WARHAMMER 40,000 – IMPERIAL ARMOUR
INDEX: XENOS
Official Update Version 1.1

Although we strive to ensure that our rules are perfect, sometimes mistakes do creep in, or the intent of a rule isn't as clear as it might be. These documents collect amendments to the rules and present our responses to players' frequently asked questions. As they're updated regularly, each has a version number; when changes are made, the version number will be updated, and any changes from the previous version will be highlighted in magenta. Where a version number has a letter, e.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

ERRATA

Page 17 – Malanthrope, Power Rating
Change this model's Power Rating to read '5'.

Page 17 – Malanthrope, Shrouding Spores
Change the first sentence of this ability to read:
'Your opponent must subtract 1 from hit rolls for ranged weapons that target **‹Hive Fleet›** units within 3" of any friendly **‹Hive Fleet›** Malanthropes.'

Page 17 – Malanthrope, Keywords
Add '**Fly**'.

Pages 17 and 83 – Grasping Talons and Thorax Spine-maw
Change the abilities text to read:
'When targeting **Infantry** units, each hit roll of 6+ made with this weapon is resolved at Strength x2 and Damage D6.'

Pages 18 and 83 – Bio-flail
Change the abilities text to read:
'Each time the bearer fights, one (and only one) of its attacks can be made with this weapon. When the bearer fights with this weapon, make a number of hit rolls against one target unit equal to the number of models that the target unit has within 2" of the bearer.'

Pages 19, 21 and 83 – Massive Scything Talons
Change the second sentence of the abilities text to read:
'If the bearer has more than one pair of massive scything talons, it can make 1 additional attack with them each time it fights.'

Page 19 – Barbed Hierodule
Change the description to read:
'A Barbed Hierodule is a single model equipped with two bio-cannons and massive scything talons.'

Page 19 – Harridan
Change the description to read:
'A Harridan is a single model equipped with two bio-cannons and massive scything talons.'

Pages 20, 82 and 83 – Monstrous Scything Talons
Change the name of this weapon to read 'gargantuan scything talons'.

Page 20 – Hierophant Bio-titan
Change the Ballistic Skill characteristic to read '3+'.

Page 21 – Scythed Hierodule
Change the description to read:
'A Scythed Hierodule is a single model equipped with bio-acid spray and two pairs of massive scything talons.'

Page 23 – Mob Rule
Change the second sentence to read:
'When using the Leadership characteristic of this unit, you can either use its own Leadership characteristic, or you can choose for the characteristic to be equal to either the number of models in the unit or the number of models in another friendly unit within 6" that has this ability.'

Page 27 – Squiggoth, Stampede!
Change this to read:
'Each time this model finishes a charge move, roll a D6 for each enemy unit within 1" of it; on a 2+ that unit suffers D3 mortal wounds.'

Page 28 – Meka-Dread, Wargear Options
Change the first bullet point to read:
'• The Meka-Dread may replace one of its rippa klaws with one of the following weapons: killkannon, big zzappa, shunta or ratler kannon.'

Change the second bullet point to read:
'• The Meka-Dread must take one of the following: rokkit-bomms, two big shootas, the Mega Charga ability or a Kustom Force Field.'

Pages 29, 34 and 85 – Killkannon
Change this weapon's Type to read 'Heavy D6'.

Add the following datasheet to the datasheet:
'**Open-topped:** Models embarked on this model can attack in their Shooting phase. Measure the range and line of sight from any point on this model's base. When they do so, any restrictions or modifiers that apply to this model also apply to its passengers; for example, the passengers cannot shoot if this model has Fallen Back in the same turn, cannot shoot (except with Pistols) if this model is within 1" of an enemy unit, and so on. Note that passengers cannot shoot if this model Falls Back, even though the 'Chinork' Warkopta itself can.'

Page 34 – Gargantuan Squiggoth, Stampede!
Change this to read:
'Each time this model finishes a charge move, roll a D6 for each enemy unit within 1" of it; on a 2+ that unit suffers D6 mortal wounds.'

Page 40 – Shas'o R'myr, Upgraded Shield Generator
Change this to read:
'Shas'o R'myr has a 4+ invulnerable save. This is increased to a 3+ invulnerable save against melee weapons.'

Page 41 – Shas'o R'alai
Change the first sentence of the description to read:
'Shas'o R'alai is a single model equipped with an experimental pulse submunitions rifle and a drone controller.'

Add the following abilities:
'**Stable Platform:** Blacklight Marker Drones do not suffer the penalty for moving and firing Heavy weapons.

Photon Casters: Any enemy unit that declares a charge against any units that have this ability must reduce its charge range by 2" for that phase.'

