"	Assault 2	4	0	1	Add 1 to hit rolls made for this weapon.
Grotzooka	18"	Heavy 2D3	6	0	1	-
Kannon	When atta	cking with this	weapon,	choose	one of tl	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	<b>VEHICLES</b> that suffer a wound from this weapon may not Advance in the following turn.
Skorcha	8"	Assault D6	5	-1	1	This weapon hits its target automatically.
Slugga	12"	Pistol 1	4	0	1	-
Stikkbomm	6"	Grenade D6	3	0	1	-
Supa-gatler	48"	Heavy 2D6	7	-2	1	See Kustom Stompa datasheet on page 33.
Supa-kannon	60"	Heavy 2D6	8	-2	3	-
Supa-lobba	48"	Heavy 3D6	7	-2	1	-
Supa-rokkit	100"	Heavy D3	8	-2	D6	Only one supa-rokkit can be fired by the bearer per turn, and each can only be fired once per battle.
Supa-skorcha	24"	Heavy 4D3	6	-2	1	This weapon hits its target automatically.
Twin big shoota	36"	Assault 6	5	0	1	-
Zzap gun	36"	Heavy 1	2D6	-3	3	Before firing this weapon, roll to determine the Strength of the shot. If the result is 11+, do not make a wound roll – instead, if the attack hits, it causes 3 mortal wounds. The bearer then suffers a mortal wound.

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

### **DRUKHARI POINTS VALUES**

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

#### DRUKHARI UNITS

UNIT	MODELS PER UNIT	<b>POINTS PER MODEL</b> (Including wargear)		
Reaper	1	150		
Tantalus	1	350		

#### DRUKHARI MELEE WEAPONS

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

POINTS PER WEAPON
0
0

### **DRUKHARI WARGEAR**

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

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

### **T'AU EMPIRE POINTS VALUES**

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

#### T'AU EMPIRE UNITS

UNIT	MODELS IN UNIT	POINTS PER MODEL (Does not include weapons, Drones or support systems)
Shas'o R'myr	1*	120
Shas'o R'alai	1*	130
XV107 R'varna Battlesuit	1	$429^{\dagger}$
XV109 Y'vahra Battlesuit	1	395 <sup>†</sup>
Commander in XV81 Crisis Battlesuit	1*	76
Commander in XV84 Crisis Battlesuit	1*	80
XV9 Hazard Support Team	1-3	61
Piranha TX-42 Light Skimmer	1-5	70
KX139 Ta'unar Supremacy Armour	1	745
Tetra Scout Speeder	2-4	46
TX7 Heavy Bombardment Hammerhead Gunship	1	161
TX7 Fire Support Hammerhead Gunship	1	171
Barracuda AX-5-2	1	160
Tiger Shark Fighter-bomber	1	245
Tiger Shark AX-1-0	1	255
Orca Dropship	1	325
Manta Super-heavy Dropship	1	1,879

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

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

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

POINTS PER WEAPON
0
0
POINTS PER SYSTEM
8
5
5
8
10
2
40
8
5
12
6
10

Velocity tracker (all other units)

# T'AU EMPIRE WARGEAR

T'AU EMPIRE RANGED V	NEAPONS							
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES		
Burst cannon	18"	Assault 4	5	0	1	-		
Cyclic ion blaster	When attacking with this weapon, choose one of the profiles below:							
- Standard	18"	Assault 3	7	-1	1	-		
- Overcharge	18"	Assault D3	8	-1	D3	If you make one or more hit rolls of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.		
Double-barrelled burst cannon	18"	Assault 8	5	0	1	-		
Double-barrelled plasma rifle	24"	Rapid Fire 2	6	-3	1	-		
Defensive charge	8"	Assault 1	5	0	1	-		
Experimental pulse submunitions rifle	When atta	acking with this v	weapon,	choose	one of t	he profiles below:		
- EMP	24"	Rapid Fire 2	6	-1	1	If the target is a <b>VEHICLE</b> , 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		•	weapon,	choose	one of t	he profiles below:		
- Standard	60"	Heavy 3	7	-2	2	-		
- Overcharge	60"	Heavy D3	8	-2	3	Change the type to Heavy D6 against units containing 10 or more models. If you make one or more hit rolls of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.		
Ionic discharge cannon		acking with this v e with the Nova				profiles that follow. You may only use the Nova Reactor profile in w):		
- Standard	12"	Heavy 3	8	-3	1	When targeting this enemy <b>VEHICLE</b> , 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 <b>VEHICLE</b> , 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									
WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES			
Long-barrelled ion cannon	When attacking with this weapon, choose one of the profiles below:								
- Standard	96"	Heavy 3	7	-2	2	-			
- Overcharge	96"	Heavy D3	8	-2	3	Change the type to Heavy 2D3 against units containing 10 or more models. If you roll one or more hit rolls of 1, the bearer suffers a mortal wound after all of this weapon's shots have been resolved.			
Markerlight	36"	Heavy 1	-	-	-	See Markerlight on page 39.			
Miniaturised fletchette pod (shooting)	6"	Assault D6	4	0	1	-			
Missile pod	36"	Assault 2	7	-1	D3	-			
Nexus meteor missile system	24-120"	Macro 2D6	10	-4	4	This weapon may not target enemy units within 24" of the bearer.			
Phased ion gun	18"	Assault 2D3	4	-1	1	Any hit roll of 6 made for this weapon is resolved at AP -4 instead of AP -1.			
Phased plasma-flamer	accordanc	acking with this e 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	acking with this	weapon,	choose	one of t	he profiles below:			
- Standard	60"	Heavy 9	7	-2	2	-			
- Coherent beam	60"	Heavy 3D3	8	-2	3	If you roll one or more hit rolls of 1, the bearer suffers a mortal wound after all of this weapon's have been resolved.			
Twin fusion cannon	24"	Heavy 2	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.			
Twin heavy burst cannon	36"	Heavy 16	6	-1	1	-			
Twin T'au plasma cannon	48"	Heavy 4	7	-3	2	-			

