

ORKS - T'AU EMPIRE - TYRANIDS GENESTEALER CULTS

XENDS 2 DOOM FROM BEYOND

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INTRODUCTION

Welcome to the second volume of *Index: Xenos*. This book is one of five mighty tomes which together contain updated rules for every unit of miniatures in Warhammer 40,000. If you have an army of Orks, T'au, Tyranids or Genestealer Cultists, this volume contains all the information you need to field your models in the new edition of the Warhammer 40,000 game.

Within these pages are detailed rules entries, known as datasheets, for every Citadel Miniature within the Orks, T'au Empire, Tyranids and Genestealer Cults ranges. When taken together with the *Warhammer 40,000* rulebook, you will have everything you need to field the armies of these deadly xenos on the battlefield. The knowledge contained in this tome will enable you to further the ideals of the Greater Good, enact the predatory will of the Hive Mind or stomp your foe into the ground whilst bellowing 'Waaagh!' at the top of your lungs.

The xenos hordes that assail the Imperium are without number. Though disparate and localised, together they claw down the edifice of the Imperium piece by piece. These hosts of hostile species are united only by their desire to end Humanity's reign over the stars – whether by bloody conquest, assimilation at the barrel of a gun, creeping infection or total consumption driven by immortal, alien hunger. The Orks live to fight, and in their endless crusades of violence they have battered down the defences of the Imperium time and time again. The T'au are ostensibly a bright and optimistic race that wishes to help the galaxy thrive under one rule, but those who do not join their cause willingly soon find themselves humbled by the advanced war-tech of their warrior caste. The Genestealer Cults are even better at hiding their true intentions, for they skulk in the shadows, multiplying like a virus before taking over their prey worlds in meticulously planned mass uprisings. The Tyranids these cultists worship are the most alien of all, a race from beyond the stars that exists only to devour every shred of biomass in the galaxy. The doom of Man is close at hand ...

INSIDE YOU WILL FIND:

- Army Lists: The first four sections of this book present all of the datasheets that you will need in order to use your Orks, T'au, Tyranids and Genestealer Cults miniatures in games of Warhammer 40,000, along with the additional rules and psychic disciplines that make each of these factions unique.
- Battle-forged Armies: A guide on how to organise your miniatures into an army for matched play games, including photocopiable Army Roster sheets.
- Appendix: This section contains all of the profiles and rules for the wargear carried by the units covered in this book, as well as all of the points values you will need to use your army in matched play games.



DATASHEETS

1. Battlefield Role

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

2. Power Rating

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

3. Unit Name

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

4. Profiles

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

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

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

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

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

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

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

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

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

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



5. Unit Composition & Wargear

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

6. Weapons

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

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

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

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

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

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

7. Wargear Options

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

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. 'These xenos use their own teeth as a currency, if you can believe that. Such a crude notion might seem preposterous but, when one thinks further on the matter, it is easy to see why no Ork ever lives long in poverty providing he possesses bountiful gums or a strong right hook...' - Colonel Deveraux, 47th Imperial Strategos Corps

ORKS

The Orks are the most belligerent and resourceful race in the galaxy. Rampaging across the void in their billions, the greenskins devastate everything in their path with their ramshackle weapons and war machines, taking brutish glee in wanton destruction and revelling in warfare for its own sake.

Orks live to fight. No matter the odds, no matter the foe, they hurl themselves into battle with shootas roaring and choppas swinging. Their ramshackle war engines rumble across the battlefield, filling the air with hails of shells and corkscrewing rockets, while artillery pieces of insane and illogical design crush enemy tanks like rationtins, or snatch aircraft from above with beams of crackling light. The Orks fill the skies with waves of thundering attack craft that rain explosives and firebombs, while at the very heart of the battle the Orks' monstrous leaders tear their enemies limb from limb. To face the Orks in battle is to stand against a tidal wave of barbarous ferocity that is as unstoppable as it is terrifying.

Though they appear crude - possibly even stupid - to the more advanced races of the galaxy, the greenskins are nonetheless a deadly threat thanks to their unremitting savagery and phenomenal resilience. In large numbers - and Orks rarely attack in anything but - they are all but fearless. Massed into charging mobs, the greenskins' momentum carries them through even the fiercest firestorms and into the heart of the enemy's ranks. If Orks give any thought to their own mortality it is in only the vaguest terms, and so they take risks and attempt gambits that other races would consider tantamount to suicide. This in itself makes the greenskins as unpredictable as they are dangerous, and has seen countless disciplined armies overrun by Orks who charged straight through supposedly untraversable minefields, surged from the toxic depths of chem-swamps to attack an undefended flank, or crash-landed their spacecraft straight into the middle of their foes with no thought whatsoever for casualties.

The Orks infest the galaxy from end to end. Their society and ecology is so robust that it can survive almost anywhere, from carnivorous jungles and airless asteroids to volcanic hellscapes and radiation-drenched death worlds. No matter how inimical the conditions, Orks don't just survive, they prosper – in their own bloody-minded fashion. Though an Ork tribe might begin with just a few dozen of the creatures, their numbers increase exponentially, and soon enough the greenskins' strange ecosystem overwhelms local flora and fauna to provide them with ideal living conditions. No scientist or scholar of any galactic race has ever been able to adequately explain how Orks proliferate so swiftly, though theories abound from spores and cellular sub-division to the notion of great green deities vomiting their numberless progeny across the galaxy with wild abandon.

Their origins are far from the only mystery surrounding the Orks. Amongst their society exist specialists known collectively as Oddboyz, who appear to spontaneously develop the knowledge required to transform their tribes from barbarous rabble into conquering hordes. Mekboyz, for example, are able to gather whatever scrap metal and junk they can find to hand, fashioning it into spectacular weapons and war engines that – while neither safe nor reliable – are horrifically lethal. Painboyz, meanwhile, know precisely how the Ork anatomy functions, and will merrily root around inside the most hideously maimed warriors, sawing, stapling and riveting away until their unfortunate 'patient' is as good as new. Such skill and wisdom is entirely instinctive for Oddboyz – the Orks themselves neither know nor care where it comes from, simply attributing such inexplicable gifts to their thuggish gods, Gork and Mork.

The strangest aspect of the Orks is the phenomenon known as the Waaagh!. This word has several, equally important meanings within Ork 'kultur'. First off, it is the favoured war cry of greenskins the galaxy over, usually bellowed with spittle-spraying gusto while burying several feet of rusty metal in some unfortunate's skull. Beyond this, the Waaagh! is both the gestalt energy of the Orkoid race that their Weirdboyz channel and vomit into the foe, and the name for their immense armies of interstellar conquest. An Ork Waaagh! is part migration, part holy war, the Orks gathering in their millions and building titanic mobile effigies, before taking to their lumbering warships and setting off into space in search of battle.

THE GREAT WAAAGH!

The mightiest Ork Warlord in the galaxy is Ghazghkull Mag Uruk Thraka, the Beast of Armageddon and prophet of the Ork gods Gork and Mork. While it is the galaxy's great misfortune to play host to Ork Warlords beyond counting, Ghazghkull is quite possibly the biggest, meanest, most violent and – crucially – the most visionary of them all.

For many years, Ghazghkull obsessed over the stalwart Imperial world of Armageddon. This planet, with its towering hive cities, sweeping jungles and vast, dusty plains, was one of the Imperium's greatest industrial powerhouses before the onset of Waaagh! Ghazghkull. It became a never-ending cauldron of war and devastation, embroiled in carnage and destruction on an apocalyptic scale. This was Ghazghkull's doing, yet it was not grand enough for him. Since suffering a crippling head injury many years before, Ghazghkull had borne witness to agonising visions that he claimed were sent by Gork and Mork, and on Armageddon he endured his worst premonition yet. Spurred on by it, Ghazghkull left the planet and declared a Great Waaagh!. The Warlord vowed to trample a warpath so grand and spectacular across the galaxy that the Ork gods themselves would be able to tear their way into reality and join the carnage. In the name of this crusade, Ghazghkull has razed dozens of planets and subjugated hundreds of Ork tribes, forging an ever larger Waaagh!. Now he leads a horde that blackens the stars, a ramshackle armada so vast that it can blanket entire star systems in devastation with but a part of its unbelievable might. Still it is not enough, for Ghazghkull will not rest until he fights alongside the greenskin gods themselves.

COMPOSITION OF A WAAAGH!

When an Ork Waaagh! begins, worlds shake with its fury. Millions upon millions of Orks mass around their towering war effigies, bellowing in animal fury as they work themselves into a rabid battle-frenzy. The air hums with strange energies, and billowing clouds of smoke and dust rise like thunderheads. Enemies of the green tide quail in fear, and rightly so, for the power of the Waaagh! is a force of primal destruction without equal.

To the untrained eye, an Ork Waaagh! resembles an endless ocean of green muscle, rusted metal, and crudely coloured glyphs and banners. Ork military formations - such as they are - are sprawling and anarchic, bleeding into one another as the greenskins surge forward in massed mobs. Boyz, Battlewagon crews, colossal Stompas and begoggled Ork Flyboyz all race toward the enemy as fast as they can, jostling, trampling, barging and ramming with all the discipline of a stampede of rabid Grox. Yet amidst the mayhem there is order, crude and resilient military structures that the Orks comprehend on an instinctive level.

TRIBES AND CLANS

First and foremost, every greenskin from the biggest and most muscle-bound Ork to the scrawniest Grot slave, belongs to a tribe. This is the closest analogue that Imperial strategists have been able to draw to any kind of formal Ork 'regiment', though the composition and sizes of Ork tribes varies wildly.

Most tribes are led by a Warboss. Inevitably this will be the biggest, loudest, meanest greenskin of the lot, a scar-covered brute who has bullied and bludgeoned his way to the top of the heap. Ork Warbosses get the best loot, the best fights, and the biggest guns, choppas and suits of armour, while every other Ork in the tribe does what they say without question. Orks do not see such tyranny as a bad thing; to them, it is simply the natural order of things. Occasionally a tribe may be led by a Big Mek or Painboss, an Oddboy who has gotten so big and powerful that either they have taken command of the tribe by force, or else been kicked out by their Warboss as a potential threat and so started up a tribe of their own.

Directly below the leader of the tribe are his Boss Nobz. Huge brutes second only to the Warboss in size and ferocity, these tusk-mawed killers keep the Boyz in line and brawl mercilessly to prove who's the best. If there is ever a challenge to the Warboss' leadership, it will likely come from amongst his Nobz as the largest and meanest amongst them takes a swing at claiming ultimate power. The Warboss' Oddboyz also exist within this social strata, making their unique skills available to their master in exchange for his favour (or at least not being beaten to a pulp).

The rest of the tribe is made up of Ork mobs. Many of these fight on foot, gathering in great numbers beneath the boss-pole of one Nob or another and following them howling into battle. Other Orks hurtle to war in smoke-belching Trukks, Buggies and Battlewagons, or sitting astride snarling Warbikes. Others still build huge and preposterous guns with which to shred their victims from a distance, or else charge madly into the fight spewing fire from dubious-looking flamethrowers. Squadrons of hurtling aircraft, convoys of looted tanks, clanking, saw-fisted walkers and batteries of bizarre field artillery – all of these mobs and many more can be found within most Ork tribes to one degree or another.

Entirely separate to the crude strata of Ork tribes are the six clans. In some ways, the clans are closer to spiritual groupings, while in others they resemble distinct nationalities or philosophies within Ork society. Of course, the Orks themselves see things far more simply; every Ork belongs to a clan, which means he prefers certain colours, has particular likes and dislikes, and is one hundred percent certain that his clan is the best and most important of the lot.

Within a single tribe there may well be mobs of Orks from several different clans, all fighting together despite their sometimes violent rivalries. Such diversity actually benefits the Ork tribes immensely, for each clan's Orks tend toward certain violent proclivities and specialisms that complement each other upon the field of battle.

GROTS

Smaller and scrawnier than their Ork masters, Grots form the natural underclass of Ork society. In truth, Grots are substantially cleverer and more sneaky than Orks, and it is only this natural cunning that enables the luckless creatures to survive. Orks treat Grots as their slaves – when not herding them into battle to soak up enemy fire or clear minefields the hard way, Orks rely upon Grots to do all the menial tasks, from crewing field guns and carrying ammo to crawling into the mechanical guts of stalled war engines and smacking them with wrenches until they start working again. Constantly kicked, beaten, thrust into harm's way or just plain eaten by their larger cousins, the Grots endure countless indignities in their short and brutal lives. For all this, Grots accept their lot largely without question, venting their spite upon one another, the enemy, or whatever luckless captives the Orks take in battle.



The Goff Clan has as its symbol an angry bull's head on a field of black and white checks. It typically produces the biggest, meanest greenskins around. Goff Boyz wear black, white and red, and their hides are usually criss-crossed with the scars of countless brutal close combats. The Goffs consider massed infantry charges the only true way for Orks to fight, describing anything more strategic or technological as 'muckin' about'. Goff Boyz and Nobz have a prominent place in the battle-line of many Ork tribes, and can usually be found where the fighting is thickest, running headlong through hails of fire in order to tear the enemy limb from limb.

The Evil Sunz Clan embodies the Orks' obsessive love of speed. Clad in red and orange garb, often decorated with stylized flames, Evil Sunz Boyz typically pile aboard the fastest vehicles they can so as to hurtle into battle in the vanguard of the Waaagh!. This clan is especially famed for their throngs of Warbikes and their lunatic pilots, who hurtle to war with the leering sun glyph of their clan visible to all.





The Orks of the Bad Moons Clan are the richest of all their kind, for their teeth – the basis of all Ork currency – grow at twice the normal rate. Because of their wealth, Bad Moons favour bright yellow wargear and the shine of any sort of precious metals, while their clan glyph is a leering moon whose mouth brims with wicked fangs. The Bad Moons have all the best gear, from engine-driven saw-choppas to triple-barrelled plasma-rocket-shootas, and they're not shy in bragging about it to every other greenskin who will listen. Going into battle against such spectacularly over-equipped Orks is a terrifying prospect, for while they may not be any better a shot than their kin from other clans, the sheer destructive firepower generated by massed Bad Moons is enough to blow the leg off an Imperial Titan.

The Orks of the Deathskulls Clan are light-fingered thieves who share an almost Mekboy-like knack for tinkering with Ork technology. Their clan glyph is a horned skull, while their favoured colours are white and blue, the latter being traditionally associated by the greenskins with good luck. Though the Deathskulls enjoy a good fight as much as the next Ork, their inherent kleptomania leads them to see every battle as just another thrilling excuse to scavenge, loot or steal whatever they can get their hands on. When not blazing away with their preposterously huge deffguns, the Deathskulls are more than happy to indulge in such battlefield larceny, and will merrily club to death anyone who gets in their way.





The Blood Axe Clan is unique amongst all of Orkdom for its members' belief that battles should be fought to an actual plan. It is not that the Blood Axes are less courageous or psychotically violent than other Orks, but rather they simply possess a rudimentary comprehension of strategy, tactics and stealth. The Blood Axe Clan uses crossed choppas as its glyph, and rather than having a single, unifying clan colour, its Boyz garb themselves in luridly mangled approximations of Imperial camouflage patterns. The Blood Axes are famed for their Kommandos and, while other Orks tend to see them as untrustworthy gits who are not sufficiently 'Orky', there is no denying that their grasp of such strategic intricacies as concentration of fire, flank attacks, and not just running headlong into artillery fire have proven invaluable to many a Warboss the galaxy over.

The Orks of the Snakebites Clan wear natural, brownish hues and boast a stylised snake as their glyph. They see themselves as staunch traditionalists, and care little that the other clans mock them for their backwards ways. The Snakebites specialise in the breeding of squigs, or squiggly beasts, the strange, fungoid monsters that make up much of the Orks' bizarre ecosystem. These creatures can grow to enormous size and savagery under the husbandry of the hard-bitten Snakebites, eventually becoming the behemoth monsters known as Squiggoths. When the Snakebites take to the field in their armoured howdahs atop their bellowing Squiggoth herds, the other clans stop their sniggering pretty quickly.



ORKS ARMY LIST

This section contains all of the datasheets that you will need in order to fight battles with your Ork miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have. Some rules are common to several Ork units, and are described on these pages and referenced on the datasheets.

KEYWORDS

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

<CLAN>

All Orks belong to a clan, a group of like-minded greenskins that share a propensity for a certain kind of warfare.

Some datasheets specify what clan the unit is drawn from (e.g. Ghazghkull Thraka has the **GOFF** keyword, so is from the Goff clan). If an **ORK** datasheet does not specify which clan it is drawn from, it will have the **<CLAN**> keyword. When you include such a unit in your army, you must nominate which clan that unit is from. 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 Warboss in your army, and you decided he was from the Evil Sunz clan, his **<CLAN>** Faction keyword is changed to **EVIL SUNZ** and his Breakin' Heads ability would then say 'If an **EVIL SUNZ** unit fails a Morale test within 3" of a friendly **EVIL SUNZ WARBOSS**, they can restore order with a brutal display of violence. If they do, the unit suffers D3 mortal wounds but the Morale test is then considered to have been passed.'

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".



POWER OF THE WAAAGH! DISCIPLINE

Before the battle, generate the psychic powers for **PSYKERS** that can use powers from the Power of the Waaagh! discipline using the table below. You can either roll a D3 to generate their powers randomly (re-roll any duplicate results), or you can select the psychic powers you wish the psyker to have.

POWER OF THE WAAAGH! DISCIPLINE

D3 PSYCHIC POWER

'Eadbanger

'Eadbanger has a warp charge value of 6. If manifested, roll
a D6 and compare it to the Toughness characteristic of the closest visible enemy model within 9" of the psyker. If the result is higher than the model's Toughness, it is slain.

Warpath

2 Warpath has a warp charge value of 7. If manifested, select a friendly ORK unit within 6" of the psyker. Increase that unit's Attacks characteristic by 1 until your next Psychic phase.

Da Jump

Da Jump has a warp charge value of 7. If manifested, select a friendly **ORK INFANTRY** unit within 6" of the psyker.

3 Remove this unit from the battlefield, and then set it up anywhere on the battlefield more than 9" from any enemy models. This unit counts as having moved for the purposes of any rules (e.g. firing Heavy weapons).

WARGEAR

Many of the units you will find on the following pages reference one or more of the following wargear lists (e.g. Shooty Weapons). When this is the case, the unit may take any item from the appropriate list below. The profiles for the weapons in these lists can be found in the appendix (pg 132-133).

SHOOTY WEAPONS

- Shoota
- Kustom shoota
- Kombi-weapon with rokkit launcha
- Kombi-weapon with skorcha

SOUPED-UP WEAPONS

- Kombi-weapon with rokkit launcha
- Kustom mega-blasta
- Rokkit launcha
- Kombi-weapon with skorcha
- Kustom mega-slugga

'EAVY WEAPONS

- Big shoota
- Rokkit launcha

CHOPPY WEAPONS

- Big choppa
- Power klaw



	WARBOSS														
NAME	М	WS	BS	S	T	W	A	Ld	Sv						
Warboss	5"	2+	5+	6	5	6	4	8	4+						
A Warboss is a single m	odel armed w	vith a ku	stom sh	oota, a	big chop	pa and	stikkbo	mbs.							
WEAPON	RANGE	TYPE			S	AP	0	ABILI	ITIES						
Kustom shoota	18"	Assa	ult 4		4	0	1	-							
Attack squig	Melee	Mel	ee		4	-1	1		n time a model with an attack squig fights, it can e 2 additional attacks with this weapon.						
Big choppa	Melee	Mel	ee		+2	-1	2	-							
Stikkbomb	6"	Gre	nade D6	<u>,</u>	3	0	1	-							
WARGEAR OPTIONS	• This n	nodel m	ay repla	ce its b					m the Shooty Weapons or Choppy Weapons lists. ne Choppy Weapons list.						
ABILITIES	'Ere We	e Go, Mo	ob Rule	(pg 7)		27/2		1242							
	even if t Breakin	hey Adv ' Heads order wi	vanced t : If a < C th a bru	his tur CLAN> Ital disj	n. unit fail play of vi	s a Mora	ale test v	vithin 3'	odel at the start of the Charge phase can charge " of a friendly <clan> WARBOSS</clan> , they can nit suffers D3 mortal wounds but the Morale test is						
FACTION KEYWORDS	ORK,	<clan< td=""><td>I></td><td></td><td></td><td></td><td>1.</td><td></td><td></td></clan<>	I >				1.								
					-										

					RB GA AF				
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Warboss in Mega Armour	4"	2+	5+	6	5	7	4	8	2+
A Warboss in Mega Armour	is a sing	le mode	el armed	with a	kustom s	shoota a	and power	r klaw.	
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES
Kustom shoota	18"	Ass	ault 4		4	0	1	-	
Power klaw	Melee	Me	ee		x2	-3	D3		n attacking with this weapon, you must subtract 1 the hit roll.
WARGEAR OPTIONS	• This n	nodel m	ay repla	ce its kı	istom sh	oota wi	ith one ite	m fron	n the Shooty Weapons or Choppy Weapons lists.
ABILITIES		n!: Frier del at th	dly OR e start o	K INFA	harge ph		thin 6" of charge	withi resto the u	kin' Heads: If a <clan> unit fails a Morale test in 3" of a friendly <clan> WARBOSS, they can re order with a brutal display of violence. If they do nit suffers D3 mortal wounds but the Morale test is considered to have been passed.</clan></clan>
FACTION KEYWORDS	ORK,	<cla1< td=""><td>N></td><td>1118</td><td></td><td>10.00</td><td></td><td></td><td></td></cla1<>	N>	1118		10.00			
KEYWORDS	CHAR	ACTE	R, INF	ANTR	Y, MEC	GA AR	MOUR,	WAR	RBOSS

5. 					RB WARI	OSS bike	5		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Warboss on Warbike	14"	2+	5+	6	6	7	4	8	4+
A Warboss on Warbike is	a single mo	del arm	ed with	a big cł	noppa ar	ıd stikkb	ombs. 7	Гhe warl	bike is equipped with two dakkaguns.
WEAPON	RANGE	TYP			S	AP	D	ABILI	TIES
Dakkagun	18"	Ass	ault 3		5	0	1	-	
Attack squig	Melee	Mel	ee		4	-1	1		time a model with an attack squig fights, it can e 2 additional attacks with this weapon.
Big choppa	Melee	Mel	ee		+2	-1	2	-	
Stikkbomb	6"	Gre	nade Dé	<u>,</u>	3	0	1	-	
WARGEAR OPTIONS	• This n	nodel m	ay take	one iten		a with or he <i>Shoot</i>			e Choppy Weapons list.
ABILITIES	even if t Breakin	n!: Frien they Ad ' Heads order wi	dly OR vanced t : If a < C th a bru	K INFA his turr CLAN> ital disp	ı. unit fail lay of vi	s a Mora	le test v	vithin 3"	odel at the start of the Charge phase can charge ' of a friendly < CLAN> WARBOSS , they can nit suffers D3 mortal wounds but the Morale test is
FACTION KEYWORDS	ORK,			- Jeen p					
KEYWORDS		-		'ER, W	ARBO	SS			

	WEIRDBOY												
NAME	М	WS	BS	S	T	W	A	Ld	Sv				
Weirdboy	5"	3+	5+	5	4	4	3	6	6+				
A Weirdboy is a single m	odel armed	with a V	Weirdbo	y staff.		2		the ?					
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	ITIES				
Weirdboy staff	Melee	Me	lee		+2	-1	D3	-					
ABILITIES	Waaagl 10". Ho	n! Ener wever, i		1 to any al result	of the te	est is 12-			model for every 10 friendly ORK models within nmediately suffers Perils of the Warp exactly as if				
PSYKER	psychic	power		enemy I	sychic p	hase. It			friendly Psychic phase, and attempt to deny one te psychic power and one psychic power from the				
FACTION KEYWORDS	ORK,	<cla< td=""><td>N></td><td></td><td>-</td><td></td><td></td><td>1-</td><td></td></cla<>	N>		-			1-					
KEYWORDS	CHAR	ACTE	R, INF	ANTR	Y, PSY	KER, V	WEIRD	BOY					

				BI	G M	EK						
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Big Mek	5"	3+	5+	5	4	4	3	7	4+			
Grot Oiler	5"	5+	4+	2	2	1	1	4	6+			
A Big Mek is a single mo	del armed w	ith a slu	ıgga, ch	oppa ar	nd stikkbo	ombs. It	may be	accomp	anied by a Grot Oiler.			
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	lies			
Shokk attack gun	60"	Hea	vy D6		2D6	-5	D3	Stren wour	re firing this weapon, roll once to determine the gth of all its shots. If the result is 11+, do not make ad rolls – instead, each attack that hits causes D3 al wounds.			
Slugga	12"	Pist	ol 1		4	0	1	-				
Choppa	Melee	Mel	ee		User	0	1		time the bearer fights, it can make 1 additional k with this weapon.			
		_					2	When attacking with this weapon, you must subtract 1 from the hit roll.				
Killsaw	Melee	Mel	ee		x2	-4	2	from				
	6"	Gre	nade De		3	0	1	-	the hit roll.			
Stikkbomb WARGEAR OPTIONS	6" • This n a kusto • This n a killsa	Gre nodel m om forc nodel m aw.	nade De ay repla e field o ay repla	ce its sl r a sho ce its c	3 lugga witl kk attack	0 h one it gun.	1 em from	the Sou	the hit roll.			
Stikkbomb WARGEAR OPTIONS	6" • This n a kuste • This n a killsa 'Ere We Kustom within 9 it has a 4 Big Mel (other th only be Grot Oi Mek is n When n Grot Oi	Gre nodel m om force nodel m w. Go, Ma Force a " have a 5+ invu caniak: han mo repaired ler: On epairing colling to ler is ign	nade De ay repla e field o ay repla ob Rule Field: If 1 5+ inv Inerable At the e dels tha d once e ce per g g regain o wound nored fo	ce its sl r a shoc ce its c (pg 7) this m ulnerab save ag and of y t can Fl ach tur ame, a s one a this up r the p	3 lugga with kk attack hoppa wi odel is eq gainst ran our Mow LY) withi n. Grot Oik dditional nit, alway urposes c	0 h one it gun. th one i uipped gainst ra ged we ement p n 3". Th er can as wound s use th	1 em from tem fror with a k inged we apons in hase, th at mode ssist its r e Mek's '	the Sou n the So ustom fr apons. I stead. I regains naster in	the hit roll. uped-up Weapons or Choppy Weapons lists, or either			
Stikkbomb WARGEAR OPTIONS ABILITIES	6" • This n a kuste • This n a killsa 'Ere We Kustom within 9 it has a 1 Big Mel (other th only be Grot Oi Mek is n When re Grot Oi for the p	Gre nodel m om force nodel m w. Go, M Force 1 " have a 5+ invu caniak: han mo repaired ler: On epairin olling to ler is ignour se	nade De ay repla e field o ay repla ob Rule Field: If a 5+ inv Inerable At the e dels tha d once e ce per g g regain o wound nored fo s of sho	ce its sl r a shoc ce its c (pg 7) this m ulnerab save ag and of y t can Fl ach tur ame, a s one a this up r the p	3 lugga with kk attack hoppa wi odel is eq gainst ran our Mow LY) withi n. Grot Oik dditional nit, alway urposes c	0 h one it gun. th one i uipped gainst ra ged we ement p n 3". Th er can as wound s use th	1 em from tem fror with a k inged we apons in hase, th at mode ssist its r e Mek's '	the Sou n the So ustom fr apons. I stead. I regains naster in	the hit roll. <i>uped-up Weapons</i> or <i>Choppy Weapons</i> lists, or either <i>uped-up Weapons</i> or <i>Choppy Weapons</i> lists, or orce field, friendly <ork></ork> units that are entirely If the Big Mek is embarked, the vehicle transportin I can repair a single friendly <clan> VEHICLE</clan> s D3 wounds lost earlier in the battle. A vehicle can n making repairs. When it does so, the vehicle the ess (while it is on the battlefield). The death of a			
Stikkbomb	6" • This n a kuste • This n a killse • Zree Wee Kustom within S it has a s Big Mel (other th only be Grot Oi Mek is n When re Grot Oi for the p ORK, •	Gre nodel m om force nodel m w. Go, M Force " have a 5+ invu caniak: han mo repaired ler: On epairin olling to ler is ignour ourpose <clan< td=""><td>nade De ay repla e field o ay repla ob Rule Field: If a 5+ inv Inerable dels tha d once e ce per g g regain o wound nored fo s of sho V></td><td>ce its sl r a sho ce its c (pg 7) this m ulneral save ag and of y t can Fl ach tur ame, a s one a this un or the p oting ar</td><td>3 lugga with kk attack hoppa wi odel is eq gainst ran our Mow LY) withi n. Grot Oik dditional nit, alway urposes c</td><td>0 h one it gun. th one i gainst ra aged we ement p n 3". Th er can aa wound s use th of moral</td><td>1 em from tem fror with a k inged we apons in hase, th at mode ssist its r e Mek's '</td><td>the Sou n the So ustom fr apons. I stead. I regains naster in</td><td>the hit roll. <i>uped-up Weapons</i> or <i>Choppy Weapons</i> lists, or either <i>uped-up Weapons</i> or <i>Choppy Weapons</i> lists, or orce field, friendly <ork></ork> units that are entirely If the Big Mek is embarked, the vehicle transportin I can repair a single friendly <clan> VEHICLE</clan> s D3 wounds lost earlier in the battle. A vehicle can n making repairs. When it does so, the vehicle the ess (while it is on the battlefield). The death of a</td></clan<>	nade De ay repla e field o ay repla ob Rule Field: If a 5+ inv Inerable dels tha d once e ce per g g regain o wound nored fo s of sho V>	ce its sl r a sho ce its c (pg 7) this m ulneral save ag and of y t can Fl ach tur ame, a s one a this un or the p oting ar	3 lugga with kk attack hoppa wi odel is eq gainst ran our Mow LY) withi n. Grot Oik dditional nit, alway urposes c	0 h one it gun. th one i gainst ra aged we ement p n 3". Th er can aa wound s use th of moral	1 em from tem fror with a k inged we apons in hase, th at mode ssist its r e Mek's '	the Sou n the So ustom fr apons. I stead. I regains naster in	the hit roll. <i>uped-up Weapons</i> or <i>Choppy Weapons</i> lists, or either <i>uped-up Weapons</i> or <i>Choppy Weapons</i> lists, or orce field, friendly <ork></ork> units that are entirely If the Big Mek is embarked, the vehicle transportin I can repair a single friendly <clan> VEHICLE</clan> s D3 wounds lost earlier in the battle. A vehicle can n making repairs. When it does so, the vehicle the ess (while it is on the battlefield). The death of a			

				BI	G M	EK				
Powet					GA AF					
NAME	М	WS	BS	S	T	W	A	Ld	Sv	
Big Mek in Mega Armour	4"	3+	5+	5	4	5	3	8	2+	
Grot Oiler	5"	5+	4+	2	2	1	1	4	6+	
0 0	U			with a k	custom n	U		-		It may be accompanied by a Grot Oiler.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	
Kustom mega-blasta	24"	Ass	ault 1		8	-3	D3	On a	hit ro	ll of 1, the bearer suffers a mortal wound.
Tellyport blasta	12"	Ass	ault D3		8	-2	1	and i	s not s t is gre	suffers any unsaved wounds from this weapo slain, roll a D6 at the end of the phase. If the eater than that model's Wounds characteristic
Killsaw	Melee	Me	lee		x2	-4	2		n attac the hi	king with this weapon, you must subtract 1 it roll.
Power klaw	Melee	Me	lee		x2	-3	D3		n attac the hi	king with this weapon, you must subtract 1 troll.
WARGEAR OPTIONS							sta with o or a kust			the <i>Shooty Weapons</i> list or a killsaw. I.
ABILITIES	a kustor entirely ranged vehicle against Big Mel this mo	Force n force within weapon transpor ranged caniak: del can	Field: If field, fri 9" have : s. If the rting it l weapons At the e repair a	this mo endly < a 5+ inv Big Me nas a 5+ s instead end of y single f	our Mov riendly «	inits tha le save a arked, th rable sa rement p <clan< td=""><td>t are gainst ne ve vhase, ></td><td>mast the M Whe Toug a Grot</td><td>er in n Aek is n n rollin shness ot Oile Oiler i</td><td>: Once per game, a Grot Oiler can assist its naking repairs. When it does so, the vehicle repairing regains one additional wound. ng to wound this unit, always use the Mek's (while it is on the battlefield). The death of r is ignored for the purposes of morale. The is considered to have the CHARACTER r the purposes of shooting attacks.</td></clan<>	t are gainst ne ve vhase, >	mast the M Whe Toug a Grot	er in n Aek is n n rollin shness ot Oile Oiler i	: Once per game, a Grot Oiler can assist its naking repairs. When it does so, the vehicle repairing regains one additional wound. ng to wound this unit, always use the Mek's (while it is on the battlefield). The death of r is ignored for the purposes of morale. The is considered to have the CHARACTER r the purposes of shooting attacks.
	That mo	del reg	ains D3	wound	that can s lost ear once eac	lier in tl	ne battle.			
FAGTION KEYWORDS	ORK,	<cla< td=""><td>N></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></cla<>	N>							
KEYWORDS (BIG MEK)	CHAR	ACTE	R, INF	ANTR	Y, MEO	GA AR	MOUR	, BIG	MEK	
KEYWORDS (GROT OILER)	INFAN	TRY,	GRET	CHIN,	GROT	OILE	R			



Big Meks are masters of the ramshackle technologies that power the Ork war machine.

				IG M									
NAME	М	WS	BS	S T	W	A	Ld	Sv					
Big Mek on Warbike	14"	3+	5+	5 5	5	3	7	4+					
A Big Mek on Warbike is	a single mo	del arm	ed with a s	lugga, chopp	a and st	ikkbomb	s. The v	warbike is equipped with two dakkaguns.					
WEAPON	RANGE	TYP	E	S	AP	D	ABILI	LITIES					
Dakkagun	18"	Ass	ault 3	5	0	1	-						
Shokk attack gun	60"	Hea	avy D6	2D6	-5	D3	Stren wour	ore firing this weapon, roll once to determine the ength of all its shots. If the result is 11+, do not make and rolls – instead, each attack that hits causes D3 rtal wounds.					
Slugga	12"	Pist	ol 1	4	0	1	-						
Choppa	Melee	Me	lee	User	0	1		h time the bearer fights, it can make 1 additional					
Killsaw	Melee	Me	lee	x2	-4	2		en attacking with this weapon, you must subtract 1 m the hit roll.					
Stikkbomb	6"	Gre	enade D6	3	0	1	-						
WARGEAR OPTIONS	a kust	om forc nodel m	e field or a	shokk attack	gun.			ouped-up Weapons or Choppy Weapons lists, or eithe Souped-up Weapons or Choppy Weapons lists, or					
ABILITIES	'Ere We	e Go, M	ob Rule (p	g 10)				stom Force Field: If this model is armed with a					
	phase, i repair a models wounds	 'Ere We Go, Mob Rule (pg 10) Big Biker Mekaniak: At the end of your Movement phase, if it didn't move more than 5", this model can repair a single friendly <clan> VEHICLE (other than models that can FLY) within 1". That model regains D3 wounds lost earlier in the battle. A vehicle can only be repaired once each turn.</clan> 											
FACTION KEYWORDS	ORK,	<cla< td=""><td>N></td><td></td><td></td><td></td><td></td><td></td></cla<>	N>										
KEYWORDS	DIVET	СЦ	DACTE	R, BIG ME	17								

11	C.	ΗΛ	76	нк	TT	тт	HR	ΛK	- 1
Nor Power									
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Ghazghkull Thraka	5"	2+	5+	6	6	8	5	8	2+
Ghazghkull Thraka is a s your army.	ingle model	armed	with a tv	vin big	shoota, l	custom l	klaw and	stikkb	ombs. Only one of this model can be included in
WEAPON	RANGE	TYP	'E		S	AP	0	ABILI	TIES
Twin big shoota	36"	Ass	ault 6		5	0	1	-	
Kustom klaw	Melee	Me	lee		x2	-3	3	-	
Stikkbomb	6"	Gre	enade De	5	3	0	1	-	
ABILITIES	'Ere We	e Go, M	lob Rule	(pg 10)			17		ohet of Gork and Mork: Ghazghkull Thraka has a nvulnerable save.
Great Waaagh!: Friendly ORK INFANTRY units within 6" of Ghazghkull Thraka at the start of the Charge phase can charge even if they Advanced this turn. Furthermore, friendly ORK INFANTRY models add 1 to their Attacks characteristic if they charged this turn and Ghazghkull Thraka is within 6" of their unit									Boss is Watchin': If a friendly <ork> unit fails a ale test and they are within 6" of Ghazghkull Thraka an restore order with a brutal display of violence. does, the unit suffers D3 mortal wounds but the ale test is then considered to have been passed.</ork>

KEYWORDS	CHARACTER, INFANTRY, MEGA ARMOUR,	WARBOSS, GHAZGHKULL THRAKA
FACTION KEYWORDS	ORK, GOFF	
	when they fight.	Morale test is then considered to have been passed.

NAME	М	WS	BS	S	T	W	A	Ld	Sv					
Kaptin Badrukk	5"	2+	4+	5	4	6	4	8	3+					
Ammo Runt	5"	5+	4+	2	2	1	1	4	6+					
Kaptin Badrukk is a single	model armed with a slugga, a choppa, stikkbombs and Da Rippa. He may be accompanied by up to 3 Ammo Rur be included in your army.													
WEAPON		TYP			S	AP	0	ABILI	TIFS					
Da Rippa				is weapo										
- Standard	24"		ivy 3	1	7	-3	2	-						
- Supercharge	24"	Hea	ivy 3		8	-3	3	D3 n	If you roll one or more hit rolls of 1, the bearer suffe D3 mortal wounds after all of this weapon's shots ha been resolved.					
Slugga	12"	Pist	ol 1		4	0	1	-						
Choppa	Melee	Mel	ee		User	0	1		n time the bearer fights, it can make 1 additions with this weapon.	onal				
Stikkbomb	6"	Gre	nade D6	<u>,</u>	3	0	1	-						
ABILITIES	Ammo hit rolls accomp When r he is on the pur	6" Grenade D6 3 0 1 - 'Ere We Go, Mob Rule (pg 10) Flashiest Gitz: You can re-roll hit rolls for him you can re-roll one dice for each Ammo Runt accompanying him. Flashiest Gitz: You can re-roll hit rolls for him you can re-roll one dice for each Ammo Runt accompanying him. Goldtoof Armour: Kaptin Badrukk's Toughness (while he is on the battlefield). The death of an Ammo Runt is ignored for the purposes of morale. The Ammo Runt is considered to have the CHARACTER keyword for the purposes of shooting attacks. Goldtoof Armour: Kaptin Badrukk's Toughness (while he is on the battlefield). The death of an Ammo Runt is ignored for the purposes of shooting attacks. Hammo Runt is ignored for the purposes of shooting attacks.												
FACTION KEYWORDS	ORK													
KEYWORDS (BADRUKK)	INFAN	NTRY,	CHAR	ACTEI	R, FLAS	SH GI	Г, КАІ	TIN B	SADRUKK					
KEYWORDS (AMMO RUNTS)	INFAN	NTRY,	GRET	CHIN,	AMMO) RUN	ITS							

BOSS ZAGSTRUK

NAME	М	WS	BS	S	T	W	A	Ld	Sv
Boss Zagstruk	12"	2+	5+	6	4	6	6	7	4+
Boss Zagstruk is a single your army.	model arme	d with i	Da Vulcl	ha's Kla	iws, a slug	gga, a cl	hoppa ar	ıd stikkl	pombs. Only one of this model can be included in
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Slugga	12"	Pist	ol 1		4	0	1	-	
Choppa	Melee	Mel	ee		User	0	1		time the bearer fights, it can make 1 additional k with this weapon.
Da Vulcha's Klaws	Melee	Mel	ee		+2	-3	D3		time the bearer fights, only 2 attacks can be made this weapon.
Stikkbomb	6"	Gre	nade De	5	3	0	1	-	
ABILITIES	Overwa Cybork cannot i	rottle: H tch has Body: nake a	Boss Zag been res Each tin Dok's To	sstruk c solved. ne this pols or	can Advar On a roll model los Biker Dol	of 1, ho ses a wo c's Tool	e suffers ound, rol s roll for	a morta l a D6; c this mo	me turn, but if he does so, roll a D6 after any l wound. on a roll of 5 or 6, that wound is not lost. You sdel if you do so. f Boss Zagstruk automatically pass Morale tests.
FACTION KEYWORDS	ORK,	GOFF							
KEYWORDS	CHAR	ACTE	R, INF	ANTE	RY, STO	RMBC	DY, JUN	IP PAC	CK, FLY, BOSS ZAGSTRUK

		BOSS SNIKROT												
NAME	М	WS	BS	S T	W	A	Ld	Sv						
Boss Snikrot	6"	2+	5+	64	6	6	7	6+						
Boss Snikrot is a single	model armed	with M	ork's Teeth	and stikkbor	nbs. On	ly one o	f this m	odel can be included in your army.						
WEAPON	RANGE	TYP	E	S	AP	0	ABILI	TIES						
Mork's Teeth	Melee	Mel	ee	User	-1	2	-							
Stikkbomb	6"	Gre	nade D6	3	0	1	-							
ABILITIES	'Ere We	e Go, M	ob Rule (pg	(10)			o saving	throws for Boss Snikrot.						
	⁷ Ere Wo Sneakie Kunnin battlefie anywhe Red Sko KOMM Terrifyi	e Go, M est Git: ' Infiltr eld. At tl re on th ull Kom IANDO	ob Rule (pg When he is ator: Durin he end of an e battlefield mandos: Y S within 6"	10) in cover, add g deploymer y of your Ma that is more ou can re-rol of Boss Snik	l 3 inste nt, you c ovement e than 9' Il hit rol rot.	ad of 1 t can set u t phases ' away fi ls of 1 ir	p Boss S , Snikrot om any a the Fig	g throws for Boss Snikrot. Snikrot in hiding instead of placing him on the t can stalk from his hiding place – set him up enemy models. ht phase for friendly units of BLOOD AXE of Boss Snikrot add 1 to the result.						

		MEK											
NAME	М	WS	BS	S	T	W	A	Ld	Sv				
Mek	5"	3+	5+	4	4	3	2	6	6+				
Grot Oiler	5"	5+	4+	2	2	1	1	4	6+				
A Mek is a single model a	rmed with	a slugga	, choppa	and st	tikkbomb	s. It ma	y be acc	ompani	ied by a Grot Oiler.				
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES				
Slugga	12"	Pist	ol 1		4	0	1	-					
Choppa	Melee	Mel	lee		User	0	1		n time the bearer fights, it can make 1 additional ck with this weapon.				
Killsaw	Melee	Melee Melee			x2	-4	2		en attacking with this weapon, you must subtract 1 n the hit roll.				
Stikkbomb	6"	Gre	nade De	,	3	0	1	-					
WARGEAR OPTIONS					hoppa wi lugga witl			n the Soi	uped-up Weapons list.				
ABILITIES	phase, t friendly models model r	ak: At t his moo <clai that car regains I le. A vel</clai 	he end o lel can r N> VEH n FLY) w l wound hicle car	of your epair a IICLE vithin 1 lost ea	Movemen single (other tha .". That	mal nt rega n Wh (wh for	king rep ains one en rollin ile it is o the purp	airs. Wh addition ng to wo on the b poses of	per game, a Grot Oiler can assist its master in hen it does so, the vehicle the Mek is repairing nal wound. Dound this unit, always use the Mek's Toughness pattlefield). The death of a Grot Oiler is ignored 'morale. The Grot Oiler is considered to have the word for the purposes of shooting attacks.				
FACTION KEYWORDS	ORK,	<cla1< td=""><td>N></td><td></td><td></td><td></td><td></td><td></td><td></td></cla1<>	N>										
KEYWORDS (MEK)	CHAR	ACTE	R, INF	ANTE	RY, MEK			19.8					

		0.250	99994	-15145	32.5	Lipe	1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1		
				PAI	NB	OY	7		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Painboy	5"	3+	5+	5	4	4	4	6	6+
Grot Orderly	5"	5+	4+	2	2	1	1	4	6+
A Painboy is a single model	armed w	ith an '	urty syri	nge and a	powe	r klaw. I	it may be a	ccom	panied by a Grot Orderly.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES
Killsaw	Melee	Me	lee		x2	-4	2		en attacking with this weapon, you must subtract 1 1 the hit roll.
Power klaw	Melee	Me	lee		x2	-3	D3		en attacking with this weapon, you must subtract 1 1 the hit roll.
'Urty syringe	Melee	Me	lee	1	User	0	1		weapon always wounds targets (other than HICLES) on a roll of 2+.
WARGEAR OPTIONS	• This n	nodel n	nay repla	ce its pow	er kla	w with	a killsaw.		
ABILITIES	Grot Or Grot Or attempt may re- surgery of wour When r Toughn Grot Or Grot Or	rderly: derly, c ing to h roll the is succe ds regated olling to ess (wh derly is derly is	once per heal a mo dice, eit essful, on hined. o wound hile it is co s ignored s conside	(pg 10) nodel is acc game, who odel using her when a when calo I this unit, on the batt I for the pu red to hav ses of shoo	en the Dok's deterr culati use the lefield urpos re the	Painbo Tools, y nining ng the r he Painb l). The d es of mo CHAR	y is you if the number poy's leath of a orale. The	INF. while On a In ac a Pai INF. D6; o a wo would atten	 S Tools: Roll a D6 each time a <clan></clan> ANTRY or <clan> BIKER unit loses a wound st within 3" of any friendly <clan> PAINBOYZ a 6, that unit does not lose that wound.</clan></clan> ddition, at the end of your Movement phase, inboy can attempt to heal a single <clan></clan> ANTRY or <clan> BIKER model within 1". Roll a on a 1, the model you were attempting to heal loses bund, but on any other result that model regains D3 nds lost earlier in the battle. You can only make one npt to heal a given model with the Dok's Tools or r Dok's Tools ability in each turn.</clan>
FACTION KEYWORDS	ORK,	<cla< td=""><td>N></td><td></td><td></td><td></td><td></td><td></td><td></td></cla<>	N>						
KEYWORDS (PAINBOY)	CHAR	ACTE	ER, INF	ANTRY,	PAI	NBOY			
KEYWORDS (GROT ORDERLY)	INFAN	TRY,	GRET	CHIN, G	ROT	ORD	ERLY		

6 Course					INB wari				
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Painboy on Warbike	14"	3+	5+	5	5	5	4	6	4+
A Painboy on Warbike is	a single mo	del arm	ed with	an 'urty	v syringe	and a p	ower kla	w. It rid	les a warbike equipped with two dakkaguns.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Dakkagun	18"	Ass	ault 3		5	0	1	-	
Killsaw	Melee	Me	lee		x2	-4	2		n attacking with this weapon, you must subtract 1 the hit roll.
Power klaw	Melee	Me	lee		x2	-3	D3		n attacking with this weapon, you must subtract 1 the hit roll.
'Urty syringe	Melee	Me	lee		User	0	1		weapon always wounds targets (other than (ICLES) on a roll of 2+.
WARGEAR OPTIONS	• This n	nodel n	ay repla	ce its p	ower kla	w with a	a killsaw.		
ABILITIES	whilst v In addit < CLAN heal los	Pok's To vithin 3 ion, at t I> INF es a wou	ools: Rol " of any he end c MTRY and, but	l a D6 e <clan of your l or <cla on any</cla </clan 	ach time I> PAIN Movemer AN> BIK other res	BOYZ nt phase ER moo ult, that	Ón a 6, 1 , if it did del withi model r	that unit n't move n 1". Ro egains D	FANTRY or <clan> BIKER unit loses a wound t does not lose that wound. e more than 5" this model can attempt to heal a single ll a D6; on a 1, the model you were attempting to 3 wounds lost earlier in the battle. You can only Biker Dok's Tools ability in each turn.</clan>
FACTION KEYWORDS	ORK,	<cla< td=""><td>N></td><td></td><td></td><td></td><td></td><td></td><td></td></cla<>	N>						
KEYWORDS	BIKE	R, CHA	RACT	ER, P	AINBO	Y			

NAME	М	WS	BS	S	T	W	A	Ld	Sv
Mad Dok Grotsnik	5"	2+	5+	5	5	4	4	8	4+
Mad Dok Grotsnik is a si	ngle model a	armed w	rith a slu	igga, a j	power kla	w and a	yringe.	Only one of this model can be included in your arm	
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	ITIES
Slugga	12"	Pist	ol 1		4	0	1	-	
Power klaw	Melee	Mel	ee		x2	-3	D3		en attacking with this weapon, you must subtract 1 1 the hit roll.
'Urty syringe	Melee	Mel	ee		User	0	1		weapon always wounds targets (other than HICLES) on a roll of 2+.
ABILITIES	or ORK Mad Do wound. Biker D In addit Mad Do INFAN D6; on a a wounds	Cools: Rc BIKER bk Grots This is a ok's Toc ion, at t bk Grots TRY or a 1, the a 1, the a lost ear to heal	all a D6 of a unit los nik. On not cum ds. he end of nik can ORK B model yn a any otl lier in tl a given a	each tir ses a wo a 6, tha ulative of your attemp IKER r ou were ner resu ne battle model v	ne an OR bund whi at unit do with othe Movemen t to heal a nodel wit e attempti alt that m e. You car with the I	lst with es not l er Dok's nt phase a single hin 1" ing to h odel reg n only r	in 3" of ose that Tools on ORK Roll a eal loses gains D3 nake one	woun not l One Char units to ch 12" turn,	er Cybork Body: Each time this model loses a nd, roll a D6; on a roll of 5 or 6, that wound is lost. Scalpel Short of a Medpack: If, at the start of the rge phase, there are no friendly ORK INFANTRY s within 3" of Mad Dok Grotsnik, he will attempt harge the nearest enemy unit, if there is one within He will do this even if he Advanced or Fell Back thi , but not if he is already within 1" of an enemy unit.
FACTION KEYWORDS	ODV	DEAT	HSKU	TE					

				B	BOY									
NAME	М	WS	BS	S	T	W	A	Ld	Sv					
Ork Boy	5"	3+	5+	4	4	1	2	6	6+					
Boss Nob	5"	3+	5+	5	4	2	3	7	6+					
This unit contains 10 O +8). Each model is arm									+4) or up to 20 additional Ork Boyz (Power Ratin place of one Ork Boy.					
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	ITIES					
Shoota	18"	Ass	ault 2		4	0	1	-						
Slugga	12"	Pist	ol 1		4	0	1	-						
Choppa	Melee	Me	lee		User	0	1		n time the bearer fights, it can make 1 additional ck with this weapon.					
Stikkbomb	6"	Gre	enade De	i	3	0	1	-						
WARGEAR OPTIONS	• The B • The B • For ev	 Any Ork Boy may replace his choppa and slugga with a shoota. The Boss Nob may replace his choppa with one item from the <i>Choppy Weapons</i> list. The Boss Nob may replace his slugga with one item from the <i>Shooty Weapons</i> list. For every 10 models in the unit, one Ork Boy may replace his choppa and slugga with one item from the <i>'Eau Weapons</i> list. 												
ABILITIES		 'Ere We Go, Mob Rule (pg 10) Green Tide: If this unit includes 20 or more models, add 1 to the Attacks characteristic of each model in the unit the second sec												
	ORK, <clan></clan>													
FACTION KEYWORDS	ORK,	<cla< td=""><td>N></td><td></td><td></td><td></td><td></td><td></td><td></td></cla<>	N>											

	GRETCHIN													
NAME	М	WS	BS	S	T	W	A	Ld	Sv					
Gretchin	5" 5+ 4+ 2 2 1 1 4 6+													
This unit contains 10 Gree Rating +2). Each model			-		onal Gr	etchin (l	Power F	Rating +), or up to 20 additional Gretchin (Po	ower				
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ES					
Grot blasta	12"	Pist	ol 1		3	0	1	-						
ABILITIES	Surpris their hi		angerou	ıs in La	rge Nui	nbers: If	a unit o	of Gretcl	in includes 20 or more models, you ca	an add 1 to				
FACTION KEYWORDS	ORK,	<cla1< td=""><td>N></td><td></td><td></td><td>1</td><td>222</td><td></td><td></td><td></td></cla1<>	N>			1	222							
KEYWORDS	INFAN	JTRY	CRET	THIN	1.5									

			R	UN	TH	ER	D					
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Runtherd	5"	3+	5+	4	4	4	7	6+				
A Runtherd is a single m	nodel armed v	with a s	lugga, gi									
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES			
Slugga	12"	Pist	ol 1		4	0	1	-				
Grabba stikk	Melee	Me	lee		+1	0	1		Each time the bearer fights, it can make 1 additional attack with this weapon.			
Grot-prod	Melee	Me	lee		+2	-1	1	-				
Stikkbomb	6"	Gre	nade De	<u>,</u>	3	0	1	-				
WARGEAR OPTIONS	This mThis m				rabba sti grot lasl							
ABILITIES	'Ere We Squig H GRETC friendly result. D	ound: HIN fa Runth	If a unit ils a Mo erds with	compr rale tes	ised entin t and is v g hound	vithin 3' ignore	is wit	Lash: If a unit comprised entirely of GRETCHIN thin 3" of any Runtherds with a grot lash, you can ll hit rolls of 1 for them in the Fight phase.				
FACTION KEYWORDS	ORK, «	CLA	N>				1					
KEYWORDS	CHAR	ACTE	R, INF	ANTR	Y, RUN	THEF	RD					



The irascible bullies known as Runtherds are responsible for corralling mobs of Gretchin and goading them towards the foe.

