ADDEX- XENOS

CRAFTWORLDS - DRUKHARI YNNARI - HARLEQUINS - NECRONS



CONTENTS

Introduction4
Datasheets
The Aeldari6
I he Aeldari
Craftworlds8
Craftworlds Army List
Runes of Battle Discipline
Runes of Fate Discipline
Craftworlds Wargear Lists
Eldrad Ulthran
Prince Yriel
Illic Nightspear
Asurmen
Jain Zar14
Karandras
Fuegan15
Baharroth15
Maugan Ra16
Autarch
Autarch with Swooping Hawk Wings17
Autarch with Warp Jump Generator
Autarch Skyrunner
Avatar of Khaine
Farseer
Farseer Skyrunner
Warlock Conclave
Warlock
Warlock Skyrunner Conclave
Warlock Skyrunner
Spiritseer
Guardian Defenders
Storm Guardians
Windriders
Rangers
Dire Avengers
Howling Banshees
Striking Scorpions
Fire Dragons
Wraithguard
Wraithblades

Wave Serpent	29
Swooping Hawks	
Warp Spiders	
Shining Spears	31
Crimson Hunter	
Crimson Hunter Exarch	32
Vypers	
Hemlock Wraithfighter	
Dark Reapers	
Vaul's Wrath Support Battery	35
Falcon	
Fire Prism	
Night Spinner	
War Walkers	
Wraithlord	
Wraithknight	
Ũ	
Drukhari	41
Drukhari Army List	42
Power From Pain	42
Combat Drugs	42
Drukhari Wargear Lists	42
Archon	44
Lhamaean	44
Medusae	45
Sslyth	45
Ur-Ghul	46
Succubus	46
Lelith Hesperax	47
Haemonculus	47
Urien Rakarth	48
Drazhar	48
Kabalite Warriors	49
Kabalite Trueborn	50
Wyches	51
Hekatrix Bloodbrides	52
Incubi	53
Mandrakes	53
Wracks	
Grotesques	
Beastmaster	

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Clawed Fiends	55
Khymerae	55
Razorwing Flocks	56
Raider	
Venom	57
Reavers	
Hellions	
Razorwing Jetfighter	60
Voidraven	61
Scourges	62
Talos	
Cronos	64
Ravager	64

Harlequins	66
Harlequins Army List	
Phantasmancy Discipline	
Troupe	
Troupe Master	
Death Jester	70
Shadowseer	71
Solitaire	71
Skyweavers	72
Starweaver	72
Voidweavers	73

Ynnari	
Ynnari Army List	76
Revenant Discipline	
Yvraine	78
The Visarch	
The Yncarne	

Necrons	82
Necrons Army List	
Powers of the C'tan	85
Necron Wargear List	
Imotekh the Stormlord	
Overlord	
Lord	
Cryptek	
Destroyer Lord	
Nemesor Zahndrekh	
Vargard Obyron	
Illuminor Szeras	
Orikan the Diviner	91
Anrakyr the Traveller	92
Trazyn the Infinite	
Catacomb Command Barge	93
Necron Warriors	
Immortals	94
Lychguard	
Deathmarks	
Flayed Ones	
Triarch Praetorians	
Triarch Stalker	
C'tan Shard of the Nightbringer	
C'tan Shard of the Deceiver	
Ghost Ark	

Night Scythe	
Doom Scythe	
Canoptek Wraiths	the second se
Canoptek Scarabs	
Tomb Blades	
Destroyers	
Heavy Destroyers	
Canoptek Spyders	
Monolith	
Annihilation Barge	
Doomsday Ark	
Transcendent C'tan	
Tesseract Vault	
Obelisk	

Battle-forged Armies	
Army Roster	
Detachment Roster	
Craftworlds Points Values	
Craftworlds Wargear	
Drukhari Points Values	
Drukhari Wargear	
Harlequins Points Values	
Harlequins Wargear	
Ynnari Points Values	
Ynnari Wargear	
Necrons Points Values	
Necrons Wargear	
the second se	

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INTRODUCTION

Welcome to volume one of *Index: Xenos*. This is one of five tomes which together contain updated rules for every unit of miniatures in Warhammer 40,000. If you have an army of Craftworld Eldar, Harlequins, Ynnari, Dark Eldar or Necrons, 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 Craftworlds, Drukhari, Harlequins, Ynnari and Necron Factions. When taken together with the *Warhammer 40,000* rulebook, you will have everything you need to field these deadly xenos on the battlefield. The knowledge contained inside will enable you to fight for the glories of the Craftworlds, serve the Laughing God, wield the power of death, prey on the lesser races of realspace, or ensure your dynasty ascends to rule the stars once more.

Though the upstart Imperium lays claim to the stars, there exist alien races who ruled the galaxy when Man was still crawling from his caves. Though they have lingered long in the twilight, these races are rising up once more to take what is theirs and reestablish the grandest of empires. The Aeldari of the Craftworlds seek to master fate itself, twisting the fabric of the future with every act of war until the tapestry of destiny runs in their favour. The warrior dancers of the Harlequins pursue their own mysterious agenda, bringing every power they can to bear against the scourge of Chaos. The Ynnari, called the Reborn for their ability to cheat death, also seek to unite the Eldar race - they use the power of the spirit god Ynnead to stay beyond the clutches of the Aeldari nemesis, Slaanesh. The Drukhari force others to suffer in their stead, raiding the worlds of realspace from their nightmare cities in the webway. All these facets of the Aeldari seek to thrive at Humanity's expense, yet there remains a force darker still. The Necrons are rising from stasis crypts and tomb worlds, an undying menace that will stop at nothing until all other races are enslaved to their will in the name of sterile order.

INSIDE YOU WILL FIND:

- Army Lists: The first five sections of this book present all of the datasheets that you will need in order to use your Aeldari or Necron 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: This presents 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 weapons and 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.

THE AELDARI

The Aeldari once ruled the stars. Their galactic empire was a utopia of peace and technological wonder, until they were brought low by their own arrogance. Now they are a fragmented race, divided between those who would rage against the dying of the light, and those who embrace the hedonistic cruelty that led to their fall.

Millions of years ago, the Aeldari empire spanned the galaxy, and was filled with wonders beyond count. Entire worlds were created and stars destroyed to satisfy the whims of the Aeldari, and no threat existed that could possibly challenge their dominance. Yet in the end it was not war that spelled their doom, but something far more subtle and insidious. Having outgrown the need for labour and reached the very heights of scientific endeavour, the Aeldari devoted themselves to increasingly obsessive pursuits. Over the course of many thousands of years, this long-lived race began to desire new and ever more extreme experiences. Cults sprang up across the empire that embraced and encouraged this hedonism, and countless Aeldari lost themselves in the pursuit of esoteric knowledge and sensual excess. This moral sickness ran rampant through the Aeldari, and over time corruption of their race coalesced into a gestalt consciousness within the warp - a realm of boundless, roiling energy where the emotions and sensations of sentient beings take on a form and consciousness of their own. Slaanesh, the Dark God of excess, was born.

When Slaanesh finally burst into divine consciousness, a psychic implosion tore at the universe. In a heartbeat, the aeons-old Aeldari civilisation was ripped away, leaving in its place the warp rift that men call the Eye of Terror. Countless billions of Aeldari were consumed by this cataclysm, their souls torn from their bodies and devoured greedily by the newborn god. Only a fraction of this once mighty people escaped. Many Aeldari had already fled the apocalypse they had long suspected was imminent, settling new planets far from the heart of the old empire - these Aeldari called themselves the Exodites, and remained uncorrupted by Chaos. Those that would become the cruel-hearted, sadistic Drukhari were already hidden deep within the labyrinthine tunnels of the webway, while a very few far-sighted Aeldari abandoned the dying empire upon great vessels known as craftworlds, scattering across the vast expanse of space. All were marked by ever-hungry Slaanesh. Should any Aeldari fall from this moment on, their souls were hers to claim.

It is a mark of the willpower of this proud race that in the millennia since the fall, they have not meekly accepted their fate. Though faced on all sides by hostile aliens determined to claim their place as true masters of the galaxy, the Aeldari race fought on. The Asuryani - those Aeldari who remained on craftworlds - and the Exodites embraced the asceticism and spiritual purity that had once defined their race, and fought to preserve the remnants of their lost culture. By utilising the precious crystals known as spirit stones, the Craftworld Aeldari realised they could capture one's spirit essence upon death, preserving the soul in a state of limbo where it could be kept safe from the hunger of Slaanesh. By contrast the Drukhari sank deeper into malicious cruelty. Lurking deep in the webway in the nightmarish city of Commorragh, a sprawling transdimensional metropolis, these sadistic reavers discovered that they could cheat Slaanesh of her due by feeding upon the pain and anguish of others, thus renewing their external youth and beauty even as their hearts became ever more hollow and corrupted. Their raiding parties sally endlessly forth from the webway in search of fresh slaves to agonise. So did the scattered scions of the Aeldari exist for many millennia, refusing to allow the light of their culture to fade even as the galaxy around them slipped further into madness and ruin. Just when the future of their race seemed at its very darkest, there came an upheaval that shook both the Aeldari of the Craftworlds and the Drukhari to their very core. The nascent deity known as Ynnead, God of the Dead, had been slowly coalescing over thousands of years, growing stronger as the Aeldari suffered through millennia of war and loss. Thanks to the actions of the Ulthwé Farseer Eldrad Ulthran and the prophet Yvraine, the God of the Dead awoke from his slumber far earlier than even the greatest seers had predicted. His awakening spelled momentous change for every Aeldari.

The Ynnari, the worshippers of Ynnead, have learned to act as living infinity circuits, drawing in the souls of the slain which saves the departed from being devoured by Slaanesh, even as it empowers the Ynnari themselves. Indeed, Ynnead's followers believe that his destiny will see the Chaos Gods defeated and their race resurgent once more. Many Aeldari have sworn fealty to the forces of Ynnead's mortal servants. Warriors of the craftworlds and Drukhari reavers alike fight alongside the death god's chosen, their ancient hearts once again afire with rekindled hope. Yet not all share this new-found faith. Factions within the craftworlds see the Ynnari as little more than Chaos-tainted false prophets, and the great lords of Commorragh are loathe to bend the knee before these self-proclaimed saviours. The Ynnari, would-be unifiers of their scattered people, may in fact have splintered the Aeldari more completely than ever.

LABYRINTH OF THE LOST EMPIRE

The webway exists between the material realm and the warp. Created through technologies once taught to the Aeldari by the ancient race known as the Old Ones, its tunnels lead to the craftworlds, to the shadow-shrouded spires of Commorragh, and to untold thousands of other locations. Though the webway still connects many Exodite planets, untouched maiden worlds and craftworlds to one another, the baleful energies of the Fall ruptured many of its hyperspatial pathways. Amongst the webway's shattered and treacherous tendrils there are many dead ends and mazes. Some lead to places long since abandoned, destroyed or infested by the Daemons of the warp. The craftworld seers claim there are many secret paths, though only the elegant Harlequins truly know of their full extent. It is rumoured that a transdimensional map was made thousands of years ago, a priceless artefact now kept in the fabled Black Library, repository of all the Aeldari's eldritch knowledge. Both the warhosts of the Craftworld Aeldari and the reaver-fleets of the Drukhari use the webway to launch rapid assaults against their foes, striking a killing blow before disappearing like vengeful ghosts into the depths of this twisting labyrinth.



CRAFTWORLDS

Vast interstellar arks constructed from living wraithbone, the craftworlds of the Aeldari are marvels of grace and beauty. No less graceful are their occupants, the Asuryani, the noble-hearted Aeldari who foresaw the fall of their empire and escaped its death throes. Even now, they carry the flickering ember of its former glory into an uncertain future.

Swift as rushing water, the Craftworld Aeldari strike. Lithe and impossibly graceful, warriors in wondrous battle-plate leap into the fray, their every motion elegant and utterly deadly. Enemies fall in their droves, cut down by artful strikes and dazzling flourishes. Weaving through the chaos of battle come agile dagger-craft and grav-tanks, circling the crude vehicles of the foe with blinding speed before launching precision volleys of laser fire that detonate enemy armour in blossoming fireballs. The scream of jet engines splits the air as formations of strike craft knife across the sky, shredding enemy fighters into fragments with crackling beams of superheated energy. Outwitted, outmanoeuvred and outfought, the foe is encircled and destroyed with swift and merciless precision. Thus do the Aeldari of the craftworlds make war.

The world-ships which the craftworlders call home were originally created as spacefaring arks by those ancient Aeldari who foresaw the horrifying fate of their empire, and who fled far enough to escape the hunger of She Who Thirsts. Each of the surviving craftworlds represents but a small fragment of that lost civilisation, and within their crystal domes and glittering gardens the Aeldari live their lives as they have done for millennia, following the ascetic Paths that keep them from falling prey to the same decadence as their forebears.

Each craftworld is home to the dead as well as the living. Slaanesh is ever-hungry, and should an Aeldari die their eternal soul falls into her foul embrace. To avoid this awful fate, craftworlders wear objects called waystones upon their person. These psycho-receptive crystals capture the wearer's essence upon death, preventing She Who Thirsts from claiming her due. Should an Aeldari fall, their waystone – known as a spirit stone when it is infused with the spirit essence of its fallen bearer – will be gathered and returned to their craftworld, where the soul within is transferred into the wraithbone infinity circuit of the ancient vessel. In times of great



need the restless dead can be called upon by the living, siphoned from the ship's psychoactive skeleton and interred in a wraithbone war construct. Even in death the Aeldari of the craftworlds fight for the future of their race.

The Craftworld Aeldari are the guardians of their people's culture, history and traditions, forever striving to preserve an echo of its past greatness. The exact number of craftworlds that escaped the Fall is unknown, though there are several that are renowned for their impact upon the wider galaxy. Each pursues its own endeavours and prosecutes war in its own manner, and each still bears its own scars from the Fall so many thousands of years later.



Craftworld Alaitoc wanders the far frontier of the galaxy, on the edge of unexplored space. Far away from the corrupting influence of the Eye of Terror, those of the Alaitoc are driven by a puritanical adherence to the Path. This zealous spirit offers a potent shield against the corrupting touch of Slaanesh, but also causes many of the craftworld's warriors to lose themselves on their chosen Path, becoming the elite warriors known as Exarchs. Many Alaitoc find such ascetic demands overbearing, and embrace the Path of the Outcast. Thus, Alaitoc can call upon a great number of scouts and Rangers when the need arises.

The warriors of the Saim-Hann craftworld are masters of the lightning assault, favouring the rapid deployment of jetbike units and grav-tank formations, falling on their foes with stunning speed and ferocity. Among the first Aeldari to set off aboard their craftworld, the Wild Host are a passionate and hot-tempered force, and many other Aeldari look on them as uncultured and savage. Those of Saim-Hann care not, for they ride together united as blood brothers and sisters, their war-cries echoing above the wail of jetbike engines.

The Aeldari of Craftworld Biel-Tan ever strive to return their race to their former glory, and have pursued many campaigns of xenocide against those races foolish enough to encroach upon the maiden and Exodite worlds that lie beneath their protection. The Biel-Tani are a militant and aggressive people, who place more emphasis upon the Path of the Warrior than any other craftworld - many Aspect Warriors fill the ranks of their armies. When the prophet Yvraine of the Ynnari drew one of the Blades of Power from Biel-Tan's spine, she birthed the mighty Yncarne, but also sundered the world-ship forever. Where once a single, graceful craftworld drifted through the void, now the Biel-Tani dwell upon scattered fleets of spacecraft, fashioned from the shattered remnants of their home. While many of its people saw the Ynnari as their greatest hope of reclaiming their former glory, many others cursed the name of those who had brought such destruction to their home, and refused to fight at their side.

Craftworld Iyanden is a place of death, a grave world where the living walk amidst the tombs of their fallen kindred. Once among

the most populous and intrepid of the craftworlds, Iyanden was unfortunate enough to find itself in the path of Hive Fleet Kraken. Countless Aeldari were devoured before the Tyranid menace was finally driven off. Ever since, Iyanden's dead have greatly outnumbered its living. Thus, the craftworld fields a great number of wraithbone constructs, Wraithblades and Wraithguard whose presence ensures that the glory of Iyanden is not forgotten.

The Ulthwé craftworld roams close to the Eye of Terror, and is home to some of the most powerful psykers in the galaxy. The divinations of Ulthwé Farseers have foiled the plots of Chaos and advanced the cause of the Aeldari race on countless occasions, though many other craftworlds still consider the Ulthwé cursed by their proximity to the Eye and call its inhabitants the Damned. Because Ulthwé relies so heavily on its psykers, and because the Path of the Seer is such a time-consuming and dangerous one, the craftworld can spare few of its people to study the Path of the Warrior. Consequently, it counts few Aspect Warriors amongst the ranks of its armies, instead relying upon a standing army of citizen troops known as the Black Guardians, each of whom is a veteran of countless wars against Chaos-warped raiders.

Should the shadow of war fall across a craftworld, its Aspect Warrior shrines, armadas of grav-craft and spirit-driven constructs swiftly make ready for war. Civilians set aside the tools of peace to take up arms as Guardians, the militias which make up the core of the mighty Aeldari warhosts. Though not professional soldiers, each long-lived Guardian is nonetheless the equal of a warrior of another race who has spent their entire life mastering the art of combat. Led by the strategically brilliant Autarchs - Aeldari who have fully embraced the Path of Command - the warhosts of the Craftworld Aeldari strike without warning across the galaxy, piercing the heart of the foe before they are even aware of their peril. Mounted astern of every craftworld is a shimmering webway gate. Linked to an impossibly vast network of tunnels through time and space, this portal allows the Craftworld Aeldari to send their armies and warriors immeasurable distances across the stars. Thus, the location of a craftworld is little hindrance to its armies, as it remains forever connected to the galaxy even when hidden deep within the void.

THE PATH

Aeldari are creatures of soaring passion and heightened sensitivity - both traits which contributed to the downfall of their empire and the birth of their nemesis, Slaanesh. To control and focus these attributes, the Aeldari of the craftworlds turn to a practice steeped in mystical tradition known as the Path, which helps temper the fickle and obsessive nature of their race. Each Aeldari will make a choice from many thousands of Paths, which they follow to the exclusion of all else until it is mastered. They will then move on to another, and another, rarely sticking to a single Path too long lest it eclipse their sense of self. There are many varied Paths - the ways of the Artisan, Voidfarer and Healer are all vital roles within a craftworld, for instance - and for much of their life an Aeldari might pursue perfection in relative peace. However, as the long night draws in and enemies gather in the darkness, more and more Aeldari turn to the Path of the Warrior, their souls tempered in the flames of battle and quenched in blood.

CRAFTWORLDS ARMY LIST

This section contains all of the datasheets that you will need in order to fight battles with your Craftworlds 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 Craftworlds units – these are described below and referenced on the datasheets.

KEYWORDS

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

<CRAFTWORLD>

The Craftworld Aeldari all belong to a craftworld. When you include a craftworld unit in your army, you must nominate which craftworld that unit is from. There are many different craftworlds to choose from; you can use any of the craftworlds described in our books, or make up your own craftworld if you prefer. You then simply replace the **<CRAFTWORLD>** keyword in every instance on that unit's datasheet with the name of your chosen craftworld.

For example, if you were to include an Autarch in your army, and you decided they were from Craftworld Biel-Tan, then their <**CRAFTWORLD**> keyword is changed to **BIEL-TAN**, and their 'The Path of Command' ability would say 'You can re-roll hit rolls of 1 for friendly **BIEL-TAN** units within 6" of this model.'

ABILITIES

The following abilities are common to several Craftworlds units:

Ancient Doom

You can re-roll failed hit rolls in the Fight phase for this unit in a turn in which it charges or is charged by a **SLAANESH** unit. However, you must add 1 to Morale tests for this unit if it is within 3" of any **SLAANESH** units.

Battle Focus

This unit can shoot in the Shooting phase as if it hasn't moved or Advanced (with the exception of Heavy weapons).

RUNES OF BATTLE AND RUNES OF FATE DISCIPLINES

Before the battle, generate the psychic powers for **PSYKERS** that can use powers from the Runes of Battle and Runes of Fate disciplines using the tables 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.

Note that the Runes of Battle psychic powers have two names, and two effects. Each effect counts as a different psychic power, so in matched play games a Warlock Conclave that manifests *Conceal* could also attempt to manifest *Reveal*.

RUNES OF BATTLE DISCIPLINE

D3 PSYCHIC POWER

1

Conceal/Reveal

Conceal/Reveal has a warp charge value of 6. If manifested, choose one of the following:

Conceal: Your opponent must subtract 1 from all hit rolls for

ranged weapons that target the psyker or friendly **ASURYANI INFANTRY** or **ASURYANI BIKER** units within 3" of the psyker until your next Psychic phase.

Reveal: Choose an enemy unit within 18" of the psyker – it does not gain any bonus to its saving throws for being in cover until your next Psychic phase.

Embolden/Horrify

Embolden/Horrify has a warp charge value of 6. If manifested, choose one of the following:

Embolden: Add 2 to the Leadership characteristics of friendly **ASURYANI INFANTRY** or **ASURYANI BIKER** units within

2 ASURYANI INFANTRY or ASURYANI BIKER units with 3" of the psyker until your next Psychic phase. Horrify: Choose an enemy unit within 18" of the psyker your opponent must subtract 1 from the Leadership of that unit takes until your next Psychic phase.

Enhance/Drain

Enhance/Drain has a warp charge value of 7. If manifested, choose one of the following:

Enhance: Add 1 to hit rolls in the Fight phase for friendly

3 ASURYANI INFANTRY or ASURYANI BIKER units within 3" of the psyker until your next Psychic phase. *Drain:* Choose an enemy unit within 18" of the psyker – your opponent must subtract 1 from all hit rolls for that unit in the Fight phase until your next Psychic phase.

RUNES OF FATE DISCIPLINE D3 PSYCHIC POWER

Guide

Guide has a warp charge value of 7. If manifested, choose a

1 friendly **ASURYANI** unit within 24" of the psyker. You can re-roll failed hit rolls for that unit's ranged weapons until your next Psychic phase.

Doom

2 *Doom* has a warp charge value of 7. If manifested, choose an enemy unit within 24" of the psyker. You can re-roll failed wound rolls against that unit until your next Psychic phase.

Fortune

Fortune has a warp charge value of 7. If manifested, choose a friendly **ASURYANI** unit within 24" of the psyker. Until your

3 next Psychic phase, whenever that unit suffers a wound, roll a D6. On a 5+ that wound is ignored. If a unit already has an ability with a similar effect (e.g. the Avatar of Khaine's Molten Body ability) this psychic power does not affect them.

WARGEAR

Many of the units you will find on the following pages reference one or more of the following wargear lists (e.g. Heavy Weapons). When this is the case, the unit may take any item from the appropriate list below. The profiles for the items in these lists can be found in the appendix (pg 114-117).

AUTARCH WEAPONS

Avenger shuriken catapult

- Death spinner
- Fusion gun¹
- Lasblaster
- Power sword
- Reaper launcher¹
- Scorpion chainsword

¹ A model can only carry one of these weapons.

HEAVY WEAPONS

- Aeldari missile launcher
- Bright lance
- Scatter laser
- Shuriken cannon
- Starcannon

VEHICLE

EQUIPMENT

- Crystal targeting matrix
- Spirit stones
- Star engines
- Vectored engines



9 Auret		EL	,DR	AL) UI	LTH	IRA	N			
NAME	М	WS	BS	S	T	W	A	Ld	Sv		
Eldrad Ulthran	7"	2+	2+	3	4	6	2	9	6+		
Eldrad Ulthran is a sing in your army.	le model arm	ed with	a shuri	ken pist	ol, a wite	chblade	and the S	taff of	Ulthamar. Only one of this model may be included		
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES		
Shuriken pistol	12"	Pist	ol 1		4	0	1		time you make a wound roll of 6+ for this weapon hit is resolved with an AP of -3 instead of 0.		
Staff of Ulthamar	Melee	Mel	ee		+2	-2	D3	-			
Witchblade	Melee	Mel	ee		User	0	D3	This	weapon always wounds on a roll of 2+.		
ABILITIES	Ancient Ghosth a morta	es of the Farseer: Once in each Psychic phase, you re-roll any number of dice used for Eldrad Ulthran's npt to manifest or deny a psychic power.									
	Armou	a mortal wound. On a roll of 5+, that wound is ignored. Armour of the Last Runes: Eldrad Ulthran has a 3+ invulnerable save. Armour of the Last Runes: Eldrad Ulthran has a 3+ invulnerable save. Armour of the Last Runes: Eldrad Ulthran has a 3+ invulnerable save. Armour of the Last Runes: Eldrad Ulthran has a 3+ invulnerable save.									
PSYKER		chic por	wers in	each en	emy Psyc				n each friendly Psychic phase, and attempt to deny he <i>Smite</i> power and three psychic powers from the		
FACTION KEYWORDS	AELD	ARI, A	SURY	ANI, V	VARHO	ST, U	LTHWÉ				
KEYWORDS	CHAR	ACTE	R. INF	ANTR	Y. PSY	KER.	ELDRAI	DULT	THRAN		

- Powet			PRI	INC	CE	YR]	IEL		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Prince Yriel	7"	2+	2+	3	3	6	4	9	3+
Prince Yriel is a single mo included in your army.	odel armed	with the	e Eye of W	Vrath, th	ie Spear	of Twi	light and	sunbur	st grenades. Only one of this model may be
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	lies
The Eye of Wrath	3"	Pist	ol D6		6	-2	1	This	weapon can only be fired once per battle.
The Spear of Twilight	Melee	Mel	lee		User	-2	D3	This	weapon always wounds on a roll of 2+.
1 0	- 11	Gre	nade D6		4	-1	1	-	
1 0	6"	GIU	made D0						
Sunburst grenade			, Battle H	Focus (p	g 10)			Force	eshield: Prince Yriel has a 4+ invulnerable save.
Sunburst grenade	Ancien	t Doom : You m				of 6 fo	r Prince	The I	
Sunburst grenade ABILITIES FACTION KEYWORDS	Ancien Cursed Yriel in	t Doom : You m the Figh	, Battle H ust re-rol	l saving	throws	6.15.2		The I friend	Path of Command: You can re-roll hit rolls of 1 for

		IL	LIC	NIG	H	TS	PEA	R	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Illic Nightspear	7"	2+	2+	3	3	5	4	9	5+
Illic Nightspear is a sing your army.	le model arm	ed with	Voidbri	inger, a shu	ıriker	n pistol a	and a pow	ver swo	ord. Only one of this model may be included in
WEAPON	RANGE	TYPI	E		S	AP	D	ABILI	TIES
Shuriken pistol	12"	Piste	ol 1		4	0	1		time you make a wound roll of 6+ for this weapon, hit is resolved with an AP of -3 instead of 0.
Voidbringer	48"	Hea	vy 1		4	-3	D3	if the wour time	weapon can target an enemy CHARACTER even by are not the closest enemy unit. This weapon nds on a 2+, unless it is targeting a VEHICLE . Each you roll a wound roll of 6+ for this weapon, it its a mortal wound in addition to any other damage.
Power sword	Melee	Mel	ee	U	Jser	-3	1	-	
ABILITIES	Appear up Illic	Unbido Nightsp	len: Du ear wall		vmen nding	g paths o	of the	wour targe	ger of the True Death: You can re-roll hit and nds rolls of 1 for Illic Nightspear's attacks when they t a NECRON unit.
	up Illic Nightspear walking the winding paths of the webway instead of placing him on the battlefield. At the beginning of the first battle round but before the first turn begins Illic Nightspear emerges from the webway – set him up anywhere on the battlefield that is more than 9" away from any enemy models.								ter Unseen: Your opponent must subtract 1 from hit rolls for attacks that target this unit. In addition, 2 to this model's saving throws for being in cover ad of 1.
FACTION KEYWORDS	AELD	ARI, A	SURYA	NI, WAI	RHO	ST, Al	LAITO	2	
KEYWORDS	CHAR	ACTE	R, INF	ANTRY,	ILLI	C NIG	HTSPE	AR	

9. 			l	ASU	RN	AEN	J			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	
Asurmen	7"	2+	2+	4	4	6	5	9	2+	
Asurmen is a single model armed with the Sword of Asur and two avenger shuriken catapults. Only one of this model may be included in your army.										
WEAPON	RANGE	TYP	Ε		S	AP	D	ABILI	TIES	
Avenger shuriken catapult	18" Assault 2					0	1	Each time you make a wound roll of 6+ for this weapon that hit is resolved with an AP of -3 instead of 0.		
The Sword of Asur	Melee Melee +1 -3 D3								time you make a wound roll of 6+ for this weapon, arget suffers D3 mortal wounds in addition to any c damage.	
ABILITIES	Ancien	t Doom	, Battle	Focus (p	g 10)				nce Tactics: When Asurmen fires Overwatch, he on rolls of 5+, regardless of any modifiers.	
		ranged	weapon	nen has a s and a 3+			Han withi	d of Asuryan: Friendly ASPECT WARRIOR units in 6" have a 5+ invulnerable save. Friendly Dire gers units have a 4+ invulnerable save instead.		
FACTION KEYWORDS	AELD	ARI, A	SURY	ANI, AS	РЕСТ	WAR	RIOR	1		
KEYWORDS	CHAR	ACTE	R, INF	ANTRY,	PHO	DENIX	LORD	, ASUI	RMEN	

Jain Zar 8" 2+ 2+ 4 4 6 4 9 2+ Jain Zar is a single model armed with the Silent Death and the Blade of Destruction. Only one of this model may be included in your army. With Plan Rall III S Silent Death 12" Assault 4 User -3 D3 You can re-roll failed wound rolls for this weapon. Baldle of Destruction Melee Melee User -3 D3 You can re-roll failed wound rolls for this weapon. BallINES Ancient Doom, Battle Focus (pg 10) Acrobatic: Add 3 to your rolls when Jain Zar. Addvance Banshee Mask Jain Zar adways fights first in the Figh phase, for attacks that are a similar ability, then alternate choosing units to fight with, starting with the alternate choosing units to fight with, starting with the alternate choosing units to fight with, starting with the alternate choosing units to fight with, starting with the alternate choosing units to fight with, starting with the gate phase, for attacks that tarege Jain Zar. Cry of War Unending: Enemy units cannot free Overwatch at Jain Zar or at friendly units of Howing Banshees within 6'. FRETION KEYWORDS AELDARI, ASURYANI, ASPECT WARENE Karandras 7" 2+ 4 6 4 9 2+ Karandras is a single model armed with a scorpion chainsword, a scorpion's claw and suburst grenades. Only one of this model may be included in your army. War Machine Plan All SV 9 2+ Scorpion's cla	Powet				JAI					
Jain Zar is a single model armed with the Silent Death and the Blade of Destruction. Only one of this model may be included in your army. WEAPON RAUGE TYPE S AP D ABILITES Silent Death 12° Assault 4 User -3 1 - Balde of Destruction Mede Mede Vou can re-roll failed wound rolls for this weapon. Ascient Doom, Battle Focus (pg 10) Jamshee Mask Jain Zar always fights first in the Tigh phase, even if she didn't charge. If the enemy has unit to a choose a weapon on an enemy INENATTY ABUINES Acerobatic: Add 3 to your rolls when Jain Zar Advance or charges. War Shout: Your opponent must subtract 1 from hit model cannot use that weapon during this Fight phase War Shout: Your opponent must subtract 1 from hit model cannot use that weapon during this Fight phase for attacks that target Jain Zar Or at friendly units of Howling Banchees within 6°. FACHON KEYWORDS AELDARI, ASURYANI, ASPECT WARRIOR Cry of War Unending: Enemy units cannot fre Overwardt hat Jain Zar or at friendly units of Howling Banchees within 6°. MAME N NS BS T W A Ld Sy Karandras is a single model armed with a scorpion chainsword, a scorpion chainsword, a scorpions claw (shooting) 12° Assault 2 4 0 1 Scorpionis claw (shooting) 12°	NAME	М	WS	BS	S	T	W	A	Ld	Sv
WIAPOIN RAINEL TYPE S AP D ABILITIES Blade of Destruction Melee Melee User -3 1 Blade of Destruction Melee Melee User -3 D3 BRUITIES Ancient Doom, Battle Focus (pg 10) Acrobatic: Add 3 to your rolls when Jain Zar Advance or charges. Banshee Mask: Jain Zar always fights first in the Figh phase, even if she diaftic tharge. If the enerny has unlit, then alternate choosing units to fight with, starting with the player whose turn is taking place. Disarming Strike: At the beginning of each Fight phase or charges. Disarming Strike: At the beginning of each Fight phase for attacks that target Jain Zar Ora at friendly units of Howling Banshees within 6°. Corr of War Uncedings: Enerny units cannot free Ory of War Unceding and Karanot free Ory of War Uncedings: Enerny units of Howling Bance (see Org) Wie Male M WS BS T W A Ud Sy Scorpion's claw (shooting) </td <td>Jain Zar</td> <td>8"</td> <td>2+</td> <td>2+</td> <td>4</td> <td>4</td> <td>6</td> <td>4</td> <td>9</td> <td>2+</td>	Jain Zar	8"	2+	2+	4	4	6	4	9	2+
Silent Death 12" Assult 4 User -3 1 - Blade of Destruction Melee Melee User -3 D3 You can re-roll failed wound rolls for this weapon. ABILITIES Ancient Doom, Battle Focus (pg 10) Acrobatic: Add 3 to your rolls when Jain Zar Advaces or charges. Banshee Mask: Jain Zar always fights first in the Figh phase, even if she ddht charge. If the enemy has unit a think we a similar ability, then alth the charged, or that have a similar ability, then alth wood charges. Disarming Strike: At the beginning of each Fight phase Disarming Strike: At the beginning of each Fight phase War Shout Your opponent must subtract 1 from hit model within 1' of Jain Za, and roll a De, On a Strike: At Loa RI, ASURYANI, ASPECT WARRIOR CHARACTER, INFANTRY, PHOENIX LORD, JAIN ZAR CHARACTER, INFANTRY, PHOENIX LORD, JAIN ZAR M VS BS I W A Id SV Karandras is a single model armed with a scorpion chainsword, a scorpion's claw and subbrast grenades. Only one of this model may be included in your army. S AP Id Id SV WEAPON FAMILE YPE S AP Id Ball HIES Scorpion's claw (shooting) 12" Assault 2 4 0 1 - Sub	Jain Zar is a single model ar	rmed with	the Sile	ent Deat	th and t	he Blade	of Dest	ruction.	Only or	e of this model may be included in your army.
Blade of Destruction Melee Melee User -3 D3 You can re-roll failed wound rolls for this weapon. ABILITIES Ancient Doom, Battle Focus (pg 10) Ancient Zoom, Battle Focus (pg 10) Banshee Mask: Jain Zar Javays fights first in the Fight phase or charges. Banshee Mask: Jain Zar Javays fights first in the Fight phase or charge. If the energy has unit 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. Disarming Strike: At the beginning of each Fight phase model within 1° of Jain Zar, and roll a D6. On a 3 + that model cannot use that weapon during this Fight phase for attacks that target Jain Zar V woose turn is taking place. War Shout: Your opponent must subtract 1 from hit rolls in the Fight phase for attacks that target Jain Zar V or VWT Unending: Energy units of fight with, starting with the player whose turn is taking place. RAETION KEYWORDIS AELDARI, ASURYANI, ASPECT WARHOR VY WORDIS CHARACTER, INFANTRY, PHOENIX LORD, JAIN ZAR WIME M WS BS S T W A Ld Sv Karandras is a single model armed with a scorpion chainsword, a scorpion's claw and sunburst grenades. Only one of this model may be included in your arme. ARITIES AP A Ld Sv Scorpion's claw (shooting) 12" Assault 2 4 0 1 Each time you make a wound roll of 6+ for this weapina. Scorpion's claw (melee) Melee	WEAPON	RANGE	TYP	E		S	AP	D	ABILII	IES
Ancient Doom, Battle Focus (pg 10) Ancient Doom, Battle Focus (pg 10) Banshee Mask: Jain Zar always fights first in the Figh phase, even if she ddin't charge. If the enerry has unit the act earged, or that are a similar ability, then alternate choosing units to fight with, starting with the adternate choosing units to fight with, starting with the model annot use that we apon during this Fight phase. Banshee Mask: Jain Zar always fights first in the Figh phase, even if She ddin't charge. If the enerry has unit the act earged, or that are a similar ability, then alternate choosing units to fight with, starting with the model cannot use that weapon during this Fight phase. Banshee Mask: Jain Zar always fights first in the Figh phase, even if She ddin't charge. If the enerry has unit advert similar ability, then alternate choosing units to fight with, starting with the adternate choosing units to fight with, starting with the adternate choosing units to fight with, starting with the adternate choosing units to fight with, starting with the adternate choosing units to fight with, starting with the adternate choosing units to fight with, starting with the adternate choosing units to fight with, starting with the adternate choosing units to fight with, starting with the adternate choosing units to fight with, starting with the adternate choosing units to fight with, starting with the adternate choosing units to fight with, starting with the adternate choosing units to fight with, starting with the adternate choosing units to fight with, starting with the adternate choosing units to fight with, starting with the adternate choosing units of the adding the addi	Silent Death	12"	Ass	ault 4		User	-3	1	-	
Acrobatic: Add 3 to your rolls when Jain Zar Advaces or charges. phase, even if she ddn't charge. If the enemy has unit have charged, or that have a similar ability, then a billing then a divertified and with the ability then are choosing units to fight with, starting with the pare whose turn is taking place. Disarming Strike: At the beginning of each Fight phase. War Shout: Your opponent must subtract 1 from hit model within 1° of Jain Zar, and roll a D.K. On a 3+ that model cannot use that weapon during this Fight phase. War Shout: Your Opponent must subtract 1 from hit model with a start of Jain Zar and Triendly units of Howling Banshees within 6. RAEIION KEYWORDS AELDARI, ASURYANI, ASPECT WARKOR CHARACTER, INFANTRY, PHOENIX LORD, JAIN ZAR EVENDEDS CHARACTER, INFANTRY, PHOENIX LORD, JAIN ZAR EXEMPTION INCLOSE Karandras is a single model armed with a scorpion chainsword, a scorpion's claw and sunburst grenades. Only one of this model may be included in your army. WEAPON Melee Ye S AP ABUITIES Scorpion chainsword Melee Ye S AP ABUITIES Stanburst grenade 6'''' Grenade D6''' 1 - Scorpion chainsword Melee Ye - - Stanburst grenade 6''''' Grenade D6''''''''''''''''''''''''''''''''''''	Blade of Destruction	Melee	Mel	lee		User	-3	D3		1
AELDARI, ASURYANI, ASPECT WARRIOR KEYWORDS CHARACTER, INFANTRY, PHOENIX LORD, JAIN ZAR Recent of the state state of the state of the state of the state	ADILIIICƏ	Acroba or charg Disarm you can model y	tic: Add ges. ing Stri choose within 1	l 3 to yo ike: At th a weapo " of Jain	our rolls he begin on on an Zar, an	when Jai nning of n enemy d roll a I	each Fiş INFAN D6. On a	ght phase TRY a 3+ that	phase that h altern playe War s rolls i Over	, even if she didn't charge. If the enemy has units ave charged, or that have a similar ability, then ate choosing units to fight with, starting with the r whose turn is taking place. Shout: Your opponent must subtract 1 from hit n the Fight phase for attacks that target Jain Zar. of War Unending: Enemy units cannot fire watch at Jain Zar or at friendly units of Howling
KEYWORDS CHARACTER, INFANTRY, PHOENIX LORD, JAIN ZAR EXARANDRAS Karandras NAME M WS BS S I W A Ld SV Karandras 7" 2+ 2+ 4 4 6 4 9 2+ Karandras 7" 2+ 2+ 4 4 6 4 9 2+ Karandras is a single model armed with a scorpion chainsword, a scorpion's claw and sunburst grenades. Only one of this model may be included in your army. Karandras in the shadus in the shale of the provimant of the provide in your army. Sorpion's claw (shooting) 12" Assault 2 4 0 1 Each time you make a wound roll of 6+ for this weap that hit is resolved with an AP of -3 instead of 0. Sorpion chainsword Melee Melee +1 0 1 - Scorpion's claw (melee) Melee Melee 4 1 1 - Sunburst grenade 6" Grenade D6 4 -1 1 - Master of Stealth: During deployment, you can set up Karandras in the shadows instead of placing him on the battlefield. If you do so, at the end of any of your Moverment phases Karandras can stalk from his hiding place. When		AELD		CLIDVA		SDECT	TATA D		Bansl	nees within 6".
WAME M WS BS S I W A Ld Sv Karandras 7" 2+ 2+ 4 6 4 9 2+ Karandras is a single model armed with a scorpion chainsword, a scorpion's claw and sunburst grenades. Only one of this model may be included in your army. WEAPON RANGE TYPE S AP D ABILITES Scorpion's claw (shooting) 12" Assault 2 4 0 1 Each time you make a wound roll of 6+ for this weap that hit is resolved with an AP of -3 instead of 0. Scorpion's claw (melee) Melee Melee +1 0 1 - Storpion's claw (melee) Melee Melee x2 -3 D3 When attacking with this weapon, you must subtract from the hit roll. Sunburst grenade 6" Grenade D6 4 -1 1 - ABILITIES Ancient Doom, Battle Focus (pg 10) Master of Stealth: During deployment, you can set up Karandras in the shadows instead of placing him on the battlefield. If you do so, at the end of any of your Movement phases Karandras can stalk from his hiding place. When he does so set him up anywhere on the battlefield that is more than 9" away from any The Storpion'S Bite: At the beginning of				- 17 - 19	-				TATAT	7.4.D
Karandras is a single model armed with a scorpion chainsword, a scorpion's claw and sunburst grenades. Only one of this model may be included in your army. WEAPON RANGE TYPE S AP D ABILITIES Scorpion's claw (shooting) 12" Assault 2 4 0 1 Each time you make a wound roll of 6+ for this weaps that hit is resolved with an AP of -3 instead of 0. Scorpion chainsword Melee Melee +1 0 1 - Scorpion's claw (melee) Melee Melee x2 -3 D3 When attacking with this weapon, you must subtract from the hit roll. Sunburst grenade 6" Grenade D6 4 -1 - ABILITIES Ancient Doom, Battle Focus (pg 10) The Scorpion's Bite: At the beginning of each Fight phase, roll four D6 if this model is within 1" of an energing on the battlefield. If you do so, at the end of any of your Movement phases Karandras can stalk from his hiding place. When he does so set him up anywhere on the battlefield that is more than 9" away from any Death by a Thousand Stings: Each time you roll a hi of 6+ when making a close combat attack for Karandra	9 *owst			KA	AR/	ANI	DR	AS		
Scorpion's claw (shooting)12"Assault 2401Each time you make a wound roll of 6+ for this weap that hit is resolved with an AP of -3 instead of 0.Scorpion chainswordMeleeMelee+101-Scorpion's claw (melee)Meleekeleex2-3D3When attacking with this weapon, you must subtract from the hit roll.Sunburst grenade6"Grenade D64-11-ABILITIESAncient Doom, Battle Focus (pg 10)The Scorpion's Bite: At the beginning of each Fight phase, roll four D6 if this model is within 1" of an ene up Karandras in the shadows instead of placing him on the battlefield. If you do so, at the end of any of your Movement phases Karandras can stalk from his hiding place. When he does so set him up anywhere on the battlefield that is more than 9" away from any1Fach time you make a wound roll of 6+ when making a close combat attack for Karandra	S 9 NAME	M	WS			ANI T			Ld	Sv
Scorpion's claw (shooting)12"Assault 2401Each time you make a wound roll of 6+ for this weap that hit is resolved with an AP of -3 instead of 0.Scorpion chainswordMeleeMelee+101-Scorpion's claw (melee)MeleeMeleex2-3D3When attacking with this weapon, you must subtract from the hit roll.Sunburst grenade6"Grenade D64-11-ABILITIESAncient Doom, Battle Focus (pg 10)The Scorpion's Bite: At the beginning of each Fight phase, roll four D6 if this model is within 1" of an ene UP Karandras in the shadows instead of placing him on the battlefield. If you do so, at the end of any of your Movement phases Karandras can stalk from his hiding place. When he does so set him up anywhere on the battlefield that is more than 9" away from any1Fach time you make a wound roll of 6+ for this weap that hit is resolved with an AP of -3 instead of 0.Scorpion's LiseMeleeMeleex2-3D3When attacking with this weapon, you must subtract from the hit roll.Master of Stealth:During deployment, you can set up Karandras in the shadows instead of placing him on the battlefield. If you do so, at the end of any of your Movement phases Karandras can stalk from his hiding place. When he does so set him up anywhere on the battlefield that is more than 9" away from anyDeath by a Thousand Stings: Each time you roll a him of 6+ when making a close combat attack for Karandra				BS	S	T	W	A		
Scorpion's claw (shooting)12Assault 2401that hit is resolved with an AP of -3 instead of 0.Scorpion chainswordMeleeMelee+101-Scorpion's claw (melee)MeleeMeleex2-3D3When attacking with this weapon, you must subtract from the hit roll.Sunburst grenade6"Grenade D64-11-ABILITIESAncient Doom, Battle Focus (pg 10)The Scorpion's Bite: At the beginning of each Fight phase, roll four D6 if this model is within 1" of an ener up Karandras in the shadows instead of placing him on the battlefield. If you do so, at the end of any of your Movement phases Karandras can stalk from his hiding place. When he does so set him up anywhere on the battlefield that is more than 9" away from anyThousand Stings: Each time you roll a hi of 6+ when making a close combat attack for Karandra	Karandras Karandras is a single model	7"	2+	BS 2+	S 4	T 4	W 6	A 4	9	2+
Scorpion chainswordMeleeMelee+101-Scorpion's claw (melee)MeleeMeleex2-3D3When attacking with this weapon, you must subtract from the hit roll.Sunburst grenade6"Grenade D64-11-ABILITIESAncient Dom, Battle Focus (pg 10)The Scorpion's Bite: At the beginning of each Fight phase, roll four D6 if this model is within 1" of an ene up Karandras in the shadows instead of placing him on the battlefield. If you do so, at the end of any of your Movement phases Karandras can stalk from his hiding place. When he does so set him up anywher on the battlefield that is more than 9" away from any1-DataDeath by a Thousand Stings: Each time you roll a hi of 6+ when making a close combat attack for Karandra	Karandras Karandras is a single model included in your army.	7" l armed w	2+ ith a sco	BS 2+ orpion c	S 4	T 4 ord, a sco	W 6 orpion's	A 4 claw and	9 sunbur	2+ st grenades. Only one of this model may be
Scorpion's claw (melee)MeleeMeleex2-3D3When attacking with this weapon, you must subtract from the hit roll.Sunburst grenade6"Grenade D64-11-ABILITIESAncient Doom, Battle Focus (pg 10)The Scorpion's Bite: At the beginning of each Fight phase, roll four D6 if this model is within 1" of an enerMaster of Stealth: During deployment, you can set up Karandras in the shadows instead of placing him on the battlefield. If you do so, at the end of any of your Movement phases Karandras can stalk from his hiding place. When he does so set him up anywhere on the battlefield that is more than 9" away from anyThousand Stings: Each time you roll a him of 6+ when making a close combat attack for Karandra	Karandras Karandras is a single model included in your army. WEAPON	7" l armed w RANGE	2+ ith a sco TYP	BS 2+ orpion c	S 4	T 4 ord, a sco S	W 6 orpion's AP	A 4 claw and D	9 sunbur ABILIT Each	2+ st grenades. Only one of this model may be IES time you make a wound roll of 6+ for this weapon
Sunburst grenade 6" Grenade D6 4 -1 1 - ABILITIES Ancient Doom, Battle Focus (pg 10) The Scorpion's Bite: At the beginning of each Fight phase, roll four D6 if this model is within 1" of an ene up Karandras in the shadows instead of placing him on the battlefield. If you do so, at the end of any of your Movement phases Karandras can stalk from his hiding place. When he does so set him up anywhere on the battlefield that is more than 9" away from any The Scorpion's Bite: At the beginning of each Fight phase, roll four D6 if this model is within 1" of an ene up Karandras in the shadows instead of placing him on the battlefield. If you do so, at the end of any of your Movement phases Karandras can stalk from his hiding place. When he does so set him up anywhere on the battlefield that is more than 9" away from any Death by a Thousand Stings: Each time you roll a hir of 6+ when making a close combat attack for Karandra	Karandras Karandras is a single model included in your army. WEAPDN Scorpion's claw (shooting)	7" l armed w <u>RANGE</u> 12"	2+ rith a sco TYP Assa	BS 2+ orpion c E ault 2	S 4	T 4 ord, a sco S 4	W 6 orpion's <u>AP</u> 0	A 4 claw and D 1	9 sunbur ABILIT Each	2+ st grenades. Only one of this model may be IES time you make a wound roll of 6+ for this weapon
ABILITIESAncient Doom, Battle Focus (pg 10)The Scorpion's Bite: At the beginning of each Fight phase, roll four D6 if this model is within 1" of an ene INFANTRY unit. For each roll of 5 or 6, that unit suf a mortal wound. If two or more INFANTRY units are within 1", choose one to target before rolling any dice within 1", choose one to target before rolling any diceOur Movement phases Karandras can stalk from his hiding place. When he does so set him up anywhere on the battlefield that is more than 9" away from anyDeath by a Thousand Stings: Each time you roll a him of 6+ when making a close combat attack for Karandra	Karandras Karandras is a single model included in your army. WEAPON Scorpion's claw (shooting) Scorpion chainsword	7" l armed w RANGE 12" Melee	2+ ith a sco TYP Assa Mel	BS 2+ orpion c E ault 2 ee	S 4	T 4 ord, a sco S 4 +1	W 6 prpion's <u>AP</u> 0 0	A 4 claw and D 1 1	9 sunbur ABILIT Each that h - Wher	2+ st grenades. Only one of this model may be IES time you make a wound roll of 6+ for this weapon it is resolved with an AP of -3 instead of 0.
6" of him, that model can immediately make another Shadow Strike: Add 1 to hit rolls for attacks for close combat attack using the same weapon. These ex	Karandras Karandras is a single model included in your army. WEAPON Scorpion's claw (shooting) Scorpion chainsword Scorpion's claw (melee)	7" l armed w RANGE 12" Melee Melee 6"	2+ ith a sco TYP Assa Mel Mel Gre	BS 2+ orpion c E ault 2 ee ee ee	S 4 chainswo	T 4 ord, a sco S 4 +1 x2 4	W 6 orpion's AP 0 0 -3	A 4 claw and D 1 1 D3	9 sunbur ABILIT Each that h - Wher from -	2+ st grenades. Only one of this model may be ES time you make a wound roll of 6+ for this weapon it is resolved with an AP of -3 instead of 0.
Karandras that target a unit in cover. attacks cannot generate any additional attacks.	Karandras Karandras is a single model included in your army. WEAPON Scorpion's claw (shooting) Scorpion chainsword Scorpion's claw (melee) Sunburst grenade	7" l armed w RANGE 12" Melee Melee 6" Ancient Master up Kara on the b your Ma hiding p on the b enemy n	2+ ith a sco TYPI Assa Mel Mel Gre t Doom of Steal ndras in pattlefiel povement blace. W pattlefiel nodels.	BS 2+ orpion c E ault 2 ee ee nade D6 n Battle h the sha ld. If you t phases /hen he o ld that is	5 6 Focus (ing depl adows ir 1 do so, 5 Karand does so 5 more th	T 4 ord, a sco S 4 +1 x2 4 (pg 10) loyment, instead of at the en dras can s set him han 9" av	W 6 orpion's <u>AP</u> 0 0 -3 -1 You car f placing d of any stalk fro up anyw way fror	A 4 claw and 0 1 1 1 D3 1 1 set shim v of m his where n any	9 sunbur Each that h - Wher from - The S phase INFA a mon within of 6+ or a m 6" of 1	2+ st grenades. Only one of this model may be ES time you make a wound roll of 6+ for this weapon it is resolved with an AP of -3 instead of 0. attacking with this weapon, you must subtract 1 the hit roll. corpion's Bite: At the beginning of each Fight , roll four D6 if this model is within 1" of an enem NTRY unit. For each roll of 5 or 6, that unit suffer tal wound. If two or more INFANTRY units are n 1", choose one to target before rolling any dice. by a Thousand Stings: Each time you roll a hit re when making a close combat attack for Karandras nodel from a friendly Striking Scorpions unit with nim, that model can immediately make another