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

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

### **ASURYANI POINTS VALUES**

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

#### **ASURYANI UNITS**

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

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

#### **ASURYANI RANGED WEAPONS**

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

ASURYANI RANGED WEAPONSWEAPONPOINTS PER WEAPONLynx pulsar0Sonic lance0Twin Scorpion pulsar0D-impaler0Twin shuriken cannon24Twin bright lance40Phoenix pulse laser0Twin starcannon60Phoenix missile array0Nightfire missile array0Twin pulse lasers0Twin Vampire pulsar0Inferno lance60
Lynx pulsar0Sonic lance0Twin Scorpion pulsar0D-impaler0Twin shuriken cannon24Twin bright lance40Phoenix pulse laser0Twin starcannon60Phoenix missile array0Nightfire missile array0Twin pulse lasers0Twin pulse lasers0Twin pulse lasers0Twin vampire pulsar0
Sonic lance0Twin Scorpion pulsar0D-impaler0Twin shuriken cannon24Twin bright lance40Phoenix pulse laser0Twin starcannon60Phoenix missile array0Nightfire missile array0Twin pulse lasers0Twin yulse lasers0Twin yulse lasers0Twin yulse lasers0Twin Yampire pulsar0
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Nightfire missile array0Twin pulse lasers0Twin Vampire pulsar0
Twin pulse lasers0Twin Vampire pulsar0
Twin Vampire pulsar 0
Inferno lance 60
Deathshroud cannon 80
Pulsar 0
Cloudburst missile launcher 0
Brace of pistols 2
Dissonance pistol 5
Dissonance cannon 20
Dark lance 20
Splinter cannon 15
Spear of Starlight (shooting) 0
Dire pulsar 0
D-bombard 0
Voidstorm missile launcher 0
Lasblaster 7
Shardcarbine 0
Shuriken catapult 0
Flamer 9
Fusion gun 17
Blaster 15
Shredder 8

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

# **ASURYANI WARGEAR**

ASURYANI RANGED W		тулг	C	ΔD	п	ADII ITIEQ
WEAPON	RANGE	ТҮРЕ	S	AP	0	ABILITIES
Prism rifle						e profiles below:
- Diffuse	8"	Assault D6	5	-1	1	This weapon hits its target automatically.
- Coherent	18"	Assault 1	6	-3	1	Each hit inflicted with this weapon allows an additional attack to be made with it. As long as each following attack hits, the controlling player may keep making attacks until a total of 3 hits have been inflicted with this weapon.
Prism blaster	12"	Assault 1	6	-2	D3	Each hit inflicted with this weapon allows an additional attack to be made with it. As long as each following attack hits, the controlling player may keep making attacks until a total of 3 hits have been inflicted with this weapon.
Haywire launcher	24"	Heavy D3	4	-1	1	If the target is a <b>VEHICLE</b> and you roll a wound roll of 4+ for this weapon, the target suffers 1 mortal wound in addition to any other damage. If the wound roll is 6+, the target suffers D3 mortal wounds instead of 1.
Sunburst grenades	6"	Grenade D6	4	-1	1	-
Shuriken cannon	24"	Assault 3	6	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.
Aeldari missile launcher	When attac	king with this w	eapon, 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 <b>INFANTRY</b> 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 Weapon	RANGE	TYPE	S	AP	D	ABILITIES		
Twin pulse lasers	48"	Heavy 4	8	-3	3	-		
Twin Vampire pulsar	60"	Heavy 4D6	12	-4	D6	Any wound rolls of 6+ made with this weapon are resolved with a Damage characteristic of 2D6 rather than D6.		
Inferno lance	24"	Heavy D6	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.		
Deathshroud cannon	When you attack with this weapon, choose one of the following profiles:							
- Focussed	10"	Heavy 2D6	7	0	1	This weapon automatically hits its target. Wound rolls of 5+ for this weapon are resolved at AP -4 instead of AP 0.		
- Dispersed	48"	Heavy D6	8	-2	D3	Wound rolls of 5+ for this weapon are resolved at AP -4 instead of AP -2.		
Pulsar	60"	Heavy 2D6	12	-4	D6	Any wound rolls of 6+ made with this weapon are resolved with a Damage characteristic of 2D6 rather than D6.		
Cloudburst missile launcher	48"	Heavy 2D6	8	-2	D3	This weapon adds 1 to hit rolls when targeting enemy units with the <b>FLY</b> 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 <b>VEHICLE</b> 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 <b>VEHICLE</b> 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 <b>FLY</b> 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 <b>VEHICLE</b> 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 <b>INFANTRY</b> , 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 <b>VEHICLE</b> .		

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

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