		BU	RNA I	BO	YZ		
NAME	М	WS BS	S T	W	A	Ld	Sv
Burna Boy	5"	3+ 5+	4 4	1	2	6	6+
Spanner	5"	3+ 5+	4 4	1	2	6	6+
This unit contains 5 Bur Rating +8). Up to 3 Spa • Each Burna Boy is arr • Each Spanner is arme	nners can eac ned with a bui	h take the place o na and stikkbom	f a Burna Boy. bs.		z (Pow	er Ratin	g +4) or up to 10 additional Burna Boyz (Power
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES
Burna (shooting)	8"	Assault D3	4	0	1	of att	re a unit fires its burnas, roll once for the number tacks and use this for all burnas fired by the unit is phase. When firing a burna, it automatically hit rget.
Slugga	12"	Pistol 1	4	0	1	-	
Burna (melee)	Melee	Melee	User	-2	1	-	
Choppa	Melee	Melee	User	0	1		time the bearer fights, it can make 1 additional k with this weapon.
Killsaw	Melee	Melee	x2	-4	2		n attacking with this weapon, you must subtract 1 the hit roll.
Stikkbomb	6"	Grenade D6	3	0	1	-	
WARGEAR OPTIONS		anner may repla				om the S	Souped-up Weapons list.
ABILITIES	'Ere We Mekania than mo repaired Pyroma	Go, Mob Rule (p k: At the end of y dels that can FLY once each turn.	g 10) your Moveme) within 1". Tl destroys an e	nt phase hat mod	e, a Spai lel regai	nner can ns 1 wou	a repair a single friendly <clan> VEHICLE</clan> (other and lost earlier in the battle. A vehicle can only be ing phase, it automatically passes Morale tests unti
FACTION KEYWORDS		CLAN>					
KEYWORDS		TRY, BURNA					



Burna Boyz are enthusiastic arsonists who like nothing more than wreathing their targets in gouts of flame.

			TA	NK	BU	IST.	AS		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Tankbusta	5"	3+	5+	4	4	1	2	6	6+
Boss Nob	5"	3+	5+	5	4	2	3	7	6+
Bomb Squig	5"	2+	2+	3	4	1	1	4	6+

This unit contains 5 Tankbustas. It can include up to 5 additional Tankbustas (**Power Rating +3**) or up to 10 additional Tankbustas (**Power Rating +6**). For every 5 Tankbustas or Boss Nobz in the unit, it may be accompanied by up to 2 Bomb Squigs. A Boss Nob can take the place of one Tankbusta.

• Each Tankbusta and Boss Nob is armed with a rokkit launcha, stikkbombs and tankbusta bombs.

• Each Bomb Squig carries a squig bomb.

E TYPE Pistol 2 Assault 1 Assault 1 e Melee Grenade D6	5 7 8 8 - - 5 3	AP -2 -2 -2 -2	D3 3 D6	ABILITIES - - This weapon cannot target units that can FLY. Remove the bearer after making this attack. Make a single hit roll when attacking with this weapon. If it hits, inflict D3 mortal wounds on the target, then remove the bearer.
Assault 1 Assault 1 e Melee Grenade D6	8	-2 -2 -	3	This weapon cannot target units that can FLY . Remove the bearer after making this attack. Make a single hit roll when attacking with this weapon. If it hits, inflict D3 mortal wounds on the target, then
Assault 1 e Melee Grenade D6	8	-2	-	This weapon cannot target units that can FLY . Remove the bearer after making this attack. Make a single hit roll when attacking with this weapon. If it hits, inflict D3 mortal wounds on the target, then
e Melee Grenade D6	-	-	D6 -	the bearer after making this attack. Make a single hit roll when attacking with this weapon. If it hits, inflict D3 mortal wounds on the target, then
Grenade D6	- 3	- 0	-	If it hits, inflict D3 mortal wounds on the target, then
	3	0		
		-	1	-
Grenade D3	8	-2	D6	-
to two Tankbustas	may replace th in the unit (no	neir rok	kit launch	e item from the <i>Choppy Weapons</i> list. ha with a tankhammer. b Squigs), one Tankbusta may replace their rokkit launcha
We Go, Mob Rule	(pg 10)			
Hunters: You can	re-roll failed h	it rolls f	for attack	s made by this unit that target VEHICLES .
b Squig: The death	of a Bomb Sq	uig is ig	nored for	the purposes of morale.
. <clan></clan>				
.,				
	b Squig: The death K, <clan></clan>	b Squig: The death of a Bomb Sq	b Squig: The death of a Bomb Squig is ig ζ, <clan></clan>	b Squig: The death of a Bomb Squig is ignored for ζ, <clan></clan>



Tankbustas live for the thrill of destroying armoured vehicles, and equip themselves with all manner of high-explosive devices.

				N	OB	Z					
NAME	М	WS	BS	S	T	W	A	Ld	Sv		
Nob	5"	3+	5+	5	4	2	3	6	4+		
Boss Nob	5"	3+	5+	5	4	2	3	7	4+		
Ammo Runt	5"	5+	4+	2	2	1	1	4	6+		
This unit contains 1 Boss N slugga, choppa and stikkbo WEAPON			Boss No								
Slugga	12"	Pisto			4	0	1				
Choppa	Melee	Mele			User	0	1		time the bearer fights, it can make 1 additional k with this weapon.		
Killsaw	Melee	Mele	ee		x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.			
Power stabba	Melee	Mele	ee		User	-2	1	-			
Stikkbomb	6"	Grei	nade D6		3	0	1	-			
WARGEAR OPTIONS	• Any n	nodel ma	ay repla	ce its cl	noppa wit	th a kill	saw, pow	er stab	<i>boty Weapons</i> list. ba or one item from the <i>Choppy Weapons</i> list. e may have a cybork body.		
ABILITIES	from a < <clan doesn't : Cybork loses a v</clan 	Order: <clan: > unit w flee. Body: I wound, r not mak</clan: 	Roll a I > unit th vith this Each tim roll a De ce a Dok	D6 for e nat is w ability. ne a mc ; on a (c's Tool) ach modo ithin 3" o . On a 6, t odel with 6, that wo s or Biker	f any fr hat mo a cybor und is i	iendly del k body not lost.	hit ro Runt Whe Toug of an	no Runt: Each time this unit shoots, when making olls for it you can re-roll one dice for each Ammo accompanying it. In rolling to wound this unit, use the Nobz' ghness (while they are on the battlefield). The death Ammo Runt is ignored for the purposes of morale		
	ORK,	<clan< td=""><td>I></td><td></td><td></td><td></td><td></td><td></td><td></td></clan<>	I >								
FACTION KEYWORDS											
FACTION KEYWORDS KEYWORDS (NOBZ)	INFAN	TRY, I	NOBZ								

		۲	VITH		JOI AAGE		NNEF	ł	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Nob with Waaagh! Banner	5"	3+	5+	5	4	4	3	6	4+
A Nob with Waaagh! Banne	r is a sing	le mod	el. It is arr	ned wi	th a Wa	aagh! ba	anner, a	kustom	shoota and stikkbombs.
WEAPON	RANGE	TYP			S	AP	D	ABILI	TIES
Kustom shoota	18"	Ass	ult 4		4	0	1	-	
Waaagh! banner	Melee	Mel	ee		+2	0	2	-	
Stikkbomb	6"	Gre	nade D6		3	0	1	-	
ABILITIES	Waaagh	! Bann Waaag	ob Rule (j er: <cla n! banner</cla 	N> un				from <cl< td=""><td>pin' Order: Roll a D6 for each model that flees a <clan> unit that is within 3" of any friendly AN> unit with this ability. On a 6, that model n't flee.</clan></td></cl<>	pin' Order: Roll a D6 for each model that flees a <clan> unit that is within 3" of any friendly AN> unit with this ability. On a 6, that model n't flee.</clan>
FACTION KEYWORDS	ORK,	<clan< td=""><td>V></td><td></td><td></td><td></td><td>201</td><td></td><td></td></clan<>	V >				201		
KEYWORDS	CHAR	ACTE	R, INFA	NTR	, NOF	3			

					OB varb														
NAME	М	WS	BS	S	T	W	A	Ld	Sv										
Nob on Warbike	14"	3+	5+	5	5	3	3	6	4+										
Boss Nob on Warbike	14"	3+	5+	5	5	3	3	7	4+										
	n Warbikes							-	lditional Nobz on Warbikes (Power Rating +9) , or ga, a choppa and stikkbombs, and rides a warbike										
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES										
Dakkagun	18"	Ass	ault 3		5	0	1	-											
Slugga	12"	Pist	ol 1		4	0	1	-											
Choppa	Melee	Mel	ee		User	0	1		time the bearer fights, it can make 1 additional k with this weapon.										
	6"	Gre	nade D6		3	0	1	-	1										
Stikkbomb	-	 Grenade Do Grenade Do Grenade Do O I Any model may replace its slugga with one item from the <i>Shooty Weapons</i> list. Any model may replace its choppa with one item from the <i>Choppy Weapons</i> list. 																	
Stikkbomb WARGEAR OPTIONS																			
oundoonno	• Any m 'Ere We	nodel m e Go, M	ay replac ob Rule	ce its ch (pg 10)	oppa wit	th one i	tem froi	m the Ch	аорру Weapons list.										
WARGEAR OPTIONS	• Any n 'Ere We Keepin'	nodel m e Go, M ' Order:	ay replac ob Rule	ce its ch (pg 10) 06 for ea	oppa wit	th one i el that f	tem fron lees fror	m the Ch											
WARGEAR OPTIONS	• Any n 'Ere We Keepin'	nodel m e Go, M ' Order: ith this :	ob Rule cob Rule Roll a D ability. O	ce its ch (pg 10) 06 for ea	oppa wit	th one i el that f	tem fron lees fror	m the Ch	аорру Weapons list.										



Nobz are the biggest and toughest Orks around, second only to the Warboss in status. Each is a scarred veteran of countless battles.

			Μ	EG	AN	OB	SZ				
NAME	М	WS	BS	S	T	W	A	Ld	Sv		
Meganob	4"	3+	5+	5	4	3	3	6	2+		
Boss Meganob	4"	3+	5+	5	4	3	3	7	2+		
This unit contains 1 Boss armed with a kustom sho					clude u	ıp to 7 a	dditiona	ıl Megaı	nobz (Power Rating +3 per model). Each model is		
WEAPON	RANGE	TYP			S	AP	D	ABILI	TIES		
Kombi-weapon with rokkit launcha	When a hit rolls		g with th	is weapo	n, cho	ose one (or both	of the p	rofiles below. If you choose both, subtract 1 from al		
- Rokkit launcha	24"	Ass	ault 1		8	-2	3	-			
- Shoota	18"	Ass	ault 2		4	0	1	-			
Kombi-weapon with skorcha	When a hit rolls.		g with th	is weapo	n, cho	ose one (or both	of the pr	rofiles below. If you choose both, subtract 1 from al		
- Shoota	18"	Ass	ault 2		4	0	1	-			
- Skorcha	8"	Ass	ault D6		5	-1	1	This	weapon automatically hits its target.		
Kustom shoota	18"	Ass	ault 4		4	0	1	-			
Killsaw	Melee	Me	lee		x2	-4	2	1 fro	en attacking with this weapon, you must subtract om the hit roll. If a model is equipped with two aws, add 1 to its Attacks characteristic.		
Power klaw	Melee	Me	lee		x2	-3	D3		en attacking with this weapon, you must subtract 1 n the hit roll.		
Stikkbomb	6"	Gre	enade D6		3	0	1	-			
WARGEAR OPTIONS	• Any n		ay replac						ith two killsaws. pon with skorcha or kombi-weapon with		
ABILITIES	'Ere We	Go, M	ob Rule	(pg 10)							
	Keepin'	Order	: Roll a D					n a <cl< td=""><td>AN> unit that is within 3" of any friendly <clan:< td=""></clan:<></td></cl<>	AN> unit that is within 3" of any friendly <clan:< td=""></clan:<>		
FACTION KEYWORDS	ORK,	<cla< td=""><td>N></td><td></td><td></td><td></td><td>3.6.7</td><td></td><td></td></cla<>	N>				3.6.7				
KEYWORDS	ORK, <clan> INFANTRY, MEGA ARMOUR, NOBZ, MEGANOBZ</clan>										



Kommandos are vicious and cunning Orks who favour sneaking up on their victims rather than charging them head-on.

	310 2010	1260	1000	111	A STA	1000	1.12	226			
			KO	Ml	MA]	ND	OS				
NAME	М	WS	BS	S	T	W	A	Ld	Sv		
Kommando	6"	3+	5+	4	4	1	2	6	6+		
Boss Nob	6"	3+	5+	5	4	2	3	7	6+		
									ting +2) or up to 10 additional Kommandos (Power slugga, a choppa and stikkbombs.		
WEAPON				mmano	uo. An m S	AP		ABILI			
Big shoota	36"	Assa	ult 3		5	0	1	-			
Burna (shooting)	8"	Before a unit fires its burnas, roll once for the numb									
Rokkit launcher	24"	Assault1			8	-2	3	-			
Slugga	12"	Pisto	ol 1		4	0	1	-			
Burna (melee)	Melee	Mele	ee		User	-2	1	-			
Choppa	Melee	Mele	ee		User	0	1		n time the bearer fights, it can make 1 additional ck with this weapon.		
Stikkbomb	6"	Grei	nade D6		3	0	1	-			
WARGEAR OPTIONS									hoota, burna or rokkit launcha. e <i>Choppy Weapons</i> list.		
ABILITIES	Kunnin' on the b	G its: W Infiltra attlefiele	hen they ators: D d. At the	y are in uring d e end of	n cover, ac deployme f any of y	nt, you our Mc	may set	up a un phases,	ing throws for models in this unit. nit of Kommandos in hiding instead of placing them they can stalk from their hiding place – set them up 7 enemy models.		
FACTION KEYWORDS	ORK, <						anay n	. on any			
KEYWORDS	INFAN			IAND	os						

				T	RUI	KK				DAMAGE Some of this model's of it suffers damage, as s			nge
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	S	A
Trukk	*	5+	5+	*	6	10	*	6	4+	6-10+	12"	6	3
A Trukk is a single mod	el equipped v	with a b	ig shoot	a.	1.19	18.9				3-5	8" 6"	5	D
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-2	0	4	1
Big shoota	36"	Ass	ault 3		5	0	1	-					1
Rokkit launcha	24"	Ass	ault 1		8	-2	3	-					- 8
Wreckin' ball	Melee	Me	lee		+1	-1	1		bearer ca time it t	an only make 3 attacks w fights.	ith this we	apon	0
WARGEAR OPTIONS					ig shoota cin' ball.	a with a	rokkit l	auncha.					1000
ABILITIES	more the Open-t line of s also app turn, ca Explod	nan 1. O topped: sight fro ply to its unnot sh	n a roll o Models m any p passens oot (exc is model	of 6, red embark oint on gers; for ept wit is redu	duce the ked on th this mo r exampl h Pistols aced to 0	damage iis mode del. Wh e, the pa) if this : wound	caused el can at en they assenger model i s, roll a	by the a tack in the do so, an s cannot s within D6 befor	ttack to heir Sho ny restri t shoot i 1" of an re remov	attack that has a Damage 1. 1. poting phase. Measure the ictions or modifiers that a if this model has Fallen Bi enemy unit, and so on. ving it from the battlefield 6" suffers D3 mortal wou	e range and apply to thi ack in the s d and befor	l draw s model same	
TRANSPORT	A Truk	k can tr		12 ORI						MOUR or JUMP PACK		es the	
FACTION KEYWORDS	ORK,	<cla< td=""><td>N></td><td></td><td></td><td></td><td></td><td>-</td><td></td><td></td><td></td><td></td><td>10.0</td></cla<>	N>					-					10.0
													18

			ST	'ORI	MB	803	Z		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Stormboy	12"	3+	5+	4	4	1	2	6	6+
Boss Nob	12"	3+	5+	5	4	2	3	7	6+
	onal Stormboy		-					•	+2), up to 15 additional Stormboyz (Power Rating f one Stormboy. Each model is armed with a slugg
11		турі	F		5	AP	п	ARILIT	IIFS
WEAPON	RANGE 12"	TYPI Piste			5	AP 0	D 1	ABILIT	nes
WEAPON Slugga	RANGE		ol 1	1	_		_	- Each	TIES time the bearer fights, it can make 1 additional k with this weapon.
WEAPON Slugga Choppa	RANGE 12"	Pisto Mel	ol 1		4	0	1	- Each	time the bearer fights, it can make 1 additional
11	RANGE 12" Melee 6"	Pisto Mel Gre	ol 1 ee nade D6	5	4 User 3	0 0 0	1 1 1	- Each attach -	time the bearer fights, it can make 1 additional
WEAPON Slugga Choppa Stikkbomb	RANGE 12" Melee 6" • The B 'Ere We Full Th	Pista Mel Gre oss Nob e Go, Me rottle: T	ol 1 ee nade D6 may rep ob Rule	place his c (pg 10) can Adva	4 User 3 hoppa	0 0 with or	1 1 1 ne item :	- Each attacl - from the	time the bearer fights, it can make 1 additional k with this weapon. <i>e Choppy Weapons</i> list. urn, but if it does so, roll a D6 for each model after
WEAPON Slugga Choppa Stikkbomb WARGEAR OPTIONS	RANGE 12" Melee 6" • The B 'Ere We Full Th	Pista Mel Gre oss Nob e Go, Ma rottle: T erwatch	ol 1 ee nade D6 may rep ob Rule This unit has been	place his c (pg 10) can Adva	4 User 3 hoppa	0 0 with or	1 1 1 ne item :	- Each attacl - from the	time the bearer fights, it can make 1 additional k with this weapon. c Choppy Weapons list.

K 5			DI	EFF	KO	PT.	AS		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Deffkopta	14"	3+	5+	4	5	4	2	6	4+
This unit contains 1 Deff +16). Each model is equi							(Power I	Rating +	•8) or up to 4 additional Deffkoptas (Power Rating
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES
Kopta rokkits	24"	Ass	ault 2		8	-2	3	-	
Kustom mega-blasta	24"	Ass	ault 1		8	-3	D3	On a	hit roll of 1, the bearer suffers a mortal wound.
Twin big shoota	36"	Ass	ault 6		5	0	1	-	
Killsaw	Melee	Mel	ee		x2	-4	2		n attacking with this weapon, you must subtract 1 the hit roll.
Spinnin' blades	Melee	Mel	ee		+1	0	1		e D3 hit rolls for each attack made with this yon, instead of 1.
Bigbomm			See Big	gbomm,	below			Each	bigbomm can only be used once per battle.
WARGEAR OPTIONS	• Any I	Deffkopt	a may ta	eplace its ike a big ike a kill	bomm.	rokkits	with a ku	istom m	nega-blasta or with a twin big shoota.
ABILITIES	Turbo- rolling a Scoutin on the b foe – se a battlet Bigbon	boost: V a dice. A Ahead battlefiel t them u field edg nm: A D	: During d. At the p anywl e. effkopta opta has	is model g deploy e end of here on t a equippo moved,	ment, y any of y the batt ed with pick on	ou can our Mo lefield th a bigbo le enem	set up a povement hat is mo omm can y unit th	unit of I phases, ore than drop it at it flev	characteristic for that Movement phase instead of Deffkoptas behind enemy lines instead of placing it the Deffkoptas can swoop around to ambush the 9" away from any enemy models and within 14" of as it flies over enemy units in its Movement phase. v over. Then, roll a D6 for each model in the enemy
		to a ma	aximum	01 5 010	c). 1 01 C			ne unge	et unit suffers 1 mortal wound. It can only do this
FACTION KEYWORDS	unit (up	r to a ma r battle.	1.01						t unit suffers 1 mortal wound. It can only do this

A T			I)Ał	KKA	DAMAGE Some of this model's characteristics change a it suffers damage, as shown below:							
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
Dakkajet	*	5+	*	6	6	12	*	6	4+	7-12+	20-60"	5+	3
A Dakkajet is a single m	odel equippo	ed with	four sup	a shoot:	as	91.62	1.2.0		1	4-6	20-40"	6+	D3
WEAPON	RANGE	TYP	-	u onooti	S	AP	0	ABILIT	TIES	1-3	20-25"	6+	1
Supa shoota	36"	Ass	ault 3		6	-1	1	-					100
WARGEAR OPTIONS	• This r	nodel n	nay take	two add	litional	supa sho	otas.						
	Supers	onic: Ea	ich time	this mo	del mov	ves, first j				hat target this model in		01	•
	When t Dakka hit rolls	this moo Dakka s.	lel Adva Dakka:	nces, ine If a Dak	crease it kajet ta	s Move o	characte same u	ards. Not ristic by nit with	te that it 20" unt all of its	9 90° (this does not cont cannot pivot again afte il the end of the phase – supa shootas, you can e removing it from the l	r the initial p do not roll a add 1 to all o	pivot. a dice. of those	
	When t Dakka hit rolls Crash a crashes	bis moo Dakka s. and Bur and ex	del Adva Dakka: n: If this plodes, a	nces, ind If a Dak s model	crease it kajet ta is reduc	s Move o	characte same u wounds	ards. Not ristic by nit with , roll a D	te that it 20" unt all of its 6 before	cannot pivot again afte il the end of the phase – supa shootas, you can e removing it from the l	r the initial p do not roll a add 1 to all o	pivot. a dice. of those	
FACTION KEYWORDS Keywords	When t Dakka hit rolls Crash a crashes ORK,	Dakka Dakka s. and But and exj <cla< td=""><td>del Adva Dakka: n: If this plodes, a</td><td>nces, ind If a Dak s model nd each</td><td>crease it kajet tau is reduc unit wi</td><td>s Move of rgets the ced to 0 v</td><td>characte same u wounds</td><td>ards. Not ristic by nit with , roll a D</td><td>te that it 20" unt all of its 6 before</td><td>cannot pivot again afte il the end of the phase – supa shootas, you can e removing it from the l</td><td>r the initial p do not roll a add 1 to all o</td><td>pivot. a dice. of those</td><td></td></cla<>	del Adva Dakka: n: If this plodes, a	nces, ind If a Dak s model nd each	crease it kajet tau is reduc unit wi	s Move of rgets the ced to 0 v	characte same u wounds	ards. Not ristic by nit with , roll a D	te that it 20" unt all of its 6 before	cannot pivot again afte il the end of the phase – supa shootas, you can e removing it from the l	r the initial p do not roll a add 1 to all o	pivot. a dice. of those	

S Source		B	UR	NA	-B(DM	ME	R		DAMAGE Some of this model's it suffers damage, as			nge as
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
Burna-bommer	*	5+	*	6	6	12	*	6	4+	7-12+	20-50"	5+	3
A Burna-bommer is a sir burna bombs.	ngle model e	quipped	l with a t	twin bi	g shoota,	two su	pa shoota	s and t	wo	4-6 1-3	20-30" 20-25"	6+ 6+	D3 1
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES				20
Twin big shoota	36"	Ass	ault 6		5	0	1	-					
Skorcha missiles	24"	Ass	ault D6		5	-1	1			d by this weapon do no hrows for being in cove		onus to	
Supa shoota	36"	6 6											
Burna bomb		Each burna bomb can only be used once per battle.											
WARGEAR OPTIONS	• This n	nodel m	ay take s	skorcha	missiles								
ABILITIES	bomb a phase. A enemy model i 1 to the	s it flies After the unit that n that u dice rol h roll of	over ene e Burna- t it flew o nit (up t lls if the	emy un bomme over an o a may enemy	ner can c its in its er has mo d roll a I ximum o unit is II ing boml	Movem oved, pi D6 for ea of 10 dic NFANT	ent ck one ach e). Add 'RY .	roll a it cra mort Grot twin	D6 befo shes and al woun Gunne big shoo	r: When a Burna-bomn ota, add 1 to its hit rolls.	e battlefield it within 6" ner attacks v	. On a 4+ suffers 3 vith its	- 32
	it on the how far straight the initi its Mov	e spot up the mo forward ial pivot	p to 90° del move ds. Note . When t cteristic l	(this do es), and that it o this mo	odel mov oes not co l then mo cannot p odel Adva intil the	ontribut ove the ivot aga ances, ir	e to model in after	charg attack Hard hit ro	ged by u ked in th l to Hit:	his model cannot charge nits that can FLY , and c he Fight phase by units Your opponent must su ttacks that target this m ise.	an only atta that can FL ibtract 1 fro	ick or be Y.	
FACTION KEYWORDS	ORK,	<clan< td=""><td>N></td><td></td><td></td><td></td><td></td><td></td><th></th><td></td><td></td><td></td><th></th></clan<>	N>										
KEYWORDS	VEIII	CLEE	LY, BU	DNA	DOMM	ED							

BLITZA-BOMMER DAMAGE Some of this model's characteristics ch it suffers damage, as shown below:													
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
Blitza-bommer	*	5+	*	6	6	12	*	6	4+	7-12+	20-50"	5+	3
A Blitza-bommer is a sin boom bombs.	ngle model e	quippec	l with a l	big shoo	ota, two s	supa sho	ootas and	two		4-6 1-3	20-30" 20-25"	6+ 6+	D3 1
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				2
Big shoota	36"	Ass	ault 3		5	0	1	-					
Supa shoota	36"	Ass	ault 3		6	-1	1	-					1
Boom bomb	·		See Boo	m Bom	b, below			Each	boom b	omb can only be used o	once per bat	tle.	8
	enemy model i three di in the u	unit tha in the un ice inste unit). Fo	t it flew nit, up to ad for ea	over. The a maximum of a maximu	r has mo nen, roll a imum of HICLE o , the uni	a D6 for 10 dice or MON	r each (roll (STER	Hard hit ro	l to Hit:	ne Fight phase by units Your opponent must su ttacks that target this m ase.	ıbtract 1 fro		
			When a 1 to its		oommer	attacks	with its	on th far th	ne spot u ne model	Each time this model m up to 90° (this does not o l moves), and then mov ote that it cannot pivot a	contribute to e the model	o how straight	
	roll a D	6 before es and e	e removi xplodes	ng it fro	is reduc om the b ch unit v	attlefiel	d. On a 6	pivot chara	. When	this model Advances, in by 20" until the end of	ncrease its N	love	
	OPK	<cla< td=""><td>NS</td><td></td><td></td><td></td><td>1 32.2</td><td></td><td>-</td><td></td><td></td><td></td><td></td></cla<>	NS				1 32.2		-				
FACTION KEYWORDS	URA,	CLA											



Blitza-bommers are piloted by thrill-seeking Orks who like to deposit their vessel's destructive payload at point-blank range.

Source		WA	ZB	ON	1 BI	LAS	TA]	ET		DAMAGE Some of this model's it suffers damage, as			1ge a
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
Wazbom Blastajet	*	5+	*	6	6	12	*	6	4+	7-12+	20-60"	5+	3
A Wazbom Blastajet is a s	ingle mode	l equipp	ed with	two wa	azbom m	ega-kar	nnons, a s	masha	gun	4-6 1-3	20-40" 20-25"	6+ 6+	D: 1
and a stikkbomb flinga. WEAPON	RANGE	ТҮР	-		S	AP	D	ABILIT	IFS	15	20 23		1
Smasha gun	36"	Неа			*	-4	D6	Instea 2D6.	ad of ma If the re	king a wound roll for t sult is equal to or great ne attack successfully w	er than the t		
Stikkbomb flinga	12"	Ass	ault 2D6		3	0	1	-					
Supa shoota	36"	Ass	ault 3		6	-1	1	-					3
Tellyport mega-blasta	24"	Ass	ault D3		8	-2	1	and is	s not slai is great	ffers any unsaved wour in, roll a D6 at the end er than that model's W	of the phase	. If the	
Wazbom mega-kannon	36"	Hea	vy D3		8	-3	D3	a moi		e or more hit rolls of 1, nd after all of this weap l.			
WARGEAR OPTIONS	• This n	nodel m	ay take t	wo sup	oa shoota	is.	kannons with a ku			ort mega-blastas. I.			
ABILITIES	Airborn	e: This i by units in the F Hit: Yo for attac	nodel ca that car ight pha ur oppor	nnot c FLY, s se by u	harge, ca and can inits that ust subtr	in only l only atta can FL act 1 fro	oe ack or be Y .	Mekh Blasta movii mode phase	orain-en ajet does ng and f el can ch e – add 1	hanced Weapon-sight s not suffer the penalty iring Heavy weapons. I oose a single enemy un to all hit rolls for attac model's smasha gun.	to hit rolls f In addition, nit each Sho	or this oting	
	Superso on the sp far the m forwards pivot. W	nic: Eac oot up to oodel mo s. Note t	o 90° (thi oves), an hat it car	te Field: If this model i field, any friendly <oi< b=""> n 9" have a 5+ invulne: ons. urn: If this model is rea</oi<>	RK> units th rable save ag	at are ainst	ADDA TO DO TO DO						
	characte roll a dic		20" unti	l the er	nd of the	phase –	do not	it cras		ore removing it from th l explodes, and each ur ounds.			
FACTION KEYWORDS	ORK,	<cla1< td=""><td>N></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td>1</td><td></td><td></td></cla1<>	N>								1		

P 5			W	A	RBIH	KEF	RS		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Warbiker	14"	3+	5+	4	5	2	2	6	4+
Boss Nob	14"	3+	5+	5	5	3	3	7	4+
choppa and stikkbombs, WEAPON				ed with	two dakk	kaguns.			
	RANGE	111	F		S	ΛP	п	ARILI	rifs
	RANGE 18"	TYP Ass	E ault 3		S	AP 0	1	ABILI	(IES
Dakkagun			ault 3		_		D 1 1	- - -	
Dakkagun Slugga	18"	Ass	ault 3 tol 1		5	0	1	- - Each	TIES time the bearer fights, it can make 1 additional k with this weapon.
Dakkagun Slugga Choppa	18" 12"	Ass Pist Mel	ault 3 tol 1	5	5 4	0	1	- - Each	time the bearer fights, it can make 1 additional
Dakkagun Slugga Choppa	18" 12" Melee 6"	Ass Pist Mel Gre	ault 3 tol 1 lee enade D6		5 4 User 3	0 0 0 0	1 1 1 1	- Each attac	time the bearer fights, it can make 1 additional
Dakkagun Slugga Choppa Stikkbomb	18" 12" Melee 6" • The Be	Ass Pist Mel Gre oss Not	ault 3 tol 1 lee enade D6	place h	5 4 User 3 is choppa	0 0 0 0	1 1 1 1	- Each attac	time the bearer fights, it can make 1 additional k with this weapon.
Dakkagun Slugga Choppa Stikkbomb WARGEAR DPTIONS	18" 12" Melee 6" • The Be	Ass Pist Mel Gre oss Not e Go, M	ault 3 tol 1 lee enade D6 o may rej ob Rule	place h	5 4 User 3 is choppa	0 0 0 0	1 1 1 1	- Each attac	time the bearer fights, it can make 1 additional k with this weapon.



Ork Warbikers roar into battle at reckless speed, filling the air with a murderous storm of bullets from their blazing dakkaguns.

t 4			W	AR	TR.	AK]	KS		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Wartrakk	12"	3+	5+	4	5	6	4	6	4+
A unit of Wartrakks cons (Power Rating +12). Eac							nal Wai	rtrakks (Power Rating +6) or up to 4 additional Wartrakks
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Twin big shoota	36"	Ass	ault 6		5	0	1	-	
Rack of rokkits	24"	Ass	ault 2		8	-2	3	-	
WARGEAR OPTIONS	• Any r	nodel n	ay repla	ce its tw	vin big s	hoota w	ith a rac	k of rok	kits.
ABILITIES	Outrid battlefie	ers: Du eld. At t	he end o	loymen f any of	t, you ca your M	ovemen	t phases	, the Wa	akks on the army's flanks instead of placing it on the artrakks can race in to encircle the foe – set them up an 9" away from any enemy models.
FACTION KEYWORDS	ORK,	<cla< td=""><td>N></td><td></td><td>127</td><td></td><td></td><td></td><td></td></cla<>	N>		127				
KEYWORDS	VEHI	CLE, V	VARTR	AKKS					

SKORCHAS													
NAME	М	WS	BS	S	T	W	A	Ld	Sv				
Skorcha	12"	3+	5+	4	5	6	4	6	4+				
(Power Rating +12). Ea		s equipp	bed with			ddition	al Skorc		ver Rating +6) or up to 4 additional Skorchas				
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	(IES				
Classical a	8"	Ass	ault D6		5	-1	1	This	weapon automatically hits its target.				
Skorcha	0								(eupon automatical) mito no target				
ABILITIES	'Ere W Outrid battlefi	ers: Du eld. At t	he end of	oyment, f any of y	our M	ovemen	t phases	of Skorch the Skor	has on the army's flanks instead of placing it on the rchas can race in to encircle the foe – set them up an 9" away from any enemy models.				
	'Ere W Outrid battlefi so that	ers: Du eld. At t	ring depl he end of odel is to	oyment, f any of y	our M	ovemen	t phases	of Skorch the Skor	has on the army's flanks instead of placing it on the rchas can race in to encircle the foe – set them up				

4 4			W	ARI	BU	GGI	ES		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Warbuggy	14"	3+	5+	4	5	5	4	6	4+
A unit of Warbuggies con Warbuggies (Power Rati									es (Power Rating +6), or up to 4 additional
WEAPON	RANGE	TYP	E		S	AP	0	ABIL	ITIES
Twin big shoota	36"	Ass	ault 6		5	0	1	-	
Rack of rokkits	24"	Ass	ault 2		8	-2	3	-	
WARGEAR OPTIONS	• Any n	nodel m	ay repla	ce its tw	rin big s	hoota w	ith a rac	k of rol	kkits.
ABILITIES	the batt	e rs: Dui lefield.	ring dep At the ei	loyment nd of an	y of you	r Mover	nent pha	ases, the	nuggies on the army's flanks instead of placing it on e Warbuggies can race in to encircle the foe – set is more than 9" away from any enemy models.
FACTION KEYWORDS	ORK,	<cla< td=""><td>N></td><td></td><td></td><td></td><td></td><td></td><th></th></cla<>	N>						
KEYWORDS	VEHI	CLE, V	VARBU	JGGIE	s				

			F	BIG	GU	JNZ	Z		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Big Gun	3"	6+	4+	3	5	3	1	6	5+
Grot Gunner	5"	5+	4+	2	2	1	1	4	6+
This unit contains 1 Big Gu Grot Gunners (Power Rati	1						1		onal Big Gunz, each of which is accompanied by 2 lobba or a zzap gun.
WEAPON	RANGE	TYP			S	AP	D	ABILI	ITIES
Kannon	When a	ttacking	, with th	is weapon	, choo	se one	of the pi	ofiles be	elow.
- Frag	36"	Hea	vy D6		4	0	1	-	
- Shell	36"	Hea	vy 1		8	-2	D6	-	
Lobba	48"	Hea	vy D6		5	0	1		weapon can target units that are not visible to pearer.
Zzap gun	36"	Hea	vy 1	2	2D6	-3	3	of th – ins	re firing this weapon, roll to determine the Strengtl he shot. If the result is 11+, do not make a wound ro stead, if the attack hits it causes 3 mortal wounds. bearer then suffers a mortal wound.
ABILITIES	Grot Gu within 3 From th group o Take Co	inners r 3" of at l nat point f Grot C over: Gi	nust be c east one on, eac Gunners ot Gunr	ig Gunz ar leployed v other moo h Big Gun acts as a si ners can or are the clos	vith ea del fro and e ingle u nly be	ach moc m their ach 2-n init. targetee	if a fi singl in th withi	Ilery: A Big Gun can only fire its ranged weapon Friendly <clan></clan> Grot Gunner unit is within 3". A le Grot Gunner cannot operate multiple Big Gunz his way in a single turn. If all of the Grot Gunners in 6" of a Big Gun are slain, it immediately shuts n and is removed from play.	
FACTION KEYWORDS	ORK,	0.			Sest en	citry di			
KEYWORDS (BIG GUNZ)				ERY, BIO	GU	NZ			
KEYWORDS (GROT GUNNERS)		· ·		CHIN, G					



Mek Gunz are mobile artillery platforms that bear a variety of lethal yet unpredictable weapons.

		Kak											
A sower			N	1EK	G	UN.	Z						
NAME	М	WS	BS	S	T	W	A	Ld	Sv				
Mek Gun	3"	6+	4+	3	5	6	1	6	5+				
Grot Gunner	5"	5+	4+	2	2	1	1	4	6+				
									unz, each of which is accompanied by 5 Grot ca, a kustom mega-kannon, a smasha gun or a				
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				
Bubblechukka	36"	Hea	wy *		*	*	*	turns one v num nega	4 dice each time you fire this weapon, then take it in s with your opponent (starting with you) to allocate value at a time to its Strength, AP, Damage and ber of attacks. Note that the dice assigned to AP is a tive number (e.g. a 3 is assigned to AP, so the shot is ved at AP -3).				
Kustom mega-kannon	36"	Hea	wy D6		8	-3	D3	beare	u roll one or more hit rolls of 1 for this weapon, the er suffers a mortal wound after all of this weapon's s have been resolved.				
Smasha gun	36"	Hea	wy 1		*	-4	D6	2D6.	ad of making a wound roll for this weapon, roll If the result is equal to or greater than the target's shness, the attack successfully wounds.				
Traktor kannon	36"	Hea	wy 1		8	-2	D3	can I can I	weapon's Damage increases to D6 against units that FLY. If a traktor kannon destroys a VEHICLE that FLY, the model automatically crashes and burns (or uvalent) – do not roll a dice.				
ABILITIES	must be within 3 From th group o Take Ce	e deploy 3" of at l nat poin of Grot C over: Gr	ed as a s east one t on eacl Gunners rot Gunn	Aek Gunz single gro other m h Mek Gu acts as a ners can o are the cl	up with odel fro un and single only be	n each n om their each 5- unit. targete	nodel r unit. model d in the	friend Grot way i of a M	lery: A Mek Gun can only fire its ranged weapon if a dly <clan></clan> Grot Gunner unit is within 3". A single Gunner cannot operate multiple Mek Gunz in this n a single turn. If all of the Grot Gunners within 6" Mek Gun are slain, it immediately shuts down and is wed from play.				
FACTION KEYWORDS	ORK,				0			1					
KEYWORDS (MEK GUNZ)	VEHI	CLE, A	RTILL	ERY, M	EK G	UNZ	19-2		TOME TO CARDINESS				
KEYWORDS (GROT GUNNERS)	INFAN	NTRY,	GRET	CHIN,	GROT	GUN	NERS	4	A TAN AND DONATE				
			BAJ	TI	LEW	AG	ON	1		DAMAGE Some of this model's c it suffers damage, as sl			ge a
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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 is a sing	le model.	22	24.5							4-7	9" 6"	6 4	D6 D3
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-5	0	Т	
Big shoota	36"	Ass	ault 3		5	0	1	-					93
Kannon	When a	ttackin	g with th	is weaj	pon, choo	se one	of the pr	ofiles be	elow.				2
- Frag	36"	Hea	ivy D6		4	0	1	-					18
- Shell	36"		ivy 1		8	-2	D6	-					13
Killkannon	24"	Hea	wy D6		7	-2	2	-					10
Lobba	48"	Hea	wy D6		5	0	1		weapon earer.	can target units that are r	10t visible	to	
Rokkit launcha	24"	Ass	ault 1		8	-2	3	-					8
Zzap gun	36"	Hea	ivy 1		2D6	-3	3	of the – ins	e shot. If tead, if t	this weapon, roll to detern the result is 11+, do not he attack hits it causes 3 m ten suffers a mortal woun	make a wo nortal wou	und roll	
Deff rolla	Melee	Me	ee		User	-2	1	Add	3 to hit 1	rolls made for this weapo	n.		2
Grabbin' klaw	Melee	Me	ee		User	-3	D3			n only make a single atta time it fights.	ck with th	is	
Wreckin' ball	Melee	Me	ee		+1	-1	1		bearer ca time it f	n only make 3 attacks wi ìghts.	th this wea	ipon	
WARGEAR OPTIONS	 This n This n This n 	nodel m nodel m nodel m	ay take ay take	a kanne up to fo a deff r	on, lobba our big sh olla, 'ard o	ootas a case, gr	nd/or ro abbin' kl	aw and/	or a wre	eckin' ball.			
ABILITIES	D6 befo any eml	ore remo oarked	oving it f nodels d	rom th lisemba	aced to 0 le battlefie ark. On a 5 D6 mort	eld and 6 it exp	before olodes,	attac draw they	k in thei line of s do so, ar	d: Models embarked on t r Shooting phase. Measur sight from any point on th ny restrictions or modifie so apply to its passengers	re the rang nis model. rs that app	e and When ly to	
		nness ch	aracteris		n an 'ard c 3, but lose			passe the sa	engers ca ame turi	nnot shoot if this model , cannot shoot (except w nin 1" of an enemy unit, a	has Fallen ith Pistols	Back in	17/10/10
		Fortree	s: A Bat	0	on ignore	s the pe	enalty fo	r					
			ing Heav	y wear	.01101								
TRANSPORT	moving A Battle	and fir wagon	can tran	sport 2	O ORK I					A ARMOUR or JUMP P non can only transport 12		el takes	
TRANSPORT Faction keywords	moving A Battle	and fir wagon ce of two	can tran o other r	sport 2	O ORK I							el takes	

W 8 Power		DE	FF DF	REA	DS		
NAME	М	WS BS	S T	W	A	Ld	Sv
Deff Dread	6"	3+ 5+	5 7	8	2	7	3+
Each Deff Dread is equipp	ped with two	big shootas ar	id two dread kl	aws.), or 2 additional Deff Dreads (Power Rating +14).
WEAPON	RANGE	TYPE	S	AP		ABILIT	les
Big shoota	36"	Assault 3	5	0	1	-	
Kustom mega-blasta	24"	Assault 1	8	-3	D3	On a	hit roll of 1, the bearer suffers a mortal wound.
Rokkit launcha	24"	Assault 1	8	-2	3	-	
Skorcha	8"	Assault D6	5	-1	1	Thisv	weapon automatically hits its target.
Dread klaw	Melee	Melee	x2	-3	3		time the bearer fights, it can make 1 additional with each dread klaw it is equipped with.
WARGEAR OPTIONS	• Any m	odel may repla	ce any of its big	g shootas	s with a 1	okkit lau	ıncha, kustom mega-blasta, skorcha or dread klaw.
ABILITIES	Dread M other mc Explode:	odel from their s: If a model in	unit. From tha	t point o luced to	on, each	Deff Dre ls, roll a	e group, with each model within 6" of at least one ad acts as a single unit. D6 before removing the model from the battlefield. ounds.
FACTION KEYWORDS		CLAN>		3 1, 14			
KEYWORDS	VEHIC	LE, DEFF D	READS				

4 Power			K	ILI	A K	AN	NS		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Killa Kans	6"	5+	4+	5	5	5	3	6	3+
This unit contains 1 Killa +15). Each Killa Kan is eo			1			Kans (I	Power R	ating +6	6), or up to 5 additional Killa Kans (Power Rating
WEAPON	RANGE	TYP			S	AP	D	ABILIT	TIES
Big shoota	36"	Ass	ault 3		5	0	1	-	
Grotzooka	18"	Hea	vy 2D3		6	0	1	-	
Kustom mega-blasta	24"	Ass	ault 1		8	-3	D3	On a	hit roll of 1, the bearer suffers a mortal wound.
Rokkit launcha	24"	Ass	ault 1		8	-2	3	-	
Skorcha	8"	Ass	ault D6		5	-1	1	This	weapon automatically hits its target.
Kan klaw	Melee	Mel	ee		+3	-3	3	-	
WARGEAR OPTIONS	• Any n	nodel m	ay repla	ce its b	g shoota	with a	rokkit la	uncha, k	kustom mega-blasta, skorcha or grotzooka.
ABILITIES	On a 6 i	t explo	les, and	each ui	nit withir	n 3" suff	fers 1 mc	ortal wou	D6 before removing the model from the battlefiel ind. els, add 1 to their Attacks characteristic.
FACTION KEYWORDS	ORK,	<clan< td=""><td>N></td><td></td><td>1693</td><td></td><td></td><td>~</td><td></td></clan<>	N>		1693			~	
KEYWORDS	VEHIC				-	1		-	

18			M	DR	KAN	NA	UT			DAMAGE Some of this model's it suffers damage, as s			nge
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	WS	ļ
Morkanaut	*	*	5+	8	8	18	*	7	3+	10-18+	8"	3+	4
A Morkanaut is a single r rokkit launchas, a kustor								nootas, t	wo	5-9 1-4	6" 4"	4+ 5+	3
WEAPON	RANGE	TYPI	E		S	AP	D	ABILI	TIES				
Kustom mega-blasta	24"	Assa	ault 1		8	-3	D3	On a	hit roll o	of 1, the bearer suffers a	mortal we	ound.	
Kustom mega-kannon	36"	Hea	vy D6		8	-3	D3	a mo		e or more hit rolls of 1, 1 nd after all of this weapo l.			
Rokkit launcha	24"	Assa	ault 1		8	-2	3	-					
Twin big shoota	36"	Assa	ault 6		5	0	1	-					
Klaw of Gork (or possibly Mork)	When a	uttacking	, with th	is weap	pon, choc	ose one	of the pi	ofiles be	elow.				
- Crush	Melee	Mel	ee		x2	-4	D6	-					
- Smash	Melee	Mel	ee		User	-2	2		e 3 hit ro ad of 1.	lls for each attack made	with this	weapon,	
WARGEAR	• This n	nodel m	ay take a	a kusto	m force f	ìeld.			1.1.1				
ABILITIES	Explod D6 befo any em and eac Kuston	ore remo barked r h unit w h Force l	s model wing it f nodels d rithin 9" F ield: If	rom th lisemba suffers this m	aced to 0 e battlefic ark. On a D6 mort odel is eq	eld and 6 it exp tal wour uipped	before blodes, nds. with	Move turn. witho This being	ement ph In addit out suffer model or	y: This model can Fall 1 hase and still shoot and/ ion, it can move and fir ring the penalty to its hi nly gains a bonus to its s r if at least half of the m	or charge e Heavy w it rolls. saving thr	during its reapons ows for	
TRANSPORT	entirely ranged This mo	within weapon	9" have a s. transpo	a 5+ inv	CORK> u vulnerabl	e save a	gainst	. Each M	MEGA A	RMOUR or JUMP PA	CK model	takes the	
FACTION KEYWORDS		<clan< td=""><td></td><td></td><td></td><td>-</td><td>-</td><td></td><td></td><td></td><td></td><td></td><td></td></clan<>				-	-						
	URA,	CLAI	~										



Gorkanauts are colossal Ork-shaped war machines that bristle with shootas and rokkit launchas.

19 19			G	DR	KAN	IAI	UT			DAMAGE Some of this model's it suffers damage, as			nge a
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	WS	A
Gorkanaut	*	*	5+	8	8	18	*	7	3+	10-18+	8"	3+	6
A Gorkanaut is a single more rokkit launchas, a skorcha						ota, two	twin big	g shoota	s, two	5-9 1-4	6" 4"	4+ 5+	5 4
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES				1
Deffstorm mega-shoota	36"	Hea	wy 3D6		6	-1	1	-					
Rokkit launcha	24"	Ass	ault 1		8	-2	3	-					
Skorcha	8"	Ass	ault D6		5	-1	1	This	weapon	automatically hits its ta	rget.		
Twin big shoota	36"	Ass	ault 6		5	0	1	-					29
Klaw of Gork (or possibly Mork)	When a	attackinş	g with th	is weaj	pon, choo	ose one	of the pr	ofiles be	elow.				
- Crush	Melee	Mel	ee		x2	-4	D6	-					1
- Smash	Melee	Mel	ee		User	-2	2		e 3 hit ro ad of 1.	olls for each attack made	e with this	weapon,	100
ABILITIES	Explod a D6 be and bef	fore ren ore any plodes,	Gorkana noving ti embarke and eacl	he mod	duced to lel from t lels disen within 9"	he battl bark. C	efield)n	Move and c Heav This being	ement p loes not y weapo model c	only gains a bonus to its er if at least half of the m	/or charge noving and saving thre	that turn firing ows for	,
TRANSPORT			an transp o other r			FANT	RY mode			A ARMOUR or JUMP P	ACKmod	lel takes	1000
FACTION KEYWORDS	ORK,	<clai< td=""><td>N></td><td></td><td></td><td></td><td></td><td></td><td></td><td>1997 No. 1997</td><td></td><td>2</td><td></td></clai<>	N>							1997 No. 1997		2	
KEYWORDS	VFHI	CLF T	RANSI	PORT	, GORK	ANAI	T					9	

News				LO	OT	AS				
NAME	М	WS	BS	S	T	W	A	Ld	Sv	
Loota	5"	3+	5+	4	4	1	2	6	6+	
Spanner	5"	3+	5+	4	4	1	2	6	6+	

This unit contains 5 Lootas. It can include up to 5 additional Lootas (Power Rating +4) or up to 10 additional Lootas (Power Rating +8). Up to 3 Spanners can each take the place of a Loota.
Each Loota is armed with a defigun and stikkbombs.
Each Spanner is armed with a slugga, choppa and stikkbombs.

WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES
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.
Slugga	12"	Pistol 1	4	0	1	-
Choppa	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Killsaw	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.
Stikkbomb	6"	Grenade D6	3	0	1	-
WARGEAR OPTIONS	1 1	anner may replace anner may replace	11			om the Souped-up Weapons list.
ABILITIES	Mekania than mod		ur Movemei			nner can repair a single friendly < CLAN> VEHICLE (other ns 1 wound lost earlier in the battle. A vehicle can only be
FACTION KEYWORDS	ORK, <	CLAN>				
KEYWORDS	INFAN'	TRY, LOOTAS		1		

T A Cowe			FI	LAS	SH (GIT	'Z			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	
Flash Git	5"	3+	4+	5	4	2	3	6	6+	
Kaptin	5"	3+	4+	5	4	2	3	6	6+	
Ammo Runt	5"	5+	4+	2	2	1	1	4	6+	
• Each Flash Git and the Ka WEAPON	RANGE	TYP	1	in an	S	AP	D	ABILI	TIES	
	-			.guii ai			D	ABILI	TIES	
Slugga	12"	Pist	ol 1		4	0	1	-		
Snazzgun	24"	Hea	vy 3		5	-2	1	-		
Choppa	Melee	Mel	ee		User	0	1			ne bearer fights, it can make 1 additional his weapon.
Stikkbomb	6"	Gre	nade D3		3	0	1	-		
WARGEAR OPTIONS	• The K	aptin m	ay take a	chopp	a or a slu	ıgga.				
ABILITIES	Ammo you can	Runt: E re-roll	ach time one dice wound battlefiel	this un for each	h Ammo	o Runt a e Flash	ccompa Gitz' To	nying th oughness	nem. 8 (while	
	they are									
FACTION KEYWORDS	they are		morale.	110						
FACTION KEYWORDS Keywords (Flash Gitz)	they are the pur	poses of		GITZ						



Flash Gitz are rich, arrogant Ork mercenaries who delight in blasting enemies to glowing embers with their custom-built snazzguns.

49 10000 1000				ST	ОМ	PA				DAMAGE Some of this model's it suffers damage, as s			nge a
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	WS	S
Stompa	*	*	5+	*	8	40	4	8	3+	31-40+	12"	3+	10
A Stompa is a single mo	odel equipped	l with a	deffkanı	ion, a s	supa-gatle	er, three	big shoc	otas, a tr	win big	21-30	9"	4+	9
shoota, three supa-rokk	kits, a skorcha	and a r	nega-cho	oppa.						11-20	6" 4"	5+ 6+	8
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-10	4	0+	/
Big shoota	36"	Ass	ault 3		5	0	1	-					1
Deffkannon	72"	Hea	wy D6		10	-4	D6			ing a unit with 10 or mo be changes to Heavy 2D6		, this	
Skorcha	8"	Ass	ault D6		5	-1	1	This	weapon	automatically hits its tar	rget.		
Supa-gatler	48"	Hea	wy 2D6		7	-2	1	See P	sycho-I	Dakka-Blasta!, below			1
Supa-rokkit	100"	Hea	ivy D3		8	-2	D6			pa-rokkit can be fired by only be fired once per t		r a turn,	
Twin big shoota	36"		ault 6		5	0	1	-					
Mega-choppa	When a	ttacking	g with th	is weaj	pon, choc	ose one	of the pro	ofiles be	elow.				
- Smash	Melee	Me	ee		x2	-5	6	-					
- Slash	Melee	Me	ee		User	-2	D3		e 3 hit ro ad of 1.	olls for each attack made	with this	weapon,	
WARGEAR OPTIONS	• This n	nodel m	ay take	up to t	wo additi	onal sup	per-rokki	its.	1.31			a line	
ABILITIES	D6 befo any emb and each Bigger ³ Movem turn. W enemy I move it A Stomy firing H This mo	es: If the barked of h unit v 'n' Ston ent pha 'hen a S INFAN must b- pa does leavy we odel onla a cover i	is model wing it f nodels d vithin 21 npier: Th se and st tompa F TRY mo e more tt not suff capons. y gains a	rom th lisemba D6" suff nis moo alls Bao dels, th han 1" er the p bonus	uced to 0 le battlefia ark. On a fers D6 m del can Fa ot and/or cks, it can hough at t from any benalty fo to its sav f the mod	eld and 6 it exp ortal we ll Back charge n move of the end enemy r movir ing thro	before lodes, ounds. in the that over of its models. ng and ows for	To fir you c been of the To fir phase 4 or l can m Effig	than or re the su can mak expend e battle. re the su e, roll a ess, the no longe ty: ORK	ka-Blasta!: A Stompa ca nce in your Shooting pha- gatler a second time, e the attack. On a 1, the ed and it can no longer l mpa-gatler a third time in D6; on a 5+, you can ma weapon's ammo has bee r be used for the rest of units within 6" of a frien Morale tests.	ase. , roll a D6; weapon's a be used fo a your Sho ke the atta n expende the battle.	on a 2+, ammo has r the rest oting ack. On a ed, and it	s
TRANSPORT			ransport models		RK INFA	NTRY	nodels. I	Each MI	EGA Al	RMOUR or JUMP PAC	K model t	akes the	
FACTION KEYWORDS	ORK,	<cla< td=""><td>N></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></cla<>	N>										
KEYWORDS	VEHIC	CLE, T	RANSI	PORT	, TITAN	NIC, ST	ГОМРА						





T'AU EMPIRE

The T'au Empire is a dynamic rising force in the galaxy, as yet unburdened by the bloody failures of a long history. United by their shared vision of the Greater Good, the T'au strive to bring enlightenment to other races, even if they must do so at the barrel of a gun.

With blistering speed, the T'au offensive carves deep into enemy ranks. Their sleek aircraft dominate the skies, launching volleys of missiles and pinpoint bomb strikes that cripple key defences with unerring precision. Pathfinder Teams emerge from cover, designating highprofile targets with markerlights and coordinating the ground assault with an artist's finesse. Under the cover of artillery barrages from Broadside Battlesuits and towering walkers, ranks of Fire Warriors advance, laying down a fusillade of punishing pulse fire that burns through armour plating with contemptuous ease. Standing tall upon their hover drone, a hallowed Ethereal extols their warriors to ever greater acts of heroism, their passionate oratory ringing clear across the clamour of battle. Hearts singing with the righteous creed of the Greater Good, the T'au sweep aside all before them with the power of their superior technology.

The T'au have always been scientific innovators, but in the earliest days of their civilisation, this ingenuity was not tempered with caution or wisdom. The naive and short-tempered race almost wiped itself out in a brutal civil war, and were saved only by the arrival of the Ethereals. These mysterious beings united the T'au, giving them a glimpse of the true enlightenment that would follow if they put aside their petty differences and joined as one. Ever since that day, the Ethereals have held positions of absolute power amongst their species; none know the secrets of their unquestioned authority, but the presence of a single such figure inspires a reverence in the hearts of T'au that can turn the tide of a war.

In the centuries since the Ethereals' emergence, the T'au have undergone a shockingly rapid advancement. Simmering resentments and prejudices were put aside as the entire race was divided into a rigid social structure of castes, each with their own strictly defined role. The Fire caste would be trained from birth in the art of combat, and tasked with the subjugation of those who resisted the Greater Good. The bleeding-edge technology that would be utilised by these warriors, not to mention the food and resources required to fuel the expansion of the T'au Empire, would be provided by the Earth caste, while the soldiers of the Air caste would be responsible for transporting their landbound kin across the skies and stars. All the while, the politicians, bureaucrats and diplomats of the Water caste would ensure that the civic structure of the T'au Empire ran smoothly, handling the intricacies of trade and government while at the same time negotiating the integration of defeated alien cultures. Regardless of their given duty, these castes strove together for the Greater Good – the core philosophical concept of galactic unity that defines the T'au's every action.

Under the guidance of the Ethereal caste, the T'au began the millennia-long First Sphere Expansion, sowing the seeds of a nascent yet powerful empire. World after world was claimed, and though hostile lifeforms were encountered often, none could stand in the face of their ingenious and implacable conquerors. These newly annexed regions of space were designated as septs, and took their names from the great sept worlds that were established as the cultural and military capitals of each sector. During these heady days of expansion, many uncultured alien races were brought into the light of reason. The insectoid Vespid and savage, cannibalistic Kroot were two such races encountered and assimilated into the T'au's unstoppable war machine. While the noble warriors of the Fire and Air castes fought and bled for each new conquest, the scientists and builders of the Earth caste invented ever more ingenious weapons of war for them to utilise in battle.

The Second and Third Sphere Expansions followed, and the territories of the T'au Empire grew at an exponential rate with each fresh campaign. All who would deny the truth of the Greater Good were smashed aside by the T'au way of war. The key tenets of this military doctrine, which had been refined over many centuries of rigorous training and brutal experience, are manoeuvrability and the precision strike. Stealth Battlesuits and Pathfinder Teams advance ahead of the main force, identifying key targets as they map out terrain and fortifications. Only when a battle plan has been thoroughly studied and ratified are the T'au forces unleashed. Sun Shark and Razorshark fighters dominate the skies, dismantling the enemy's air response before turning their guns on ground targets. Fire Warriors seize key positions in a blaze of pulse fire. Crisis Battlesuits and their larger Riptide and Ghostkeel cousins provide the deathblow, their weapon arrays pouring streams of cannon fire or barrages of micro-missiles into the enemy as they are borne to advantageous positions by repulsor jets.

For every possible enemy response, the Earth caste has created a technological counter. Battlesuits of all description employ a dizzying variety of long-range and short-range munitions, and even the T'au's defensive emplacements can be moved at a moment's notice; no sooner does the ebb and flow of battle rearrange the front line than a Tidewall Gunrig's engines fire up, lifting the railgun platform across the battlefield to redeploy in a key tactical location. It is precisely this adaptability and cunning that has enabled the T'au to conquer a vast swathe of the galaxy.

With each leap forward, the Empire encounters new and ever deadlier threats. The belligerent Orks are always ready for war, and the bio-ships of the Tyranids drift forth from the depths of space, ravening for new worlds to devour. Around the war-torn Damocles Gulf, the stubborn Imperium of Man continues to hurl their seemingly numberless regiments and fleets into battle, uncaring of the horrific losses their vengeful crusades have wrought. And in the darkness of space there are even greater horrors, beings of infinite malice whose hungry eyes fall upon the shining sept worlds of the T'au. Despite the galaxy's many perils, the warriors of the Empire fight on, emboldened by the knowledge that they alone hold the key to unity and peace amongst the stars. All must allow the light of that truth into their hearts, or else be cleansed in the fires of war.

'Let none doubt that the T'au Empire will bring unity to all – let none doubt that now is our time. Forward, for the Greater Good!'

- Aun'Va, Ethereal Supreme, addressing the Fire caste cadres from atop the ruins of the Agrellan Hive

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1.1

THE FIRE CASTE

Driven to self-improvement and mastery of form, warriors of the Fire caste spend their entire lives either preparing for battle or fighting in the field. Theirs would be a thankless existence were it not for their utter belief in the Greater Good, and the unbreakable bonds of comradeship that exist within the cadres.

The warriors of the Fire caste form the backbone of the T'au's expansion armies. Descended from the savage tribes that once dominated the plains and grasslands of blessed T'au, they were the strongest and hardiest of their race even before the Ethereals set them upon their militaristic course. Over many centuries, eugenics programmes have pruned the weakest gene-strains from amongst their number, leaving only the fiercest and most strong-willed soldiers.

Whether encased in cutting-edge battlesuits or standing side by side in a pulse rifle gun-line, those of the Fire caste face the myriad threats and horrors of the galaxy with great bravery, trusting in the beneficence and wisdom of their spiritual leaders and the deadly power of their advanced weaponry. All are guided by the Code of Fire, a combat doctrine that extols the virtues of martial training and loyalty, and defines the T'au concept of total war fought with wisdom and ruthless precision. These traits are embodied by the heroic Commanders that lead the T'au contingents into battle. Armed with the latest weapons systems and battlesuits, T'au war leaders have earned their prestige through decades of battlefield experience. None amongst their ranks are privileged nobles who have earned their commission through wealth or fortunate bloodline. Every single Commander in the T'au Empire – even names as legendary as Puretide, Shadowsun and Farsight - started their military service in the ranks of the Fire Warriors.

The Fire Warriors are the most numerous amongst their caste, dutiful soldiers trained from birth in the military arts and guided by the Code of Fire. Honour, self-sacrifice and obedience – these are the traits by which the Fire Warriors define themselves. These soldiers would not hesitate to throw themselves into the jaws of death if such an act would benefit the Greater Good. Armed with devastating pulse weaponry that packs enough punch to pierce the ceramite plate of a Space Marine, and encased in suits of nanocrystalline armour with integrated comms and diagnostics, the Fire Warriors are amongst the best-equipped line infantry in the galaxy. Strike Teams pour beams of blue-white fire into the enemy ranks with expert precision, while the close-assault Breacher Teams repel heavily armoured foes with flesh-atomising volleys from their pulse blasters. The veteran warriors designated as Cadre Fireblades guide these devastating fusillades, directing and optimising fire patterns, and inspiring the ranks to new heights of heroism with their mere presence.

Fire Warriors are often deployed to key positions by lightning-fast TY7 Devilfish transports, which glide gracefully across the battlefield aloft the invisible energies of their repulsor engines. Swift and sure, these ubiquitous transports are beloved of the Fire caste, and their daring pilots are highly respected. Smaller TX4 Piranha skimmers support the advance of the Devilfish. Speeding through hails of enemy fire, too fast to draw a bead on, these versatile craft are quick to identify and eliminate key threats. Behind them glide Hammerhead Gunships, armed with heavy ion and rail cannons. These elegant and deadly craft, whose armaments can tear through inchesthick plate armour as if it were parchment, are the T'au's response to the massed tank formations favoured by the Imperium. Sky Ray Gunships lurk at the rear of the advance, their ordnance arrays ready to deliver precise bombardments on targets lit up by markerlight beams.

The T'au military's extensive use of drone technology provides further versatility and protection to its fire teams. The Earth caste has designed countless variations of these unmanned aerial vehicles, from simple gun platforms to Grav-inhibitor Drones that slow charging enemies to a crawl, rendering them easy targets for a pinpoint fusillade of pulse energy. While Drones can operate alone, they typically accompany squads of Fire Warriors into the field, providing indispensable tactical flexibility and fire support.

The T'au way of war calls for precise coordination between every single component of an army. The might of a

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Battlesuit assault is of no use if it is not supported by infantry and air elements, and even the most intricate plan may fall apart upon contact with the foe. It is the task of the Pathfinders to ensure this does not happen. These light infantry units operate ahead of the main T'au advance, laying down the foundations for the fire storm that will follow. Their task is not to engage the enemy head-on, but instead to optimise firing solutions and lay down drop-beacons and markerlights that will allow their comrades to fight at maximum efficiency. That is not to say that these honoured scouts are unable to take the fight to the enemy themselves; supported by the latest drone technology and armed with lightweight pulse carbines and precision rifles, the Pathfinders can strike vulnerable targets with deadly force.

Battlesuits are the pinnacle of T'au military technology. These devastating bipedal weapon platforms are piloted by fearless members of the Fire caste who leap into the fiercest firefights with guns blazing. In mere moments, their foes are obliterated in a hail of micro-missiles and plasma fire. The front-line XV8 Crisis Battlesuit is the most recognisable of these technological marvels, but the scientists of the Earth caste have created countless variations that provide the adaptability so vital to the T'au way of war. XV25 Stealth Battlesuits operate on the fringes of the battle, appearing as if out of nowhere as they cut their adaptive camo-fields before blasting the enemy apart with point-blank salvoes. From optimised firing positions, XV88 Broadsides lay down punishing barrages of artillery fire, and towering Riptide and Ghostkeel Battlesuits possess the firepower to wipe out entire squads of Space Marine Terminators or hordes of Tyranid bio-forms. Most fearful of all is the mighty KV128 Stormsurge, a titanic walking tank whose chassis carries a truly horrifying armament of rockets, missiles, flamers and pulse cannons. Rooting itself to the ground with powerful stabilising anchors, the Stormsurge unleashes a cataclysmic barrage of white-hot death that vaporises super-heavy tanks and colossal Titans alike.



THE FARSIGHT REBELLION

The legendary O'Shovah was once the favoured son of the T'au Empire. Known as Commander Farsight for his uncanny prescience upon the battlefield, O'Shovah was a peerless warrior and bold strategist whose mastery of the Mont'ka - the most aggressive form of T'au warfare - had earned his people many glorious victories. When the T'au's frontier holdings taken in the Second Sphere Expansion came under assault from the belligerent Imperium of Man, it was to O'Shovah that the Ethereal caste turned. His campaign across the Damocles Gulf was predictably successful. Yet, despite his many victories, Farsight was left troubled by the Ethereals' callous disregard for his soldiers' lives. Doubts entered his mind. The T'au'va taught that all life had value, and yet in this war against the Imperium, so many brave heroes had been thrown under the tracks of Imperial tanks, or forced to commit unspeakable acts in the name of the Greater Good. Worse was to come when he was forced to divert his forces to counter an imminent Ork assault

that would have undone all the gains his campaign had achieved. He cornered his foe on the world of Arthas Moloch, only to come under attack from strange creatures that poured into existence from breaches in the fabric of reality. The Ethereals accompanying Farsight on his expedition were slain in the ensuing carnage. Tradition dictated that O'Shovah return to the Empire in light of such an event, but for reasons that remain unknown to all but the enigmatic commander, he instead led his forces into exile. It was many years before the Ethereals discovered that, far from dying on Arthas Moloch, Farsight had instead founded his own splinter empire. To this day he rules over the Farsight Enclaves, his life extended by some unknown process. The Ethereal caste has since expunged all records of his manifold achievements, and assigned the revered Commander Shadowsun, O'Shovah's old comrade, the task of hunting the errant leader down.

T'AU EMPIRE ARMY LIST

This section contains all of the datasheets that you will need in order to fight battles with your T'au miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have. Some rules are common to several T'au units, and are described on these pages and referenced on the datasheets.

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.

<SEPTS>

All T'au belong to a sept world, or hail from the breakaway Farsight Enclaves.

Some datasheets specify what sept the unit is drawn from (e.g. Commander Shadowsun has the **T'AUSEPT** keyword, so is from the T'au sept, while Commander Farsight has the **FARSIGHT ENCLAVES** keyword, so is from the Farsight Enclaves). If a **T'AU EMPIRE** datasheet does not specify which sept it is drawn from, it will have the **<SEPT**> keyword. When you include such a unit in your army, you must nominate which sept that unit is from (or nominate that unit to be from the Farsight Enclaves). You then simply replace the **<SEPT**> keyword on that unit's datasheet with the name of your chosen sept, or the words 'Farsight Enclaves'. You can use any of the septs that you have read about, or make up your own.

For example, if you were to include a Cadre Fireblade in your army, and you decided they were from the Vior'la sept, their **<SEPT**> Faction keyword is changed to **VIOR'LA SEPT** and their 'Volley Fire' ability would then say 'Models in **VIOR'LA SEPT** units within 6" of any friendly **VIOR'LA SEPT** Cadre Fireblades may fire an extra shot with pulse pistols, pulse carbines and pulse rifles when shooting at a target within half the weapon's range.'

ABILITIES

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

For the Greater Good

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

MARKERLIGHTS

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

MARKERLIGHT TABLE

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

WARGEAR

Many of the units you will find on the following pages reference one or both of the following wargear lists (e.g. Ranged Weapons). When this is the case, the unit may take any item from the appropriate list below. The rules for the items in these lists can be found in the appendix (pg 136-137).

RANGED WEAPONS

- Airbursting fragmentation projector
- Burst cannon
- Cyclic ion blaster
- Flamer
- Fusion blaster
- Missile pod
- Plasma rifle

SUPPORT SYSTEMS

- Advanced targeting system
- Counterfire defence system
- Drone controller
- Early warning override
- Multi-trackerShield generator
- Stimulant injector
- Target lock

0 0

Velocity tracker



-owet			CC	MMA	ND	ER		
NAME	М	WS	BS	S T	W	A	Ld	Sv
Commander	8"	3+	2+	5 5	6	4	9	3+
A Commander is a single (Power Rating +1).	e model equ	ipped w	rith a bu	rst cannon and	l a missile	e pod. It	may be a	accompanied by up to 2 Tactical Drones (pg 69)
WEAPON	RANGE	TYP	E	S	AP	D	ABILI	TIES
Burst cannon	18"	Ass	ault 4	5	0	1	-	
Missile pod	36"	Ass	ault 2	7	-1	D3	-	
			hav renla	ce its burst car	non and	missile	nod with	two items from the Ranged Weapons and/or
WARGEAR OPTIONS	Suppo • This r	ort Syste nodel n	<i>ms</i> lists.	take two addit				n two items from the <i>Ranged Weapons</i> and/or <i>ed Weapons</i> and/or <i>Support Systems</i> lists.
	Suppo • This r For the Master Kauyon • Kauyo units • Mont Manta	ort Syste nodel m Greate of War or Mor on: Unt cannot 'ka: Frid Strike:	ms lists. r Good : Once p nt'ka. il the en- move for endly <s During o</s 	take two addit (pg 48) eer battle, at th d of the turn, y r any reason. GEPT> units w deployment, yu	ional item e beginni vou can re ithin 6" ca ou may se	ns from t ng of you e-roll fail an both . et up a Co	he <i>Rang</i> ur turn, led hit ro Advance omman	ed Weapons and/or Support Systems lists. a single friendly COMMANDER can declare either olls for friendly <sept></sept> units within 6", but these e and shoot as if they hadn't moved this turn. der in a Manta hold instead of placing them on the
	Suppo • This r For the Master Kauyon • Kauyo units • Mont Manta battlefie anywhe	ort Syste nodel m Greate of War or Mon on: Unt cannot 'ka: Frio Strike: eld. At the re on th	ms lists. nay also tr r Good : Once p nt'ka. il the en move for endly <s During of he end of</s 	take two addit (pg 48) eer battle, at th d of the turn, y r any reason. EPT > units w deployment, y of any of your h field that is mo	ional iten e beginni 70u can re ithin 6" ca 50u may se Movemen	ns from t ng of you e-roll fail an both . et up a C t phases,	he <i>Rang</i> ur turn, led hit ro Advance omman, they ca	ed Weapons and/or Support Systems lists. a single friendly COMMANDER can declare either olls for friendly <sept></sept> units within 6", but these e and shoot as if they hadn't moved this turn. der in a Manta hold instead of placing them on the n use a Manta strike to enter the fray – set them u

			0.0						
,][,7_]			CC	M	MA	ND	ER		
OWE'		IN X	V86 (COLI	OSTAI	R BA'	TTLE	SUIT	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Commander in XV86 Coldstar Battlesuit	20"	3+	2+	5	5	6	4	9	3+
A Commander in XV86 Col accompanied by up to 2 Tac							a high-c	output bi	urst cannon and a missile pod. It may be
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES
High-output burst cannon	18"	Ass	ault 8		5	0	1	-	
Missile pod	36"	Ass	ault 2		7	-1	D3	-	
WARGEAR OPTIONS	• This 1	model m	ay take	up to tw	vo items	from th	e Suppo	rt Systen	ns list.
	Kauyor • Kauyo units • Mont Coldsta rolling Manta instead	n or Mon on: Unt cannot n t'ka: Frid ar: Whe a D6. Strike: I of placi	nt'ka. il the en move fo endly <s n this m During o ng them</s 	d of the r any re EPT> t odel Ad deployn	turn, yc ason. units wit dvances, nent, you battlefie	hin 6" ca add 20" 1 may se Id. At th	e-roll fai an both to its M et up a C ae end of	led hit ro Advance ove char omman f any of y	a single friendly COMMANDER can declare either olls for friendly <sept> units within 6", but these e and shoot as if they hadn't moved this turn. racteristic for that Movement phase instead of der in XV86 Coldstar Battlesuit in a Manta hold your Movement phases, they can use a Manta strike is more than 9" from any enemy models.</sept>
FACTION KEYWORDS	10000	EMPIR							
KEYWORDS	BATT	TESIII	T, CHA	DAC'	TED II	TDAC	TV EIN	COM	

2 2 Power			E	THER	REA	L		
NAME	М	WS	BS	S T	W	A	Ld	Sv
Ethereal	6"	3+	4+	3 3	4	3	9	5+
An Ethereal is a single n	nodel armed	with an	honour l	olade. It may b	e accom	panied	by up to	2 Tactical Drones (pg 69) (Power Rating +1).
WEAPON	RANGE	TYP	E	S	AP	D	ABILI	TIES
Equalizers	Melee	Mel	ee	User	-1	1		odel armed with equalizers increases its Attacks acteristic by 1.
Honour blade	Melee	Mel	ee	+2	0	1	-	
WARGEAR OPTIONS	• This r	nodel m						acteristic to 8" and giving it the JET PACK and FLY
ABILITIES	Leaders Invocat below. <i>1</i> an elem • Calm • Storm Move • Sense	tion of t All frien ental po of Tide of Fire ment ph of Ston	racteristi he Elemo dly T'AU ower gain s: Subtra s: Subtra ase. hase. he: When	c instead of th ents: In your M JEMPIRE INH that power's h ct 1 from any by re-roll hit ro	eir own Movemer F ANTR Denefit u Morale t blls of 1 i	when ta nt phase Y and BA ntil the tests maa n the Sh uffers an	king Mo e, an ETH ATTLES start of y de for aff ooting p	HEREAL may invoke one of the elemental powers SUIT units within 6" of any ETHEREAL invoking your next turn. fected units. ohase for affected units that remain stationary in the d wound, roll a D6. On a 6, that wound is ignored.
	• Zephy	yî 5 Gi a	ce. rou c	an re ron ure		uncerea	united with	len mey Advance.
FACTION KEYWORDS	<u> </u>		E, <sei< td=""><td></td><td></td><td>anceteu</td><td>unito wi</td><td>ien mey Advance.</td></sei<>			anceteu	unito wi	ien mey Advance.

2 2		CA	AD I	RE I	FIR	EB	LA]	DE				
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Cadre Fireblade	6"	3+	2+	3	3	5	3	8	4+			
A Cadre Fireblade is a s Drones (pg 69) (Power		rmed w	vith a ma	ırkerligl	ht, pulse	rifle and	d photo	n grenac	des. It may be accompanied by up to 2 Tactical			
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES			
Markerlight	36"	Hea	avy 1		-	-	-	See A	Markerlights (pg 48)			
Pulse rifle	30"	Rap	id Fire 1		5	0	1	-				
Photon grenade	12"	Gre	enade D6	5	-	-	-	must units	weapon does not inflict any damage. Your opponen t subtract 1 from any hit rolls made for INFANTRY s that have suffered any hits from photon grenades the end of the turn.			
ABILITIES	For the	Greate	r Good	(pg 48)								
									<sept> Cadre Fireblades may fire an extra shot g at a target within half the weapon's range.</sept>			
FACTION KEYWORDS	T'AU F	EMPIR	E, <se< td=""><td>PT></td><td></td><td></td><td></td><td></td><td></td></se<>	PT>								
KEYWORDS	CHAR	CHARACTER, INFANTRY, CADRE FIREBLADE										

S 8 Power	CC)M	MA	NI	DER	FA	RSI	GI	HT
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Commander Farsight	8"	2+	2+	5	5	6	4	9	3+
Commander Farsight is a	single mod	lel equip	ped wit	h a pla	sma rifle a	and the	Dawn Bla	de. Or	nly one of this model can be included in your army.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Plasma rifle	24"	Rap	id Fire I		6	-3	1	-	
Dawn Blade	Melee	Mel	ee		User	-4	D3	-	
	your tu either K • Kauyo hit rol withir • Mont' within hadn'n Genius Farsigh Mont'k	rn, a sin Cauyon o n: Until Is for frid to 6", but 'ka: Frid to 6" can t moved of Mon t can de a has alr	gle frien or Mont ⁴ I the end endly FA these un endly FA both Ac this tur t ika: Or clare Mo ready be	dly CC ka. of the ARSIG its can ARSIG lvance n. hce per ont'ka en deci	le, at the l DMMAN turn, you HTENCL not move f HTENCI and shoo battle, Co even if Ka lared. Mo red in the	DER ca can re-r AVESu for any r LAVES t as if th omman uyon o nt'ka ar	n declare oll failed mits reason. units ney der r nd	Com the ta Shiel invul Man Com placi Move the fi	riendly FARSIGHT ENCLAVES units within 6" of mander Farsight in the Fight phase (or any phase in arget is an ORK unit). Id Generator: Commander Farsight has a 4+ lnerable save. Ita Strike: During deployment, you may set up mander Farsight in a Manta hold instead of ing him on the battlefield. At the end of any of your ement phases, he may use a Manta strike to enter ray – set him up anywhere on the battlefield that is e than 9" from any enemy models.
FACTION KEYWORDS	T'AU I	EMPIR	E, FAF	SIGH	IT ENC	LAVES	5		
KEYWORDS	BATT	LESUI	Г, СНА	RAC	TER, CO	омм	ANDER,	JET	PACK, FLY, FARSIGHT



A student of the legendary Puretide, Commander Farsight is a master of the war art known as Mont'ka - the Killing Blow.

9 Power	C	CON	ИΜ	AN	DE	R S	HA]	DC	OWSUN				
NAME	М	WS	BS	S	T	W	A	Ld	Sv				
Commander Shadowsun	8"	3+	2+	4	4	5	4	9	3+				
MV52 Shield Drone	8"	5+	5+	3	4	1	1	6	4+				
MV62 Command-link Drone	8"	5+	5+	3	4	6	4+						
Commander Shadowsun is Command-link Drone and									companied by up to 3 Command Drones: 1 MV62				
WEAPON	RANGE	TYP		Jiles. Of	S S	AP		ABILI	•				
Fusion blaster	18"	Ass	ault 1		8	-4	D6	two o	e target is within half range of this weapon, roll dice when inflicting damage with it and discard th est result.				
	your tu either k • Kauyo failed 6", bu • Mont can bo this tu Genius Shadow Mont'k	rn, a sir (auyon o on: Unt hit rolls t these o tha: Fridoth Adv urn. of Kau /sun car a has ali	or Mont il the en	dly CO 'ka. d of the ndly T'A not mo AUEMI d shoot a ce per b Kauyor en decla	MMAN turn, yo AUEMH ve for a PIRE ur as if the attle, Co a even if red. Mo	DER ca ou can ro PIRE un ny reaso nits with y hadn't ommano Kauyon ont'ka au	n declare e-roll its within n. in 6" moved der n or nd	of a u 2+, a Shad more Dron up or up ir the I Savi a frien unit, Dron	lowsun loses a wound whilst she is within 3" unit of friendly XV25 Stealth Battlesuits. On a a model from that unit can intercept that hit – lowsun does not lose a wound but that unit suffer tal wound. ne Support: When Commander Shadowsun is se n the battlefield, her accompanying Drones are se n unit coherency with her. From that point onwar Drones are treated as a separate unit. our Protocols: If a DRONES unit is within 3" of a odly T'AUEMPIRE INFANTRY or BATTLESUT , you can choose to allocate any wounds to the nes instead of the target unit.				
	 Camouflage Fields: Your opponent must subtract 1 from all hit rolls that target Commander Shadowsun or her Command Drones. Infiltrator: During deployment, Commander Shadowsun can be set up anywhere on the battlefield that is not within your opponent's deployment zone and is more than 12" from any enemy unit. XV22 Stealth Battlesuit: Commander Shadowsun has 												
FACTION KEYWORDS	a 5+ inv		ole save. RE, T'A	USED	Г								
KEYWORDS (SHADOWSUN)			-			RACT	ER, CO	MMA	ANDER, JET PACK, FLY, SHADOWSUN				
KEYWORDS (COMMAND DRONES)	1		, COM				, 00						

				AU	'N'S	N'SHI							
NAME	М	WS	BS	S	T	W	A	Ld	Sv				
Aun'Shi	6"	2+	4+	3	3	5	5	9	-				
Aun'Shi is a single mode	l armed with	an hon	our blac	le. Only	one of	this mod	lel can b	e includ	ded in your army.				
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES				
Honour blade	Melee	Mel	ee		+2	0	1	-					
	units wi Etherea when ta Shield 0 Bladem choose of the p • Aun'S • You n	l's Leade king Mo Generat naster: A one of th hase: hi's close nay re-re	ership cl orale tes or: Aun at the be ne follow e comba bll failed	naracter its. 'Shi has ginning wing eff it attack invulno	a 4+ in a 4+ in g of each ects to la s have A erable sa	tead of t vulnerat Fight p ast until AP -2.	ole save. hase, the end	n All T units elem of yo • Cal for • Sto the sta • Ser an is i • Zep	Shi may invoke one of the elemental powers below. "AUEMPIRE INFANTRY and BATTLESUIT s within 6" of any ETHEREAL invoking an tental power gain the relevant benefit until the start our next turn. Im of Tides: Subtract 1 from any Morale tests made affected units. orm of Fire: You may re-roll hit rolls of 1 in e Shooting phase for affected units that remain tionary in the Movement phase. nse of Stone: Whenever an affected unit suffers unsaved wound, roll a D6. On a 6, that wound gnored. phyr's Grace: You can re-roll the dice for affected its when they Advance.				
FACTION KEYWORDS	T'AU I	EMPIR	E, VIC	DR'LA	SEPT								
KEYWORDS	CHARACTER, INFANTRY, ETHEREAL, AUN'SHI												

A Power				AU	JN"	VA			
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Aun'Va	6"	6+	4+	2	3	6	1	9	5+
Ethereal Guard	6"	3+	3+	3	3	2	3	9	5+
This unit contains Aun'V included in your army.	a and two E	thereal	Guards.	The Eth	ereal Gu	ards are	each arn	ned wi	ith an honour blade. Only one of this unit can be
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Honour blade	Melee	Me	lee		+2	0	1	-	
	when ta Parado the Sho the AP -1 attac Supren	l's Lead aking M x of Du oting pl of the a k would he Loya y re-rol	ership c forale te a ality: W hase, it r ttack to l provid lty: Wh l Morale	haracter sts. /hen this nay add its Save e a +1 bo ilst Aun'	istic ins s unit is , rather characte onus to i Va is on	tead of t attacked than sub	tract, .g. an AP lefield,	All T units elem of yo • Cal for • Sto the sta • Ser an is i • Zej	we, Aun'Va may invoke up to two elemental powers. PAUEMPIRE INFANTRY and BATTLESUIT s within 6" of any ETHEREAL invoking an mental power gain the relevant benefit until the start bur next turn. Im of Tides: Subtract 1 from any Morale tests made affected units. orm of Fire: You may re-roll hit rolls of 1 in e Shooting phase for affected units that remain tionary in the Movement phase. nse of Stone: Whenever an affected unit suffers unsaved wound, roll a D6. On a 6, that wound gnored. phyr's Grace: You can re-roll the dice for affected its when they Advance.
FACTION KEYWORDS	T'AU I	EMPIF	RE, T'A	U SEP	Г		2		
KEYWORDS (AUN'VA)	CHAR	ACTE	ER, INF	ANTR	Y, ETH	IEREA	L, AUN'	VA	
KEYWORDS (ETHEREAL GUARD)	CHAR	ACTE	ER, INF	ANTR	Y, ETH	IEREA	L GUAR	D	

3 Powet			DA	RK	ST	RID	DER		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Darkstrider	7"	3+	2+	3	3	5	3	8	5+
Darkstrider is a single your army.	model armed	with a n	narkerlig	ht, puls	e carbin	ne and pl	hoton g	renades.	. Only one of this model may be included in
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES
Markerlight	36"	Hea	ivy 1		-	-	-	See I	Markerlights (pg 48)
Pulse carbine	18"	Ass	ault 2		5	0	1	-	
Photon grenade	12"	Gre	nade D6		-	-	-	mus units	s weapon does not inflict any damage. Your opponen at subtract 1 from any hit rolls made for INFANTRY s that have suffered any hits from photon grenades l the end of the turn.
ABILITIES	Vangua 7". He c who is t Structu enemy SEPT I Fightin	ard: At t cannot e taking th aral Ana unit visi NFANT	nd this r ne first tu I lyser: Ir ble to Da ' RY unit	of the finove warn moo a your S arkstrid targets dly T 'A	ithin 9" ves their hooting er. The them w	of any er units fir phase, o enemy u ith a sho TINFAN	nemy m rst. choose : nit's To poting a VTRY u	odels. If a friendl ughness ttack. Tl nits with	first turn begins, you can move Darkstrider up to f both players have units that can do this, the player ly T'AUSEPT INFANTRY unit within 6" and an s is considered to be 1 point lower when that T'AU his ability cannot be used when firing Overwatch. hin 6" of Darkstrider in the Shooting phase may
	· · · · ·								
FACTION KEYWORDS	T'AU I	CIVIPIE	.с, і Ач	J SEF	L				



Aun'Va is the Ethereal Supreme, a beloved leader who emboldens trillions of T'au hearts with his inspirational rhetoric.

► 3 rowet			STI	RIK	E '	ΓΕΑ	M					
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Fire Warrior	6"	5+	4+	3	3	1	1	6	4+			
Fire Warrior Shas'ui	6"	5+	4+	3	3	1	2	7	4+			
DS8 Tactical Support Turret	-	-	4+	3	3	1	0	4	4+			
MV36 Guardian Drone	8"	5+	5+	3	4	1	1	6	4+			
Rating +3). A Fire Warrior and photon grenades. This Rating +1).	· Shas'ui ca unit may l	in take t be accor	he place on panied l	of one F	ire Wa tical E	arrior. Ea Drones (p	ach Fire V og 69) or	Varrion I Tacti	ating +2), or up to 7 additional Fire Warriors (Pow r and Fire Warrior Shas'ui is armed with a pulse rifl ical Drone and 1 MV36 Guardian Drone (Power			
WEAPON	RANGE	TYPE			S	AP	0	ABILI				
Markerlight	36"	Hea			-	-	-		Markerlights (pg 48)			
Missile pod	36"		ult 2		7	-1	D3	-				
Pulse carbine	18"		ult 2		5	0	1	-				
Pulse pistol Pulse rifle	12" 30"	Piste	id Fire 1		5 5	0	1	-				
Smart missile system	30"	1				0	1	visib weap	rt missile systems can be fired at units that are not de to the bearer. In addition, units attacked by this bon do not gain any bonus to their saving throws fo g in cover.			
Photon grenade	12"	Gre	nade D6		-	-	-	must units	weapon does not inflict any damage. Your oppone: t subtract 1 from any hit rolls made for INFANTR s that have suffered any hits from photon grenades t the end of the turn.			
WARGEAR OPTIONS	• The Fi	ire Warn	ior Shas'ı	ui may t	ake a 1	narkerli	ght and/o	r pulse	ulse rifle with a pulse carbine. e pistol. ith either a missile pod or smart missile system.			
ABILITIES	For the Bondin	Greater g Knife	Good (_F Ritual: I	og 48) f you ro	ll a 6 v	vhen tak	ing a	Gua invu	rdian Field: Guardian Drones have a 5+ Inerable save. Strike Teams within 3" of any friendly rdian Drones have a 6+ invulnerable save.			
	Drone S battlefie coheren are treat	Morale test for this unit, the test is automatically passed. Drone Support: When a Strike Team is set up on the battlefield, any accompanying Drones are set up in unit coherency with it. From that point onwards, the Drones are treated as a separate unit. Saviour Protocols: If a DRONES unit is within 3" of a										
	unit, yo	u may c	MPIRE I hoose to of the tar	allocate	any w			The	erency with it. destruction of a Tactical Support Turret is ignored he purposes of Morale tests.			
FACTION KEYWORDS	T'AU E	EMPIR	E, <sep< td=""><td>PT></td><td></td><td></td><td></td><td></td><td></td></sep<>	PT>								
KEYWORDS (STRIKE TEAM)	INFAN	TRY,	STRIKE	TEAN	A							
KEYWORDS (GUARDIAN DRONE)	DRONE, FLY, GUARDIAN DRONE											

		Radi											
		B	RE	AC]	HIE	R T	EAI	M					
NAME	М	WS	BS	S	T	W	A	Ld	Sv				
Fire Warrior	6"	5+	4+	3	3	1	1	6	4+				
Fire Warrior Shas'ui	6" 5+ 4+ 3 3 1 2								4+				
DS8 Tactical Support Turret	-	-	4+	3	3	1	0	4	4+				
MV36 Guardian Drone	8"	5+	5+	3	4	1	1	6	4+				
place of one Fire Warrior. E	ach Fire	iors. It can include up to 5 additional Fire Warriors (Power Rating +2). A Fire Warrior Shas'ui can take the h Fire Warrior and Fire Warrior Shas'ui is armed with a pulse blaster and photon grenades. This unit may b ones (pg 69) or 1 Tactical Drone and 1 MV36 Guardian Drone (Power Rating +1).											
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES				
Markerlight	36"		vy 1		-	-	- D3	See A	Markerlights (pg 48)				
Missile pod	36"		ault 2		7	-1	-						
Pulse blaster	When a	attacking	g with th	is weap	on, cho	ose one	of the pr	ofiles be	elow.				
- Close range	5"	Ass	ault 2		6	-2	1	-					
- Medium range	10"	Ass	ault 2		5	-1	1	-					
- Long range	15"	Ass	ault 2		4	0	1	-					
Pulse pistol	12"	Pist	ol 1		5	0	1	-					
Smart missile system	30"	Hea	vy 4		5	0	visib weap	rt missile systems can be fired at units that are not le to the bearer. In addition, units attacked by this bon do not gain any bonus to their saving throws fo g in cover.					
Photon grenade	12"	Gre	nade De	5	-	-	-	must units	weapon does not inflict any damage. Your opponent t subtract 1 from any hit rolls made for INFANTR t that have suffered any hits from photon grenades the end of the turn.				
WARGEAR OPTIONS							ght and/ rret equi		e pistol. ith either a missile pod or smart missile system.				
ABILITIES		Greate						Gua	rdian Field: Guardian Drones have a 5+				
					oll a 6 w st is auto			Guar	lnerable save. Breacher Teams within 3" of a friend rdian Drone have a 5+ invulnerable save.				
	the batt unit col Drones	Morale test for this unit, the test is automatically passed. Drone Support: When a Breacher Team is set up on the battlefield, any accompanying Drones are set up in unit coherency with it. From that point onwards, the Drones are treated as a separate unit. Saviour Protocols: If a DRONES unit is within 3" of a											
	unit, yc Drones	ou can cl instead	of the ta	allocate arget un	e any wo			The	rency with it. destruction of a Tactical Support Turret is ignored he purposes of Morale tests.				
FACTION KEYWORDS	T'AU EMPIRE, <sept></sept>												
KEYWORDS (BREACHER TEAM)	INFAI	NTRY,	BREA	CHER	TEAM								
KEYWORDS (GUARDIAN DRONE)	DRON	NE, FLY	, GUA	RDIA	N DRO	NE							

]	KR	DO '	ΓС	CAR	NI	VO	RES	6
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Kroot	7"	3+	4+	3	3	1	1	6	6+
This unit contains 10 Kroo	ot. It can in	clude uj	o to 10 a	ddition	al Kroo	t (Power	Rating	+3). Ead	ch model is armed with a Kroot rifle.
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES
Kroot rifle (shooting)	24"	Rap	id Fire 1		4	0	1	-	
Kroot rifle (melee)	Melee	Mel	ee		+1	0	1	-	
ABILITIES	to 7". It	cannot		move v	vithin 9	of any	enemy n		re the first turn begins, you can move this unit up f both players have units that can do this, the player
FACTION KEYWORDS	T'AU I	EMPIR	E, KRO	ют	201		10		
KEYWORDS	INFAN	NTRY,	KROO	T CAI	RNIVC	RES			

		KI	RO	OTC)X	RI	DEI	RS		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	
Krootox Rider	7"	3+	4+	6	5	3	2	6	6+	
This unit contains 1 Kro Rating +4). Each rider			each Kr					r Rating ABILI	+2) or 2 additional Krootox Riders	(Power
Kroot gun	48"	Rapi	id Fire 1		7	-1	 D3	-		
Krootox fists	Melee	Mele	ee		User	0	2	-		
ABILITIES	Agile B	rute: W	hen this	unit Adv	vances,	add 6"	to its Mo	ove for t	at Movement phase instead of rollin	ng a D6.
	TATT	MDID	E MDC	OT						
FACTION KEYWORDS	IAUI	INIPIK	E, KRC	001						

1 *owet		K	RO	ОТ	'H	OU	ND	S	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Kroot Hound	12"	3+	-	3	3	1	2	5	6+
This unit contains 4 K (Power Rating +2). Ea WEAPON			its rippi			Kroot H	Hounds	(Power 1	Rating +1) or up to 8 additional Kroot Hounds
Ripping fangs	Melee	Mel			User	-1	1	-	
ABILITIES		ous Pred			re-roll f	ailed ch	narge rol	ls for thi	is unit when targeting a unit that has suffered any
FACTION KEYWORDS	T'AU I	EMPIR	E, KRO	тос					
KEYWORDS	BEAS'	ΓS, KR	OOTH	IOUN	DS		Saw.	100	

			KRC	00	ГSI	HA]	PEI	R	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Kroot Shaper	7"	3+	4+	3	3	5	3	7	6+
A Kroot Shaper is a single	e model arn	ned with	a Kroot	t rifle an	d a ritua	l blade.	66.83		
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES
Kroot rifle (shooting)	24"	Rap	id Fire 1		4	0	1	-	
Pulse carbine	18"	Ass	ault 2		5	0	1	-	
Pulse rifle	30"	Rap	id Fire 1		5	0	1	-	
Kroot rifle (melee)	Melee	Me	ee		+1	0	1	-	
Ritual blade	Melee	Mel	ee		User	0	1	KRO	y models are destroyed by this weapon, friendly OT units within 6" of the bearer do not have to Morale tests at the end of the turn.
WARGEAR OPTIONS	• This n	nodel m	ay repla	ce its Kr	oot rifle	with a j	pulse ri	fle or pu	lse carbine.
ABILITIES	The Sha	per Co	mmands	: You m	ay re-rol	l wound	l rolls o	f 1 made	for friendly KROOT units within 6" of this model.
					' units w wn when				root Shaper may use the Shaper's Leadership
FACTION KEYWORDS	T'AU I	EMPIR	E, KRO	тос					
KEYWORDS	CHAR	ACTE	R INF	ANTR	Y, KRO	OT SH	IAPE	2	



The Kroot are a race of savage hunters whose skill at ambush tactics make them the perfect vanguard troops for the T'au Empire.

OWE	X	XV25 STEALTH BAT						TL	E	SUITS
NAME	М	WS	BS	BS S		T W		Ld	S	1
Stealth Shas'ui	8"	5+	4+	4	4	2	2	7	3-	-
Stealth Shas'vre	8"	5+	4+	4	4	2	3	8	3-	
	h Stealth Shas									g +6) . A Stealth Shas'vre can take the place s unit may be accompanied by up to 2 Tac
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	
Burst cannon	18"	Assa	ault 4		5	0	1	-		
Fusion blaster	18"	Assa	ault 1		8	-4	D6		dice v	et is within half range of this weapon, roll when inflicting damage with it and discard ult.
									st can	non with a fusion blaster. If the unit numb
ABILITIES		odels, or has'vre r nit may	ne addit nay tak take a h	ional Ste e a mark ioming l	ealth Sha kerlight a	as'ui ma	y do this	Cam	oufla	i ge Fields: Your opponent must subtract 1
ABILITIES	six mo • The Sl • The un For the Bondin Morale Infiltra	odels, or has'vre r nit may Greater g Knife test for tors: Du where or nt's depl	ne addit nay take take a h r Good Ritual: this uni uring de n the bar oyment	ional St e a mark oming l (pg 48) : If you r t, the tes ployment ttlefield	ealth Sha cerlight a beacon. coll a 6 w st is auto nt, this u that is n	as'ui may and targ when tak omaticall unit can ot withi	ing a y passec be set n your	Cam from durin of its on th one o Man	noufla all h ng yo s unit ne bat of you ta ho	ge Fields: Your opponent must subtract 1 it rolls for attacks that target this unit. Beacon: A homing beacon may be used ur Movement phase by placing it within 1" If there are any friendly homing beacons thefield at the end of your Movement phase ur <sept> units that has been set up in a d can perform a low-altitude drop instead</sept>
ABILITIES	six mo • The Sl • The un For the Bondin Morale Infiltra up anyw opponen	odels, or has'vre r nit may Greater g Knife test for t tors: Du vhere or nt's depl my unit Lock: A alty to th veapons s. This r apons, b	ne addit nay take take a h r Good Ritual: this uni uring de the bar oyment model neir hit , or for nodel ci ut you n	ional Ste e a mark <u>noming l</u> (pg 48) : If you r t, the tes ployme: ttlefield t zone an with a ta rolls for Advanc an also <i>A</i>	ealth Sha cerlight a beacon. coll a 6 w st is auto nt, this u that is n nd is mo arget locc moving ing and Advance	as'ui ma and targ when tak pmaticall unit can ot withi ore than k does r ; and firi firing A: and fire	y do this et lock. ing a y passed be set n your 12" fron tot suffe ng ssault e Rapid	Cam from durin of its on th on or to Man a Ma r hom and i are d	noufla a all h ning l ng yo s unit ne baa of you ta ho unta s ing b is ren leacti	ge Fields: Your opponent must subtract 1 it rolls for attacks that target this unit. Beacon: A homing beacon may be used ur Movement phase by placing it within 1" If there are any friendly homing beacons tlefield at the end of your Movement phase ur <sept> units that has been set up in a</sept>
ABILITIES FACTION KEYWORDS	six mo • The SI • The un For the Bondim Morale Infiltra up anyw opponer any ene Target I the pen Heavy w weapon Fire wea	odels, or has'vre r nit may Greater g Knife test for t tors: Du vhere or nt's depl my unit Lock: A alty to tl veapons s. This r apons, b does so	ne addit nay take take a h r Good Ritual: this uni uring de the bai oyment model neir hit , or for nodel ci ut you n	ional Ste e a mark ioming I (pg 48) If you r t, the tes eployment ttlefield t zone an with a ta rolls for Advanc an also 2 must sul	ealth Sha cerlight a beacon. coll a 6 w st is auto nt, this u that is n nd is mo arget locc moving ing and Advance	as'ui ma and targ when tak pmaticall unit can ot withi ore than k does r ; and firi firing A: and fire	y do this et lock. ing a y passed be set n your 12" fron tot suffe ng ssault e Rapid	Cam from durin of its on th on or to Man a Ma r hom and i are d	noufla a all h ning l ng yo s unit ne baa of you ta ho unta s ing b is ren leacti	ge Fields: Your opponent must subtract 1 it rolls for attacks that target this unit. Beacon: A homing beacon may be used ur Movement phase by placing it within 1" If there are any friendly homing beacons tlefield at the end of your Movement phase ur <sept< b="">> units that has been set up in a d can perform a low-altitude drop instead rike. Set up the unit wholly within 6" of th eacon. The homing beacon then shorts out noved from the battlefield. Homing beacon vated and removed from the battlefield if a</sept<>



XV25 Stealth Battlesuits materialise behind enemy positions in utter silence, before eliminating them with merciless precision.