CHARACTER, INFANTRY, PHOENIX LORD, KARANDRAS

KEYWORDS

				FU	EG	AN			
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Fuegan	7"	2+	2+	5	4	6	4	9	2+
Fuegan is a single mode	l armed with	the Fire	e Axe, a	firepik	e and mel	ta bom	bs. Only	one of t	his model may be included in your army.
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	TIES
Firepike	18"	Ass	ault 1		8	-4	D6	two c	e target is within half range of this weapon, roll lice when inflicting damage with it and discard the st result.
Fire Axe	Melee	Me	lee		User	-4	D3	-	
Melta bomb	6 "	Gre	enade 1		8	-4	D6		can re-roll failed wound rolls for this weapon when ting a VEHICLE .
ABILITIES	11004100	l Destr	uction:	You cai	(pg 10) n re-roll v acks Fueş			or me	to Fall: Roll a D6 whenever Fuegan suffers a wound ortal wound. On a 5+ that wound is ignored. uenchable Resolve: At the end of the first Fight
	target M Unflinc	IONST	ERS or Decus: You di weapon	VEHIC u can re ns, and		rolls of	1 for	phase wour	e in which Fuegan suffers one or more unsaved nds, his Strength and Attacks characteristics ase by 2. These bonuses last for the rest of the game
FACTION KEYWORDS	AELDA	ARI, A	SURY	NI, A	SPECT	WAR	RIOR		a general second
KEYWORDS	CHAR	ACTE	R, INF	ANTR	X, PHC	DENIX	LORD	FUE	GAN

6 Agent			BA	HA	RR	COI	Ή						
NAME	М	WS	WS BS S T W A Ld Sv										
Baharroth	14"	2+	2+	4	4	6	9	2+					
Baharroth is a single mo	odel armed w	ith the	Shining I	Blade an	d a haw	k's taloi	n. Only o	ne of th	his model may be included in your army.				
WEAPON	RANGE	TYP	E		S	ABILI	ITIES						
Hawk's talon	24"	Ass	ault 4		5	0	1	-					
The Shining Blade	Melee	If a unit suffers any unsaved wounds from this											
	Baharro battlefie Baharro him up	oth in the eld. At the oth can anywhe	d: Durin he skies in he end of descend o ere on the enemy m	nstead o any of on Swoo battlef	f placing your Mc oping Ha	g him o ovemen awk wir	n the t phases ngs – set	of grenades as he flies over enemy units in his Movem phase. To do so, after Baharroth has moved, pick one enemy unit that he flew over. Then, roll one D6 for each model in the enemy unit (up to a maximum of 3 dice). Each time you roll a 4+, the target unit suffers 1 mortal wound.					
	Skyleap if Bahar can leap battlefie	: At the roth is back in eld. He c	beginnin not withi nto the sl can return	ng of yo n 1" of a cies. Ren n to the	an enem nove hii battlefie	y mode m from eld as de	el he the escribed	of fri Baha Hawl	Brilliant Sun: You can add 1 to the Leadership iendly ASPECT WARRIOR units within 6" of arroth. Add 2 to the Leadership of friendly Swooping vks units instead.				
	and des turn. If	cend or the batt	a Swoopin le ends w d to be sl	ng Haw vhile Ba	k wings	in the s			zing Fury: You can re-roll hit rolls of 1 for friendly oping Hawks units within 6" of Baharroth.				
FACTION KEYWORDS	AELD	ARI, A	SURYA	NI, A	SPECT	WAR	RIOR						
KEYWORDS	CHAR	ACTE	R, INFA	ANTRY	, JUM	P PAC	K, PHC	DENIX	X LORD, FLY, BAHARROTH				

			Μ	AU	GA	N F			
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Maugan Ra	6"	2+	2+	4	4	6	4	9	2+
Maugan Ra is a single mod	el armed	with the	Mauget	tar. Only	one of	this mo	del may b	e inclu	ıded in your army.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
The Maugetar (shooting)							of the pro stead of -		elow. Each time you make a wound roll of 6+ for this
- Shrieker	36"	Ass	ault 1		6	-1	1		INFANTRY model is slain by an attack made with weapon, its unit suffers D3 mortal wounds.
- Shuriken	36"	Ass	ault 4		6	-1	1	-	
The Maugetar (scythe blade)	Melee	Me	lee		+2	-2	D3	-	
ABILITIES	Whirlw twice ir The Ha	v ind of I n each SI rvester:	Death: I hooting : You can	phase. n re-roll	Ra can hit rolls	s of 1 for	Maugetar [.] Maugan	2+ w mod firing Lega	capable Death: Maugan Ra always hits on a when firing a ranged weapon, regardless of any ifiers (although he still only hits on rolls of 6 when g Overwatch).
	Reapers	s units v	vithin 6'					Mau	gan Ra's attacks that target CHAOS units.
FACTION KEYWORDS	AELD	ARI, A	SURY	ANI, A	SPECT	WAR	RIOR		
KEYWORDS	CHAR	ACTE	R, INF	ANTR	Y, PHO	DENIX	LORD,	MAU	JGAN RA

			ŀ	٩U	ГАF	RCE			
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Autarch	7"	2+	2+	3	3	5	4	9	3+
An Autarch is a single n	nodel armed v	with a sl	huriken	pistol a	and sunb	urst gre	nades.		The second s
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES
Fusion pistol	6"	Pist	ol 1		8	-4	D6	two o	e target is within half range of this weapon, roll dice when inflicting damage with it and discard the est result.
Shuriken pistol	12"	Pist	ol 1		4	0	1		n time you make a wound roll of 6+ for this weapon, hit is resolved with an AP of -3 instead of 0.
Sunburst grenade	6"	Gre	nade De	5	4	-1	1	-	
WARGEAR OPTIONS	• This n	nodel m	ay repla	ce its s	huriken wo weap	pistol w	ith a fusi	on pisto	
ABILITIES	Ancient				(pg 10) a banshe	e mask	always		Path of Command: You can re-roll hit rolls of 1 for adly <craftworld> units within 6" of this model</craftworld>
	fights fir If the er have a s to fight taking p	rst in th nemy ha imilar a with, st blace.	e Fight j is units t bility, th arting w	phase, o hat hav en alte ith the	even if it ve charge rnate ch player w	didn't cl d, or the posing t hose tu	harge. at inits rn is	begin is wi of 6, INFA	ddiblasters: If this model has mandiblasters, at the nning of each Fight phase, roll a D6 if this model ithin 1" of an enemy INFANTRY unit. On a roll that unit suffers a mortal wound. If two or more ANTRY units are within 1", choose one to target re rolling any dice.
					4+ invu				
FACTION KEYWORDS	AELD	ARI, A	SURYA	NI, V	VARHO	OST , <0	CRAFT	WOR	LD>
KEYWORDS	CHAR	ACTE	R, INF	ANTE	Y, AU	TARCH	[

howet		WIT		UTA oopin			WIN	NGS			
NAME	М	WS	BS	S	ſ	W	A	Ld	Sv		
Autarch with Swooping Hawk Wings	14"	2+	2+	3	9	3+					
An Autarch with Swooping	Hawk wi	ngs is a s	single mo	odel armed	with	a shurik	en pisto	ol and su	unburst grenades.		
WEAPON	RANGE	TYPE			5	AP	0	ABILITI			
Fusion pistol	6" Pistol 1 8 -4 D6 two dic lowest r								target is within half range of this weapon, roll ice when inflicting damage with it and discard the result.		
Shuriken pistol	12"Pistol 1401Each time you make a wound roll of 6+ for t that hit is resolved with an AP of -3 instead of										
Sunburst grenade	6"	Gree	nade D6	4	4	-1	1	-			
ABILITIES	Childre set up t the batt phases on the b	en of Bal his mod lefield. A this mod	harroth: el in the s At the end lel can de	Focus (pg 1 During de skies instea d of any of escend – se more than	ployr id of j your t it uj	placing it Moveme p anywhe	t on ent ere	Mand beginn is with of 6, th INFAN	shield: This model has a 4+ invulnerable save. iblasters: If this model has mandiblasters, at the ning of each Fight phase, roll a D6 if this model nin 1" of an enemy INFANTRY unit. On a roll hat unit suffers a mortal wound. If two or more NTRY units are within 1", choose one to target e rolling any dice.		
	Banshe fights fi If the en have a s to fight taking p The Pat	e Mask: rst in the nemy has similar al with, sta place. h of Cor	e Fight pl s units th bility, the arting wit nmand: `	l with a bar hase, even hat have cha en alternate th the playe You can re-1 D> units w	if it d arged e choo er wh roll hi	lidn't cha l, or that osing uni ose turn it rolls of	rge. its is 1 for	Skylea this m leap ba battlef the Ch both s the san	ap: At the beginning of your Movement phase, if nodel is not within 1" of an enemy model it can ack into the skies. Remove this model from the field. It can return to the battlefield as described i hildren of Baharroth ability. This model may not kyleap and descend on Swooping Hawk wings in me turn. If the battle ends while this model is in ies, it is considered to be slain.		
FACTION KEYWORDS		_		NI, WAR							



5 5		WII		AUT arp j				OR	
NAME	Μ	WS	BS	S	T	W	A	Ld	Sv
Autarch with Warp Jump Generator	7"	2+	2+	3	3	5	4	9	3+
An Autarch with warp jump	o generato	or is a sin	ngle mo	odel armo	ed with	a shuril	ken pisto	ol and su	unburst grenades.
WEAPON	RANGE	TYPE			S	AP	D	ABILI	ITIES
Fusion pistol	6"	Pisto	ol 1		8	-4	D6	two	he target is within half range of this weapon, roll dice when inflicting damage with it and discard the est result.
Shuriken pistol	12"	Piste	ol 1		4	0	1		h time you make a wound roll of 6+ for this weapon, hit is resolved with an AP of -3 instead of 0.
Sunburst grenade	6"	Gre	nade De	6	4	-1	1	-	
WARGEAR OPTIONS	• This r	nodel m	ay repla	either a lace its shu up to tw	uriken	pistol w	ith a fusi	on pisto	
ABILITIES	Warp Ju the Mov warp ju it canno charact the end	ump Ge vement j mp gene ot Advan eristic is of the p	nerator phase, it prator. I ace or cl increas hase.	Focus (j r: When t can do s f it uses i harge thi sed by 4D	this mo so norr ts warp s turn, D6" and	nally or 9 jump g but its N it can F	using its enerator Aove ELY until	begin is wi of 6, INF befor Ban s fight	ndiblasters: If this model has mandiblasters, at the inning of each Fight phase, roll a D6 if this model ithin 1" of an enemy INFANTRY unit. On a roll , that unit suffers a mortal wound. If two or more CANTRY units are within 1", choose one to target ore rolling any dice. Ishee Mask: A model with a banshee mask always ts first in the Fight phase, even if it didn't charge.
	The Pat	h of Cor	nmand	el has a 4 : You can LD> uni	re-roll	hit rolls	of 1 for	a sin with	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.
FACTION KEYWORDS	AELD	ARI, A	SURY	ANI, W	ARHO)ST, <	CRAFT	WOR	LD>
KEYWORDS	CHAR	ACTE	R, INF	ANTRY	, JUN	1P PAC	CK, AU	TARCI	Н



	A	UT	AR	CH S	KY	R	UNI	NE	R				
NAME	М	WS	BS	S 1	. 1	N	A	Ld	Sv				
Autarch Skyrunner	16"	2+	2+	3 4	4 (6	4	9	3+				
An Autarch Skyrunner is a	a single mo	del arm	ed with	a shuriken p	oistol. T	heir	Aeldari j	etbike i	is equipped with a twin shuriken catapult.				
WEAPON	RANGE	TYP	E	5	i A	P	D	ABILI	TIES				
Fusion pistol	6"	Pist	ol 1	8	; -	4	D6	two c	e target is within half range of this weapon, roll dice when inflicting damage with it and discard the st result.				
Laser lance (shooting)	6"												
Shuriken pistol	12"	that hit is resolved with an AP of -3											
Twin shuriken catapult	12"	time you make a wound roll of 6+ for this weapon hit is resolved with an AP of -3 instead of 0.											
Laser lance (melee)	Melee	Mel	ee	Us	er -	4	2		e bearer charged this turn, attacks with this weapon nade at Strength 6.				
WARGEAR OPTIONS	This rThis r	nodel m nodel m	ay repla ay take	either a bans ce its shurik up to two we <i>pons</i> list.	en pisto	ol wit	h a fusio	n pisto					
ABILITIES	Ancien	t Doom	, Battle	Focus (pg 1	0)	47	1996	Force	eshield: This model has a 4+ invulnerable save.				
	beginni is withi of 6, tha	ng of ea n 1" of a at unit s TRY ur	ch Fight in enemy uffers a p nits are w	nodel has m t phase, roll a y INFANTR mortal wour vithin 1", cho	a D6 if t Y unit. id. If tw	this r On a o or	nodel roll more	its M of rol Bans fights	e the Wind: When this model Advances, add 6" to love characteristic for that Movement phase instead lling a dice. shee Mask: A model with a banshee mask always is first in the Fight phase, even if it didn't charge.				
				You can re-r LD> units wi				a sim	e enemy has units that have charged, or that have nilar ability, then alternate choosing units to fight , starting with the player whose turn is taking place				
FACTION KEYWORDS				NI, WAR									
KEYWORDS	BIKE	R, CHA	RACT	ER, FLY, A	UTAH	RCH			and the second second second second				



AVATAR OF KHAINE

NAME	М	WS	BS	S	T	W	A	Ld	Sv
Avatar of Khaine	7"	2+	2+	6	6	8	5	9	3+
The Avatar of Khaine is a sir	ngle mod	el arme	d with th	e Wailing	Door	n. Only	one of thi	is mode	el may be included in your army.
WEAPON	RANGE	TYP	E	IES					
The Wailing Doom (shooting)	12"	Ass	ault 1		8	-4	D6		wo dice when inflicting damage with this weapon iscard the lowest result.
The Wailing Doom (melee)	Melee	Mel	ee		+2	-4	D6		wo dice when inflicting damage with this weapon iscard the lowest result.
ABILITIES	Molten	Body: 1	Roll a D6	F ocus (pg wheneve al wound	er the			12" of	he Awakened: Friendly ASURYANI units within the Avatar of Khaine do not take Morale tests, and an re-roll failed charge rolls for these units.
	is ignore	ed.							ion: The Avatar of Khaine has a 5+ nerable save.
FACTION KEYWORDS	AELD	ARI, A	SURYA	NI, ASI	РЕСТ	WARF	RIOR, <	CRAF	TWORLD>
KEYWORDS	CHAR	ACTE	R, MOI	NSTER,	DAE	MON,	AVATAI	R OF	KHAINE

NAME	М	WS	BS	S	T	W	A	Ld	Sv
Farseer	7"	2+	2+	3	3	5	2	9	6+
A Farseer is a single model	armed wi	th a shu	ıriken pi	stol and	l a witchl	olade.			
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES
Shuriken pistol	12"	Pist	ol 1		4	0	1		h time you make a wound roll of 6+ for this weapon hit is resolved with an AP of -3 instead of 0.
Singing spear (shooting)	12"	Ass	ault 1		9	0	D3	This	s weapon always wounds on a roll of 2+.
Witchblade	Melee	Me	ee		User	0	D3	This	s weapon always wounds on a roll of 2+.
Singing spear (melee)	Melee	Me	ee		User	0	D3	This	s weapon always wounds on a roll of 2+.
WARGEAR OPTIONS	• This n	nodel n	ay repla	ce its w	itchblade	with a	singing	spear.	
ABILITIES	Ancien	t Doon	, Battle	Focus	(pg 10)		TO THE	Rune	e Armour: This model has a 4+ invulnerable save.
					er this m that wou			can r	tes of the Farseer: Once in each Psychic phase, you re-roll any number of dice used for this model's npt to manifest or deny a psychic power.
PSYKER		powers	in each						h friendly Psychic phase, and attempt to deny two <i>ite</i> power and two psychic powers from the Runes
FACTION KEYWORDS	AELD	ARI, A	SURYA	NI, V	VARHO	ST, <0	CRAFT	WORI	LD>
KEYWORDS	CHAR	ACTE	R. INF	ANTR	Y, PSY	KER. I	FARSE	R	

NAME	М	WS	BS	S	T	W	A	Ld	Sv	
Farseer Skyrunner	16"	2+	2+	3	4	6	2	9	4+	
A Farseer Skyrunner is a si shuriken catapult.	ngle mode	el armec	l with a	shurike	n pistol a	ind a w	itchblade	e. Their	Aeldari jetbike is equipped with a twin	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	
Shuriken pistol	12"	Pist	ol 1		4	0	1		time you make a wound roll of 6+ for this weapon, hit is resolved with an AP of -3 instead of 0.	
Singing spear (shooting)	12"	Ass	ault 1		9	0	D3	This	weapon always wounds on a roll of 2+.	
Twin shuriken catapult	12"	Assault 4 4 0 1 Each time you make a wound roll of 6- that hit is resolved with an AP of -3 ins								
Singing spear (melee)	Melee	Mel	ee		User	0	D3	This	weapon always wounds on a roll of 2+.	
Witchblade	Melee	Mel	ee		User	0	D3	This	weapon always wounds on a roll of 2+.	
WARGEAR OPTIONS	• This n	nodel m	ay repla	ace its w	itchblade	e with a	singing	spear.		
ABILITIES		elm: Ro	ll a D6	whenev	(pg 10) er this m that wor			can r	es of the Farseer: Once in each Psychic phase, you re-roll any number of dice used for this model's npt to manifest or deny a psychic power.	
1. e. e					a 4+ inv			its M	the Wind: When this model Advances, add 6" to fove characteristic for that Movement phase instead lling a dice.	
PSYKER		powers	in each						n friendly Psychic phase, and attempt to deny two <i>te</i> power and two psychic powers from the Runes o	
FACTION KEYWORDS	AELD	ARI, A	SURY	ANI, V	VARHO	ST, <0	CRAFT	WORI	LD>	
KEYWORDS	BIKE	R. CHA	RACT	ER. FI	Y. PSY	KER.	FARSE	ER SK	YRUNNER	

NAME	М	WS	BS	S	T	W	A	Ld	Sv					
Warlock	7"	3+	3+	3	3 3	2	2	8	6+					
This unit contains 2 Warloo pistol and a witchblade.	cks. It can	include	e up to 8	additio	onal Warl	ocks (P	ower Ra	ating +3	per model). Each model is armed with a shuriken					
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES					
Singing spear (shooting)	12"													
Shuriken pistol	12"	that hit is resolved with an AP of -3 instead of												
Singing spear (melee)	Melee	Me	lee		User	0	D3	This	weapon always wounds on a roll of 2+.					
Witchblade	Melee													
WARGEAR OPTIONS	• Any n	nodel m	nay repla	ice its w	vitchblade	e with a	singing	spear.						
ABILITIES		rmour			(pg 10) unit have	e a 4+		powe if thi Smite 7-10	tructor: When this unit manifests the <i>Smite</i> psychic er, it has a range of 9" rather than 18". In addition, is unit consists of 1-3 models when it manifests <i>e</i> , it only deals a single mortal wound. If it consists of models when it manifests <i>Smite</i> , it always deals D6 tal wounds.					
PSYKER	to deny powers powers. If this u – measu as descu	one psy and der This ur nit has ire rang ibed in	ychic po ny two p nit know more th ge, visibi the core	wer in e owers, vs the St an one lity, etc e rules,	each enem and if it h <i>mite</i> powe model, w . from thi	ny Psyc as 7-10 er and t hen ma s mode within	hic phas models wo psych mifesting l. If this	e. If this it can at hic powe g or den unit suf	ic power in each friendly Psychic phase, and attemp s unit has 4-6 models it can attempt to manifest two ttempt to manifest three powers and deny three ers from the Runes of Battle discipline (pg 10). hying a psychic power, first select a model in the uni- ffers Perils of the Warp, it suffers D3 mortal wounds fer damage if the Perils of the Warp causes the last					
FACTION KEYWORDS					VARHO		CRAFT	WORI	LD>					
	THE P		Jona		mano	.,	Sitti I	1 OIG						

3 Powyst	WARLOCK													
NAME	М	WS	BS	S	T	W	A	Ld	Sv					
Warlock	7"	3+	3+	3	3	2	2	8	6+					
A Warlock is a single mode	el armed w	vith a sh	uriken j	pistol ai	nd a witcl	hblade.		216,33						
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES					
Singing spear (shooting)	12"	Ass	ault 1		9	0	D3	This	weapon always wounds on a roll of 2+.					
Shuriken pistol	12"	Pist	ol 1		4	0	1		time you make a wound roll of 6+ for this weapon, nit is resolved with an AP of -3 instead of 0.					
Singing spear (melee)	Melee	Mel	ee		User	0	D3	This	weapon always wounds on a roll of 2+.					
Witchblade	Melee	Mel	ee		User	0	D3	This	weapon always wounds on a roll of 2+.					
WARGEAR OPTIONS	• This n	nodel m	ay repla	ice its w	vitchblade	e with a	singing	spear.						
ABILITIES	Ancien Rune A				(pg 10) s a 4+ inv	rulneral	ole save.	psycł	ructor: When this model manifests the <i>Smite</i> nic power, it has a range of 9" rather than 18" and deals a single mortal wound.					
PSYKER	This model 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 Runes of Battle discipline (pg 10).													
FACTION KEYWORDS	AELD	ARI, A	SURYA	ANI, V	VARHO	ST, <0	CRAFT	WORI	LD>					
KEYWORDS	CHARACTER, INFANTRY, PSYKER, WARLOCK													

	M	AR	LO C	CK CON	SK ICL	YR AV	UN E	NE	R		
NAME	М	WS	BS	S	т	W	A	Ld	Sv		
Warlock Skyrunner	16" 3+ 3+ 3 4 3 2						8	4+			
This unit contains 2 Warloo armed with a shuriken pist										wer Rating +5 per model) . Each model is n shuriken catapult.	
WEAPON	RANGE TYPE S AP D							ABILI	IES		
Singing spear (shooting)	12" Assault 1 9 0 D3								weapon	always wounds on a roll of 2+.	
Shuriken pistol	12"	Pist	ol 1		4	0	1	Each	time yo	ou make a wound roll of 6+ for a shuriken	
Twin shuriken catapult	12"	Ass	ault 4		4	0	weap	weapon, that hit is resolved with an AP of -3 instead of 0.			
Singing spear (melee)	MeleeUser0D3This weapon always wounds on a roll of 2+.										
Witchblade	MeleeUser0D3This weapon always wounds on a roll of 2+.										
WARGEAR OPTIONS	• Any r	nodel m	ay repla	ce its w	itchblade	e with a	singing	spear.			
ABILITIES	Ancient Doom, Battle Focus (pg 10)Destructor: When this unit manifests the Smite p power, it has a range of 9" rather than 18". In addit if this unit consists of 1-3 models when it manifest Smite, it only deals a single mortal wound. If it con 7-10 models when it manifests Smite, it always deat mortal wounds.Ride the Wind: When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.mortal wounds.										
PSYKER	to deny powers powers. If this u the unit wounds	one psy and den This un nit cons a – meas s as desc	chic por y two p it know ists of n ure rang ribed in	wer in e owers, a rs the <i>Sn</i> nore tha ge, visib	ach enem and if it h <i>nite</i> powe an one m ility, etc.	ny Psyc as 7-10 er and t odel, w from th out unit	hic phas models wo psycl hen mar his mode s within	e. If this it can at nic powe nifesting l. If this	unit has tempt to ers from or deny unit su	r in each friendly Psychic phase, and attemp s 4-6 models it can attempt to manifest two o manifest three powers and deny three a the Runes of Battle discipline (pg 10). ying a psychic power, first select a model in ffers Perils of the Warp, it suffers D3 mortal fer damage if the Perils of the Warp causes	
FACTION KEYWORDS					VARHO			WORI	.D>		
KEYWORDS	BIKER, FLY, PSYKER, WARLOCK SKYRUNNER CONCLAVE										

NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Warlock Skyrunner	16"	3+	3+	3	4	3	2	8	4+			
A Warlock Skyrunner is a s shuriken catapult.	single moo	del arme	ed with a	a shuriker	n pistol	and a v	vitchblad	e. Its A	eldari jetbike is equipped with a twin			
WEAPON	RANGE	TYP	<u>E</u>		S	AP	D	ABILII	TIES			
Singing spear (shooting)	12"	12" Assault 1 9 0 D3 This weapon always wounds on a roll										
Shuriken pistol	12"	Pist	ol 1		4	0	1	Each	time you make a wound roll of 6+ for a shuriken			
Twin shuriken catapult	12"	Ass	ault 4		4	0	1	weap	on, that hit is resolved with an AP of -3 instead of			
Singing spear (melee)	Melee	Mel	ee		User	0	D3	This	weapon always wounds on a roll of 2+.			
Witchblade	Melee	Mel	ee		User	0	D3	This	weapon always wounds on a roll of 2+.			
WARGEAR OPTIONS	• This n	nodel m	ay repla	ce its witc	hblade	with a	singing s	pear.				
ABILITIES	Ancien	t Doom	, Battle	Focus (pg	g 10)			Rune	Armour: This model has a 4+ invulnerable save.			
	its Move	Ride the Wind: When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice. Destructor: When this model manifests the <i>Smite</i> psychic power, it has a range of 9" rather than 18" and only deals a single mortal wound.										
PSYKER	psychic	This model 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 Runes of Battle discipline (pg 10).										
FACTION KEYWORDS	AELD	ARI, A	SURYA	NI, WA	RHO	ST, <0	CRAFT	VORI	.D>			
KEYWORDS	BIKE	CHA	RACT	FR FIV	DSV	KER	WADIO	CKS	KYRUNNER			

			S	PIR	ITS	SEE	R						
NAME	М	WS	BS	S	T	W	A	Ld	Sv				
Spiritseer	7"	2+	2+	3	3	4	2	8	6+				
A Spiritseer is a single model armed with a shuriken pistol and a witch staff.													
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				
Shuriken pistol	12" Pistol 1				4	0	1		Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.				
Witch staff	Melee	Me	lee		User	0	2	This	weapon always wounds on a roll of 2+.				
ABILITIES			n, Battle : This mo			ulnerat	ole save.	<cr< th=""><th>it Mark: You can re-roll hit rolls of 1 for friendly AFTWORLD> SPIRIT HOST units' attacks against ny units that are within 6" of this model.</th></cr<>	it Mark: You can re-roll hit rolls of 1 for friendly AFTWORLD> SPIRIT HOST units' attacks against ny units that are within 6" of this model.				
PSYKER	psychic	Rune Armour: This model has a 4+ invulnerable save.enemy units that are within 6" of this model.This model 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 Runes of Battle discipline (pg 10).											
FACTION KEYWORDS	AELD	ARI, A	SURYA	NI, S	PIRIT	HOST,	<cra< td=""><td>FTWO</td><td>ORLD></td></cra<>	FTWO	ORLD>				
KEYWORDS	CHAR	CHARACTER, INFANTRY, PSYKER, SPIRITSEER											

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	G	UA	RD]	IAN	D	EFI	ENI	DER	RS		
NAME	М	WS	BS	S	T	W	A	Ld	Sv		
Guardian	7"	3+	3+	3	3	1	1	7	5+		
Heavy Weapon Platform	7"	6+	3+	3	3	2	1	7	3+		
 This unit contains 10 Guardians. It can include up to 10 additional Guardians (Power Rating +4). For every 10 Guardians in the unit, you may include one Heavy Weapon Platform. Each Guardian is armed with a shuriken catapult and sunburst grenades. Each Heavy Weapon Platform is armed with a shuriken cannon. 											
WEAPON	RANGE	ANGE TYPE S AP D ABILITIES									
Shuriken cannon	24"	Ass	ault 3		6	0	1			ou make a wound roll of 6+ for this weapon, solved with an AP of -3 instead of 0.	
Shuriken catapult	12"	Ass	ault 2		4	0	1	Each that l	time yo nit is res	ou make a wound roll of 6+ for this weapon, solved with an AP of -3 instead of 0.	
Sunburst grenade	6"	Gre	nade D6	5	4	-1	1	-			
WARGEAR OPTIONS	• Any H	leavy W	Veapon F	Platform r	nay re	place its	shurike	n canno	n with a	a weapon from the Heavy Weapons list.	
ABILITIES	 Ancient Doom, Battle Focus (pg 10) Crewed Weapon: A Heavy Weapon Platform can only fire its ranged weapon if a Guardian from its unit is within 3" and 'fires' it instead of shooting any of their own weapons. A single Guardian cannot operate multiple Heavy Weapon Platforms in this way in a single turn. 										
FACTION KEYWORDS	AELD	ARI, A	SURYA	NI, WA	RHC	OST, <c< td=""><td>RAFT</td><td>WORI</td><td>.D></td><td>Market State for a</td></c<>	RAFT	WORI	.D>	Market State for a	
KEYWORDS (GUARDIAN)	INFAN	TRY,	GUAR	DIAN D	EFE	NDERS		20.4	1.101	SALEADINE SEASE STREET	
KEYWORDS (HEAVY WEAPON PLATFORM)	INFANTRY, ARTILLERY, HEAVY WEAPON PLATFORM										

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		STORM	GUA	RI	DIA	NS						
NAME	М	WS BS S	5 T	W	A	Ld	Sv					
Guardian	7"	3+ 3+ 3	3 3	1	1	7	5+					
This unit contains 8 Gua +6). Each model is armo) or up to 16 additional Guardians (Power Rating					
WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIE	5					
Flamer	8"	Assault D6	4	0	1	This we	eapon automatically hits its target.					
Fusion gun	12"	Assault 1	8	-4	D6		arget is within half range of this weapon, roll ce when inflicting damage with it and discard the result.					
Shuriken pistol	12"	Pistol 1	4	0	1		ime you make a wound roll of 6+ for this weapon, t is resolved with an AP of -3 instead of 0.					
Aeldari blade	Melee	Melee	User	0	1	You ca	n re-roll failed hit rolls for this weapon.					
Chainsword	Melee	Melee	User	0	1		ime the bearer fights, it can make 1 additional with this weapon.					
Power sword	Melee	Melee	User	-3	1	-						
Sunburst grenade	6"	Grenade D6	4	-1	1	-						
WARGEAR OPTIONS	• Up to t	wo Guardians may wo Guardians may uardian may replac	replace the	ir Aelda	ari blade	with a po						
ABILITIES	Ancient	Doom, Battle Foc	us (pg 10)									
FACTION KEYWORDS	AELDA	AELDARI, ASURYANI, WARHOST, <craftworld></craftworld>										
KEYWORDS	INFANTRY, STORM GUARDIANS											

1 5 Powet			W	INI	ORI	DE	RS					
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Windrider	16"	3+	3+	3	4	2	1	7	4+			
This unit contains 3 Windriders. It can include up to 3 additional Windriders (Power Rating +5) or up to 6 additional Windriders (Power Rating +10). Each of their Aeldari jetbikes is equipped with a twin shuriken catapult.												
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ries			
Scatter laser	36"	Hea	avy 4		6	0	1	-				
Shuriken cannon	24"	Ass	ault 3		6	0	1		time you make a wound roll of 6+ for this weapon, nit is resolved with an AP of -3 instead of 0.			
Twin shuriken catapult	12"	Assault 4 4 0 1							time you make a wound roll of 6+ for this weapon, nit is resolved with an AP of -3 instead of 0.			
WARGEAR OPTIONS	• Any A	eldari j	ietbike n	nay repla	ace its tw	win shur	iken cat	apult wi	th either a scatter laser or a shuriken cannon.			
ABILITIES	Ancien	Ancient Doom, Battle Focus (pg 10) Ride the Wind: When this unit Advances, add 6" to i Move characteristic for that Movement phase instead rolling a dice.										
FACTION KEYWORDS	AELD	ARI, A	SURY	ANI, W	ARHO)ST, <(CRAFT	WORI	.D>			
KEYWORDS	BIKEF	BIKER, FLY, WINDRIDERS										

► 5]	RAN	G]	ERS	5				
NAME	М	WS	BS	S	T	W	A	Ld	Sv		
Ranger	7"	3+	3+	3	3	1	1	7	5+		
This unit contains 5 Rar ranger long rifle.	ngers. It can in	nclude u	ip to 5 a	dditional R	ange	ers (Pow	er Ratin	g +5). I	Each model is armed with a shuriken pistol and a		
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES		
Shuriken pistol	12"	Pist	ol 1		4	0	1		time you make a wound roll of 6+ for this weapon, hit is resolved with an AP of -3 instead of 0.		
Ranger long rifle	36"	36" Heavy 1 4 0 1							This weapon may target a CHARACTER even if it is not the closest enemy unit. Each time you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to any other damage.		
ABILITIES	Camele from the additior	oline C eir hit r 1, add 2	loaks: ` olls for a to savir	Focus (pg Your oppon attacks that ng throws m er, instead o	ent 1 targe ade	et this u	nit. In	up a webv begin turn – set	ear Unbidden: During deployment, you can set unit of Rangers walking the winding paths of the way instead of placing it on the battlefield. At the nning of the first battle round but before the first begins the unit of Rangers emerge from the webway them up anywhere on the battlefield that is more 9" away from any enemy models.		
FACTION KEYWORDS	AELD	ARI, A	SURY	ANI, WAF	RHC	ST, <(CRAFT				
KEYWORDS	INFAN	TRY,	RANG	ERS		435		12	and a second of the second second		

► 3 nowet		DIR	RE A	VE	NG	ER	S				
NAME	М	WS BS	S	T	W	A	Ld	Sv			
Dire Avenger	7"	3+ 3+	3	3	1	1	8	4+			
Dire Avenger Exarch	7"	3+ 3+	3	3	2	2	8	4+			
This unit contains 5 Dire Av place of one Dire Avenger. I								Rating +3). A Dire Avenger Exarch can take the purst grenades.			
WEAPON	RANGE	TYPE		S	AP	D	ABILI	TIES			
Avenger shuriken catapult	18"	Assault 2		4	0	1		Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.			
Shuriken pistol	12"	2" Pistol 1 4 0 1						time you make a wound roll of 6+ for this weapon, hit is resolved with an AP of -3 instead of 0.			
Diresword	Melee	e Melee User -2 1				1	the ta	time you make a wound roll of 6+ for this weapon, arget suffers a mortal wound in addition to any r damage.			
Power glaive	Melee	Melee		+1	-2	1	-				
Sunburst grenade	6"	Grenade D	06	4	-1	1	-				
WARGEAR OPTIONS	- Two - Shur - Shur	ire Avenger Ex avenger shuri iken pistol and iken pistol and mershield and	ken cataj d power d direswo	pults glaive ord	e their a	venger s	huriken	catapult with one of the following:			
ABILITIES		Doom, Battl		10		4.	Defence Tactics: When this unit shoots Overwatch, it hits on rolls of 5+, regardless of any modifiers.				
		ortune: The D able save.	nie Aven	iger Exar	ch has a	Shimmershield: A unit which includes a model with a shimmershield has a 5+ invulnerable save.					
FACTION KEYWORDS	AELDA	ARI, ASURY	ANI, A	SPECT	WAR	RIOR,	<cra< td=""><td>FTWORLD></td></cra<>	FTWORLD>			
KEYWORDS	INFAN	TRY, DIRE	AVEN	GERS	23		1.				