Change this datasheet's keywords to read:
'**Keywords (Shas'o R'alai): Battlesuit, Commander, Character, Jet Pack, Fly, Shas'o R'alai**

Keywords (Blacklight Marker Drone): Drone, Fly, Blacklight Marker Drone'

Pages 41, 42, 43, 44, 45, 46, 49, 50 and 51 –
Saviour Protocols
Change this to read:
'Saviour Protocols: If a **<Sept> Drones** unit is within 3" of a friendly **<Sept> Infantry** or **<Sept> Battlesuit** unit when an enemy attack successfully wounds it, you can allocate that wound to the Drones unit instead of the target. If you do, that Drones unit suffers a mortal wound instead of the normal damage.'

Page 44 – XV9 Hazard Support Team, Photon Casters
Change this to read:
'Any enemy unit that declares a charge against any units that have this ability must reduce its charge range by 2" for that phase.'

Pages 45 and 46 – XV109 Y'vahra Battlesuit and XV107 R'varna Battlesuit
Add the following to the end of the MV52 Shield Generator and Shield Generator abilities:
'In addition, roll a D6 each time a Drone with this ability loses a wound; on a 5+ that Drone does not lose a wound.'

Page 45 – XV109 Y'vahra Battlesuit, Escape Thrust
Change this to read:
'At the start of your Movement phase, the Y'vahra may be removed from play and set up in the sky. At the end of your next Movement phase you may set up the Y'vahra anywhere on the battlefield as long as it is more than 9" from any enemy unit.'

Page 51 – TX7 Fire Support Hammerhead Gunship, Keywords (Hammerhead)
Add '**Hammerhead**'.

Page 52 – DX-6 Remora Stealth Drone Squadron, Target Lock
Change this ability to read:
'**Remora Targeters:** This unit does not suffer the penalty to its hit rolls for moving and firing Heavy weapons.'

Page 55 – Tiger Shark AX-1-0, Abilities
Add the following ability:
'**Titan Hunter:** This model may fire Macro weapons even if it has moved this turn.'

Page 57 – Manta Super-heavy Dropship, Colossal Flier
Change the first sentence to read:
'When targeting this model with shooting attacks and psychic powers, always measure to the model's hull where it would be at tabletop level, even if it is on a flying base.'

Page 58 – Drone Sentry Turret
Delete the last sentence of the description.

Pages 61 and 75 – Shadow Spectres and Irillyth, Keywords
Add '**Jump Pack**'.

Pages 62, 64, 65, 66, 67, 69, 72, 76 and 94 – Starcannon and Twin Starcannon
Change the Damage characteristic to read 'D3'

Change the last sentence to read:
'Until the beginning of the controlling player's next Psychic phase, the targeted unit rolls an additional D6 when Advancing or charging and discards the lowest result.'

Pages 66 and 94 – Twin Scorpion Pulsar
Change the abilities text to read:
'Any wound rolls of 6+ made with this weapon are resolved with a Damage characteristic of 6 rather than 3.'

Pages 68 and 69 – Nightwing and Phoenix, Battlefield Role
Change the Battlefield Role to Flyer.

Pages 70 and 71 – Vampire Raider and Vampire Hunter
Add the following ability:
'**Colossal Flyer:** When targeting this model with shooting attacks and psychic powers, always measure to the model's hull where it would be at tabletop level, even if it is on a flying base. In addition, unless the attacking model has the **Fly** keyword, add 12" to the measured distance to determine the range when making shooting attacks against this model. Note that this means many short-ranged shooting weapons will not be able to hit this model. Also, this model does not suffer the penalty for moving and firing Heavy weapons.'

Page 75 – Irillyth, Keywords
Add the following to this datasheet's keywords line:
'**Character**'

Pages 77 and 78 – Corsair Reaver Band and Corsair Skyreaver Band, Dancing on the Blade's Edge
Change this to read:
'When making Morale tests, a unit with this ability may roll an additional dice and discard the highest result, but if any models flee the unit due to the result of the test, the number of fleeing models is increased by 1.'

Pages 77 – Corsair Reaver Band, Wargear Options
Change the second bullet point to read:
'• The Corsair Reaver Felarch may take one of the
   following weapons:
      - Void sabre
      - Dissonance pistol'

Pages 78 – Corsair Skyreaver Reaver Band,
Wargear options
Change the second bullet point to read:
'• The Corsair Skyreaver Felarch may take one of the
   following weapons:
      - Void sabre
      - Dissonance pistol'

Page 88 – T'au Empire Points, Units
Change the points per model value of the TX7 Heavy Bombardment Hammerhead Gunship and the TX7 Fire Support Hammerhead Gunship to read '117'.