	XV	/8 (CRI	SIS	BA	TT	LES	SUI	TS
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Crisis Shas'ui	8"	5+	4+	5	5	3	2	7	3+
Crisis Shas'vre	8"	5+	4+	5	5	3	3	8	3+
Rating +22). A Crisis Sl accompanied by up to 2 WEAPDN			69) (Po				Crisis B	attlesuit ABILI	is equipped with a burst cannon, and may be
Burst cannon	18"		ault 4		5	0	1	-	
Duisi camioli	10								
	• Any	Crisis Sh	as'ui or /or Supp		has'vre 1		ace thei	r burst c	cannon with up to three items from the Ranged
WARGEAR OPTIONS	• Any • Weat	Crisis Sh oons and		oort Syste	has'vre 1		ace thei	r burst c	cannon with up to three items from the Ranged
WARGEAR OPTIONS ABILITIES	Any e Weat For the	Crisis Sh oons and e Greate	/or Supp r Good	oort Syste (pg 48)	has'vre 1 ems list.				cannon with up to three items from the <i>Ranged</i> st for this unit, the test is automatically passed.
WARGEAR OPTIONS	Any of Weap For the Bondin Manta the bat	Crisis Sh pons and e Greate ng Knife Strike: tlefield.	/or Supp r Good e Ritual: During o At the er	oort Syste (pg 48) If you r deploym nd of any	has'vre 1 ems list. oll a 6 w hent, you	vhen tak 1 may se r Mover	ing a M t up Cri nent ph	orale tes isis Battl ases, the	st for this unit, the test is automatically passed. esuits in a Manta hold instead of placing them on
WARGEAR OPTIONS	Any of Weat For the Bondin Manta the bat up any	Crisis Sh pons and e Greate ng Knife Strike: tlefield. where on	/or Supp r Good e Ritual: During o At the er	oort Syste (pg 48) If you re deploym nd of any ttlefield t	has'vre 1 ems list. oll a 6 w hent, you	vhen tak 1 may se r Mover	ing a M t up Cri nent ph	orale tes isis Battl ases, the	st for this unit, the test is automatically passed. esuits in a Manta hold instead of placing them on by can use a Manta strike to enter the fray – set the

	XV	8 C	RIS	IS BC)DY	GU	AR	DS	
NAME	М	WS	BS	S T	W	A	Ld	Sv	
Crisis Bodyguard	8"	5+	4+	55	3	3	8	3+	
	ing +24). Ea +1).		s Bodyguai	d is equipp	ed with a	burst c	annon, a	Power Rating +12) or up to 6 addi d may be accompanied by up to 2	
Burst cannon	RANGE 18"		: ault 4	S	AP 0		ABILI	b	
WARGEAR OPTIONS	• Any C	11000	dyguard m	-		t canno	n with u	to three items from the Ranged W	<i>leapons</i> and/or
	Sworn I of this u	Protecto Init. On	ors: Roll a l	D6 each tim del from th	e a frienc	lly <sei< td=""><td>PT> CH</td><td>for this unit, the test is automatica RACTER loses a wound whilst th it – the CHARACTER does not lo</td><td>ey are within 3"</td></sei<>	PT> CH	for this unit, the test is automatica RACTER loses a wound whilst th it – the CHARACTER does not lo	ey are within 3"
	the batt	lefield. A	At the end	of any of yo	ur Mover	nent ph	ases, the	guards in a Manta hold instead of j can use a Manta strike to enter th emy models.	
FACTION KEYWORDS	T'AU H	EMPIR	E, <sept< td=""><td>.></td><td></td><td></td><td></td><td></td><td></td></sept<>	.>					

		X	V95 BA			ST] SU	KEE IT	L		DAMAGE Some of this model's it suffers damage, as s			nge a	
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A	
Ghostkeel Shas'vre	*	5+	*	6	6	10	*	8	3+	6-10+	12"	4+	3	
MV5 Stealth Drones	12"	5+	5+	4	4	1	1	6	4+	3-5	8" 4"	5+ 5+	2	
Each XV95 Ghostkeel Bat	tlesuit cons	ists of 1	Ghostk	eel Sha	s'vre acc	ompani	ed by 2 M	IV5 Ste	alth Dro		-	÷ .	T	
with a fusion collider and			_			40							1	
WEAPON Burst cannon	RANGE 18"		t ault 4		5	AP 0	D 1	ABILI	IIES				-16	
Cyclic ion raker				is wear		0	of the pro	- ofiles be	elow					
- Standard	24"		with th wy 6	is wear	7	-1	1	-	.10					
- Overcharge	24"		avy D6		8	-1	D3	a mo		one or more hit rolls of 1 1nd after all of this weapo d.				
Flamer	8"	Ass	ault D6		4	0	1	This	weapon	automatically hits its tar	get.		B	
Fusion blaster	18"	Ass	ault 1		8	-4	D6	two o		s within half range of the en inflicting damage with				
Fusion collider	18"	Hea	avy 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.						
WARGEAR OPTIONS	• A Gho	ostkeel S	Shas'vre	may rej	place bot	h its fla	ollider w mers with ns from th	n two b	urst can	nons or two fusion blast	ers.	1		
ABILITIES	For the	Greate	r Good	pg 48)						tocols: If a DRONES un				
	Infiltra	tor Du	ring den	lovmer	nt, this u	nit may	he set			UEMPIRE INFANTRY choose to allocate any v				
	up anyv	where on	n the bat	tlefield	that is n	ot withi		Dror		ad of the target unit.	vounds to	une	ł	
	any ene			zone a		re man	12 110111		th Field	: Models shooting at a S	tealth Dro	ne or	н	
	must su	btract 1	from hi	t rolls f	te: Your for mode than 12"	ls attacl		any Ghostkeel Battlesuit within 3" of a friendly Stealth Drone subtract 1 from their hit rolls. (This is cumulative with the Ghostkeel Electrowarfare Suite ability.)						
								on th in ur	e battlef it coher	ort: When a Ghostkeel F field, any accompanying ency with it. From that p reated as a separate unit.	Drones ar	e set up		
FACTION KEYWORDS	T'AU H	EMPIR	E, <se< td=""><td>PT></td><td></td><td></td><td></td><td>-</td><td>10</td><td></td><td></td><td></td><td>1</td></se<>	PT>				-	10				1	
KEYWORDS (GHOSTKEEL)	BATT	LESUI	T, MOI	ISTE	R, JET I	PACK,	FLY, XV	795 G	HOSTI	KEEL BATTLESUIT			1	
KEYWORDS (STEALTH DRONE)	BATTLESUIT, MONSTER, JET PACK, FLY, XV95 GHOSTKEEL BATTLESUIT DRONE, FLY, MV5 STEALTH DRONES												J	

17 17			XV BA	A least les	_	PT SU	IDE IT			DAMAGE Some of this model's it suffers damage, as			nge		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	l		
Riptide Shas'vre	*	5+	*	6	7	14	*	8	2+	7-14+	12"	4+	4		
MV84 Shielded	12"	5+	5+	4	4	1	1	6	4+	4-6 1-3	8" 4"	5+ 5+			
Missile Drone											-		_		
A Riptide Shas'vre is a sii MV84 Shielded Missile I									she syst	ems. It may be accompa	anied by u	p to 2			
WEAPON	RANGE	TYP			S	AP	D	ABILI	TIES						
Fusion blaster	18"	ault 1		8	-4	D6	two o lowe	dice wh st result		th it and d	iscard the				
Heavy burst cannon								rofiles below. You may only use the nova-charge setting in bility (see below).							
- Standard	36"		avy 8	filde off	6	-1	1 l	-							
- Nova-charge	36"		avy 12		6	-2	1	-							
Ion accelerator							of the pre eactor abi			ou may only use the nov).	va-charge s	setting in			
- Standard	72"	He	avy 3		7	-3	1	-							
- Overcharge	72"	He	avy D6		8	-3	D3	a mo		ne or more hit rolls of 1 und after all of this wea ed.					
- Nova-charge	72"	He	avy D6		9	-3	3	-							
Missile pod	36"	Ass	ault 2		7	-1	D3	-							
Plasma rifle	24"	Rap	oid Fire 1		6	-3	1	-							
Smart missile system	30"	He	avy 4		5	0	1	visib weap	le to the	le systems can be fired a e bearer. In addition, un not gain any bonus to th er.	its attacke	d by this	r		
WARGEAR OPTIONS	• A Rip	tide Sha	as'vre ma	y replac	ce its he	avy burs		systems with a	s with tw n ion ac	wo plasma rifles or two ccelerator.	fusion bla	sters.			
ABILITIES	For the Riptide invulne	Greate Shield rable sa	er Good (Generation	(pg 48) t or: A F	Riptide S	has'vre	has a 5+	Nova to us Ripti the fe	a React se a Ript ide Shas ollowin	or: In your Movement p tide Shas'vre's Nova Rea s'vre suffers a mortal wo g effects to last until the	ctor. If you ound. Choo	1 do, the ose one of	-		
	friendly unit, yo Drones	T'AU u can c instead	hoose to l of the ta	INFAN allocate irget un	NTRY of e any wo lit.	BATT ounds to	the	 T • Nova Shield: The Riptide Shas'vre has a 3+ invulnerable save. • Boost: The Riptide Shas'vre can move 2D6" in your 							
	Shield Generator: Shielded Missile Drones have a 4+ invulnerable save. Drone Support: When a Riptide Battlesuit is set up or								 charge phase (even if it doesn't declare a charge). Nova-charge: The Riptide Shas'vre's ion accelerator or heavy burst cannon can fire using its nova-charge profile. 						
	the batt unit col	lefield, herency	t: When any acco with it. I ated as a	mpanyi From th	ing Dron nat point	nes are s	et up in	nov	va-char	ge prome.					
FACTION KEYWORDS	T'AU H	EMPIF	RE, <se< td=""><td>PT></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></se<>	PT>											
KEYWORDS (RIPTIDE)	BATT	LESUI	T, MOI	NSTER	R, JET	PACK,	FLY, X	V104 I	RIPTI	DE BATTLESUIT					
KEYWORDS (SHIELDED MISSILE DRONES	DRON	E, FL	Y, MV8-	4 SHII	ELDED	MISS	ILE DR	ONES	;						

	13 M 13 M 13	and the second	and the second second	1 80 Th 201	116 21	10 B. 19 B.	18.8 × 18 × 4		In Contraction
A Stower		PA	TH	FIN	NDI	ER 1	ΓΕΑ	M	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Pathfinder	7"	5+	4+	3	3	1	1	6	5+
Pathfinder Shas'ui	7"	5+	4+	3	3	1	2	7	5+
MV31 Pulse Accelerator Drone	8"	5+	5+	3	4	1	1	6	4+
MV33 Grav-inhibitor Drone	8"	5+	5+	3	4	1	1	6	4+
MB3 Recon Drone	8"	5+	5+	4	4	2	1	6	4+

This unit contains 5 Pathfinders. It can include up to 5 additional Pathfinders (**Power Rating +3**). A Pathfinder Shas'ui can take the place of one Pathfinder. Each Pathfinder and Pathfinder Shas'ui is armed with a markerlight, pulse carbine and photon grenades. This unit may be accompanied by up to 2 Tactical Drones (pg 69) (**Power Rating +1**) and/or an MB3 Recon Drone equipped with a burst cannon and up to 2 Support Drones: 1 MV31 Pulse Accelerator Drone and/or 1 MV33 Grav-inhibitor Drone (**Power Rating +1**).

WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES
Ion rifle	When at	tacking with this wea	pon, cho	ose one	of the pro	ofiles below.
- Standard	30"	Rapid Fire 1	7	-1	1	-
- Overcharge	30"	Heavy D3	8	-1	1	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 Markerlights (pg 48)
Pulse carbine	18"	Assault 2	5	0	1	-
Pulse pistol	12"	Pistol 1	5	0	1	-
Rail rifle	30"	Rapid Fire 1	6	-4	D3	For each wound roll of 6+ made for this weapon, the target unit suffers a mortal wound in addition to the normal damage.
Photon grenade	 12" Grenade D6 Up to three Pathfinders may replace their m The Pathfinder Shas'ui may take a pulse pist 				-	This weapon does not inflict any damage. Your opponent must subtract 1 from any hit rolls made for INFANTRY units that have suffered any hits from photon grenades until the end of the turn.
WARGEAR OPTIONS	• Up to t • The Pa	hree Pathfinders may thfinder Shas'ui may t	replace t take a pul	heir ma se pisto	rkerlight l.	and pulse carbine with an ion rifle or a rail rifle.
ABILITIES	Drone S the battle unit cohe Drones a Saviour friendly ' unit, you Drones i Vanguar before th to 7". It c models. 1	Greater Good (pg 48) upport: When a Path field, any accompany erency with it. From t re treated as a separal Protocols: If a DROM I AUEMPIRE INFA can choose to allocat instead of the target un d: At the start of the f e first turn begins, yo annot end this move if both players have u r who is taking the fin t.	finder Te ring Dror hat point te unit. VES unit NTRY or te any wo nit. first battle u can mo within 9" nits that	es are s onward is within BATT unds to e round we this of any o can do t	et up in ls, the n 3" of a LESUIT the but unit up enemy his,	 Recon Suite: Units making saves against attacks made by a Pathfinder Team that is within 3" of a friendly Recon Drone do not gain any bonus to their saving throws for being in cover. Pulse Accelerator: T'AUEMPIRE INFANTRY units within 3" of a friendly Pulse Accelerator Drone have the range of their pulse pistols, pulse carbines and pulse rifles increased by 6". Bonding Knife Ritual: If you roll a 6 when taking a Morale test for this unit, the test is automatically passed. Gravity Wave Projector: Enemy units beginning a charge move within 12" of a Grav-inhibitor Drone reduce their charge distance by D3".
FACTION KEYWORDS	T'AU E	MPIRE, <sept></sept>				
KEYWORDS (PATHFINDERS)	INFAN	TRY, PATHFIND	ER TEA			
KEYWORDS (Support Drones)	DRON	E, FLY, SUPPORT	DRON	ES		
KEYWORDS (RECON DRONE)	DRON	E, FLY, RECON D	RONE			
	ALC: NO. O SAME	and a state of the second	11. A. W. H. M.	and the second	7. CONTR. C. 7	

4 Lowes			TX	4 P]	IRA	NF	IAS		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
TX4 Piranha	16"	6+	4+	4	5	6	2	6	4+
MV1 Gun Drone	8"	5+	5+	3	4	1	1	6	4+
	un Drones	(Power	Rating						9 4 additional TX4 Piranhas, each of which is nha is equipped with a burst cannon, and each M
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES
Burst cannon	18"	Ass	ault 4		5	0	1	-	
Fusion blaster	18"	Ass	ault 1		8	-4	D6	two o	he target is within half range of this weapon, roll dice when inflicting damage with it and discard est result.
Pulse carbine	18"	Ass	ault 2		5	0	1	-	
Seeker missile	72"		ivy 1		-	-	-	seeke weap mode	nit hit by this weapon suffers a mortal wound. Ea cer missile can only be used once per battle. This pon only hits on a roll of 6, regardless of the firin del's Ballistic Skill or any modifiers.
WARGEAR OPTIONS									n blaster and may take up to two seeker missiles.
ABILITIES	D6 befo any emb and each Saviour friendly unit, yo	re remo barked u h unit v Protoo T'AUI u can cl	Piranha i poving it f models d vithin 3" cols: If a EMPIRE noose to of the ta	rom the lisembas suffers a DRONES INFAN allocate	battlefi rk. On a a morta unit is VTRY of any wo	eld and 6 it exp l wound s within r BATT	before blodes, l. 3" of a LESUIT	accon as be attac the I Both Move onwa	ached Drones: When a Piranha is set up, its ompanying Gun Drones are attached, and are trea- eing embarked. Whilst the Gun Drones remain ched, the Piranha is considered to be equipped w Drones' weapons in addition to its own. h Drones can detach at the start of any of your vement phases by disembarking. From that point vards, the Drones are treated as a separate unit. T not reattach during the battle.
	Gun Dr	ones ca wo uni	cation P n only ta ts are eq ed.	arget the	neares	t visible	enemy		, , , , , , , , , , , , , , , , , , ,
FACTION KEYWORDS	T'AU F	MPIR	E, <se< td=""><td>PT></td><td></td><td></td><td></td><td></td><td></td></se<>	PT>					
KEYWORDS (PIRANHA)	VEHIC	CLE, F	LY, TX	4 PIRA	NHA	s			
KEYWORDS (GUN DRONES)	DRON	EEIN	, GUN	DRON	IEC				



The TX4 Piranha is a swift and versatile skimmer, capable of mowing down infantry or destroying enemy vehicles many times its size.

		,	ΓY7	7 D	EV]	ILF	ISH			DAMAGE Some of this model's it suffers damage, as			nge a	
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A	
TY7 Devilfish	*	6+	*	6	7	12	*	8	3+	7-12+	12"	4+	3	
MV1 Gun Drone	8"	5+	5+	3	4	1	1	6	4+	4-6 1-3	6" 3"	5+ 6+	D3	
A TY7 Devilfish is a single				canno	n. It is a	ccompar	nied by 2	MV1 (Gun	1-5	5	0+	1	
Drones, each equipped wi WEAPON	th two puls RANGE	e carbii TYP			S	AP	D	ABILI	TICO				-8	
Burst cannon	18"		ault 4		5	<u>АГ</u> 0	1	ADILI	1163				-17	
Pulse carbine	18"		ault 2		5	0	1	-						
Seeker missile	72"	Hea	wy 1		-	-	-	A unit hit by this weapon suffers a mortal wound. Each seeker missile can only be used once per battle. This weapon only hits on a roll of 6, regardless of the firing model's Ballistic Skill or any modifiers.						
Smart missile system	30"	Hea	avy 4		5	0	1	Smart missile systems can be fired at 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.						
WARGEAR OPTIONS	• Instea • This n	d of bei nodel m	ng accor ay take	npanie up to tw	d by two vo seeke	MV1 G r missile	un Drones.	es, this	model n	nay take two smart mi	ssile syster	ns.		
ABILITIES	the hull Explod D6 befo any eml	of this es: If a lore remo	istances model ra Devilfish oving it f models c vithin 6"	is redu rom the	an its ba aced to 0 e battlefi ark. On a	wounds eld and 6 it exp	s, roll a before lodes,	frien unit, Dror Attac accor	dly T'AU you can nes instea ched Dro mpanying	ocols: If a DRONES u JEMPIRE INFANTR choose to allocate any d of the target unit. ones: When a Devilfisl g Gun Drones are atta arked, though they do	Y or BATT wounds to h is set up, ched, and	TLESUIT the any are treated	L	
	MB3 Re bonus t	econ Dr o their s	one emb saving th	arked v rows fo	vithin it or being	do not g in cover.								
	Gun Dr	ones ca two uni	n only ta ts are eq	rget the	e nearest	t visible								
TRANSPORT	It can tr	ansport		ingle M				or DF	CONE mo	odels. It cannot transp owards the total numb				
FACTION KEYWORDS	T'AU EMPIRE, <sept></sept>													
KEYWORDS (DEVILFISH)	VEHI	CLE, T	RANSI	PORT,	FLY, T	Y7 DE	VILFIS	Н						
KEYWORDS (GUN DRONES)	DRON	IE, FLY	, GUN	DRO	NES									

A A A A A A A A A A A A A A A A A A A		A) S	X3 J TR	RAŻ IKI	ZOJ E FI	RSF GH	HA] [TE	RK R		DAMAGE Some of this model it suffers damage, a			nge
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	
AX3 Razorshark Strike Fighter	*	6+	*	6	6	12	*	6	4+	7-12+	20"-50" 20"-30"	4+ 5+	
An AX3 Razorshark Str turret and two seeker m		a single	model	equippe	ed with a	ı burst c	annon,	a quad io	on	1-3	20"-25"	5+	_
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				
Burst cannon	18"	Ass	ault 4		5	0	1	-					
Missile pod	36"	Ass	ault 2		7	-1	D3	-					
Quad ion turret	When a targets t			is weap	oon, cho	ose one	of the p	orofiles be	elow. Ad	ld 1 to hit rolls for this	weapon again	nst	
- Standard	30"	Hea	wy 4		7	-1	1	-					
	20"		D.		0		Da			one or more hit rolls of			
- Overcharge	30"	Hea	wy D6		8	-1	D3		rtal wou resolve	and after all of this wea	pon's shots h	ave	
Seeker missile	72"	Hea	wy 1		-	-	-	seeke weap	er missil oon only	this weapon suffers a te e can only be used once hits on a roll of 6, rega stic Skill or any modifi	ce per battle. T ardless of the	Гhis	
WARGEAR OPTIONS	• This n	nodel m	ay repla	ce its b	urst can	non witl	n a miss	ile pod.	-1-12	1200			
ABILITIES	charged	by uni	ts that ca	n FLY,	charge, c and can by units	only at	tack or	for atta	cks that	our opponent must sub target this model in th	e Shooting pl	nase.	
	it on the how far straight after the	e spot u the mo forware initial its Mo	p to 90° del mov ds. Note pivot. W ve chara	(this do es), and that it o Then this cteristic	odel mov bes not co l then m cannot p is model c by 20" u e.	ontribut ove the ivot aga Advanc	ne to model in ces,	roll a D a 6 it ex	6 before	n: If this model is redu e removing it from the and each unit within 6	battlefield. O		
FACTION KEYWORDS	T'AU H	EMPIR	E, <se< td=""><td>PT></td><td></td><td></td><td>1</td><td></td><td>-</td><td></td><td></td><td></td><td></td></se<>	PT>			1		-				
KEYWORDS	TITIT			2.0.45	ODOU	ADVO	TDI	E FIGH					-



AX3 Razorshark Strike Fighters are as adept in breakneck dogfights as they are at blasting apart ground targets.

elte 9	AX	39	SUN	N S]	HA]	RK	BO	MB	ER	DAMAGE Some of this model's it suffers damage, as			nge :	
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A	
AX39 Sun Shark Bomber	*	6+	*	6	6	12	*	6	4+	7-12+	20"-50"	4+	3	
										4-6	20"-30"	5+	D	
MV17 Interceptor Drone	20"	5+	5+	3	4	1	1	6	4+	1-3	20"-25"	5+]	
An AX39 Sun Shark Bomb Interceptor Drones, each e				ped wit	h a mark	cerlight,	a missi	le pod ar	nd two se	eeker missiles. It is acco	ompanied by	2 MV17	7	
WEAPON	RANGE				S	AP	D	ABILI	TIFS				8	
ion rifle				is wear	on, cho	-	_						-1	
Standard	30"		oid Fire 1		7	-1	1	1011100 0					-1	
- Overcharge	30" Heavy D3 8 -1 1							If you make one or more hit rolls of 1, the bearer suffers a mortal wound after all of this weapon's shots have						
								resolved				-1		
Markerlight	36" Heavy 1							See N	Aarkerlig	hts (pg 48)			-1	
Missile pod	36"	Ass	ault 2		7	-1	D3	-		.1	<i>(</i> 1	1 17 1	-k	
Seeker missile	36" Assault 2 7 -1 D3 72" Heavy 1 - - -							A unit hit by this weapon suffers a mortal wound. Each seeker missile can only be used once per battle. This weapon only hits on a roll of 6, regardless of the firing model's Ballistic Skill or any modifiers.						
WARGEAR OPTIONS	• This 1	nodel n	ay take	a secon	d missile	e pod.	1.27							
	be attact Supers it on th how far straight after th increas of the p Hard to hit rolls Shootir Pulse F one pul Movem moved, Then, r maximum unit is 1	 be attacked in the Fight phase by units that can FLY. Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice. Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Pulse Bombs: A Sun Shark Bomber may drop one pulse bomb as it flies over enemy units in its Movement phase. To do so, after the model has moved, target one enemy unit that it flew over. Then, roll a D6 for each model in that unit (up to a 						embark unit with Attache accomp treated remain be equit own. H overcha rather t Both D Movem onward cannot Saviouu friendly unit, yo	ed mode thin 6" su ed Drone oanying I as being attached pped wit owever, a urge settin han the S rones can ent phas s, the Dr reattach r Protocco 7 T'AUE u can ch	oving it from the battle Is disembark. On a 6 it iffers D3 mortal wound es: When a Sun Shark 1 nterceptor Drones are embarked. Whilst the , the Sun Shark Bomber h the Drones' weapons a hit roll of 1 when firin ng results in one of the Sun Shark Bomber. In detach at the start of es by disembarking. Fir ones are treated as a se during the battle. Is: If a DRONES unit MPIRE INFANTRY o oose to allocate any wo rget unit.	explodes, a ds. Bomber is se attached, an Interceptor 1 r in addition ag the ion rif Drones bein any of your rom that poin parate unit. is within 3" r BATTLES	nd each t up, its d are Drones red to to its le on ng slain nt They of a UIT		
FACTION KEYWORDS	unit suffers 1 mortal wound. T'AU EMPIRE, <sept></sept>													
KEYWORDS (Sun Shark Bomber)		1.1.1		N SHA	RK BC	OMBEI	R							
KEYWORDS (INTERCEPTOR DRONES)	DRON	NE, FLY	. INTE	RCFF	PTOR I	RONI	FS			-				

2 Course		TA	СТ	IC	AL]	DR	ON	ES		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	
MV1 Gun Drone	8"	5+	5+	3	4	1	1	6	4+	
MV4 Shield Drone	8"	5+	5+	3	4	1	1	6	4+	
MV7 Marker Drone	8"	5+	5+	3	4	1	1	6	4+	

This unit contains 4 Tactical Drones. It can include up to 4 additional Tactical Drones (**Power Rating +2**), or up to 8 additional Tactical Drones (**Power Rating +4**). Each Drone in the unit must be either an MV1 Gun Drone armed with two pulse carbines, an MV4 Shield Drone or an MV7 Marker Drone armed with a markerlight. Note that this datasheet is also used for Tactical Drones that accompany many Tau Empire units (see Drone Support, below).

WEAPON	RANGE	TYPE	S	AP	0	ABILITIES			
Markerlight	36"	Heavy 1	-	-	-	See Markerlights (pg 48)			
Pulse carbine	18"	Assault 2	5	0	1	-			
ABILITIES	Drone S other T'a	Greater Good (pg upport: Tactical D au Empire units. In et will instruct you i	rones often such instan	ces, a u	Saviour Protocols: If a DRONES unit is within 3" of a friendly T'AUEMPIRE INFANTRY or BATTLESUIT unit, you can choose to allocate any wounds to the Drones instead of the target unit.				
	Drones i your arn	may accompany it. ny in this way have y accompany.	Tactical Dro	nes inc	Threat Identification Protocols: In the Shooting phase Gun Drones can only target the nearest visible enemy unit. If two units are equally close, you may choose which is targeted.				
	be place	unit is set up, any a d in unit coherency , the accompanying unit.	with it. Fro	m that	Shield Generator: Shield Drones have a 4+ invulnerable save.				
	-				Stable Platform: Marker Drones do not suffer the penalty for moving and firing Heavy weapons.				
FACTION KEYWORDS	T'AU E	MPIRE, <sept:< td=""><td>></td><td></td><td></td><td></td></sept:<>	>						
KEYWORDS	DRON	E, FLY, TACTIC	AL DRON	NES					

A 3		VES	SPII	D S'	ΓIN	JGV	NIN	JGS	5
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Vespid Stingwing	14"	4+	4+	3	4	1	1	5	4+
Vespid Strain Leader	14"	4+	4+	3	4	1	2	8	4+
neutron blaster.	itutilig +t	<i>b). I V C</i>	spia otra	in Leau	ci call u	and the p	nuce of	one ves	pid Stingwing. Each model is equipped with a
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
	RANGE 18"		E ault 2		S 5	AP -2	D 1	ABILI'	TIES
WEAPON	18" Plunge placing	Ass from them of	ault 2 1e Sky: I n the bat	tlefield.	5 leploym If you c	-2 ent, you lo so, the	1 can set ey can p	- up a un lunge fr	
WEAPON Neutron blaster	18" Plunge placing phases	Ass from the them of - set the	ault 2 1e Sky: I n the bat	ttlefield. wwhere	5 leploym If you c	-2 ent, you lo so, the	1 can set ey can p	- up a un lunge fr	it of Vespid Stingwings high in the sky, instead of om the sky at the end of any of your Movement

	F	IRE	SIC	GH7	ſ M	AR	KS	MA	N
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Firesight Marksman	5"	5+	3+	3	3	3	2	7	4+
A Firesight Marksman is	a single mo	del arm	ed with	a marke	rlight a	nd pulse	pistol.		
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES
Markerlight	36"	Hea	avy 1		-	-	-	See I	Markerlights (pg 48)
Pulse pistol	12"	Pist	ol 1		5	0	1	-	
ABILITIES	Drone attack a	Uplink : unit vi	sible to a	add 1 t friendl	y <sep< b="">'</sep<>	Γ> Fires	ight Ma	rksman.	niper Drones in the Shooting phase when they ts saving throws when benefiting from cover.
FACTION KEYWORDS	T'AU I	EMPIF	RE, <se< td=""><td>PT></td><td></td><td>1999</td><td>1977</td><td></td><td></td></se<>	PT>		1999	1977		
KEYWORDS	CHAR	RACTE	R, INF	ANTR	Y, FIR	ESIGH	T MA	RKSM	AN

NAME	М	WS	BS	S	T	W	A	Ld	Sv				
MV71 Sniper Drone	8"	5+	5+	3	4	1	1	6	4+				
This unit contains 3 MV7 MV71 Sniper Drones (Po	-			-				1	Drones (Power Rating +3), or up to 6 additional gshot pulse rifle.				
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	LITIES				
Longshot pulse rifle	48"	Rap	oid Fire 1		5	0	1		This weapon may target a CHARACTER even if it is not the closest enemy unit.				
ABILITIES	Saviou unit, yo	r Protoo ou can cl	hoose to	DRON allocate	e any wo our oppo	ounds to	the Dro	ones inst	ly T'AUEMPIRE INFANTRY or BATTLESUIT stead of the target unit. From hit rolls for units attacking Sniper Drones unlet				
			nes are tl	he close	st enem	y unit.							
FACTION KEYWORDS	the Snip	per Dro		-	st enem	y unit.							



Firesight Marksmen enhance the lethal accuracy of Sniper Drones, cutting down any enemy foolish enough to step out of cover.

9 *owet	T	X78	8 SK	Y]	RAY	\mathbf{G}	UN	SH	IP	DAMAGE Some of this model's it suffers damage, as			inge		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A		
TX78 Sky Ray Gunship	*	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	6" 3"	4+ 5+	D. 1		
A TX78 Sky Ray Gunship i It is accompanied by 2 MV	1 Gun Dro	ones, ea	ch equip		th two p	ulse carl	oines.			-	3	5+			
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES						
Burst cannon	18"	Ass	ault 4		5	0	1	-					_1		
Markerlight	36"	36" Heavy 1					See N	1arkerli	ghts (pg 48)			- 1			
Pulse carbine	18"	Ass	ault 2		5	0	1	-					_		
Seeker missile	72"	Hea	avy 1		-	-	-	seeke weap	nit hit by this weapon suffers a mortal wound. Each ter missile can only be used once per battle. This pon only hits on a roll of 6, regardless of the firing lel's Ballistic Skill or any modifiers.						
Smart missile system	30"	30" Heavy 4 5 0 1								Smart missile systems can be fired at 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.					
WARGEAR OPTIONS		d of bei e systen		npanie	d by two	MV1 G	un Dror	nes, this	model	may take two burst can	nons or tw	o smart			
ABILITIES					e measun an its ba		nd from	Gun	Threat Identification Protocols: In the Shooting phase, Gun Drones can only target the nearest visible enemy unit. If two units are equally close, you may choose						
					iced to 0				which is targeted.						
					e battlefi ark. On a			Atta	Attached Drones: When a Sky Ray is set up, any						
					D3 mor			accon	accompanying Gun Drones are attached, and are treated as being embarked. Whilst the Gun Drones remain						
	friendly	T'AUI	EMPIRE	INFA	NES unit i NTRY or e any wo	BATT	LESUIT	attac	attached, the Sky Ray is considered to be equipped with the Drones' weapons in addition to its own.						
			of the ta					Mov onwa	Both Drones can detach at the start of any of your Movement phases by disembarking. From that point onwards, the Drones are treated as a separate unit. They cannot reattach during the battle.						
FACTION KEYWORDS	T'AU H	EMPIR	RE, <se< td=""><td>PT></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td>201</td><td></td></se<>	PT>								201			
KEYWORDS (SKY RAY)	VEHI	CLE, F	LY, TX	78 SK	Y RAY	GUNS	HIP				271				
KEYWORDS (GUN DRONES)			, GUN												
2 11 Power			LC)N(GST	'RI]	KE			DAMAGE Some of this model's it suffers damage, as s			ıge a		
---	---	--	-------------------------	----------	------------------------------------	-----------	-----------	----------------	-----------------------	--	--------------	-------------	---------		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A		
Longstrike's Gunship	*	6+	*	6	7	13	*	8	3+	7-13+	12"	2+	3		
MV1 Gun Drone	8"	5+	5+	3	4	1	1	6	4+	4-6	6" 3"	3+ 4+	D: 1		
Longstrike's Gunship is a s Drones, each equipped wi										1-3	5	4+	T		
WEAPON	RANGE	TYP			S	AP	D	ABILI	TIES						
Burst cannon	18"		ault 4		5	0	1	-					J.		
Ion cannon				is weap	on, choo			ofiles be	elow.						
- Standard	60"	Hea	avy 3		7	-2	2	- Char	age the t	ype to Heavy D6 against	unite con	taining 10			
- Overcharge	60"	Hea	avy D3		8	-2	3	or me beare	ore mod er suffers	els. If you roll one or mo s a mortal wound after a en resolved.	ore hit roll	s of 1, the			
Pulse carbine	18"		ault 2		5	0	1	-							
Railgun	When	attacking	g with th	is weap	on, choo	ose one	of the pr								
- Solid shot	72"	Hea	avy 1		10	-4	D6	the ta		u make a wound roll of it suffers D3 mortal wou amage.					
- Submunitions	72"	Hea	avy D6		6	-1	1	-		C					
Seeker missile	72"	72" Heavy 1 - - A unit hit by this weapon suffers a mortal wound. Each seeker missile can only be used once per battle. This weapon only hits on a roll of 6, regardless of the firing model's Ballistic Skill or any modifiers.													
Smart missile system	30" Heavy 4 5 0 1 weapon do not gain any bonus to their saving throws for being in cover.														
WARGEAR OPTIONS	This iInstead	model m	nay take ng accor	up to tw	iilgun wi vo seeker d by two	missile	es.		model r	nay take two burst cann	ons or two	smart			
ABILITIES	For the			pg 48)		1.1.1		Savio	our Prot	ocols: If a DRONES un	it is within	3" of a			
					measure in its bas		d from	unit,	you can	UEMPIRE INFANTRY choose to allocate any w ad of the target unit.					
	the hull of this model rather than its base.Drones instead of the target unit. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.Attached Drones: When Longstrike's Gunship is set up, any accompanying Gun Drones are attached, and are treated as being embarked. Whilst the Gun Drones remain attached, Longstrike's Gunship is considered to be equipped with the Drones' weapons in addition to its own.														
	Gunship when it shoots at a VEHICLE or MONSTER.Both Drones can detach at the start of any of yourFire Caste Exemplar: You can add 1 to hit rolls in the Shooting phase for other friendly T'AUSEPT TX7 Hammerhead Gunships within 6".Both Drones can detach at the start of any of your Movement phases by disembarking. From that point onwards, the Drones are treated as a separate unit. They cannot reattach during the battle.														
	Gun Dr	ones car wo unit	n only tau s are equ	rget the	s: In the nearest se, you n	visible e	nemy								
FACTION KEYWORDS	T'AU I	EMPIR	RE, T'A	U SEP	Г					Charles Mark	100				
KEYWORDS (Longstrike's gunship)	CHAI	RACTE	ER, VEH	HICLE	, TX7 I	HAMM	IERHE	AD GU	JNSHI	P, FLY, LONGSTRIE	KE				
		NE, FLY											-1		

		ТХ	7 H		ЛМ NSI			AD		DAMAGE Some of this model's it suffers damage, as			ng	
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS		
TX7 Hammerhead Gunship	*	6+	*	6	7	13	*	8	3+	7-13+ 4-6	12" 6"	3+ 4+	Ι	
MV1 Gun Drone	8"	5+	5+	3	4	1	1	6	4+	1-3	3"	5+		
A TX7 Hammerhead Gun 2 MV1 Gun Drones, each						gun. It i	s accom	panied t	ру					
WEAPON	RANGE	TYP			S	AP	D	ABILI	TIES					
Burst cannon	18"		ault 4		5	0	1	-					٦	
Ion cannon	When a	ttacking	g with th	is weap	on, choo	ose one	of the pi	rofiles be	elow.					
- Standard	60"		ivy 3	1	7	-2	2	-						
- Overcharge	60"	Hea	wy D3		8	-2	3	10 or 1, the	more n bearer	ype to Heavy D6 agains nodels. If you roll one o suffers a mortal wound ots have been resolved.	or more hit	rolls of		
Pulse carbine	18"	Ass	ault 2		5	0	1	-					П	
Railgun	When a	ttacking	g with th	is weap	on, choo	ose one	of the pi	rofiles be	elow.					
- Solid shot	72"	the normal damage.												
- Submunitions	72"	Hea	wy D6		6	-1	1	-		-				
Seeker missile	72"	A unit hit by this weapon suffers a mortal wound.												
Smart missile system	30"	Hea	wy 4		5	0	1	visible to the bearer. In addition, units attacked by this weapon do not gain any bonus to their saving throws for being in cover.						
WARGEAR OPTIONS	This nInstead	nodel m		up to tw	o seekei	r missile	es.		model	may take two burst can	nons or tw	o smart		
ABILITIES	Hover T from the Explode D6 befor	ank: Di hull of s: If this	stances r this moo	del rathe	er than i ed to 0 v	ts base. vounds,	, roll a	Gun unit.	Drones	tification Protocols: In can only target the nea units are equally close, y geted.	rest visible	enemy		
	any emb and each Saviour	arked n unit w	nodels di ithin 6" s	sembar suffers I	k. On a 03 morta	6 it expl al woun	odes, ds.	set up and a	p, any ad ire treat	cones: When a Hammer ccompanying Gun Droi ed as being embarked. V	nes are atta Whilst the	iched, Gun		
	3" of a fr BATTLI	iendly ໄ E SUIT ເ	"AUEM	PIRE I can cho	NFANT	RY or llocate	any	Drones remain attached, the Hammerhead Gunship is considered to be equipped with the Drones' weapons in addition to its own.						
								Move		can detach at the start hases by disembarking.				
									rds, the	Drones are treated as a ach during the battle.				
FACTION KEYWORDS		EMPIR		PT>					rds, the				_	
FACTION KEYWORDS Keywords (Hammerhead)	T'AU H		E, <se< td=""><td></td><td>1MERI</td><td>HEAD</td><td>GUNS</td><td>canne</td><td>rds, the</td><td></td><td></td><td></td><td>_</td></se<>		1MERI	HEAD	GUNS	canne	rds, the				_	

9 *ows*		X	V88 BA	8 B] .TT	RO. 'LES	AD SUI	SID TS	E	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Broadside Shas'ui	5"	5+	4+	5	5	6	2	7	2+
Broadside Shas'vre	5"	5+	4+	5	5	6	3	8	2+
MV8 Missile Drone	8"	5+	5+	3	4	1	1	6	4+

This unit contains 1 Broadside Shas'ui. It can include 1 additional Broadside Shas'ui (**Power Rating +9**) or 2 additional Broadside Shas'ui (**Power Rating +18**). A Broadside Shas'vre can take the place of one Broadside Shas'ui. Each Broadside Battlesuit is equipped with a heavy rail rifle and two smart missile systems. The unit may be accompanied by up to 2 MV8 Missile Drones, each equipped with a missile pod (**Power Rating +2**), or up to 2 Tactical Drones (pg 69) (**Power Rating +1**).

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy rail rifle	60"	Heavy 2	8	-4	D6	Each time you make a wound roll of 6+ for this weapon, the target unit suffers a mortal wound in addition to the normal damage.
High-yield missile pod	36"	Heavy 4	7	-1	D3	-
Missile pod	36"	Assault 2	7	-1	D3	-
Plasma rifle	24"	Rapid Fire 1	6	-3	1	-
Seeker missile	72"	Heavy 1	-	-	-	A unit hit by this weapon suffers a mortal wound. Each seeker missile can only be used once per battle. This weapon only hits on a roll of 6, regardless of the firing model's Ballistic Skill or any modifiers.
Smart missile system	30"	Heavy 4	5	0	1	Smart missile systems can be fired at 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.
WARGEAR OPTIONS	Any Br Any Br	oadside Shas'ui or S oadside Shas'ui or S	has'vre may has'vre may	y replac y take a	e both si seeker n	eavy rail rifle with two high-yield missile pods. mart missile systems with two plasma rifles. nissile. from the <i>Support Systems</i> list.
ABILITIES	Bonding Drone S up in un Saviour	upport: When a un it coherency with it. Protocols: If a DRC	u roll a 6 w it of Broads From that DNES unit i	ide Bat point o s within	tlesuits is nwards, n 3" of a 1	orale test for this unit, the test is automatically passed. s set up on the battlefield, any accompanying Drones are set the Drones are treated as a separate unit. friendly T'AUEMPIRE INFANTRY or BATTLESUIT nes instead of the target unit.
FACTION KEYWORDS		MPIRE, <sept></sept>				0
KEYWORDS (BROADSIDES)		ESUIT, XV88 BI		E BA'	TTLESU	UITS
KEYWORDS (MV8 MISSILE DRONES)		E, FLY, MV8 MIS				

22 Power		KV	128	ST	'OR	MS	SUR	GE		DAMAGE Some of this model's it suffers damage, as s			nge
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	BS	S	
KV128 Stormsurge	6"	5+	*	*	7	20	*	8	3+	11-20+	4+	8	
A KV128 Stormsurge is a si							n, four de	estroyer		6-10 1-5	5+ 6+	7 6	
missiles, two flamers, a puls WEAPON	se blastcar RANGE	non an TYP		nart mi	ssile syst S	ems. AP	0	ABILIT	IFS	1-5	01	0	
Airbursting fragmentation projector	18"		ault D6		4	0	1		weapon	can be fired at units that	t are not vi	sible to	1
Burst cannon	18"	Ass	ault 4		5	0	1	-					
Cluster rocket system	48"	Hea	wy 4D6		5	0	1	-					
Destroyer missile	60"	This weapon only hits on a roll of 6, regardless of the firing model's Ballistic Skill or any modifiers.											
Flamer	8"	Ass	ault D6		4	0	1	This	weapon	automatically hits its tar	get.		
Pulse blastcannon	When a	ttacking	g with th	is weap	on, choo	ose one	of the pr	ofiles be	low.				
- Close range	10"	Hea	wy 2		14	-4	6	-					
- Medium range	20"	Hea	wy 4		12	-2	3	-					
- Long range	30"	Hea	ivy 6		10	0	1	-					
Pulse driver cannon	72"	Hea	,										
Smart missile system	30"	Hea	ivy 4		5	0	1	visibl weap	e to the	e systems can be fired at bearer. In addition, unit ot gain any bonus to the er.	s attacked	by this	
WARGEAR OPTIONS	• This n	nodel m	ay repla	ce its p	ulse blast	tcannor	n with a p	oulse dri	ver cani	vo airbursting fragmenta non. t <i>Systems</i> list.	ation proje	ctors.	
ABILITIES	Explod a D6 be	es: If th fore ren plodes,	is model noving it and each	is redu from t	nced to 0 he battle vithin 6"	wound field. O	s, roll n	Walk Move and d	ing Bat ement pl	tleship: This model can hase and still shoot and/ suffer the penalty for m	or charge t	hat turn,	
	Stabilising Anchors: A Stormsurge may deploy its anchors at the end of your Shooting phase. While its anchors are deployed it may not move for any reason and it cannot pile in and attack in the Fight phase, but you can add 1 to its hit rolls. The Stormsurge can retract its anchors at the beginning of any of your Movement phases, and can then move, shoot and fight normally.												
FACTION KEYWORDS	-		E, <se< td=""><td></td><td></td><td>8</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></se<>			8							
						-	-						_

NAME	М	WS	BS	A	Ld Sv						
Tidewall Droneport	6"	-	-	-	7	10	-	-	4+		
A Tidewall Droneport is	a single mo	del. It is	fitted wi	ith up to	o 4 Tacti	cal Dron	es (see b	elow).			
ABILITIES	indepe phase. in the i friendl within Mobile INFAN at the l move i cannot Open - attack draw li they da this me passen in the s	ndently Enemy r Fight pha y units c 1" of this Defence VTRY ur beginnin t in the M Advanc topped: in their S ne of sig o so, any odel also gers cam same tur isstols) if	(see belo nodels a lise – do an still t: s model. e Platfor it is emb g of your Aovemen e or char Models of shooting ht from restriction apply to not shoo n, the pa	w), nor utomati- not mak arget end rm: If a parked o r Moven nt phase ge. embarke phase. I any poir ons or n its pass t if this i sssengers	can it fi cally hit se hit ro emy uni friendly on a Tid- nent pha- ed on the Measure at on the nodifier sengers; model h s canno	annot mo ght in th this moo lls. Howe its that an T'AUE ewall Dre ase, you n ewall Dre is model to the rangi for exam has Faller t shoot (of an ener	e Fight del ever, re MPIRE oneport may oneport can ge and When bly to ple, the Back except	Drom Drom begin shoot friend on th phase detac that i T'AU Drom use th makin befor as we Explo woun battle on a C	the Control Systems: When you set up a Tidewall eport, you can also set up a unit of up to 4 Tactical es in the slots in the Droneport. These Drones the battle fully automated – they automatically : in each of your Shooting phases. If there is a ally T'AUEMPIRE INFANTRY unit embarked e Droneport at the beginning of your Movement e, you can take control of the Drones, which then h from the Droneport and act as a separate unit s part of your army. In addition, while a friendly VEMPIRE INFANTRY unit is embarked on the eport, the Tactical Drones activated in this way can at unit's Ballistic Skill instead of their own when ng shooting attacks. If the Droneport is destroyed e the Drones are activated, they are destroyed ll. Dedes: If a Tidewall Droneport is reduced to 0 dis, roll a dice before removing the model from the field and before any embarked models disembark; 5 it explodes, and each unit within 6" suffers D3 al wounds.		
BUILDING	This model can transport any number of T'AUEMPIRE INFANTRY CHARACTERS and one otl EMPIRE INFANTRY unit, but no more than 10 models in total.										
FACTION KEYWORDS	T'AU EMPIRE, <sept></sept>										

3 Powet		T	IDF	EW	ALI	L SH	IIE	LD	LINE
NAME	М	Sv							
Tidewall Shieldline	6"	-	-	-	6	10	-	-	4+
Tidewall Defence Platform	6"	-	-	-	7	10	-	-	4+
A Tidewall Shieldline is a sir	ngle moo	lel. It can	n also in	nclude a	Tidewal	ll Defend	e Platf	orm (Po	wer Rating +3).
ABILITIES	Defenc below), models phase - units ca these n Tidewa include battlefn other. I separat Mobile Infantr a Tidev Movem	es Platfo nor can automa do not an still ta nodels. All Netw es a Tide eld, both From that e units. Defence y unit is vall Defe nent pha	rm cani they fig tically h make hi urget end ork: Wh wall De models t point e Platfo embark nce Pla se, you n	not mov ght in th hit these it rolls. I emy uni hen a Tie fence Pla s are pla onwards orm: If a ced on a tform at may mo	e indepe e Fight J model it However ts that a dewall S atform i ced with s, both a friendly Tidewal the beg ve it in t	Tidewa endently phase. E n the Fig r, friendl re within hieldlind s set up nin 1" of re treate 7 T'au Er Il Shieldl inning c he Move a Tidew	(see nemy bt y 1 1 of e that on the each d as npire ine or f your ement	or Defe Measur on the r any rest apply to shoot if passeng is withi Tidewa back at Shootin suffers of Explod wounds battlefie	ropped: Models embarked on a Tidewall Shieldine ence Platform can attack in their Shooting phase. The the range and draw line of sight from any point model they are embarked on. When they do so, trictions or modifiers that apply to this model also to its passengers; for example, the passengers cannot f this model has Fallen Back in the same turn, the gers cannot shoot (except with Pistols) if this model n 1" of an enemy unit, and so on. all Field: A Tidewall Shieldline can reflect shots the enemy. For each save roll of 6+ you make in the ng phase for a Tidewall Shieldline, the attacking unit one mortal wound after they have finished shooting. es: If a Tidewall Defence Platform is reduced to 0 s, roll a dice before removing the model from the eld and before any embarked models disembark; t explodes, and each unit within 6" suffers D3
RIIII NING		e Platfor vall Shiel		-		0	rm can		wounds. nsport any number of T'AUEMPIREINFANTRY
									but each can transport no more than 10 models in total.
FACTION KEYWORDS	T'AU	EMPIR	E, <se< th=""><th>EPT></th><th></th><th></th><th>24</th><th></th><th></th></se<>	EPT>			24		
KEYWORDS	BUILI	DING,	VEHI	CLE, T	RANSI	PORT,	TIDE	WALL S	SHIELDLINE

Nowet		11	DE	V A		GU	NR	IG	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Tidewall Gunrig	6"	4+							
A Tidewall Gunrig is a s	ingle model	equippe	d with a	supren	nacy rail	gun.	4.38		
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES
Supremacy railgun	72"	Hea	wy 2		10	-4	D6	the ta	time you make a wound roll of 6+ for this weapor arget unit suffers D3 mortal wounds in addition to formal damage.
	phase. I the Figh model c 1" of it, that are Open-t attack in draw lir they do this mo passeng in the si cannot within i	Enemy r nt phase can still and frie within opped: n their S ne of sig so, any del also gers cam ame tur shoot (e 1" of an itself ca	nodels a – do no shoot if ndly uni 1" of this Models of hooting ht from restriction apply to not shoo n and so xcept wi enemy u n.	utomat t make there ar its can s s model embark g phase. any poi ons or r o its pass t if this on. No ith Pisto unit, eve	ically hit hit rolls re enemy still targe l. Measure nt on th Measure sengers; model l te that t bls) if th en thoug	has Falle he passe is model h the Ti	del in er, this within vunits l can uge and l. When ply to nple, the n Back ngers is dewall	the b it in t Adva Auto INFA supre enem which Explo roll a battle on a c mort	 ANTRY unit is embarked on a Tidewall Gunrig at eginning of your Movement phase, you may move the Movement phase. A Tidewall Gunrig cannot unce or charge. Antravel Weapon: Unless a friendly T'AUEMPIRE ANTRY unit is embarked on this model, its emacy railgun can only target the nearest visible ny. If two units are equally close, you may choose h is targeted. Andes: If a Tidewall Gunrig is reduced to 0 wounds a dice before removing the model from the efield and before any embarked models disembark 6 it explodes, and each unit within 6" suffers D3 rail wounds.
BUILDING			transpo NTRY 1		NTRY CHARACTERS and one other T'AU al.				
FACTION KEYWORDS	T'AU I	EMPIR	E, <se< td=""><td>PT></td><td></td><td></td><td></td><td></td><td></td></se<>	PT>					



The T'au are masters of mobile warfare - even their defensive emplacements are able to relocate mid-battle.





TYRANIDS

The shadow of the Tyranid race falls across the galaxy like a cloying shroud. Driven by an all-consuming imperative to feed, these horrific weaponised bioforms devour whole worlds in impossibly vast swarms, leaving them as little more than barren rocks devoid of all life.

The galaxy is a dark and terrible place, and thousands of horrors lurk amongst the stars. Yet none rival the sheer, unrelenting nightmare of the Tyranids. These ravenous aliens have no desire beyond the constant need to consume. Borne through the endless expanse of space in colossal hive fleets, the Tyranids fall upon one world after another, devouring every scrap of organic matter and leaving nothing but desolation in their wake. To see the sky darken and bruise under the fell presence of scores of Tyranid bio-ships, vomiting their locust-like swarms into the atmosphere, is to know the terror of being nothing more than prey.