]	HO	WL	IN	GB.	AN	SHI	EES	5
NAME	М	WS	BS	S	т	W	A	Ld	Sv
Howling Banshee	8"	3+	3+	3	3	1	2	8	4+
Howling Banshee Exarch	8"	3+	3+	3	3	2	3	8	4+
This unit contains 5 Howlin can take the place of one Ho									(Power Rating +4). A Howling Banshee Exarch a power sword.
WEAPON	RANGE	TYP			S	AP	D	ABILI	
Shuriken pistol	12"	Pist	ol 1		4	0	1		n time you make a wound roll of 6+ for this weapon, hit is resolved with an AP of -3 instead of 0.
Triskele (shooting)	12"	Ass	ault 3		3	-2	1	-	
Executioner	Melee	Mel	ee		+2	-3	D3		en attacking with this weapon, you must subtract 1 a the hit roll.
Mirrorswords	Melee	Mel	ee		User	-2	1		can re-roll failed hit rolls in the Fight phase for weapon.
Power sword	Melee	Mel	ee		User	-3	1	-	-
Triskele (melee)	Melee	Mel	ee		User	-2	1	-	
WARGEAR OPTIONS									with a triskele or an executioner. I and power sword with mirrorswords.
ABILITIES	Ancien	t Doom	, Battle	Focus	(pg 10)		681		obatic: Add 3 to your rolls when this unit ances or charges.
	Banshee Mask: Models in this unit always fight first in the Fight phase, even if they 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.								Shout: Your opponent must subtract 1 from hit in the Fight phase for attacks that target a unit includes a Howling Banshee Exarch.
FACTION KEYWORDS	AELD	ARI, A	SURYA	NI, A	SPECT	WAR	RIOR, «	CRA	FTWORLD>
KEYWORDS	INFAN	NTRY,	HOWI	ING	BANSH	EES			



5. Powe [®]	S	TR	IKI	NG	SC	COF	RPI	ON	S	
NAME	М	WS	BS	S	T	W	A	Ld	Sv	
Striking Scorpion	7"	3+	3+	3	3	1	2	8	3+	
Striking Scorpion Exarch	7"	3+	3+	3	3	2	3	8	3+	
									(Power Rating +5). A Striking Scorpion Exarch ca ion chainsword and sunburst grenades.	
WEAPON				is ai illec	S S	AP	n pistoi, D	ABILI	· · · · · · · · · · · · · · · · · · ·	
Chainsabres (shooting)	12"	Pist			4	0	1	Each	n time you make a wound roll of 6+ for this weapon hit is resolved with an AP of -3 instead of 0.	
Scorpion's claw (shooting)	12" Assault 2 4 0						1	Each time you make a wound roll of 6+ for this weapor that hit is resolved with an AP of -3 instead of 0.		
Shuriken pistol	12"	Pist	ol 1		4	0	1		n time you make a wound roll of 6+ for this weapor hit is resolved with an AP of -3 instead of 0.	
Biting blade	Melee	Mel	ee		+2	-1	2	-		
Chainsabres (melee)	Melee	Mel	ee		+1	0	1		n time the bearer fights, it can make 1 additional ck with this weapon.	
Scorpion chainsword	Melee	Mel	ee		+1	0	1	-		
Scorpion's claw (melee)	Melee	Mel	ee		x2	-3	D3		en attacking with this weapon, you must subtract 1 1 the hit roll.	
Sunburst grenade	6"	Gre	nade De	5	4	-1	1	-		
WARGEAR OPTIONS	• The St	riking S	Scorpion	n Exarch	may re	place th	eir scorp	oion cha	tol with a scorpion's claw. ainsword with a biting blade. tol and scorpion chainsword with chainsabres.	
ABILITIES	Masters up a un of placin of any o	s of Stea it of Stri ng it on of your N	lth: Du iking Sc the batt Aoveme	Focus (j ring dep orpions lefield. I nt phase ling plac	loymen in the sl f you do the Str	hadows o so, at t iking Sc	instead he end orpions	roll a 1" of unit	Adiblasters: At the beginning of each Fight phase, a D6 for each model in this unit if the unit is within f an enemy INFANTRY unit. For each roll of 6, that suffers a mortal wound. If two or more INFANTRY s are within 1", choose one to target before rolling dice.	
	them up 9" away	o anywh from ai v Strike :	ere on t ny enem Add 1	ling plac he battle y model to hit rol n cover.	field th s.	at is mo	when Scor make wear	ained Attack: Each time you roll a hit roll of 6+ n making a close combat attack for a Striking pion Exarch, that model can immediately e another close combat attack using the same pon. These extra attacks cannot generate any tional attacks.		
FACTION KEYWORDS	AELD	ARI, A	SURY	NI, A	SPECT	WAR	RIOR,	<cra< td=""><td>FTWORLD></td></cra<>	FTWORLD>	
KEYWORDS	INFANTRY, STRIKING SCORPIONS									



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NAME	М	WS	BS	S	T	W	A	Ld	Sv
Fire Dragon	7"	3+	3+	3	3	1	1	8	3+
Fire Dragon Exarch	7"	3+	3+	3	3	2	2	8	3+
This unit contains 5 Fire D one Fire Dragon. Each mc							gons (Pa	wer Ra	ating +6). A Fire Dragon Exarch can take the place of
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES
Dragon's breath flamer	8"	Ass	ault D6		5	-1	1	This	s weapon automatically hits its target.
Firepike	18"	Ass	ault 1		8	-4	D6	two	he target is within half range of this weapon, roll dice when inflicting damage with it and discard the est result.
Fusion gun	12"	Ass	ault 1		8	-4	D6	two	he target is within half range of this weapon, roll dice when inflicting damage with it and discard the est result.
Melta bomb	6 "	Gre	enade 1		8	-4	D6		can re-roll failed wound rolls for this weapon when eting a VEHICLE .
WARGEAR OPTIONS	The Fire	e Drago	on Exarcl	h may i	replace th	neir fusio	on gun v	vith a di	lragon's breath flamer or a firepike.
ABILITIES			n, Battle		(pg 10) it rolls of	1 for a F	Fire	1 in	ured Destruction: You can re-roll wound rolls of the Shooting phase for attacks this unit make that et MONSTERS or VEHICLES .
			's ranged			1 101 a 1	ne	targe	et WOIVSTERS OF VEHICLES.
						WAR	RIOR	CRA	AFTWORLD>
FACTION KEYWORDS	AELD	AKI, A	ISUKIA	1111, 1			NION	\UIUI	AFI WORLD>

		Ţ	WR.	AI	ГНC	GUA	ARI)		
NAME	М	WS	BS	S	T	W	A	Ld	S	V
Wraithguard	5"	3+	3+	5	5	3	1	9	3	+
This unit contains 5 Wr and Wraithguard fists.	aithguard. It c	can incl	ude up t	o 5 add	litional W	/raithgu	ard (Po	wer Rat	ing -	+10). Each model is armed with a wraithcannor
WEAPON	RANGE	TYP	'E		S	AP	D	ABILI	TIES	
D-scythe	8"	Ass	ault D3		10	-4	1	of att	tacks	init fires its D-scythes, roll once for the numbe and use this for all D-scythes fired by the unit lase. This weapon automatically hits its target.
Wraithcannon	12"	Ass	ault 1		10	-4	D6	-		
Wraithguard fists	Melee	Me	lee		User	-1	D3	-		
WARGEAR OPTIONS	• The en	ntire un	it may ro	eplace	their wrai	thcann	ons with	D-scytl	hes.	
ABILITIES			n (pg 10)		D 1	1	201			
					Back and				-	
FACTION KEYWORDS	AELD	ARI, A	SURYA	ANI, S	SPIRIT I	HOST,	<cra< td=""><td>FTWO</td><td>ORL</td><td>D></td></cra<>	FTWO	ORL	D>
KEYWORDS	INFAN									

		V	VRA	11	THB	BLA	DE	S	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Wraithblade	5"	3+	3+	5	5	3	2	9	3+
This unit contains 5 Wr	aithblades. It	can inc	lude up	o 5 ado	ditional	Wraithb	lades (P	ower Ra	ating +10). Each model is armed with ghostswords.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES
Ghostaxe	Melee	Me	lee		+2	-3	D3		en attacking with this weapon, you must subtract 1 1 the hit roll.
Ghostswords	Melee	Me	lee		+1	-2	1		n time the bearer fights, it can make 1 additional ck with this weapon.
WARGEAR OPTIONS	• The en	ntire un	it may re	place t	heir gho	stsword	s with gl	nostaxes	s and forceshields.
ABILITIES	Ancien	t Doom	(pg 10)	14			Nen l		ceshield: A model equipped with a forceshield has a nvulnerable save.
Sec. Ma				0 0110 1	Attacks ch which i		10010 01		
FACTION KEYWORDS	AELD	ARI, A	SURYA	NI, S	PIRIT	HOST,	<cra< td=""><td>FTWC</td><td>ORLD></td></cra<>	FTWC	ORLD>
KEYWORDS	INFAN	TRY,	WRAI'	ГНBL	ADES	1			

9 Powet			WA	VE	SE	RPI	ENT			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	
Wave Serpent	*	6+	*	6	7	13	*	8	3+	7-13+	16"	3+	
A Wave Serpent is a single shuriken catapult.	e model equ	uipped	with a tw	vin shur	iken car	nnon an	d a twin			4-6 1-3	12" 8"	4+ 5+	I
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				
Shuriken cannon	24"	Ass	ault 3		6	0	1			ou make a wound roll of solved with an AP of -3 i			
Twin Aeldari missile launcher	When a	uttacking	g with th	is weap	on, cho	ose one	of the pr	ofiles be	elow.				
- Sunburst missile	48"	Hea	avy 2D6		4	-1	1	-					
- Starshot missile	48"	Hea	avy 2		8	-2	D6	-					
Twin bright lance	36"	Hea	avy 2		8	-4	D6	-					
Twin scatter laser	36"	Hea	avy 8		6	0	1	-					
Twin shuriken cannon	24"	Ass	ault 6		6	0	1						
Twin shuriken catapult	12"	24"Assault 6601Each time you make a wound roll of 6+ for this weat that hit is resolved with an AP of -3 instead of 0.12"Assault 4401Each time you make a wound roll of 6+ for this weat that hit is resolved with an AP of -3 instead of 0.											
Twin starcannon	36"	Hea	avy 4		6	-3	3	-					
WARGEAR OPTIONS	or a tw • This n • This n	win Ael nodel m nodel m	dari miss nay repla nay take	sile laun ce its tv items fr	cher. vin shur om the	iken cat <i>Vehicle 1</i>	apult wit Equipmen	h a shu 11 list.	riken ca	S. Sector States			1
ABILITIES	Serpent minimu Serpent roll a D 24" suff gains no	 This model may replace its twin shuriken catapult with a shuriken cannon. This model may take items from the <i>Vehicle Equipment</i> list. Serpent Shield: Any damage suffered by a Wave Serpent from a ranged weapon is reduced by 1, to a minimum of 1. In addition, once per battle, a Wave Serpent can discharge its serpent shield. If it does so, roll a D6. On a 2+ the nearest visible enemy unit within 24" suffers D3 mortal wounds. The Wave Serpent then gains no benefit from this ability for the remainder of 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. Hover Tank: Distance and ranges are always measured to and from this model's hull, even though it has a base 											
TRANSPORT:		Serper					ORD or blades co			RLD> INFANTRY mod	els, other tl	nan	-
FACTION KEYWORDS							CRAFT			10 cdc11.	1994	1	-
KEYWORDS	VEHI												_

r 5 Powret		SW		OPI	ING	HA	\mathbf{W}	KS	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Swooping Hawk	14"	3+	3+	3	3	1	1	8	4+
Swooping Hawk Exarch	14"	3+	3+	3	3	2	2	8	4+
This unit contains 5 Swoop the place of one Swooping							oping Ha	awks (P	ower Rating +5). A Swooping Hawk Exarch can ta
WEAPON	RANGE	TYP	<u>E</u>		S	AP	D	ABILI	ITIES
Hawk's talon	24"	Ass	ault 4		5	0	1	-	
Lasblaster	24"	Rap	id Fire 2		3	0	1	-	
Sunrifle	24"	Ass	ault 4		3	-2	1	your	unit suffers any unsaved wounds from this weapon, opponent must subtract 1 from their hit rolls until end of the turn.
Power sword	Melee	Mel	ee		User	-3	1	-	
WARGEAR OPTIONS					may repla may take				n either a hawk's talon or a sunrifle.
ABILITIES	Herald friendly	of Victor <cra< td=""><td>FTWOR</td><td>can ad LD> u</td><td>(pg 10) ld 1 to the units withink Exarch.</td><td>in 3" of</td><td></td><td>up a it on phas wing</td><td>dren of Baharroth: During deployment, you can so Swooping Hawks unit in the skies instead of placin the battlefield. At the end of any of your Movemen ses the unit can descend on their Swooping Hawk gs – set them up anywhere on the battlefield that is e than 9" away from any enemy models.</td></cra<>	FTWOR	can ad LD> u	(pg 10) ld 1 to the units withink Exarch.	in 3" of		up a it on phas wing	dren of Baharroth: During deployment, you can so Swooping Hawks unit in the skies instead of placin the battlefield. At the end of any of your Movemen ses the unit can descend on their Swooping Hawk gs – set them up anywhere on the battlefield that is e than 9" away from any enemy models.
	fire a sp in their moved, roll one maximu Hawks	read of Movem pick on D6 for um of or unit). Ea	grenade ent phas e enemy each mo ne dice f	s as the se. To d unit th del in t or each you ro	k: Swoop by fly over lo so, afte hat they fl the enemy model in a fo the	r enemy r the ur lew over y unit (n the Sw	units nit has c. Then, up to a rooping	Skyle this of leap battle in th both the s	eap: At the beginning of your Movement phase, if unit is not within 1" of an enemy model they can back into the skies. Remove this unit from the efield. They can return to the battlefield as describe the Children of Baharroth ability. This unit may not a skyleap and descend on Swooping Hawk wings in same turn. If the battle ends while this unit is in the s, they are considered to be slain.
FACTION KEYWORDS	AELD	ARI, A	SURYA	NI, A	SPECT	WAR	RIOR,	<cra< td=""><td>FTWORLD></td></cra<>	FTWORLD>
KEYWORDS	TATELA	TOT		DI OIZ	, FLY, S				



	1	Kal			1169	1 Part		12	
towet			WA	RP	SP	IDI	ERS		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Warp Spider	7"	3+	3+	3	3	1	1	8	3+
Warp Spider Exarch	7"	3+	3+	3	3	2	2	8	3+
This unit contains 5 Warp of one Warp Spider. Each						Varp Sp	iders (Po	ver Ra	ating +5). A Warp Spider Exarch can take the place
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	
Death spinner	12"	Ass	ault 2		6	0	1		time you make a wound roll of 6+ for this weapon, hit is resolved with an AP of -4 instead of 0.
Spinneret rifle	18"	Rap	oid Fire 1	l	6	-4	1	-	
Powerblades	Melee	Me	lee		User	-2	1		time the bearer fights, it can make 1 additional k with this weapon.
WARGEAR OPTIONS					replace take po			er witl	h either two death spinners or a spinneret rifle.
ABILITIES	Warp Ju Movem their wa generate their M	amp Ge ent pha arp jum ors they ove cha	se, they p genera v cannot	: When can do tors. If Advanc ic is inc	this unit so norma they use ce or chan reased by	ally or u their wa rge this	sing arp jump turn, but	a ran flicke from of th on a Iron	cerjump: When a unit with this ability is targeted by aged weapon, you can declare that they will make a erjump. If they do, your opponent must subtract 1 a hit rolls for attacks that target this unit until the end e phase. However, you must immediately roll 2D6 – 2, one model from the Warp Spiders unit is slain. Resolve: A unit that contains a Warp Spider Exarch re-roll failed Morale tests.
FACTION KEYWORDS	AELD	ARI, A	SURYA	NI, A	SPECT	WAR	RIOR, <		FTWORLD>
KEYWORDS	INFAN	TRY,	JUMP	PACK	WARP	SPID	ERS	12	

7		SHINING SPEARS													
NAME	М	WS	BS	S	T	W	A	Ld	Sv						
Shining Spear	16"	3+	3+	3	4	2	2	8	3+						
Shining Spear Exarch	16"	3+	3+	3	4	3	3	8	3+						

This unit contains 3 Shining Spears. It can include up to 3 additional Shining Spears (**Power Rating** +7) or up to 6 additional Shining Spears (**Power Rating** +14). A Shining Spear Exarch can take the place of one Shining Spear. Each model is armed with a laser lance and each of their jetbikes is armed with a twin shuriken catapult.

jetemee is armea with a tw		outup utu				
WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES
Laser lance (shooting)	6"	Assault 1	6	-4	2	-
Star lance (shooting)	6"	Assault 1	8	-4	2	-
Twin shuriken catapult	12"	Assault 4	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.
Laser lance (melee)	Melee	Melee	User	-4	2	If the bearer charged this turn, attacks with this weapon are made at Strength 6.
Paragon blade	Melee	Melee	User	-4	1	You can re-roll failed hit and wound rolls for this weapon.
Star lance (melee)	Melee	Melee	User	-4	2	If the bearer charged this turn, attacks with this weapon are made at Strength 8.
WARGEAR OPTIONS	• The Sh	ining Spear Exarcl	h may replace	their l	laser lance	with a star lance or paragon blade.
ABILITIES	Ancient	Doom, Battle Fo	cus (pg 10)	240.7		Aerobatic Grace: Models in this unit have a 4+
						invulnerable save against ranged weapons.
	Ride the	Wind: When this	unit Advance	es, add	6" to its	
	Move ch	aracteristic for that	t Movement p	ohase i	instead of	Expert Hunter: You can re-roll wound rolls for a Shining
	rolling a	dice.				Spear Exarch when they target a MONSTER or VEHICLE .
FACTION KEYWORDS	AELDA	RI, ASURYAN	I, ASPECT	WAR	RIOR, <	CRAFTWORLD>
KEYWORDS	BIKER	, FLY, SHINING	G SPEARS		1.54	

Server		CI	RIM	ISC	N I	HU	NT]	ER		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		
Crimson Hunter	*	6+	*	6	6	12	3	8	3+	7-12+	20-60"	2+		
A Crimson Hunter is a s	ingle model	equippe	ed with t	wo brig	tht lance	es and a	nulse las	er		4-6	20-40"	3+		
WEAPON	RANGE	TYP			sint naried	AP	0	ABILI	TIES	1-3	20-25"	4+		
Bright lance	36"		• avy 1		8	-4	D6	-						
Pulse laser	48"		avy 2		8	-3	3	-						
ABILITIES	20" to i phase i moves, not cor move t finishe Airbor charged	ts Move nstead c first piv ntribute he mode d, you ca me: This d by uni	ne: Whe characte of rolling to ti to no to how f el straigh an pivot s model o ts that ca	eristic for a dice. the spot far the n far the n the forwa it a furt cannot of an FLY ,	or that M Each tir t up to 9 nodel m rds. On her 90° charge, c and car	Movement me this r 0° (this oves), and ce its mo as before can only n only at	nt nodel does nd then ove has e. be tack or	hit ro Shoo Skyh mode Cras roll a	olls for a sting ph unters: el's rang h and H D6 bef	: Your opponent must s attacks that target this n ase. : You can re-roll all faile ged weapons that target Burn: If this model is re fore removing it from th in a fiery explosion and	nodel in the ed wound rolls fo units that can F duced to 0 woun ne battlefield. On	E LY . nds, n a		
			he Fight	-						nortal wounds.		-		
FACTION KEYWORDS							RIOR,	<cra< td=""><td>FTWC</td><td>ORLD></td><td>198 - Y - 1</td><td>2.0</td></cra<>	FTWC	ORLD>	198 - Y - 1	2.0		
KEYWORDS	VEUI	CLE, F	IV CD	IMCO	NI LITIN	TED								

		CI	RIM	ISO EX	N I AR	HU] CH	NT	ER		DAMAGE Some of this model's it suffers damage, as s		change			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS			
Crimson Hunter Exarch	*	6+	*	6	6	12	3	8	3+	7-12+	20-60"	2+			
A Crimson Hunter Exarch	is a single	model	equippe	d with t	wo brig	ht lance	s and a p	ulse las	er.	4-6	20-40"	3+			
WEAPON	RANGE	ТҮР			S	AP	D	ABILI		1-3	20-25"	4+			
Bright lance	36"		- vy 1		8	-4	 D6	-							
Pulse laser	48"	Hea	ivy 2		8	-3	3	-							
Starcannon	36"	Hea	ivy 2		6	-3	3	-							
WARGEAR OPTIONS	• This n	This model may replace its two bright lances with two starcannons.													
ABILITIES	20" to it phase in moves,	ts Move nstead o first piv	charact f rolling ot it on	eristic fo a dice. the spot	or that M Each tir t up to 9	Aovement ne this r 0° (this c	nt nodel does	hit ro Shoo	olls for ting ph		nodel in the				
	not con move th finished	ne mode	el straigh	nt forwa	rds. On		ove has	Skyhunters: You can re-roll all failed wound rolls for this model's ranged weapons that target units that can FLY .							
						can only only at				Eye: You can re-roll hi ged weapons.	t rolls of 1 for th	nis			
						that can		roll a 6 it ci	D6 be rashes	Burn: If this model is re fore removing it from th in a fiery explosion and nortal wounds.	ne battlefield. O	na			
FACTION KEYWORDS	AELD	ARI, A	SURY	ANI, A	SPECT	r war	RIOR,	<cra< td=""><td>FTW</td><td>ORLD></td><td>N. M. Cali</td><td>19.963</td></cra<>	FTW	ORLD>	N. M. Cali	19.963			
KEYWORDS	VEHI	CLE, F	LY, CR	IMSO	N HUN	NTER	5.6		1						

4 Power				VY	601that hit is resolved with an AP of -3 in Each time you make a wound roll of e that hit is resolved with an AP of -3 in uriken cannon with a weapon from the Heavy Weapons list.uriken cannon with a weapon from the Heavy Weapons list.in shuriken catapult with a shuriken cannon.ove characteristic of 20" 				
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Vyper	16"	6+	3+	4	5	6	1	8	3+
This unit contains 1 Vyper and a twin shuriken catapu		lude up	to 2 ado	litional	Vypers	(Power F	Rating +	4 per n	nodel). Each model is armed with a shuriken canno
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES
Shuriken cannon	24"	Ass	ault 3		6	0	1		n time you make a wound roll of 6+ for this weapon hit is resolved with an AP of -3 instead of 0.
Twin shuriken catapult	12"	Ass	ault 4		4	0	1		n time you make a wound roll of 6+ for this weapon hit is resolved with an AP of -3 instead of 0.
WARGEAR OPTIONS	•							-	
ABILITIES							c of 20"	roll a On a	lodes: If this model is reduced to 0 wounds, a D6 before removing it from the battlefield. a 6 it explodes, and each unit within 3" suffers a tal wound.
FACTION KEYWORDS	AELD	ARI, A	SURYA	NI, V	VARHO	OST, <c< td=""><td>CRAFT</td><td>WOR</td><td>LD></td></c<>	CRAFT	WOR	LD>
		CLE, F		DEDO	Contraction of	an an trans	* 24283	- 3 3 4 - 5	

	HEMLOCK WRAITHFIGHTERDAMAGE Some of this model's characteristics cha it suffers damage, as shown below:MWSBSSTWALdSvMWSBSSTWALdSv											nange	
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	
Hemlock Wraithfighter	*	6+	*	6	6	12	3	8	3+	7-12+	20-60"	3+	
A Hemlock Wraithfighter	is a single	model e	quipped	with t	wo heavy	v D-scyt	hes.	1.19-45		- 4-6	20-40"	4+	
WEAPON	RANGE	ТҮР			S	AP	D	ABILI	TIES	1-3	20-25"	5+	
Heavy D-scythe	16"	Ass	ault D3		10	-4	2	This	weapon	automatically hits its tar	get.		
ABILITIES	 Wings of Khaine: When this model Advances, add 20" to its Move characteristic for that Movement phase instead of rolling a dice. 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. Once its move has finished, you can pivot it a further 90° as before. Mindshock Pod: Enemy units within 12" of any Hemlock Wraithfighters subtract 1 from their Leadership characteristic. Spirit Stones: Roll a D6 each time this model suffers an unsaved wound or mortal wound: on a 6 the wound is ignored. 												
	 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. Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the 												
PSYKER	Shooting phase. This model 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 Runes of Battle discipline (pg 10).												
FACTION KEYWORDS	AELDARI, ASURYANI, SPIRIT HOST, <craftworld></craftworld>												
KEYWORDS	VEHICLE, FLY, PSYKER, HEMLOCK WRAITHFIGHTER												

]	DAI	RK	RE	AP]	ERS			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	
Dark Reaper	6"	3+	3+	3	3	1	1	8	3+	
Dark Reaper Exarch	6"	3+	3+	3	3	2	2	8	3+	
									ating +4) or up to 7 additional Dark Reapers (Powe rmed with a reaper launcher.	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	
Aeldari missile launcher	When	attacking	g with th	is weap	on, cho	ose one	of the pr	ofiles be	elow.	
- Sunburst missile	48"	Heavy D6		4	-1	1	-			
- Starshot missile	48"	Heavy 1			8	-2	D6	-		
Reaper launcher	When attacking with this weapon, choose one of the profiles below.									
- Starshot missile	48"	Hea	wy 1		8	-2	3	-		
- Starswarm missile	48"	Hea	ivy 2		5	-2	2	-		
Shuriken cannon	24"	Assault 3			6	0	1		time you make a wound roll of 6+ for this weapon hit is resolved with an AP of -3 instead of 0.	
Tempest launcher	36"	Heavy 2D6			4	-2	1		weapon can target units that are not visible to bearer.	
WARGEAR OPTIONS		Dark Rea est laund		ch may	replace	their re	aper lau	ncher w	rith a shuriken cannon, Aeldari missile launcher or	
ABILITIES	Crack		u (pg 10) u can re ranged			1 for a I	on a mod	capable Accuracy: Models in this unit always hit 3+ when firing a ranged weapon, regardless of any ifiers (although they still only hit on rolls of 6 wher g Overwatch).		
FACTION KEYWORDS	AELDARI, ASURYANI, ASPECT WARRIOR, <craftworld></craftworld>									
KEYWORDS	INFANTRY, DARK REAPERS									



5 Powet				JĽS OR]		'RA AT'	TH TER	Y			
NAME	М	WS	BS	S	T	W	A	Ld	Sv		
Support Weapon	6"	3+	3+	3	5	4	2	7	4+		
	eir crews (Pe	ower Ra	ting +5	per Sup					g alongside it. It can include up to 2 additional Weapon is equipped with a shadow weaver. In		
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES		
D-cannon	24"	Hea	vy D3		10	-4	D6	-			
Shadow weaver	48"	Hea	vy D6		6	0	1	that h	time you make a wound roll of 6+ for this weapon, hit is resolved with an AP of -4 instead of 0. This you can target units that are not visible to the bearer.		
Shuriken catapult	12"	Ass	ault 2		4	0	1		time you make a wound roll of 6+ for this weapon, hit is resolved with an AP of -3 instead of 0.		
Vibro cannon	48"	Hea	vy 1		7	-1	D3	the sa weap wour exam unit v	each vibro cannon that has already been fired at ame target in this phase, improve the AP of this oon by 1 (to a maximum of -3) and add 1 to the nd rolls for this weapon (to a maximum of +2). For nple, if a firing model is the third to target the same with a vibro cannon, its AP is -3 and you add 2 to ound rolls.		
WARGEAR OPTIONS	• Any S	upport	Weapon	may rep	lace its	shadow	weaver	with a v	vibro cannon or a D-cannon.		
ABILITIES	Suppor must be Weapon from the	t Batter deploy within eir unit, Weapo	y: A Vau ed as a s 3" of at and wit n. From	Focus (p il's Wrath ingle gro least one h each ci that poin unit.	n Supp up wit other cew wi	h each S Support thin 1" o	are tr crew and c and v and i	rdian Crew: Each Support Weapon and its crew reated as a single model for all rules purposes. The must remain within 1" of their Support Weapon cannot be targeted or attacked separately. The range visibility of all attacks made by a Support Weapon ts crew are measured from the Support Weapon, he crew.			
FACTION KEYWORDS		AELDARI, ASURYANI, WARHOST, <craftworld></craftworld>									
KEYWORDS	VEHIC	VEHICLE, ARTILLERY, SUPPORT WEAPON									


				FA	LC	ON				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
Falcon	*	6+	*	6	7	12	*	8	3+	7-12+	16"	3+	3
A Falcon is a single model shuriken catapult.	equipped	with a p	oulse lase	er, shuri	ken can	non and	a twin			4-6 1-3	12" 8"	4+ 5+	D: 1
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILIT	IES				2
Pulse laser	48"	Hea	avy 2		8	-3	3	-					1
Shuriken cannon	24"	Ass	ault 3		6	0	1			ou make a wound roll of solved with an AP of -3 i			
Twin shuriken catapult	12"	Ass	ault 4		4	0	1			ou make a wound roll of solved with an AP of -3 i			1000
WARGEAR OPTIONS	• This I	model n	nay repla	ce its tv	vin shur		apult wi	th a shur		<i>Heavy Weapons</i> list. nnon.			
ABILITIES						ılways m ugh it ha		e. D6 b any e	efore re mbarke	this model is reduced to moving it from the battle ed models disembark. Or it within 6" suffers D3 m	efield and l n a 6 it exp	before lodes,	
TRANSPORT								FTWOR lels each		NFANTRY models, othe	r than JU N	AP PACK	
FACTION KEYWORDS	AELD	ARI, A	SURY	ANI, V	VARHO)ST, <0	CRAFT	WORI	.D>	CAN DESIGN	Sec. 1	New State	
KEYWORDS	VEHI	CIET	RANS	DODT	EIV E	ALCO	NT		1. 3. 640	S ANTE STOL	10.15	1.	

9 ****			F	IR	E PI	RIS	M			DAMAGE Some of this model's it suffers damage, as s			nge as
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
Fire Prism	*	6+	*	6	7	12	*	8	3+	7-12+	16"	3+	3
A Fire Prism is a single m	odel equip	ped wit	h a prism	n canno	on and a	twin shi	ıriken ca	tapult.	Costo a	4-6	12"	4+	D3
WEAPON	RANGE	TYP	-		S	AP	D	ABILI	TIES	1-3	8"	5+	1
Prism cannon				is wea	– pon, cho		of the pr	ofiles be	elow.				- 28
- Dispersed	60"	Hea	avy D6		6	-3	1	-					120
- Focused	60"	Hea	avy D3		9	-4	D3	-					103
- Lance	60"	Hea	avy 1		12	-5	D6	-					243
Shuriken cannon	24"	Ass	ault 3		6	0	1			u make a wound roll of olved with an AP of -3 i			
Twin shuriken catapult	12"	Ass	ault 4		4	0	1			u make a wound roll of olved with an AP of -3 i			
WARGEAR OPTIONS					win shur from the		-		iken ca	nnon.			
ABILITIES					nges are a even tho			. a D6 a 6 it	before r	this model is reduced to removing it from the bat es, and each unit within ds.	tlefield. O1	1	
FACTION KEYWORDS	AELD	ARI, A	SURYA	NI, V	WARHC)ST, <0	CRAFT	WORI	.D>		A second		-
KEYWORDS	VEHI	CLE, F	LY, FIF	RE PR	ISM	B Ray	1 180		12	STAND TO STAND	4.5.6		7

9 Powet		N	NIG	H']	Г SP	IN	NEI	2		DAMAGE Some of this model's o it suffers damage, as s			nge as
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
Night Spinner	*	6+	*	6	7	12	*	8	3+	7-12+	16"	3+	3
A Night Spinner is a single	e model ea	uipped	with a do	omwe	aver and	a twin s	shuriken	catapul	t.	4-6	12"	4+	D3
WEAPON	RANGE	TYP		50111110	S	AP	D	ABILI		1-3	8"	5+	1
Doomweaver	48"		wy 2D6		7	0	2	Wour -4 ins	nd rolls stead of	of 6+ for this weapon ar AP 0. This weapon can t the bearer.			
Shuriken cannon	24"	Ass	ault 3		6	0	1			ou make a wound roll of olved with an AP of -3 in			10.
Twin shuriken catapult	12"	Ass	ault 4		4	0	1			ou make a wound roll of o olved with an AP of -3 in			
WARGEAR OPTIONS					win shuri rom the				riken ca	nnon.			
ABILITIES		Hover Tank: Distance and ranges are always measured to and from this model's hull, even though it has a base. a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.											
FACTION KEYWORDS	AELD	ARI, A	SURYA	NI, V	WARHC	ST , <0	CRAFT	WORI	LD>	Mar Ale Ver			1
KEYWORDS	VEHIC	CLE, F	LY, NIC	GHT S	SPINNE	ER	160	1.24		Sala de Sala		- 19 M.	7

5			WA	R	WA]	LKF	ERS		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
War Walker	10"	3+	3+	5	6	6	2	8	4+
This unit contains 1 War Each model is armed wi				litional	War Wa	lker (Po	wer Rati	ng +5)) or 2 additional War Walkers (Power Rating +10).
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES
Shuriken cannon	24"	Ass	ault 3		6	0	1		h time you make a wound roll of 6+ for this weapor hit is resolved with an AP of -3 instead of 0.
WARGEAR OPTIONS	• Any n	nodel m	nay repla	ce its sl	nuriken o	cannons	with two	o items	s from the Heavy Weapons list.
ABILITIES	Ancien	t Doom	n, Battle	Focus	(pg 10)	ine:			ver Field: Models in this unit have a 5+ Ilnerable save.
	before t up to 12	he first 2" in any	turn beş y directi	gins, yo on, prov	u can mo	ove this at it does	ınd, but model s not end	roll a On a	lodes: If this model is reduced to 0 wounds, a D6 before removing it from the battlefield. a 6 it explodes, and each unit within 3" suffers a rtal wound.
FACTION KEYWORDS	AELD	ARI, A	SURY	ANI, V	VARHO)ST, <0	CRAFT	WORI	LD>
KEYWORDS	VEHI	CLE, V	VAR W	ALKE	RS		132	11	

T Power			WF	RA]	[TH	LO	RD			DAMAGE Some of this model's o it suffers damage, as s			nge a
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	WS	BS
Wraithlord	*	*	*	7	7	10	3	9	3+	6-10+	8"	3+	3+
A Wraithlord is a single	model arme	d with t	wo shuri	iken ca	tapults an	d wrait	hbone fi	sts		3-5	7"	4+	4+
WEAPON	RANGE	а with t		incii cu	s s			ABILI	TIFS	1-2	6"	5+	5+
Flamer	8"		ault D6		4	0	1		-	automatically hits its tar	get.		13
Shuriken catapult	12"	Ass	ault 2		4	0	1			u make a wound roll of 6 olved with an AP of -3 ir			
Ghostglaive	Melee	Me	ee		+2	-4	D6	-					3
Wraithbone fists	Melee	Me	ee		User	-3	3	-					32
WARGEAR OPTIONS	• This r	nodel n	ay take	a ghost	shuriken glaive. wo items				<i>1s</i> list.	A. Start		fris,	
ABILITIES	Ancien	t Doon	, (pg 10)	1	-	1945			1.992				
FACTION KEYWORDS	AELD	ARI, A	SURYA	ANI, S	PIRIT	HOST,	<cra< td=""><td>FTWC</td><td>RLD></td><td></td><td>a la sa</td><td></td><td></td></cra<>	FTWC	RLD>		a la sa		
KEYWORDS	MONS	STER,	WRAI	THLO	RD		1.1.1	1.2.2.1	1.49	STEEL MARSH	Sec. P.		7

27 Lower		V	VR A	ЛЛ	'HK	NI	GH	Т		DAMAGE Some of this model's c it suffers damage, as sl			1ge as
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	WS	BS
Wraithknight	*	*	*	8	8	24	4	9	3+	13-24+	12"	3+	3+
A Wraithknight is a single and titanic feet.	model arm	ied witl	n two he	avy wra	aithcannc	ons, tita	nic wrai	thbone f	ìsts	7-12 1-6	10" 8"	4+ 5+	4+ 5+
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				
Heavy wraithcannon	36"	Ass	ault 2		10	-4	D6	-					20
Scatter laser	36"	Hea	avy 4		6	0	1	-					133
Shuriken cannon	24"	Ass	ault 3		6	0	1			ou make a wound roll of 6 solved with an AP of -3 in			
Starcannon	36"												
Suncannon	48" Heavy 2D6 6 -3 D3 -												
Titanic feet	Melee	Melee Melee User -2 D3 When you make an attack with this weapon, r instead of 1.											
Titanic ghostglaive	Melee	Me	ee										
Titanic wraithbone fists	Melee	Me	ee		User	-3	D6	-					123
WARGEAR OPTIONS	suncar • This m - Scatt - Shur	nnon ai	nd scatte nay take	rshield					i titanic	ghostglaive and scattersh	leid or a		
ABILITIES	 Ancient Doom (pg 10) Scattershield: A model equipped with a scattershield has a 5+ invulnerable save. Catastrophic Collapse: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it collapses with catastrophic effect, and each unit within 2D6" suffers D6 mortal wounds. Unstoppable Revenant: A Wraithknight can Fall Baa in the Movement phase and still shoot and/or charge during its turn. When a Wraithknight Falls Back, it ceven move over enemy INFANTRY models, though at the end of its move it must be more than 1" from a enemy units. In addition, a Wraithknight can move at fire Heavy weapons without suffering the penalty to hit rolls. Finally, a Wraithknight only gains a bonus to its save in cover if at least half of the model is obscur 											harge k, it can ough com all ove and ty to its onus to	Sector Sector
								from	the fire	r.			1.00
FACTION KEYWORDS		ARI, A	SURYA	NI, S	PIRIT I	HOST	<cra< td=""><td></td><td>the fire</td><td></td><td></td><td></td><td>-</td></cra<>		the fire				-



Elegant and deadly, the Wraithknight towers over the enemy as it unleashes annihilation upon them.