Change the points per model value of Blacklight Marker Drones to read '7'.

FAQs
Q: Does the Kustom Stompa's Repair Krew ability prevent a Big Mek from trying to repair it in the same turn?
A: Yes.

Q: Can DX-6 Remora Stealth Drones embark inside a TY7 Devilfish?
A: No.

Q: When an XV109 Y'vahra Battlesuit uses its Nova Reactor ability to do an Overcharged Burst, do I use the Nova Reactor profile on only one of its applicable weapons, or on both of them?
A: You use the Nova Reactor profile on both applicable weapons.

Q: There are no datasheets for Corsair Princes or Corsair Barons – are there datasheets I should use for these models?
A: Use either the Corsair Cloud Dancer Band, Corsair Reaver Band or Corsair Skyreaver Band datasheets (whichever best describes the model) with the model taking the place of the unit's Felarch.

Q: There are no datasheets for Corsair Venoms or Corsair Falcons – are there datasheets I should use for these models?
A: Use the Venom or Falcon datasheets respectively (from *Index: Xenos 1* or the appropriate codex). In either case, the vehicle replaces its **<Kabal>**, **<Wych Cult>**, **<Haemonculus Coven>** or **<Craftworld>** Faction keyword with **<Coterie>**, and that model can only transport **<Coterie> Infantry** models (the number of models and any other restrictions remain the same).

Q: Can I use the weapon profiles for things like lasblasters and D-cannons from Codex: Craftworlds, *or do I have to use the ones printed in* Imperial Armour – Index: Xenos?
A: You can use the profiles from *Codex: Craftworlds.*

Q: What datasheets should I use for Grot Bomb Launchas, Attack Fightas, Fighta-Bommers, Dethrolla Battle Fortresses, Kill Krushas, Raven Strike Fighters, Knarloc Riders, Great Knarlocs and Firestorms?
A: It is an unfortunate truth that we can't continue indefinitely to sell and support every model we've ever made. As we make new models, and new books to explore their background and rules, we have to stop producing and featuring some older models. But just like many of you, we still treasure our collections of older miniatures, and we still want to be able to use them in games and forge glorious narratives on the tabletop! As such, the datasheets for these classic models can be found below, but they are intended for use in open play or narrative play games; they are not designed or approved for use in matched play games (as they won't, for example, have any points values).

GROT BOMM LAUNCHA

4 POWER

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

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

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

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

ATTACK FIGHTA

6 POWER

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

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

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

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

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

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

ABILITIES	**Supersonic:** Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice. **Hard to Hit:** Subtract 1 from hit rolls for attacks that target this model in the Shooting phase. **Airborne:** This model cannot charge, can only be charged by units that can **FLY**, and can only attack or be attacked in the Fight phase by units that can **FLY**.	**Small Bomms:** A model equipped with small bomms can drop a bomm each turn as it flies over enemy units in its Movement phase. After the model has moved, select an enemy unit that it moved over and roll a D6 for each model in that unit, up to a maximum of 5 dice. For each roll of 6, the enemy unit suffers 1 mortal wound. **Crash and Burn:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it crashes in a fiery explosion and each unit within 6" suffers D3 mortal wounds.
FACTION KEYWORDS	**ORK, <CLAN>**	
KEYWORDS	**VEHICLE, FLY, ATTACK FIGHTA**	

Fighta-Bommer

7 POWER

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

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

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

WARGEAR OPTIONS	• This model can take replace its small bomms with either two wing rokkits or two Grot-guided bomms.
ABILITIES	**Supersonic:** Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice. **Hard to Hit:** Subtract 1 from hit rolls for attacks that target this model in the Shooting phase. **Airborne:** This model cannot charge, can only be charged by units that can **FLY**, and can only attack or be attacked in the Fight phase by units that can **FLY**. **Small Bomms:** A model equipped with small bomms can drop a bomm each turn as it flies over enemy units in its Movement phase. After the model has moved, select an enemy unit that it moved over and roll a D6 for each model in that unit, up to a maximum of 5 dice. For each roll of 6, the enemy unit suffers 1 mortal wound. **Crash and Burn:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it crashes in a fiery explosion and each unit within 6" suffers D3 mortal wounds.
FACTION KEYWORDS	**ORK, <CLAN>**
KEYWORDS	**VEHICLE, FLY, FIGHTA-BOMMER**

DETHROLLA BATTLE FORTRESS

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

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

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Big shoota	36"	Assault 3	5	0	1	-
Kannon	When attacking with this weapon, choose one of the profiles below.					
- Frag	36"	Heavy D6	4	0	1	-
- Shell	36"	Heavy 1	8	-2	D6	-
Lobba	48"	Heavy D6	5	0	1	This weapon can target units that are not visible to the bearer.
Rokkit launcha	24"	Assault 1	8	-2	3	-
Skorcha	8"	Assault D6	5	-1	1	This weapon automatically hits its target.
Twin big shoota	36"	Assault 6	5	0	1	-
Zzap gun	36"	Heavy 1	2D6	-3	3	Before firing this weapon, roll to determine the Strength of the shot. If the result is 11+ do not make a wound roll – instead, if the attack hits it causes 3 mortal wounds. The bearer then suffers 1 mortal wound.
Dethrolla	Melee	Melee	+2	-3	D3	Add 3 to hit rolls for attacks made for this weapon.