None know the true origins of the Tyranids. Xenobiologists of the Imperium theorise that they hail from some incalculably distant quarter beyond the intergalactic void, and that they have been drawn to this galaxy by its proliferation of biomass much as swarming insects are drawn to fields of crops. The Tyranids' singleminded need to consume at the expense of all else is unheard of amongst any other lifeform, but it is not the only horrifying aspect unique to these monsters. The coming of a Tyranid hive fleet is preceded by a smothering shroud of psychic nothingness that envelops entire star systems. Whole worlds go silent, their astropathic communications cut off by the Shadow in the Warp. Psykers caught within this field of psychic static risk losing their minds as their connection to the empyrean is overwhelmed by the hideous chittering of the gestalt alien consciousness known as the Hive Mind. Even those who endure must use their powers sparingly and with great care, lest their psyches be torn to shreds. With astropathic communication choked off, the inhabitants of a prey world have little choice but to take up arms, fight until their last breath and hope for a miracle.

Upon encircling a world, the hive fleet disgorges wave after wave of weapon beasts into the atmosphere. Mycetic spores by the million plunge through sawing flak fire, each bloated bio-pod stuffed full of beasts ready to burst forth and slaughter all in their path. Hordes of Termagants, Hormagaunts and flying Gargoyles sweep across the planet, driven by the urging of the Hive Mind coupled with their own instinct to hunt and kill. The prey pour fire into the onrushing swarms from behind acid-scorched barricades, or else launch desperate offensives to cripple the leader-beasts that act as coordinating nodes for the Hive Mind. But for every Tyranid slain, two more take its place. Their weapons spit burrowing grubs and digestive fluids that eat through armour and flesh with horrific ease, and screaming soldiers are borne to the ground and sliced to pieces under scything claws. Where heavy resistance is encountered, hulking siege organisms such as the devastating Carnifex or the plasma-spitting Exocrine are deployed to smash enemy armour or fortifications into rubble.

When the majority of the prey-world's forces have been slaughtered, the Tyranids begin the process of hunting down the last pockets of resistance. Blade-limbed Lictors stalk the streets and underhives in search of victims, disguised by their chameleonic carapaces. Raveners burrow their way into the few remaining strongholds, falling upon the doomed occupants, hacking and slashing with their vicious talons. Soon, the stain of the Tyranid hunter-organisms has spread across the entire planet, and screaming survivors of the initial invasion wave are snatched from their hiding places and eviscerated.

With all resistance destroyed, the Tyranids begin the process of consumption. Writhing tides of feeder-organisms sweep across the planet, devouring every scrap of flesh and every drop of moisture. Nothing is left to waste, not even the ruptured remains of fallen Tyranids. This accumulated biomatter is then turned into foul-smelling gruel upon which the monstrous living ships of the hive fleet feed. Great digestion pools the size of lakes gape like cysts in the planet's surface, bubbling with virulent acids and digestive Tyranid micro-organisms. The biomass of the planet is vomited into these churning lakes by lumbering Haruspexes. This is followed by the warrior beasts of the Tyranid swarms themselves, going willingly to their own annihilation that they might be reabsorbed by the Hive Mind as raw materials for the next planetary invasion. Vile, mucus-slick capillary towers burst from the writhing crust of the planet, reaching high into the upper atmosphere where the waiting bio-ships latch on and suckle the lifeblood of the world away. When it has gorged itself fully and every shred of biomatter has been assimilated, the hive fleet finally departs, leaving nothing but a shattered planetary husk in its wake as it sets off in search of its next hunting ground.

Entire sectors of space have been scoured in this manner, as the Tyranid hive fleets drift ever closer to the galactic core. Only by the most horrendous sacrifices can this doom be held back, and even the mightiest armies in the galaxy have been forced to their knees by the Tyranids' unrelenting advance. The Ultramarines' blessed home world of Macragge was almost lost to the horror of Hive Fleet Behemoth, and were it not for the heroic defiance of the Space Marines and their Chapter Master Marneus Calgar, the tendrils of the Tyranid menace might have choked the life from Segmentum Ultima. Yet despite similar displays of bravery on a thousand worlds across the Imperium and beyond, the hive fleets will not be halted. While the galaxy's inhabitants turn their eyes to the horrors emerging from the Great Rift, the Tyranid menace continues on its implacable course, utterly focused on the consumption of all life.

'I was there at Asphenyx. I saw the sun darken, and the skies crawl. I saw the piles of corpses we made, and the endless tide that surged over the dead to fall upon us with razor-sharp claws and flensing teeth. I still see it every night, in my waking nightmares.'

- Sergeant Taven Collick, 63rd Infernus Steelhides



THE HIVE FLEETS

Drifting through the void come star-eclipsing shoals of immense creatures whose cephalopodic forms bristle with spines and feeder tendrils. Each of these living vessels is host to thousands upon thousands of dormant warrior-forms, ready to wake from their slumber when the hive fleet locates its next meal.

The Tyranids have no home world, and no domain save their swiftly ravaged planetary hunting grounds. They are a spaceborne race, spreading inward from the fringes of the galaxy like a rapacious and incurable virus. They travel in hive fleets, shoals of gigantic bio-ships that also serve as their spawning grounds. The first of these hive fleets encountered by the Imperium was code-named 'Behemoth', and it struck the realm of Ultramar like a battering ram. Behemoth caused terrible destruction before it was exterminated by the combined efforts of the Ultramarines and the Imperial Navy. At that time the Imperium dared to hope that the hive fleet was an isolated phenomenon, a xenos aberration that had been dealt with and would not be seen again. That hope was dashed with the arrival of Hive Fleet Kraken, and many other hive fleets have followed since, each adapting in response to the successes and failures of those that came before.

Even when the backbone of a hive fleet is broken, the threat is not averted. Hive Fleet Kraken might have been shattered at horrific cost, but the tendrils of its splinter fleets were dispersed across the galaxy like numberless spores. Hive Fleet Leviathan, meanwhile learned still further from the failures of its predecessors; it surged into the galaxy from many ingress points simultaneously, pushing not just inwards from the fringes, but upwards from below the galactic plane. Where once the Tyranids could be considered a slow-moving and largely distant threat, now they can strike anywhere, at any time.

Understandably, given the apparent autonomy of the hive fleets, many magos biologis have classified them as sub-categories of their species, each competing for resources. The truth is far more unsettling – each fleet is but one element of a greater whole. Every warrior-beast, feeder organism and bio-ship is a single fragment of an unfathomably complex entity that stretches across the vast reaches of space. This sentience is known as the Hive Mind. It is this gestalt consciousness, still an utter mystery to the galaxy at large, that allows the Tyranids to coordinate their attacks.

Every organism, from the diminutive Rippers that devour the biological matter of conquered worlds, to colossal Tyrannofexes and Bio-Titans, is linked to the Hive Mind. Unless impelled otherwise, these creatures follow a pattern of behaviour befitting their function, though their actions are still driven by the will of the greater consciousness. Larger and more complex organisms like Tyranid Warriors and Hive Tyrants are granted far more autonomy, and possess the ability to override the natural instincts of the swarm with a synaptic form of telepathy. Thus, despite their blunt predatory desires, Tyranid forces led by such creatures operate on a far more advanced strategic level, enacting tactical manoeuvres every bit as canny as those of even the greatest generals. However, should one of these synapse creatures be slain, the link between individual organisms and the Hive Mind is severed, disrupting the cohesion of the swarm and causing each creature to revert to its instinctual state. Observant enemies quickly learn to focus their fire upon the largest and most imposing beasts within a Tyranid swarm, noting the loss of

unity that results from such kills. For this reason, Tyranid forces are often led by multiple synapse creatures that form a layered network of synaptic control, so that if one of them falls the Hive Mind's influence remains strong.

Swift adaptation to the tactics, weapons and even the physiology of their prey is the most terrifying feature of the Tyranids. The forces of the hive fleets contain creatures specialised in every conceivable aspect of warfare, and the spawning chambers of each bio-ship can actively alter and replicate these organisms to suit the needs of any battle. A tactic that works once against the Tyranids will seldom prove successful in a later campaign, or even a later battle, for the Hive Mind learns with each encounter. Where concentrated firepower wipes out its swarms, the Hive Mind floods the battlefield with too many targets for its prey to kill, girds its beasts in thick plates of chitin, or sends monsters to tunnel underneath the enemy's lines and burst up in their midst. Where the foe breaks the Tyranid swarms with armour and artillery, the Hive Mind deploys creatures whose excretions eat away at hulls and seals to poison the crews within, or else meets them with lumbering living tanks whose corrosive munitions and crushing claws make short work of vehicles. Should the prey seek to evade direct battle and orchestrate a hit-and-run war with the Tyranids, the Hive Mind sends creatures to devour and demolish the enemy's cover, despatches winged swarms to tear aerial threats from the sky, and seeds the battlefield with camouflaged murderbeasts that swiftly transform hunters to hunted.

Thus far, it seems that there is no obstacle the hive fleets cannot overcome, and the only thing that can truly stem the tide is the sacrifice of thousands upon thousands of lives, fed into the jaws of the beast in a desperate attempt to slow its progress.

LEVIATHAN'S FALL

Hive Fleet Leviathan was the greatest Tyranid threat that the Imperium of Man had ever encountered, a gathering of bio-ships so vast that even the attempts of the noble Blood Angels and all their successor Chapters could not halt its advance. Having consumed the biomass of Human, Ork and Aeldari alike during its relentless advance across the galaxy, the largest tendril of Hive Fleet Leviathan was at the very height of its power, able to form new strategies and tactical counters at an exponential rate. Upon the Blood Angels' home world of Baal, Commander Dante devised a series of formidable defensive fortifications and awaited Leviathan's arrival. When the hive fleet's shadow finally fell upon Baal and her twin moons, bloody battle was joined.

The first nineteen waves of Tyranid warrior-organisms, each larger than the last, were driven off at great loss to the Blood Angels and their successor allies. Five Chapter Masters fell in that storm of bloodshed, and inch by inch the Space Marines were forced back to their fortress monastery, where they prepared to make a defiant last stand. It was at that moment, when all seemed lost, that the Cicatrix Maledictum – the Great Rift – tore open in the fabric of reality, and a foul aetheric wind swept forth, blasting its way across the war-torn Baal System. Eventually the skies cleared and the stars shone once more, and where Hive Fleet Leviathan had once orbited Baal and its moons, now an Imperial fleet was in its place. The reawakened Primarch of the Ultramarines, Roboute Guilliman, led a vengeful assault upon the disorganised remnants of the Tyranid swarms, and Baal was quickly scoured of the xenos taint. Exactly what became of Leviathan remains a mystery, though upon the now barren and lifeless moon of Baal Prime a clue was found – millions upon millions of xenos skulls, piled high in the eight-pillared symbol of the Bloodthirster Ka'Bandha, ancient nemesis of the Blood Angels.

Leviathan's defeat came at great cost, and even then the hive fleet still has many smaller tendrils coiling through the galaxy. Worse, this defeat has merely slowed the threat posed by the Tyranids, not defeated it. With every passing year reports of new incursions arrive, as new hive fleets thrust their tendrils out of the void. Hive Fleet Hydra skirts the galactic rim, biding its time as it gathers up the scattered splinter fleets of previous invasions. Scylla and Charybdis carve parallel paths through Segmentums Pacificus and Solar, far too close to the Imperium's heartlands, while Hive Fleet Jormungandr cuts its way down from the northern edge of the galaxy. Yet the fear is that these are merely the vanguard of a far greater entity, the true form of the Hive Mind simply softening up the galaxy before it makes its presence known.

THE SWARMLORD

Amongst the numberless lifeforms linked to the Hive Mind, there exists a creature as old as the Tyranid race itself. It is a harbinger of ruin, a beast that has wrought untold carnage upon the galaxy and has preyed upon civilisations beyond count. This legendary abomination is known by many names, but to those rare few in the Imperium who have witnessed its fury and lived, it is the Swarmlord.

Originally encountered by Humanity during the First Tyrannic War, this ancient predator has appeared across the breadth of the galaxy, fighting for different hive fleets over the course of centuries. The Swarmlord is, to all intents and purposes, deathless, for its link to the Hive Mind transcends physical limitations. Should it be slain, the creature's consciousness is absorbed into the synaptic web, where it stays until its body is re-grown once more. Thus, the Swarmlord can be deployed by the Hive Mind all across the galaxy, wherever its endless reserves of cunning and tactical knowledge are most needed. So intelligent is this monster that at the Battle for Macragge it was even able to outwit the Ultramarines, long considered one of the most tactically astute forces in the galaxy. The great Marneus Calgar himself was almost slain by the four serrated bone sabres that the Swarmlord wields with a skill adapted over aeons of constant warfare.





TYRANIDS ARMY LIST

This section contains all of the datasheets that you will need in order to fight battles with your Tyranid miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and abilities it may have. Some rules are common to several Tyranid units – these are described below and are referenced on the datasheets.

KEYWORDS

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

<HIVE FLEET>

All Tyranids belong to a hive fleet. When you include a **TYRANID** 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 Tervigon in your army, and you decided it was from the Hive Fleet Kraken, then its <**HIVE FLEET**> keyword is changed to **KRAKEN**, and its 'Brood Progenitor' ability would say 'You can re-roll hit rolls of 1 in the Shooting phase for friendly **KRAKEN** Termagant units within 6" of this model.'

ABILITIES

The following abilities are common to several Tyranid 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. **TYRANID PSYKERS** are not affected.

HIVE MIND DISCIPLINE

Before the battle, generate the psychic powers for **PSYKERS** that can use powers from the Hive Mind Discipline using the table below. You can either roll a D3 to generate their powers randomly (re-roll any duplicate results), or you can select the psychic powers you wish the psyker to have.

HIVE MIND DISCIPLINE

03 PSYCHIC POWER

The Horror

- The Horror has a warp charge value of 6. If manifested, select
- 1 a unit within 24" that is visible to the psyker. Until the start of your next Psychic phase, that unit must subtract 1 from their hit rolls and Leadership characteristic.

Catalyst

Catalyst has a warp charge value of 6. If manifested, select a

2 friendly TYRANIDS unit within 18" of the psyker. Until the start of your next Psychic phase, each time a model from that unit suffers a wound or mortal wound, roll a D6; on a roll of 5 or 6, the model does not lose a wound.

Onslaught

Onslaught has a warp charge value of 6. If manifested, select a friendly **TYRANIDS** unit within 18" of the psyker. That

3 unit can Advance and shoot this turn without suffering any penalties to Ballistic Skill for moving and shooting Heavy weapons, or Advancing and shooting Assault weapons. In addition, that unit can also charge this turn.

WARGEAR

Many of the units you will find on the following pages reference one or more of the following wargear lists (e.g. Basic Biocannons). When this is the case, the unit may take any item from the appropriate list below. The profiles for the weapons in these lists can be found in the appendix (pg 140-141).

BASIC BIO-WEAPONS

- Scything talons
- Spinefists
- Deathspitter

BASIC BIO-CANNONS

- Barbed strangler
- Venom cannon

MELEE BIO-WEAPONS

- Rending claws
- Boneswords
- Lash whip and bonesword

MONSTROUS BIO-WEAPONS

- Monstrous rending claws
- Monstrous boneswords
- Lash whip and monstrous bonesword

MONSTROUS BIO-CANNONS

- Two deathspitters with slimer maggots
- Two devourers with brainleech worms
- Stranglethorn cannon*
- Heavy venom cannon^{*}

'A model cannot be armed with more than one cannon.

LU Sowet			HI	VE	TY	RA	NT			DAMAGE Some of this model' it suffers damage, as			nge
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	WS	F
Hive Tyrant	*	*	*	6	6	10	5	10	3+	6-10+	9"/16"	2+	3
A Hive Tyrant is a single mo prehensile pincer tail.	odel arme	d with t	two pair	s of mo	onstrous s	cything	g talons a	and a		3-5 1-2	7"/12" 5"/8"	3+ 4+	3
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES				
Monstrous scything talons	Melee	monstrous scything talons, it can make I additional attack with this weapon each time it fights.											
Prehensile pincer tail	Melee	Melee User 0 D3 Each time the bearer fights, one (and only one) of its attacks must be made with this weapon.											
	• A Hiv	A Hive Tyrant may replace one pair of monstrous scything talons with one item from the <i>Monstrous Bio-cannons</i> or <i>Monstrous Bio-weapons</i> list. A Hive Tyrant may replace both pairs of monstrous scything talons with two items from the <i>Monstrous Bio-cannons</i> or two items from the <i>Monstrous Bio-weapons</i> list, or with one item from each list. This model may have wings. If it does, it uses the second set of Move characteristics in the damage table above, and it gains the FLY keyword. This model may have toxin sacs and/or adrenal glands (pg 141).											
	• This n and it	nodel m gains th	ay have he FLY k	from t wings. keywor	he <i>Monstr</i> If it does d.	<i>rous Bic</i> , it uses	<i>weapon</i> the seco	ns list, or ond set o	r with c of Move	one item from each list.			
ABILITIES	 This mand it This model Shadow The Wi 	nodel m gains th nodel m in the ll of the Synaps	ay have he FLY k ay have Warp, S Hive M e and Sh	from t wings. ceywor toxin s Synapse lind: T	he <i>Monstr</i> If it does d.	rous Bio , it uses or adren of a Hiv	<i>weapon</i> the seco nal gland	ns list, of ond set of ls (pg 14 Deat a dic on a withi Psyc	r with c of Move (1). (h Thro e before 6, it las in 3" su hic Bar	ne item from each list. e characteristics in the d res: If this model is redu e removing the model fi hes out in its death thro ffers D3 mortal wounds rier: A Hive Tyrant has	lamage table ced to 0 woo rom the batt ves, and each s.	above, unds, roll lefield;	
ABILITIES PSYKER	 This n and it This n Shadow The Wi Tyrant's 12" rath A Hive 	nodel m gains th nodel m r in the ll of the Synaps er than Tyrant o chic pow	ay have he FLY k lay have Warp, S Hive M e and Sh 8". can atter wer in ea	from t wings. ceywor toxin s Synaps Tind: T hadow	he <i>Monstri</i> If it does d. sacs and/c e (pg 85) The range of in the Wa manifest t	rous Bio , it uses or adren of a Hiv rp abili	p-weapon the second al gland re ties is chic pow	ns list, oo ond set o ls (pg 14 Deat a dic on a withi Psyc invul vers in e	r with c of Move (1). ch Thro e before 6, it las in 3" su hic Bar Inerable each frie	ne item from each list. e characteristics in the d res: If this model is redu e removing the model fi hes out in its death thro ffers D3 mortal wounds rier: A Hive Tyrant has	lamage table ceed to 0 wor rom the batt bes, and each 3. : a 5+ d attempt to	above, unds, roli lefield; unit deny	
	 This mand it This mand it This mandation Shadow The Wi Tyrant's 12" rath A Hive one psy 	nodel m gains th nodel m r in the Il of the Synaps er than Tyrant of chic pow scipline	ay have he FLY k ay have Warp, S Hive M e and Sh 8". can atter wer in ea e (pg 85)	from t wings. ceywor toxin s Synapso lind: T hadow mpt to ach ene).	he Monstr If it does d. sacs and/c e (pg 85) 'he range o in the Wa manifest t emy Psych	rous Bio , it uses or adren of a Hiv rp abili	p-weapon the second al gland re ties is chic pow	ns list, oo ond set o ls (pg 14 Deat a dic on a withi Psyc invul vers in e	r with c of Move (1). ch Thro e before 6, it las in 3" su hic Bar Inerable each frie	ne item from each list. e characteristics in the d nes: If this model is redu e removing the model fr hes out in its death thro ffers D3 mortal wounds rrier: A Hive Tyrant has e save. endly Psychic phase, and	lamage table ceed to 0 wor rom the batt bes, and each 3. : a 5+ d attempt to	above, unds, roli lefield; unit deny	



Hive Tyrants are huge and terrifying leader-beasts. They act as conduits for the ravening will of the Hive Mind.

		T]	HE	SW	VAR	MI	OR	D		DAMAGE Some of this model's it suffers damage, as			ng
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	S	
The Swarmlord	*	2+	3+	*	6	12	*	10	3+	7-12+	9"	8	
The Swarmlord is a single this model may be included the second state of the second st			bone sa	abres ai	nd a prehe	ensile p	incer tai	l. Only o	one of	4-6 1-3	7" 5"	7 6	
WEAPON	RANGE	TYPI			S	AP	0	ABILI	TIES				
Bone sabres	Melee	Mel	ee		User	-3	D6	-					
Prehensile pincer tail	Melee	Mel	ee		6	0	D3			he bearer fights, one (and be made with this weap) of its	
	Psychic invulne Blade F	Shadow in the Warp, Synapse (pg 85) The Will of the Hive Mind: The range of the Swarmlord's Synapse and Shadow in the Warp abilities 12" rather than 8". Psychic Barrier: The Swarmlord has a 5+ invulnerable save. Death Throes: If this model is reduced to 0 wounds, r a dice before removing the model from the battlefield; on a 6, it lashes out in its death throes, and each unit within 3" suffers D3 mortal wounds.											
	within 3" suffers D3 mortal wounds. Hive Commander: In each of your Shooting phases, you can pick one friendly <hive fleet=""></hive> unit within 6" of the Swarmlord. That unit can move (and Advance, if you wish) as if it were the Movement phase instead of shooting.												
PSYKER	The Swarmlord can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny two psychic powers in each enemy Psychic phase. It knows the <i>Smite</i> power and two psychic powers from the Hive Mind discipline (pg 85).												
FACTION KEYWORDS	TYRA	NIDS,	<hiv< td=""><td>E FLE</td><td>ET></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></hiv<>	E FLE	ET>								
	TYRANIDS, <hive fleet=""> CHARACTER, MONSTER, HIVE TYRANT, PSYKER, THE SWARMLORD</hive>												-

			OL	D O)N]	EEY	YE			DAMAGE Some of this model's it suffers damage, as			ınge				
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	WS	S	I				
Old One Eye	7"	*	-	*	7	10	*	7	3+	6-10+	3+	7					
Old One Eye is a single mod	lel armed	with mo	onstrous o	rushing	claws	. monstr	0115 SC	vthing ta	lons	3-5	3+	6					
and a thresher scythe. Only							04000	,g		1-2	4+	5	Ι				
WEAPON	RANGE	TYPE			S	AP	D	ABILITIE	ES								
Monstrous crushing claws	Melee	Mele	e		x2	-3	3		attackin ne hit ro	ig with this weapon, you oll.	ı must subt	ract 1					
Monstrous scything talons	Melee	elee Melee User -3 3 You can re-roll hit rolls of 1 when attacking with this weapon.															
Thresher scythe	Melee	Mele	e		4	-1	1	Make I instead		olls for each attack made	e with this	weapon					
ABILITIES	Immor finishes enemy t	t al Batte a charge 1nit with	ring Ram move, ro in 1" suff	1: When Il a dice ers D3 n	; on a nortal	4+ one wounds.		roll for you ma same w attacks	Old Or ay imme veapon a do not	page: Each time you main the Eye (except for thresh ediately make 1 addition against the same unit. T confer extra attacks.	er scythe a al attack w hese additio	ittacks), rith the onal					
	phase for friendly <hive fleet=""></hive> Carnifex units that are within 6" of this model.									ht Regeneration: At the beginning of each of your turns this model regains one wound that it has lost earlier in the battle.							
FACTION KEYWORDS	TYRA	NIDS,	<hive< td=""><td>FLEET</td><td>></td><td></td><td></td><td>2/1</td><td></td><td></td><td></td><td></td><td></td></hive<>	FLEET	>			2/1									
KEYWORDS	CHAR	ACTEI	R, MON	STER,	CAR	NIFEX	, OLI	ONE	EYE				J				

			BF	RO ()DI	20]	RD					
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Broodlord	8"	2+	-	5	5	6	6	10	4+			
A Broodlord is a single mod	lel armed	with m	onstrou	s rendir	ig claws.	100						
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES			
Monstrous rending claws	Melee	Mel	ee		User	-3	D3	this v roll o	can re-roll failed wound rolls when attacking with weapon. In addition, each time you make a wound of 6+, that hit is resolved with an AP of -6 and age of 3.			
ABILITIES	Synaps	e, Shado	ow in th	e Warp	(pg 85)		1.2%	1213				
	Lightni	ng Refl	exes: Tł	nis mode	el has a 5	+ invul	nerable s	ave.				
	Swift an	nd Dead	lly: This	smodel	can char	ge ever	n if it Adv	vanced d	luring its turn.			
							the Figh	t phase :	for <hive fleet=""> Genestealer units within 6" of</hive>			
PSYKER	any friendly < HIVE FLEET > Broodlords. A Broodlord can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the <i>Smite</i> psychic power and one psychic power from the Hive Mind discipline (pg 85).											
FACTION KEYWORDS	TYRA	NIDS,	<hiv< td=""><td>E FLEI</td><td>ET></td><td></td><td></td><td></td><td></td></hiv<>	E FLEI	ET>							
KEYWORDS	CHARACTER, INFANTRY, GENESTEALER, PSYKER, BROODLORD											



		Т	'YR	AN	NID	PR	IM	E	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Tyranid Prime	6"	2+	3+	5	5	6	4	10	3+
A Tyranid Prime is a sin	ngle model ar	med wit	th scythi	ing talo	ns and a	devoure	er.		
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Devourer	18"	Ass	ault 3		4	0	1	-	
Flesh hooks	6"	Ass	ault 2		User	0	1		weapon can be fired within 1" of an enemy unit, can target enemy units within 1" of friendly units.
Scything talons	Melee	Mel	ee		User	0	1	weap talon	can re-roll hit rolls of 1 when attacking with this yon. If the bearer has more than one pair of scything as, it can make 1 additional attack with this weapon time it fights.
WARGEAR OPTIONS	This nThis n	nodel m nodel m	ay repla ay have	ce its s flesh h	cything ta	llons wi	ith one	weapon	he Basic Bio-weapons list. from the Melee Bio-weapons list. 11).
ABILITIES	Alpha	Varrior	: You ca	n add 1	e (pg 85) l to hit ro / E FLEE T				T> Tyranid Warriors and Tyranid Shrikes that are
FACTION KEYWORDS	TYRA				-				
KEYWORDS	CIIAD	ACTE	D INIT	ANTTO	Y, TYR	ANID	DDIM	Œ	

			Т	'ER	VI	GO	N			DAMAGE Some of this model it suffers damage, a			ange
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	WS	BS
Tervigon	*	*	*	7	8	14	3	9	3+	8-14+	8"	4+	4+
A Tervigon is a single mod	lel armed	with ma	ssive scy	rthing t	talons. It o	can also	o fire stin	ger salv	oes.	4-7	6" 4"	5+ 5+	5+
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-3	4	5+	6+
Stinger salvo	18"	Ass	ault 4		5	-1	1	-					
Massive crushing claws	Melee	Mel	lee		x2	3	D6		n attack the hit	ing with this weapon, roll.	you mus	t subtract 1	
Massive scything talons	Melee	Mel	ee		User	-3	D6	weap scyth	on. If th ing talo	oll hit rolls of 1 when a ne bearer has more tha ns, it can make 1 addi time it fights.	in one pai	ir of massiv	
WARGEAR OPTIONS					nassive sc sacs and/c					shing claws.			
ABILITIES	Brood Shootin units w Synapt wound battlefu unit wi	Progeni ng phase ithin 6" ic Backl s, roll a 1 eld. Eacl thin 6" c	tor: You for frien of this n ash: If a D6 befor h friendl of the Te	a can re ndly < I nodel. Tervig re remo y < HI rvigon	e (pg 85) e-roll hit r HIVE FLI gon is red oving the VE FLEE immedia ial to the	EET> T uced to model T> Terr tely suf	'ermagan 0 from the magant	phas add a it up the T these you o in an is wi must from with	e, a Terva on the b ervigon e models can repla existing thin 6" of be with the ene fleshbor	nagants: At the end of rigon can spawn Term hit of 10 Termagants to battlefield so that it is v and more than 1" froi s are armed with flesh ace up to 10 models lo g unit of Termagants f of the Tervigon. Model in 6" of the Tervigon a my. You can only repl rers. If you cannot place discarded.	agants. If o your arr wholly wi m the ene oorers. Al st earlier rom your ls placed and more ace mode	it does so, my and set thin 6" of my. All of ternatively, in the battl army that in this way than 1" ds armed	e
PSYKER	psychic		in each e							Psychic phase, and at and one psychic powe			ıd
FACTION KEYWORDS	TYRA	NIDS,	<hiv.< td=""><td>E FLE</td><td>ET></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></hiv.<>	E FLE	ET>								
KEYWORDS	CHAR	RACTE	R, MO	NSTE	ER, PSY	KER,	ΓERVI	GON					

► 5 5]	ſYR	ANID	W	AR	RIC	ORS	
NAME	М	WS B	S S	T	W	A	Ld	Sv
Tyranid Warrior	6"	3+ 4	+ 4	4	3	3	9	4+
This unit contains 3 Tyra Warriors (Power Rating								ower Rating +5) or up to 6 additional Tyranid ourer.
WEAPON	RANGE	TYPE		S	AP	D	ABILIT	lies
Devourer	18"	Assault	3	4	0	1	-	
Flesh hooks	6"	Assault	2	User	0	1		weapon can be fired within 1" of an enemy unit, an target enemy units within 1" of friendly units.
Scything talons	Melee	Melee		User	0	1	weap talon	an re-roll hit rolls of 1 when attacking with this on. If the bearer has more than one pair of scything s, it can make 1 additional attack with this weapon time it fights.
WARGEAR OPTIONS	 Any m For ever Bio-can All model 	odel may r ery three m <i>mons</i> list. dels in the	eplace its scy nodels in the unit may hav	thing ta unit, or ve flesh	alons wi 1e mode hooks.	ith one v l may re	veapon f place its	he <i>Basic Bio-weapons</i> list. from the <i>Melee Bio-weapons</i> list. 6 devourer with one weapon from the <i>Basic</i> nds (pg 141).
ABILITIES			n the Warp (
FACTION KEYWORDS	TYRA	NIDS, <h< td=""><td>IVE FLEE</td><td>Т></td><td></td><td></td><td></td><td></td></h<>	IVE FLEE	Т>				
KEYWORDS	INFAN	TRY, TY	RANID W.	ARRIG	ORS			

		(GEI	NES	STE.	AL	ERS	5	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Genestealer	8"	3+	-	4	4	1	3	9	5+
This unit contains 5 Genes Rating +8), or up to 15 add									ing +4), up to 10 additional Genestealers (Power with rending claws.
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES
Rending claws	Melee	Me	lee		User	-1	1		time you make a wound roll of 6+ for this weapon, hit is resolved with an AP of -4.
Scything talons	Melee	Me	lee		User	0	1		can re-roll hit rolls of 1 when attacking with weapon.
WARGEAR OPTIONS				-	oair of scy ave toxin	0			
ABILITIES	Flurry	of Claw	s: Gene	stealers	have 4 A	ttacks in	nstead of	f 3 while	st their unit has 10 or more models.
	Lightni	ng Refl	exes: G	enesteal	ers have a	a 5+ inv	ulnerab	le save.	
	Swift ar	d Dead	dly: Ger	nestealer	s can cha	arge eve	n if they	Advan	ced during their turn.
FACTION KEYWORDS	TYRA	NIDS,	<hiv< td=""><td>E FLE</td><td>ET></td><td></td><td></td><td></td><td></td></hiv<>	E FLE	ET>				
KEYWORDS	INFAN	TRY,	GENE	STEAI	LERS				

			TE	RM	[A G	AN	TS		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Termagant	6"	4+	4+	3	3	1	1	5	6+
This unit contains 10 Te Rating +6). Each model				o 10 ad	ditional	Termaga	ants (Po	ower Rat	ting +3) or up to 20 additional Termagants (Power
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Devourer	18"	Ass	ault 3		4	0	1	-	
Fleshborer	12"	Ass	ault 1		4	0	1	-	
Spike rifle	18"	Ass	ault 1		3	0	1	-	
Spinefists	12"	Pist	ol *		3	0	1		en a model fires this weapon, it makes a number of s equal to its Attacks characteristic.
Strangleweb	8"	Ass	ault D3		2	0	1	-	
WARGEAR OPTIONS	• For ev	ery ten	models	in the u	init, one	model r	nay rep	lace its f	ìsts or a spike rifle. leshborer with a strangleweb. ands (pg 141).
ABILITIES	Instinct Hail of it shoots	Living		10 /	f this ur	nit contai	ins 20 o	or more r	nodels, you can re-roll wound rolls of 1 when
FACTION KEYWORDS	TYRA	NIDS,	<hiv< td=""><td>E FLEI</td><td>ET></td><td></td><td></td><td></td><td></td></hiv<>	E FLEI	ET>				
KEYWORDS	INFAN					-			

► 3		I	IOI	RM	AG.	AU	NT	S	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Hormagaunt	8"	4+	4+	3	3	1	2	5	6+
This unit contains 10 He (Power Rating +6). Eac	0		-				nagaunts	(Power	r Rating +3) or up to 20 additional Hormagaunts
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Scything talons	Melee	Me	lee		User	0	1		can re-roll hit rolls of 1 when attacking with weapon.
WARGEAR OPTIONS	• All m	odels in	the unit	t may ta	ke toxin	sacs an	d/or ad	enal gla	nds (pg 141).
ABILITIES	Instine	tive Bel	naviour	(pg 85)		126			
	Bound	ing Lea	p: When	ever thi	s unit pi	les in a	nd conso	olidates,	it can move up to 6".
	Hunge	ring Sw	arm: If t	his unit	contain	s 20 or 1	more mo	odels, yo	ou can re-roll wound rolls of 1 when it fights.
FACTION KEYWORDS	TYRA	NIDS,	<hiv< td=""><td>E FLEI</td><td>ET></td><td></td><td></td><td></td><td></td></hiv<>	E FLEI	ET>				
KEYWORDS	INFA	NTRY,	HORM	IAGA	JNTS				

]	RIP	PE	R S	WA	RM	[
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Ripper Swarm	6"	5+	5+	3	3	3	4	4	6+
This unit contains 3 Rip (Power Rating +4). Eac						Ripper	Swarm	s (Powe	er Rating +2) or up to 6 additional Ripper Swarms
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	ITIES
Spinemaw	6"	Pist	ol 4		2	0	1	-	
Claws and teeth	Melee	Me	lee		User	0	1	-	
WARGEAR OPTIONS	• All m	odels in	the uni	t may al	so take s	pinema	ws.		
ABILITIES	Burrow end of a	v ers: Du		oloymen rement j	phases, th				m underground instead of on the battlefield. At the e battlefield – set them up anywhere that is more
FACTION KEYWORDS	TYRA	NIDS	<hiv.< td=""><td>E FLEI</td><td>ET></td><td></td><td>1984</td><td></td><td></td></hiv.<>	E FLEI	ET>		1984		
KEYWORDS:	SWAR	M, RI	PPERS	18			1/65	1.131	19

NAME	М	WS	BS	S	I	W	A	Ld	Sv
Tyrant Guard	7"	3+	4+	5	5	3	2	6	3+
This unit contains 3 Tyrant and scything talons.	Guard. It	can incl	ude up	to 3 ado	ditional T	'yrant C	Guard (P	ower Ra	ating +7). Each model is armed with rending claw.
WEAPON	RANGE	TYPE			S	AP	0	ABILIT	TIES
Crushing claws	Melee	Mel	ee		x2	-3	D3		n attacking with this weapon, you must subtract 1 the hit roll.
Lash whip and bonesword	Melee	Mel	ee		User	-2	1	made chose	bearer is slain in the Fight phase before it has e its attacks, leave it where it is. When its unit is en to fight in that phase, the bearer can do so as hal before being removed from the battlefield.
Rending claws	Melee	Mel	ee		User	-1	1		time you make a wound roll of 6+ for this weapon hit is resolved with an AP of -4.
Scything talons	Melee	Mel	ee		User	0	1		can re-roll hit rolls of 1 when attacking with veapon.
WARGEAR OPTIONS									vs or a lash whip and bonesword. Inds (pg 141).
ABILITIES		tive Beh							(1)
	that tur Shieldw within 3	n each T v all: Rol 3" of this	'yrant G l a dice unit; o	duard's A each tin n a 2+ a	Attacks cl ne a frien	naracte: adly <h rom thi</h 	ristic is i IVE FL	ncreased EET> H	T is killed within 6" of this unit, from the end of d by 1 for the rest of the battle. IVE TYRANT loses a wound whilst they are ept that hit – the Hive Tyrant does not lose a
FACTION KEYWORDS		NIDS,				und.			
KEYWORDS		TRY,				-			

			HI	IVE	GU	JAI	RD		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Hive Guard	5"	4+	3+	4	5	3	2	7	4+
This unit contains 3 Hive	e Guard. It ca	an inclu	de up to	3 addit	ional Hi	ive Guar	rd (Powe	r Ratin	g +7). Each model is armed with an impaler cannon.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Impaler cannon	36"	Hea	ivy 2		8	-2	D3	beare	weapon can target units that are not visible to the er. In addition, units attacked by this weapon do not any bonus to their saving throws for being in cover.
Shockcannon	24"	Ass	ault D3		7	-1	D3	of 4+ to an	e target is a VEHICLE and you make a wound roll -, the target suffers 1 mortal wound in addition y other damage. If you make a wound roll of 6+, t D3 mortal wounds instead.
WARGEAR OPTIONS			1 1		1		vith a sho nd/or adı		on. ands (pg 141).
ABILITIES	Instinct	tive Bel	naviour	(pg 85)		-			
FACTION KEYWORDS	TYRA	NIDS,	<hiv< td=""><td>E FLEI</td><td>ET></td><td></td><td></td><td>699</td><td></td></hiv<>	E FLEI	ET>			699	
KEYWORDS	INFAN	TRY,	HIVE	GUAR	D	1			,



Tyranid Guards are heavily built organisms that protect the swarm's Hive Tyrant and bio-structures.

				LI	СТС	DR			
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Lictor	9"	2+	4+	6	4	4	3	9	5+
A Lictor is a single mod	el armed with	n flesh h	ooks, g	rasping	talons an	d rendi	ng claw	s.	
WEAPON	RANGE	TYP	E	_	S	AP	D	ABILI	TIES
Flesh hooks	6"	Ass	ault 2		User	0	1		weapon can be fired within 1" of an enemy unit, can target enemy units within 1" of friendly units.
Grasping talons	Melee	Mel	ee		User	-1	2	-	
Rending claws	Melee	Mel	ee		User	-1	1		time you make a wound roll of 6+ for this weapon hit is resolved with an AP of -4.
ABILITIES	addition Hidden the end battlefie	leonic S n, add 2 Hunte of any o	kin: Yo instead rs: Dur of your	our oppo l of 1 to s ing deple Moveme than 9"	saving th oyment, ent phase	rows fo you can s, the L m any e	r this m set up ictor ca nemy n	odel wh a Lictor n spring nodels. Y	hit rolls for attacks that target this model. In en it is in cover. in hiding instead of placing it on the battlefield. At from its hiding place – set it up anywhere on the You can re-roll the Lictor's charge distance in the
FACTION KEYWORDS	TYRA	NIDS,	<hiv< td=""><td>E FLEE</td><td>ET></td><td></td><td></td><td></td><td></td></hiv<>	E FLEE	ET>				

9 Powet			MA	\L]	ECE	РТ	OR			DAMAGE Some of this n it suffers dama			acteristics change a
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	WS	S	PSYCHIC OVERLOA
Maleceptor	7"	*	4+	*	7	12	3	9	3+	7-12+	4+	7	6 units
A Maleceptor is a single m	odel arme	d with 1	massive	scythin	ng talons.					4-6	5+	-	3 units
WEAPON	RANGE	ТҮР			S	AP	0	ABILI	TIES	1-3	6+	5	D3 units
Massive scything talons	Melee	Me	lee		User	-3	D6	weap scyth	on. If th ing talo	oll hit rolls of 1 w ne bearer has mor ons, it can make 1 time it fights.	e than	one	pair of massive
	brain-b units sh	ursting Iown in	psychic the dam	tendril nage tal	ls. If it doe	es so, ro On a 2	oll a dice + the M	for each alecepto	enemy	Psychic phase, a 1 unit within 6", to 1 mortal wound t	a max	kimu	
WARGEAR OPTIONS					l glands (1
PSYKER	one psy	chic po e Mind	wer in e	ach ene	emy Psych	nic phas	se. It kno	ows the S	Smite ps	dly Psychic phase ychic power and manifest a psychi	one ps	ychic	power from
	TVDA	NIDS	<hiv< td=""><td>E FLF</td><td>ET></td><td></td><td></td><td></td><td>1000</td><td>States and States</td><td></td><td>11.</td><td></td></hiv<>	E FLF	ET>				1000	States and States		11.	
FACTION KEYWORDS	IIKA	TIDO	, , , , , , , , , , , , , , , , , , , ,										

			ZO						
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Zoanthrope	5"	4+	3+	4	4	3	1	9	5+
Neurothrope	5"	4+	3+	4	4	3	1	9	5+
Zoanthrope. Each mode	el is armed w	ith claw	s and tee						ng +6). A Neurothrope may take the place of o
WEAPON Claws and teeth	RANGE Melee	TYP Mel	_		S	AP	1	ABILI	165
ABILITIES			ee Warp, S		User	0	1	-	
	enemy Warp H	model w Blast: W	vith the S	S <i>mite</i> ps unit ma	ychic po	wer.			ounds lost earlier in the battle whenever it slays it inflicts D3 additional mortal wounds if this t
	enemy Warp H	model w Blast: W	vith the S hen this	S <i>mite</i> ps unit ma	ychic po	wer.			
PSYKER	enemy Warp F contain Warp F A unit o deny of to man enemy Mind d When 1	model w Blast: W is 4 or m Field: Mo of Zoant ne psychi ifest two Psychic liscipline manifest	vith the s hen this ore moc odels in thropes of psychic phase. A e (pg 85) ing or d	Smite ps unit ma lels. this uni can atter r in each powers . Zoanth enying a	ychic po unifests t t have a 3 mpt to m a enemy i n each arope un a psychic	wer. he <i>Smit</i> : 3+ invu aanifest Psychic friendly it know	e psychi Inerable one psy phase. y Psychi rs the Sri with a 2	c power e save. chic pov A Zoant c phase, <i>nite</i> psyc	it inflicts D3 additional mortal wounds if this over in each friendly Psychic phase, and attempt hrope unit of 4 or more models can instead atter and attempt to deny one psychic power in each hic power and one psychic power from the Hiv pe unit, first select a model in the unit – measu
PSYKER	enemy Warp F contain Warp F A unit of deny or to man enemy Mind d When 1 range, y describ	model w Blast: W is 4 or m Field: Mo of Zoant ne psych ifest two Psychic liscipline manifest visibility ed in the	vith the s hen this ore moc odels in hropes c psychic phase. A e (pg 85) ing or d etc. fror e core ru	Smite ps unit ma lels. this uni can atter r in each powers . Zoanth enying a n this m les, but	ychic po unifests t t have a 3 npt to m a enemy i n each nrope un a psychic nodel. If t	wer. he <i>Smit</i> 3+ invu aanifest Psychic friendly it know power this uni thin 6" v	e psychi Inerable one psy phase. y Psychi rs the Sn with a 2 t suffers	c power e save. chic pov A Zoant c phase, <i>nite</i> psyc Zoanthro Perils o	it inflicts D3 additional mortal wounds if this over in each friendly Psychic phase, and attempt hrope unit of 4 or more models can instead atte and attempt to deny one psychic power in each hic power and one psychic power from the Hiv
PSYKER FACTION KEYWORDS	enemy Warp F contain Warp F A unit o deny on to man enemy Mind d When n range, y describ model i	model w Blast: W is 4 or m Field: Mo of Zoant ne psych ifest two Psychic liscipline manifest visibility ed in the in the Zo	vith the s hen this ore moc odels in hropes c psychic phase. A e (pg 85) ing or d etc. fror e core ru	Smite ps unit ma lels. this uni can atter r in each powers . Zoanth enying a n this m les, but be unit t	ychic po nnifests ti t have a 3 mpt to m a enemy i in each nrope un a psychic nodel. If t units wi o be slaii	wer. he <i>Smit</i> 3+ invu aanifest Psychic friendly it know power this uni thin 6" v	e psychi Inerable one psy phase. y Psychi rs the Sn with a 2 t suffers	c power e save. chic pov A Zoant c phase, <i>nite</i> psyc Zoanthro Perils o	it inflicts D3 additional mortal wounds if this of ver in each friendly Psychic phase, and attempt hrope unit of 4 or more models can instead atte and attempt to deny one psychic power in each hic power and one psychic power from the Hiv pe unit, first select a model in the unit – measu f the Warp, it suffers D3 mortal wounds as



The Maleceptor sends psychic tendrils plunging into the brain of its prey, causing it to overload with the power of the Hive Mind.

		V	EN	OM	ITH	IRC)PF	ES	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Venomthrope	5"	4+	4+	4	4	3	2	5	5+
This unit contains 3 Venor WEAPON	mthropes. 1 RANGE	t can in TYP		p to 3 ad	ditional S	Venom AP	thropes D	(Power ABIL	r Rating +4) . Each model is armed with toxic lashes ITIES
Toxic lashes (shooting)	6"	Ass	ault 2		User	0	1	and In ac	s weapon can be fired within 1" of an enemy unit, can target enemy units within 1" of friendly units. ddition, you can re-roll failed wound rolls when cking with this weapon.
Toxic lashes (melee)	Melee	Me	lee		User	0	1	this fight If the a sin	can re-roll failed wound rolls when attacking with weapon. A model armed with this weapon always ts first in the Fight phase, even if it didn't charge. he enemy has units that have charged, or that have milar ability, then alternate choosing units to fight h, starting with the player whose turn is taking place
ABILITIES	Instinc	tive Bel	naviour	(pg 85)		124			
									olls for ranged weapons that target <hive b="" fleet<="">> /enomthropes.</hive>
				end of th nortal wo		phase, r	oll a D6	for eacl	h enemy unit within 1" of any Venomthropes. On a
FACTION KEYWORDS	TYRA	NIDS,	<hiv< td=""><td>E FLEE</td><td>T></td><td></td><td></td><td></td><td></td></hiv<>	E FLEE	T>				
KEYWORDS	INFAN	TRY,	FLY, V	ENOM	THRO	PES			

2 2 Power			P	YRC	DVO	ORI	ES		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Pyrovore	5"	4+	4+	4	4	4	2	5	4+
This unit contains 1 Pyr model is armed with a f				onal Pyr	rovore (Power R	ating +	2) or 2 a	additional Pyrovores (Power Rating +4). Each
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Flamespurt	10"	Ass	ault D6		5	-1	1	This	weapon automatically hits its target.
Acid maw	Melee	Me	lee		5	-3	1	-	
ABILITIES	Acid Bl damage	ood: Ea suffers	a morta	this mo l wound	l after al	l of their	attacks	s have be	phase, roll a dice; on a 6, the unit that inflicted the een resolved.
			y) suffer				Jn a 4+	it burst	s in a shower of acid – the nearest enemy unit
FACTION KEYWORDS	within 3	3" (if an		s a mort	tal wour		Jn a 4+	it burst	s in a shower of acid – the nearest enemy unit

Power			F	IAI	RUS	PE	X			DAMAGE Some of this mode it suffers damage, a			ange
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	WS	BS	S
Haruspex	7"	*	*	*	8	13	4	6	3+	8-13+	4+	4+	7
A Haruspex is a single n	nodel armed	with a ş	grasping	tongue	, a raveno	ous may	w and sh	ovelling	claws.	4-7	4+	5+	6
WEAPON	RANGE	TYP	E	U	S	AP	D	ABILI	TIES	1-3	5+	5+	5
Grasping tongue	12"	Ass	ault 1		6	-3	D3	and c In ad	an targe dition, v	can be fired within 1' t enemy units within vhen a model is slain ains 1 lost wound.	1" of frien	ndly units.	
Ravenous maw	Melee	Mel	lee		User	-1	D3			rolls for each attack n ead of 1.	nade with	this	
Shovelling claws	Melee	Mel	lee		x2	-3	D6	-					1
ABILITIES	Instinct	ive Ber	laviour	(pg 85)									
	damage Rapacio one extr models Frenzie	suffers ous Hun ra attack with its od Deat	a morta nger: Ea k with it: ravenou h Throe	l woun ich time s shove us maw s: If a H	d after all e a Harus lling claw , it regain Iaruspex	l of thei pex slay 7s. In ad 1s 1 wou is reduc	r attacks vs an ene dition, a ind lost ced to 0	have be my moo t the end earlier ir wounds,	en resol lel with d of a Fig the bat roll a di	its ravenous maw, it c ght phase in which a tle. ce before removing t	an immeo Haruspex he model	liately mak slew any	ke
FACTION KEYWORDS	damage Rapacie one extr models Frenzie battlefie	suffers ous Hun ra attack with its od Deatl eld; on a	a morta nger: Ea k with it: ravenou h Throe	l woun ch time s shove us maw s: If a H hes out	d after all e a Harus lling claw , it regain Iaruspex in its dea	l of thei pex slay 7s. In ad 1s 1 wou is reduc	r attacks vs an ene dition, a ind lost ced to 0	have be my moo t the end earlier ir wounds,	en resol lel with d of a Fig the bat roll a di	ved. its ravenous maw, it c ght phase in which a tle.	an immeo Haruspex he model	liately mak slew any	ce



Toxicrenes and Venomthropes emit clouds of choking, poisonous spores that dissolve the lungs of those who breathe them.