DRUKHAR

The Drukhari are a race of sadistic killers who feed upon the exquisite agony of their victims. From the Dark City of Commorragh, hidden deep within the twisting passages of the webway, their reaver-fleets strike forth in a never-ending search for new souls to torment.

Selfish and capricious creatures, the Drukhari fight only to satisfy their insatiable thirst for the agonies of lesser beings. Though they are as physically graceful, even beautiful, as their craftworld cousins, one only has to witness the horror of a Drukhari raiding party to understand the foulness that infests their black hearts. Fleet-footed warriors clad in barbed armour spill from dagger-like skiffs, their cruel weapons spitting a hail of toxin-laced crystals that leave their victims convulsing in unimaginable agony. Lashes and flensing blades tear into flesh as whooping figures dance and leap into battle, always looking for the agonising strike ahead of the killing blow. As the enemy is driven to ever greater heights of terror, still darker creatures emerge from the gloom - deformed, stitch-fleshed abominations with wicked scythe-limbs, whose pallid forms ripple with unnatural muscle. These twisted beasts are led forth by skeletal figures who drift eerily across the battlefield, eyes glimmering with malicious delight.

The origins of the Drukhari stretch back to the height of the ancient Aeldari empire, many centuries before the Fall. With their domination of the galaxy uncontested and their mastery of science rendering self-improvement and cultural evolution redundant, the Aeldari turned their minds to personal gratification and the pursuit of individual pleasure. Cults of excess began to rise in influence all across the empire, dominated by the ancient noble bloodlines who could afford to indulge in every aspect of decadence. The port city of Commorragh, nestled deep within the webway, became the centre of this dark practise. When the accumulated vice of the Aeldari ultimately led to their downfall and the birth of She Who Thirsts, the occluded pathways of the webway prevented those who dwelt in the Dark City from the terrible fate that befell their kin.

Yet the Commorrites did not escape entirely unscathed. Rather than having their souls torn apart and devoured in an instant, they were instead subjected to the slow draining of their essence as Slaanesh siphoned it away. It was only by parasitically stealing animus from helpless victims that the Aeldari of Commorragh could escape their damnation. The pain of others nourished their broken, withered souls, and as long as they could maintain a regular supply of enemies and slaves to practice their tortures upon, they could live on for millennia, safe from the hunger of the god they helped bring into being. Thus, the Drukhari were born, a race of sadistic parasites whose cruelty has damned them to an eternity of ghoulish hunger.

The Drukhari dwell within the inter-dimensional metropolis of Commorragh still, and their raiding fleets sail forth constantly in search of fresh slaves. Like their craftworld cousins, the Drukhari make use of the labyrinthine pathways of the webway to emerge undetected, and therefore it is almost impossible to predict where they might strike next. Those who have heard tales of the Drukhari's sadistic tortures know that it is far better to fall in battle against them than it is to be taken alive.

THE DARK CITY

Commorragh is a vast metropolis, the true size of which is utterly incomprehensible. It stretches across many transdimensional paths and satellite realms and houses a population whose numbers are impossible to gauge. One corner of the Dark City may in fact be several thousand light years away from another, yet shimmering dimensional pathways provide swift travel to its citizens.

Those who approach Commorragh are met by a sprawling forest of foreboding spires and starscrapers, threaded by the flaring engine-trails of thousands of vessels. The baleful glow of dead suns washes the city's streets and underwarrens in a sickly yellow-grey light, and the impossibly tall structures that dominate the skyline are bedecked with darkly majestic statuary.

The rings of the inner city and the tallest spires of Commorragh are home to the warring Kabals, whose games of political intrigue and backstabbing are as vicious and bloody as any war. The lower city and its outskirts are lawless, dominated by jetbike gangs and hired killers, constantly echoing with the sounds of battle and the screams of tormented slaves.

The Dark City is surrounded by shimmering portals that lead into the depths of the webway, and the Drukhari's insatiable appetites ensure that an almost constant stream of raiding parties pours forth into these gateways, spreading the cruelty and terror of Commorragh across the galaxy.



DRUKHARI ARMY LIST

This section contains all of the datasheets that you will need in order to fight battles with your Drukhari 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 Drukhari units – these are described below and referenced on the datasheets.

ABILITIES

The following abilities are common to several Drukhari units:

Power From Pain

All **DRUKHARI** units with this ability gain a bonus depending upon which battle round it is, as shown in the table below.

POWER	FROM PAIN
BATTLE Round	BONUS*
1	Inured to Suffering: Roll a D6 each time a model with this ability suffers a wound. On a 6, it ignores the injury and the wound is not lost.
2	Eager to Flay: You can re-roll the dice when determining how far a unit with this ability moves when it Advances or charges.
3	Flensing Fury: You can add 1 to hit rolls made for a unit with this ability in the Fight phase.
4	Emboldened by Bloodshed: Units with this ability automatically pass Morale tests (do not roll the dice).
5+	Mantle of Agony: Subtract 1 from the Leadership of enemy units that are within 6" of any units with this ability in the Morale phase.
	uses are cumulative. For example, in the second battle round, s are ignored on a roll of 6, and you can re-roll the distance when a unit Advances or charges.

Combat Drugs

Units with this ability gain a bonus during the battle depending on the drugs injected into their veins. Before the battle, roll on the combat drug table to see which combat drug the unit is using. Alternatively, you can pick the bonus the unit receives, but if you do this you cannot choose a bonus that has already been taken by another unit until all six combat drugs have been taken once each.

COMBAT DRUGS

- DG BONUS
- 1 Adrenalight: +1 Attack
- 2 Grave Lotus: +1 Strength
- 3 Hypex: +2 Move
- 4 **Painbringer:** +1 Toughness
- **5** Serpentin: +1 Weapon Skill (i.e. WS 3+ becomes WS 2+)
- **6 Splintermind:** +2 Leadership

KEYWORDS

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

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

Most Drukhari belong to either a Kabal, or a Wych Cult or a Haemonculus Coven. Some datasheets specify what Kabal, Wych Cult or Haemonculus Coven the unit is drawn from (e.g. Lelith Hesperax has the WYCH CULT OF STRIFE keyword). Other DRUKHARI datasheets may have either the <KABAL>, <WYCH CULT> or <HAEMONCULUS COVEN> keyword. When you include such a unit in your army, you must nominate which Kabal, Wych Cult or Haemonculus Coven the unit is from. You then simply replace the <KABAL>, <HAEMONCULUS COVEN>, or <WYCH CULT> keyword in every instance on that unit's datasheet with the name you chose.

For example, if you were to include an Archon in your army, and you decided the Archon was from the Kabal of the Black Heart, then their **<KABAL>** Faction keyword would be changed to **KABAL OF THE BLACK HEART** and their Overlord ability would then say 'All friendly **KABAL OF THE BLACK HEART** units that are within 6" of this model can use its Leadership instead of their own.'

WARGEAR

Many of the units you will find on the following pages reference one or more of the following wargear lists. 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 120-122).

TOOLS OF TORMENT

A model may replace a ranged weapon with a single weapon from this list:

- Hexrifle
- Liquifier gun
- Stinger pistol

WEAPONS OF TORTURE

A model may replace a melee weapon with a single weapon from this list:

- Agoniser
- Electrocorrosive whip
- Flesh gauntlet
- Mindphase gauntlet
- Scissorhand
- Venom blade



				AR	CH	ON			
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Archon	8"	2+	2+	3	3	5	5	9	5+
An Archon is a single n	nodel armed v	vith a sp	linter pi	stol an	d a huskt	lade.	11.5	3439	
WEAPON	RANGE	TYP			S	AP	D	ABILI	ITIES
Blast pistol	6"	Pist	ol 1		8	-4	D3	-	
Blaster	18"	Ass	ault 1		8	-4	D3	-	
Phantasm grenade launcher	18"	Assa	ault D3		1	0	1	launo	unit is hit by one or more phantasm grenade achers, subtract one from its Leadership until the end he turn.
Splinter pistol	12"	Pist	ol 1		*	0	1		s weapon wounds on a 4+, unless it is targeting a HICLE , in which case it wounds on a 6+.
Agoniser	Melee	Mel	ee		*	-2	1		s weapon wounds on a 4+, unless it is targeting a HICLE , in which case it wounds on a 6+.
Huskblade	Melee	Mel	ee		User	-2	D3	-	
Power sword	Melee	Mel	ee		User	-3	1	-	
WARGEAR OPTIONS	• This n	nodel m	ay repla	ce its h		with ar	agonisei		ower sword. or blaster.
ABILITIES	Shadow which c this inv	v field: T annot b ulnerabl	e re-roll e save is	el has a ed for a failed	a 2+ invul any reaso the shado the battle	n. The f wfield	6" of	erlord: All friendly <kabal> units that are within f this model can use its Leadership instead of r own.</kabal>	
FACTION KEYWORDS	AELD	ARI, D	RUKH	ARI,	<kaba< td=""><td>L></td><td></td><td>1.</td><td></td></kaba<>	L>		1.	
KEYWORDS	CHAR	ACTE	R. INF	ANTR	Y, ARC	HON			and the second stand to a second to

			L	HA	MA	EA	N		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Lhamaean	8"	3+	3+	3	3	3	2	8	5+
A Lhamaean is a single i	nodel armed	with a	splinter	pistol a	nd a sha	imeshi b	olade.		
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	TIES
Splinter pistol	12"	Pist	ol 1		*	0	1		weapon wounds on a 4+, unless it is targeting a IICLE , in which case it wounds on a 6+.
Shaimeshi blade	Melee	Mel	ee		*	0	1	VEH you i agair	weapon wounds on a 2+, unless it is targeting a HCLE , in which case it wounds on a 6+. Each time roll a wound roll of 6+ for this weapon, other than nst a VEHICLE , the target suffers a mortal wound ldition to any other damage.
ABILITIES	Power 1	From Pa	ain (pg -	42)	3	ALT.	- Bar		
	ARCHO	ON. In a	ddition	, if your	army is	Battle-f	orged, t	hen for	model whilst it is within 3" of a friendly <kabal></kabal> each Archon in your army you can take up to four ag up any of the Detachment's slots.
FACTION KEYWORDS	AELD	ARI, D	RUKH	IARI,	<kaba< td=""><td>L></td><td></td><td>3013</td><td></td></kaba<>	L>		3013	
KEYWORDS	CHAR	ACTE	R, INF	ANTR	Y, LHA	MAEA	N	137/	

2 2			I	ME	DU	SAI	Ξ		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Medusae	8"	3+	3+	3	3	3	1	8	5+
A Medusae is a single m	nodel which a	ttacks w	vith an e	yeburst.		412	BEAN	2523	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Eyeburst	9"	Ass	ault 4		4	-2	1	-	
ABILITIES	Court o ARCH	of the A ON. In a	addition	You can : , if your	army is	Battle-f	orged, t	hen for o	nodel whilst it is within 3" of a friendly <kabal></kabal> each Archon in your army you can take up to four ig up any of the Detachment's slots.
FACTION KEYWORDS	AELD	ARI, D	RUKH	IARI, <	KABA	L>	1.00		
KEYWORDS	CHAR	ACTE	R, INF	ANTRY	, ME	DUSAE	3		

3 rower				SSLY	7]	H			
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Sslyth	8"	3+	3+	5	5	4	3	2	5+
A Sslyth is a single mode	l equipped w	rith a sh	ardcarb	oine, splinter	pistol	and	Sslyth bat	tle-blad	le.
WEAPON	RANGE	TYPI			S	AP	D	ABILIT	TIES
Shardcarbine	18"	Assa	ult 3	:	*	0	1		weapon wounds on a 4+, unless it is targeting a ICLE , in which case it wounds on a 6+.
Splinter pistol	12"	Pist	ol 1	:	*	0	1		weapon wounds on a 4+, unless it is targeting a ICLE , in which case it wounds on a 6+.
Sslyth battle-blade	Melee	Mel	ee	U	ser	-1	1	-	
ABILITIES	Cold-bl <kaba within 3</kaba 	ooded L> AR(" of this - the Ar	Bodygu CHON model chon d	Sslyth has a l ard: Roll a l loses a wour ; on a 2+ thi oes not lose wound.	D6 eac nd whi s mode	h tim lst th el int	ne a ey are ercepts	this n ARC then t four n	t of the Archon: You can re-roll failed hit rolls with nodel whilst it is within 3" of a friendly <kabal></kabal> HON . In addition, if your army is Battle-forged, for each Archon in your army you can take up to models with this ability in the same Detachment but taking up any of the Detachment's slots.
FACTION KEYWORDS	AELDA	ARI, D	RUKH	IARI, <ka< td=""><td>BAL</td><td>></td><td>The An</td><td>The state</td><td></td></ka<>	BAL	>	The An	The state	
KEYWORDS	CHAR	ACTE	R, INF	ANTRY, S	SLYT	Ή	1.4.8		



				UR-	GF	IUI	1		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Ur-Ghul	8"	3+	-	4	3	3	4	2	7+
An Ur-Ghul is a single r	nodel which	attacks	with clay	ws and t	alons.			in the	
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	TIES
Claws and talons	Melee	Me	ee		User	0	1	-	
ABILITIES	invulne Ferocie	erable sa	Pain: An ve. rge: Ado f it charg	l 2 to an	Ur-Gh	ul's Atta	cks	with < K A Batt you the	art of the Archon: You can re-roll failed hit rolls in this model whilst it is within 3" of a friendly ABAL> ARCHON . In addition, if your army is the-forged, then for each Archon in your army can take up to four models with this ability in same Detachment without taking up any of the achment's slots.
FACTION KEYWORDS	AELD	ARI, I	RUKH	ARI, <	KABA	L>	-1-19	17.5	
KEYWORDS	CHAI	RACTE	R, INF	ANTR	Y, UR-	GHUL			

4 Powes			S	UC	CU	BU	S				
NAME	М	WS	BS	S	T	W	A	Ld	Sv		
Succubus	8"	2+	2+	3	3	5	4	8	6+		
A Succubus is a single	model armed v	with a s	plinter p	oistol an	d an arcl	nite glai	ve.	· 4- 1)			
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	TIES		
Blast pistol	6"	Pist	ol 1		8	-4	D3	-			
Splinter pistol	12"	Pist	ol 1		*	0	1		This weapon wounds on a 4+, unless it is targeting a VEHICLE , in which case it wounds on a 6+.		
Agoniser	Melee	Mel	ee		*	-2	1		weapon wounds on a 4+, unless it is targeting a IICLE, in which case it wounds on a 6+.		
Archite glaive	Melee	Mel	lee		+2	-3	1		n attacking with this weapon, you must subtract 1 the hit roll.		
Impaler	Melee	Mel	ee		User	-1	2	-			
WARGEAR OPTIONS	• This n	nodel m	ay repla	ce its sp	olinter pi	stol wit	h an agoi	niser, bl	ast pistol or impaler.		
ABILITIES					rugs (pg				tning Dodge: This model has a 4+ Inerable save.		
		of 1 ma	ade for f	riendly	ohase you < WYCH l.			withi Back	Escape: Roll off if an enemy INFANTRY unit in 1" of any models with this ability wishes to Fall The enemy unit can only Fall Back if the player manding it wins the roll-off.		
FACTION KEYWORDS	AELDA	ARI, D	RUKH	IARI, «	WYCH	I CUL	T>	A.M.	A State State State State		
KEYWORDS	CHAR	ACTE	R, INF	ANTR	Y, SUC	CUBU	IS	2 Mar			

2 7		LF	ELIT	l H H	IE:	SPI	ERA	X	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Lelith Hesperax	8"	2+	2+	3	3	5	4	8	6+
Lelith Hesperax is a single 1 your army.	model arm	ned with	n two pe	netrating bl	lades	and a n	nane of	barbs an	d hooks. Only one of this model may be included in
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Impaler	Melee	Mel	ee	U	ser	-1	2	-	
Mane of barbs and hooks	Melee Melee User 0 1								time the bearer fights, it can make 2 additional ks with this weapon.
Penetrating blade	Melee Melee User -4 1 A model armed with two penetrating blades c additional attack with them each time it fights								odel armed with two penetrating blades can make 1 ional attack with them each time it fights.
WARGEAR OPTIONS	• Lelith	Hesper	ax may	eplace one	pene	etrating	blade w	vith an in	npaler.
ABILITIES	A Leagu failed hi	1e Apar t and w	't: Lelith ound ro	nbat Drugs Hesperax 1 lls when att Fight phase	re-rol	lls all	ıy	withi Back.	scape: Roll off if an enemy INFANTRY unit n 1" of any models with this ability wishes to Fall . The enemy unit can only Fall Back if the player nanding it wins the roll-off.
	all hit ro	olls of 1	made fo	Fight phas r friendly V vithin 6" of	VYC	H CUL	ГОГ		ksilver Dodge: Lelith Hesperax has a 3+ nerable save.
FACTION KEYWORDS	AELDA	ARI, D	RUKH	ARI, WY	СН	CULT	OF ST	RIFE	ASCAR HEREIN
KEYWORDS	CHAR	ACTE	R, INF	ANTRY, S	SUC	CUBU	S, LEI	ITH H	ESPERAX

5 5		ł	HAE	MC)N(CU	LUS	5	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Haemonculus	7"	2+	2+	3	4	5	5	8	6+
A Haemonculus is a singl	e model arn	ned with	n a splinte	er pistol	and H	aemonc	ulus too	ls.	States and the second second
WEAPON	RANGE	TYPI	E		S	AP	D	ABILI	TIES
Splinter pistol	12"	Piste	ol 1		*	0	1		weapon wounds on a 4+, unless it is targeting a (ICLE , in which case it wounds on a 6+.
Haemonculus tools	Melee	Mel	ee		*	0	1		weapon wounds on a 4+, unless it is targeting a IICLE, in which case it wounds on a 6+.
WARGEAR OPTIONS			ay take it ay take a					ure and/	'or Tools of Torment lists.
ABILITIES		ole To P	iin (pg 42 Pain: This ve.		has a 5	+		cruci per b each	cible of Malediction: A Haemonculus with a ble of malediction can unleash its contents once pattle, in its Psychic phase. If it does so, roll a D6 for PSYKER within 12" of this model; on a roll of 4+, mit being rolled for suffers D3 mortal wounds,
	<haem< td=""><td>IONCU</td><td>Add 1 to LUS CO ith this at</td><td>VEN> u</td><td></td><td></td><td></td><td></td><td></td></haem<>	IONCU	Add 1 to LUS CO ith this at	VEN> u					
FACTION KEYWORDS	AELDA	ARI, D	RUKHA	ARI, <i< td=""><td>HAEM</td><td>IONCU</td><td>JLUS (</td><td>COVEN</td><td>N></td></i<>	HAEM	IONCU	JLUS (COVEN	N>
KEYWORDS	CHAR	ACTE	R, INFA	NTRY,	HAI	EMONO	CULUS		

		12			1.2.3		and the	11/20	
E 6		U	RIE	N F	RA]	KA	RTF	I	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Urien Rakarth	7"	2+	2+	3	5	5	4	8	6+
Urien Rakarth is a single n included in your army.	nodel arme	d with	the Caske	t of Flen	ising, F	Iaemon	iculus too	ls and a	an ichor injector. Only one of this model may be
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES
Casket of Flensing	12"	Ass	ault 2D6		3	-2	1	This	weapon can only be fired once per battle.
Haemonculus tools	Melee	Mel	ee		*	0	1		weapon wounds on a 4+, unless it is targeting a ICLE , in which case it wounds on a 6+.
Ichor injector	Melee	Mel	ee		User	0	1	ichor made woun roll o	bearer can make a maximum of one attack with the injector each turn (any remaining attacks must be with a different melee weapon). You can re-roll ad rolls for this weapon. Each time you roll a wound f $6+$ for this weapon, the target suffers D3 mortal ads in addition to any other damage.
ABILITIES			tin (pg 42 rien Raka		a 4+ inv	vulnera	ble save.	PRO	er of Pain: Add 1 to the Toughness of friendly PHETS OF FLESH units within 6" of one or more els with this ability.
		n Raka	Death: Yo th agains						
FACTION KEYWORDS	AELD	ARI, D	RUKHA	RI, PI	ROPH	ETS C	OF FLES	Н	
KEYWORDS	CHAR	ACTE	R, INFA	NTRY,	HAE	MON	CULUS,	URIE	EN RAKARTH

		DRAZHAR												
NAME	М	WS	BS	S	T	W	A	Ld	Sv					
Drazhar	7"	2+	2+	4	4	5	4	9	2+					
Drazhar is a single mod	el armed with	n demik	laives. C	Only on	e of this r	nodel n	nay be in	cluded	l in your army.					
WEAPON	RANGE	TYP	E		S	AP	D	ABIL	ITIES					
Demiklaives	Each tir	ne this	model fi	ghts, cl	hoose one	e of the	profiles	pelow.						
- Single blade	Melee	Mel	ee		+1	-3	1	-						
- Dual blades	Melee	Mel	lee		User	-2	1		nodel attacking with dual blades can make 2 itional attacks with them each time it fights.					
ABILITIES		Power From Pain (pg 42) Murderous Assault: Each time Drazhar rolls a wer roll of 6+ in the Fight phase, he may make 1 addit attack. These extra attacks cannot generate any additional attacks.												
	INCUB	Master of Blades: Add 1 to the hit rolls of all friendly INCUBI units that are within 6" of Drazhar when they fight in the Fight phase.												
FACTION KEYWORDS	AELD	ARI, D	RUKH	IARI,	INCUB	I								
KEYWORDS	CHAR	ACTE	R. INF	ANTR	RY, DRA	ZHAR	2		A STATE OF A					

			and the second s					
	K	KA F	BAL	ITE V	WA]	RRI	OF	RS
NAME	М	WS	BS	S T	W	A	L	Ld Sv
Kabalite Warrior	7"	3+	3+	3 3	1	1	7	7 5+
Sybarite	7"	3+	3+	3 3	1	2	8	8 5+
This unit contains 1 Syb Kabalite Warriors (Pow	arite and 4 Ka er Rating +4)	balite V or up to	Varriors. o 15 add	It can inclu litional Kaba	de up to lite War	5 additi riors (Pc	onal Ka wer Ra	Kabalite Warriors (Power Rating +2), up to 10 addition Rating +6). Each model is equipped with a splinter rifle
WEAPON	RANGE	TYPE		S	AP		A	ABILITIES
Blast pistol	6"	Pisto	ol 1	8	-4	D3	-	-
Blaster	18"	Assa	ault 1	8	-4	D3	-	
Dark lance	36"	Hea	vy 1	8	-4	D6	-	-
Phantasm grenade launcher	18"	Assa	ult D3	1	0	1	la	If a unit is hit by one or more phantasm grenade aunchers, subtract one from its Leadership until the en of the turn.
Shredder	12"	Assa	ult D3	6	0	1		When attacking a unit of INFANTRY , you can re-roll failed wound rolls for this weapon.
Splinter cannon	36"	Rap	id Fire 3	*	0	1	St	Splinter weapons wound on a 4+, unless they are
Splinter pistol	12"	Pisto	ol 1	*	0	1		argeting a VEHICLE , in which case they wound on
Splinter rifle	24"	Rap	id Fire 1	*	0	1	a	a 6+.
Agoniser	Melee	Mel	ee	*	-2	1		This weapon wounds on a 4+, unless it is targeting a VEHICLE , in which case it wounds on a 6+.
Power sword	Melee	Mele	ee	Use	er -3	1	-	-
WARGEAR OPTIONS	 The Sy The Sy For every dark la One m 	barite n barite n ery 10 n nce. odel m	nay take nay repla nodels in	n the unit, or ce its splinter	grenade nter rifle ne Kabal	e launche e with a s ite Warr	splinter ior may	er pistol or a blast pistol. ay replace their splinter rifle with a splinter cannon or or a blaster. If the unit includes 20 models, one other
ABILITIES	Power F					1.63	1996	
FACTION KEYWORDS	1		10	ARI, <ka< td=""><td>BAL></td><td>-</td><td>1.2.15</td><td></td></ka<>	BAL>	-	1.2.15	



INFANTRY, KABALITE WARRIORS

KEYWORDS

The array of fearsome weapons borne by the Kabalite Warriors renders them deadly indeed.

KABALITE TRUEBORN

					1969 (1977) - 1979 1979 - 1979 - 1979	생산 공사		
NAME	М	WS	BS S	S T	W	A	Ld	Sv
Kabalite Trueborn	7"	3+	3+ 3	3 3	1	2	8	5+
Dracon	7"	3+	3+ 3	3 3	1	3	8	5+
								ite Trueborn (Power Rating +3), up to 10 Power Rating +9). Each model is equipped with a
WEAPON	RANGE	TYPE		S	AP	D	ABILIT	IES
Blast pistol	6"	Pistol	1	8	-4	D3	-	
Blaster	18"	Assaul	t 1	8	-4	D3	-	
Dark lance	36"	Heavy	1	8	-4	D6	-	
Phantasm grenade launcher	18"	Assaul	t D3	1	0	1		nit is hit by one or more phantasm grenade hers, subtract one from its Leadership until the end turn.
Shredder	12"	Assaul	t D3	6	0	1		n attacking a unit of INFANTRY , you can re-roll wound rolls for this weapon.
Splinter cannon	36"	Rapid	Fire 3	*	0	1	0.11	
Splinter pistol	12"	Pistol	1	*	0	1		er weapons wound on a 4+, unless they are targeting HICLE , in which case they wound on a 6+.
Splinter rifle	24"	Rapid	Fire 1	*	0	1	a VLI	HOLD, in which case they would on a 0+.
Agoniser	Melee	Melee		*	-2	1		veapon wounds on a 4+, unless it is targeting a ICLE, in which case it wounds on a 6+.

				,	
Power sword	Melee Melee	User -3	1	-	
WARGEAR OPTIONS	• Up to two Kabalite True	phantasm grenade la e their splinter rifle v born may replace th	uncher. /ith a spli eir splint	: plinter pistol or blast pistol. nter rifles with a splinter cannon or dark lance. nter rifles with a shredder or blaster.	
ABILITIES	Power From Pain (pg 42)		11.02		423
FACTION KEYWORDS	AELDARI, DRUKHA	RI, <kabal></kabal>	1		
KEYWORDS	INFANTRY, KABALI	TE TRUEBORN	6 4 8 9		/



▶ 3				W	YCH	IFS				
NAME	М	WS	BS	S	T	W	A	Ld	Sv	
Wych	WI 8"	¥¥а 3+	ша 3+	3	3	¥¥ 1	а 1	LU 7	6+	
Hekatrix	8"	3+	3+	3	3	1	2	8	6+	
This unit contains 1 Heka	trix and 4 V	Vyches.	It can in	clude u	up to 5 ad	ditiona	l Wyche	s (Powe	er Rating +3), up to 10 additional Wyches ped with a splinter pistol, Hekatarii blade and	
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	TIES	
Blast pistol	6"	Pist			8	-4	D3	-		
Phantasm grenade launcher	18"	Ass	ault D3		1	0	1	launo	unit is hit by one or more phantasm grenade chers, subtract one from its Leadership until the le turn.	
Splinter pistol	12"	Pist	ol 1		*	0	1		weapon wounds on a 4+, unless it is targeting a HCLE , in which case it wounds on a 6+.	
Agoniser	Melee	Mel	ee		*	-2	1		weapon wounds on a 4+, unless it is targeting a HCLE , in which case it wounds on a 6+.	
Hekatarii blade	Melee	Mel	ee		User	0	1		n time the bearer fights, it can make 1 additional ck with this weapon.	
Hydra gauntlets	Melee	Mel	Melee		User	-1	1	attac	n time the bearer fights, it can make 1 additional k with this weapon. You can re-roll failed wound for this weapon.	
Power sword	Melee	Mel	ee		User	-3	1	-	-	
Razorflails	Melee	Mel	ee		User	-1	1	attac	n time the bearer fights, it can make 1 additional ok with this weapon. You can re-roll failed hit roll his weapon.	
Shardnet and impaler	Melee	Mel	ee		User	-1	2	-	-	
Darklight grenade	6"	Gre	nade D6	5	4	-1	1	-		
WARGEAR OPTIONS	 The H The H One V shardr 	ekatrix ekatrix Vych ma net and	may rep may rep ay replac impaler.	lace th lace th ce their If the	splinter j unit num	er pistol arii blac pistol ar bers 10	with a l de with a nd Heka	blast pis a power tarii bla e models	stol. sword or an agoniser. de with either razorflails, hydra gauntlets, or a s, up to two further Wyches can also do this. Escape: Roll off if an enemy INFANTRY unit	
ABILITIES		Models	in this t		rugs (pg ve a 4+ in		able save	withi Back	(Scape: Roll off if an enemy INFAN1RY unit in 1" of any models with this ability wishes to Fa c. The enemy unit can only Fall Back if the player manding it wins the roll-off.	
FACTION KEYWORDS	AELDA	ARI, D	RUKH	ARI,	<wych< td=""><td>I CUL</td><td>Т></td><td></td><td></td></wych<>	I CUL	Т>			
KEYWORDS	AELDARI, DRUKHARI, <wych cult=""> INFANTRY, WYCHES</wych>									



HA A

HEKATRIX BLOODBRIDES

NAME	М	WS	BS	S T	W	A		Ld	Sv		
Hekatrix Bloodbride	8"	3+	3+	3 3	1	2		8	6+		
Syren	8"	3+	3+	3 3	1	3		8	6+		
	lbrides (Pov	ver Rat	ting +6), o	or up to 15 a					atrix Bloodbrides (Power Rating +3), up to 10 rides (Power Rating +9). Each model is equipped		
WEAPON	RANGE	ТҮР	E	S	AP	D		ABILIT	IES		
Blast pistol	6"	Pist	ol 1	8	-4	D3		-			
Phantasm grenade launcher	18"	Ass	ault D3	1	0	1		If a unit is hit by one or more phantasm grenade launchers, subtract one from its Leadership until the of the turn.			
Splinter pistol	12"	Pist	tol 1	*	0	1			veapon wounds on a 4+, unless it is targeting a ICLE, in which case it wounds on a 6+.		
Agoniser	Melee	Me	lee	*	-2	1		This weapon wounds on a 4+, unless it is targeting a VEHICLE , in which case it wounds on a 6+.			
Hekatarii blade	Melee	Me	lee	Use	er 0	1			time the bearer fights, it can make 1 additional with this weapon.		
Hydra gauntlets	Melee	Me	lee	Use	er -1	1		attack	time the bearer fights, it can make 1 additional with this weapon. You can re-roll failed wound or this weapon.		
Power sword	Melee	Me	lee	Use	er -3	1		-			
Razorflails	Melee	Me	lee	Use	er -1	1		attack	time the bearer fights, it can make 1 additional with this weapon. You can re-roll failed hit rolls is weapon.		
Shardnet and impaler	Melee	Me	lee	Use	er -1	2		-			
Darklight grenade	6"	Gre	nade D6	4	-1	1		-			
WARGEAR OPTIONS	• The Sy • The Sy • One B	vren ma vren ma loodbr	y replace y replace ide may re	place their	er pistol arii blado splinter	with a bl e with a pistol an	powe d He	er swo ekatari	rd or an agoniser. i blade with either razorflails, hydra gauntlets, or a up to two further Bloodbrides may also do this.		
ABILITIES	Power I Dodge:	Power From Pain, Combat Drugs (pg 42) No Escape: Roll off if an enemy INFANTRY unit within 1" of any models with this ability wishes to Fall Back. The enemy unit can only Fall Back if the player commanding it wins the roll-off.									
FACTION KEYWORDS	AELDA	ARI, E	RUKHA	RI, <wy< td=""><td>CH CU</td><td>LT></td><td>100</td><td>1.1</td><td></td></wy<>	CH CU	LT>	100	1.1			
KEYWORDS	DIFAN	TDV	TIEIZ AT	RIX BLO		DEC	10				

				INC	CU	BI					
NAME	М	WS	BS	S	T	W	A	Ld	Sv		
Incubi	7"	3+	3+	3	3	1	3	8	3+		
Klaivex	7"	2+	3+	3	3	2	4	9	3+		
This unit contains 1 Kla	ivex and 4 In	cubi. It	can inclu	ude up to S	5 addi	tional In	cubi (P	ower Ra	ating +4). Each model is equipped with a klaive.		
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES		
Demiklaives	Each ti	ne this	model fi	ghts, choo	se one	e of the p	orofiles	below.			
- Single blade	Melee	Mel	ee		+1	-3	1	-			
- Dual blades	Melee	Mel	ee	I	User	-2	1		odel attacking with dual blades can make 2 tional attacks with them each time it fights.		
Klaive	Melee	Mel	ee		+1	-3	1	-			
WARGEAR OPTIONS	• The K	The Klaivex may replace their klaive with demiklaives.									
ABILITIES		Precisio			amage	e charact	eristic	of a close	e combat attack made by a Klaivex if the wound roll		
FACTION KEYWORDS	AELD	ARI, D	RUKH	IARI, IN	CUB	I	-	5-5			
KEYWORDS	INFAN	INFANTRY									

5 Powet								
NAME	М	WS	BS	S T	W	A	Ld	Sv
Mandrake	8"	3+	3+	4 3	1	2	7	7+
Nightfiend	8"	3+	3+	4 3	1	3	8	7+
This unit contains 1 Nigh a baleblast and a glimme			rakes. It	can include up	to 5 add	itional N	ſandraŀ	kes (Power Rating +4). Each model is equipped wit
WEAPON	RANGE	TYP	E	S	AP	D	ABILI	ITIES
Baleblast	18"	Ass	ault 2	4	-1	1	the t	n time you roll a wound roll of 6+ for this weapon, target suffers a mortal wound in addition to any er damage.
Glimmersteel blade	Melee	Me	lee	User	0	1		n time the bearer fights, it can make 1 additional ck with this weapon.
ABILITIES	From C can set of placi Movem into rea	buded From Sight: Your opponent must subtract om the hit rolls of any attacks that target this . In addition, models in this unit have a 5+ lnerable save.						
		nore that	an 9° awa	av from anv en	entv moo	1015.		
FACTION KEYWORDS	that is r		or 9" awa	ay from any en IARI		1015.		

	the second	4.852		19913		1242	Galler,	and the	
				WF	RAC	CKS			
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Wrack	7"	3+	3+	3	4	1	2	7	6+
Acothyst	7"	3+	3+	3	4	1	3	8	6+
This unit contains 1 Acot Haemonculus tools.	hyst and 4 V	Vracks.	It can in	iclude u	p to 5 a	dditional	Wracks	6 (Powe	er Rating +3). Each model is armed with
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES
Liquifier gun	8"	Ass	ault D6		3	-D3	1	its A 1, th	n time this weapon is fired, roll a D3 to determine P for those attacks. For example, if you rolled a is weapon would have an AP of -1. This weapon matically hits its target.
Ossefactor	24"	Ass	ault 1		*	-3	1	VEH is sla	weapon wounds on a 2+, unless it is targeting a HCLE , in which case it wounds on a 6+. If a model ain by this weapon, the model's unit immediately ers a mortal wound on a D6 roll of 4+.
Haemonculus tools	Melee	Mel	ee		*	0	1		weapon wounds on a 4+, unless it is targeting a HCLE , in which case it wounds on a 6+.
WARGEAR OPTIONS 💭									a liquifier gun or ossefactor. ad/or <i>Tools of Torment</i> lists.
ABILITIES	Power I	From Pa	ain (pg 4	12)	No.	-		7/44	
	Insensi	ble To I	Pain: Mo	odels in	this uni	t have a 5	5+ invu	lnerable	e save.
FACTION KEYWORDS	AELD	ARI, E	RUKH	IARI,	<haen< td=""><td>AONCU</td><td>JLUS</td><td>COVE</td><td>N></td></haen<>	AONCU	JLUS	COVE	N>
KEYWORDS	INFAN	TRY,	WRAC	CKS	18.91	1.74 %		44.0	

Power			GR	OTI	ES	QU	ES		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Grotesque	7"	3+	6+	5	5	3	4	8	6+
This unit contains 3 Gro monstrous cleaver and a			e up to 7	additiona	al Gro	otesques	(Power	r Rating	+2 per model). Each model is armed with a
WEAPON	RANGE	TYPE			S	AP	D	ABILIT	ries
Liquifier gun	8"	Assa	ult D6		3	-D3	1	its AI 1, thi	time this weapon is fired, roll a D3 to determine P for those attacks. For example, if you rolled a s weapon would have an AP of -1. This weapon natically hits its target.
Flesh gauntlet	Melee	Mele	e		*	0	1	VEH you r again	weapon wounds on a 4+, unless it is targeting a ICLE , in which case it wounds on a 6+. Each time foll a wound roll of 6+ for this weapon, other than ist VEHICLES , the target suffers a mortal wound i ion to any other damage.
Monstrous cleaver	Melee	Mele	e	U	Jser	-1	1		time the bearer fights, it can make 1 additional k with this weapon.
WARGEAR OPTIONS				e its mons ke items fi					
ABILITIES			in (pg 42 ain: Mod) lels in this	s unit	have a	5+ invu	Inerable	save.
FACTION KEYWORDS	AELD	ARI, D	RUKHA	RI, <h< td=""><td>AEM</td><td>IONCU</td><td>JLUS</td><td>COVEN</td><td>٧></td></h<>	AEM	IONCU	JLUS	COVEN	٧>
KEYWORDS	INFAN	TRY, C	GROTE	SQUES	S and	3 . A.	6		

	М	WS	BS	S	T	W	A	Ld	Sv
Beastmaster	12"	3+	3+	3	3	3	3	7	5+
A Beastmaster is a single m	nodel arme	ed and a	Beastm	aster's s	scourge. I	lt rides a	a skyboa	ard equip	pped with splinter pods.
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	TIES
Splinter pods	18"	Ass	ault 2		*	0	1		weapon wounds on a 4+, unless it is targeting a ICLE, in which case it wounds on a 6+.
Agoniser	Melee	Mel	ee		*	-2	1		weapon wounds on a 4+, unless it is targeting a ICLE, in which case it wounds on a 6+.
Beastmaster's scourge	Melee	Mel	ee		+1	0	1	-	
Power sword	Melee	Mel	ee		User	-3	1	-	
WARGEAR OPTIONS	• This n	nodel m	ay repla	ce its B	eastmaste	er's scou	arge wit	h an ago	niser or a power sword.
ABILITIES	Beastm re-roll h use the	aster: A nit rolls, Beastma aster in	All friend and all aster's L your arr	lly DRU friendly eadersh ny you	DRUKI	BEAST HARI B d of the	EAST u ir own.	inits that In additi	within 6" of a Beastmaster in the Fight phase can t are within 6" of a Beastmaster in the Morale phas ion, if your army is Battle-forged, then for each unit in the same Detachment without taking up
FACTION KEYWORDS					<wych< td=""><td></td><td></td><td>772.5</td><td></td></wych<>			772.5	