WARGEAR OPTIONS	• This model can replace its kannon and/or any zzap gun with any of the following: lobba, kannon, zzap gun. • This model must take two items from the following list: twin big shoota, skorcha, rokkit launcha. • This model may take up to five big shootas.
ABILITIES	**Mobile Fortress:** This model ignores the penalty for moving and firing Heavy weapons. **Firing Points:** Models embarked on this vehicle can shoot in their Shooting phase. They measure range and draw line of sight from any point on the vehicle. When they do so, any restrictions or modifiers that apply to this model also apply to its passengers; for example, the passengers cannot shoot if this model has Fallen Back in the same turn, cannot shoot (except with Pistols) if this model is within 1" of an enemy unit, and so on. **Grot Riggers:** At the end of the turn, roll a D6. On a 6, this model regains one lost wound. **Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.
TRANSPORT	This model can transport 20 **Ork Infantry** models. Each **Mega Armour** or **Jump Pack** model takes up the space of two other models.
FACTION KEYWORDS	**Ork, <Clan>**
KEYWORDS	**Vehicle, Transport, Titanic, Battle Fortress, Dethrolla**

KILL KRUSHA

16 POWER

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

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

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

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

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

WARGEAR OPTIONS	• This model may take two items from the following list: big shoota, rack of rokkits, rokkit launcha, skorcha, twin big shoota.
ABILITIES	**Mobile Fortress:** This model ignores the penalty for moving and firing Heavy weapons. **Reinforced Ram:** Increase this model's Strength characteristic by 2 until the end of a turn in which it makes a successful charge. In addition, each time this model finishes a charge move, select one enemy unit within 1" and roll a D6; on a 2+ that unit suffers D3 mortal wounds. **Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.	**Hang On!:** Models embarked on this vehicle can shoot in their Shooting phase, but only hit on a 6+. They measure range and draw line of sight from any point on the vehicle. When they do so, any restrictions or modifiers that apply to this model also apply to its passengers; for example, the passengers cannot shoot if this model has Fallen Back in the same turn, cannot shoot (except with Pistols) if this model is within 1" of an enemy unit, and so on. **Grot Riggers:** At the end of the turn, roll a D6. On a 6, this model regains one lost wound.
TRANSPORT	This model can transport 12 **Ork Infantry** models. Each **Mega Armour** or **Jump Pack** model takes up the space of two other models.
FACTION KEYWORDS	**Ork, <Clan>**
KEYWORDS	**Vehicle, Transport, Titanic, Kill Krusha**

RAVEN STRIKE FIGHTER

9 POWER

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

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

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

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

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

ABILITIES	**Supersonic:** Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice. **Hard to Hit:** Subtract 1 from hit rolls for attacks that target this model in the Shooting phase.	**Airborne:** This model cannot charge, can only be charged by units that can **Fly**, and can only attack or be attacked in the Fight phase by units that can **Fly**. **Night Shield:** This model has a 5+ invulnerable save against ranged weapons. **Crash and Burn:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it crashes in a fiery explosion and each unit within 6" suffers D3 mortal wounds.
FACTION KEYWORDS	**Aeldari, Drukhari, <Kabal>** or **<Wych Cult>**
KEYWORDS	**Vehicle, Fly, Raven Strike Fighter**

KNARLOC RIDERS

5 POWER

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

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

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

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

GREAT KNARLOC

7 POWER

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

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

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

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

FIRESTORM

10 POWER

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Firestorm scatter laser	60"	Heavy 12	6	0	1	Add 1 to hit rolls made for this weapon against targets that can **FLY**. Subtract 1 from the hit rolls made for this weapon against all other targets.
Shuriken cannon	24"	Assault 3	6	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3.
Twin shuriken catapult	12"	Assault 4	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3.

DAMAGE

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

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

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

ABILITIES

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

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

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

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

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

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

TRANSPORT

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

FACTION KEYWORDS

AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>

KEYWORDS

VEHICLE, TRANSPORT, FLY, FIRESTORM