			DE	AT]	HLI	EAI	PER	2	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Deathleaper	9"	2+	4+	6	4	6	4	10	5+
Deathleaper is a single 1	nodel armed	with fle	sh hook	s, graspi	ng talon	s and r	ending	claws. O1	nly one of this model can be included in your army
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Flesh hooks	6"	Ass	ault 2		User	0	1		weapon can be fired within 1" of an enemy unit, can target enemy units within 1" of friendly units.
Grasping talons	Melee	Me	lee		User	-1	2	-	
Rending claws	Melee	Me	lee		User	-1	1	Each that l	time you make a wound roll of 6+ for this weapon hit is resolved with an AP of -4.
ABILITIES	Deathle It's Afte battlefie from the	or Chan aper. In er Mel: I eld. If yc e oppos anywh	neleonic addition During c bu do so, ing arm ere on th	s Skin: Y n, add 2 deploym at the s y. At the ne battle	instead ent, you tart of th end of a	of 1 to s can set e first b ny of y	saving t up Dea oattle ro our Mo	hrows fo thleaper und but vement p	rom their hit rolls for attacks that target r Deathleaper when it is in cover. • in hunt of a victim instead of placing it on the before the first turn begins, pick a CHARACTER phases Deathleaper can pounce upon its victim – my CHARACTER you chose, but more than 1"
FACTION KEYWORDS	TYRA	NIDS,	<hiv]< td=""><td>E FLEE</td><td>T></td><td></td><td></td><td></td><td></td></hiv]<>	E FLEE	T>				

		T	HE	RF	ED T	'ER	RO	R	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
The Red Terror	12"	2+	4+	5	5	6	5	7	4+
The Red Terror is a single your army.	e model arm	ed with	a prehe	nsile p	incer tail :	and two	o pairs o	f scythir	ng talons. Only one of this model can be included in
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES
Prehensile pincer tail	Melee	Me	lee		User	0	D3		n time the bearer fights, one (and only one) of its cks must be made with this weapon.
Scything talons	Melee	Me	lee		User	0	1	weap talon	can re-roll hit rolls of 1 when attacking with this pon. If the bearer has more than one pair of scything ns, it can make 1 additional attack with this weapon a time it fights.
ABILITIES	the batt anywhe Feeding within (Swallow the Red	From B lefield. The on the g Frenz 5" of thi w Whol Terror	elow: D At the en the battles y: You c s model e: If 4 on can atte	uring d nd of an field that an add more of mpt to	eploymer by of your at is more 1 to hit ro of the Rec swallow a	Moven than 9 olls in than 9 l Terron victim	ment pha " away fi he Fight c's scythi i whole.	ases, the com any phase fo ng talor Roll a D	ted Terror underground instead of placing it on e Red Terror can burrow to the surface – set it up y enemy models. For friendly <hive b="" fleet<="">> Ravener units that are ns attacks hit, instead of causing damage normally 26, and if the result is equal to or higher than the ut unit is slain.</hive>
FACTION KEYWORDS	TYRA	NIDS,	<hiv< td=""><td>E FLE</td><td>ET></td><td></td><td></td><td></td><td></td></hiv<>	E FLE	ET>				
KEYWORDS					RY, THE	DED			

the G		TY	RAN	JID S	HF	RIK	ES	
NAME	M	WS	BS S	T	W	A	Ld	Sv
Tyranid Shrike	12"	3+	4+ 4	4	3	3	9	4+
(Power Rating +12). Eac	h model is a	med wit		er and scyth	ing tal	ons.		er Rating +6) or up to 6 additional Tyranid Shrikes
WEAPON	RANGE	TYPE	• •	S	AP		ABILIT	les
Devourer	18"	Assau	lt 3	4	0	1	-	
Flesh hooks	12"	Assau	lt 2	User	0	1		weapon can be fired within 1" of an enemy unit, an target enemy units within 1" of friendly units.
Scything talons	Melee	Melee	:	User	0	1	weap talon	an re-roll hit rolls of 1 when attacking with this on. If the bearer has more than one pair of scything s, it can make 1 additional attack with this weapon time it fights.
WARGEAR OPTIONS	 Any m For ever Bio-can All model 	odel may ery three <i>mons</i> list dels in th	v replace its models in ne unit may	s scything ta the unit, on y have flesh l	lons w e mode nooks.	ith one v el may re	veapon f place its	ne <i>Basic Bio-weapons</i> list. From the <i>Melee Bio-weapons</i> list. devourer with one weapon from the <i>Basic</i> nds (pg 141).
ABILITIES				arp (pg 85)			3-11	40 /
FACTION KEYWORDS	TYRAN	NIDS, <	HIVE FI	EET>				
KEYWORDS	INFAN	TRY, FI	LY, TYRA	ANID SHR	IKES			

t 4			F	RAV	VEN	ER	S		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Ravener	12"	3+	4+	4	4	3	4	5	5+
This unit contains 3 Rave Each model is armed with					onal Raver	ners (Po	ower Ra	ting +4)	or up to 6 additional Raveners (Power Rating +8).
WEAPON	RANGE	ТҮР	U		S	AP	D	ABILIT	ries
Deathspitter	18"	Ass	ault 3		5	-1	1	-	
Devourer	18"	Ass	ault 3		4	0	1	-	
Spinefists	12"	Pist	ol *		3	0	1		n a model fires this weapon, it makes a number of equal to its Attacks characteristic.
Rending claws	Melee	Mel	ee		User	-1	1		time you make a wound roll of 6+ for this weapon, nit is resolved with an AP of -4.
Scything talons	Melee	Mel	ee		User	0	1	weap talon	an re-roll hit rolls of 1 when attacking with this on. If the bearer has more than one pair of scything s, it can make 1 additional attack with this weapon time it fights.
WARGEAR OPTIONS					of its pair ists, a devo				h rending claws.
ABILITIES	battlefie	rom B ld. At tl	elow: D ne end o	ouring of any o	leploymer of your Mc	ovemen	t phases	, the Ray	ener unit underground instead of placing it on the veners can burrow to the surface – set them up enemy models.
FACTION KEYWORDS	TYRA								
KEYWORDS	INFAN	TRY,	RAVE	NERS		1.1			

1 2	S	KY-	SLA	SHE	R S	WA	RN	ſ
NAME	М			T		A	Ld	Sv.
Sky-Slasher Swarm	12"	5+ 5	5+ 3	3	3	4	4	6+
This unit contains 3 Sky-S Slasher Swarms (Power R WFAPON							er Swarr	ns (Power Rating +2) or up to 6 additional Sky-
Spinemaw	6"	Pistol 4	L.	2	0	1	-	
Claws and teeth	Melee	Melee		User	0	1	-	
WARGEAR OPTIONS	• All mo	odels in the	e unit may	also take s	pinema	ws.		
ABILITIES	Instinct	ive Behavi	iour (pg 85	5)	1 and	1.000		
FACTION KEYWORDS	TYRA	NIDS, <f< td=""><td>HIVE FL</td><td>EET></td><td></td><td>1</td><td></td><td></td></f<>	HIVE FL	EET>		1		
KEYWORDS	STATAD	M, FLY, S	TAN OT A	OLIDDO				

4 Powet			G	AR	GO	YLI	ES		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Gargoyle	12"	4+	4+	3	3	1	1	5	6+
This unit contains 10 Ga Rating +8) . Each model	. .		-			· ·	(Power	r Rating	(Power 4) or up to 20 additional Gargoyles (Power
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES
Fleshborer	12"	Ass	ault 1		4	0	1	-	
Blinding venom	Melee	Me	ee		3	0	1	your	nit suffers any unsaved wounds from this weapor opponent must subtract 1 from hit rolls for that until the end of the turn.
WARGEAR OPTIONS	• All m	odels in	the unit	may h	ave toxii	n sacs an	d/or ad	renal gla	ands (pg 141).
ABILITIES	Instinc	tive Bel	aviour	(pg 85)					
	Hail of it shoot		Ammun	ition:]	f this ur	iit contai	ins 20 o	r more r	nodels, you can re-roll wound rolls of 1 when
	TVDA	NIDS.	<hiv< td=""><td>E FLEI</td><td>ET></td><td></td><td></td><td></td><td></td></hiv<>	E FLEI	ET>				
FACTION KEYWORDS	IIKA	11120,	111 1 1						



The winged Gaunts known as Gargoyles throng in the skies, sowing terror and anarchy before the main swarms attack.

19 Powet				H	ARI	PY				DAMAGE Some of this model's it suffers damage, as			nge a
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	WS	BS
Harpy	*	*	*	6	6	12	3	9	4+	7-12+	10-30"	4+	4-
A Harpy is a single mode fire stinger salvoes.	l armed wit	h two st	rangleth	orn ca	innons an	d scyth	ing wing	gs. It can	1 also	4-6 1-3	10-20" 10-15"	4+ 5+	5- 5-
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES				14.0
Heavy venom cannon	36"	Ass	ault D3		9	-1	D3	-					3
Stinger salvo	18"	Ass	ault 4		5	-1	1	-					1
Stranglethorn cannon	36"	Ass	ault D6		7	-1	2			l 1 to hit rolls for this we 10 or more models.	apon when	attacking	ŗ,
Scything wings	Melee	Mel	ee		User	-2	D3		can re-r weapon	roll hit rolls of 1 when at	tacking wit	h	
WARGEAR OPTIONS	• This r	nodel m	ay repla	ce botl	h its stran	glethor	n canno	ns with	two hea	avy venom cannons.			
ABILITIES	Death 7 roll a D battlefic each un Sonic S until th	Throes: 6 before eld; on a hit within ccreech: e end of en to Fi	e removi 6, it lash n 3" suff When a the turr	nodel is ng the nes out ers D3 Harpy n enem	y s reduced model fro t in its dea mortal w y successfu y units w her eligibl	om the ath thro ounds. ally cha ithin 1"	bes, and arges, ' cannot	flies o after flew to a r Mine out h Spore mort Each Spore cann rules army	over en- the Har over an maximu e has hit ow mu e Mine tal woun time a e Mine e than 3 ot be pl for Spo	Cysts: A Harpy can dro emy units in its Movem- rpy has moved, pick one d roll a D6 for each moo um of 3 dice. Each time y t the target and explodes (ch damage is inflicted o fails to inflict any harm, nd, and on a 6 it inflicts Spore Mine misses its ta anywhere within 6" of th "from any enemy mode laced it is destroyed). Th ore Mines (pg 103) that is cannot move or charge of	ent phase. T e enemy uni del in that u you roll a 4- s. Roll a D6 n the unit: c on a 2-5 it D3 mortal arget, set up he target un el (if the Spo his then follo are part of y	Yo do so, t that it nit, up ⊢ a Spore to find on a 1 the inflicts 1 wounds. a single it and ore Mine ows the rour	
							-		Jet up.				-11
FACTION KEYWORDS	TYRA	NIDS.	<hivi< td=""><td>E FLE</td><td>ET></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></hivi<>	E FLE	ET>								



Hive Crones and Harpies bring destruction from above, potent bio-weapons raining death upon their earthbound victims.

1 8 Power			HI	VE	E CR	ON	JE			DAMAGE Some of this model's it suffers damage, as			nge a
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	WS	BS
Hive Crone	*	*	*	6	6	12	4	9	4+	7-12+	10-30"	4+	4-
A Hive Crone is a singl	e model arme	d with a	a drool ca	nnon,	tentaclid	s, scythi	ng wing	s and a	wicked	4-6	10-20"	4+	5-
spur. It can also fire stir	nger salvoes.									1-3	10-15"	5+	5-
WEAPON	RANGE	TYP	E		S	AP	0	ABILI					-6
Drool cannon	8"		ault D6		6	-1	1	This	weapon	automatically hits its ta	arget.		.8
Stinger salvo Tentaclids	18" 36"		ault 4 ault 2		5	-1 0	1	that c you n additi	an FLY . nake a w on to an	Il failed hit rolls for this In addition, if the target bund roll of 4+, it suffer y other damage. If you r mortal wounds instead.	is a VEHIC s 1 mortal we make a woun	LEand ound in	
Scything wings	Melee	Mel	lee		User	-2	D3		an re-ro veapon.	ll hit rolls of 1 when at	tacking with	1	
Wicked spur	Melee	Mel	lee		8	-3	D3			bearer fights, one (and be made with this weap		of its	Ľ
			<hive< th=""><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th>28</th><th>-</th><th>-1</th></hive<>								28	-	-1
		STER,	FLY, HI	VE CI		SPC	ORI	ES					
KEYWORDS		STER,	FLY, HI	VE CI	RONE	SP(DRI	ES Ld	Sv				
KEYWORDS	MONS	STER,	FLY, HI	VE CI	RONE				S V 6+				
FACTION KEYWORDS KEYWORDS NAME Mucolid Spore This unit contains 1 Mu Rating +2).	MONS M 3"	M WS -	FLY, HI UC BS	VE CI	RONE CID S I 3	W 3	A 1	Ld 10	6+	2 additional Mucolid S	Spores (Pow	er	
KEYWORDS	MONS MONS 3" acolid Spore. I Instinct Float D a Muco instead Movem – set it u enemy i Floatin within 3 phase. I on a 1 ii mortal	M WS - t can in tive Bel did Spor of on th ent pha up anyw nodels. g Death y" of any cach tim fails to wounds	FLY, HI FLY, HI CUC BS - clude 1 a naviour (puring dej e unit in the battlefi ses, it car where that a: A Muccy y enemy to the a Muccy y	VE CI OLL S 1 ddition pg 85) ployme the upp eld. At a float of t is more olid Spo units at olid Spo units at olid Spo units at	RONE CID S I 3	W 3 lid Sport an set u sphere of any o he battl 2" from des if it of any C des, roll 5 it infli hit, and o	A 1 e (Powe f your efield any is Charge l a D6: icts D3 on a 6	Ld 10 r Ratin Mora disco their not c an ob if a pl are pl Mucc abilit	6+ g +1) or g Bomb le tests. unted fo destruct bount tow jective, i ayer has aying a alid Spor y) is free	2 additional Mucolid S s: Mucolid Spores auto Furthermore, Mucolid r the purposes of any v ion never awards victo ards the number of maind they do not count any models left on the matched play game, th es (e.g. from a Sporocy , and the Mucolid Spor of your pool of reinfor	omatically pr Spores are victory cond rry points, th odels contro when deterr e battlefield. e creation of rst's Spore N res' points co	ass itions – ney do illing nining If you f new ode ost does	
KEYWORDS	MONS MONS 3" acolid Spore. I Instinct Float D a Muco instead Movem – set it u enemy i Floatin within 1 phase. I on a 1 ii mortal it inflict	M STER, M WS - t can in tive Bel tive Bel did Spor of on th ent pha up anyw nodels. g Death "" of any cach tim fails to wounds s D6 m	FLY, HI FLY, HI CUC BS - clude 1 a naviour (puring dej e unit in the battlefi ses, it car where that a: A Muccy y enemy to the a Muccy y	VE CI OLL S 1 ddition pg 85) ployme the upp eld. At a float of t is more olid Spo units at olid Spo units at olid Spo units at	RONE I I 3 mal Muco the end of down to t re than 1: ore explo ore explo ore explo ore explo ore explo	W 3 lid Sport an set u sphere of any o he battl 2" from des if it of any C des, roll 5 it infli hit, and o	A 1 e (Powe f your efield any is Charge l a D6: icts D3 on a 6	Ld 10 r Ratin Mora disco their not c an ob if a pl are pl Mucc abilit	6+ g +1) or g Bomb le tests. unted fo destruct bount tow jective, i ayer has aying a alid Spor y) is free	s: Mucolid Spores auto Furthermore, Mucolid r the purposes of any v ion never awards victo rards the number of m and they do not count any models left on the matched play game, th es (e.g. from a Sporocy , and the Mucolid Spor	omatically pr Spores are victory cond rry points, th odels contro when deterr e battlefield. e creation of rst's Spore N res' points co	ass itions – ney do illing nining If you f new ode ost does	

FLY, MUCOLID SPORES

KEYWORDS

P L Power			SP	OR	EN	1IN	ES							
NAME	М	WS	BS	S	T	W	A	Ld Sv						
Spore Mine 3" 1 1 1 1								10 7+						
This unit contains 3 Spo	re Mines. It	can incl	ude up t	o 3 addi	tional S	pore Mi	nes (Pov	ver Rati	ing +1).					
	Spore J of on t Moven – set it enemy Floatin 3" of au Each ti fails to wound D3 mo then de	Mine un he battle nent pha up anyy models ng Deat ny enem inflict a on the ortal wore estroyed	h: A Spo y units a ore Min- ny harm nearest e inds on t	upper a the end in float c at is more re Mine t the end e explod a, on a 2- enemy ut that unit	tmospho of any of lown to re than explode d of any les, roll a .5 it infl nit, and The Sp	ere inste of your the batt 12" from es if it is Charge a D6: on icts 1 mo on a 6 it	within phase. a 1 it ortal t inflicts	purp never the n they any r matc (e.g. the S	Furthermore, Spore Mines are discounted for the oses of any victory conditions – their destruction r awards victory points, they do not count towards umber of models controlling an objective, and do not count when determining if a player has nodels left on the battlefield. If you are playing a hed play game, the creation of new Spore Mines from a Sporocyst's Spore Node ability) is free, and pore Mines' points cost does not come out of your of reinforcement points.					
FACTION KEYWORDS	TYRA	NIDS	, <hiv< td=""><td>E FLEE</td><td>ET></td><td></td><td></td><td></td><td></td></hiv<>	E FLEE	ET>									
KEYWORDS	FIV S	DORE	MINE	S										

7 Powet]	ſYR	RAI	NN	OC	YTI	E		DAMAGE Some of this model's characteristics change a it suffers damage, as shown below:					
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	S	A		
Tyrannocyte	*	5+	5+	*	6	12	*	7	4+	7-12+	6"	5	D6		
A Tyrannocyte is a single r	nodel arm	ed with	five deat	eathspitters.						4-6	4" 2"	4	D3		
WEAPON	RANGE TYPE S AP D								ITIES	1-3	2	3	1		
Barbed strangler	36"	Ass	ault D6		5	-1	1			l 1 to hit rolls for this we unit with 10 or more mo		n	1000		
Deathspitter	18"	Ass	ault 3		5	-1	1	-							
Venom cannon	36"	Ass	ault D3		8	-1	1	-					1 al		
WARGEAR OPTIONS	• This r	nodel m	ay repla	ce all o	f its deat	hspitter	s with ei	ther five	e barbed	stranglers or five venon	n cannons.	- 11.01			
	up a Ty on the b the Tyr phases more th Any mo must in unit dis must be	rannocy pattlefie annocyt – set it u aan 9" av odels tha nmediat embark e set up . Any m	nism: Do te in its ld. If you e at the e up anywh way from at are ins ely disen ing from more tha odels tha	hive sh do so, end of a nere on a any er ide the nbark i a tran an 9" av	ip instea the hive any of yo the batt nemy mo Tyrann n the san sport, ex vay from	ad of pla e ship can our Move lefield th odels. ocyte (se me man acept that any end	cing it n launch ement nat is ee right) ner as a t they emy	INFA FLED or les a Spo Deat a dic on a	ANTRY ET> MO ss inside procyst). th Throe the before 6, it lash	you can also set up a <f unit of up to 20 models DNSTER with a Wounds it (this cannot be anoth es: If this model is reduc removing the model fro tes out in its death throe fers D3 mortal wounds.</f 	or a <hiv< b=""> s character ter Tyrann ed to 0 wo om the bat</hiv<>	E istic of 14 ocyte or unds, roll :lefield;			
FACTION KEYWORDS	TYRA	NIDS,	<hivi< td=""><td>E FLEI</td><td>ET></td><td></td><td></td><td>195/</td><td></td><td></td><td></td><td></td><td></td></hivi<>	E FLEI	ET>			195/							
KEYWORDS	MONS	TED	ELV TY	DAN	NOCY	TE		1.00							

bowet			CA]	RNIF	EX	ES		
NAME	М	WS	BS	S T	W	A	Ld	Sv
Carnifex	7"	4+	4+	67	8	4	6	3+
This unit contains 1 Carnife model is armed with two pa							5) or 2 a	additional Carnifexes (Power Rating +12). Each
WEAPON	RANGE	TYP	E	S	AP	D	ABILI	ITIES
Bio-plasma	12"	Assa	ault D3	7	-3	1	-	
Bone mace	Melee	Mel	ee	8	-1	D3	attac	n time the bearer fights, one (and only one) of its cks must be made with this weapon.
Monstrous crushing claws	Melee	Mel	ee	x2	-3	3		en attacking with this weapon, you must subtract 1 1 the hit roll.
Monstrous scything talons	Melee	Mel	ee	User	-3	3	this mon	can re-roll hit rolls of 1 when attacking with weapon. If the bearer has more than one pair of astrous scything talons, it can make 1 additional ck with this weapon each time it fights.
Thresher scythe	Melee	Mel	ee	4	-1	1		te D3 hit rolls for each attack made with this weapored of 1.
WARGEAR OPTIONS	Bio-ca Any m Bio-ca Any m Any m Any m	<i>nnons</i> li nodel m <i>nnons</i> li nodel m nodel m nodel m	ist. ay replace l ist. ay replace o ay replace i ay have tox	both of its pai	irs of m rs of mo rythe wi	onstrou onstrous ith a bor al gland	s scythi scythin ne mace	
ABILITIES	Instinct	ive Beh	aviour (pg	85)				
	Living I suffers a			hen a Carnife	x finisł	nes a cha	rge mo	ve, roll a dice; on a 4+ one enemy unit within 1"
		one othe						tlefield, all of its models must be placed within 6" of s, each operates independently and is treated as a
FACTION KEYWORDS	TYRA	NIDS,	<hive f<="" td=""><td>LEET></td><td></td><td></td><td></td><td></td></hive>	LEET>				
KEYWORDS			CARNIFI					

2 (2 Powest			F	BIO	VO	RE					
NAME	М	WS	BS	S	T	W	A	Ld	Sv		
Biovore	5"	4+	4+	4	4	4	2	5	4+		
This unit contains 1 Biove armed with a spore mine		nclude 1	additio	nal Biov	ore (Po	wer Rat	ing +2)	or 2 add	litional Biovores (Power Rating +4). Each model is		
WEAPON	RANGE	TYP	E		S	AP	D	ABILITI	ES		
Spore mine launcher	48"	He	avy 1		-	-	-	See Sp	ore Mine Launcher, below		
ABILITIES	Spore I launche much e Spore N inflicts	Mine La er hits tl lamage : Aine fai	ne target is inflicte ls to infl d wound	Each ti , roll a I ed on th ict any h	D6 to fir e target harm, of	ore mine nd how ; on a 1 t n a 2-5 it nflicts D	Each time a spore mine launcher misses its target, set up a single Spore Mine model anywhere within 6" of the target unit and more than 3" from any enemy model (if the Spore Mine cannot be placed it is destroyed). This then follows the rules for a Spore Mine (pg 103) that is part of your army, but it cannot move or charge during the turn it was set up.				
						1	1000				
FACTION KEYWORDS	TYRA	NIDS	, <hiv< td=""><td>E FLEI</td><td>ET></td><td></td><td></td><td></td><td></td></hiv<>	E FLEI	ET>						

]	ſŖŊ	G	ON I	DAMAGE Some of this model's characteristics change it suffers damage, as shown below:									
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	WS	B		
Trygon Prime	*	*	*	7	6	12	6	9	3+	7-12+	9"	3+	4		
A Trygon Prime is a single biostatic rattle and three p					c pulse wit	h conta	ainment	spines, a	a	4-6 1-3	7" 5"	4+ 5+	5		
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES						
Bio-electric pulse with containment spines	12"	Assa	ault 12		5	0	1	-							
Biostatic rattle	Melee	Mel	ee		User	-1	1		l to any	fers any unsaved wounds from this weapon, 7 Morale tests they take until the end of					
Massive scything talons	Melee	Mel	ee		User	-3	D6	weap talon	on. If th	ne bearer has more than 1 make 1 additional attac	when attacking with this ore than one pair of scythin nal attack with this weapon				
Prehensile pincer tail	Melee	Each time the bearer fights one (and only one) of it) of its					
Toxinspike	Melee 1 0 D3 attacks must be made with this weapon. Each time the bearer fights, one (and only one) of its attacks must be made with this weapon. attacks must be made with th										veapon				
WARGEAR OPTIONS					biostatic ra sacs and/o			ensile p	incer ta	il or toxinspike.					
ABILITIES	Subterr on the b At the e than 9" a time wh cannot p Death T	anean A attlefiel nd of ar away fro olly wit place in Throes:	Assault: d. At th ny of you om any of hin 3" of this way If this m	Durin e same ur Mov enemy f the T y are d	e time, you vement pha models. In Trygon Prin estroyed. s reduced t	to 0 wo	t up a < I et up the is anothe l more th ounds, ro	HIVE FI Trygon er unit in aan 9" av Il a D6 t	LEET>' Prime a n the Tr way from	Prime underground inste Troops unit in the Trygo nywhere on the battlefie ygon Prime's tunnel, set n any enemy models. Ar emoving the model fron	on Prime's eld that is it up at th ny models	tunnel. more e same that you			
FACTION KEYWORDS	a 6, it las					eacn u	iiit withi	n 5 sun	lers D3	mortal wounds.			-		
													_		



The Carnifex is a living battering ram that can smash through rockcrete walls as it barrels toward its prey.

W 8				TR	YG	DAMAGE Some of this model's characteristics change a it suffers damage, as shown below:											
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	WS	BS				
Trygon	*	*	*	7	6	12	6	7	3+	7-12+	9"	3+	4+				
A Trygon is a single mode and a toxinspike.	l armed wi	th a bio	-electric	pulse,	three pair	rs of ma	assive scy	ything t	alons	4-6 1-3	7" 5"	4+ 5+	5+ 6+				
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				1				
Bio-electric pulse	12"	Ass	ault 6		5	0	1	-					1				
Massive scything talons	Melee	Mel	ee		User	-3	D6	weap scyth	on. If th ing talo	oll hit rolls of 1 when attacking with this he bearer has more than one pair of massive ons, it can make 1 additional attack with this n time it fights.							
Prehensile pincer tail	Melee	Me	ee		6	0	D3			he bearer fights, one (and only one) of its to made with this weapon.							
Toxinspike	Melee	Me	ee		1	0	D3	attac	ks must	he bearer fights, one (and only one) of its be made with this weapon. This weapon ds targets (other than VEHICLES) on a 2+.							
WARGEAR OPTIONS					oxinspike acs and/o												
ABILITIES	Subtern battlefie of any co any ene of the T are dest Death	eld. At the of your N my moo Yrygon a royed. Throes:	Assault: ne same Moveme lels. If tl nd more	Durin time, y nt phas here is e than 9	g deployn rou can se ses, set up another u o" away fro reduced	t up a < the Tr nit in the om any to 0 wo	<hive f<br="">ygon any he Trygo r enemy r ounds, ro</hive>	TLEET> where on's tunn models.	Troops on the b iel, set it Any mo	inderground instead of p unit in the Trygon's turn attlefield that is more tha : up at the same time who odels that you cannot pla emoving the model from	nel. At the an 9" away olly withince in this	e end y from n 3" way					
FACTION KEYWORDS						each u	nit withi	n 3" suf	fers D3	mortal wounds.			-				
	IIKA	NIDS,	<hiv.< td=""><td>E FLE</td><td>E1></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></hiv.<>	E FLE	E1>												



Tunnelling up from beneath the battlefield come swarms of Raveners, giant Mawlocs and Trygons rearing high their midst.

5 (5)]	MA	WL	DAMAGE Some of this model's characteristics change it suffers damage, as shown below:									
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	WS	S		
Mawloc	*	*	-	*	6	12	8	7	3+	7-12+	9"	4+	6		
A Mawloc is a single mod scything talons.	lel armed w	ith diste	nsible j	aws, a p	orehensile	e pincei	tail and t	hree p	airs of	4-6 1-3	7" 5"	5+ 6+	5 4		
WEAPON	RANGE	TYPE	E		S	AP	D	ABILI	TIES						
Distensible jaws	Melee	Mel	ee		User	0	D6		ach time the bearer fights, one (and only one) of its tacks must be made with this weapon.						
Prehensile pincer tail	Melee	Mel	ee		6	0	D3		ach time the bearer fights, one (and only one) of its ttacks must be made with this weapon.						
Scything talons	Melee	Mel	ee		User	0	1	weap talor	oon. If th is, it can	an re-roll hit rolls of 1 when attacking with this m. If the bearer has more than one pair of scything , it can make 1 additional attack with this weapon ime it fights.					
ABILITIES	up a Ma battlefie set up t more th than 6" turn, th it; on a 1 morta and on	from the awloc ur eld. At the he Mawl an 1" av from an en roll a 1 the un d wound	e Deep: ndergro ne end c loc anyw vay fron y other D6 for it escap l, on a 4 ffers 3 n	During und ins of any o where o n any en Mawlo each en es unha l-5 it su nortal v	g deployn ttead of pl f your Mo on the bat nemy mo cs set up nemy uni armed, or ffers D3 1 vounds. T	lacing i ovemen tlefield dels an this wa t within n a 2-3 mortal	that is d more y this of 2" of it suffers wounds	 Burrow: At the beginning of any of your Movement phases, any Mawloc that is not within 1" of an enemy unit can burrow. Remove it from the battlefield – it can return as described in the Terror from the Deep ability. A Mawloc may not burrow and return to the battlefield in the same turn. If the battle ends while the Mawloc is underground, it is considered to be slain. Death Throes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6, it lashes out in its death throes, and each unit within 3" suffers D3 mortal wounds. 							
FACTION KEYWORDS		NIDS,		-							1		-1		
KEYWORDS	MONG	STER, I		00											

11 . 			E	EXC	CR	DAMAGE Some of this model's characteristics change a it suffers damage, as shown below:								
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	WS	BS	A	
Exocrine	6"	*	*	7	8	12	*	6	3+	7-12+	4+	4+	3	
An Exocrine is a single m	nodel armed	with a	bio-plas	mic car	non and	powerf	ul limbs.			4-6	4+	5+	D3	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-3	5+	5+	1	
Bio-plasmic cannon	36"	Hea	avy 6		7	-3	2	-						
Powerful limbs	Melee	Me	lee	_	User	-2	2	-						
ABILITIES	Symbio its Mov	otic Tar ement p ng Shoo	phase, yo ting pha	If this mou can a	iodel doe .dd 1 to i	ts hit ro								
FACTION KEYWORDS	TYRA	NIDS	, <hiv< td=""><td>E FLE</td><td>ET></td><td></td><td></td><td></td><td>1.</td><td></td><td></td><td></td><td></td></hiv<>	E FLE	ET>				1.					
KEYWORDS	MONS									-				
			TY	RA	NN	OF	EX			DAMAGE Some of this mode it suffers damage, a			ange a	
---	------------------------------	---	--	--------------------	---------------------------	----------	-----------	-----------	----------	--	------------	--------	--------	
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	BS	S	A	
Tyrannofex	6"	4+	*	*	8	14	*	7	3+	8-14+	4+	7	4	
A Tyrannofex is a single stinger salvoes.	e model arme	d with a	acid spra	y and p	powerful	limbs. I	t can als	o fire		4-7 1-3	5+ 5+	6 5	3 2	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				1	
Acid spray	18"	He	avy D6		User	-1	D3	This	weapon	automatically hits its	target.		1	
Fleshborer hive	18"	He	avy 20		5	0	1	-					- 11	
Rupture cannon	48"	He	Heavy 2 10 -1 2 If both of this weapon's shots hit, the AP of the attact -4 and the Damage is D6.										is	
Stinger salvo	18"	Ass	ault 4		5	-1	1	-					- 8	
Powerful limbs	Melee	Me	lee		User	-2	2	-					_8	
WARGEAR OPTIONS	• This n	nodel n	nay repla	ce its a	cid spray	with a	fleshbor	er hive o	or ruptu	re cannon.				
ABILITIES	Bio-tan Weapor Shootin	1k: This n Beast ng phase	: If this r e.	loes no nodel c	t suffer th loes not 1	nove in	your M	ovement	t phase,	ring and firing Heavy it can shoot all of its v re removing the mode	weapons tv			
FACTION KEYWORDS						nd each	n unit wi	thin 3" s	uffers D	3 mortal wounds.			-	
			, <hiv< td=""><td>_</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></hiv<>	_										
KEYWORDS	MONS	STER,	TYRA	NNOI	EX								1	

			T	OX	ICF	REN	IE _			DAMAGE Some of this model's it suffers damage, as			nge a
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	WS	S	A
Toxicrene	8"	*	4+	*	7	12	*	7	3+	7-12+	4+	7	6
A Toxicrene is a single r	model armed	with ch	oking sp	ores a	nd massiv	ve toxic	lashes.	12 21		4-6	5+	6	5
WEAPON	RANGE	TYP	E		S	AP	TIES	1-3	6+	5	4		
Choking spores	12"	bonus to their saving throws for being in cover.											
Massive toxic lashes (shooting)	8"	This weapon can be fired within 1" of an enemy unit,											
Massive toxic lashes (melee)	Melee	You can re-roll failed wound rolls when attacking with this weapon. A model armed with this weapon always fights first in the Fight phase even if it didn't charge											
ABILITIES	Acid Bl Fight pl	ood: Ea hase, rol suffers	l a D6; c a mortal	this m on a 6,		hat infl		Fren wour battle	zied De nds, roll efield; o	a D6 before removing t a D6 before removing t n a 6, it lashes out in its thin 3" suffers 3 mortal v	el is reduce he model fi death throe	ed to 0 rom the	
	a D6 for	r each ei	nemy me	odel w		f any T	hase, roll oxicrenes. 1d.						
FACTION KEYWORDS	TYRA	NIDS,	<hiv< td=""><td>E FLE</td><td>ET></td><td></td><td></td><td>6</td><td></td><td></td><td></td><td></td><td></td></hiv<>	E FLE	ET>			6					
KEYWORDS	MONS	STER, '	гохіс	REN	E								1

			SI	201	RO	CYS	DAMAGE Some of this model's characteristics change it suffers damage, as shown below:							
NAME	М	WS	BS	BS S T		W	W A		Sv	REMAINING W	S	A		
Sporocyst	-	5+	5+	*	6	12	*	7	4+	7-12+	5	D6		
A Sporocyst is a single r	nodel armed	with fiv	e deaths	pitters.				1993	1	4-6	4	D3		
WEAPON	RANGE	TYP			S	AP	D	ABILI	TIES	1-3	3	1		
Barbed strangler	36"	Ass	ault D6		5	-1	1			l 1 to hit rolls for this weap 10 or more models.	oon when atta	acking		
Deathspitter	18"	Ass	ault 3		5	-1	1	-						
Spore node	9"	· ·····, · ····												
Venom cannon	36"	Ass	ault D3		8	-1	1	-						
WARGEAR OPTIONS	• This r	nodel m	ay repla	ce all of	f its deat	hspitters	s with eith	her five	barbec	d stranglers or five venom	cannons.			
	can set it on the first bat hive shi on the b enemy i Bio-for even if Immob Psychic	up a Spe e battlef tle roun p can la battlefiel models. tress: A there arc bile: A Spe Resona	ield. If y id but be unch th ld that is Sporocy e enemic porocyst ator: If a	n its hiv ou do se fore the e Sporo more t yst can es within cannot	ve ship i o, at the e first tu cyst – se han 9" a shoot wi n 1" of it t move f cyst is w:	nstead o beginni rn begin et it up a way fror ith its wo thith its wo thin ran	f placing ng of the s, the nywhere n any eapons eason. nge of a	harm 6 the Each single anyw 3" fro place Mucc are p durir Deat	n, on a 2 y inflic time a e Muco where w om any ed are d olid Spo art of y ng the t h Thro		wounds, and its target, set o 3 Spore Min and more tha s that cannot ow the rules f nes (pg 103) t t move or cha d to 0 wound	on a up a nes, n be or hat rge s, roll		
		Psychic Resonator: If a Sporocyst is within range of a friendly <hive fleet=""> unit's Synapse ability (pg 85), the Sporocyst has the Synapse ability.Death Throes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6, it lashes out in its death throes, and each unit within 3" suffers D3 mortal wounds.</hive>												
FACTION KEYWORDS	TYPA	NIDS	<hiv< td=""><td>FEF</td><td>FT></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></hiv<>	FEF	FT>									



The lashing tentacles of the Toxicrene are coated in hyper-toxins. Even the spilt ichor of this creature can kill in seconds.

GENESTEALER CULTS

From dark depths and shadowy streets emerge the Genestealer Cultists, malformed figures united by a sinister worship of inscrutable star-born entities. Secretive, stealthy and utterly malignant, they are the cankers growing unseen in the hidden spaces of the Imperium.

Humanity is beset on all fronts by xenos raiders and the nightmarish forces of Chaos. Billions of lives are sacrificed upon the altar of war every day to keep the enemy at bay. Yet the most insidious threat to Mankind's survival may already have seeped into the bloodstream of the Imperium. Embedded into the infrastructure of countless seemingly loyal worlds, the Genestealer Cults bide their time, spreading tendrils of corruption through the native population until they are ready to begin their bloody insurrections. Once unleashed, they rise up in a surging tide, armed with stolen Imperial weaponry and crude industrial tools turned to horrific purpose.

When the Imperium first encountered Genestealers upon the moons of Ymgarl, they thought them to be a unique species. In fact, as scientists of the Ordo Xenos discovered after a harrowing series of investigations, they are the vanguard organisms that the Tyranid hive fleets seed before them to sow chaos and fear in their path. Resilient and possessed of razor-sharp claws that can carve through battle-plate, Genestealers are used in open battle by the hive fleets as shock assault troops. When infiltrating Imperial space, however, the Genestealers instead show their capacity for stealth and cunning. Slinking and creeping, hiding and murdering in silence, solitary Genestealers stow away on spacecraft and spread along space lanes like a virus. It only takes a single Genestealer successfully slipping aboard a cargo freighter and reaching a populated world to spell the doom of an entire sector.

Once it has found a secure lair nearby a heavily populated civic area, the organism begins its dark work. In the space of a few years, hundreds of civilians will have been abducted by the creature and subjected to the Genestealer's Kiss. Thus infected with foul xenos biomass, these victims begin to see the Patriarch – as the Genestealer who instigates such a cult is known – as a messianic figure, a herald sent by benevolent saviours from another galaxy. In time, the infected give birth to new generations of tainted Acolytes. Hybrid Acolytes, those descended from the first generation of victims, are unmistakably alien, with large, domed craniums and vicious weapon-mutations. As the corruption continues to spread, subsequent generations are born who can pass alongside the human population. These abominations infiltrate every strata of the civilian and military infrastructure, and all obey the command of the Patriarch unquestioningly.

As its numbers grow, more specialised agents are created to serve the cult. A Magus, a psychically gifted individual tainted by the Patriarch's will, is blessed with unnatural charisma and tasked with converting key targets within the planet's government and military leadership. The Acolyte masses are organised and led by the Primus, a general and ambush specialist responsible for coordinating the eventual uprising. Come the fourth generation of corruption, Purestrain Genestealers and Aberrant monstrosities join the cult's ranks as heavy-hitting shock troops. Meanwhile the Patriarch, star-borne and inhuman, squats at the centre of his web of influence, expanding it with inexhaustible patience until it

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covers the entire world. Whether it takes a handful of months or many years, eventually the Shadow in the Warp will fall across the Patriarch's domain, signalling the approach of a Tyranid hive fleet. Only then will the creature send the synaptic order to its minions to rise up and drown the planet in blood.

THE CULT UNLEASHED

When the Patriarch's minions receive the psychic command to begin the final insurrection, the Acolytes arm themselves with purloined military gear and mining tools, and surge forth from their hidden lairs in massed tides. Guided by the cunning will of their Primus masters, they strike first at key tactical locations like communications outposts, spaceports and munition yards. Stripped of its defenses and ability to call for help, the planet is left ripe for conquest. In a frenzy of brutal violence, the cultist uprising falls upon those unsuspecting enemies who have not yet been subsumed into its ranks. Bones are shattered by ear-bursting blasts from seismic cannons, weaponised rock drills are thrust into vulnerable flesh in a horrifying eruption of gore, and mining charges are used as makeshift grenades. The banners and sigils of the cult are unveiled at last, borne aloft on wyrm-form totems by Acolyte Iconwards whose presence inspires the broodkin to new heights of savage fervour.

During the many long years of preparation for this moment, the cult has stolen and sequestered many vehicles to aid it in its murderous campaign. Rugged Goliath Trucks and Rockgrinders, a common sight in mines and manufactorums all across the Imperium, are now turned to violent purpose. Mounted with twin autocannons and heavy stubbers, Goliaths rush packs of Acolytes to the front lines, smashing their way easily through rugged terrain and releasing a chattering thunderstorm of bullets that tears through enemy infantry. Rockgrinders simply crash into the centre of enemy formations, reaping a hideous toll as their saw-toothed drilldozer blades grind screaming infantry into bloody paste. Should the threat of enemy armour emerge, the cult will respond by deploying stolen Leman Russ tanks and Sentinel walkers. These vehicles are piloted by Neophyte Hybrids who have lain hidden in the ranks of human armies for many long years. Utterly loyal to the Patriarch, they will turn their guns on their former comrades without a second thought. The psychological impact of this sudden betrayal is often enough to deal a mortal blow to the morale of the targeted regiment.

As the hive fleet vomits its swarms of warrior-organisms into the stricken world's atmosphere, the cultists sing rapturous prayers to their deliverers. Even as the Tyranids exterminate and devour every source of biomass on the planet, still the cultists hold faith in their corrupted hearts that these benevolent aliens will elevate the faithful, helping them to transcend their mortal weaknesses. Eagerly they await the blessed oneness of form and purpose they have been promised. For a while at least, the Tyranids and the Patriarch's brood fight as one, the Hive Mind's control ensuring that the cult is not preyed upon. Magus leaders hurl illusions that warp and tear at the minds of the enemy, turning them upon each other with sadistic pleasure. The Patriarch's Primus generals marshal their forces with consummate skill, spending their warriors' lives by the thousands to open a path for the Tyranid assault. In this final, exalted hour the Patriarch himself enters the fray, and his faithful are sent into a zealous frenzy as their prophet rips the unworthy apart with razored claws and shredding fangs.

As soon as the last of the enemy is overrun by the tide of chitin and scything claws, the Hive Mind subsumes the Patriarch into its greater consciousness. It becomes merely another organism in the Tyranid swarm, severing the psychic broodmind that once united its cult. In an awful moment of realisation, the cultists at last understand the truth. Those same creatures from beyond the stars once worshipped as gods now fall upon their betrayed servants in a ravening swarm, tearing and slicing them apart in a cascade of gore. Some fight back, a last gesture of defiance against the monsters that have betrayed them. Others retain their fanatical faith even now, raising their arms to the spore-choked heavens and beaming beatific smiles as they are butchered and devoured.

Alongside the bodies of the slaughtered populace, the corpses of the cultists are hurled into bubbling digestion pools that form across the surface of the conquered planet. There they are dissolved into a foul gruel that is greedily consumed by the bio-ships pressed close around the world, clustered like vast and bloated ticks upon the hide of a dying beast. Thus, the Genestealer Cult does indeed join with those it once worshipped as saviours, and having consumed its fill, the hive fleet drifts away into the inky blackness of space.

CULT OF WAR

Though secrecy and spider-like patience define the Genestealer Cults, there are times when the forces of the Patriarch must adopt a more forceful approach. Perhaps the cult has been uncovered by agents of the hated Inquisition before its plans could be properly set in place, or perhaps a xenos force threatens to unintentionally reveal its presence. If the Patriarch judges that its interests are endangered, it will not hesitate to unleash its worshippers to quash the threat. The cult's Primus war leaders are given license to select a hand-picked army from the ranks of the faithful, and this advance force will fight with maniacal determination to defend the brood. More than one Ork Waaagh! or Dark Eldar raiding party has descended upon an Imperial world, only to discover a far greater threat than they could have imagined lurking beneath the surface. Neither will the Patriarch hesitate to abandon his domain if faced with an insurmountable force. Should any foe appear close to exterminating its tainted populace, the Patriarch may order the Primus to attempt an evacuation. Should even one Purestrain Genestealer slip past the Imperials' clutches, the entire horrific process of corruption and domination can begin anew on another world.





GENESTEALER CULTS ARMY LIST

This section contains all of the datasheets that you will need in order to fight battles with your Genestealer Cults miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have. Some abilities are common to several Genestealer Cults units, in which case they are described below and referenced on the datasheets themselves.

ABILITIES

The following abilities are common to several Genestealer Cults units:

Cult Ambush

During deployment, you can set this unit up in ambush instead of on the battlefield. At the end of any of your Movement phases, it can launch an ambush – when it does so, roll a dice and consult the table below.

If you wish, before rolling on the Cult Ambush table for a **GENESTEALER CULTS CHARACTER**, you can pick one friendly **GENESTEALER CULTS INFANTRY** unit that was also set up in ambush to arrive with them; make one roll on the Cult Ambush table and apply the same result to both units. However, each of these units must be set up within 6" of each other.

If your army is Battle-forged, a unit can only make use of this ability if every unit in its Detachment has the **GENESTEALER CULTS** keyword.

CULT AMBUSH

DG RESULT

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Cult Reinforcements

Your opponent nominates any two battlefield edges, one after another, and
then you roll a dice. On a 1-3, set the unit up wholly within 6" of the first edge; on a 4-6, set it up wholly within 6" of the other edge. The unit must be set up more than 9" from any enemy models.

Encircling the Foe

You nominate any two battlefield edges, one after another, and then your opponent rolls a dice. On a 1-3, set the unit up wholly within 6" of the first edge; on a 4-6, set it up wholly within 6" of the other edge. The unit must be set up more than 9" from any enemy models.

Lying in Wait

3 Set the unit up anywhere that is more than 12" from any enemy models. Alternatively, set it up anywhere that is more than 9" from any enemy models and not visible to any enemy models.

A Perfect Ambush

4 Set the unit up anywhere that is more than 9" from any enemy models.

A Deadly Trap

Set the unit up anywhere that is more than 9" from any enemy models. It
can either move D6" or shoot with all of its ranged weapons as if it were the Shooting phase (doing so does not prevent it from shooting in the Shooting phase or charging in the Charge phase of this turn).

They Came From Below

6 Set the unit up anywhere that is more than 9" from any enemy models. The unit can then move normally, even though it has just arrived as reinforcements.

Unquestioning Loyalty

Each time a GENESTEALER CULTS CHARACTER loses a wound whilst they are within 3" of any friendly GENESTEALER CULTS INFANTRY units, pick one of those units and roll a dice; on a 4+ the Character does not lose a wound but one model in the unit you picked (your choice) is slain.

BROOD BROTHERS

The influence of a Genestealer Cult permeates all aspects of a society, including any Astra Militarum regiments stationed on their world. To represent the elements of such forces that have been subverted by a cult, you can include **ASTRA MILITARUM** units and **GENESTEALER CULTS** units in the same matched play army, even though these units don't have any Faction keywords in common. However, you can only include one Astra Militarum Detachment (one in which every unit has the Astra Militarum keyword) in a Battle-forged army for each Genestealer Cult Detachment (one in which every unit has the Genestealer Cults keyword) in that army. In such cases, simply ignore the Astra Militarum units when choosing your army's Faction.



BROODMIND DISCIPLINE

Before the battle, generate the psychic powers for **PSYKERS** that can use powers from the Broodmind Discipline using the table on the right. You can either roll a D3 to generate their powers randomly (re-roll any duplicate results), or you can select the psychic powers you wish the psyker to have.



BROODMIND DISCIPLINE

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2

3

Mass Hypnosis

Mass Hypnosis has a warp charge value of 7. If manifested, select a visible enemy unit within 18" of the psyker. Until the start of your next Psychic phase, the target cannot fire Overwatch, fights last in the Fight phase even if it charged, and must subtract 1 from its hit rolls.

Mind Control

Mind Control has a warp charge value of 6. If manifested, pick an enemy model within 12" of the psyker and roll 3D6. If the score is less than that model's

Leadership nothing happens, but if it is equal to or greater, that model can immediately shoot another enemy unit of your choice, or make a single close combat attack against it, as if it were part of your army. Models cannot attack themselves, but they can attack other members of their unit.

Might From Beyond

Might From Beyond has a warp charge value of 7. If manifested, select a friendly **GENESTEALER CULTS INFANTRY** unit within 18" of the psyker. Add 1 to the Strength and Attacks characteristics of all models in that unit until the start of your next Psychic phase.

WARGEAR

Many of the units you will find on the following pages reference one or more of the following wargear lists (e.g. Special Weapons). When this is the case, the unit may take any item from the appropriate list below. The profiles for the weapons in these lists can be found in the appendix (pg 143-144).