2 Lowest		C	CLA	WE	DI	FIE	ND	S	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Clawed Fiend	10"	4+	-	5	5	4	5	4	5+
This unit contains 1 Clawe	d Finnd It	marrin	ales da sur		1	01 1	T: 1	1	
(Power Rating +8). Each r						Clawed	Fiends	(Power	Rating +3) or up to 5 additional Clawed Fiends
			bludgeo				Fiends D	(Power)	
(Power Rating +8). Each r	model atta	cks with	bludgeo E						
(Power Rating +8). Each r WEAPON	model attac RANGE Melee	cks with TYP Mel	bludgeo E	oning fist	s. S	AP	D		

r Power			K	HY	ME	RA	E			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	
Khymera	10"	3+	-	4	4	1	3	4	6+	
This unit contains 2 Khy and talons.	ymerae. It ma	iy includ	e up to	5 additio	onal pair	rs of Kh	ymerae	(Power	ating +1 per pair). Each model	attacks wit
and talons.				5 additio						attacks wit
and talons. WEAPON	RANGE	TYPE		5 additio	S	rs of Kh AP	ymerae	(Power ABILI		attacks wit
	RANGE Melee	TYPE Mele	ee	2.012		AP 0	D 1	ABILI -		attacks wit
and talons. WEAPDN Claws and talons	RANGE Melee Otherw	TYPE Mele	ee Models	in this u	S User	AP 0	D 1	ABILI -		attacks wi

		Ρ Λ'	701		INC				
NAME	M	WS		S .		W	A		Sv
Razorwing Flock	WI 12"	vva 5+			2		А 8	4	7+
This unit contains up to 3 Razorwing Flocks (Powe								rwing Fl	ocks (Power Rating +1) or up to 9 additional
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Claws and talons	Melee	Me	ee		User	0	1	-	
FACTION KEYWORDS	AELD	ARI, E	RUKH	IARI				No.	
KEYWORDS	BEAS	T, SWA	RM, F	LY, RA	ZORW	ING F	LOCK	S	

6 Powest				R/	AID]	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
Raider	*	4+	*	6	5	10	*	7	4+	6-10+	14"	3+	3
A Raider is a single mode	l equipped	with a d	ark land	ce and	bladevane	s.	10 B. A.S	2016	T III	3-5	10"	4+	Da
WEAPON	RANGE	TYP			S	AP	D	ABILI	TIES	1-2	6"	5+	1
Dark lance	36"		vy 1		8	-4	D6	Char	nge the v	weapon's Type from Heav a VEHICLE .	ry to Assa	ult if it is	
Disintegrator cannon	36"	Ass	ault 3		5	-3	2	-					
Bladevanes	Melee	Mel	ee		4	-1	1	-					
Shock prow WARGEAR OPTIONS			ay repla			-1 with a	1 disintegra	with must beare weap	a shock be mac er charg on have	te a maximum of one clo prow each turn (any ren le with a different melee ed this turn, successful a e a Damage characteristic	naining at weapon). ttacks witl	tacks If the n this	
ABILITIES	 This model may replace its dark lance with a disintegrator cannon. This model may take a shock prow. Open-topped: Models embarked on this model can attack in their Shooting phase. Measure the range and draw line of sight from any point on this model. When they do so, any restrictions or modifiers that apply to this model also apply to its passengers; for example, the passengers cannot shoot if this model has Fallen Back in the same turn, cannot shoot (except with Pistols) if this model is within 1" of an enemy unit, and so on. Note that the passengers cannot shoot if this model Falls Back, even though the Raider itself can. 												
TRANSPORT		odel can	0				KHARI I			odels. Each Grotesque tal	0		
FACTION KEYWORDS	AELD	ARI, D	RUKH	IARI,	<haem< td=""><td>ONC</td><td>ULUS C</td><td>OVE</td><td>N> or <</td><td><kabal> or <wych< td=""><td>I CULT></td><td></td><td></td></wych<></kabal></td></haem<>	ONC	ULUS C	OVE	N > or <	<kabal> or <wych< td=""><td>I CULT></td><td></td><td></td></wych<></kabal>	I CULT>		
KEYWORDS	VEHI	CLE, T	RANS	PORT	, FLY, R	AIDE	R	1	N.S.	125 11 12 12 1)

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				VE	NC	DM			
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Venom	16"	4+	3+	5	5	6	2	7	4+
A Venom is a single mo	del equipped	with a t	win splir	ter rifle,	a spli	nter can	non and	bladeva	anes.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES
Splinter cannon	36"	Rap	id Fire 3		*	0	1		weapon wounds on a 4+, unless it is targeting a HCLE , in which case it wounds on a 6+.
Twin splinter rifle	24"	Rap	id Fire 2		*	0	1		weapon wounds on a 4+, unless it is targeting a HCLE , in which case it wounds on a 6+.
Bladevanes	Melee	Mel	ee		4	-1	1	-	
WARGEAR OPTIONS	• This r	nodel m	ay replac	e its twi	n splin	nter rifle	with an	additio	nal splinter cannon.
ABILITIES	attack in draw lir	n their S ne of sig	Models e hooting ht from a	phase. N ny point	leasur on th	e the ran is mode	ge and l. When	rolls	kerfield: Your opponent must subtract 1 from all hi that target this model in the Shooting phase.
	this mo passeng in the s	del also ers cani ame tur:	restriction apply to not shoot n, cannot within 1"	its passe if this n shoot (e	ngers; 10del l except	for exan has Falle with Pis	nple, the n Back tols)	D6 b any e	lodes: If this model is reduced to 0 wounds, roll a before removing it from the battlefield and before embarked models disembark. On a 6 it explodes, each unit within 6" suffers 1 mortal wound.
	Note th	at the pa	assengers though	cannot	shoot	if this m			ht Shield: This model has a 5+ invulnerable save nst ranged weapons.
TRANSPORT	Thismo	del can	transpor	t 5 INC	UBI of	r DRUK	HARI I	NFANT	TRY models, other than Grotesques,
FACTION KEYWORDS	AELD	ARI, D	RUKH	ARI, <i< td=""><td>HAEN</td><td>MONCU</td><td>JLUS (</td><td>COVE</td><th>N> or <kabal></kabal> or <wych cult=""></wych></th></i<>	HAEN	MONCU	JLUS (COVE	N> or <kabal></kabal> or <wych cult=""></wych>
KEYWORDS	VEIII	TE T	RANSP		T V T	TNON	•		



P 5 Powet			R	EAV	ERS			
NAME	М	WS	BS	S T	W	A	Ld	Sv
Reaver	16"	3+	3+	3 4	2	2	7	4+
Arena Champion	16"	3+	3+	3 4	2	3	8	4+
	up to 9 additio	onal Rea	avers (Pow					rs (Power Rating +5), up to 6 additional Reavers d with a splinter pistol and rides a Reaver jetbike
WEAPON	RANGE	TYPE		S	AP	D	ABILIT	TES
Blaster	18"	Assa	ult 1	8	-4	D3	-	
Heat lance	18"	Assa	ult 1	6	-5	D6	two d	target is within half range of this weapon, roll lice when inflicting damage with it and discard th t result.
Splinter pistol	12"	Pisto	ol 1	*	0	1		weapon wounds on a 4+, unless it is targeting a ICLE , in which case it wounds on a 6+.
Splinter rifle	24"	Rapi	id Fire 1	*	0	1		weapon wounds on a 4+, unless it is targeting a ICLE , in which case it wounds on a 6+.
Agoniser	Melee	Mele	ee	*	-2	1		weapon wounds on a 4+, unless it is targeting a ICLE , in which case it wounds on a 6+.
Bladevanes	Melee	Mele	ee	4	-1	1	-	
Power sword	Melee	Mele	ee	User	-3	1	-	
WARGEAR OPTIONS	• For eve	ery thre	e models i		one Reave	er may re	eplace its	oniser. s splinter rife with a heat lance or blaster. v-talon or cluster caltrops.
ABILITIES	Cluster 1" of a m	Caltrop todel wi	os: Roll a I i th cluster	at Drugs (p 26 for each c caltrops tha tal wound,	enemy un	talon - on a Mate 8" to a	 -talon: Roll a D6 each time a model with a grav-finishes a charge move within 1" of an enemy uni a 4+, that unit suffers a mortal wound. hless Swiftness: When this unit Advances, add its Move characteristic for that Movement phase ad of rolling a dice. 	
FACTION KEYWORDS	AELDA	RI, D	RUKHA	RI, <wyc< td=""><td>H CUL</td><td>T></td><td></td><td>The Constant of the American</td></wyc<>	H CUL	T>		The Constant of the American
KEYWORDS			REAVER		1200		Viet 15	



K 5			I	HEL	LIC	DN	S		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Hellion	14"	3+	3+	3	3	1	2	7	5+
Helliarch	14"	3+	3+	3	3	1	3	8	5+
									wer Rating +4), up to 10 additional Hellions (Pov splinter pods and a hellglaive.
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	ITIES
Phantasm grenade launcher	18"	Ass	ault D3		1	0	1	launo	unit is hit by one or more phantasm grenade achers, subtract one from its Leadership until the e ne turn.
Splinter pistol	12"	Pist	ol 1		*	0	1		s weapon wounds on a 4+, unless it is targeting a HICLE , in which case it wounds on a 6+.
Splinter pods	18"	Ass	ault 2		*	0	1		s weapon wounds on a 4+, unless it is targeting a HICLE , in which case it wounds on a 6+.
Agoniser	Melee	Me	ee		*	-2	1		s weapon wounds on a 4+, unless it is targeting a HICLE , in which case it wounds on a 6+.
Hellglaive	Melee	Me	ee		+1	0	2	-	
Power sword	Melee	Me	ee		User	-3	1	-	
Stunclaw	Melee	Me	ee		+1	0	1	the ta	h time you roll a wound roll of 6+ for this weapon target suffers a mortal wound in addition to any er damage.
WARGEAR OPTIONS	• The H - Splin - Splin	lelliarch nter pist nter pist	may tak may rep tol and st tol and p tol and a	place the tunclaw	ir hellgl				llowing options:
ABILITIES	Power I	From Pa	ain, Con	nbat Dr	0 10	-			
		_	f this uni					e same ti	turn.
FACTION KEYWORDS	AELD	AKI, L	RUKH	AKI, <	WICF	I CUL	1>		



ALE S			RA JE	Z TF	DRV IGH	VIN HTH	IG ER			DAMAGE Some of this model's it suffers damage, as			ige a
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
Razorwing Jetfighter	*	6+	*	6	6	10	*	7	4+	6-10+	20-72"	3+	3
A Razorwing Jetfighter is rifle and Razorwing missi		odel equ	ipped wi	th two	disinteg	rator ca	nnons, a f	win spl	linter	3-5 1-2	20-48" 20-32"	4+ 5+	D3 1
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT					
Dark lance	36"	Hea	vy 1		8	-4	D6			reapon's Type from Hea a VEHICLE .	avy to Assau	lt if it is	
Disintegrator cannon	36"		ault 3		5	-3	2	-					- 3
Razorwing missiles			·	is weap			of the pro	ofiles be	low.				3
- Monoscythe missile	48"	Assa	ault D6		6	0	2	-					
- Necrotoxin missile	48"	Ass	ault 6		*	0	1	2+, u		e this profile, this weap s targeting a VEHICL I 6+.			
- Shatterfield missile	48"	Assa	ault D6		7	-1	1		n you us for this v	e this profile, you can i veapon.	re-roll failed	wound	1
Splinter cannon	36"	Rap	id Fire 3		*	0	1			wounds on a 4+, unles which case it wounds		ng a	
Twin splinter rifle	24"	Rap	id Fire 2		*	0	1			wounds on a 4+, unles which case it wounds		ng a	
WARGEAR OPTIONS							cannons with a sp			ances.			
ABILITIES	it on the how far straight	e spot up the mo	ch time p to 90° del move ls. Note	(this do es), and that it c	es not c then m cannot p	ontribut ove the ivot aga	e to model in after	hit ro Shoot	lls for at ting pha		nodel in the		
	its Mov						icrease he phase	charg	ed by ur	his model cannot charg hits that can FLY , and he Fight phase by units	can only atta	ck or be	
			^T his mod weapons		15+ invu	ılnerable	e save	roll a 6 it ci	D6 befo rashes in	urn: If this model is re- ore removing it from the a fiery explosion and ortal wounds.	e battlefield.	. On a	
FACTION KEYWORDS	AELD	ARI, D	RUKH	ARI, «	<kaba< td=""><td>L> or</td><td><wych< td=""><td>CUL</td><td>Г></td><td></td><td></td><td></td><td></td></wych<></td></kaba<>	L> or	<wych< td=""><td>CUL</td><td>Г></td><td></td><td></td><td></td><td></td></wych<>	CUL	Г>				
KEYWORDS	VEHI	CLE. F	LY. RA	ZORW	VING I	ETFIG	HTER			NI 5 X 1 1	1		



1 1 9 Power			V	DII	ORA	VE	N			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	
Voidraven	*	6+	*	6	6	12	*	7	4+	7-12+	20-60"	3+	
A Voidraven is a single n	nodel equipt	oed with	two voi	d lance	es.	12.19	6452	525	120	4-6	20-40"	4+	I
WEAPON	RANGE	TYP			S	AP	D	ABILI	TIFS	1-3	20-25"	5+	_
Dark scythe	24"		ault D3		8	-4	D3	-					
Void lance	36"	Ass	ault 1		9	-4	D6	-					
Voidraven missiles	When a	uttacking	g with th	is wear	oon, cho	ose one	of the pr	ofiles be	elow.				
- Implosion missile	48"		ault D3	-	6	-3	1	-					
- Shatterfield missile	48"	Ass	ault D6		7	oll failed wound rolls fo	or this weapo	on.					
ABILITIES	Crash a roll a D 6 it cras suffers I Hard to hit rolls Shootin Airbor charged be attac Night S	and Bur 6 before whes in a D3 mort b Hit: Yo for atta g phase ne: This l by unit ked in t bhield: T	ay take ' n: If this e removin fiery exj tal woun our oppo cks that model c s that ca he Fight Chis mod weapons	model ng it fro plosion ds. nent m target t annot n FLY , phase el has a	l is reduc om the b a and eac nust subt this mod charge, c and can by units	ced to 0 battlefiel ch unit v tract 1 fr lel in the can only at that car	d. On a vithin 6" rom be tack or a FLY.	on th far th forwa pivot chara roll a Void Wove one e each every	e spot u ne mode ards. No . When acteristic dice. Mine: mine or ement p enemy u VEHIC y other 1	Each time this model m up to 90° (this does not el moves), and then mov ote that it cannot pivot a this model Advances, i c by 20" until the end of Once per battle, a Voidn n an enemy unit it move ohases. After the Voidrav unit that it flew over. Th CLE or MONSTER in the model in the unit, up to a roll of 3+, the unit bein	contribute to ve the mode again after the ncrease its M f the phase - raven can dr es over in on ven has mov en, roll three ne unit, or on a maximum	o how l straight ne initial Move - do not op a ne of its red, pick e D6 for ne D6 for n of 10	
FACTION KEYWORDS	AFID		BIIKH	ARI	KARA	Isor	<wych< td=""><td></td><td>al wour</td><td>nd.</td><td></td><td></td><td>_</td></wych<>		al wour	nd.			_
A THINK AFT WIINING	THE P		INVINI	I LININ	MINDE		VIII	LUUL					



Virtually invisible until they strike, Voidravens can obliterate swathes of the enemy with their lethal payloads.

A G POWER			S	CC	UR	GE	S					
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Scourge	14"	3+	3+	3	3	1	1	7	4+			
Solarite	14"	3+	3+	3	3	1	2	8	4+			
This unit contains 1 Sola shardcarbine and darklig			It can ir	iclude u	ip to 5 a	dditiona	l Scourg	es (Pow	rer Rating +4) . Each model is equipped with a			
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES			
Blast pistol	6"	Pist	ol 1		8	-4	D3	-				
Blaster	18"	Ass	ault 1		8	-4	D3	-				
Dark lance	36"	Hea	wy 1		8	-4	D6	-				
Haywire blaster	24"	Ass	ault 1		4	-1	1	4+ fo addit	e target is a VEHICLE and you roll a wound roll of or this weapon, the target suffers a mortal wound in tion to any other damage. If the wound roll is 6+, or D3 mortal wounds instead of 1.			
Heat lance	18"	Assault 1			6	-5	D6	If the target is within half range of this weapon, a two dice when inflicting damage with it and disc lowest result.				
Shardcarbine	18"	Ass	Assault 3			0	1		weapon wounds on a 4+, unless it is targeting a IICLE , in which case it wounds on a 6+.			
Shredder	12"	Ass	Assault D3		6	0	1		n attacking a unit of INFANTRY , you can re-roll I wound rolls for this weapon.			
Splinter cannon	36"	Rap	Rapid Fire 3		*	0	1	This weapon wounds on a 4+, unless it is targeti VEHICLE , in which case it wounds on a 6+.				
Splinter pistol	12"	Pist	ol 1		*	0	1	This weapon wounds on a 4+, unless it is targetin VEHICLE , in which case it wounds on a 6+.				
Agoniser	Melee	Me	lee		*	-2	1		weapon wounds on a 4+, unless it is targeting a IICLE , in which case it wounds on a 6+.			
Power lance	Melee	Me	lee		+2	-1	1	-				
Venom blade	Melee	Me	lee		*	0	1		weapon wounds on a 2+, unless it is targeting a IICLE , in which case it wounds on a 6+.			
Darklight grenade	6"	Gre	nade De	5	4	-1	1	-				
WARGEAR OPTIONS	shred • The S	der, hay olarite r	wire bla nay repla	ster or l ace thei	blaster. r shardc	arbine v	vith eithe	er a splii	er a splinter cannon, dark lance, heat lance, nter pistol or blast pistol. nay also take a venom blade, power lance or agonise			
ABILITIES		late Ar	ain (pg 4 mour: N ve.		n this u	nit have	a 6+	Winged Strike: During deployment, you can set up a Scourge unit flying high in the skies instead of placing on the battlefield. At the end of any of your Movement phases the Scourge unit can use a winged strike to arrive – set them up anywhere on the battlefield that is more than 9" away from any enemy models.				
FACTION KEYWORDS	AELD	ARI, E	RUKH	ARI	I I	Sale V	William.	10865	and the second second second second			
KEYWORDS			FLY, SO		GES	1	Yager	Server 1	Energy and a second			

(6)

				TAI								
- Power		wa										
NAME	M	WS	BS	S		W	A	Ld	Sv			
Talos	8"	3+	4+	-	6	7	4	8	3+			
This unit contains 1 Tal- equipped with two splir					ower	Rating	; +7) or 1	2 additic	onal Talos (Power Rating +14). Each model is			
WEAPON	RANGE	TYPE			S	AP	D	ABILI	lies			
Haywire blaster	24"	Assa	ult 1		4	-1	1	4+ fo addit	e target is a VEHICLE and you roll a wound roll of r this weapon, the target suffers 1 mortal wound in ion to any other damage. If the wound roll is 6+, t D3 mortal wounds instead of 1.			
Heat lance	18"	Assa	ult 1		6	-5	D6	two c	e target is within half range of this weapon, roll lice when inflicting damage with it and discard the st result.			
Splinter cannon	36"	Rapi	d Fire 3		*	0	1		weapon wounds on a 4+, unless it is targeting a ICLE , in which case it wounds on a 6+.			
Stinger pod	24"	Assa	ult 2D6	:	5	0	1	-				
Twin liquifier gun	8"	Assa	ult 2D6		3	-D3	1	its Al 1, thi	time this weapon is fired, roll a D3 to determine P for those attacks. For example, if you rolled a s weapon would have an AP of -1. This weapon natically hits its target.			
Chain-flails	Melee	Mele	e	U	ser	0	1	You c	can re-roll failed wound rolls for this weapon.			
Ichor injector	Melee	Mele	e	U	ser	0	1	ichor made woun roll o	bearer can make a maximum of one attack with the injector each turn (any remaining attacks must be with a different melee weapon). You can re-roll and rolls for this weapon. Each time you roll a wound of 6+ for this weapon, the target suffers D3 mortal ands in addition to any other damage.			
Macro-scalpel	Melee	Mele	e	U	ser	-1	2	A mo addit A mo	odel armed with a macro-scalpel can make one ional close combat attack with it each time it fights odel armed with two macro-scalpels can make two ional close combat attacks with them each time			
WARGEAR OPTIONS			-			-			ails, an ichor injector or a twin liquifier gun. pod, two heat lances or two haywire blasters.			
ABILITIES	Power F Insensib	Power From Pain (pg 42)Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield.Insensible To Pain: Models in this unit have a 5+ invulnerable save.On a 6 it explodes, and each unit within 6" suffers a mortal wound.										
FACTION KEYWORDS	AELDA	RI, D	RUKHA	ARI, <ha< td=""><td>AEM</td><td>IONCU</td><td>ULUS (</td><td>COVEN</td><td>Ň></td></ha<>	AEM	IONCU	ULUS (COVEN	Ň>			
KEYWORDS	MONS	TER, T	ALOS	1 Parting		15.2	distant.	14.24				

5				CR	ON	OS				
NAME	М	WS	BS	S	T	W	A	Ld	Sv	
Cronos	8"	4+	4+	5	6	7	3	9	3+	
This unit contains 1 Cron equipped with a spirit syp					ronos (Pe	ower Ra	ting +5	5) or 2 ac	dditional Cronos (Power Rating +10). Each model is	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	
Spirit syphon	8"	Ass	ault D6		3	-2	1	with	weapon automatically hits its target. Any attacks a wound roll of 6+ for this weapon have a Damage acteristic of D3 instead of 1.	
Spirit vortex	18"	Ass	ault D6		3	-2	1		attacks with a wound roll of 6+ for this weapon a Damage characteristic of D3 instead of 1.	
Spirit-leech tentacles	Melee	Me	lee		User	-1	1	Any attacks with a wound roll of 6+ for this weapon have a Damage characteristic of D3 instead of 1.		
WARGEAR OPTIONS	• Any r	nodel m	ay take a	a spirit	vortex.		522	3		
ABILITIES	Power I Insensi invulne Explod roll a D On a 6 mortal	It Probe: You can re-roll wound rolls of 1 for dly DRUKHARI units that are within 6" of this el in the Fight phase. In addition, if a Cronos inflicts or more wounds in the Fight phase, you can pick a dly DRUKHARI unit within 6" of the Cronos that t a VEHICLE . The unit you pick recovers 1 wound earlier in the battle.								
FACTION KEYWORDS	AELD	ARI, E	RUKH	ARI,	<haen< td=""><td>IONCU</td><td>JLUS</td><td>COVE</td><td>N></td></haen<>	IONCU	JLUS	COVE	N>	
KEYWORDS	MONS	STER.	CRON	OS	1		1			

				RA	VAG	ER				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
Ravager	*	4+	*	6	6	10	*	7	4+	6-10+	14"	3+	3
A Ravager is a single mod	lel equippe	d with b	ladevan	es and t	three dar	k lances	-2	the sur	1.	3-5	10"	4+	D3
WEAPON	RANGE			es une i	S	AP	D	ABILITI	ES	1-2	6"	5+	1
Dark lance	36"		avy 1		8	-4	D6	Chang	ge the w	eapon's Type from Heav • VEHICLE .	y to Assau	lt if it is	
Disintegrator cannon	36"	Ass	ault 3		5	-3	2	-					333
Bladevanes	Melee	Me	lee		4	-1	1	-					
Shock prow	Melee	You can make a maximum of one close combat with a shock prow each turn (any remaining atta								acks must bearer eapon	t		
WARGEAR OPTIONS			nay repla nay take		of its dar. c prow.	k lances	with a	disintegr	ator car	nnon.			
ABILITIES	Explod	Night Shield: This model has a 5+ invulnerable save Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.											
FACTION KEYWORDS	AELD	ARI, I	RUKH	IARI,	<kaba< td=""><td>L></td><td></td><td>1 24</td><td>us de la</td><td></td><td></td><td>197</td><td></td></kaba<>	L>		1 24	us de la			197	
KEYWORDS	VEHI	CLE, F	LY, RA	VAGE	R	135 M	1 agric	14 4 A 4 A 4	-	2	Mater	125	7



The Haemonculus Covens spearhead the Drukhari attack in a tide of gruesome horrors and flesh-twisted fiends.

HARLEQUINS

To the warrior-acrobats of the Harlequins, warfare and art are inseparable disciplines. These mysterious nomads travel between the realms of their divided race, fighting a never-ending war against Chaos on behalf of their Laughing God even as they seek to rekindle the glory of the ancient Aeldari.

When the Aeldari empire fell and Slaanesh was birthed from the roiling seas of the warp, almost the entirety of the Aeldari pantheon was devoured by She Who Thirsts. Only one deity escaped - Cegorach, the Laughing God. Ever the most cunning and elusive of his kind, Cegorach hid amongst the myriad passages of the webway while Slaanesh slew his brother and sister gods. The legends say that he dwells there still, plotting vengeful schemes against the Dark Powers. Many of Cegorach's followers fled alongside him, hiding in the depths of that transdimensional labyrinth and thus evading the hunger of the nascent Chaos God. There they lived for millennia, all the while waging a clandestine war against She Who Thirsts on behalf of their trickster patron. As the galaxy grows ever darker, more and more Aeldari disappear into the webway to take up the mask of the Harlequin. They leave their sacred spirit stones behind, for the Laughing God's followers possess the secret of avoiding Slaanesh's eternal hunger.

Enigmatic and mercurial, the Harlequins of Cegorach remain a mystery even to their

Aeldari cousins. They are tricksters and mummers as much as they are warriors, though one should not be deceived by the colourful motley they wear – Harlequins fight with bewildering speed and masterful skill, laughing with dark humour even as they slice their opponents to ribbons. When assembled into the travelling companies known as masques, Harlequins make war with an almost prescient cohesion, each individual player performing his role with skill born from countless centuries of practice.

Daemonic threats beyond counting have been destroyed or subverted by these enigmatic beings, and the populations of entire sectors saved without ever knowing they were in danger. The Harlequins strike from webway gates with blinding speed, killing their targets with masterful skill and precision before vanishing as swiftly as they arrived. Alongside these martial endeavours, Harlequins perform another, more sacred duty: they travel amongst the scattered factions of their race, performing the dances and plays of the Aeldari mythic cycle. Their audiences view these ritual performances with great reverence, for they are a tangible link to the past, a reminder of the Aeldari's noble origins. In this way, the Harlequins ensure a modicum of racial unity still exists between Exodites, Craftworld Aeldari, and even the Drukhari of the Dark City. Indeed, in times of great strife they sow the seeds of temporary alliances between their fractured kin.

HARLEQUIN MASQUES

The Harlequin masques are both armies and companies of players. They have no formal leaders, and instead operate as a disciplined ensemble, each individual role within the company as important as any other. The masques are centred around three distinct Troupes; the Light, the Dark and the Twilight, each with its own outlook and symbolism. Each member of the Troupe is assigned his or her own role to play - characters include the Webway Witch, the Sun Prince, or Shaimesh the Poisoner - and assumes this personality from then on, both in battle and upon the stage. This structure ensures that a masque fights with astonishing synchronicity and cohesion, for they have rehearsed for each battle hundreds of times before.



Further establishing the link between the Harlequins' dual roles as performers and warriors are the battlefield strategies known as *saedath*, which take inspiration from the mythic plays that the masques perform. There is a saedath for each and every strategic situation, chosen depending on the foe, the battlefield, and countless other omens and factors. All are intricate and brilliantly conceived.

With impossible grace and poise the Troupes leap into battle, their holo-suits distorting their outlines into a fractal explosion of colour, their blades flickering out to pierce hearts and slice throats. Every step they take is a part of a dance that they have spent their entire lives mastering, and the screams of the dying enemy are their rapturous applause. Troupe Masters choreograph the slaughter, punctuating each beat with eloquent flourishes of violence. Death Jesters stalk through the chaos of battle, unleashing searing fusillades from their oversized weapons, adding an undercurrent of black humour to the masque's performance as they attempt to make their foes' demise as darkly comic as possible; severing the arm of a soldier wielding a primed grenade before he can throw it, or blasting the legs from underneath a corpulent Daemon so that he collapses upon his unfortunate underlings, crushing them beneath his blubbery weight.

Above the battlefield Skyweavers arc and roll, their holo-grenades erupting

in a maddening tapestry of prismatic hues that tugs at the sanity of those who witness it. Larger grav-skimmers follow in their wake. Starweavers are named after the first son of the Cosmic Serpent, a totemic figure amongst the Harlequins whose offspring were once great allies of Cegorach. They are utilised as swift transports, though their shuriken cannons can also provide supporting fire for the Harlequins once they have leapt into the fray.

Voidweavers sacrifice this transport capacity for raw firepower. Named after the second of the Cosmic Serpent's brood – an ill-tempered and suspicious creature who sprouted a second head so that it would never be caught unaware by its foes – these sturdy vehicles bristle with shuriken and haywire cannons. An aft cannon spews a withering hail of fire at pursuing aircraft, a deadly tribute to its mythical namesake.

In the Harlequins' performances it is the Shadowseers who play the role of fate. They are the masque's narrators and storytellers, and by virtue of their psychic ability, and the hallucinogenic *creidann* grenade launchers they wear upon their backs, they also provide the illusory and pyrokinetic displays that accompany these grand shows. In battle, the Shadowseers turn these talents towards the obliteration of their enemies' minds, weaving illusion and fear around themselves like a psychic tempest. Foes gibber and scream as they hack at unseen horrors, or laugh so hard that their lungs rupture and fill with blood.

A blur of colour shifts through the enemy ranks, too fast for the eye to follow. In its wake, arcs of crimson spurt into the air, and warriors fall to the ground clutching helplessly at opened throats and slashed arteries. For a fraction of a second the Solitaire stops to observe the ruination he has left in his wake, his horned mask gazing at the twitching bodies of the dying dispassionately, before he leaps into the thick of combat once more. Solitaires are grim figures, forever isolated from those they fight alongside. In the story of the Fall they play the role of Slaanesh, the nemesis of all Aeldari, and thus they are seen as figures of doom and terror amongst their kin. Even their fellow Harlequins treat Solitaires with cautious respect, for these solemn killers tread the Path of Damnation alone, drifting between masques for a performance or battle before moving on once more. Unlike their fellow players, Solitaires are doomed to be devoured by She Who Thirsts, and this knowledge grants them a grim determination to cost their enemies dear before they meet their end.

The combination of these esoteric fighting styles may appear as little more than a chaotic riot of colour and violence to the untrained eye, but to the heightened senses of the Aeldari it is a thing of complex beauty. It is perfection of form, the apotheosis of war as art.



HARLEQUINS ARMY LIST

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

ABILITIES

The following ability is common to several Harlequin units:

Rising Crescendo

Units with this ability can Advance and charge in the same turn. In addition, they can Fall Back and still shoot and/or charge in the same turn.

PHANTASMANCY DISCIPLINE

Before the battle, generate the psychic powers for **PSYKERS** that can use powers from the Phantasmancy 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.

PHANTASMANCY DISCIPLINE D3 PSYCHIC POWER

Twilight Pathways

Twilight Pathways has a warp charge value of 6. If manifested, select a visible friendly **HARLEQUINS**

 unit within 3" of the psyker. That unit can immediately move as if it were its Movement phase. You cannot use *Twilight Pathways* on a unit more than once in each Psychic phase.

Fog of Dreams

Fog of Dreams has a warp charge value of 7. If

2 manifested, select a visible enemy unit within 18" of the psyker. Until the start of your next Psychic phase, your opponent must subtract 1 from all hit rolls for that unit that target HARLEQUIN INFANTRY units.

Mirror of Minds

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Mirror of Minds has a warp charge value of 8. If manifested, select an enemy unit within 24" of the psyker. Then, both players roll a dice. If the Harlequin

3 player's roll is equal to or higher than their opponent's, then the target unit suffers 1 mortal wound. Repeat this process until the target is destroyed, or the enemy player rolls a result that is higher than the Harlequin player's roll.

KEYWORDS

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

<MASQUE>

Most Harlequins belong to a masque and have the **<MASQUE>** keyword. When you include such a unit in your army, you must nominate which masque that unit is from. You then simply replace the **<MASQUE>** keyword in every instance on that unit's datasheet with the name of your chosen masque.

For example, if you were to include a Troupe Master in your army, and you decided they were from the Midnight Sorrow masque, his <MASQUE> Faction keyword is changed to MIDNIGHT SORROW and his Choreographer of War ability would then say 'All friendly MIDNIGHT SORROW units that are within 6" of this model in the Fight phase can re-roll failed wound rolls.'



▶ 7 Powet			T	ROU	PE			
NAME	М	WS	BS S	T	W	A	Ld	Sv
Player	8"	3+	3+ 3	3	1	4	8	6+
This unit contains 5 Play Harlequin's blade and pr			o 7 additio	nal Players	(Power	Rating	+1 per	model). Each model is armed with a shuriken pisto
WEAPON	RANGE	ТҮРЕ		S	AP	D	ABILI	TIES
Fusion pistol	6"	Pistol	1	8	-4	D6	two d	e target is within half range of this weapon, roll dice when inflicting damage with it and discard the st result.
Neuro disruptor	12"	Pistol	1	3	-3	D3	This	weapon has a Damage of 1 against VEHICLE target
Shuriken pistol	12"	Pistol	1	4	0	1		time you make a wound roll of 6+ for this weapon hit is resolved with an AP of -3 instead of 0.
Harlequin's blade	Melee	Melee		User	0	1	-	
Harlequin's caress	Melee	Melee		5	-2	1	-	
Harlequin's embrace	Melee	Melee		4	-3	1	-	
Harlequin's kiss	Melee	Melee		4	-1	D3	-	
Prismatic grenade	6"	Grena	de D6	4	-1	1	-	
WARGEAR OPTIONS								ptor or fusion pistol. 1's embrace, Harlequin's kiss or Harlequin's caress.
ABILITIES	Rising	Crescendo	(pg 68)					-suit: Models in this unit have a 4+ Inerable save.
		lt: This uni y were not		e across mo	odels an	id terraii	1	
FACTION KEYWORDS	AELD	ARI, HA	RLEQUI	NS, <ma< td=""><td>SQUE</td><td>></td><td></td><td></td></ma<>	SQUE	>		
KEYWORDS	INFAN	TRY, TH	OUPE	144.2.50			1.2	



Immersed in the roles they have played for centuries beyond counting, Harlequin Troupes fight with preternatural skill.

		T	RO	UF	PE M	IAS	TE	R								
NAME	М	WS	BS	S	T	W	A	Ld	Sv							
Troupe Master	8"	2+	2+	3	3	5	5	9	6+							
A Troupe Master is a sing	gle model ar	med wit	th a shu	riken p	istol, Har	lequin's	blade an	nd prisn	natic grenades.							
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	THES							
Fusion pistol	6"	Pist	ol 1		8	-4	D6	two c	e target is within half range of this weapon, roll dice when inflicting damage with it and discard the st result.							
Neuro disruptor	12"	Pist	ol 1		3	-3	D3	This	weapon has a Damage of 1 against VEHICLE target							
Shuriken pistol	12"	Pist	ol 1		4	0	1		n time you make a wound roll of 6+ for this weapon hit is resolved with an AP of -3 instead of 0.							
Harlequin's blade	Melee	Mel	ee		User	0	1	-								
Harlequin's caress	Melee	Mel	ee		5	-2	1	-								
Harlequin's embrace	Melee	Mel	ee		4	-3	1	-								
Harlequin's kiss	Melee	Mel	ee		4	-1	D3	-								
Power sword	Melee	Mel	ee		User	-3	1	-								
Prismatic grenade	6"	Gre	nade Dé	5	4	-1	1	-								
WARGEAR OPTIONS	• This n		ay repla						aptor or fusion pistol. vord, Harlequin's embrace, Harlequin's kiss or							
ABILITIES	Rising Crescendo (pg 68)Choreographer of War: All friendly <masque: </masque: that are within 6" of this model in the Fight phase re-roll failed wound rolls.Flip Belt: This model can move across models and terrain as if they were not there.re-roll failed wound rolls.															
10174 Mar 2 4					+ invulne											
FACTION KEYWORDS	AELD	ARI, H	IARLE	QUIN	S , < M A	SQUE	>	-								
KEYWORDS	CHAR	ACTE	R, INF	ANTE	RY, TRO	CHARACTER, INFANTRY, TROUPE MASTER										

4 Powet			DE.	ATH	[]]	EST	'ER		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Death Jester	8"	2+	2+	3	3	5	4	9	6+
A Death Jester is a single	e model arme	ed with	a shriek	er cannon	62	Seal?		3.30	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES
Shrieker cannon				nis weapor lved with					elow. Each time you make a wound roll of 6+ for the
- Shrieker	24"	Ass	ault 1		6	0	1		INFANTRY model is slain by an attack made with weapon, then its unit suffers D3 mortal wounds.
- Shuriken	24"	Ass	ault 3		6	0	1	-	
ABILITIES	Deadly CHARA	Hunter ACTER	even if	68) nodel may it is not th If any mo	e clos	est enem		terra Holo	Belt: This model can move across models and ain as if they were not there. b-suit: This model has a 4+ invulnerable save.
	the sam	e turn t u can cl	hat it ha	s been atta e first mo	acked	by this r	nodel,		
FACTION KEYWORDS	AELD	ARI, F	IARLE	QUINS,	<ma< td=""><td>SQUE</td><td>></td><td></td><td></td></ma<>	SQUE	>		
KEYWORDS	CHAR	ACTE	R. INF	ANTRY,	DEA	TH IE	STER		

	ar and	1 Salt				1 200	2.228	200				
			SH	AD	OW	VSE	ER					
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Shadowseer	8"	2+	2+	3	3	5	3	9	7+			
A Shadowseer is a singl	e model arme	d with	a shurik	en pistol,	a hallu	cinoger	n grenad	e launch	her and a miststave.			
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES			
Hallucinogen grenade launcher	18"	Ass	ault 1		*	*	*	equa	2D6 if a unit is hit by this weapon – if the roll is I to or greater than the target unit's Leadership, the ffers D3 mortal wounds.			
Neuro disruptor	12"	Pist	ol 1		3	-3	D3	This	weapon has a Damage of 1 against VEHICLE targets			
Shuriken pistol	12"	Pist	ol 1		4	0	1		time you make a wound roll of 6+ for this weapon, hit is resolved with an AP of -3 instead of 0.			
Miststave	Melee	Me	lee		+2	-1	D3	-				
WARGEAR OPTIONS	• This n	nodel n	nay repla	ce its shu	ıriken J	pistol wi	th a neu	ro disru	iptor.			
ABILITIES	Flip Bel terrain a	l t: This as if the	y were n	an move ot there.				from mode INFA	Id from Harm: Your opponent must subtract 1 a the wound rolls for any attacks made against this el, and for attacks against any friendly <masque< b="">> ANTRY units that are within 6" of one or more els with this ability.</masque<>			
PSYKER	This mo one psy	Holo-suit: This model has a 4+ invulnerable save.This model can attempt to manifest two psychic powers 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 Phantasmancy discipline (pg 68).										
FACTION KEYWORDS	AELD	ARI, H	IARLE	QUINS	, <ma< td=""><td>SQUE</td><td>></td><td>Sales.</td><td></td></ma<>	SQUE	>	Sales.				
KEYWORDS	CHAR	ACTE	R, INF	ANTRY	, PSY	KER, S	SHADO	OWSEE	ER			

6 Forver									
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Solitaire	12"	2+	2+	3	3	5	8	9	6+
A Solitaire is a single mo	del armed w	rith a Ha	arlequin	s caress	and a H	arlequir	n's kiss. C	Only one	e of this model may be included in your army.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Harlequin's caress	Melee	Mel	ee		5	-2	1	-	
Harlequin's kiss	Melee	Mel	ee		4	-1	D3	-	
ABILITIES	Rising C Blitz: C move w with it. characte Attacks the turr been set psychic	Once per ith the S If you d eristic fo charact n. This a lected as	battle, i Solitaire o so, ad or this tu eristic is bility m s the tar	instead , you ca d 2D6" urn. In a s increa ay not b get of th	n make to the m addition, sed to 10 be used in the <i>Twilig</i>	a Blitz n odel's M the mo for the f the mo ht Pathy	nove love odel's rest of odel has	invul Flip	ossible Form: The Solitaire has a 3+ nerable save. Belt: The Solitaire can move across models and in as if they were not there.
FACTION KEYWORDS	AELD	ARI, H	IARLE	QUIN	S				
KEYWORDS	CHAR	ACTE	R, INF	ANTR	Y, SOL	ITAIR	E	12:34	
T 5		S	KYW	/EA	VE	RS			
--	-------	----------------------------	--------	--	---------	-----------	-------------------------	---	
NAME	М	WS BS	i S	T	W	A	Ld	Sv	
Skyweavers	16"	3+ 3+	- 3	4	3	3	8	4+	
This unit contains 2 Sky Rating +10). Each mod							r Ratinş	g +5) or up to 4 additional Skyweavers (Power	
WEAPON	RANGE	TYPE		S	AP	D	ABILI	TIES	
Haywire cannon	24"	Heavy D	93	4	-1	1	4+ fo addit	e target is a VEHICLE and you roll a wound roll of or this weapon, the target suffers 1 mortal wound in tion to any other damage. If the wound roll is 6+, arget suffers D3 mortal wounds instead of 1.	
Shuriken cannon	24"	Assault 3	3	6	0	1	Each that l	time you make a wound roll of 6+ for this weapon, hit is resolved with an AP of -3 instead of 0.	
Zephyrglaive	Melee	Melee		+1	-2	2	-		
Star bolas	12"	Grenade	D3	6	-3	1	-		
WARGEAR OPTIONS		odel may re odel may re						annon.	
ABILITIES		Crescendo (Colour: Wh		it Advan	ces add	6" to its	invul	-suit: Models in this unit have a 4+ Inerable save.	
		aracteristic					f Mira 1 fro:	rge Launchers: Your opponent must subtract m any hit rolls made against this unit in the sting phase.	
FACTION KEYWORDS	AELDA	ARI, HAR	LEQUIN	S, <ma< td=""><td>SQUE</td><td>></td><td></td><td></td></ma<>	SQUE	>			
KEYWORDS	BIKER	, FLY, SKY	WEAVE	RS	17.64	1.15	STY .	and the second second second	

			ST	AR	WE.	AV]	ER		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Starweaver	16"	3+	3+	5	5	6	3	8	4+
A Starweaver is a single	model armee	d with t	wo shuri	iken car	inons.	1 10	44		
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES
Shuriken cannon	24"	Ass	ault 3		6	0	1		n time you make a wound roll of 6+ for this weapon, hit is resolved with an AP of -3 instead of 0.
ABILITIES	draw lin they do this mo passeng in the s if this n Note th Back, e Blur of its Mov of rollin	ne of sig so, any del also gers can ame tur nodel is at the p ven tho Colou n e chara- ng a dicc	ugh the s r: When cteristic e.	any poi ons or r b its pas of if this of shoot " of an "s canno Starwea this mo for that	nt on th nodifier sengers; model 1 (except enemy u t shoot ver itsel del Adv Movem	is model is that ap for exan has Falle with Pis init, and if this m f can. ances, ac ent phas	I. When oply to nple, the n Back stols) so on. odel Fal dd 6" to se instea	1 fro e Shoc Expl D6 b ls any r with d	age Launchers: Your opponent must subtract om any hit rolls made against this model in the oting phase. Hodes: If this model is reduced to 0 wounds, roll a before removing it from the battlefield and before models disembark. On a 6 it explodes, and each uni in 6" suffers 1 mortal wound.
TRANSPORT			an trans	-	-			mode	ls.
FACTION KEYWORDS			IARLE					1	
KEYWORDS	VEHI	CLE, T	RANS	PORT,	FLY, S	TARW	EAVE	ł	

NAME	М	WS	BS	S	T	W	A	Ld	Sv
Voidweaver	16"	3+	3+	5	5	6	3	8	4+
This unit contains 1 Voi Each model is equipped								ing +6) (or 2 additional Voidweavers (Power Rating +12).
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Haywire cannon	24"	Hea	wy D3		4	-1	1	4+ fo addit	e target is a VEHICLE and you roll a wound roll of or this weapon, the target suffers 1 mortal wound in tion to any other damage. If the wound roll is 6+, arget suffers D3 mortal wounds instead of 1.
Prismatic cannon	When a	uttacking	g with th	is weap	on, choo	ose one	of the pi	ofiles be	elow.
- Dispersed	24"	Hea	wy D6		4	-2	1	-	
- Focused	24"	Hea	wy D3		6	-3	D3	-	
- Lance	24"	Hea	wy 1		8	-4	D6	-	
Shuriken cannon	24"	Ass	ault 3		6	0	1		time you make a wound roll of 6+ for this weapor hit is resolved with an AP of -3 instead of 0.
WARGEAR OPTIONS	• Any r	nodel m	ay repla	ce its ha	ywire ca	annon v	vith a pri	ismatic c	cannon.
ABILITIES	Blur of rolling		: When	this uni	t Advan	ces, add	6" to its	Move c	haracteristic for that Movement phase instead of
	Holo-fi	elds: M	odels in	this uni	t have a	4+ invu	Inerable	e save.	
	Mirage Shootin			ır oppoı	nent mu	st subtr	act 1 fro	m any h	it rolls made against this model in the
							s, roll a I tal wour		re removing it from the battlefield. On a 6 it
FACTION KEYWORDS	AELD	ARI, H	IARLE	QUINS	5, <ma< td=""><td>SQUE</td><td>></td><td></td><td></td></ma<>	SQUE	>		
KEYWORDS	VEHI	CLEE	IV VO	IDWE	ATTED		1000		



Voidweavers knife through the air, their holo-fields and mirage launchers turning the battlefield into a kaleidoscopic nightmare.