SPECIAL WEAPONS

• Flamer

- Grenade launcher
- Webber

PISTOLS

- Bolt pistol
- LaspistolWeb pistol
- web pistor

MELEE WEAPONS

- Chainsword
- Power maul
- Power pick
- Cultist knife

HEAVY MINING WEAPONS

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- Heavy stubber
- Mining laser
- Seismic cannon

HEAVY WEAPONS

- Autocannon
- Heavy bolter
- Lascannon
- Mortar
- Missile launcher

			P	AT]	RIA	RC	H							
NAME	М	WS	BS	S	T	W	A	Ld	Sv					
Patriarch	8"	2+	5+	6	5	6	6	10	4+					
Familiar	6" 3+ - 4 3 1 2							8	6+					
A Patriarch is a single mode	el armed v	with mo	nstrous	rending	g claws. It	t may be	e accom	panied b	by up to 2 Familiars (Power Rating +1).					
WEAPON	RANGE	TYPE			S	AP	0	ABILITI	IES					
Monstrous rending claws	Melee	is resolved with an AP of -6 and Damage of 3.												
ABILITIES	Cult Ar	nbush, I	Unquest	tioning	Loyalty	(pg 112)		and Deadly: A Patriarch can charge even if it aced during its turn.					
	Fight ph that are Living 1	nase for within (Idol: GE y friend	friendly 5" of this ENESTE	Purestra model	1 to hit n rain Geno CULTS u tomatica	estealer units wit	units	Familiars: If a Patriarch is accompanied by any Famili then once per game, after the Patriarch has manifested psychic power, its Familiars can lend it additional pow If they do so, the Patriarch can immediately attempt to manifest an additional psychic power.						
	Lightni invulne			Patriarc	h has a 5	+		Patriar	rolling to wound this unit, always use the ch's Toughness (while it is on the battlefield). The of a Familiar is ignored for the purposes of morale					
PSYKER		chic pov	ver in ea	ch ener	ny Psych				friendly Psychic phase, and attempt to deny <i>Smite</i> power and one psychic power from the					
FACTION KEYWORDS	TYRA	NIDS,	GENE	STEA	LER CU	LTS								
KEYWORDS (PATRIARCH)	INFAN	TRY,	GENES	STEAI	ER, CH	IARAG	CTER,	PSYKE	ER, PATRIARCH					
KEYWORDS (FAMILIARS)	INFANTRY, GENESTEALER, FAMILIAR													

2 4				M	AG	US							
NAME	M	WS	BS	S	T	W	A	Ld	Sv				
Magus	6"	3+	3+	3	3	4	3	8	5+				
Familiar	6"	3+	-	4	3	1	2	8	6+				
A Magus is a single mode	l armed wi	th an au	topistol	and for	ce stave.	It may l	be accom	panied	by up to 2 Familiars (Power Rating +1).				
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES				
Autopistol	12"	Pist	ol 1		3	0	1	-					
Force stave	Melee	Me	lee		+2	-1	D3	-					
	oppone were th Familia psychic manifes	nt's Psyc emselve urs: If a power, ot an add	chic pha es a PSY Magus i its Fami ditional	se can a KER (m s accom liars ca psychic	ittempt t neasure r npanied t n lend it power.	o deny o ange to oy any F addition	one psycl any mod amiliars, nal powe	hic pow lel in th then o r. If the	within 6" of this model at the start of your wer that targets them during that phase as if they ne unit). Ince per game, after the Magus has manifested a ey do so, the Patriarch can immediately attempt to				
PSYKER	A Magu one psy	The death of a Familiar is ignored for the purposes of morale. A Magus can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the <i>Smite</i> power and one psychic power from the Broodmind discipline (pg 113).											
FACTION KEYWORDS					LER CU	JLTS							
KEYWORDS (MAGUS)	INFAN	NTRY,	CHAR	ACTE	R, PSY	KER, N	MAGUS	5					
KEYWORDS (FAMILIARS)	INFANTRY, GENESTEALER, FAMILIAR												

				PF	RIM	US			
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Primus	6"	2+	3+	4	3	5	4	9	5+
Familiar	6"	3+	4+	4	3	1	2	8	6+
A Primus is a single mod	lel armed wi	th a nee	dle piste	ol, bone	esword, to	oxin inje	ctor cla	w and b	plasting charges.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Needle pistol	12"	Pist	ol 1		1	0	1		weapon always wounds targets (other than HCLES) on a roll of 2+.
Bonesword	Melee	Mel	ee		User	-2	1	-	
Toxin injector claw	Melee	Mel	ee		User	-1	1	VEH make	weapon always wounds targets (other than HICLES) on a roll of 2+. Furthermore, each time you e a wound roll of 6+ with this weapon, that hit is lved with an AP of -4.
Blasting charge	6"	Gre	nade De	5	3	0	1	-	
ABILITIES	Cult De within d Meticul	emagog 5" of any lous Pla	ue: You friendl	can ad y Prim Vhen a	us models Primus a	hit rolls s. rrives or	in the F n the ba	ttlefield	ase for GENESTEALER CULTS units that are using the Cult Ambush ability, you can re-roll the ve with them, the new result applies to that unit
FACTION KEYWORDS		NIDS,	GENE	STEA	LER CU	JLTS		1	
KEYWORDS					ER, PRIM	0.000			

S S	A		DLY	TF	EIC	ON	WA	RE	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Acolyte Iconward	6"	3+	3+	4	3	4	4	8	5+
An Acolyte Iconward is a	single mod	el arme	d with ar	1 autop	oistol, ren	ding cl	aw and b	lasting o	charges.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Autopistol	12"	Pist	ol 1		3	0	1	-	
Rending claw	Melee	Me	ee		User	-1	1		time you make a wound roll of 6+ for this weapon, nit is resolved with an AP of -4.
Blasting charge	6"	Gre	nade D6		3	0	1	-	
ABILITIES	Nexus o model le	of Devo oses a w Cult Ba	tion: Ro yound; or	ll a D6 n a 6 tl	ne wound	e a frie is igno	ndly GE l ored.		ALER CULTS INFANTRY model within 6" of this ondly GENESTEALER CULTS units that are within
FACTION KEYWORDS	TYRA	NIDS,	GENE	STEA	LER CU	JLTS			
KEYWORDS	INFAN	JTRY,	CHAR	ACTE	ER, ACC	DLYTH	EICON	WARD	

Acolyte Leader This unit contains 4 Acolyte H additional Acolyte Hybrids (P	M 6" 6"	WS 3+	BS 4+	S	T						
This unit contains 4 Acolyte H additional Acolyte Hybrids (P	6"	3+	4+		-	W	A	Ld	Sv		
additional Acolyte Hybrids (P	-			4	3	1	2	7	5+		
additional Acolyte Hybrids (P	Inbrida	3+	4+	4	3	1	3	8	5+		
autopistol, cultist knife, rendir	ower Ra	ting +1	10) or u	p to 15 a					Acolyte Hybrids (Power Rating +5), up to 10 wer Rating +15). Each model is armed with an		
WEAPON R	RANGE	TYPE			S	AP	D	ABILI	TIES		
Autopistol	12"	Pisto	ol 1		3	0	1	-			
Demolition charges	6"		ult D6		8	-3	D3	Thet	bearer can only use this weapon once per battle.		
Hand flamer	6"		ol D3		3	0	1	This	weapon automatically hits its target.		
Bonesword N	Melee	Mele	ee		User	-2	1	-			
Cultist knife M	Melee	Mele	ee		User	0	1		time the bearer fights, it can make 1 additional k with this weapon.		
Heavy rock cutter M	Melee	Mele	ee		x2	-4	2	suffe than	a D6 each time a model (other than a VEHICLE) rs damage from this weapon; if you roll higher the model's remaining number of Wounds, it is ntly slain.		
Heavy rock drill N	Melee	Mele	ee		x2	-3	1	weap you c mort score	a D6 each time a model suffers damage from this on; on a 2+ the model suffers a mortal wound, and can roll another D6. This time, the model suffers a al wound on a 3+. Keep rolling a D6, increasing the required to cause a mortal wound by 1 each time, the model is slain or the roll is failed.		
Heavy rock saw M	Melee	Mele	ee		x2	-4	2	-			
Lash whip and bonesword M	Melee	Mele	ee		User	-2	1	made chose	bearer is slain in the Fight phase before it has e its attacks, leave it where it is. When its unit is en to fight in that phase, the bearer can do so as hal before being removed from the battlefield.		
Rending claw	Melee	Mele	ee		User	-1	1		time you make a wound roll of 6+ for this weapon, nit is resolved with an AP of -4.		
Blasting charge	6"	Grei	nade D6		3	0	1	-			
	 6" Grenade D6 3 0 1 - Any model may replace its autopistol with a hand flamer. One Acolyte Hybrid may carry a cult icon. For every five models in the unit, up to two Acolyte Hybrids can replace their cultist knife and rending claw with a heavy rock drill, heavy rock cutter, heavy rock saw or demolition charges. The Acolyte Leader may replace its cultist knife with a bonesword. The Acolyte Leader may replace its cultist knife and autopistol with a lash whip and bonesword. 										
	Cult Am							1	1		
			-			10		can re-r	oll hit rolls of 1 for its unit in the Fight phase.		
FACTION KEYWORDS	TYRAN	NIDS.	GENE	STEAI	ER CU	LTS					

]	NE	OPI	HY	TE	HY	BR	IDS	5			
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Neophyte Hybrid	6"	4+	4+	3	3	1	1	7	5+			
Neophyte Leader	6"	4+	4+	3	3	1	2	8	5+			
Neophyte Weapons Team	6"	4+	4+	3	3	2	2	7	5+			
model is armed with an auto	ogun, aut	opistol	and blas						tional Neophyte Hybrids (Power Rating +5). Each			
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES			
Autogun	24"	Rap	oid Fire 1		3	0	1	-				
Autopistol	12"	Pist	ol 1		3	0	1	-				
Lasgun	24"	Rap	oid Fire 1		3	0	1	-				
Shotgun	12"	Ass	ault 2		3	0	1		e target is within half range, add 1 to this pon's Strength.			
Blasting charge	6"	Gre	nade De	5	3	0	1	-				
WARGEAR OPTIONS	 One N Up to A Nee the M Up to Instead 	Neophyt two Ne ophyte I <i>lelee We</i> two Ne id, two I	e Hybrid ophyte I Leader m <i>apons</i> lis ophyte I Neophyte	l may c Hybrids ay repl t. Hybrids e Hybr	carry a cu s may rep ace its au s may rep	ult icon. blace the utogun a blace the form a si	ir autog ind auto ir autog ingle No	gun with ppistol w gun with cophyte	in or a lasgun. n one item from the <i>Special Weapons</i> list. vith one item from the <i>Pistols</i> list and one item from n one item from the <i>Heavy Mining Weapons</i> list. Weapons Team; this team does not have autoguns			
ABILITIES					g Loyalty f a cult ic	40		can re-r	roll hit rolls of 1 for its unit in the Fight phase.			
FACTION KEYWORDS					LER CU							
	INFANTRY, NEOPHYTE HYBRIDS											



Neophyte Hybrids surge from their hiding places, blazing away with autoguns and falling upon the foe in a hacking, stabbing frenzy.

	H	YB	RII) N	IET.	AM	[OF	RPE	IS
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Hybrid Metamorph	6"	3+	4+	4	3	1	3	7	5+
Metamorph Leader	6"	3+	4+	4	3	1	4	8	5+
This unit contains 4 Hybr Each model is armed wit									dditional Hybrid Metamorphs (Power Rating +6). ges.
WEAPON	RANGE	TYPI	E		S	AP	0	ABILI	ITIES
Autopistol	12"	Pist	ol 1		3	0	1	-	
Hand flamer	6"	Pist	ol D3		3	0	1	This	s weapon automatically hits its target.
Bonesword	Melee	Mel	ee		User	-2	1	-	
Metamorph claw	Melee	Mel	ee		+2	0	1	-	
Metamorph talon	Melee	Mel	ee		User	0	1	Add	l 1 to all hit rolls for this weapon.
Metamorph whip	Melee	Mel	ee		User	0	1	mad chos	te bearer is slain in the Fight phase before it has de its attacks, leave it where it is. When its unit is sen to fight in that phase, the bearer can do so as mal before being removed from the battlefield.
Rending claw	Melee	Mel	ee		User	-1	1		h time you make a wound roll of 6+ for this weapon hit is resolved with an AP of -4.
Blasting charge	6"	Gre	nade De	5	3	0	1	-	
WARGEAR OPTIONS	 Any m Any m Any m Any m A Met 	nodel m nodel m nodel m tamorph	ay repla ay repla ay repla a Leader	ce its N ce its N ce its a may ta		h talon h talon with a h esword.	with a l and rer and fla	Metamo ding cla	talon. orph whip. aw with a Metamorph claw.
ABILITIES	Cult An	nbush,	Unques	tioning	g Loyalty	(pg 112)	can re-1	roll hit rolls of 1 for its unit in the Fight phase.
FACTION KEYWORDS					LER CU				<u> </u>

			A	BE	RRA	N.	ГS						
NAME	М	WS	BS	S	T	W	A	Ld	Sv				
Aberrant	6"	3+	6+	5	4	2	2	7	5+				
This unit contains 4 Abe rending claw.	errants. It can	includ	e up to 4	additio	onal Aber	rants (l	Power R	ating +	7). Each model is armed with a power pick and				
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES				
Power hammer	Melee	Me	lee		x2	-3	3		n attacking with this weapon, you must subtract 1 the hit roll.				
Power pick	Melee	Me	lee		User	-2	D3	-					
Rending claw	Melee	Me	lee		User	-1	1		time you make a wound roll of 6+ for this weapon hit is resolved with an AP of -4.				
WARGEAR OPTIONS	• Any n	nodel m	nay repla	ice its p	ower pick	c with a	power h	nammer					
ABILITIES	Cult Ar	nbush,	Unques	tioning	, Loyalty	(pg 112	2)	1.19					
	Bestial	Vigour	: When i	inflictin	g damage	e upon a	an Aberr	ant, red	uce the damage of the attack by 1 to a minimum of 1				
FACTION KEYWORDS	TYRA	NIDS,	GENE	STEA	LER CU	JLTS							
KEYWORDS	INFAN	INFANTRY, ABERRANTS											

	and a second state of the								
	P	UR	EST	RA	IN	GE	NE	ST]	EALERS
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Purestrain Genestealer	8"	3+	-	4	4	1	3	9	5+
				-					enestealers (Power Rating +4), up to 10 additional Power Rating +12). Each Purestrain Genestealer is
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Purestrain talons	Melee	Mel	ee		User	0	1	Whe rolls	en attacking with this weapon you can re-roll hit of 1.
Rending claws	Melee	Mel	ee		User	-1	1		time you make a wound roll of 6+ for this weapon, hit is resolved with an AP of -4.
WARGEAR OPTIONS	• Any n	nodel m	ay also t	take pures	strain t	talons.			
ABILITIES	Cult A	nbush,	Unques	tioning L	oyalty	r (pg 112)		tning Reflexes: Models in this unit have a 5+ lnerable save.
		ks instea		train Gen vhilst their					t and Deadly: Purestrain Genestealers can charge if they Advanced during their turn.
FACTION KEYWORDS	TYRA	NIDS,	GENE	STEAL	ER CU	JLTS			
KEYWORDS	INFAN	VTRY,	GENE	STEALE	ER, PU	JREST	RAIN	GENE	STEALERS



Purestrain Genestealers are terrifyingly swift and agile predators, with claws sharp enough to shear through power armour.

		C	GOL	IA	ГН	TR	UC	K		DAMAGE Some of this model's it suffers damage, as s			ige a
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
Goliath Truck	*	6+	*	6	6	10	*	7	4+	6-10+	12"	4+	3
A Goliath Truck is a sin	ale model eq	uinned	with a he	eavy str	ibber an	d twin a	utocann	on		3-5	8"	5+	D.
WEAPON	RANGE	TYP		oury occ	S	AP	0	ABILI	TIES	1-2	4"	6+	1
Cache of demolition charges	6"	Ass	ault D6		8	-3	D3			can only be fired if a un quipped with it.	it is embar	ked upon	1
Heavy stubber	36"	He	avy 3		4	0	1	-					18
Twin autocannon	48"	He	avy 4		7	-1	2	-					
WARGEAR OPTIONS	• This	model n	nay take	a cache	of demo	olition c	harges.						1
ABILITIES	embarl Open- line of also ap	ked mod topped: sight fro ply to its	lels diser Models om any p s passens	nbark. embark oint on gers; for ept with	On a 6 it ted on th this mo exampl h Pistols	t explode nis mode odel. Wh le, the pa	es, and e el can att en they assenger: model is	ach unit rack in th do so, ar s cannot within	within neir Sho ny restri shoot in 1" of an	ving it from the battlefiel 6" suffers D3 mortal wor ooting phase. Measure th ctions or modifiers that i f this model has Fallen B enemy unit, and so on. on a 6 the wound is igno	unds. e range an apply to th ack in the	d draw is model	
	Rugge	d Const	ruction:	Roll a	Docuen				nound,	on a o the wound is igne			12
TRANSPORT										NTRY models.			
TRANSPORT FACTION KEYWORDS	A Golia	ath truc		nsport	up to 10	GENES							

5 			CUI	T	CH	IMI	ERA			DAMAGE Some of this model's characteristics change it suffers damage, as shown below:						
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A			
Cult Chimera	*	6+	*	6	7	10	*	7	3+	6-10+	12"	4+	3			
A Cult Chimera is a singl	e model equ	uipped v	with a m	ulti-las	er, heavy	v bolter a	ind two	lasgun a	arrays.	3-5	8" 4"	5+ 6+	D3			
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-2	4	0+	1			
Heavy bolter	36"	Hea	ivy 3		5	-1	1	-								
Heavy flamer	8"	Hea	wy D6		5	-1	1	This	weapon	automatically hits its tar	get.		1.32			
Heavy stubber	36"	Hea	ivy 3		4	0	1	-					223			
Hunter-killer missile	48"	Hea	wy 1		8	-2	D6		hunter- attle.	killer missile can only be	e used onc	e				
Lasgun array	24"	Rap	oid Fire 3	3	3	0	1			can only be fired if a uni quipped with it.	it is embar	ked upor	1			
Multi-laser	36"	Hea	ivy 3		6	0	1	-					680			
Storm bolter	24"	Rap	oid Fire 2	2	4	0	1	-					199			
WARGEAR OPTIONS	This nThis n	nodel m nodel m	ay repla ay take	ce its n a hunte	eavy bol nulti-lase er-killer 1 1 bolter c	er with a missile.	heavy f	amer of	r heavy t	polter.						
ABILITIES										ring it from the battlefield 6" suffers D3 mortal wou		ore any				
		aunche								n the Shooting phase, this ponent must subtract 1 fr						
TRANSPORT	A Cult	Chimer	a can tra	nsport	up to 12	GENES	TEALE	R CUL	TS INFA	NTRY models.			124			
FACTION KEYWORDS	TYRA	NIDS,	GENE	STEA	LER C	ULTS						4.5%				
KEYWORDS	VEHIC	CLE, T	RANSI	PORT	, CHIM	IERA							7			

NAME	М	WS	BS	S T	W	A	Ld	Sv
Cult Scout Sentinel	9"	4+	4+	5 5	6	1	7	4+
					Cult Sco	ut Senti	nel (Pov	wer Rating +2) or 2 additional Cult Scout Sentinels
(Power Rating +4). Each WEAPON	RANGE	TYPE		Iti-laser.	AP	D	ABILI	ITIES
Autocannon	48"	Hea	vy 2	7	-1	2	-	
Heavy flamer	8"	Hea	vy D6	5	-1	1	This	s weapon automatically hits its target.
Hunter-killer missile	48"	Hea	vy 1	8	-2	D6		n hunter-killer missile can only be used once battle.
Lascannon	48"	Hea	vy 1	9	-3	D6	-	
Missile launcher	When a	ttacking	with this	weapon, ch	oose one	of the p	rofiles be	pelow.
- Frag missile	48"	Hea	vy D6	4	0	1	-	
- Krak missile	48"	Hea	vy 1	8	-2	D6	-	
Multi-laser	36"	Hea	vy 3	6	0	1	-	
Sentinel chainsaw	Melee	Mel	ee	User	-1	1	-	
WARGEAR OPTIONS	• Any n	nodel m	ake take a	its multi-la hunter-kille entinel chai	er missile		lamer, aı	uutocannon, missile launcher or lascannon.
ABILITIES	Explod On a 6 i	es: If a n t explod	nodel in th es, and ea	nis unit is re ch unit with	duced to nin 3" suf	0 wound fers 1 mo	ds, roll a ortal wo	a D6 before removing the model from the battlefield ound.
	It canno	ot end th	is move w		ny enem			the first turn begins, you can move this unit up to 9 h players have units that can do this, the player who
		auncher						apons in the Shooting phase, this unit can use its your opponent must subtract 1 from any hit rolls
FACTION KEYWORDS	TYRA	NIDS,	GENEST	FEALER	CULTS			
KEYWORDS	TITIT		20117 0	ENTINEL				



Scout Sentinels are agile combat walkers, perfect for the lightning ambush tactics of the Genestealer Cults.

NAME	М	WS	BS S	S T	W	A	Ld	Sv
Cult Armoured Sentinel	8"	4+	4+	5 5	6	1	7	3+
This unit contains 1 Cult A Armoured Sentinels (Powe								tinel (Power Rating +3) or 2 additional Cult
WEAPON	RANGE	TYPE		S	AP	D	ABILIT	TIES
Autocannon	48"	Heavy	7 2	7	-1	2	-	
Heavy flamer	8"	Heavy	7 D6	5	-1	1	This	weapon automatically hits its target.
Hunter-killer missile	48"	Heavy	71	8	-2	D6	Each per b	hunter-killer missile can only be used once pattle.
Lascannon	48"	Heavy	71	9	-3	D6	-	
Missile launcher	When at	ttacking v	vith this w	veapon, choo	ose one	of the pr	rofiles be	elow.
- Frag missile	48"	Heavy	7 D6	4	0	1	-	
- Krak missile	48"	Heavy	71	8	-2	D6	-	
Multi-laser	36"	Heavy	73	6	0	1	-	
Plasma cannon	When at	ttacking v	vith this w	eapon, choo	ose one	of the pr	rofiles be	elow.
- Standard	36"	Heavy	7 D3	7	-3	1	-	
- Supercharge	36"	Heavy	v D3	8	-3	2		hit roll of 1, the bearer is slain after all of this on's shots have been resolved.
Sentinel chainsaw	Melee	Melee		User	-1	1	-	
WARGEAR OPTIONS	plasma • Any m	a cannon. 10del may	take a hu	s multi-lases nter-killer n ntinel chains	nissile.	heavy fl	lamer, au	atocannon, missile launcher, lascannon or
ABILITIES				s unit is redu h unit withir				D6 before removing the model from the battlefiel und.
	Smoke I smoke la that targ	aunchers.	s: Once p If it does	er game, ins so, until you	tead of ir next S	shooting Shooting	g its weaj g phase y	pons in the Shooting phase, this unit can use its your opponent must subtract 1 from any hit rolls
FACTION KEYWORDS	TYRA	NIDS, G	ENEST	EALER CU	JLTS			
KEYWORDS				ED SENTI				



The Genestealer Cults use stolen Leman Russ tanks to add firepower and durability to their assaults.

		CU	JLT	'LI	E M A	AN	RU	SS		DAMAGE Some of this model's it suffers damage, as s			ng	
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS		
Cult Leman Russ	*	6+	*	7	8	12	*	7	3+	7-12+	10"	4+		
A Cult Leman Russ is a sing	gle model	equipp	ed with a	battle	cannon	and a h	eavy bolt	er.	1	4-6 1-3	7" 4"	5+ 6+		
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES	1-5	4	0+		
Battle cannon	72"	Hea	wy D6		8	-2	D3	-						
Eradicator nova cannon	36"	Hea	wy D6		6	-2	D3			er do not receive any bor ist wounds caused by thi		saving		
Exterminator autocannon	48"	Hea	wy 4		7	-1	2	-			·····		1	
Heavy bolter	36"	Hea	ivy 3		5	-1	1	-						
Heavy flamer	8"	Hea	wy D6		5	-1	1	This	weapon	automatically hits its ta	rget.			
Heavy stubber	36"	Hea	avy 3		4	0	1	-						
Hunter-killer missile	48"	48" Heavy 1		8	-2	D6		1 hunter-killer missile can only be used once battle.						
Lascannon	48"	Hea	wy 1		9	-3	D6	-						
Multi-melta	24"	,		8	-4	D6	two	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.						
Plasma cannon	When a	attacking	g with th	is weat	oon, cho	ose one	of the pr							
- Standard	36"		vy D3		7	-3	1	-						
- Supercharge	36"	Hea	wy D3		8	-3	2			of 1, the bearer is slain a ots have been resolved.	after all of t	his		
Storm bolter	24"	Rap	oid Fire 2		4	0	1	-						
Vanquisher battle cannon	72"	Hea	wy 1		9	-3	D6	Roll and	two dice discard t	e when inflicting damage the lowest result.	e with this	weapon		
WARGEAR OPTIONS	vanqu • This 1 • This 1 • This 1 • This 1 • This 1 • Explod a D6 be On a 6 mortal • Smoke its weap smoke	 This model may replace its battle cannon with an eradicator nova cannon, exterminator autocannon or vanquisher battle cannon. This model may replace its heavy bolter with a heavy flamer or lascannon. This model may take two heavy flamers, two heavy bolters, two multi-meltas or two plasma cannons. This model may take a heavy stubber or storm bolter. This model may take a heavy stubber or storm bolter. This model may take a hunter-killer missile. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds. Smoke Launchers: Once per game, instead of shooting its weapons in the Shooting phase, this unit can use its smoke launchers. If it does so, until your next Shooting phase your opponent must subtract 1 from any hit rolls 									Heavy llowing dicator nquisher or more nstead,			
										ortal wounds and canno the rest of the battle.	st me any p	nasilla		
FACTION KEYWORDS Keywords			GENE EMAN		LER CU	JLTS					1411			

6 .	GC)LL	ATI	H R	loc	CKC	RI	ND	ER	DAMAGE Some of this model's it suffers damage, as s			nge a
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
Goliath Truck	*	5+	*	5	7	10	*	7	4+	6-10+	10"	4+	6
A Goliath Rockgrinder is drilldozer blade.	a single mo	odel equ	ipped w	ith a he	eavy stub	ber, hea	vy mini	ng laser	and	3-5 1-2	6" 4"	5+ 6+	D6 D3
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES				13
Cache of demolition charges	6"	Ass	ault D6		8	-3	D3			can only be fired if a un quipped with it.	it is embar	ked upor	1
Clearance incinerator	12"	Ass	ault D6		5	-1	1	This	weapon	automatically hits its tar	get.		13
Heavy mining laser	36"	Hea	wy 1		9	-3	D6	-					1
Heavy seismic cannon	When a	uttacking	g with th	is weap	pon, cho	ose one	of the pr	ofiles be	elow. All	wound rolls of 6+ have	an AP of -	4.	
- Long-wave	24"	Hea	wy 4		4	-1	2	-					
- Short-wave	12"	Hea	wy 2		8	-2	3	-					10
Heavy stubber	36"	Hea	ivy 3		4	0	1	-					- 8
Drilldozer blade	Melee	Me	lee		+3	-2	D3			ipped with a drilldozer l tacks on a turn in which			
WARGEAR OPTIONS					of demo eavy min		0	clearan	ce incine	erator or heavy seismic c	cannon.		
ABILITIES	embark	ed mod	els diser	nbark.	On a 6 it	explod	es, and e	ach unit	within	ring it from the battlefiel 6" suffers D3 mortal wor on a 6 the wound is igno	unds.	ore any	
TRANSPORT	A Golia	th Rock	grinder	can tra	insport u	p to 6 C	ENEST	EALER	CULTS	INFANTRY models.			
FACTION KEYWORDS	TYRA	NIDS,	GENE	STEA	LER C	ULTS						1.163	
KEYWORDS	VEHI	CIET	RANSI	PORT	, GOLL	ATHR	OCKG	RIND	FD		261 73		-15



Goliath Rockgrinders smash into fortified positions with astonishing force, pulverising defences and defenders alike.



A Genestealer Cult force emerges from the depths of its host city, falling upon a band of Skitarii intruders with murderous zeal.

BATTLE-FORGED ARMIES

When picking a Battle-forged army for matched play, you will need to record the details of your army on a piece of paper (your Army Roster). Here we show one example of how you can do this; using several Detachment Rosters, at least one for each Detachment in your army, and the summarising main Army Roster itself. Over the page are blank rosters you can photocopy.

DETACHMENT ROSTERS

Each Detachment Roster details all the units it includes. Each unit has a small entry of its own where you can write down the name and type of unit, its Battlefield Role, the number of models it contains, and the weapons each model in the unit is equipped with. Details of how many models make up each unit and what weapons, options and upgrades each can take can be found on that unit's datasheet.

The points value of each unit's models and each individual weapon is then noted down by referencing the points lists in the appendix (pg 130-144), and added together to give a points cost for the unit. The points cost of the entire Detachment is simply then the sum of the points costs of its units. This can be noted down alongside other useful information, such as the number of Command Points (if any) the Detachment gives you (see the *Warhammer 40,000* rulebook for more on Command Points).

Unit Champions

Many units are led by a champion of some kind such as a Sergeant. Unit champions often have better characteristics and weapon options than the models they command. All the champions in this book have the same points cost as the other models in their unit.

Under-strength Units

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Sometimes you may find that you do not have enough models to field a minimum-sized unit; if this is the case, you can still include one unit of that type in your army with as many models as you have available. In matched play games, you only pay the points for the models you actually have in an under-strength unit (and any weapons they are equipped with). An under-strength unit still takes up the appropriate slot in a Detachment.

ARMY ROSTER

Once you have filled in all of your Detachment Rosters, you can then fill out the main Army Roster. The name and points value of each Detachment is noted down here for reference. The total points cost of your army is the sum of all the Detachment points costs in your army plus any reinforcement points you have chosen to put aside (see below). The points cost of your army should not exceed the points limit you are using for the battle.

There are lots of other useful things to write down on your main Army Roster, such as who the army's Warlord is (this should be done at the start of the battle) and the number of Command Points available to your army. Remember that all Battle-forged armies start with 3 Command Points, but certain Detachments, and occasionally certain models, can change this total.

Reinforcement Points

Sometimes an ability will allow you to add units to your army, or replace units that have been destroyed. One example is the Tervigon's 'Spawn Termagants' ability (pg 89), which can either replenish depleted Termagant units or create entirely new ones. In the latter case, and in any other case when new units are added to your army, you must set aside some of your points in order to use these units. The points you set aside are called your reinforcement points, and need to be recorded on your army roster. Each time a unit is added to an army during battle, subtract the number of points the unit would cost from your pool of reinforcement points.

	AN		ROSTER						
PLAYER NAME:	Alex Smith		ARMY FACTION: Orks						
ARMY NAME:	Waaagh! Gritgob	WARLORD:	VARLORD: Warboss Gritgob						
DETACHMENT NAME		TYPE			CPS	POINTS			
Gritgob's Gitz		Bat	talion		3	642			
Da Mek-mob		Pati	rol		0	500			
Mork's Boyz		Pati	rol		0	358			
WARLORD TRAIT			Total Command Po	ints:		6			
FILL IN AT SET-UP:			Reinforcement Po	ints:		0			
			TOTAL POIN	JTS:	15	500			

	ME: Da Mek Mob		TYPE: Pat	trol	
	UNIT		•	AND	State State
100	UNIT TITLE: Big Mek		battlefielirole: HQ	NO. OF MODELS:	points(model 55
	WARGEAR: Shokk attack gun (45), chopp	a (0), stikkbombs (0)		POINTS (WARGEAR):
					45
			ΤΟΤΑ	LPOINTS (UNIT):	100
-		and permit			and the second second
1.20	UNIT TITLE:		BATTLEFIELIROLE:		POINTS(MODEL
- 3-	Boyz		Troops	11	66
	WARGEAR: Power klaw (25), kustom shoo 9 x choppas (0), 11 x stikkbor		(6), 9 x sluggas (0),		POINTS (WARGEAR):
					35
			ΤΟΤΑ	LPOINTS (UNIT):	101
		All and a start		and a sale	and the second
1	UNIT				
	unit title: Nobz		battlefieldrole: Elites	NO. OF MODELS: 5	points(model 85
	WARGEAR:				POINTS (WARGEAR):
	2 x power klaw (50), kombi-we 3 x choppas, ammo runt (4)	apon with skorcha (19), 4x sluggas (0)),	(WARGEAR). 73
			ΤΟΤΑ	LPOINTS (UNIT):	158
	UNIT				
247.3	UNIT TITLE:		BATTLEFIELIROLE:	NO OF MODELS.	POINTS(MODEL
110	Deff Dread		Heavy Support		74
	WARGEAR: 3 dread klaws (60), skorcha (17)			POINTS (WARGEAR):
					77
			ΤΟΤΑ	LPOINTS (UNIT):	141
-					
	l Points (Detachment):	500	Command Point	·s:	0
			1		0

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	ARMY ROSTER	
PLAYER NAME:	ARMY FACTION	I:
ARMY NAME:	WARLORD:	
DETACHMENT NAME	ТҮРЕ	CPS POINTS
WARLORD TRAIT	Total Comman	nd Points:
FILL IN AT SET-UP:	Reinforceme	
	TOTAL	

DETACHMENT ROSTE	R
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AME:	ТҮРЕ:
UNIT	
UNIT TITLE:	BATTLEFIELD ROLE: NO. OF MODELS: POINTS (MODI
WARGEAR:	POINTS (WARGEAR):
	TOTAL POINTS (UNIT):
	Numerous and the second states of the second s
UNIT	
UNIT TITLE:	BATTLEFIELD ROLE: NO. OF MODELS: POINTS (MODI
WARGEAR:	POINTS (WARGEAR):
	(WARGLAR).
	TOTAL POINTS (UNIT):
	the state of the second st
UNIT	
UNIT TITLE:	BATTLEFIELD ROLE: NO. OF MODELS: POINTS (MODI
WARGEAR:	POINTS
	(WARGEAR):
	TOTAL POINTS (UNIT):
UNIT	
UNIT TITLE:	BATTLEFIELD ROLE: NO. OF MODELS: POINTS (MODI
WARGEAR:	POINTS
	(WARGEAR):
	TOTAL POINTS (UNIT):
otal Points (Detachment):	Command Points:
OTES:	
Permission to pho	otocopy for personal use only. © Games Workshop Ltd 2017

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ORKS POINTS VALUES

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If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points values of all your models, as well as the wargear they are equipped with, to determine your army's total points value.

UNITS MODELS POINTS PER MODEL UNIT PER UNIT (Does not include wargear) N/A Ammo Runt 4 161 Battlewagon 1 Big Gunz 1-6 8 Big Mek 55 1 77 Big Mek in Mega Armour 1 Big Mek on Warbike 1 81 Blitza-bommer 1 108 N/A Bomb Squig 10 10-30 Boyz 6 Burna Boyz 5-15 14 Burna-bommer 102 1 Dakkajet 88 1 Deff Dreads 1-3 74 Deffkoptas 1-3 55 Flash Gitz 5-10 27 Gorkanaut 1 295 Gretchin 10-30 3 Grot Gunners 2 N/A Grot Oiler N/A 4 Grot Orderly N/A 4 Killa Kans 51 1-6 Kommandos 5-15 9 Lootas 5-15 17 Meganobz 3-10 25 Mek 1 2.2 Mek Gunz 1-6 15 Morkanaut 1 270 Nob with Waaagh! Banner 1 75 Nobz 3-10 17 Nobz on Warbikes 3-10 42 Painboy 1 40 Painboy on Warbike 90 1 Runtherd 1-3 26 Skorchas 1-5 49 Stompa 1 900 5-30 Stormboyz 8 Tankbustas 5-15 5 Trukk 1 76 Warbikers 3-12 27 Warboss 1 55 Warboss in Mega Armour 1 107 Warboss on Warbike 1 86 Warbuggies 1-5 44 Wartrakks 1-5 49 Wazbom Blastajet 1 99 Weirdboy 62

	NATE AND THE REAL
RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Big shoota	6
Bigbomm	0
Boom bomb	0
Bubblechukka	32
Burna	0
Burna bomb	0
Dakkagun	0
Deffgun	0
Deffkannon	0
Deffstorm mega-shoota	0
Grot blasta	0
Grotzooka	10
Kannon	15
Killkannon	27
Kombi-weapon with rokkit launcha	20
Kombi-weapon with skorcha	19
Kopta rokkits	28
Kustom mega-blasta	9
0	23
Kustom mega-kannon	7
Kustom mega-slugga Kustom shoota	4
Lobba	4 18
Rack of rokkits	28
Rokkit launcha	12
	12
Pair of rokkit pistols	45
Shokk attack gun Shoota	43
Skorcha	17
Skorcha missile	
	20
Slugga	0
Smasha gun	16
Snazzgun	0
Squig bomb	0
Stikkbomb flinga	4
Stikkbombs	0
Supa shoota	10
Supa-gatler	28
Supa-rokkit	0
Tankbusta bombs	0
Tellyport blasta	11
Tellyport mega-blasta	18
Traktor kannon	15
Twin big shoota	14
Wazbom mega-kannon	12
Zzap gun	18

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Attack squig	0
Big choppa	9
Choppa	0
Deff rolla	19
Dread klaw/each subsequent dread klaw	30/15
Grabba stikk	0
Grabbin' klaw	5
Grot-prod	0
Kan klaw	0
Killsaw/two killsaws	28/38
Klaw of Gork (or possibly Mork)	0
Mega-choppa	0
Power klaw	25
Power stabba	3
Spinnin' blades	0
Tankhammer	10
'Urty syringe	0
Waaagh! banner	0
Weirdboy staff	0
Wreckin' ball	3

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OTHER WARGEAR	
WARGEAR	POINTS PER ITEM
Cybork body Grot lash	5
Grot lash	0
Kustom force field	20
Squig hound	0

UNITS

UNIT	MODELS Per Unit	POINTS PER MODEL (Includes wargear)
Boss Snikrot	1	69
Boss Zagstruk	1	88
Ghazghkull Thraka	1	215
Kaptin Badrukk	1	84
Mad Dok Grotsnik	1	74

ORKS WARGEAR

InterfaceRestProf.SProf.Prof.Prof.Big shorts5ceBig Boots5ceBig Boots5ceBoots5ceBoots5ceBoots5ceBoots5ceBoots5ceBoots5ceBoots5ceBootsFce<	ORKS RANGED WEAPONS						
Pageboota Boom bomb36°Assult 3501.Boom bombSee Boom Bomb, page 30Field hoom bomb can only be used one per battle. Rolf 4 dice sech time you fire this weapon, then take it in turns with your the second the take it in turns with your the second the second the second time you fire this weapon, then take it in turns with your the second time you fire this weapon, then take it in turns with your the second time you fire this weapon, then take it in turns with your the second time you fire this weapon, then take it in turns with your the second time you fire this weapon, then take it in turns with your the second time you fire this weapon, then take it in turns with your the second time you fire this weapon, then take it in turns with your the second time you fire this weapon. then take it in turns with your the second take and use this for all burns from by the unit in this phase. When firing a burns, it uutomatically hits its target.Burna bombSee Burna bombs, page 301-Defigua48°Heavy D37-12Defigua48°Heavy 3066-1-Crot blasta12°Heavy 3066-1-Crot blasta12°Heavy 3066-1-Grotzooka18°Heavy 1031-Crot blasta12°Heavy 101-Grotzooka18°Heavy 1020-Shall36°Heavy 1020-Kamon24°Heavy 101-Shota18°Assult 201Shota	WEAPON	RANGE	TYPE	S	AP	0	ABILITIES
Boom bomb See Boom Bomb, page 30 Each boom bomb can only be used once per battle. Bubblechakka 36° Heavy ' · · Roll 4 dice each time you fire this warpon, then table it in times with your regarine number (or g. a 3 assigned to A2) so the set bedres and time you fire this warpon, then table it in times with your regarine number (or g. a 3 assigned to A2) so the set betres and use this for all humas fired by the unit in this phase. When firing a huma, it automatically hits its arget. Burna homb See Burna Bomb, page 30 0 1 Parkgann 18° Assault 3 5 0 1 Perfigun 36° Heavy D3 7 1 2 Perfigun 36° Heavy D3 7 1 2 Perfigun 36° Heavy D3 0 1 - Corotzoka 18° Heavy D3 1 - - Corotzoka 18° Heavy D3 3 0 1 - Corotzoka 18° Assault 2	Bigbomm		See Bigbom	m, page I	28		Each bigbomm can only be used once per battle.
Bubblechukka36°Heavy <td>Big shoota</td> <td>36"</td> <td>Assault 3</td> <td>5</td> <td>0</td> <td>1</td> <td>-</td>	Big shoota	36"	Assault 3	5	0	1	-
Bubblechukka 36' Heavy · · opponent (starting with you) to allocite one value at time to its Ströngh, AP, Damage and number (a tatask. Sur the the dae assigned to AP is a negative number (a a.3 is assigned to AP, so the shaft and the AP is assigned to AP, so the Strongh, AP, and the AP is assigned to AP, so the Strongh, AP, and the AP is assigned to AP, so the Strongh, AP, and the AP is assigned to AP, so the Strongh, AP, and the AP is assigned to AP, so the Strongh, AP, and the AP,	Boom bomb		See Boom Bo	mb, page	e 30		Each boom bomb can only be used once per battle.
Burna (shooting)8'Assuul D3401this for all burnas fired by the unit in this phase. When firing a burna, it automatically hit is target.Burna bombSee Burna Bombs, page 29Each burna bomb can only be used once per battle.Dakkagun18''Assuul 3501Defigun48''Heavy D3712When a unit fires its defiguns, roll once for the number of attacks and ue this for all defiguns fired by the unit in this phase.Defisorn mega-shoota30'Heavy D611-Grot blasta12''Pistol301-Grot blasta12''Pistol301-ShanonWhen attacking with this weapon, broxesShanonYen attacking with this weapon, broxesShanonYen attacking with this weapon, broxesShanonYen attacking with this weapon, broxesKuthi hancha24''Heavy D6722-Shoota18''Assault 18-23-Shoota18''Assault 2401-Kustom mega-blasta24''Assault 23Shoota18''Assault 28-23-Kustom shoota18''Assault 28-23-Kustom shoota18''Assault 28-3D3Kustom shoota	Bubblechukka	36"	Heavy *	*	*	*	opponent (starting with you) to allocate one value at a time to its Strength, AP, Damage and number of attacks. Note that the dice assigned to AP is a
Dakkagun18"Assault3501-Deffgun48"Heavy D37-12When a unit fres its defiguns, riced by the unit in this phase.Deffsorm mega-shoota36"Heavy 3D66-11-Grot blasta12"Pistol 1301-Grotzoka18"Heavy 2D66-11-KannonWhen attacking with this weapon, choose one of the profiles below Shell36"Heavy D67-22-KannonWhen attacking with this weapon, choose one of the profiles below Shell36"Heavy D67-22-Kubbi weapon with rokkit launcha24"Heavy D67-23-Shoota18"Assault 2401 Shoota18"Assault 2401 Shoota18"Assault 28-23 Shoota18"Assault 28-3-3-Kustom mega-blasta24"Assault 28-3-3-3Kustom mega-blasta24"Assault 28-3-3-3Kustom mega-blasta24"Assault 401 Shoota18"Assault 28-3-3-3Kustom mega-blasta24"Assault 401 Shoota1	Burna (shooting)	8"	Assault D3	4	0	1	this for all burnas fired by the unit in this phase. When firing a burna, it
Defigun48"Heavy D37-12When a unit fires it defiguos, rule once the number of attacks and use this for all defiguos fired by the unit in this phase.Defikannon72"Heavy D610-4D6When a ttacking a unit with 10 or more models, this wapon's Type changes to Heavy 2D6.Defistorm mega-shoota36"Heavy D366-1-Grotzooka18"Heavy D3601-Grotzooka18"Heavy D4401 Frag36"Heavy D6401 Shell36"Heavy D67-22-Killkannon24"Heavy D67-22-Kombi-weapon with hit rols.When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all with skit huncha24"Assault 2401-Shoota18"Assault 2401- Skorcha18"Assault 2401- Skorcha18"Assault 2401- Skorcha18"Assault 48-3D3Kustom mega-blasta24"Assault 18-3D3Kustom mega-blasta24"Assault 401-Lobba48"Heavy D6501This wapon can target units that are not visible to the bearer.Pair or Kikt patola18"Assault 48-3D3 <t< td=""><td>Burna bomb</td><td></td><td>See Burna Bo</td><td>mbs, pag</td><td>e 29</td><td></td><td>Each burna bomb can only be used once per battle.</td></t<>	Burna bomb		See Burna Bo	mbs, pag	e 29		Each burna bomb can only be used once per battle.
Perigin46Reavy D572This for all defigures fired by the unit in this phase.Deffstorm mega-shoota36'Heavy 3D66-11-Cirot blasta12'Pistol 1301-Cirot blasta12'Pistol 1301-Cirot blasta12'Pistol 1301-KannonWhen attacking with this weapon, choose one of the profiles below Frag36'Heavy 106401 Shell36'Heavy 1067-22-Killkannon24''Heavy 1067-22-Kombi-weapon thi weapon this hit rolls.Heavy 1067-23 Shoota18''Assaul 18-23 Shoota18''Assaul 2401 Shoota18''Assaul 2401 Shoota18''Assaul 28-23 Shoota18''Assaul 18-3D3If your oll one or more hit rolls of 1, the bearer suffers a mortal wound after all of the weapon's shots have been resolved.Kustom mega-blasta24''Assaul 401 Shorcha18''Assaul 401 Shorcha18''Assaul 18-3D3Kustom mega-blasta24''Assaul 27-3 <t< td=""><td>Dakkagun</td><td>18"</td><td>Assault 3</td><td>5</td><td>0</td><td>1</td><td></td></t<>	Dakkagun	18"	Assault 3	5	0	1	
$ \begin{array}{c} \mbox{lemma} 12 \\ \mbo$	Deffgun	48"	Heavy D3	7	-1	2	this for all deffguns fired by the unit in this phase.
Grot blasta12"Pistol 1301-Grot zooka18"Heavy 2D3601-KannonWhen attacking with this weapon, choose one of the profiles below Frag36"Heavy D6401 Shell36"Heavy D67-20-Kilkannon24"Heavy D67-22-Robit Jeanch24"Assault 18-23 Shoota18"Assault 2401 Shoota18"Assault 2401 Shoota18"Assault 2401 Shoota18"Assault 2401 Shoota18"Assault 28-23 Shoota18"Assault 28-23 Shoota18"Assault 28-23 Shoota18"Assault 28-23 Shoota18"Assault 28-23 Shoota18"Assault 28-23 Shoota18"Assault 27-23 Shorcha8"Assault 27-23-Rustom mega-shoga 12"Pistol 18-3D3-Kustom shoota18"Assault 27-23-<	Deffkannon	72"	Heavy D6	10	-4	D6	
Grotzooka18"Heavy 2D3601.KannonWhen attacking with this weapon, choose one of the profiles below Frag36"Heavy D6401 Shell36"Heavy D67-222-Kombi-weapon with brikit launcha4"Heavy D67-222-Kombi-weapon with brit rolls.When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls.8-2 Rokkit launcha24"Assault 2401 Shoota18"Assault 2401 Shoota18"Assault 28-23 Shoota18"Assault D65-11This weapon automatically hits its target Shoota18"Assault D65-11This weapon automatically hits its target.Kustom mega-blata24"Assault B-3D3If 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.Kustom mega-slugga12"Pistol 27-2D3-Assault401Lobba4"Heavy D65-15-1Pair or kiktis pistols12"Pistol 27-2D3Assault 4401Pair or kiktis24" <td>Deffstorm mega-shoota</td> <td>36"</td> <td>Heavy 3D6</td> <td>6</td> <td>-1</td> <td>1</td> <td></td>	Deffstorm mega-shoota	36"	Heavy 3D6	6	-1	1	
KannonWhen attacking with this wappen, choose one of the profiles below Frag36'Heavy D6401- Shell36'Heavy D67-22-Kullkannon24'Heavy D67-22-Kombi-weapon with hit rolls.When attacking with this wappen, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls Rokkit launcha24''Assault 2401- Shoota18''Assault 2401- Shoota18''Assault 2401- Shoota18''Assault 28-23- Shoota18''Assault 28-23- Shoota18''Assault 28-23- Shoota18''Assault 28-23- Shoota18''Assault 18-3D3Kustom mega-blasta24''Assault 18-3D3Kustom mega-slugga12''Pistol 18-3D3Kustom shoota18''Assault 27-2D3- Rack of rokkit pistols24''Assault 28-23- Shorcha12''Pistol 27-2D3- Rack of rokkit pistols12''Pistol 27-2D3- Rack of rokkit pistols24''Heavy D6501- Shorcha24''Heavy 37-3 <t< td=""><td>Grot blasta</td><td>12"</td><td>Pistol 1</td><td>3</td><td>0</td><td>1</td><td></td></t<>	Grot blasta	12"	Pistol 1	3	0	1	
- Frag 36" Heavy D6 4 0 1 - - Shell 36" Heavy D6 7 -2 2 - Kullkannon 24" Heavy D6 7 -2 2 - Kombi-weapon with rolls. When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls. - - Shoota 18" Assault 2 4 0 1 - Shoota 18" Assault 2 4 0 1 - Shoota 18" Assault 2 4 0 1 - Skorcha 8" Assault 1 8 -2 3 - Skorcha 8" Assault 1 8 -3 D3 afre all of the weapon's shots have been resolved. Kustom mega-blasta 24" Assault 4 8 -3 D3 afre all of the weapon's shots have been resolved. Kustom mega-blasta 12" Pistol 1 8 -3 D3 afre all of the weapon's shots have been resolved. Lobba 48" Heavy D6 0 1 <td>Grotzooka</td> <td></td> <td>,</td> <td></td> <td></td> <td></td> <td>-</td>	Grotzooka		,				-
- Shell 36" Heavy 1 8 -2 D6 - Killkannon 24" Heavy D6 7 -2 2 - Kombi-weapon with rokkit launcha When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all rokkit launcha 24" Assult 1 8 -2 3 - - Shoota 18" Assult 2 4 0 1 - - Shoota 18" Assult 2 8 -2 3 - - Shoota 18" Assult 2 8 -2 3 - - Shoota 18" Assult 2 8 -2 3 - Kustom mega-blasa 24" Assault 1 8 -3 D3 - Kustom mega-blaga 12" Pistol 1 8 -3 D3 - Kustom shoota 18" Assault 2 8 -2 3 - Lobba 48" Heavy D6 5 0 1 This weapon can target units that are not visible to the bearer. Pair orokkit pistols 12"	Kannon	When a	attacking with t	his weap	on, ch	oose o	ne of the profiles below.
Killkannon24"Heavy D67-22-Kombi-weapon with hit rolls.When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls Rokkit launcha24"Assault 18-23 Shoota18"Assault 2401-Kombi-weapon with skorcha hit rolls.18"Assault 2401 Shoota18"Assault 2401 Skorcha18"Assault 18-23 Skorcha18"Assault 18-3D3Kustom mega-blasta24"Assault 18-3D3Kustom mega-kannon36"Heavy D6501-Lobba48"Heavy D6501-Lobba48"Heavy D6501-Pair of rokkit pistols12"Pistol 18-3D3Kustom mega-slugga12"Pistol 27-2D3Da RippaWhen attacking with this weapon, choose one of the profiles below Standard24"Heavy 37-32- Supercharge24"Heavy 37-32- Supercharge24"Heavy 7023-Shokk attack gun60"Heavy D65D11Shokk attack gun60"Heavy D65-D3 <td>- Frag</td> <td>36"</td> <td>Heavy D6</td> <td>4</td> <td>0</td> <td>1</td> <td>-</td>	- Frag	36"	Heavy D6	4	0	1	-
Kombi-weapon with rokkit launchaWhen attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rols Rokkit launcha24"Assault 18-23 Shoota18"Assault 2401-Kombi-weapon with skorchaWhen attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rols Shoota18"Assault 2401 Skorcha8"Assault 28-23 Skorcha8"Assault 18-3D3-Kustom mega-blasta24"Assault 18-3D3-Kustom mega-klunga12"Pistol 18-3D3-Kustom mega-klunga12"Pistol 18-3D3-Kustom shoota18"Assault 27-2D3-Rack of rokkitp24"Assault 28-23-Pair of rokkit pistols12"Pistol 27-2D3-Rack of rokkitp24"Assault 18-33-Standard24"Heavy 37-32-Standard24"Heavy 37-32-Standard24"Heavy 38-33If you roll one or more hit rolls of 1, the bearer suffers D3 mortal wounds after all of this weapon, roll once to determine the Strength	- Shell	36"	Heavy 1	8	-2	D6	-
rokkit launchahit rolls Rokkit launcha24"Assault 18-23- Rokkit launcha18"Assault 2401- Shoota18"Assault 2401- Shoota18"Assault 2401- Shoota18"Assault 2401- Shoota8"Assault 28-23- Skorcha8"Assault 18-3D3Kustom mega-blasta24"Assault 18-3D3Kustom mega-slagga12"Pistol 18-3D3Kustom mega-slagga12"Pistol 18-3D3Kustom shoota18"Assault 28-23-Pair of rokkit24"Assault 28-23-Rack of rokkit24"Assault 401-Pair of rokkit pistols12"Pistol 7-2D3-Rack of rokkit24"Assault 28-23-Standard24"Assault 18-23-Standard24"Assault 18-23-Pair of rokkit pistols12"Pistol 7-2D3-Rokkit launcha24"Assault 18-23-Standard24"Heavy 37-32-Storcharege24"Heavy 37-32<	Killkannon	24"	Heavy D6	7	-2	2	-
Shoota18"Assault 2401.Kombi-weapon with skorchaWhen attacking with this weapon. choose or both of the profiles below. If you choose both, subtract 1 from all hit rolls.Shoota18"Assault 2401-Skorcha8"Assault 18-23-Skorcha8"Assault 18-3D3-Kustom mega-blasta24"Assault 18-3D3-Kustom mega-shugga12"Pistol 18-3D3-Kustom mega-shugga12"Pistol 18-3D3-Kustom shoota18"Assault 28-3D3-Kustom shoota18"Assault 28-3D3-Lobba48"Heavy D6501-Pair of rokkit pistols12"Pistol 27-2D3-Standard24"Heavy D6501-Pair of rokkit pistols12"Pistol 27-2D3-Standard24"Heavy D6501-Standard24"Heavy D6501-Standard24"Heavy D6501-Standard24"Heavy D6501-Standard24"Assault 28-3D3-Standard24"Assault 28<	1			his weap	on, ch	oose o	ne or both of the profiles below. If you choose both, subtract 1 from all
Kombi-weapon with skorchaWhen attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls Shoota18"Assault 2401- Skorcha8"Assault D65-11This weapon automatically hits its target.Kopta rokkits24"Assault 18-3D3If 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.Kustom mega-slugga12"Pistol 18-3D3If 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.Kustom shoota18"Assault 4401-Lobba48"Heavy D6501This weapon can target units that are not visible to the bearer.Pair of rokkit pistols12"Pistol 27-2D3-Rack of rokkits24"Heavy 37-32-Standard24"Heavy 37-32 Supercharge24"Heavy 38-33after all of this weapon's shots have been resolved.Rokkit launcha24"Assault 18-23-Shoota18"Assault 18-23-Shokk attack gun60"Heavy 37-32-Shokk attack gun60"Heavy 18-11This weapon automatically hits its target. <t< td=""><td>- Rokkit launcha</td><td>24"</td><td>Assault 1</td><td>8</td><td>-2</td><td>3</td><td>-</td></t<>	- Rokkit launcha	24"	Assault 1	8	-2	3	-
with skorchahit rolls Shoota18"Assault 2401 Skorcha8"Assault D65-111This weapon automatically hits its target.Kopta rokkits24"Assault 18-3D3If 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.Kustom mega-slugga12"Pistol 18-3D3If 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.Kustom shoota18"Assault 28-3D3Kustom shoota18"Assault 27-2D3Pair of rokkit pistols12"Pistol 27-2D3Pair of rokkits24"Assault 28-23Da RippaWhen attacking with this weapon. $\sim = o the profiles below.$ - Standard24"Heavy 37-32- Supercharge24"Heavy D62D6-Shokk attack gun60"Heavy D62D6-5D3Shoota18"Assault 18-23Shoota18"Assault 18-23- Supercharge24"Heavy 37-32- Supercharge24"Assault 18-23Shokk attack gun60"Heavy D62D6-5D3Shoota18"Assault 2401 <t< td=""><td>- Shoota</td><td>18"</td><td>Assault 2</td><td>4</td><td>0</td><td>1</td><td>-</td></t<>	- Shoota	18"	Assault 2	4	0	1	-
Skorcha8"Assault D65-11This weapon automatically hits its target.Kopta rokkits24"Assault 28-23-Kustom mega-bata24"Assault 18-3D3Kustom mega-kanon36"Heavy D68-3D3Kustom mega-kanon36"Heavy D68-3D3Kustom shoota18"Assault 4401-Lobba48"Heavy D6501This weapon can target units that are not visible to the bearer.Pair of rokkits12"Pistol 27-2D3-Rack of rokkits24"Assault 28-23-Da RippaWhen attacking with this weapon, choose one of the profiles below Standard24"Heavy 37-32 Supercharge24"Heavy D65D3Shokk attack gun60"Heavy D65D3Shoota18"Assault 2401-Skorcha18"Assault 2401-Skorcha18"Assault 2401-Skorcha18"Assault 2401-Skorcha18"Assault 2401-Skorcha18"Assault 2401-Skorcha18"Assault 2				his weap	on, ch	oose o	ne or both of the profiles below. If you choose both, subtract 1 from all
Kopta rokkits24"Assault 28-23-Kustom mega-blasta24"Assault 18-3D3Kustom mega-kannon36"Heavy D68-3D3Kustom mega-slugga12"Pistol 18-3D3Kustom shoota18"Assault 4401-Lobba48"Heavy D6501This weapon can target units that are not visible to the bearer.Pair of rokkit pistols12"Pistol 27-2D3-Da RippaWhen attacking with this weapon, choose or of the profiles below.Standard24"Heavy 37-32-Supercharge24"Heavy 37-32-Shokk attack gun60"Heavy D65-11state: all of this weapon's shots have been resolved.Shoota18"Assault 18-23-Shoota18"Assault 18-23-Shoota18"Assault 18-23-Shoota18"Assault 2401-Skorcha8"Assault 2401-Skorcha18"Assault 1065-11This weapon automatically hits its target.Skorcha18"Assault 1065-11This weapon automatically hits its target.Skorcha18"Assault 1065-1 <td< td=""><td>- Shoota</td><td>18"</td><td>Assault 2</td><td>4</td><td>0</td><td>1</td><td>-</td></td<>	- Shoota	18"	Assault 2	4	0	1	-
Kustom mega-blasta24"Assault 18-3D3Kustom mega-kannon36"Heavy D68-3D3Kustom mega-slugga12"Pistol 18-3D3Kustom shoota18"Assault 4401-Lobba48"Heavy D6501This weapon can target units that are not visible to the bearer.Pair of rokkit pistols12"Pistol 27-2D3-Rack of rokkits24"Assault 28-23-Da RippaWhen attacking with this weapon, choose one of the profiles below Standard24"Heavy 37-32 Supercharge24"Heavy 38-33Bfore firing this weapon's shots have been resolved.Rokkit launcha24"Assault 18-23-Shock attack gun60"Heavy D62D6-5D3Shocta18"Assault 2401-Skorcha8"-33Bfore firing this weapon, roll once to determine the Strength of all its shots. If the result is 11+, do not make wound rolls – instead, each attack that hits causes D3 mortal wounds.Shoota18"Assault D65-11This weapon automatically hits its target.Skorcha8"Assault D65-11This weapon automatically hits its target.Skorcha8"Assault D65-11This weapon do	- Skorcha	8"	Assault D6	5	-1	1	This weapon automatically hits its target.
Kustom mega-kannon36"Heavy D68-3D3If 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.Kustom mega-slugga12"Pistol 18-3D3Kustom shoota18"Assault 4401-Lobba48"Heavy D6501This weapon can target units that are not visible to the bearer.Pair of rokkit pistols12"Pistol 27-2D3-Rack of rokkits24"Assault 28-23-Da RippaWhen attacking with this weapon, choose one of the profiles below Standard24"Heavy 37-32 Supercharge24"Heavy 38-33after all of this weapon's shots have been resolved.Rokkit launcha24"Assault 18-23-Shokk attack gun60"Heavy D65-1Before firing this weapon, roll once to determine the Strength of all its shots. If the result is 11+, do not make wound rolls - instead, each attack that this causes D3 mortal wounds.Shoota18"Assault D65-11This weapon automatically hits its target.Skorcha missile24"Assault D65-11This weapon automatically hits its target.Skorcha missile24"Assault D65-11This weapon automatically hits its target.Skorcha missile24"Assault D6 <t< td=""><td>Kopta rokkits</td><td>24"</td><td>Assault 2</td><td>8</td><td>-2</td><td>3</td><td>-</td></t<>	Kopta rokkits	24"	Assault 2	8	-2	3	-
Kustom mega-slugga12"Pistol 18-3D3after all of the weapon's shots have been resolved.Kustom mega-slugga12"Pistol 18-3D3Kustom shoota18"Assault 4401-Lobba48"Heavy D6501This weapon can target units that are not visible to the bearer.Pair of rokkit pistols12"Pistol 27-2D3-Rack of rokkits24"Assault 28-23-Da RippaWhen attacking with this weapon.choose one of the profiles below Standard24"Heavy 37-32 Supercharge24"Heavy 38-33If you roll one or more hit rolls of 1, the bearer suffers D3 mortal wounds after all of this weapon, shots have been resolved.Rokkit launcha24"Assault 18-23-Shokk attack gun60"Heavy D62D6-5D3Before fring this weapon, roll once to determine the Strength of all its shots. If the result is 11+, do not make wound rolls – instead, each attack that hits causes D3 mortal wounds.Shoota18"Assault D65-11This weapon automatically hits its target.Skorcha8"Assault D65-11This weapon do not gain any bonus to their saving throws for being in cover.Slugga12"Pistol 1401-Smasha gun36"Heavy 1*-4D	Kustom mega-blasta	24"	Assault 1	8	-3	D3	
Kustom mega-slugga 12^n Pistol 18-3D3Kustom shoota 18^n Assault 4401-Lobba 48^n Heavy D6501This weapon can target units that are not visible to the bearer.Pair of rokkit pistols 12^n Pistol 27-2D3-Rack of rokkits 24^n Assault 2 8 -23-Da RippaWhen attacking with this weapon, choose one of the profiles below Standard 24^n Heavy 37-32- Supercharge 24^n Heavy 3 8^n -33If you roll one or more hit rolls of 1, the bearer suffers D3 mortal wounds after all of this weapon's shots have been resolved.Rokkit launcha 24^n Heavy D6 $2D6^n$ -5D3-Shokk attack gun 60^n Heavy D6 $2D6^n$ -5D3Before fring this weapon, roll once to determine the Strength of all its shots. If the result is 11+, do not make wound rolls - instead, each attack that hits causes D3 mortal wounds.Shoota 18^n Assault D65-11This weapon automatically hits its target.Skorcha missile 24^n Assault D65-11This weapon do not gain any bonus to their saving throws for being in cover.Slugga 12^n Pistol 1401-Smasha gun 36^n Heavy 1*-4D6Instead of making a wound roll for this weapon, roll 2D6. If the result is equal to or greater than the target	Kustom mega-kannon	36"	Heavy D6	8	-3	D3	
Lobba48"Heavy D6501This weapon can target units that are not visible to the bearer.Pair of rokkit pistols12"Pistol 27-2D3-Rack of rokkits24"Assault 28-23-Da RippaWhen attacking with this weapon, choose one of the profiles below Standard24"Heavy 37-32 Supercharge24"Heavy 38-33If you roll one or more hit rolls of 1, the bearer suffers D3 mortal wounds after all of this weapon's shots have been resolved.Rokkit launcha24"Assault 18-23-Shokk attack gun60"Heavy D62D6-5D3Before firing this weapon, roll once to determine the Strength of all its shots. If the result is 11+, do not make wound rolls - instead, each attack that hits causes D3 mortal wounds.Shoota18"Assault D65-11This weapon automatically hits its target.Skorcha8"Assault D65-11This weapon do not gain any bonus to their saving throws for being in cover.Slugga12"Pistol 1401-Smasha gun36"Heavy 1*-4D6Instead of making a wound roll for this weapon, roll 2D6. If the result is equal to or greater than the target's Toughness, the attack successfully wounds.	Kustom mega-slugga	12"	Pistol 1	8	-3	D3	
Pair of rokkit pistols12"Pistol 27-2D3-Rack of rokkits24"Assault 28-23-Da RippaWhen attacking with this weapon, choose one of the profiles below Standard24"Heavy 37-32 Supercharge24"Heavy 38-33If you roll one or more hit rolls of 1, the bearer suffers D3 mortal wounds after all of this weapon's shots have been resolved.Rokkit launcha24"Assault 18-23-Shokk attack gun60"Heavy D62D6-5D3Before firing this weapon, roll once to determine the Strength of all its shots. If the result is 11+, do not make wound rolls – instead, each attack that hits causes D3 mortal wounds.Shoota18"Assault 2401-Skorcha8"Assault D65-11This weapon do not gain any bonus to their saving throws for being in cover.Slugga12"Pistol 1401-Smasha gun36"Heavy 1*-4D6Instead of making a wound roll for this weapon, roll 2D6. If the result is equal to or greater than the target's Toughness, the attack successfully wounds.	Kustom shoota	18"	Assault 4	4	0	1	-
Rack of rokkits24"Assault 28-23-Da RippaWhen attacking with this weapon, choose one of the profiles below Standard24"Heavy 37-32 Supercharge24"Heavy 37-32-Rokkit launcha24"Assault 18-23-Shokk attack gun60"Heavy D62D6-5D3Before firing this weapon, roll once to determine the Strength of all its shots. If the result is 11+, do not make wound rolls - instead, each attack that hits causes D3 mortal wounds.Shoota18"Assault D65-11This weapon automatically hits its target.Skorcha missile24"Assault D65-11Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.Slugga12"Pistol 1401-Smasha gun36"Heavy 1*-4D6Instead of making a wound roll for this weapon, roll 2D6. If the result is equal to or greater than the target's Toughness, the attack successfully wounds.	Lobba	48"	Heavy D6	5	0	1	This weapon can target units that are not visible to the bearer.
Da RippaWhen attacking with this weapon, choose one of the profiles below Standard24"Heavy 37-32 Supercharge24"Heavy 38-33If you roll one or more hit rolls of 1, the bearer suffers D3 mortal wounds after all of this weapon's shots have been resolved.Rokkit launcha24"Assault 18-23-Shokk attack gun60"Heavy D62D6-5D3Before firing this weapon, roll once to determine the Strength of all its shots. If the result is 11+, do not make wound rolls – instead, each attack that hits causes D3 mortal wounds.Shoota18"Assault 2401-Skorcha8"Assault D65-11This weapon automatically hits its target.Slugga12"Pistol 1401-Smasha gun36"Heavy 1*-4D6Instead of making a wound roll for this weapon, roll 2D6. If the result is equal to or greater than the target's Toughness, the attack successfully wounds.	Pair of rokkit pistols	12"	Pistol 2	7	-2		-
- Standard24"Heavy 37-32 Supercharge24"Heavy 38-33If you roll one or more hit rolls of 1, the bearer suffers D3 mortal wounds after all of this weapon's shots have been resolved.Rokkit launcha24"Assault 18-23-Shokk attack gun60"Heavy D62D6-5D3Before firing this weapon, roll once to determine the Strength of all its shots. If the result is 11+, do not make wound rolls – instead, each attack that hits causes D3 mortal wounds.Shoota18"Assault 2401Skorcha8"Assault D65-11This weapon automatically hits its target.Skorcha missile24"Assault D65-11Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.Slugga12"Pistol 1401-Smasha gun36"Heavy 1*-4D6Instead of making a wound roll for this weapon, roll 2D6. If the result is equal to or greater than the target's Toughness, the attack successfully wounds.	Rack of rokkits	24"	Assault 2	8	-2	3	-
- Supercharge24"Heavy 38-33If you roll one or more hit rolls of 1, the bearer suffers D3 mortal wounds after all of this weapon's shots have been resolved.Rokkit launcha24"Assault 18-23-Shokk attack gun60"Heavy D62D6-5D3Before firing this weapon, roll once to determine the Strength of all its shots. If the result is 11+, do not make wound rolls – instead, each attack that hits causes D3 mortal wounds.Shoota18"Assault 2401-Skorcha8"Assault D65-11This weapon automatically hits its target.Skorcha missile24"Assault D65-11Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.Slugga12"Pistol 1401-Smasha gun36"Heavy 1*-4D6Instead of making a wound roll for this weapon, roll 2D6. If the result is equal to or greater than the target's Toughness, the attack successfully wounds.	Da Rippa	When a	attacking with t	his weap	on, ch	oose o	ne of the profiles below.
- Supercharge24Heavy 38-33after all of this weapon's shots have been resolved.Rokkit launcha24"Assault 18-23-Shokk attack gun60"Heavy D62D6-5D3Before firing this weapon, roll once to determine the Strength of all its shots. If the result is 11+, do not make wound rolls – instead, each attack that hits causes D3 mortal wounds.Shoota18"Assault 2401-Skorcha8"Assault D65-11This weapon automatically hits its target.Skorcha missile24"Assault D65-11Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.Slugga12"Pistol 1401-Smasha gun36"Heavy 1*-4D6Instead of making a wound roll for this weapon, roll 2D6. If the result is equal to or greater than the target's Toughness, the attack successfully wounds.	- Standard	24"	Heavy 3	7	-3	2	-
Shokk attack gun60"Heavy D62D6-5D3Before firing this weapon, roll once to determine the Strength of all its shots. If the result is 11+, do not make wound rolls – instead, each attack that hits causes D3 mortal wounds.Shoota18"Assault 2401-Skorcha8"Assault D65-11This weapon automatically hits its target.Skorcha missile24"Assault D65-11Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.Slugga12"Pistol 1401-Smasha gun36"Heavy 1*-4D6Instead of making a wound roll for this weapon, roll 2D6. If the result is equal to or greater than the target's Toughness, the attack successfully wounds.	- Supercharge	24"	Heavy 3	8	-3	3	
Shokk attack gun60"Heavy D62D6-5D3shots. If the result is 11+, do not make wound rolls – instead, each attack that hits causes D3 mortal wounds.Shoota18"Assault 2401-Skorcha8"Assault D65-11This weapon automatically hits its target.Skorcha missile24"Assault D65-11Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.Slugga12"Pistol 1401-Smasha gun36"Heavy 1*-4D6Instead of making a wound roll for this weapon, roll 2D6. If the result is equal to or greater than the target's Toughness, the attack successfully wounds.	Rokkit launcha	24"	Assault 1	8	-2	3	-
Skorcha8"Assault D65-11This weapon automatically hits its target.Skorcha missile24"Assault D65-11Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.Slugga12"Pistol 1401-Smasha gun36"Heavy 1*-4D6Instead of making a wound roll for this weapon, roll 2D6. If the result is equal to or greater than the target's Toughness, the attack successfully wounds.	Shokk attack gun	60"	Heavy D6	2D6	-5	D3	shots. If the result is 11+, do not make wound rolls - instead, each attack
Skorcha missile24"Assault D65-11Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.Slugga12"Pistol 1401-Smasha gun36"Heavy 1*-4D6Instead of making a wound roll for this weapon, roll 2D6. If the result is equal to or greater than the target's Toughness, the attack successfully wounds.	Shoota	18"	Assault 2	4	0	1	-
Skorcha missile 24 Assault D6 5 -1 1 throws for being in cover. Slugga 12" Pistol 1 4 0 1 - Smasha gun 36" Heavy 1 * -4 D6 result is equal to or greater than the target's Toughness, the attack successfully wounds.	Skorcha	8"	Assault D6	5	-1	1	This weapon automatically hits its target.
Smasha gun 36" Heavy 1 * -4 D6 Instead of making a wound roll for this weapon, roll 2D6. If the result is equal to or greater than the target's Toughness, the attack successfully wounds.	Skorcha missile	24"	Assault D6	5	-1	1	
Smasha gun 36" Heavy 1 * -4 D6 Instead of making a wound roll for this weapon, roll 2D6. If the result is equal to or greater than the target's Toughness, the attack successfully wounds.	Slugga	12"	Pistol 1	4	0	1	
							result is equal to or greater than the target's Toughness, the attack
	Snazzgun	24"	Heavy 3	5	-2	1	-