YNNARI

The Ynnari, known as the Reborn, are a rising force in the galaxy. They believe the Aeldari can be saved from the brink of oblivion by the rise of Ynnead, the God of the Dead, whose powers they harness to draw upon the energies of the slain.

There is an obscure school of thought in Aeldari society that states when every Aeldari has died and passed into the infinity circuits of the craftworlds they will form a gestalt, awakening a new god with the power to end Slaanesh's baleful curse. Some seers and scholars claim that time of ending is nigh, but that not all Aeldari must die to escape Slaanesh's clutches – that there is a new hope to be found amongst the darkness. Foremost amongst these is Eldrad Ulthran, the High Farseer of Ulthwé, whose psychic machinations have led to a premature awakening for the Aeldari God of the Dead.

Soon after Ynnead was first roused from slumbering potentiality, a fraction of his will and power was imparted to Yvraine, the Daughter of Shades - chosen by fate, she was in spirit the closest living thing to the ancient Aeldari that had existed before Slaanesh erupted into being. Originally a Biel-Tani, Yvraine had journeyed to every corner of Aeldari society - she had become an Outcast, then a Corsair commander, and finally, after a costly mutiny, fallen from grace entirely to become exiled from even the most roguish of Aeldari subcultures. She eked out a new existence from the dark streets of Commorragh, fighting tooth and nail to become part of the Wych Cults – such was her skill as a warrior that she rose to the rank of Succubus. It was in the white-hot crucible of arena conflict that she crossed the threshold of death, and found herself infused with the energies of Ynnead. That was the crucial point of fate that saw the birth of a new creed - in one mind-blasting moment Yvraine became a conduit for deathly energies, invested with the ability to pass on her esoteric skills to those who joined her new and macabre religion.

With the aid of the mysterious swordsman known as the Visarch, Yvraine cut her way free from the daemonic infestation that rocked Commorragh soon after her ascension. She made her way back to the craftworld of her birth, ripping free one of the fabled Croneswords from the wraithbone skeleton of Biel-Tan – and in the process fracturing the world-ship into shards of its former glory. The shattering of Biel-Tan's infinity circuit caused a vast explosion of psychic energies, spawning spiralling warp vortices around the stricken craftworld, but also giving a focal point for the Aeldari God of the Dead to manifest his avatar in realspace. So was born the Yncarne, a being both beautiful and terrible, whose mastery over deathly energies were the supernatural powers of Ynnead himself.

Since that fateful day the Triumvirate of Ynnead has spread word of the nascent god's ascension to the mightiest of craftworlds, the far-flung fleets of the Corsairs and even the dark and troubled spires of Commorragh. A great many Aeldari and Drukhari have joined their cause, hailing from every sub-faction and allegiance save the most conservative and entrenched. No abstract school of philosophy is this, for the effects of their new deity can be seen manifesting around them - the Ynnari can draw upon the souls within the spirit stones they wear to bolster their own abilities, siphon the power of those slain nearby to invigorate their attacks, and turn their foes to ashes and dust with the strange weapons and psychic powers they wield. They have learned the secrets of the dead, bringing them closer to their ancestors and the lost glories of their fallen race.

However, many see the Ynnari as corrupted by the very daemonic forces they seek to thwart, whilst others believe they are already dead inside. And perhaps they are right. Though the Ynnari seek to reforge Aeldari society in Ynnead's name and restore the glory of the ancient Aeldari race, their arrogant coercion of the metaphysical powers of their kind has alienated as many as it has united. Worse still, the danger they pose to the Dark Gods has seen the forces of Chaos - and especially those of Slaanesh - rise up like a tsunami of devilry in their hunger to consume them. Conflict and destruction erupts in the Ynnari's wake. Wherever they go, one thing stands out as a stark truth above all. As well as bringing hope, the Ynnari bring death - and in great measure.





YNNARI ARMY LIST

This section contains all of the datasheets that you will need in order to fight battles with your Ynnari miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and abilities it may have. The Strength from Death ability is common to all Ynnari units – it is described below and referenced on the datasheets.

ARMY OF THE REBORN

With the exception of <HAEMONCULUS COVEN> units, Urien Rakarth, Drazhar, Mandrakes and the Avatar of Khaine, any AELDARI unit can be part of an Ynnari army. Any unit that does so gains the YNNARI keyword. These cannot use any of the following abilities, and are not considered to have them: Ancient Doom, Battle Focus, Rising Crescendo, Power from Pain. Instead, INFANTRY and BIKER units included in an Ynnari army gain the Strength from Death ability, as described below,

ABILITIES

Strength from Death

This ability is common to all **YNNARI INFANTRY** and **YNNARI BIKER** units and the Yncarne. Each time a unit is completely destroyed within 7" of one or more units with this ability, except in the Morale phase, pick one of those units to make a Soulburst action. That unit can immediately do one of the following, even if it has already done so in this turn;

- The unit can move as if it were your Movement phase. It can Advance or Fall Back as part of this move.
- The unit can, if it is a **PSYKER**, immediately attempt to manifest a single psychic power as if it were the Psychic phase.
- The unit can shoot as if it were your Shooting phase, even if it Advanced or Fell Back this turn.
- The unit can charge as if it were the Charge phase, even if it Advanced or Fell Back this turn (enemy units can fire Overwatch as normal). A unit cannot do this if it is within 1" of an enemy unit.
- The unit can fight as if it were the Fight phase.

Note that this means that a unit may be able to shoot or fight twice in the same turn.

A unit can only make a Soulburst action once per turn.

Ynnead's Will

Units with this ability can embark onto any **AELDARI TRANSPORT**, even though the transport in question might normally only permit models with other Faction keywords to do so. All other restrictions apply normally.

REVENANT DISCIPLINE

Before the battle, generate the psychic powers for **PSYKERS** that can use powers from the Revenant 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.

D3	PSYCHIC POWER
1	Gaze of Ynnead Gaze of Ynnead has a warp charge value of 8. If manifested, select a visible enemy unit within 18" of the psyker and roll a D6. On a 1, that unit suffers a mortal wound. On a 2-5 that unit suffers D3 mortal wounds. On a 6, that unit suffers D6 mortal wounds.
2	Ancestors' Grace Ancestors' Grace has a warp charge value of 5. If manifested, select a friendly YNNARI unit within 18" of the psyker. Until the start of your next Psychic phase you can re-roll hit rolls of 1 for that unit.
3	Word of the Phoenix <i>Word of the Phoenix</i> has a warp charge value of 6. If manifested, select a friendly YNNARI unit within 18" of the psyker that has not made a Soulburst action this turn. That unit can immediately make a Soulburst action (see Strength from Death).

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				YV.	RA	INF	E		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Yvraine	8"	2+	2+	3	3	5	4	9	6+
Yvraine is a single model	armed with	Kha-vi	r, the Sw	vord of S	Sorrows.	. Only o	ne of this	s model	may be included in your army.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Kha-vir, the Sword of Sorrows	Melee	Mel	ee		+1	-2	D3	-	
ABILITIES	Strengt Runesu Gyrinx Psychic	it: Yvra Familia	ine has a n: You o	a 4+ inv can add	ulnerabl	le save. of Yvrair	ne's	is sla imm PSYI	Id of Ynnead: Each time another AELDARI model in within 7" of Yvraine, roll a D6. On a 4+, Yvraine ediately regains a lost wound. If the model was a KER , you can immediately generate another psychic er for Yvraine from the Revenant discipline.
PSYKER	Yvraine	can atte power i	empt to n each o	manifes enemy H	st two ps	sychic po			endly Psychic phase, and attempt to deny one <i>tite</i> power and two psychic powers from the
FACTION KEYWORDS	AELD	ARI, Y	NNAR	I	Sec. 1				
KEYWORDS	CHAR	ACTE	R, INF	ANTR	Y, PSY	KER, Y	VRAI	NE	

2 7			TH	IE V	/IS.	AR	CH		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
The Visarch	8"	2+	2+	3	3	5	5	9	3+
The Visarch is a single mo	del armed	with As	su-var, tł	ne Sword	l of Sile	nt Screa	ms. Only	one of	this model may be included in your army.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Asu-var, the Sword of Silent Screams	Melee	Me	lee		+2	-3	D3	weap	ny units that suffer any unsaved wounds from this oon subtract 1 from their Leadership until the end e turn.
ABILITIES	Champ model i a 4+, th that mo Attacks	ion of Y s slain v e Visarc odel was charact	Death, Ynnead: within 7' ch imme a CHA teristic fe acks chan	Each tin of the cdiately RACTE or the re	me anot Visarch, regains a R , add 1 est of the	her AEI roll a D a lost wo l to the '	6. On ound. If Visarch's	mort choo D6. 0	den of Yvraine : If Yvraine suffers a wound or tal wound while the Visarch is within 3", you can ose for the Visarch to shield Yvraine. If you do, roll a On a 2+ Yvraine does not suffer the wound, but the rch suffers a mortal wound.
FACTION KEYWORDS	AELD	ARI, Y	NNAR	I					
KEYWORDS	CHAR	ACTE	R, INF	ANTR	Y, TH	E VISA	RCH		

NAME	М	WS	BS	S	T	W	A	Ld	Sv
The Yncarne	8"	2+	2+	6	6	9	6	9	3+
The Yncarne is a single m	odel armed	with V	ilith-zha	r, the S	word of S	Souls. C	only one c	of this n	model may be included in your army.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Vilith-zhar, the Sword of Souls	Melee	Me	lee		User	-4	D6	You o	can re-roll failed wound rolls for this weapon.
	invulne Inevita must be When a you ma possible all ener comple Yncarne as possi from al the turr	rable sa ble Dea e set up a unit (f y imme e to the my mod tely des e from t ible to tl l enemy n it is se	ve. th: Whe in waitir riend or diately s position els. Each troyed, y he battle he positi models. t up in tl	en you s ng rathe foe) is et up th of that time a you may efield ar on of th . The Yi his mar	nd set it unit, nat unit, ncarne m iner.	e Yncarr n the ba ly destr he as clo ore than end or f iately re up again more th aay not o	ttlefield. oyed, ise as 1" from oe) is move the as close an 1" charge in	when Yncar roll a Avat a is slai Yncar	arne automatically pass Morale tests. In addition, never a friendly YNNARI unit within 6" of the arne suffers an unsaved wound or mortal wound, a D6. On a 6 that wound is ignored. Far of Ynnead: Each time another AELDARI mode in within 7" of the Yncarne, roll a D6. On a 4+, the arne regains a wound lost earlier in the battle.
PSYKER		power	in each e						ch friendly Psychic phase, and attempt to deny one e power and two psychic powers from the Revenar
FACTION KEYWORDS	AELD	ARI, Y	NNAR	Ι	1.2		N 19 34		



The Ynnari see themselves as the last hope of the Aeldari, and they will destroy any who threaten the resurgence of their ancient race.





NECRONS

Advancing in inexorable lockstep come the deathless legions of the Necrons. Eldritch energy weapons crackle and howl, erasing swathes of the enemy. Godlike beings twist reality to their will. The living fall to dust, swept away by ancient powers beyond comprehension. The Necrons have risen to reclaim the stars, and none shall stand in their way.

Ancient beyond mortal comprehension, the Necrons emerge from the shadows of galactic prehistory to reclaim their empire. They wield superweapons with the power to channel the might of stars, align planets at will or pervert the laws of reality itself. Their legions of mindlessly loyal warriors slaughter their enemies without mercy. Arrogant and cruel, the immortal nobility of the Necrons view the galaxy's sentient races as little but parasites, impudent vermin to be swept aside by their triumphal return. Though scattered and time-worn from millennia of self-imposed hibernation, more Necrons rise from their slumbers with every passing year, and their dynasties grow mighty once more. In centuries long forgotten, every living thing knew to fear the wrath of the all-powerful Necrons. In this dark new era, they are learning to do so again.

THE WAR IN HEAVEN

Millions of years before Mankind's ancestors had even crawled from the primordial ooze, the empire of the Necrontyr spanned the stars. Short-lived thanks to the radiation of their home world's star, belligerent and arrogant in their martial might, the Necrontyr began a war with the Old Ones for their secrets of eternal life. It soon proved to be a war that they could not win. In his desperation, the Necrontyr leader – Szarekh, the Silent King – turned to the C'tan for aid. These ancient star gods offered a devil's bargain – through biotransference, the C'tan would take the Necrontyr race and rehouse their minds within enduring bodies of living metal that would last for aeons. In return, the Necrontyr would help the C'tan to destroy the Old Ones once and for all. Szarekh agreed, and so damned himself and his people for all eternity.

The C'tan made good upon their promise, and the Necrontyr were transformed into the Necrons. Yet though their minds made the transition to their new bodies, the souls of the Necrontyr burned away along with their flesh. Only the most highly placed of the Silent King's people retained the full range of sentience, emotion and reason, with the lower classes reduced to little more than obedient automata. Worse, all found themselves shackled to the will of the C'tan.

The Necrontyr got their wish, however. The war in heaven turned against the Old Ones, who were forced into exile by the resurgent Necrons and their C'tan allies. It is not recorded how Szarekh succeeded in rebelling at the last, but rebel he did. Desperate to earn redemption for the horrors he had wrought upon his people, the Silent King unleashed the full might of his race's star-killing weaponry to shatter the C'tan into myriad divine shards. These the Necrons bound to their will, or else trapped within tesseract labyrinths for all eternity, a fitting punishment for those who had sought to entrap the Necrontyr forever.

The War in Heaven decimated the Necron legions. With fresh foes closing on every side, the Aeldari chief amongst them, they elected to retreat into immense stasis-crypts, hidden far beneath the surfaces of their many worlds. They would slumber through the millennia, waiting until the empires of their enemies had been brought to their knees by the slow turning of time. Only then would the Necrons emerge once more, into a galaxy ripe for final conquest.

Matters, as it transpired, turned out somewhat differently...

AWAKENING

Thousands of years have passed since the first Necrons rose from their slumbers to find themselves in a galaxy not scoured of life, but teeming with it. The effects of the churning warp, the toll taken by the Age of Strife and millennia of galactic war, and the sheer grinding passage of time had destroyed some stasis-crypts entirely. Those that endured were surrounded by the warring empires of the younger races, who in many cases had profaned the tomb worlds themselves with their presence.

The soulless warriors of the Necron dynasties arose, emerging from beneath the cities and fortresses of the terrified younger races and exterminating them without mercy. Immense tomb ships smashed their way up through continental plates, or rose from the depths of fathomless ocean trenches to bear the Necrons out into the galaxy once more.

Deranged or disoriented by their timeless sleep, the nobility of each Necron dynasty have set about the reconquest of their ancient empires in whatever fashion seems best to them. Some seek to recapture the worlds that were once theirs, others to rebuild their star-killing superweapons, to purge the lesser races, or to awaken further tomb complexes. Much has been lost, but the Necrons remain convinced of their supremacy, and their right to rule.

Of the Silent King there has been no recorded sign. Without his unifying influence the scattered Necron dynasties war with each other as often as they find common cause. Yet great leaders have emerged from amongst the ranks of each dynasty's nobility, figures such as Imotekh the Stormlord and Nemesor Zahndrekh driving the lesser races before them with tireless martial efficiency. The Necrons mean to make the galaxy theirs once again, and they are not of a mind to share their domain with the lesser races who would despoil the timeless perfection of Necron dominance.

REANIMATION PROTOCOLS

The Necrons are not creatures of flesh and blood, but soulless warriors whose immortal forms are forged from living metal. As such, they are almost impervious to destruction, and their bodies are swift to heal even the gravest of wounds. Given time, severed limbs reattach, armour plating reknits and shattered mechanical organs are rebuilt. The only way to assure a Necron's destruction is to overwhelm its ability to self-repair, to inflict such massive damage that its systems cannot keep pace. Even should irreplaceable damage occur, the Necron will often simply 'phase out' – automated teleport beams return it to the safety of the stasiscrypts, where it remains in storage until such time as repairs can be carried out by waiting Canoptek constructs.

The sciences by which such feats are achieved remain a mystery to outsiders, for the Necrons do not share their secrets with lesser races and have set contingencies to prevent their supreme technologies from falling into the wrong hands. Should a fallen warrior fail to phase out, it self-destructs and is consumed by a blaze of emerald light. Outwardly, this appears little different to the glow of teleportation, leaving the enemy to wonder whether the Necron has finally been destroyed, or merely retreated to its tomb.

THE SAUTEKH DYNASTY

Imotekh the Stormlord rules the Sautekh Dynasty with an iron fist and a cold, analytical mind. The greatest strategist the galaxy has ever known, Imotekh leads campaigns of conquest in which entire star systems are but playing pieces. Always the Stormlord remains three steps ahead of his enemies, herding the younger races like cattle to the slaughter with contemptuous ease.

The Sautekh Dynasty is arguably the greatest remaining Necron dynasty – huge, powerful, and belligerently wakeful. Imotekh has made full use of these advantages, spreading his dynastic dominion across the stars at a fearsome pace. In this advance Imotekh has slain scores of so-called heroes and saviours in personal combat. If Imotekh could be said to possess a weakness it is his desire to humble his foes by his own hand, and it may yet prove his undoing. But then, as Imotekh himself asserts, when one can simply be reborn from the stasis crypts time and time again, what need has one to fear death in the service of ultimate victory?

NECRONS ARMY LIST

This section contains all of the datasheets that you will need in order to fight battles with your Necron 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 Necron units, in which case they are described below and referenced on the datasheets themselves.

KEYWORDS

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

<DYNASTY>

Most Necrons belong to a dynasty. Some datasheets specify what dynasty a Necron unit is drawn from (e.g. Imotekh the Stormlord is from the Sautekh Dynasty, and so has the **SAUTEKH** keyword). If a Necron datasheet has the **<DYNASTY**> keyword, you must nominate which dynasty that unit is from. There are many different dynasties to choose from; you can use any of the dynasties described in our books, or make up your own if you prefer. You then simply replace the **<DYNASTY**> keyword in every instance on that unit's datasheet with the name of your chosen dynasty.

For example, if you were to include a Lord in your army, and you decided it was from the Nihilakh dynasty, then its **<DYNASTY>** keyword is changed to **NIHILAKH**, and its 'The Lord's Will' ability would say 'You can re-roll failed Morale tests for friendly **NIHILAKH** units within 6" of this model.'

ABILITIES

The following abilities are common to several Necron units:

Reanimation Protocols

Roll a D6 for each slain model from this unit (unless the whole unit has been completely destroyed) at the beginning of your turn. On a 5+, the model's reanimation protocols activate and it is returned to this unit, otherwise they remain inactive (although you can roll again at the start of each of your subsequent turns). When a model's reanimation protocols activate, set it up model in unit coherency with any model from this unit that has not returned to the unit as a result of reanimation protocols this turn, and more than 1" from enemy models. If you cannot do this because there is no room to place the model, do not set it up.

Living Metal

At the beginning of your turn, this unit recovers 1 wound lost earlier in the battle.



POWERS OF THE C'TAN

Before the battle begins, generate the Powers of the C'tan for each C'TAN SHARD 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 powers you wish the C'tan Shard to have.

POWERS OF THE C'TAN

D3 POWER OF THE C'TAN

Antimatter Meteor

1 Roll a D6; on a 2+ the closest visible enemy unit within 24" of the C'tan Shard suffers D3 mortal wounds.

Time's Arrow

Pick a visible enemy unit within 24" of the C'tan Shard and roll a D6. If the result is higher than that unit's Wounds characteristic, one model from that unit is slain.

Seismic Assault

Roll a D6 for each model in the closest enemy unit within 24" of the C'tan Shard. For each roll of 6 that unit suffers a mortal wound.

WARGEAR

Some of the Necron units you will find on the following pages reference the following wargear list. When this is the case, the unit may take any item from the list below. The profiles for the weapons in this list can be found in the appendix (pg 128).





	12572638	1.121	C.P. S.N.	13.42.53	1.5	1892	here be to	12019	Dank Strike A. Law Strike Strike	
			IM ST	OT OF	EKI RMI	H T JOF	'HE RD			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	
Imotekh the Stormlord	5"	2+	2+	5	5	6	3	9	2+	
Imotekh the Stormlord is a your army.	single mo	odel arm	ned with	the Sta	Iff of the I	Destroy	er and a	gauntle	t of fire. Only one of this model may be included in	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ries	
Gauntlet of fire	8"	Ass	ault D6		4	0	1	This	weapon automatically hits its target.	
Staff of the Destroyer (shooting)	18"	Ass	ault 3		6	-3	2	-		
Staff of the Destroyer (melee)	Melee	Melee User -3 2 -								
ABILITIES	Living					11/2	6	invul	e Shifter: Imotekh the Stormlord has a 4+ nerable save.	
	1 for fri within My Will turns, c within o the Adv beginni	endly u 12" of Ir I Be Do hoose a 6" of Im vance, cl .ng of yc	nits of S notekh t one: At th friendly otekh th narge an	AUTEI he Stor NECR e Storn d hit ro turn. A	nning of CON INF nlord. You ills of that unit can	d Ones each of ANTRY 1 can ao t unit u	that are your (unit dd 1 to ntil the	Lord phase pick a CHA but o Then unit. d Undy wour	of the Storm: Once per battle in your Shooting e, Imotekh can call the storm: when he does so an enemy unit within 48" of Imotekh, other than a RACTER , and roll a D6. On a 1 nothing happens, n a 2+ that unit suffers that many mortal wounds. roll a D6 for each enemy unit within 6" of that On a roll of 6, that unit suffers D3 mortal wounds.	
FACTION KEYWORDS	NECR	ONS,	SAUTE	KH		1. E.I. A	Mar H	44/1		
KEYWORDS	CHAR	ACTE	R, INF	ANTR	Y, OVE	RLOR	RD, IM	OTEKI	H THE STORMLORD	



Imotekh, the phaeron of the Sautekh Dynasty, is a military genius whose campaigns of terror have conquered countless star systems.

	102352	1. martin	GR CAR	6151	AN ALSO	1.200	2.2284	12.1	
			0	VE	ERL	OR	D		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Overlord	5"	2+	2+	5	5	5	3	10	3+
An Overlord is a single me	odel armed	with a	staff of l	ight.	11.3	19.8	ber an	1123	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ries
Staff of light (shooting)	12"	Ass	ault 3		5	-2	1	-	
Staff of light (melee)	Melee	Me	lee		User	-2	1	-	
WARGEAR OPTIONS					taff of ligl rection o		an item fr	om the	e Melee Weapons list.
ABILITIES	Living	Metal (pg 84)	127	The Part	DATE:		Phas	e Shifter: This model has a 4+ invulnerable save.
	orb, ond your Re Reanim	ce per b animat ation P	attle, im ion Prote rotocol 1	mediate ocols re olls for	lel has a r ely after y olls, you c models r it within	you have can mak from a f	e made te	turns withi charg your	Vill Be Done: At the beginning of each of your 6, choose a friendly <dynasty> INFANTRY</dynasty> unit n 6" of this model. You can add 1 to the Advance, ge and hit rolls of that unit until the beginning of next turn. A unit can only be affected by this ability in each turn.
FACTION KEYWORDS	NECR	ONS,	<dyna< td=""><td>STY></td><td></td><td>2.00</td><td>19:10</td><td></td><td></td></dyna<>	STY>		2.00	19:10		
KEYWORDS	CHAR	ACTE	R, INF	ANTR	Y, OVE	ERLOR	D		The case with the second second

5				L	OR	D			
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Lord	5"	3+	3+	5	5	4	3	10	3+
A Lord is a single model a	rmed with	a staff o	of light.			1723	1228	AS A	
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	ITIES
Staff of light (shooting)	12"	Ass	ault 3		5	-2	1	-	
Staff of light (melee)	Melee	Me	lee		User	-2	1	-	
WARGEAR OPTIONS					taff of lig rection o		an item	from the	ne Melee Weapons list.
ABILITIES	The Lo		ll: You ca		oll failed i vithin 6" o			once Rean Proto	urrection Orb: If this model has a resurrection orb, e per battle, immediately after you have made your nimation Protocols rolls, you can make Reanimation tocol rolls for models from a friendly <dynasty> CANTRY unit within 3" of this model.</dynasty>
FACTION KEYWORDS	NECR	ONS,	<dyna< td=""><td>STY></td><td></td><td></td><td>1-245</td><td>1</td><td></td></dyna<>	STY>			1-245	1	
KEYWORDS	CHAR	ACTE	R, INF	ANTR	Y, LOR	D		12.77	

6 Lowes				CRY	YPT	'EK			
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Cryptek	5"	3+	3+	4	4	4	1	10	4+
A Cryptek is a single mod	el armed w	rith a sta	aff of ligh	nt.	1.200				
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Staff of light (shooting)	12"	Ass	ault 3		5	-2	1	-	
Staff of light (melee)	Melee	Me	ee		User	-2	1	-	
ABILITIES	units wi	ometron ithin 3"	pg 84) n: Frienc of this u weapons	nit have				for m	nomancer: Add 1 to all Reanimation Protocol rolls nodels from friendly <dynasty></dynasty> units within 3" y friendly <dynasty></dynasty> CRYPTEKS.
FACTION KEYWORDS	NECR	ONS,	<dyna< td=""><td>STY></td><td>a free so</td><td>15 43</td><td></td><td></td><td></td></dyna<>	STY>	a free so	15 43			
KEYWORDS	CHAR	ACTE	R, INF	ANTR	Y, CRY	РТЕК	- dela		SPAN - NO SAL

NAME	М	WS	BS	S	т	W	A	Ld	Sv
Destroyer Lord	IVI 10"	Wa 3+	ца 3+	а 5	6	W	н 4	LU 10	3+
A Destroyer Lord is a sing		rmed w	ith a stat	ff of ligh	ıt.				
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	TIES
Staff of light (shooting)	12"		ault 3		5	-2	1	-	
Staff of light (melee)	Melee	Mel	ee		User	-2	1	-	
WARGEAR OPTIONS					aff of ligł phylacte				e Melee Weapons list.
ABILITIES	Living	Metal (20 84)						
AUILITIEƏ		ired Ha		u can re	e-roll hit	rolls of	1 for	wour from	actery: A model with a phylactery regains D3 lost ads at the beginning of your turn, rather than 1, their Living Metal ability.
AUILIIIEƏ	Hardwi this mo United	ired Ha del. in Hatr	tred: Yo	can re-	roll wour	nd rolls	of 1 in	wour from Resu once	nds at the beginning of your turn, rather than 1, their Living Metal ability. rrection Orb: If this model has a resurrection orb, per battle, immediately after you have made your
ADILITEO	Hardwi this mo United the Sho friendly	ired Ha del. in Hatr oting pl v <dyn< td=""><td>tred: Yo red: You nase for ASTY></td><td>can re- this mo</td><td>roll wour del and r ver and <</td><td>nd rolls nodels f</td><td>of 1 in from</td><td>wour from Resu once Rean Proto</td><td>nds at the beginning of your turn, rather than 1, their Living Metal ability. rrection Orb: If this model has a resurrection orb, per battle, immediately after you have made your</td></dyn<>	tred: Yo red: You nase for ASTY>	can re- this mo	roll wour del and r ver and <	nd rolls nodels f	of 1 in from	wour from Resu once Rean Proto	nds at the beginning of your turn, rather than 1, their Living Metal ability. rrection Orb: If this model has a resurrection orb, per battle, immediately after you have made your
ADILITIEƏ	Hardw this mo United the Sho friendly Heavy I	ired Ha del. in Hatr oting pl v <dyn Destroyo</dyn 	tred: You red: You nase for AST Y> er units	can re- this mo Destroy within 6	roll wour del and r ver and <	nd rolls nodels f DYNAS	of 1 in from GTY>	wour from Resu once Rean Proto	nds at the beginning of your turn, rather than 1, their Living Metal ability. rrection Orb: If this model has a resurrection orb, per battle, immediately after you have made your imation Protocols rolls, you can make Reanimation ocol rolls for models from a friendly <dynasty></dynasty>
FACTION KEYWORDS	Hardw this mo United the Sho friendly Heavy I Phase S	ired Ha del. in Hatr oting pl v <dyn Destroyo</dyn 	tred: You red: You nase for ASTY> er units This mo	can re- this mo Destroy within 6	roll wour del and r ver and < 5". a 4+ invu	nd rolls nodels f DYNAS	of 1 in from GTY>	wour from Resu once Rean Proto	nds at the beginning of your turn, rather than 1, their Living Metal ability. rrection Orb: If this model has a resurrection orb, per battle, immediately after you have made your imation Protocols rolls, you can make Reanimation ocol rolls for models from a friendly <dynasty></dynasty>

9 Powet	N	EM	ES(OR	ZA	HN	DR	EK	ТН		
NAME	М	WS	BS	S	T	W	A	Ld	Sv		
Nemesor Zahndrekh	n 5" 2+ 2+ 5 5 6 3								2+		
Nemesor Zahndrekh is a s	single mod	el armec	l with a	staff of	light. On	ly one o	of this m	odel m	nay be included in your army.		
WEAPON	RANGE	ТҮР	E		S	AP	D	ABIL	ITIES		
Staff of light (shooting)	12"	Ass	ault 3		5	-2	1	-			
Staff of light (melee)	Melee	Mel	ee		User	-2	1	-			
	turn, ch Nemeso has can	oose on or Zahn	e enemy drekh. A sed unt	y CHA	ning of ye RACTER a abilities eginning	within that ch	 the following table. Choose a friendly SAUTEKH INFANTRY unit within 6" of Nemesor Zahndrekh to benefit from the relevant ability until the beginning of your next turn. D3 Result 				
	Phase S invulne			r Zahn	drekh has	s a 4+		1	Avenge the Fallen: Models with this ability have +1 Attack. Quell the Rebellion: Models with this ability		
	turns, c within the Adv beginni	hoose a 5" of Nei vance, ch	friendly mesor Z harge an our next	A SAUT Cahndred d hit roo turn. A	nning of T EKH IN ekh. You o olls of that A unit can m.	FANTR can add t unit u	 improve their Ballistic Skill by 1 (e.g. a Ballistic Skill of 3+ becomes 2+, etc.). 3 Solarmills? Charge!: You can re-roll failed char rolls for a unit with this ability. 				
FACTION KEYWORDS		ONS, S					1				
KEYWORDS	CHAR	ACTE	R, INF	ANTR	RY, OVE	RLOR	D, NE	AESO	OR ZAHNDREKH		

S (8 Lower		VA	RG	AR	D	OB	YRC	N						
NAME	М	WS	BS	S	T	W	A	Ld	Sv					
Vargard Obyron	5"	2+	3+	5	5	6	3	10	2+					
Vargard Obyron is a sing	le model arı	ned wit	h a wars	cythe. (Only one	e of this	model ma	ay be ii	ncluded in your army.					
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES					
Warscythe	Melee	Me	lee		+2	-4	2	-						
ABILITIES	Cleavin during the end	InterceH242Living Metal (pg 84)Ghostwalk Mantle: At the end of any of your Movement phases, you can remove Vargard Obyron and a friendly SAUTEKH INFANTRY unit within 6" of Vargard Obyron from the battlefield and set them u so that all models are within 6" of Nemesor Zahndrekl and more than 1" from the enemy.												
							tests for Obyron.	Zah Varg – Za	Vargard's Duty: Roll a D6 each time Nemesor undrekh loses a wound whilst he is within 3" of gard Obyron; on a 2+ Obyron can intercept that hit ahndrekh does not lose a wound but Obyron suffers ortal wound.					
FACTION KEYWORDS	NECR	ONS, S	SAUTE	КН	1. 1.1		11-11	1255						
KEYWORDS	CHAR	ACTE	R, INF	ANTR	Y, LOF	RD, VA	RGARD	OBY	RON					

Illuminor Szeras 6" 3+ 3+ 4 4 5 4 10 3+ Illuminor Szeras is a single model armed with the Eldritch Lance. Only one of this model may be included in your army. WEAPON RANGE TYPE S AP D ABILITIES Eldritch Lance (shooting) 36" Assault 1 8 -4 D6 - Eldritch Lance (melee) Melee Melee User -2 1 -	- Dowet		ILI	LUN	ΛIN	NOR	SZ	ZER	AS	
Illuminor Szeras is a single model armed with the Eldritch Lance. Only one of this model may be included in your army. WEAPON RANGE TYPE S AP D ABILITIES Eldritch Lance (shooting) 36" Assault 1 8 -4 D6 - Eldritch Lance (melee) Melee Melee User -2 1 - ABILITIES Living Metal (pg 84) Master Technomancer: Add 1 to all Reanimation Protocol rolls for models from friendly NECRON units within 3" of Illuminor Szeras. A unit cannot benefit from both the Master Technomancer and Technomancer abilities in the same turn. Mechanical Augmentation 1 0 film. Roll a D3 to see what augmentation the unit gains for the rest of the battle: D3 Augmentation 1 +1 Strength 2 +1 Toughness 3 3 Ballistic Skill improved by 1 (e.g. a Ballistic Skill of 3+ becomes 2+, etc.) A unit can only be enhanced by Mechanical -4 -4 -4 -4	NAME	М	WS	BS	S	T	W	A	Ld	Sv
WEAPON RANGE TYPE S AP I ABILITIES Eldritch Lance (shooting) 36" Assault 1 8 -4 D6 - Eldritch Lance (melee) Melee Melee User -2 1 - ABILITIES Living Metal (pg 84) Master Technomancer: Add 1 to all Reanimation Protocol rolls for models from friendly NECRON units within 3" of Illuminor Szeras. A unit cannot benefit from both the Master Technomancer and Technomancer abilities in the same turn. Magmentation 1" of him. Roll a D3 to see what augmentation the unit gains for the rest of the battle: D3 Augmentation 1 +1 Strength 2 +1 Toughness 3 Ballistic Skill improved by 1 (e.g. a Ballistic Skill of 3+ becomes 2+, etc.) A unit can only be enhanced by Mechanical	Illuminor Szeras	6"	3+	3+	4	4	5	4	10	3+
Eldritch Lance (shooting) 36" Assault 1 8 -4 D6 - Eldritch Lance (melee) Melee Melee User -2 1 - ABILITIES Living Metal (pg 84) Master Technomancer: Add 1 to all Reanimation Protocol rolls for models from friendly NECRON units within 3" of Illuminor Szeras. A unit cannot benefit from both the Master Technomancer and Technomancer abilities in the same turn. Mechanical Augmentation: At the end of each of his Movement phases, Illuminor Szeras can augment one unit of NECRON Warriors or Immortals that is within 1" of him. Roll a D3 to see what augmentation the unit gains for the rest of the battle: D3 Augmentation 1 +1 Strength 2 2 +1 Toughness 3 3 Ballistic Skill improved by 1 (e.g. a Ballistic Skill of 3+ becomes 2+, etc.) A unit can only be enhanced by Mechanical	Illuminor Szeras is a single i	model ar	med wit	h the El	dritch	Lance. Or	nly one	of this m	odel ma	ay be included in your army.
Eldritch Lance (melee) Melee Melee User -2 1 - ABILITIES Living Metal (pg 84) Master Technomancer: Add 1 to all Reanimation Protocol rolls for models from friendly NECRON units within 3" of Illuminor Szeras. A unit cannot benefit from both the Master Technomancer and Technomancer abilities in the same turn. Mechanical Augmentation: At the end of each of his Movement phases, Illuminor Szeras can augment one unit of NECRON Warriors or Immortals that is within 1" of him. Roll a D3 to see what augmentation the unit gains for the rest of the battle: D3 Augmentation 1 +1 Strength 2 +1 Toughness 3 Ballistic Skill improved by 1 (e.g. a Ballistic Skill of 3+ becomes 2+, etc.) A unit can only be enhanced by Mechanical	WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES
ABILITIESLiving Metal (pg 84)Mechanical Augmentation: At the end of each of his Movement phases, Illuminor Szeras can augment one unit of NECRON Warriors or Immortals that is within 1" of him. Roll a D3 to see what augmentation the unit gains for the rest of the battle:ABILITIESLiving Metal (pg 84)Mechanical Augmentation: At the end of each of his Movement phases, Illuminor Szeras can augment one unit of NECRON Warriors or Immortals that is within 1" of him. Roll a D3 to see what augmentation the unit gains for the rest of the battle:D3Augmentation 1 +1 Strength 2 +1 Toughness 3 Ballistic Skill improved by 1 (e.g. a Ballistic Skill of 3+ becomes 2+, etc.)A unit can only be enhanced by Mechanical	Eldritch Lance (shooting)	36"	Ass	ault 1		8	-4	D6	-	
Master Technomancer: Add 1 to all Reanimation Protocol rolls for models from friendly NECRON units within 3" of Illuminor Szeras. A unit cannot benefit from both the Master Technomancer and Technomancer abilities in the same turn.Movement phases, Illuminor Szeras can augment one unit of NECRON Warriors or Immortals that is within 1" of him. Roll a D3 to see what augmentation the unit gains for the rest of the battle:D3 Augmentation 1 +1 Strength 2 +1 Toughness 3 Ballistic Skill improved by 1 (e.g. a Ballistic Skill of 3+ becomes 2+, etc.)A unit can only be enhanced by Mechanical	Eldritch Lance (melee)	Melee	Me	lee		User	-2	1	-	
	AUILIIILA	Master Protoco units w benefit	Techno ol rolls fo vithin 3" from bo	omancer or mode of Illum oth the N	ls from inor Sz ⁄Iaster '	rifriendly veras. A u Technoma	NECRO nit canr	DN not	Move unit of gains D3 1 2 3 A unit	ement phases, Illuminor Szeras can augment one of NECRON Warriors or Immortals that is within him. Roll a D3 to see what augmentation the unit of or the rest of the battle: Augmentation +1 Strength +1 Toughness Ballistic Skill improved by 1 (e.g. a Ballistic Skill of 3+ becomes 2+, etc.) it can only be enhanced by Mechanical

8 Powe [®]	C	ORI	KA	N]	ſΉĒ	E D]	IVII	NE]	R					
NAME	М	WS	BS	S	T	W	A	Ld	Sv					
Orikan the Diviner	5"	3+	3+	4	4	5	2	10	4+					
Orikan Empowered	5"	2+	2+	7	7	7	4	10	4+					
Orikan the Diviner is a si	ngle model	armed	with the	Staff of	Tomorro	ow. Onl	y one of	this mo	odel may be included in your army.					
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES					
Staff of Tomorrow	Melee	Me	lee		User	-3	D3	You o	can re-roll failed hit rolls for this weapon.					
ABILITIES	Melee Melee User -3 D3 You can re-roll failed hit rolls for this weapon. Living Metal (pg 84) The Stars Are Right: Roll a D6 at the start of each of your turns. If the result is less than the current battle round number, Orikan uses the Orikan Empowered profile for the rest of the game (though any damage he has sustained is carried over). Technomancer: Add 1 to all Reanimation Protocol rolls for models from friendly SAUTEKH units within 3" of any friendly SAUTEKH CRYPTEKS. Has sustained is carried over).													
				-	1.	1	1.28	-						
FACTION KEYWORDS	NECK	UNS,	SAUTE											



Orikan the Diviner is a powerful astromancer, able to glimpse the future and even travel into the past to alter events.

9 Powet			AN T	RA RA	KY VEJ	R T LE	'HE R		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Anrakyr the Traveller	5"	2+	2+	6	5	6	3	10	3+
Anrakyr the Traveller is a	single mod	lel arme	ed with a	tachyo	n arrow	and a w	arscythe.	Only o	one of this model may be included in your army.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Tachyon arrow	120"	Ass	ault 1		10	-5	D6	This	weapon can only be used once per battle.
Warscythe	Melee	Me	lee		+2	-4	2	-	
ABILITIES	charact within Mind in phase, o Anraky one of t weapor	f the Py eristic of 3" of Ar n the M choose a r the Tr that veh a at anot	rrhian I of friendl urakyr th achine: un enemy aveller a icle's wea	y NECI e Travel At the s v VEHI nd roll : upons. Y ny unit.	RON IN ler. tart of y CLE wit a D6. Or You may	FANTR our Shoo hin 12" n a 4+, c shoot w	Y units oting of hoose	invul My V turns withi the A begin	e Shifter: Anrakyr the Traveller has a 4+ nerable save. Vill Be Done: At the beginning of each of your s, choose a friendly NECRON INFANTRY unit in 6" of Anrakyr the Traveller. You can add 1 to advance, charge and hit rolls of that unit until the nning of your next turn. A unit can only be affecte is ability once in each turn.
FACTION KEYWORDS	NECR	ONS	195	1412			Bran Al	19.0	
KEYWORDS	CHAR	ACTE	P INF	ANTR	V OVI	RIOR	D ANI	RAKY	R THE TRAVELLER

2 7 Powe®	Т	RA	ZY	N]	ſĦĒ	IN	IFIN	IIT	'E
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Trazyn the Infinite	5"	2+	2+	5	5	6	3	10	3+
Trazyn the Infinite is a sin	gle model a	armed w	vith the	Empatl	hic Oblite	erator. (Only one	of this 1	model may be included in your army.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Empathic Obliterator	Melee	Me	ee		+2	-1	D3	each	CHARACTER is slain by an attack from this weapon, unit within 6" (friend or foe) that is from the same on as the slain character suffers D3 mortal wounds.
ABILITIES	invulne My Wil turns, c unit wit the Adv	hifter: rable sa l Be Do hoose a hin 6" c ance, cl ng of yc	Trazyn t ve. one: At t friendly of Trazyn narge an our next	he begi 7 NIHI 1 the In d hit ro turn. <i>A</i>		each of NFANT u can a t unit u	ŘY dd 1 to	a D6. NEC CHA army Trazy such Trazy	ogate Hosts: If Trazyn the Infinite is slain, roll On a 2+, you may choose another friendly CRON INFANTRY CHARACTER (other than RACTERS that you can only include once in your by). Remove that model as if it were slain and place yn in its place with D3 wounds remaining. If no CHARACTERS remain, or you rolled a 1, remove yn the Infinite as a casualty as normal.
FACTION KEYWORDS	NECR	ONS, I	NIHIL	AKH			43	1	
KEYWORDS	CHAR	ACTE	R, INF	ANTR	RY, OVE	ERLOI	RD, TRA	AZYN	THE INFINITE

	C.	ATA			B C ARC		ЛΜ	AN	D			
NAME	М	WS	BS	S	T	W	A	Ld		Sv		
Catacomb Command Barge	12"	2+	2+	5	6	8	3	10		3+		
This unit contains 1 Catace • The Overlord is armed w • The Catacomb Comman	vith a staff	of light.				Overlo	rd.					
WEAPON	RANGE	TYPI			S	AP	D	ABILI	ITIES	ł		
Gauss cannon	24"	Hea	vy 2		5	-3	D3	-				
Staff of light (shooting)	12"	Assa	ult 3		5	-2	1	-				
Tesla cannon	24"	Assa	ult 3		6	0	1	Each of 1.		t roll of 6+ with this weapon causes 3 hits instead		
Staff of light (melee)	Melee Melee User -2 1 -											
WARGEAR OPTIONS	• The C	Overlord	may tal	ke a resu	rrection	orb.				he <i>Melee Weapons</i> list. rith a tesla cannon.		
ABILITIES	Wave o turns, c within i charge a your ne Comma Quantu damage is less th damage	hoose a single field of the second se	and: At friendly s mode olls of th A unit c My Will ding: En unsave lamage red (e.g.	l. You can nat unit u cannot be l Be Don Cach time	STY> I in add 1 t in til the e affected e in the e this ma d, roll a l by the nodel su	NFANT to the A beginn d by Wa same tu odel suf D6. If t attack, f ffers 4 c	TRY unit dvance, ing of ve of urn. Effers he result the lamage,	once Rean Proto INFA Expl roll a On a	e per nima ocol AN Ioda a De a 6 i	 cction Orb: If this model has a resurrection orb, r battle, immediately after you have made your ation Protocols rolls, you can make Reanimation l rolls for models from a friendly <dynasty></dynasty> TRY unit within 3" of this model. es: If this model is reduced to 0 wounds, 6 before removing it from the battlefield. t explodes, and each unit within 3" suffers a wound. 		
FACTION KEYWORDS	NECR	ONS, <	DYNA	ASTY>	Es!		RALL		41			
KEYWORDS	VEHI	CLE, O	VERL	ORD, H	FLY, CA	TACC	OMB CO	DMM/	AN	D BARGE		



A Catacomb Command Barge bears a Necron Overlord into battle – an imposing throne from which he can direct his forces.

► 6 howst		NE	CR	ON	W	ARI	NO	RS	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Necron Warrior	5"	3+	3+	4	4	1	1	10	4+
This unit contains 10 Neo gauss flayer.	cron Warrio	rs. It ma	y includ	le up to	10 addi	tional No	ecron W	Varriors ((Power Rating +6). Each model is equipped wit
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	lies
WEAPON Gauss flayer	RANGE 24"		id Fire 1	l	S 4	AP -1	D 1	ABILIT -	nes
Gauss flayer	24"		id Fire 1		4		D 1		TIES
	24" Reanim	Rap	id Fire 1 rotocol	s (pg 84)	4		D 1		nes

			IN	1M(OR'	TAI	LS						
NAME	М	WS	BS	Sv									
Immortal	5"	3+	3+	4	4	1	1	10	3+				
This unit contains 5 Imm	nortals. It car	n includ	e up to 5	additio	onal Im	mortals	(Power	Rating -	+4). Each model is equipped with a gauss blaster.				
WEAPON	RANGE	TYP	TYPE S AP D ABILITIES										
Gauss blaster	24"	Rap	id Fire 1		5	-2	1	-					
Tesla carbine	24"	Kapid File 1 5 -2 1 -2 Assault 2 5 0 1 Each hit roll of 6+ with this weapon causes 3 h of 1.											
WARGEAR OPTIONS	• The er	ntire uni	it may re	place th	neir gau	ss blaste	rs with	esla carl	bines.				
ABILITIES	Reanim	ation P	rotocols	s (pg 84)	1.18	1	-					
FACTION KEYWORDS	NECR	ONS, «	COYNA	STY>	12		196						
KEYWORDS	INFAN	INFANTRY, IMMORTALS											

8 Power			LY	CF	IGU	AR	D				
NAME	М	WS	BS	S	T	W	A	Ld	Sv		
Lychguard	5"	3+	3+	5	5	2	2	10	3+		
This unit contains 5 Lych	nguard. It ca	n includ	le up to	5 additi	onal Lyc	hguard	(Power	Rating -	+8). Each model is armed with a warscythe.		
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES		
Hyperphase sword	Melee	Me	lee		User	-3	1	-			
Warscythe	Melee	Me	lee		+2	-4	-				
WARGEAR OPTIONS	• The e	ntire un	it may r	eplace t	their wars	scythes	with hy	perphase	e swords and dispersion shields.		
ABILITIES	Disper	sion Shi		nodel e	4) quipped ılnerable			<dy are w can i</dy 	rdian Protocols: Roll a D6 each time a friendly NASTY> CHARACTER loses a wound whilst they vithin 3" of this unit; on a 2+ a model from this unit intercept that hit – the character does not lose a nd but this unit suffers a mortal wound.		
FACTION KEYWORDS	NECR	ONS,	<dyna< td=""><td>ASTY></td><td></td><td>197</td><td>14.75</td><td>1.1.</td><td></td></dyna<>	ASTY>		197	14.75	1.1.			
KEYWORDS	INFANTRY, LYCHGUARD										

5 Power			DE	AT	HM	[AR	KS								
NAME	М	WS	BS	S	T	W	A	Ld	Sv						
Deathmarks	5"	3+	3+	4	4	1	1	10	3+						
This unit contains 5 Death synaptic disintegrator.	nmarks. It o	an incl	ude up to	o 5 addi	tional D	eathmai	rks (Pov	ver Rati	ng +5) . Each model is armed with a						
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES						
Synaptic disintegrator	24"	Raj	pid Fire I	L	4	0	1	the cl of 6+	weapon may target a CHARACTER even if it is not losest enemy unit. Each time you roll a wound roll for this weapon, the target suffers a mortal wound dition to any other damage.						
ABILITIES	Hunter you car oubliet At the o Deathm	Reanimation Protocols (pg 84)Ethereal Interception: When an enemy unit is set u (other than during deployment, you can set up a unit of Deathmarks in a hyperspace oubliette instead of placing them on the battlefield. At the end of any of your Movement phases the Deathmarks can slip back into reality – set them up anywhere on the battlefield that is more than 9" awayEthereal Interception: When an enemy unit is set u (other than during deployment or when disembarki you can immediately set up a unit of Deathmarks th was set up in a hyperspace oubliette on the battlefield and within 12" of the enemy unit that has just been so up. You can then make a shooting attack with this un as if it were your Shooting phase, but this attack must solution to the set them up anywhere on the battlefield that is more than 9" away													
FACTION KEYWORDS			<dyna< td=""><td></td><td>45.57</td><td></td><td></td><td></td><td>32.54 A. 44 A. A.</td></dyna<>		45.57				32.54 A. 44 A.						
KEYWORDS	INFAI	NTRY,	DEAT	HMAR	KS		109								

5			FL	AY]	ED	ON	IES		
NAME	Μ	WS	BS	S	T	W	A	Ld	Sv
Flayed One	5"	3+	6+	4	4	1	4	10	4+
This unit contains 5 Flay Rating +10) or up to 15									ing +5), up to 10 additional Flayed Ones (Power with flayer claws.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES
Flayer claws	Melee	Me	lee		User	0	1	You	can re-roll failed wound rolls for this weapon.
ABILITIES	Flesh H test for	Iunger: an ener	Protocol When y ny unit y st add 1	our opp vithin 3	onent ta " of any			a uni inste of yc into	Inting Horrors: During deployment, you can set up it of Flayed Ones in a charnel pocket-dimension ead of placing it on the battlefield. At the end of any our Movement phases the Flayed Ones can crawl out reality – set them up anywhere on the battlefield is more than 9" away from any enemy models.
FACTION KEYWORDS	NECR	ONS,	<dyna< td=""><td>STY></td><td></td><td>9814</td><td>1920</td><td></td><td></td></dyna<>	STY>		9814	1920		
KEYWORDS	INFAI	NTRY,	FLAY	D ON	ES	24			



Driven to savagery by an ancient madness, Flayed Ones delight in tearing the flesh from their prey with razor-sharp talons.

TRIARCH PRAETORIANS

NAME	Μ	WS	BS	S	T	W	A	Ld	Sv			
Triarch Praetorian	10"	3+	3+	5	5	2	2	10	3+			
This unit contains 5 Triarch rod of covenant.	Praetoria	ans. It ca	an inclue	le up to 5	5 additi	onal Tri	arch Pra	aetorians	s (Power Rating +8). Each model is armed wit			
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	IES			
Particle caster	12"	Pist	ol 1		6	0	1	-				
Rod of covenant (shooting)	12"	Ass	ault 1		5	-3	1	-				
Rod of covenant (melee)	Melee	Mel	ee		User	-3	1	-				
Voidblade	Melee	Mel	ee		User	-3	1	٦				
WARGEAR OPTIONS	• The en	ntire un	it may re	eplace the	eir rods	of cove	nant wi	th voidb	lades and particle casters.			
ABILITIES	Reanin	nation P	rotocol	s (pg 84)	12.14	12		1				
	A Purp	ose Uns	hakeab	le: This u	nit auto	omatical	ly passe	es Moral	e tests.			
FACTION KEYWORDS	NECR	ONS		1340.14		1.1		1.12				
KEYWORDS	INFANTRY, FLY, TRIARCH PRAETORIANS											

Powet		TI	RIA	RC	CH S	TA	LKF	ER		DAMAGE Some of this model's of it suffers damage, as s			inge a
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	WS	BS
Triarch Stalker	*	*	*	7	6	10	3	10	3+	6-10+	10"	3+	3-
A Triarch Stalker is a single	model ec	luipped	with a h	eat ray	and mas	sive for	elimbs.		DECK S	- 3-5 1-2	8" 6"	4+ 5+	4- 5-
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	TIES	1-2	0	JT	
Heat ray	When a	ttackin	g with th	is wea	pon, choo	ose one	of the pr	ofiles be	elow.				
- Dispersed	8"	Hea	avy D6		5	-1	1		n you u ts target	se this profile, this weapo t.	on automa	tically	
- Focused	24"	Hea	avy 2		8	-4	D6	range	, roll tw	se this profile, if the targe vo dice when inflicting da owest result.			
Particle shredder	24"	Hea	avy 6		7	-1	D3	-					
Twin heavy gauss cannon	36"	Hea	avy 2		9	-4	D6	-					
Massive forelimbs	Melee	Me	lee		User	-1	D3	-					2
WARGEAR OPTIONS	• This r	nodel n	nay repla	ce its h	neat ray w	ith a pa	rticle shr	edder o	or a twir	n heavy gauss cannon.			
ABILITIES	Living Metal (pg 84)Targeting Relay: You can re-roll hit rolls of 1 for any friendly NECRON unit that makes a shooting attack against a unit that has already been attacked by any Triarch Stalkers in this phase.Quantum Shielding: Each time this model suffers damage from an unsaved wound, roll a D6. If the result is less than the damage inflicted by the attack, the damage is ignored (e.g. if this model suffers 4 damage, if you then roll a 3 or less the damage is ignored).Targeting Relay: You can re-roll hit rolls of 1 for any friendly NECRON unit that makes a shooting attack against a unit that has already been attacked by any Triarch Stalkers in this phase.											attack	
FACTION KEYWORDS	NECR		199	1	0	0	122	1	1000	States and the states	1111	1.1.1	
KEYWORDS	VEHI	CLE, T	RIARC	CH ST	ALKER	1213	1.19	1		1.4 1 3 122/10	1.20		-

96

C'TAN SHARD OF THE NIGHTBRINGER

NAME	М	WS	BS	S	T	W	A	Ld	Sv
C'tan Shard of the Nightbringer	8"	2+	2+	7	7	8	4	10	4+
The C'tan Shard of the Nigh model may be included in y			le model v	vhich atta	acks	with a g	aze of dea	ath and	the Scythe of the Nightbringer. Only one of this
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES
Gaze of death	12"	Ass	ault D6		*	-4	D3		weapon wounds on a 2+, unless it is targeting a ICLE , in which case it wounds on a 6+.
Scythe of the Nightbringer	Melee	Mel	ee		*	-4	D6		weapon wounds on a 2+, unless it is targeting a ICLE , in which case it has a Strength characteristi
ABILITIES	a 4+ inv Powers Nightbr	vulnerat of the (inger k an use i	C 'tan: The nows one I ts Power o	C'tan Sh Power of	ard o the C	of the C'tan (pg	5	is eve it from a hole	ty Unravels: If the C'tan Shard of the Nightbringe or reduced to 0 wounds, roll a D6 before removing m the battlefield; on a 4+ its necrodermis tears e in reality, and each unit within 3" suffers D3 al wounds.
FACTION KEYWORDS		01	C'TAN S	HARDS	5	14		1	
KEYWORDS	CHAR	ACTE	R. MON	STER, I	FLY.	C'TAN	N SHAR	D OF	THE NIGHTBRINGER

		C	ĊΤΑ TH	N S E D	SHA DEC	ARI EIV) 0] /ER	F	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
C'tan Shard of the Deceiver	8"	2+	2+	7	7	8	4	10	4+
The C'tan Shard of the D	Deceiver is a s	single m	nodel arr	med witl	n star-go	d fists.	Only one	of this	model may be included in your army.
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	TIES
Star-god fists	Melee	Me	lee		User	-4	3	-	
ABILITIES	invulne Dread: for any the Dec Grand round, the C'ta friendly set ther	rable sa Your op enemy æiver. Illusior but befo n Sharc NECR n up aga . If you	ve. pponent units wi a: At the ore the f l of the l ON uni ain more	must ad thin 12" beginni irst turn Deceiver ts from t e than 12	d 1 to M of the C ng of the begins, y and/or the battle 2" from a	Iorale t 'tan Sha e first b you can up to D efield, t uny ene	ard of attle remove 03 other hen	know Powe Reali ever it fro a hol	ers of the C'tan: The C'tan Shard of the Deceiver vs one Power of the C'tan (pg 85). It can use its er of the C'tan in each of your Shooting phases. ity Unravels: If the C'tan Shard of the Deceiver is reduced to 0 wounds, roll a D6 before removing m the battlefield; on a 4+ its necrodermis tears e in reality, and each unit within 3" suffers D3 al wounds.
FACTION KEYWORDS	NECR	ONS,	C'TAN	SHAR	DS	1333	300		
KEYWORDS	CHAR	ACTE	R, MC	NSTEI	R, FLY,	C'TA	N SHAR	D OF	THE DECEIVER

8 Power			G	HC	S T	AR	K			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
Ghost Ark	*	6+	*	6	6	14	*	10	4+	8-14+	12"	3+	3
A Ghost Ark is a single	model equip	ped with	n two gai	uss flave	er arrays	5.		87		4-7	8"	4+	D.
WEAPON	RANGE	Түр		1	S	AP	D	ABILI	TIES	1-3	4"	5+	1
Gauss flayer array	24"	Rap	oid Fire 5	5	4	-1	1	-					- 8
	is less the damage if you the Hoverin and from Explod D6 before any uni within of	han the e is igno hen roll ng: Dist m this r les: If th ore remo its disen 6" suffer	damage red (e.g. a 3 or le ance and nodel's h is model oving it f abark. O rs D3 mc	inflicte if this r ss the d d ranges ull, eve l is redu rom the n a 6 it ortal wo	d by the nodel su lamage i s are alw n thoug uced to 0 e battlef explode unds.	attack, t affers 4 d s ignored vays mea h it has a) wounds ield and es, and ea	lamage, d). sured to a base. s, roll a before ach unit	the n any n more turn. phase slain withi on a this t	umber of nodels of room of In addi es, you of models n 3" of t unit that urn.	returned to the unit this of models embarked on a cannot be returned becau on the Ghost Ark, they a tion, at the end of each of can make Reanimation F from a single <dynas< b="">^T the Ghost Ark. You cann t has been targeted with</dynas<>	the Ghost . use there is re not retu of your Mo Protocol ro FY > Warri tot use this a resurrec	Ark – if s no rned this wement lls for any ors unit ability tion orb	
TRANSPORT	A Ghos	st Ark ca	an transp	ort 10	<dyna< td=""><td>STY>I</td><td>NFANTI</td><td>RY mod</td><td>lels, wh</td><td>ich must be Warriors or</td><td>CHARAC</td><td>TERS.</td><td></td></dyna<>	STY>I	NFANTI	RY mod	lels, wh	ich must be Warriors or	CHARAC	TERS.	
FACTION KEYWORDS	NECR	ONS,	<dyna< td=""><td>STY></td><td></td><td></td><td></td><td></td><td>19/11/1</td><td></td><td>153</td><td>1</td><td></td></dyna<>	STY>					19/11/1		153	1	
			RANSI										

ALE S]	NIG	HJ	Г SC	CYI	ſHE			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		
Night Scythe	*	6+	*	6	6	12	*	10	3+	7-12+	20-60"	3+	3		
A Night Scythe is a singl	le model equ	lipped w	vith two	tesla des	structor	s.				4-6	20-40"	4+	D3		
WEAPON	RANGE	ТҮР			S	AP	0	ABILI	ries	1-3	20-25"	5+	1		
Tesla destructor	24"		ault 4		7	0	1			of 6+ with this weapon	causes 3 hit	s instead	I		
ABILITIES	Living Metal (pg 84)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.Airborne: This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY.Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 														
	hit rolls		our oppo ticks that					the sa <dy rathe</dy 	Invasion Beams: When you set up this model, at the same time you can also set up any number of <dynasty> INFANTRY units on their tomb world rather than setting them up on the battlefield. Before the Night Scythe moves in each of your Movement phases,</dynasty>						
	it on th how far straight the init	e spot u r the mo t forwar ial pivot	to fine p to 90° del mov ds. Note When	(this do es), and that it c this mo	es not c then m cannot p del Adv	ontribut ove the pivot aga ances, in	te to model in after	a sing beam so, se Nigh frien	gle unit the red onto et up the t Scythe dly Nigh	that was set up on their the battlefield by the N unit so that it is wholly and more than 1" from at Scythes and Monolith the tomb world are cor	tomb world Night Scythe. within 3" on the enemy. hs are destro	l can be . To do .f the .If all .yed, any			
	– do no	ot roll a	dice.										_		
FACTION KEYWORDS			<dyna< td=""><td></td><td></td><td>T</td><td></td><td></td><td>200</td><td></td><td></td><td></td><td>-</td></dyna<>			T			200				-		
KEYWORDS	VEHI	CLE, F	LY, NIO	JHT S	CYTH	E	8.84						/		

10]	DO	ON	1 SC	CYJ	ſĦŀ	3		DAMAGE Some of this model? it suffers damage, as			nge a
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
Doom Scythe	*	6+	*	6	6	12	*	10	3+	7-12+	20-60"	3+	3
A Doom Scythe is a sing	gle model eq	uipped	with a de	ath ray	and two	tesla de	estructor	rs.	1. S. C.	4-6	20-40"	4+	D3
WEAPON	RANGE	ТҮР		,	S	AP	D	ABILI	TIFS	1-3	20-25"	5+	1
Death ray	24"		vy D3		10	-4	D6	-					100
Tesla destructor	24"	Ass	ault 4		7	0	1	Each of 1.	hit roll	of 6+ with this weapon	causes 3 hits	s instead	1
ABILITIES	Airbor charged be attac Hard t a hit rolls	d by uni cked in t o Hit: Ye	model c ts that ca he Fight our oppo	n FLY , phase l	and can by units ust subt	only at that car ract 1 fr	tack or h FLY . rom	on th far th forwa pivot chara roll a Crass roll a 6 it cr	e spot u ards. No . When acteristic dice. h and B D6 befe rashes in	Each time this model r up to 90° (this does not el moves), and then mov ote that it cannot pivot a this model Advances, i c by 20" until the end of Burn: If this model is re- fore removing it from the n a fiery explosion and cortal wounds.	contribute to we the model again after th ncrease its N f the phase – duced to 0 w he battlefield.	how straight e initial love do not ounds, On a	
FACTION KEYWORDS	NECR	RONS,	<dyna< td=""><td>STY></td><td>1946</td><td>435</td><td>2007</td><td></td><td></td><td>White at the second</td><td></td><td>1 1 1 M</td><td></td></dyna<>	STY>	1946	435	2007			White at the second		1 1 1 M	
KEYWORDS	TTTTT	CLE, F	IN DO	0110	OVERT	-							1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1

t 6	(CAN	IOI	PTE	K١	WR	Aľ	ГHS	5
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Canoptek Wraith	12"	3+	3+	6	5	3	3	10	4+
This unit contains 3 Canopt vicious claws.	ek Wraith	s. It ma	y includ	e up to 3	additio	onal Cai	noptek V	Wraiths	(Power Rating +6). Each model is equipped with
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	lies
Particle caster	12"	Pist	ol 1		6	0	1	-	
Transdimensional beamer	12"	Hea	vy D3		4	-3	1	the ta	time you roll a wound roll of 6+ for this weapon, arget suffers a mortal wound in addition to any damage.
Vicious claws	Melee	Mel	ee		User	-1	1	-	
Whip coils	Melee	Mel	ee		User	0	1	made its un norm	bearer is slain in the Fight phase before it has its attacks, leave the model where it is. When it is chosen to fight in that phase, it can do so as hal. Once it has done so, remove the model from attlefield.
WARGEAR OPTIONS	• Any m	nodel m	ay take a	a particle	caster,	transdi	mensio	nal beam	ner or whip coils.
ABILITIES	Wraith were no		Models in	n this un	it have	a 3+ inv	vulneral	ole save,	and can move across models and terrain as if they
FACTION KEYWORDS	NECR	ONS, O	CANOR	PTEK, <	DYN	ASTY>		1.4	
KEYWORDS	BEAST	'S, CA	NOPTI	EK WR	AITH	S			

2 Powest	(CAI	NO	PTF	EK	SCA		ABS	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Canoptek Scarab Swarm	10"	3+	3+	3	3	3	4	10	6+
This unit contains 3 Canopt additional Canoptek Scarab									carab Swarms (Power Rating +2) or up to 6 r mandibles.
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TES
Feeder mandibles	Melee	Mel	ee		User	0	1	Stren	target's Toughness is higher than this attack's gth, this weapon always wounds the target on a d roll of 5+.
FACTION KEYWORDS	NECR	ONS,	CANO	PTEK,	<dyn.< td=""><td>ASTY></td><td></td><td>1. 2 4 4</td><td></td></dyn.<>	ASTY>		1. 2 4 4	
KEYWORDS	SWAR	M, CA	NOPT	EK SCA	ARAB	S	12.14		and the second states of the

t 5			то	MB	BI	LAI	DES		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Tomb Blades	14"	3+	3+	4	5	2	1	10	4+
This unit contains 3 Tom Rating +10). Each mode						fomb Bla	ades (Po	ower Rat	ting +5) or up to 6 additional Tomb Blades (Power
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Gauss blaster	24"	Rap	oid Fire 1	L	5	-2	1	-	
Particle beamer	24"	Ass	ault 3		6	0	1	-	
Tesla carbine	24"	Ass	ault 2		5	0	1	Each of 1.	hit roll of 6+ with this weapon causes 3 hits instead
WARGEAR OPTIONS	• Any m	nodel m	nay repla nay take nay take	shieldva	nes.				carbines or a particle beamer.
ABILITIES	Reanim	ation I	Protocol	s (pg 84)	50	24		lowloom: A model with a shadowloom has a 5+ Inerable save.
	Nebulos nebulos being in	cope de							Idvanes: A model with shieldvanes has a Save acteristic of 3+.
FACTION KEYWORDS	NECR	ONS,	<dyna< td=""><td>STY></td><td></td><td>Nega:</td><td>11-16</td><td></td><td></td></dyna<>	STY>		Nega:	11-16		
KEYWORDS	BIKER	, FLY,	TOME	BLAI	DES		the second		

A Stowest			DF	EST	RO	YE	RS						
NAME	М	WS	BS	S	T	W	A	Ld	Sv				
Destroyer	10"	3+	3+	4	5	3	2	10	3+				
Heavy Destroyer	10"	3+	3+	4	5	3	2	10	3+				
 Each Destroyer is arme The Heavy Destroyer is WEAPON 	•		y gauss c	annon.	S	AP	D	ABILI	TIES				
Gauss cannon	24"	Hea	avy 2		5	-3	D3	-					
Heavy gauss cannon	36"	Hea	avy 1		9	-4	D6	-					
ABILITIES	Hardwi	Reanimation Protocols (pg 84)Repulsor Platform: This unit can move and fire Heavy weapons without suffering the penalty to its hit rolls.Hardwired Hatred: You can re-roll hit rolls of 1 for this unit.Frank and the penalty to its hit rolls.											
FACTION KEYWORDS	NECR	NECRONS, <dynasty></dynasty>											
KEYWORDS	INFAN	INFANTRY, FLY, DESTROYERS											

	10000000	12 12451				1.00	21222					
		HE	AV	Y D	ES	ГRO	DYE	ERS				
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Heavy Destroyer	10"	3+	3+	4	5	3	2	10	3+			
This unit contains 1 Heav Rating +8). Each model WEAPON			eavy ga			eavy Des	stroyer (I	Power R ABILII	Rating +4) or 2 additional Heavy Destroyers (Power			
Heavy gauss cannon	36"	Hea	-		9	-4	D6	-	110			
ABILITIES	Hardw	Reanimation Protocols (pg 84)Repulsor Platform: This unit can move and fire Heavy weapons without suffering the penalty to its hit rolls.Hardwired Hatred: You can re-roll hit rolls of 1 for this unit.For this unit.										
FACTION KEYWORDS	NECR	ONS, <	DYNA	STY>		1.25	1.40	1.25				
KEYWORDS	INFAN	NTRY,	FLY, H	EAVY	DEST	ROYEF	RS	1.44				

	(CA	NOI	PTEK	S SP	YDF	RS	
NAME	М	WS	BS	S T	W	A	Ld	Sv
Canoptek Spyders	6"	4+	4+	6 6	4	4	10	3+
This unit contains 1 Canop (Power Rating +8). Each n						tek Spyde	(Powe	er Rating +4) or 2 additional Canoptek Spyders
WEAPON	RANGE	TYP	E	S	AP	D	ABILI	TIES
Particle beamer	24"	Ass	ault 3	6	0	1	-	
Automaton claws	Melee	Mel	ee	Use	er -2	D3	-	
WARGEAR OPTIONS	• Any n	nodel m	ay take a	fabricator c gloom prisi vo particle l	n.			
ABILITIES	phase a can repa That mo A mode	model e air a sin odel reg el can or Prism: mpt to e	equipped gle < DYN ains D3 w nly be rep A model	At the end of with a fabri VASTY> VI vounds lost aired once p equipped w psychic pov	cator claw EHICLE wearlier in oer turn. ith a gloo	v array vithin 1". the battle. m prism	a D6 unit t withi those On a reinfe deple	ab Hive: At the beginning of your turn, you can rol for each friendly <dynasty></dynasty> Canoptek Scarabs that is below its starting number of models and in 6" of any Canoptek Spyders. On a roll of 1, one o e Canoptek Spyders units suffers D3 mortal wound a 2+ one of the Canoptek Spyders units unleashes forcements: return a Canoptek Scarab Swarm to the eted unit, in unit coherency and more than 1" from ny models. If you cannot do this because there is no n to place the model, do not set it up.
FACTION KEYWORDS	NECR	ONS, O	CANOP	TEK, <dy< td=""><td>NASTY</td><td>></td><td></td><td></td></dy<>	NASTY	>		
KEYWORDS	MONS	TER.	CANOP	TEK SPY	DERS	4 26.23		and the second of the second sec

			M			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	PORTAL OF EXILE		
Monolith	*	6+	*	8	8	20	3	10	3+	11-20+	6"	4+	4+		
A Monolith is a single n	nodel equipp	ed with	four gau	iss flux :	arcs and	a partic	le whip.	1995	1275	6-10	5"	5+	5+		
WEAPON		ТҮР	U		S	AP	D	ABILI	TIFS	1-5	4"	6+	6		
Gauss flux arc	24"		avy 3		5	-2	1	-				_	6		
Particle whip	24"	Hea	avy 6		8	-2	D3	-					10		
	 placing it on the battlefield. At the end of any of your Movement phases the Monolith can plummet to the battlefield – set it up anywhere on the battlefield that is more than 12" from any enemy models. Portal of Exile: When an enemy unit (other than a MONSTER or VEHICLE) charges this model, its portal of exile may activate, Roll a D6 and compare it to the value required on the damage table above. If the roll is successful, the charging unit suffers D6 mortal wounds. Hovering: Distance and ranges are always measured to and from this model's hull, even though it has a base. 							 Eternity Gate: When you set up this model, at the same time you can also set up any number of <dynasty> INFANTRY units on their tomb world rather than setting them up on the battlefield. Before the Monolith moves in each of your Movement phases, a single unit that was set up on their tomb world can be transported onto the battlefield by the Monolith. To do so, set up the unit so that it is wholly within 3" of the Monolith and more than 1" from the enemy. If all friendly Night Scythes and Monoliths are destroyed, any units still on the tomb world are considered to be slain.</dynasty> Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds. 							
FACTION KEYWORDS			<dyna< td=""><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></dyna<>												



The Monolith is a terrifying symbol of Necron dominance, a floating fortress that calls forth rank after rank of soulless warriors.

1 2 Power	A	NN	IH	ILA	TI	ON	BA	RG	E
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Annihilation Barge	12"	6+	3+	5	6	8	3	10	4+
An Annihilation Barge is	a single mo	del equ	ipped w	ith a gau	iss cann	ion and	a twin te	sla dest	ructor.
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	TIES
Twin tesla destructor	24"	Ass	ault 8		7	0	1	Each of 1.	hit roll of 6+ with this weapon causes 3 hits instead
Gauss cannon	24"	Hea	avy 2		5	-3	D3	-	
Tesla cannon	24"	Ass	ault 3		6	0	1	Each of 1.	hit roll of 6+ with this weapon causes 3 hits instead
WARGEAR OPTIONS	• This r	nodel m	nay repla	ce its ga	uss can	non wit	h a tesla	cannon	
ABILITIES	damage is less th damage	im Shie from a nan the is igno	pg 84) I ding: E n unsave damage red (e.g. a 3 or le	roll a On a	Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 3" suffers a mortal wound.				
FACTION KEYWORDS			<dyna< td=""><td></td><td></td><td></td><td>-</td><td>2.5.7</td><td>and the second second</td></dyna<>				-	2.5.7	and the second second
KEYWORDS	VEHI	CLE, F	LY, AN	NIHII	ATIO	N BAR	RGE	1/15/27	A T Start of the second strength

		I	000	DM	SDA	AY	AR	K		DAMAGE Some of this model's it suffers damage, as s			nge as			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A			
Doomsday Ark	*	6+	*	6	6	14	*	10	4+	8-14+	12"	3+	3			
A Doomsday Ark is a sir	ale model e	auippo	with a	doome	day cann	on and	two gain	e flover	arrave	4-7	8"	4+	D3			
				dooms			_			1-3	4"	5+	1			
WEAPON	RANGE	TYP			S	AP		ABILI					1.16			
Doomsday cannon	When a	ttackin	g with tł	nis weaj	pon, cho	ose one	of the p	rofiles be	low.				1			
- Low power	24"	Hea	avy D3		8	-2	D3	-					670			
- High power	72"	Hea	avy D3		10	-5	D6	powe Move	r if it rei ment pl	mained stationary in its	geting units with 10 or more					
Gauss flayer array	24"	Rap	oid Fire !	5	4	-1	1	-					1			
ABILITIES	Explod a D6 be a 6 it ex	Living Metal (pg 84) Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.								Quantum Shielding: Each time this model suffers damage from an unsaved wound, roll a D6. If the result is less than the damage inflicted by the attack, the damage is ignored (e.g. if this model suffers 4 damage, if you then roll a 3 or less the damage is ignored).						
FACTION KEYWORDS	NECR	ONS,	<dyna< td=""><td>ASTY></td><td>,</td><td></td><td>L. Sell</td><td>Sec. Co</td><td>In Set</td><td></td><td>C. S. A.</td><td></td><td>14</td></dyna<>	ASTY>	,		L. Sell	Sec. Co	In Set		C. S. A.		14			
KEYWORDS	VEHIC	CLE, F	LY, DC	OOMS	DAY A	RK	C. S.	1 and	10				7			

12 Lowes	T	RA	NS	CEN	NDI	ENI	ſĊ	TA	N				
NAME	М	WS	BS	S	T	W	A	Ld	Sv				
Transcendent C'tan	8"	2+	2+	7	7	8	4	10	4+				
A Transcendent C'tan is a	a single mod	lel arme	ed with o	cracklin	g tendril	.s.							
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES				
Crackling tendrils	Melee	Me	ee		User	-4	D6	-					
ABILITIES	Powers the C'ta each of	of the (n (pg 8 your Sh	C 'tan: T 5). It car looting j	his moc 1 use its phases.	a 4+ invi lel know Power o units wi	s one Po f the C'i	ower of tan in	Reality Unravels: If this model is ever reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 4+ its necrodermis tears a hole in reality and each unit within 3" suffers D3 mortal wounds.					
	model o in cover												
FACTION KEYWORDS	NECR	ONS,	C'TAN	SHAR	DS	1			and the second second				
KEYWORDS	СНАВ	ACTE	D MO	NCTE	DEIV	TDAN	ISCEN	DENT	Г C'TAN				

24 Powst		TI	ESS	ER	AC]	DAMAGE Some of this model's characteristics change as it suffers damage, as shown below:							
NAME	M WS BS S T W A Ld Sv REMAINING W M BS PO									POWERS OF THE C'TAN			
Tesseract Vault	*	6+	*	8	7	28	3	10	3+	15-28+	8"	3+	3
A Tesseract Vault is a single	e model eo	quipped	with fo	ur tesla :	spheres.	1.27	退金装	1127	8-14	6"	4+	2	
WEAPON	RANGE	TYP			S	AP	D	ABILI	TIES	1-7	4"	5+	1
Tesla sphere	24" Assault 5 7 0 1 Each hit roll of 6+ with this weapon causes 3 hits instead of 1.											es 3 hits instead	
ABILITIES	Living Metal (pg 84) Vengeance of the Enchained: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 4+ the Transcendent C'tan contained within takes their vengeance, and each unit within 2D6" Powers of the C'tan: This model knows three Powers of the C'tan (pg 85). It can use a number of Powers of the C'tan equal to the number in the damage table above in each of your Shooting phases. Vengeance of the Enchained: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 4+ the Transcendent C'tan contained within takes their vengeance, and each unit within 2D6"												from the an contained
FACTION KEYWORDS			01		DS, <[YNAS	TY>	12	26:57	Marthan	20	1	1. 2. A. W.
KEYWORDS	VEHI	CLE, T	ITANI	C, FLY	, TESS	ERACT	r vaui	Т					

21 Powrst				OB	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	GRAVITY PULS	
Obelisk	*	6+	*	8	8	24	3	10	3+	13-24+	8"	3+	18"	
An Obelisk is a single m	odel equipp	ed with	four tes	la sphere	s.	and and	1000	1949		7-12	6"	4+	12"	
WEAPON	RANGE	TYP		1	S	AP	D	ABILI	TIES	1-6	4"	5+	6"	
Tesla sphere	24"	24" Assault 5 7 0 1 Each hit roll of $6+$ with this weapon causes 3 hits ins of 1.										its instead		
ABILITIES	Hover up an O placing Moven battlefi	Obelisk i g it on th nent pha ield – set	inel: Du in the uj ie battle: ses the i it up ar	aring dep oper atm field. At Obelisk o nywhere y enemy	osphere the end can plur on the l	e instead of any o nmet to pattlefiel	of f your the	 Gravity Pulse: At the start of your Shooting phase, roll a dice for each enemy unit that can FLY and is within the distance specified on the damage table above. On a roll of 6, that unit suffers D3 mortal wounds. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds. 						
FACTION KEYWORDS	NECH	RONS,	<dyn.< td=""><td>ASTY></td><td>83.6</td><td>18410</td><td></td><td></td><td></td><td></td><td>1</td><td>13</td><td></td></dyn.<>	ASTY>	83.6	18410					1	13		
KEYWORDS	VEHI	CLE, T	TAN	IC, FLY	OBE	LISK	195		2214	San Press				






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 112-128), 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 others 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. 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.