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ORKS RANGED WEAPONS CI	ONT.					
WEAPON	RANGE	TYPE	S	AP	0	ABILITIES
Squig bomb	18"	Assault 1	8	-2	D6	This weapon cannot target units that can FLY. Remove the bearer after making this attack.
Stikkbomb	6"	Grenade D6	3	0	1	-
Stikkbomb flinga	12"	Assault 2D6	3	0	1	-
Supa shoota	36"	Assault 3	6	-1	1	-
Supa-gatler	48"	Heavy 2D6	7	-2	1	See Stompa datasheet
Supa-rokkit	100"	Heavy D3	8	-2	D6	Only one supa-rokkit can be fired by the bearer a turn, and each can only be fired once per battle.
Tankbusta bomb	6"	Grenade D3	8	-2	D6	-
Tellyport blasta	12"	Assault D3	8	-2	1	If a model suffers any unsaved wounds from this weapon and is not slain, roll a D6 at the end of the phase. If the result is greater than that model's
Tellyport mega-blasta	24"	Assault D3	8	-2	1	Wounds characteristic, it is slain.
Traktor kannon	36"	Heavy 1	8	-2	D3	This weapon's Damage increases to D6 against units that can FLY . If a traktor kannon destroys a VEHICLE that can FLY , the model automatically explodes.
Twin big shoota	36"	Assault 6	5	0	1	-
Wazbom mega-kannon	36"	Heavy D3	8	-3	D3	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.
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.

WEAPON Big choppa Melee Melee +2 -1 2 _ Burna (melee) -2 Melee Melee User 1 Choppa Melee Melee User 0 Each time the bearer fights, it can make 1 additional attack with this weapon. 1 Deff rolla Add 3 to hit rolls made for this weapon. Melee Melee User -2 1 Each time the bearer fights, it can make 1 additional attack with each dread Dread klaw Melee Melee x2 -3 3 klaw it is equipped with. Grabba stikk Melee Melee +10 1 Each time the bearer fights, it can make 1 additional attack with this weapon. Grabbin' klaw Melee Melee User -3 D3 The bearer can only make a single attack with this weapon each time it fights. Grot-prod Melee Melee +2-1 1 Kan klaw -3 3 Melee Melee +3 When attacking with this weapon, you must subtract 1 from the hit roll. If a Killsaw Melee Melee x2 -4 2 model is equipped with two killsaws, add 1 to its Attacks characteristic. Klaw of Gork (or When attacking with this weapon, choose one of the profiles below. possibly Mork) - Crush x2 -4 D6 Melee Melee - Smash Melee Melee User -2 2 Make 3 hit rolls for each attack made with this weapon, instead of 1. x2 Kustom klaw Melee -3 3 Melee Mega-choppa When attacking with this weapon, choose one of the profiles below. - Smash Melee Melee x2 -5 6 - Slash -2 Make 3 hit rolls for each attack made with this weapon, instead of 1. Melee Melee User D3 Mork's Teeth Melee Melee User -1 2 Power klaw Melee Melee x2 -3 D3 When attacking with this weapon, you must subtract 1 from the hit roll. Power stabba Melee Melee User -2 1 -

ABILITIES

ORKS MELEE WEAPONS

RANGE

TYPE

Melee

0

1

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AP

0

Spinnin' blades Roll D3 dice for each attack made with this weapon. Melee +1Make a single hit roll when attacking with this weapon. If it hits, inflict D3 Tankhammer Melee Melee _ mortal wounds on the target, then remove the bearer. 'Urty syringe Melee Melee User 0 1 This weapon always wounds targets (other than VEHICLES) on a roll of 2+. Da Vulcha's Klaws Each time the bearer fights, only 2 attacks can be made with this weapon. Melee Melee +2 -3 D3 Waaagh! banner Melee Melee +20 2 _ Weirdboy staff D3 Melee Melee +2 -1 _ Wreckin' ball Melee Melee +1-1 1 The bearer can only make 3 attacks with this weapon each time it fights.

T'AU EMPIRE POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points values of all your models, as well as the wargear they are equipped with, to determine your army's total points value.

UNITS

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UNIT	MODELS Per Unit	POINTS PER MODEL (Does not include wargear or Drones)
Breacher Team	5-10	8
XV88 Broadside Battlesuits	1-3	80
Cadre Fireblade	1	39
Commander	1	76
Commander in XV86 Coldstar Battlesuit	1	90
XV8 Crisis Battlesuits	3-9	42
XV8 Crisis Bodyguards	3-9	45
TY7 Devilfish	1	101
Ethereal	1	45
Ethereal on Hover Drone	1	50
Firesight Marksman	1	21
XV95 Ghostkeel Battlesuit	1	82
Kroot Carnivores	10-20	6
Kroot Hounds	4-12	4
Kroot Shaper	1	31
Krootox Riders	1-3	34
Longstrike	1	137
Pathfinder Team	5-10	5
TX4 Piranhas	1-5	45
AX3 Razorshark Strike Fighter	1	82
XV104 Riptide Battlesuit	1	209
XV25 Stealth Battlesuits	3-6	20
KV128 Stormsurge	1	180
Strike Team	5-12	8
AX39 Sun Shark Bomber	1	100
Tidewall Droneport	1	70
Tidewall Gunrig	1	70
Tidewall Shieldline	1	70
- Tidewall Defence Platform	0-1	70
TX7 Hammerhead Gunship	1	117
TX78 Sky Ray Gunship	1	119
Vespid Stingwings	4-12	15

DRONES AND SUPPORT TURRETS

MDDEL	POINTS PER MODEL (Includes wargear)
DS8 Tactical Support Turret	20
MV1 Gun Drone	8
MV4 Shield Drone	8
MV5 Stealth Drone	10
MV7 Marker Drone	10
MV8 Missile Drone	20
MV17 Interceptor Drone	15
MV31 Pulse Accelerator Drone	8
MV33 Grav-inhibitor Drone	8
MV36 Guardian Drone	8
MV52 Shield Drone	11
MV62 Command-link Drone	6
MV71 Sniper Drone	18
MV84 Shielded Missile Drone	25
MB3 Recon Drone	12

UNITS

UNIT	MODELS Per unit	POINTS PER MODEL (Includes wargear but not Drones)
Aun'Shi	1	68
Aun'Va	1	65
- Ethereal Guard	2	5
Commander Farsight	1	151
Commander Shadowsun	1	167
Darkstrider	1	45

WEAPON	POINTS PER WEAPON
Airbursting fragmentation projector	10
Burst cannon	10
Cluster rocket system	61
Cyclic ion blaster	18
Cyclic ion raker	39
Destroyer missile	10
Flamer	9
Fusion blaster	21
Fusion collider	44
Heavy burst cannon	55
Heavy rail rifle	63
High-output burst cannon	20
High-yield missile pod	41
Ion accelerator	107
Ion cannon	55
Ion rifle	7
Kroot gun	0
Kroot rifle	0
Longshot pulse rifle	0
Markerlight	3
Missile pod	24
Neutron blaster	0
Photon grenades	0
Plasma rifle	11
Pulse blastcannon	43
Pulse blaster	0
Pulse bomb	0
Pulse carbine	0
Pulse driver cannon	97
Pulse pistol	0
Pulse rifle	0
Quad ion turret	45
Rail rifle	22
Railgun	38
Seeker missile	5
Smart missile system	20
Supremacy railgun	69

MELEE WEAPONSWEAPONPOINTS PER WEAPONEqualizers1Honour blade0Kroot rifle0Kroot x fists0Ripping fangs0Ritual blade0

OTHER WARGEAR	
SUPPORT SYSTEM	POINTS PER SYSTEM
Advanced targeting system	8
Counterfire defence system	5
Drone controller	5
Early warning override	8
Homing beacon	20
Multi-tracker (Ghostkeel and Stormsurge)	10
Multi-tracker (all other units)	2
Riptide shield generator	0
Shield generator (Ghostkeel and Stormsurge)	40
Shield generator (all other units)	8
Stimulant injector	5
Target lock (Ghostkeel, Riptide and Stormsurge)	12
Target lock (all other units)	6
Velocity tracker (Ghostkeel, Riptide and Stormsurge)	10
Velocity tracker (all other units)	2

T'AU EMPIRE WARGEAR

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T'AU EMPIRE RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Airbursting fragmentation projector	18"	Assault D6	4	0	1	This weapon can target units that are not visible to the bearer.
Burst cannon	18"	Assault 4	5	0	1	-
Cluster rocket system	48"	Heavy 4D6	5	0	1	-
Cyclic ion blaster	When a	ttacking with this	s weapo	on, cho	oose oi	ne of the profiles below.
- Standard	18"	Assault 3	7	-1	1	-
- Overcharge	18"	Assault D3	8	-1	D3	If you make one or more hit rolls of 1, the bearer suffers a mortal wound after all of this weapon's shots have been resolved.
Cyclic ion raker	When a	ttacking with this	s weapo	on, cho	oose oi	ne of the profiles below.
- Standard	24"	Heavy 6	7	-1	1	-
- Overcharge	24"	Heavy D6	8	-1	D3	If you make one or more hit rolls of 1, the bearer suffers a mortal wound after all of this weapon's shots have been resolved.
Destroyer missile	60"	Heavy 1	-	-	-	A unit hit by this weapon suffers D3 mortal wounds. Each destroyer 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.
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
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 collider	18"	Heavy 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.
Heavy burst cannon						ne of the profiles below. You may only use the nova-charge setting in Reactor ability (pg 63).
- Standard	36"	Heavy 8	6	-1	1	-
- Nova-charge	36"	Heavy 12	6	-2	1	-
Heavy rail rifle	60"	Heavy 2	8	-4	D6	For each wound roll of 6+, the target unit suffers a mortal wound in addition to the normal damage.
High-output burst cannon	18"	Assault 8	5	0	1	-
High-yield missile pod	36"	Heavy 4	7	-1	D3	
Ion accelerator						ne of the profiles below. You may only use the nova-charge setting in Reactor ability (pg 63).
- Standard	72"	Heavy 3	7	-3	1	-
- Overcharge	72"	Heavy D6	8	-3	D3	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.
- Nova-charge	72"	Heavy D6	9	-3	3	-
Ion cannon	When a	ttacking with this	s weapo	on, cho	oose oi	ne of the profiles below.
- Standard	60"	Heavy 3	7	-2	2	-
- Overcharge	60"	Heavy D3	8	-2	3	Change the type to Heavy D6 against units containing 10 or more models. If you roll one or more hit rolls of 1, the bearer suffers a mortal wound after all of this weapon's shots have been resolved.
Ion rifle	When a	ttacking with this	s weapo	on, cho	ose oi	ne of the profiles below.
- Standard	30"	Rapid Fire 1	7	-1	1	-
- Overcharge	30"	Heavy D3	8	-1	1	If you make one or more hit rolls of 1, the bearer suffers a mortal wound after all of this weapon's shots have been resolved.
Kroot gun	48"	Rapid Fire 1	7	-1	D3	-
Kroot rifle (shooting)	24"	Rapid Fire 1	4	0	1	-
Longshot pulse rifle	48"	Rapid Fire 1	5	0	1	This weapon may target a CHARACTER even if they are not the closest enemy unit.
Markerlight	36"	Heavy 1	-	-	-	See Markerlights (pg 48)
Missile pod	36"	Assault 2	7	-1	D3	-
Neutron blaster	18"	Assault 2	5	-2	1	-
Photon grenade	12"	Grenade D6	-	-	-	This weapon does not inflict any damage. Your opponent must subtract 1 from any hit rolls made for INFANTRY units that have suffered any hits from photon grenades until the end of the turn.
Plasma rifle	24"	Rapid Fire 1	6	-3	1	-
Pulse blastcannon						ne of the profiles below.
- Close range	10"	Heavy 2	14	-4	6	-
- Medium range	20"	Heavy 4	12	-2	3	-
- Long range	30"	Heavy 6	10	0	1	h. /

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T'AU EMPIRE RANGED WEAPO	INS CONT.					
WEAPON	RANGE	TYPE	S	AP	0	ABILITIES
Pulse blaster	When a	ttacking with thi	s weapo	n, choo	se one	of the profiles below.
- Close range	5"	Assault 2	6	-2	1	-
- Medium range	10"	Assault 2	5	-1	1	-
- Long range	15"	Assault 2	4	0	1	-
Pulse bomb						See Pulse Bombs (pg 68)
Pulse carbine	18"	Assault 2	5	0	1	-
Pulse driver cannon	72"	Heavy D3	10	-3	D6	When attacking a unit with 10 or more models, this weapon's Type changes to Heavy D6.
Pulse pistol	12"	Pistol 1	5	0	1	-
Pulse rifle	30"	Rapid Fire 1	5	0	1	-
Quad ion turret	When a can't F L		s weapo	n, choo	se one	of the profiles below. Add 1 to hit rolls for this weapon against targets that
- Standard	30"	Heavy 4	7	-1	1	-
- Overcharge	30"	Heavy D6	8	-1	D3	If you make one or more hit rolls of 1, the bearer suffers a mortal wound after all of this weapon's shots have been resolved.
Rail rifle	30"	Rapid Fire 1	6	-4	D3	For each wound roll of 6+ made for this weapon, the target unit suffers a mortal wound in addition to the normal damage.
Railgun	When a	ttacking with th	is weapo	on, choo	ose one	of the profiles below.
- Solid shot	72"	Heavy 1	10	-4	D6	Each time you make a wound roll of 6+ for this weapon, the target unit suffers D3 mortal wounds in addition to the normal damage.
- Submunitions	72"	Heavy D6	6	-1	1	-
Seeker missile	72"	Heavy 1	-	-	-	A unit hit by this weapon suffers a mortal wound. Each seeker missile can only be used once per battle. This weapon only hits on a roll of 6, regardless of the firing model's Ballistic Skill or any modifiers.
Smart missile system	30"	Heavy 4	5	0	1	Smart missile systems can target units that are not visible to the bearer. In addition, units attacked by this weapon do not gain any bonus to their saving throws for being in cover.
Supremacy railgun	72"	Heavy 2	10	-4	D6	Each time you make a wound roll of 6+ for this weapon, the target unit suffers D3 mortal wounds in addition to the normal damage.

T'AU EMPIRE MELEE WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Dawn Blade	Melee	Melee	User	-4	D3	-
Equalizers	Melee	Melee	User	-1	1	A model armed with equalizers increases its Attacks characteristic by 1.
Honour blade	Melee	Melee	+2	0	1	-
Kroot rifle (melee)	Melee	Melee	+1	0	1	-
Krootox fists	Melee	Melee	User	0	2	-
Ripping fangs	Melee	Melee	User	-1	1	-
Ritual blade	Melee	Melee	User	0	1	If any enemy models are destroyed by this weapon, friendly KROOT units within 6" of the bearer do not have to take Morale tests at the end of the turn.

SUPPORT SYSTEMS	
SUPPORT SYSTEM	n one of the same 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 one 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. You cannot take this support system on a Riptide battlesuit.
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.

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TYRANIDS POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points values of all your models, as well as the wargear they are equipped with, to determine your army's total points value.

UNITS

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UNIT	MODELS PER UNIT	POINTS PER MODE (Does not include wargear)
Biovores	1-3	24
Broodlord	1	162
Carnifexes	1-3	67
Exocrine	1	150
Gargoyles	10-30	6
Genestealers	5-20	10
Harpy	1	78
Haruspex	1	267
Hive Crone	1	92
Hive Guard	1-3	18
Hive Tyrant	1	143
Hive Tyrant with Wings	1	170
Hormagaunts	10-30	5
Lictor	1	41
Maleceptor	1	162
Mawloc	1	104
Mucolid Spores	1-3	20
Pyrovores	1-3	23
Raveners	3-9	23
Ripper Swarms	3-9	11
Sky-slasher Swarms	3-9	11
Spore Mines	3-6	10
Sporocyst	1	79
Termagants	10-30	4
Tervigon	1	217
Toxicrene	1	135
Trygon	1	103
Trygon Prime	1	128
Tyranid Prime	1	100
Tyranid Shrikes	3-9	26
Tyranid Warriors	3-9	20
Tyrannocyte	1	98
Tyrannofex	1	174
Tyrant Guard	1-3	35
Venomthropes	3-6	25
Zoanthropes	3-6	40

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UNIT	MODELS PER UNIT	PDINTS PER MODEL (Includes wargear)
Deathleaper	1	90
Old One Eye	1	140
The Red Terror	1	75
The Swarmlord	1	300

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Acid spray	31
Barbed strangler	15
Bio-electric pulse	11
Bio-electric pulse with containment spines	21
Bio-plasma	9
Bio-plasmic cannon	66
Choking spores	13
Deathspitter	8
Deathspitter with slimer maggots	10
Devourer	4
Devourer with brainleech worms	7
Drool cannon	16
Flamespurt	15
Flesh hooks	2
Fleshborer	0
Fleshborer hive	28
Grasping tongue	11
Heavy venom cannon	30
Impaler cannon	30
Massive toxic lashes	17
Rupture cannon	46
Shockcannon	21
Spike rifle	0
Spinefists (Ravener)	3
Spinefists (Termagant)	0
Spinemaws	2
Spore mine launcher	12
Stinger salvo	11
Stranglethorn cannon	38
Strangleweb	0
Tentaclids	24
Toxic lashes	6
Venom cannon	9

MELEE WEAPONS Weapon	POINTS PER WEAPOI
Acid maw	4
Biostatic rattle	4
Blinding venom	0
Bone mace	2
Boneswords	4
Claws and teeth	0
Crushing claws	24
Distensible jaws	0
Grasping talons	0
Lash whip and bonesword	2
Lash whip and monstrous bonesword	25
Massive crushing claws	25
Massive scything talons (Tervigon and Maleceptor)	22
Massive scything talons (two or more pairs) (Trygon and Trygon Prime)	60
Massive toxic lashes	0
Monstrous boneswords	35
Monstrous crushing claws	15
Monstrous rending claws	0
Monstrous scything talons (Carnifex)	14
Monstrous scything talons (Hive Tyrant)	31
Monstrous scything talons (two pairs) (Carnifex)	20
Monstrous scything talons (two pairs) (Hive Tyrant)	41
Powerful limbs	12
Prehensile pincer tail	1
Ravenous maw	0
Rending claws	2
Shovelling claws	0
Scything talons	0
Scything wings	13
Thresher scythe	7
Toxic lashes	0
Toxinspike	1
Wicked spur	0

OTHER WARGEAR	
BIOMORPH	POINTS PER BIOMORPH
Adrenal glands (MONSTERS)	5
Adrenal glands (other units)	1
Toxin sacs (Hormagaunt)	2
Toxin sacs (Hive Guard, Gargoyle, Mawloc, Termagant, Tervigon and Tyrant Guard)	1
Toxin sacs (Trygon and Trygon Prime)	8
Toxin sacs (Carnifex, Genestealer, Hive Tyrant, Tyranid Prime, Tyranid Shrike and Tyranid Warrior)	4



TYRANIDS WARGEAR

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TYRANIDS RANGED WEAPONS						
WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES
Acid spray	18"	Heavy D6	User	-1	D3	This weapon automatically hits its target.
Barbed strangler	36"	Assault D6	5	-1	1	You can add 1 to hit rolls for this weapon when attacking a unit with 10 or more models.
Bio-electric pulse	12"	Assault 6	5	0	1	
Bio-electric pulse with containment spines	12"	Assault 12	5	0	1	-
Bio-plasma	12"	Assault D3	7	-3	1	-
Bio-plasmic cannon	36"	Heavy 6	7	-3	2	
Choking spores	12"	Assault D6	3	0	D3	You can re-roll failed wound rolls for this weapon. In addition, units attacked by this weapon do not gain any bonus to their saving throws for being in cover.
Deathspitter	18"	Assault 3	5	-1	1	-
Deathspitter with slimer maggots	18"	Assault 3	7	-1	1	
Devourer	18"	Assault 3	4	0	1	-
Devourer with brainleech worms	18"	Assault 3	6	0	1	-
Drool cannon	8"	Assault D6	6	-1	1	This weapon automatically hits its target.
Flamespurt	10"	Assault D6	5	-1	1	This weapon automatically hits its target.
Flesh hooks	6"	Assault 2	User	0	1	This weapon can be fired within 1" of an enemy unit, and can target enemy units within 1" of friendly units.
Fleshborer	12"	Assault 1	4	0	1	-
Fleshborer hive	18"	Heavy 20	5	0	1	-
Grasping tongue	12"	Assault 1	6	-3	D3	This weapon can be fired within 1" of an enemy unit, and can target enemy units within 1" of friendly units. In addition, when a model is slain by this weapon, the bearer regains 1 lost wound.
Heavy venom cannon	36"	Assault D3	9	-1	D3	-
Impaler cannon	36"	Heavy 2	8	-2	D3	This weapon 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.
Massive toxic lashes (shooting)	8"	Assault D6	User	-1	D3	This weapon can be fired within 1" of an enemy unit, and can target enemy units within 1" of friendly units. You can re-roll all failed wound rolls when attacking with this weapon.
Rupture cannon	48"	Heavy 2	10	-1	2	If both of this weapon's shots hit, the AP of the attacks is -4 and the Damage is D6.
Shockcannon	24"	Assault D3	7	-1	D3	If the target is a VEHICLE and you make a wound roll of 4+, the target suffers 1 mortal wound in addition to any other damage. If you make a wound roll of 6+, inflict D3 mortal wounds instead.
Spike rifle	18"	Assault 1	3	0	1	-
Spinefists	12"	Pistol *	3	0	1	When a model fires this weapon, it makes a number of shots equal to its Attacks characteristic.
Spinemaws	6"	Pistol 4	2	0	1	
Spore mine launcher	48"	Heavy 1				See Biovore datasheet (pg 104)
Stinger salvo	18"	Assault 4	5	-1	1	
Stranglethorn cannon	36"	Assault D6	7	-1	2	You can add 1 to hit rolls for this weapon when attacking a unit with 10 or more models.
Strangleweb	8"	Assault D3	2	0	1	-
Tentaclids	36"	Assault 2	5	0	1	You may re-roll failed hit rolls for this weapon against units that can FLY . In addition, if the target is a VEHICLE and you make a wound roll of 4+, it suffers 1 mortal wound in addition to any other damage. If you make a wound roll of 6+, inflict D3 mortal wounds instead.
Toxic lashes (shooting)	6"	Assault 2	User	0	1	This weapon can be fired within 1" of an enemy unit, and can target enemy units within 1" of friendly units. In addition, you can re-roll failed wound rolls when attacking with this weapon.
Venom cannon	36"	Assault D3	8	-1	1	-
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WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Acid maw	Melee	Melee	5	-3	1	
Biostatic rattle	Melee	Melee	User	-1	1	If a unit suffers any unsaved wounds from this weapon, add 1 to any Morale tests they take until the end of the turn.
Blinding venom	Melee	Melee	3	0	1	If a unit suffers any unsaved wounds from this weapon, your opponent must subtract 1 from hit rolls for that unit until the end of the turn.
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.
Bone sabres	Melee	Melee	User	-3	D6	-
Boneswords	Melee	Melee	User	-2	1	A model armed with boneswords can make 1 additional attack with them in the Fight phase.
Claws and teeth	Melee	Melee	User	0	1	-
Crushing claws	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Distensible jaws	Melee	Melee	User	0	D6	Each time the bearer fights, one (and only one) of its attacks must be made with this weapon.
Grasping talons	Melee	Melee	User	-1	2	-
Lash whip and bonesword Lash whip and monstrous bonesword	Melee Melee	Melee Melee	User User	-2 -2	1 3	If the bearer is slain in the Fight phase before it has made its attacks, leave it where it is. When its unit is chosen to fight in that phase, the bearer can do so as normal before being removed from the battlefield.
Monstrous boneswords	Melee	Melee	User	-2	3	A model armed with monstrous boneswords can make 1 additional attack with them in the Fight phase.
Massive crushing claws	Melee	Melee	x2	-3	D6	
Monstrous crushing claws	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.
Monstrous rending claws	Melee	Melee	User	-3	D3	You can re-roll failed wound rolls when attacking with this weapon. In addition, each time you make a wound roll of 6+, that hit is resolved with an AP of -6 and Damage of 3.
Massive scything talons	Melee	Melee	User	-3	D6	You can re-roll hit rolls of 1 when attacking with this weapon. If the bearer
Monstrous scything talons	Melee	Melee	User	-3	3	has more than one pair of monstrous/massive scything talons, it can make 1 additional attack with this weapon each time it fights.
Massive toxic lashes (melee)	Melee	Melee	User	-1	D3	You can re-roll failed wound rolls when attacking with this weapon. A model armed with this weapon always fights first in the Fight phase, even if it didn't charge. If the enemy has units that have charged, or that have a similar ability, then alternate choosing units to fight with, starting with the player whose turn is taking place.
Powerful limbs	Melee	Melee	User	-2	2	-
Prehensile pincer tail	Melee	Melee	User	0	D3	Each time the bearer fights, one (and only one) of its attacks must be made with this weapon.
Ravenous maw	Melee	Melee	User	-1	D3	Make D3 hit rolls for each attack made with this weapon, instead of 1.
Rending claws	Melee	Melee	User	-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4.
Shovelling claws	Melee	Melee	x2	-3	D6	-
Scything talons	Melee	Melee	User	0	1	You can re-roll hit rolls of 1 when attacking with this weapon. If the bearer has more than one pair of scything talons, it can make 1 additional attack with this weapon each time it fights.
Scything wings	Melee	Melee	User	-2	D3	You can re-roll hit rolls of 1 when attacking with this weapon.
Thresher scythe	Melee	Melee	4	-1	1	Make D3 hit rolls for each attack made with this weapon instead of 1.
Toxic lashes (melee)	Melee	Melee	User	0	1	You can re-roll failed wound rolls when attacking with this weapon. A model armed with this weapon always fights first in the Fight phase, even if it didn't charge. If the enemy has units that have charged, or that have a similar ability, then alternate choosing units to fight with, starting with the player whose turn is taking place.
Toxinspike	Melee	Melee	1	0	D3	Each time the bearer fights, one (and only one) of its attacks must be made with this weapon. This weapon always wounds targets (other than VEHICLES) on a 2+.
Wicked spur	Melee	Melee	8	-3	D3	Each time the bearer fights, one (and only one) of its attacks must be made with this weapon.

OTHER WARGEAR		
BIOMORPH	EFFECT	
Adrenal glands	If a unit has adrenal glands, add 1" to the distance it can move when it Advances or charges.	
Toxin sacs	Any wound rolls of 6+ in the Fight phase for a model with toxin sacs cause 1 additional damage.	
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GENESTEALER CULTS POINTS VALUES

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If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points values of all your models, as well as the wargear they are equipped with, to determine your army's total points value.

UNITS

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UNIT	MODELS Per Unit	PDINTS PER MDDEL (Does not include wargear)
Aberrants	4-8	17
Acolyte Hybrids	5-20	11
Acolyte Iconward	1	53
Cult Armoured Sentinels	1-3	40
Cult Chimera	1	75
Cult Leman Russ	1	132
Cult Scout Sentinels	1-3	35
Familiars	N/A	12
Goliath Rockgrinder	1	94
Goliath Truck	1	66
Hybrid Metamorphs	5-10	13
Magus	1	73
Neophyte Hybrids	10-20	5
Patriarch	1	150
Primus	1	71
Purestrain Genestealers	5-20	18

MELEE WEAPONS WEAPON POINTS PER WEAPON Bonesword Chainsword Cultist knife

Drilldozer blade	0
Force stave	0
Heavy rock cutter	23
Heavy rock drill	30
Heavy rock saw	24
Lash whip and bonesword	7
Metamorph claw	6
Metamorph talon	5
Metamorph whip	2
Monstrous rending claws	0
Power hammer	24
Power maul	13
Power pick	16
Purestrain talons	3
Rending claw(s)	0
Sentinel chainsaw	2
Toxin injector claw	0

RANGED WEAPONSWEAPONPOINTAutocannonAutogunAutogunAutopistolBattle cannonBlasting chargeBolt pistolCache of demolition chargesClearance incineratorDemolition chargesEradicator nova cannonExterminator autocannonFlamerGrenade launcherHand flamerHeavy bolterHeavy flamerHeavy seismic cannonHeavy stubberHunter-killer missileLascannonLascannon	IS PER WEAPDN 15 0 22 0 1 12 22 10 46
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Flamer Grenade launcher Hand flamer Heavy bolter Heavy flamer Heavy mining laser Heavy seismic cannon Heavy stubber Hunter-killer missile	
Grenade launcher Hand flamer Heavy bolter Heavy flamer Heavy mining laser Heavy seismic cannon Heavy stubber Hunter-killer missile	25
Hand flamer Heavy bolter Heavy flamer Heavy mining laser Heavy seismic cannon Heavy stubber Hunter-killer missile	7
Heavy bolter Heavy flamer Heavy mining laser Heavy seismic cannon Heavy stubber Hunter-killer missile	5
Heavy flamer Heavy mining laser Heavy seismic cannon Heavy stubber Hunter-killer missile	8
Heavy mining laser Heavy seismic cannon Heavy stubber Hunter-killer missile	8
Heavy seismic cannon Heavy stubber Hunter-killer missile	19
Heavy stubber Hunter-killer missile	25
Hunter-killer missile	25
	8
Lascannon	9
	20
Lasgun	0
Lasgun array	0
Laspistol	0
Mining laser	14
Missile launcher	20
Mortar	5
Multi-laser	10
Multi-melta	20
Needle pistol	0
Plasma cannon	15
Seismic cannon	17
Shotgun	0
Storm bolter	6
Twin autocannon	33
Vanquisher battle cannon	25
Web pistol	23
Webber	3

GENESTEALER CULTS WARGEAR

GENESTEALER CULTS RANGED W	EAPONS					
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autocannon	48"	Heavy 2	7	-1	2	-
Autogun	24"	Rapid Fire 1	3	0	1	-
Autopistol	12"	Pistol 1	3	0	1	
Battle cannon	72"	Heavy D6	8	-2	D3	
Blasting charge	6"	Grenade D6	3	0	1	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Cache of demolition charges	6"	Assault D6	8	-3	D3	This weapon can only be fired if a unit is embarked upon the vehicle equipped with it.
Clearance incinerator	12"	Assault D6	5	-1	1	This weapon automatically hits its target.
Demolition charges	6"	Assault D6	8	-3	D3	The bearer can only use this weapon once per battle.
Eradicator nova cannon	36"	Heavy D6	6	-2	D3	Units in cover do not receive any bonus to their saving throws against wounds caused by this weapon.
Exterminator autocannon	48"	Heavy 4	7	-1	2	-
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Grenade launcher	When	attacking with th	is weap	pon, ch	loose o	ne of the profiles below.
- Frag grenade	24"	Assault D6	3	0	1	-
- Krak grenade	24"	Assault 1	6	-1	D3	-
Hand flamer	6"	Pistol D3	3	0	1	This weapon automatically hits its target.
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy mining laser	36"	Heavy 1	9	-3	D6	-
Heavy seismic cannon	When		is wear	pon, ch	loose o	ne of the profiles below. All wound rolls of 6+ have an AP of -4.
- Long-wave	24"	Heavy 4	4	-1	2	-
- Short-wave	12"	Heavy 2	8	-2	3	-
Heavy stubber	36"	Heavy 3	4	0	1	
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be used once per battle.
Lascannon	48"	Heavy 1	9	-3	D6	-
Lasgun	24"	Rapid Fire 1	3	0	1	
Lasgun array	24"	Rapid Fire 3	3	0	1	This weapon can only be fired if a unit is embarked upon the vehicle equipped with it.
Laspistol	12"	Pistol 1	3	0	1	-
Mining laser	24"	Heavy 1	9	-3	D3	
Missile launcher	When		is wear	pon, ch	loose o	ne of the profiles below.
- Frag missile	48"	Heavy D6	4	0	1	-
- Krak missile	48"	Heavy 1	8	-2	D6	
Mortar	48"	Heavy D6	4	0	1	Mortars can target units that are not visible to the firing model.
Multi-laser	36"	Heavy 3	6	0	1	-
Multi-melta	24"	Heavy 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.
Needle pistol	12"	Pistol 1	1	0	1	This weapon always wounds targets (other than VEHICLES) on a roll of 2+.
Plasma cannon	When	attacking with th	is wear	pon, ch	loose o	ne of the profiles below.
- Standard	36"	Heavy D3	7	-3	1	-
- Supercharge	36"	Heavy D3	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Seismic cannon	When	attacking with th	is weap	pon, ch	loose o	ne of the profiles below. All wound rolls of 6+ have an AP of -4.
- Long-wave	24"	Heavy 4	3	0	1	-
- Short-wave	12"	Heavy 2	6	-1	2	
Shotgun	12"	Assault 2	3	0	1	If the target is within half range, add 1 to this weapon's Strength.
Storm bolter	24"	Rapid Fire 2	4	0	1	
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GENESTEALER CULTS RANGED WEAPONS CONT.							
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	
Twin autocannon	48"	Heavy 4	7	-1	2	-	
Vanquisher battle cannon	72"	Heavy 1	9	-3	D6	Roll two dice when inflicting damage with this weapon and discard the lowest result.	
Web pistol	12"	Pistol D3	3	0	1	When making a shooting attack with a web weapon, you can use either the Strength or Toughness characteristic of the target to	
Webber	16"	Assault D3	4	0	1	determine the wound roll – whichever is lowest.	

GENESTEALER CULTS MELEE WEAPONS WEAPON RANGE TYPE S AP 0 ABILITIES Bonesword Melee Melee User -2 1 Each time the bearer fights, it can make 1 additional attack with Chainsword Melee Melee User 0 1 this weapon. Each time the bearer fights, it can make 1 additional attack with Cultist knife Melee Melee User 0 1 this weapon. A model equipped with a drilldozer blade can make D3 additional Drilldozer blade Melee Melee +3-2 D3 attacks on a turn in which it charged. Force stave Melee Melee +2-1 D3 Roll a D6 each time a model (other than a VEHICLE) suffers damage Heavy rock cutter Melee Melee x2 -4 2 from this weapon; if you roll higher than the model's remaining number of Wounds, it is instantly slain. Roll a D6 each time a model suffers damage from this weapon; on a 2+ the model suffers a mortal wound and you can roll another D6. This Heavy rock drill Melee Melee x2 -3 1 time, the model suffers a mortal wound on a 3+. Keep rolling a D6, increasing the score required to cause a mortal wound by 1 each time, until the model is slain or the roll is failed. Heavy rock saw Melee Melee x2 -4 2 If the bearer is slain in the Fight phase before it has made its attacks, Lash whip and bonesword Melee Melee User -2 leave it where it is. When its unit is chosen to fight in that phase, the 1 bearer can do so as normal before being removed from the battlefield. Metamorph claw Melee Melee +20 Metamorph talon Melee Melee User 0 1 Add 1 to all hit rolls for this weapon. If the bearer is slain in the Fight phase before it has made its attacks, Metamorph whip User 0 1 leave it where it is. When its unit is chosen to fight in that phase, the Melee Melee bearer can do so as normal before being removed from the battlefield. You may re-roll failed wound rolls for this weapon. In addition, each Monstrous rending claws Melee Melee User -3 D3 time you make a wound roll of 6+ with this weapon, that hit is resolved with an AP of -6 and Damage of 3. Power hammer Melee Melee x2 -3 3 When attacking with this weapon, you must subtract 1 from the hit roll. Power maul Melee Melee +2-1 1 _ Power pick Melee Melee -2 D3 User Purestrain talons Melee Melee User 0 1 When attacking with this weapon you can re-roll hit rolls of 1. Each time you make a wound roll of 6+, that hit is resolved with an AP Rending claw(s) Melee Melee User -1 1 of -4. Melee Melee Sentinel chainsaw User -1 1 This weapon always wounds targets (other than VEHICLES) on a roll Toxin injector claw Melee Melee User -1 1 of 2+. Furthermore, each time you make a wound roll of 6+ with this weapon, that hit is resolved with an AP of -4.

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