	ARI	MYI	ROSTER	19 9 19 19 19 19 19 19 19 19 19 19 19 19		
PLAYER NAME:	Alex Smith		ARMY FACTION:	Ae	Idari	
ARMY NAME:	Warhost Starspear	Warhost Starspear			athra St	arspear
DETACHMENT NAME		TYPE			CPS	POINTS
Sons of Khaine		Bat	talion		3	684
Blades of Fate	te Pa		rol	0	559	
Blooded Serpent	5	Pat	rol		0	257
WARLORD TRAIT			Total Command Poi	ints:		6
FILL IN AT SET-UP:		Reinforcement Points:		0		
			TOTAL POIN	TS:	1	500
		Y	4		12/21/2	1111 1933

NAME:	Blades of Fat	e	TYPE: Par	trol	
UNIT UNIT TI Fars			BATTLEFIELD ROLE: HQ	NO. OF MODELS:	POINTS (MODELS): 106
WARGE Shurik	AR: en pistol (0), witch blade	e (7)			POINTS (WARGEAR):
8			2		7
			ΤΟΤΑ	AL POINTS (UNIT):	113
UNIT		a plantamenaa		and and and	La Milling
UNIT T	ntle: Adian Defenders		BATTLEFIELD ROLE: Troops	NO. OF MODELS: 10	POINTS (MODELS):
	huriken catapults (0), 1			•	POINTS (WARGEAR):
Heavy	Weapon Platform with a	bright lance (34	-20)		25
1			TOTA	AL POINTS (UNIT):	105
	CT C	St. Starley	1. 月二月日前日 1月1	Constant of Parks	Sin Carelina
				NO OF MODELS	DOD/TS (MODELO)
Wind	riders		BATTLEFIELD ROLE: Fast Attack		120
WARGE					POINTS (WARGEAR):
	in shuriken catapults (2 uriken cannons (24)	0), 2 x scatter li	asers (30),		
					74
1			TOTA	AL POINTS (UNIT):	194
UNIT	1 - ASI	1 Startinger 11			
UNIT UNIT TI Wrait	ITLE: thlord		BATTLEFIELD ROLE: Heavy Support	NO. OF MODELS:	POINTS (MODELS): 103
WARGE	AR: en catapult (0), flamer ((9) wraithbone f	· · · ·		POINTS (WARGEAR):
	i missile launcher (25)	(), maionoone ((),	44
			TOTA	L POINTS (UNIT):	147
and the	s (Detachment):	559	Command Point	ts:	0
Fotal Point	o (Detaennient).				~

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PLAYER NAME:	ARMY FAC WARLORD	
DETAGHMENT NAME	ТҮРЕ	CPS POINTS
WARLORD TRAIT	Total Cor	mmand Points:
FILL IN AT SET-UP:	Reinfor	cement Points:
	ТО	TAL POINTS:

WARGEAR: POINTS (UNIT): UNIT UNIT TITLE: BATTLEFIELD ROLE NO. OF MODELS: POINTS WARGEAR: POINTS (UNIT): UNIT				TYPE:	ME:
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UNIT	INTS ARGEAR):				WARGEAR:
		IT):	L POINTS (UNIT	TOTA	
		323			
	INTS (MOD)	ELS: I	NO. OF MODELS	BATTLEFIELD ROLE:	UNIT TITLE:
WARGEAR: POINTS (WARGE	INTS ARGEAR):		1		WARGEAR:
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otal Points (Detachment): Command Points:	1.0000000000000000000000000000000000000				al Points (Detachment).
otar Fontis (Detachment).				Command Point	

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CRAFTWORLDS 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 costs of all your models and the wargear they are equipped with to determine your army's total points value.

112

UNITS

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UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Autarch	1	65
Autarch Skyrunner	1	94
Autarch with Swooping Hawk Wings	1	85
Autarch with Warp Jump Generator	1	73
Crimson Hunter	1	143
Crimson Hunter Exarch	1	183
Dark Reapers	3-10	5
Dire Avengers	5-10	10
Falcon	1	174
Farseer	1	106
Farseer Skyrunner	1	154
Fire Dragons	5-10	7
Fire Prism	1	158
Guardian Defenders	10-20	8
- Heavy Weapon Platform	0-2	5
Hemlock Wraithfighter	1	211
Howling Banshees	5-10	12
Night Spinner	1	155
Rangers	5-10	20
Shining Spears	3-9	24
Spiritseer	1	66
Storm Guardians	8-24	7
Striking Scorpions	5-10	17
Swooping Hawks	5-10	10
Vaul's Wrath Support Battery	1-3	77
Vypers	1-3	64
War Walkers	1-3	61
Warlock	1	30
Warlock Conclave	2-10	30
Warlock Skyrunner	1	70
Warlock Skyrunner Conclave	2-10	70
Warp Spiders	5-10	14
Wave Serpent	1	107
Windriders	3-9	20
Wraithblades	5-10	29
Wraithguard	5-10	23
Wraithknight	1	402
Wraithlord	1	103

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Asurmen	1	175
Avatar of Khaine	1	250
Baharroth	1	120
Eldrad Ulthran	1	180
Fuegan	1	160
Illic Nightspear	1	88
Jain Zar	1	146
Karandras	1	168
Maugan Ra	1	159
Prince Yriel	1	104

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RANGED WEAPONS Weapon	POINTS PER WEAPON
Aeldari missile launcher	25
Avenger shuriken catapult	7
Bright lance	20
Chainsabres	16
D-cannon	50
D-scythe	22
Death spinner	8
Doomweaver	0
Dragon's breath flamer	17
Firepike	22
Flamer	9
Fusion gun	17
Fusion pistol	9
Hawk's talon	10
Heavy D-scythe	0
Heavy wraithcannon	50
Lasblaster	7
Laser lance	9
Melta bomb	0
Prism cannon	0
Pulse laser	0
Ranger long rifle	0
Reaper launcher	31
Scatter laser	15
Scorpion's claw	20
Shadow weaver	21
Shuriken cannon	12
Shuriken catapult	0
Shuriken pistol	0
Singing spear	14
Spinneret rifle	12
Star lance	12
Starcannon	30
Sunburst grenade	0
Suncannon	118
Sunrifle	11
Tempest launcher	38
Triskele	9
Twin Aeldari missile launcher	50
Twin bright lance	40
Twin scatter laser	30
Twin shuriken cannon	24
Twin shuriken catapult	10
Twin starcannon	60
Vibro cannon	20
Wraithcannon	17

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Aeldari blade	0
Biting blade	12
Chainsword	1
Diresword	4
Executioner	16
Ghostaxe	15
Ghostglaive	10
Ghostswords	6
Mirrorswords	5
Paragon blade	12
Power sword	4
Power glaive	4
Powerblades	4
Scorpion chainsword	2
Titanic feet	0
Titanic ghostglaive	65
Titanic wraithbone fists	0
Witchblade	7
Witch staff	0
Wraithbone fists	0
Wraithguard fists	0

OTHER WARGEAR	
WARGEAR	POINTS PER ITEM
Banshee mask	0
Crystal targeting matrix	5
Forceshield	8
Mandiblasters	0
Scattershield	20
Shimmershield	20
Spirit stones	10
Star engines	10
Vectored engines	10



CRAFTWORLDS WARGEAR

RANGED WEAPONS						
WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES
Aeldari missile launcher		attacking with this w				
- Sunburst missile	48"	Heavy D6	4	-1	1	-
- Starshot missile	48"	Heavy 1	8	-2	D6	
Avenger shuriken catapult	18"	Assault 2	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.
Bright lance	36"	Heavy 1	8	-4	D6	-
Chainsabres (shooting)	12"	Pistol 2	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.
Death spinner	12"	Assault 2	6	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4 instead of 0.
Doomweaver	48"	Heavy 2D6	7	0	2	Wound rolls of 6+ for this weapon are resolved with AP -4 instead of AP 0. This weapon can target units that are not visible to the bearer.
Dragon's breath flamer	8"	Assault D6	5	-1	1	This weapon automatically hits its target.
D-cannon	24"	Heavy D3	10	-4	D6	-
D-scythe	8"	Assault D3	10	-4	1	When a unit fires its D-scythes, roll once for the number of attacks and use this for all D-scythes fired by the unit in this phase. This weapon automatically hits its target.
The Eye of Wrath	3"	Pistol D6	6	-2	1	This weapon can only be fired once per battle.
Firepike	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.
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Fusion gun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Fusion pistol	6"	Pistol 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.
Hawk's talon	24"	Assault 4	5	0	1	-
Heavy D-scythe	16"	Assault D3	10	-4	2	This weapon automatically hits its target.
Heavy wraithcannon	36"	Assault 2	10	-4	D6	-
Lasblaster	24"	Rapid Fire 2	3	0	1	-
Laser lance (shooting)	6"	Assault 1	6	-4	2	
The Maugetar (shooting)		attacking with this want that hit is resolved				ne profiles below. Each time you make a wound roll of 6+ for this d of -1.
- Shrieker	36"	Assault 1	6	-1	1	If an INFANTRY model is slain by an attack made with this
- Shuriken	36"	Assault 4	6	-1	1	weapon, its unit suffers D3 mortal wounds.
Melta bomb	50 6	Grenade 1	8	-1	D6	- You can re-roll failed wound rolls for this weapon when targeting a VEHICLE .
Prism cannon	When	attacking with this w	eapon, cl	100se c	one of th	
- Dispersed	60"	Heavy D6	6	-3	1	-
- Focused	60"	Heavy D3	9	-4	D3	-
- Lance	60"	Heavy 1	12	-5	D6	-
Pulse laser	48"	Heavy 2	8	-3	3	-
Ranger long rifle	36"	Heavy 1	4	0	1	This weapon may target a CHARACTER even if it is not the closest enemy unit. Each time you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to any other damage.
Reaper launcher	When a	attacking with this w	eapon, cl	noose c	one of th	ne profiles below.
- Starshot missile	48"	Heavy 1	8	-2	3	-
- Starswarm missile	48"	Heavy 2	5	-2	2	-
Scatter laser	36"	Heavy 4	6	0	1	-

114

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RANGED WEAPONS						
WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES
Scorpion's claw (shooting)	12"	Assault 2	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.
Shadow weaver	48"	Heavy D6	6	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4 instead of 0. This weapon can target units that are not visible to the bearer.
Shuriken cannon	24"	Assault 3	6	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.
Shuriken catapult	12"	Assault 2	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.
Shuriken pistol	12"	Pistol 1	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.
Silent Death	12"	Assault 4	User	-3	1	-
Singing spear (shooting)	12"	Assault 1	9	0	D3	This weapon always wounds on a roll of 2+.
Spinneret rifle	18"	Rapid Fire 1	6	-4	1	-
Star lance (shooting)	6"	Assault 1	8	-4	2	-
Starcannon	36"	Heavy 2	6	-3	3	-
Sunburst grenade	6"	Grenade D6	4	-1	1	-
Suncannon	48"	Heavy 2D6	6	-3	D3	-
Sunrifle	24"	Assault 4	3	-2	1	If a unit suffers any unsaved wounds from this weapon, your opponent must subtract 1 from their hit rolls until the end of the turn.
Tempest launcher	36"	Heavy 2D6	4	-2	1	This weapon can target units that are not visible to the bearer.
Triskele (shooting)	12"	Assault 3	3	-2	1	-
Twin Aeldari missile launcher	When	attacking with thi	s weapon, ch	noose c	one of th	ne profiles below.
- Sunburst missile	48"	Heavy 2D6	4	-1	1	-
- Starshot missile	48"	Heavy 2	8	-2	D6	-
Twin bright lance	36"	Heavy 2	8	-4	D6	-
Twin scatter laser	36"	Heavy 8	6	0	1	-
Twin shuriken cannon	24"	Assault 6	6	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.
Twin shuriken catapult	12"	Assault 4	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.
Twin starcannon	36"	Heavy 4	6	-3	3	-
Vibro cannon	48"	Heavy 1	7	-1	D3	For each vibro cannon that has already been fired at the same target in this phase, improve the AP of this weapon by 1 (to a maximum of -3) and add 1 to the wound rolls for this weapon (to a maximum of $+2$). For example, if a firing model is the third to target the same unit with a vibro cannon, its AP is -3 and you add 2 to its wound rolls.
Voidbringer	48"	Heavy 1	4	-3	D3	This weapon can target an enemy CHARACTER even if they are not the closest enemy unit. This weapon wounds on a 2+, unless it is targeting a VEHICLE . Each time you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to any other damage.
The Wailing Doom (shooting)	12"	Assault 1	8	-4	D6	Roll two dice when inflicting damage with this weapon and discard the lowest result.
Wraithcannon	12"	Assault 1	10	-4	D6	-

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MELEE WEAPONS						
WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES
Aeldari blade	Melee	Melee	User	0	1	You can re-roll failed hit rolls for this weapon.
Biting blade	Melee	Melee	+2	-1	2	-
Blade of Destruction	Melee	Melee	User	-3	D3	You can re-roll failed wound rolls for this weapon.
Chainsabres (melee)	Melee	Melee	+1	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Diresword	Melee	Melee	User	-2	1	Each time you make a wound roll of 6+ for this weapon, the target suffers a mortal wound in addition to any other damage
Executioner	Melee	Melee	+2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Fire Axe	Melee	Melee	User	-4	D3	-
Ghostaxe	Melee	Melee	+2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Ghostglaive	Melee	Melee	+2	-4	D6	-
Ghostswords	Melee	Melee	+1	-2	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Laser lance (melee)	Melee	Melee	User	-4	2	If the bearer charged this turn, attacks with this weapon are made at Strength 6.
The Maugetar (scythe blade)	Melee	Melee	+2	-2	D3	-
Mirrorswords	Melee	Melee	User	-2	1	You can re-roll failed hit rolls in the Fight phase for this weapon.
Paragon blade	Melee	Melee	User	-4	1	You can re-roll failed hit and wound rolls for this weapon.
Power glaive	Melee	Melee	+1	-2	1	-
Power sword	Melee	Melee	User	-3	1	-
Powerblades	Melee	Melee	User	-2	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Scorpion chainsword	Melee	Melee	+1	0	1	-
Scorpion's claw (melee)	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
The Shining Blade	Melee	Melee	User	-2	D3	If a unit suffers any unsaved wounds from this weapon, your opponent must subtract 1 from that unit's hit rolls until the end of the turn.
Singing spear (melee)	Melee	Melee	User	0	D3	This weapon always wounds on a roll of 2+.
The Spear of Twilight	Melee	Melee	User	-2	D3	This weapon always wounds on a roll of 2+.
Staff of Ulthamar	Melee	Melee	+2	-2	D3	-
Star lance (melee)	Melee	Melee	User	-4	2	If the bearer charged this turn, attacks with this weapon are made at Strength 8.
The Sword of Asur	Melee	Melee	+1	-3	D3	Each time you make a wound roll of 6+ for this weapon, the target suffers D3 mortal wounds in addition to any other damage.
Titanic feet	Melee	Melee	User	-2	D3	When you make an attack with this weapon, roll 3 dice instead of 1.
Titanic ghostglaive	Melee	Melee	x2	-4	6	-
Titanic wraithbone fists	Melee	Melee	User	-3	D6	-
Triskele (melee)	Melee	Melee	User	-2	1	-
The Wailing Doom (melee)	Melee	Melee	+2	-4	D6	Roll two dice when inflicting damage with this weapon and discard the lowest result.
Witch staff	Melee	Melee	User	0	2	This weapon always wounds on a roll of 2+.
Witchblade	Melee	Melee	User	0	D3	This weapon always wounds on a roll of 2+.
Wraithbone fists	Melee	Melee	User	-3	3	
Wraithguard fists	Melee	Melee	User	-1	D3	-

OTHER WARGEAR	
VEHICLE EQUIPMENT	EFFECT
Crystal targeting matrix	A model with a crystal targeting matrix does not suffer the penalty for firing a Heavy weapon after moving when targeting the closest enemy unit.
Spirit stones	Roll a D6 each time a model with spirit stones suffers an unsaved wound or mortal wound: on a 6 the wound is ignored.
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.

DRUKHARI 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 costs of all your models and the wargear they are equipped with to determine your army's total points value.

UNITS

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UNITS	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Archon	1	54
Beastmaster	1	56
Clawed Fiends	1-6	32
Cronos	1-3	102
Grotesques	3-10	31
Haemonculus	1	75
Hekatrix Bloodbrides	5-20	13
Hellions	5-20	17
Incubi	5-10	18
Kabalite Trueborn	5-20	11
Kabalite Warriors	5-20	7
Khymerae	2-12	10
Lhamaean	1	32
Mandrakes	5-10	19
Medusae	1	28
Raider	1	95
Ravager	1	95
Razorwing Jetfighter	1	115
Razorwing Flocks	1-12	7
Reavers	3-12	30
Scourges	5-10	14
Sslyth	1	44
Succubus	1	72
Talos	1-3	88
Ur-Ghul	1	30
Venom	1	65
Voidraven	1	169
Wracks	5-10	10
Wyches	5-20	9

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Baleblast	0
Blast pistol	10
Blaster	15
Dark lance	20
Dark scythe	0
Darklight grenade	0
Disintegrator cannon	30
Eyeburst	0
Haywire blaster	12
Heat lance	25
Hexrifle	11
Liquifier gun	13
Ossefactor	13
Phantasm grenade launcher	3
Razorwing missiles	0
Shardcarbine	0
Shredder	8
Spirit syphon	0
Spirit vortex	13
Splinter cannon	15
Splinter pistol	0
Splinter pods	0
Splinter rifle	0
Stinger pistol	7
Stinger pod	26
Twin liquifier gun	26
Twin splinter rifle	0
Void lance	0
Voidraven missiles	25

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Drazhar	1	140
Lelith Hesperax	1	125
Urien Rakarth	1	112

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Agoniser	4
Archite glaive	0
Beastmaster's scourge	4
Bladevanes	0
Bludgeoning fists	0
Chain-flails	3
Claws and talons	0
Demiklaives	8
Electrocorrosive whip	8
Flesh gauntlet	6
Glimmersteel blade	0
Haemonculus tools	1
Hekatarii blade	0
Hellglaive	0
Huskblade	10
Hydra gauntlets	4
Ichor injector	5
Impaler	5
Klaive	0
Macro-scalpel	4
Mindphase gauntlet	4
Monstrous cleaver	3
Power lance	4
Power sword	4
Razorflails	4
Scissorhand	8
Shaimeshi blade	0
Shardnet and impaler	5
Shock prow	1
Spirit-leech tentacles	0
Sslyth battle-blade	0
Stunclaw	7
Venom blade	5

OTHER WARGEAR	
WARGEAR	POINTS PER ITEM
Cluster caltrops	5
Grav-talon	5
and the second	

DRUKHARI WARGEAR

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RANGED WEAPONS						
WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES
Baleblast	18"	Assault 2	4	-1	1	Each time you roll a wound roll of 6+ for this weapon, the target suffers a mortal wound in addition to any other damage.
Blast pistol	6"	Pistol 1	8	-4	D3	-
Blaster	18"	Assault 1	8	-4	D3	
Casket of Flensing	12"	Assault 2D6	3	-2	1	This weapon can only be fired once per battle.
Dark lance	36"	Heavy 1	8	-4	D6	Change the weapon's Type from Heavy to Assault if it is equipped on a VEHICLE .
Dark scythe	24"	Assault D3	8	-4	D3	-
Darklight grenade	6" 26"	Grenade D6	4	-1	1	-
Disintegrator cannon	36" 9"	Assault 3 Assault 4	5 4	-3 -2	2 1	-
Eyeburst Haywire blaster	24"	Assault 1	4	-1	1	If the target is a VEHICLE and you roll a wound roll of 4+ for this weapon, the target suffers a mortal wound in addition to any other damage. If the wound roll is 6+, inflict D3 mortal wounds instead of 1.
Heat lance	18"	Assault 1	6	-5	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Hexrifle	36"	Heavy 1	4	-1	1	This weapon may target a CHARACTER even if it is not the closest enemy unit. Each time you roll a wound roll of 6+ for this weapon, the target suffers a mortal wound in addition to any other damage.
Liquifier gun	8"	Assault D6	3	-D3	1	Each time this weapon is fired, roll a D3 to determine its AP for those attacks. For example, if you rolled a 1, this weapon would have an AP of -1. This weapon automatically hits its target.
Ossefactor	24"	Assault 1	*	-3	1	This weapon wounds on a 2+, unless it is targeting a VEHICLE , in which case it wounds on a 6+. If a model is slain by this weapon, the model's unit immediately suffers a mortal wound on a D6 roll of 4+.
Phantasm grenade launcher	18"	Assault D3	1	0	1	If a unit is hit by one or more phantasm grenade launchers, subtract one from its Leadership until the end of the turn.
Razorwing missiles	When a	attacking with this we	apon, ch	loose on	e of the	e profiles below.
- Monoscythe missile	48"	Assault D6	6	0	2	-
- Necrotoxin missile	48"	Assault 6	*	0	1	When you use this profile, this weapon wounds on a 2+, unless it is targeting a VEHICLE , in which case it wounds on a 6+.
- Shatterfield missile	48"	Assault D6	7	-1	1	When you use this profile, you can re-roll failed wound rolls for this weapon.
Shardcarbine	18"	Assault 3	*	0	1	This weapon wounds on a 4+, unless it is targeting a VEHICLE , in which case it wounds on a 6+.
Shredder	12"	Assault D3	6	0	1	When attacking a unit of INFANTRY , you can re-roll failed wound rolls for this weapon.
Spirit syphon	8"	Assault D6	3	-2	1	This weapon automatically hits its target. Any attacks with a wound roll of 6+ for this weapon have a Damage characteristic of D3 instead of 1.
Spirit vortex	18"	Assault D6	3	-2	1	Any attacks with a wound roll of 6+ for this weapon have a Damage characteristic of D3 instead of 1.
Splinter cannon	36"	Rapid Fire 3	*	0	1	This weapon wounds on a 4+, unless it is targeting a VEHICLE , in which case it wounds on a 6+.
Splinter pistol	12"	Pistol 1	*	0	1	This weapon wounds on a 4+, unless it is targeting a VEHICLE , in which case it wounds on a 6+.
Splinter pods	18"	Assault 2	*	0	1	This weapon wounds on a 4+, unless it is targeting a VEHICLE , in which case it wounds on a 6+.
Splinter rifle	24"	Rapid Fire 1	*	0	1	This weapon wounds on a 4+, unless it is targeting a VEHICLE , in which case it wounds on a 6+.
Stinger pistol	12"	Pistol 1	*	0	1	This weapon wounds on a 4+, unless it is targeting a VEHICLE , in which case it wounds on a 6+,
Stinger pod	24"	Assault 2D6	5	0	1	-

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RANGED WEAPONS						
WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES
Twin liquifier gun	8"	Assault 2D6	3	-D3	1	Each time this weapon is fired, roll a D3 to determine its AP for those attacks. For example, if you rolled a 1, this weapon would have an AP of -1. This weapon automatically hits its target.
Twin splinter rifle	24"	Rapid Fire 2	*	0	1	This weapon wounds on a 4+, unless it is targeting a VEHICLE , in which case it wounds on a 6+.
Void lance	36"	Assault 1	9	-4	D6	-
Voidraven missiles	When a	attacking with this	weapon, cl	noose or	ne of the	e profiles below.
- Implosion missile	48"	Assault D3	6	-3	1	-
- Shatterfield missile	48"	Assault D6	7	-1	1	You can re-roll failed wound rolls for this weapon.

MELEE WEAPONS						
WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES
Agoniser	Melee	Melee	*	-2	1	This weapon wounds on a 4+, unless it is targeting a VEHICLE , in which case it wounds on a 6+.
Archite glaive	Melee	Melee	+2	-3	1	When attacking with this weapon, you must subtract 1 from the hit roll.
Beastmaster's scourge	Melee	Melee	+1	0	1	-
Bladevanes	Melee	Melee	4	-1	1	-
Bludgeoning fists	Melee	Melee	User	-1	2	-
Chain-flails	Melee	Melee	User	0	1	You can re-roll failed wound rolls for this weapon.
Claws and talons	Melee	Melee	User	0	1	-
Demiklaives	Each ti	me this model fights,	choose of	ne of the	e profil	les below.
- Single blade	Melee	Melee	+1	-3	1	-
- Dual blades	Melee	Melee	User	-2	1	A model attacking with dual blades can make 2 additional attacks with them each time it fights.
Electrocorrosive whip	Melee	Melee	*	-2	2	This weapon wounds on a 4+, unless it is targeting a VEHICLE , in which case it wounds on a 6+.
Flesh gauntlet	Melee	Melee	*	0	1	This weapon wounds on a 4+, unless it is targeting a VEHICLE , in which case it wounds on a 6+. Each time you roll a wound roll of 6+ for this weapon, other than against VEHICLES , the target suffers a mortal wound in addition to any other damage.
Glimmersteel blade	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Haemonculus tools	Melee	Melee	*	0	1	This weapon wounds on a 4+, unless it is targeting a VEHICLE , in which case it wounds on a 6+.
Hekatarii blade	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Hellglaive	Melee	Melee	+1	0	2	-
Huskblade	Melee	Melee	User	-2	D3	-
Hydra gauntlets	Melee	Melee	User	-1	1	Each time the bearer fights, it can make 1 additional attack with this weapon. You can re-roll failed wound rolls for this weapon.
Ichor injector	Melee	Melee	User	0	1	The bearer can make a maximum of one attack with the ichor injector each turn (any remaining attacks must be made with a different melee weapon). You can re-roll wound rolls for this weapon. Each time you roll a wound roll of 6+ for this weapon, the target suffers D3 mortal wounds in addition to any other damage.
Impaler	Melee	Melee	User	-1	2	-
Klaive	Melee	Melee	+1	-3	1	-
Macro-scalpel	Melee	Melee	User	-1	2	A model armed with a macro-scalpel can make one additional close combat attack with it each time it fights. A model armed with two macro-scalpels can make two additional close combat attacks with them each time it fights.
Mane of barbs and hooks	Melee	Melee	User	0	1	Each time the bearer fights, it can make 2 additional attacks with this weapon.
Mindphase gauntlet	Melee	Melee	User	0	2	-

MELEE WEAPONS	197 6 1943			1.1.2	E. M. LANS	
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Monstrous cleaver	Melee	Melee	User	-1	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Penetrating blade	Melee	Melee	User	-4	1	A model armed with two penetrating blades can make 1 additional attack with them each time it fights.
Power lance	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-
Razorflails	Melee	Melee	User	-1	1	Each time the bearer fights, it can make 1 additional attack with this weapon. You can re-roll failed hit rolls for this weapon.
Scissorhand	Melee	Melee	*	-1	1	This weapon wounds on a 4+, unless it is targeting a VEHICLE , in which case it wounds on a 6+. Each time the bearer fights, it can make 1 additional attack with this weapon.
Shaimeshi blade	Melee	Melee	*	0	1	This weapon wounds on a 2+, unless it is targeting a VEHICLE , in which case it wounds on a 6+. Each time you roll a wound roll of 6+ for this weapon, other than against a VEHICLE , the target suffers a mortal wound in addition to any other damage.
Shardnet and impaler	Melee	Melee	User	-1	2	-
Shock prow	Melee	Melee	User	-1	1	You can make a maximum of one close combat attack with a shock prow each turn (any remaining attacks must be made with a different melee weapon). If the bearer charged this turn, successful attacks with this weapon have a Damage characteristic of D3 instead of 1.
Spirit-leech tentacles	Melee	Melee	User	-1	1	Any attacks with a wound roll of 6+ for this weapon have a Damage characteristic of D3 instead of 1.
Sslyth battle-blade	Melee	Melee	User	-1	1	-
Stunclaw	Melee	Melee	+1	0	1	Each time you roll a wound roll of 6+ for this weapon, the target suffers a mortal wound in addition to any other damage.
Venom blade	Melee	Melee	*	0	1	This weapon wounds on a 2+, unless it is targeting a VEHICLE , in which case it wounds on a 6+.

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HARLEQUINS 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 costs of all your models and the wargear they are equipped with to determine your army's total points value.

123

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Death Jester	1	75
Shadowseer	1	134
Skyweavers	2-6	35
Solitaire	1	94
Starweaver	1	79
Troupe	5-12	15
Troupe Master	1	59
Voidweavers	1-3	68

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Fusion pistol	9
Hallucinogen grenade launcher	0
Haywire cannon	14
Neuro disruptor	10
Prismatic cannon	20
Prismatic grenades	0
Shrieker cannon	0
Shuriken cannon	10
Shuriken pistol	0
Star bolas	0

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Harlequin's blade	1
Harlequin's caress	9
Harlequin's embrace	6
Harlequin's kiss	14
Miststave	0
Power sword	4
Zephyrglaive	11

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HARLEQUINS WARGEAR

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fusion pistol	6"	Pistol 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.
Hallucinogen grenade launcher	18"	Assault 1	*	*	*	Roll 2D6 if a unit is hit by this weapon – if the roll is equal to or greater than the target unit's Leadership, then it suffers D3 mortal wounds.
Haywire cannon	24"	Heavy D3	4	-1	1	If the target is a VEHICLE and you roll a wound roll of 4+ for this weapon, the target suffers 1 mortal wound in addition to any other damage. If the wound roll is 6+, the target suffers D3 mortal wounds instead of 1.
Neuro disruptor	12"	Pistol 1	3	-3	D3	This weapon has a Damage of 1 against VEHICLE targets.
Prismatic cannon	When a	attacking with this wea	apon, ch	oose or	ne of the	e profiles below.
- Dispersed	24"	Heavy D6	4	-2	1	-
- Focused	24"	Heavy D3	6	-3	D3	-
- Lance	24"	Heavy 1	8	-4	D6	-
Prismatic grenade	6"	Grenade D6	4	-1	1	-
Shrieker cannon		attacking with this wea n, that hit is resolved w				e profiles below. Each time you make a wound roll of 6+ for this l of 0.
- Shrieker	24"	Assault 1	6	0	1	If an INFANTRY model is slain by an attack made with this weapon, then its unit suffers D3 mortal wounds.
- Shuriken	24"	Assault 3	6	0	1	-
Shuriken cannon	24"	Assault 3	6	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.
Shuriken pistol	12"	Pistol 1	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.
Star bolas	12"	Grenade D3	6	-3	1	-

MELEE WEAPONS							
WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES	
Harlequin's blade	Melee	Melee	User	0	1	-	
Harlequin's caress	Melee	Melee	5	-2	1	-	
Harlequin's embrace	Melee	Melee	4	-3	1	-	
Harlequin's kiss	Melee	Melee	4	-1	D3	-	
Miststave	Melee	Melee	+2	-1	D3	-	
Power sword	Melee	Melee	User	-3	1	-	
Zephyrglaive	Melee	Melee	+1	-2	2	-	

YNNARI 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 costs of all your models and the wargear they are equipped with to determine your army's total points value.

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
The Visarch	1	141
The Yncarne	1	337
Yvraine	1	132

YNNARI WARGEAR

MELEE WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Asu-var, the Sword of Silent Screams	Melee	Melee	+2	-3	D3	Enemy units that suffer any unsaved wounds from this weapon subtract 1 from their Leadership until the end of the turn.
Kha-vir, the Sword of Sorrows	Melee	Melee	+1	-2	D3	-
Vilith-zhar, the Sword of Souls	Melee	Melee	User	-4	D6	You can re-roll failed wound rolls for this weapon.



NECRONS 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 costs of all your models and the wargear they are equipped with to determine your army's total points value.

126

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)	
Annihilation Barge	1	133	
Canoptek Scarabs	3-9	13	
Canoptek Spyders	1-3	76	
Canoptek Wraiths	3-6	38	
Catacomb Command Barge	1	138	
Cryptek	1	86	
Deathmarks	5-10	20	
Destroyer Lord	1	124	
Destroyers	1-6	43	
Doom Scythe	1	220	
Doomsday Ark	1	203	
Flayed Ones	5-20	21	
Ghost Ark	1	170	
Heavy Destroyers	1-3	43	
Immortals	5-10	8	
Lord	1	73	
Lychguard	5-10	19	
Monolith	1	381	
Night Scythe	1	174	
Obelisk	1	426	
Overlord	1	101	
Tesseract Vault	1	496	
Tomb Blades	3-9	24	
Transcendent C'tan	1	232	
Triarch Praetorians	5-10	25	
Triarch Stalker	1	117	
Warriors	10-20	12	

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Anrakyr the Traveller	1	167
C'tan Shard of the Deceiver	1	225
C'tan Shard of the Nightbringer	1	230
Illuminor Szeras	1	143
Imotekh the Stormlord	1	228
Nemesor Zahndrekh	1	180
Orikan the Diviner	1	143
Trazyn the Infinite	1	139
Vargard Obyron	1	151

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Death ray	0
Doomsday cannon	0
Gauss blaster	9
Gauss cannon	20
Gauss flayer	0
Gauss flayer array	0
Gauss flux arc	0
Heat ray	54
Heavy gauss cannon	32
Particle beamer	10
Particle caster	4
Particle shredder	41
Particle whip	0
Rod of covenant	10
Staff of light	18
Synaptic disintegrator	0
Tesla cannon	13
Tesla carbine	9
Tesla destructor	0
Tesla sphere	0
Transdimensional beamer	14
Twin heavy gauss cannon	64
Twin tesla destructor	0

MELEE WEAPONS WEAPON **POINTS PER WEAPON** Automaton claws 0 Crackling tendrils 0 Feeder mandibles 0 Flayer claws 0 Hyperphase sword 3 0 Massive forelimbs Vicious claws 0 6 Voidblade Warscythe 11 9 Whip coils

OTHER WARGEAR	
WARGEAR	POINTS PER ITEM
Dispersion shield	15
Fabricator claw array	8
Gloom prism	5
Nebuloscope	3
Phylactery	15
Resurrection orb	35
Shadowloom	5
Shieldvanes	6

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NECRONS WARGEAR

RANGED WEAPONS						
WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES
Death ray	24"	Heavy D3	10	-4	D6	-
Doomsday cannon	When	attacking with this wea	apon, ch	oose or	ne of the	e profiles below.
- Low power	24"	Heavy D3	8	-2	D3	-
- High power	72"	Heavy D3	10	-5	D6	A model can only fire the doomsday cannon at high power if it remained stationary in its preceding Movement phase. When targeting units with 10 or more models, change this weapon's Type to Heavy D6.
Eldritch Lance (shooting)	36"	Assault 1	8	-4	D6	-
Gauntlet of fire	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Gauss blaster	24"	Rapid Fire 1	5	-2	1	-
Gauss cannon	24"	Heavy 2	5	-3	D3	-
Gauss flayer	24"	Rapid Fire 1	4	-1	1	-
Gauss flayer array	24"	Rapid Fire 5	4	-1	1	-
Gauss flux arc	24"	Heavy 3	5	-2	1	-
Gaze of death	12"	Assault D6	*	-4	D3	This weapon wounds on a 2+, unless it is targeting a VEHICLE , in which case it wounds on a 6+.
Heat ray	When	attacking with this wea	apon, ch	oose or	ne of the	e profiles below.
- Dispersed	8"	Heavy D6	5	-1	1	When you use this profile, this weapon automatically hits its target.
- Focused	24"	Heavy 2	8	-4	D6	When you use this profile, if the target is within half range, roll two dice when inflicting damage with it and discard the lowest result.
Heavy gauss cannon	36"	Heavy 1	9	-4	D6	-
Particle beamer	24"	Assault 3	6	0	1	-
Particle caster	12"	Pistol 1	6	0	1	-
Particle shredder	24"	Heavy 6	7	-1	D3	-
Particle whip	24"	Heavy 6	8	-2	D3	-
Rod of covenant (shooting)	12"	Assault 1	5	-3	1	-
Staff of light (shooting)	12"	Assault 3	5	-2	1	-
Staff of the Destroyer (shooting)	18"	Assault 3	6	-3	2	-
Synaptic disintegrator	24"	Rapid Fire 1	4	0	1	This weapon may target a CHARACTER even if it is not the closest enemy unit. Each time you roll a wound roll of 6+ for this weapon, the target suffers a mortal wound in addition to any other damage.
Tachyon arrow	120"	Assault 1	10	-5	D6	This weapon can only be used once per battle.
Tesla cannon	24"	Assault 3	6	0	1	Each hit roll of 6+ with this weapon causes 3 hits instead of 1.
Tesla carbine	24"	Assault 2	5	0	1	Each hit roll of 6+ with this weapon causes 3 hits instead of 1.
Tesla destructor	24"	Assault 4	7	0	1	Each hit roll of 6+ with this weapon causes 3 hits instead of 1.
Tesla sphere	24"	Assault 5	7	0	1	Each hit roll of 6+ with this weapon causes 3 hits instead of 1.
Transdimensional beamer	12"	Heavy D3	4	-3	1	Each time you roll a wound roll of 6+ for this weapon, the target suffers a mortal wound in addition to any other damage.
Twin heavy gauss cannon	36"	Heavy 2	9	-4	D6	-
Twin tesla destructor	24"	Assault 8	7	0	1	Each hit roll of 6+ with this weapon causes 3 hits instead of 1.

MELEE WEAPONS	10.000		4	17.28	Merer.	
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Automaton claws	Melee	Melee	User	-2	D3	-
Crackling tendrils	Melee	Melee	User	-4	D6	-
Eldritch Lance (melee)	Melee	Melee	User	-2	1	-
Empathic Obliterator	Melee	Melee	+2	-1	D3	If a CHARACTER is slain by an attack from this weapon, each unit within 6" (friend or foe) that is from the same Faction as the slain character suffers D3 mortal wounds.
Feeder mandibles	Melee	Melee	User	0	1	If the target's Toughness is higher than this attack's Strength, this weapon always wounds the target on a wound roll of 5+.
Flayer claws	Melee	Melee	User	0	1	You can re-roll failed wound rolls for this weapon.
Hyperphase sword	Melee	Melee	User	-3	1	-
Massive forelimbs	Melee	Melee	User	-1	D3	-
Rod of covenant (melee)	Melee	Melee	User	-3	1	-
Scythe of the Nightbringer	Melee	Melee	*	-4	D6	This weapon wounds on a 2+, unless it is targeting a VEHICLE , in which case it has a Strength characteristic of 7.
Staff of light (melee)	Melee	Melee	User	-2	1	-
Staff of the Destroyer (melee)	Melee	Melee	User	-3	2	-
Staff of Tomorrow	Melee	Melee	User	-3	D3	You can re-roll failed hit rolls for this weapon.
Star-god fists	Melee	Melee	User	-4	3	-
Vicious claws	Melee	Melee	User	-1	1	-
Voidblade	Melee	Melee	User	-3	1	1
Warscythe	Melee	Melee	+2	-4	2	-
Whip coils	Melee	Melee	User	0	1	If the bearer is slain in the Fight phase before it has made its attacks, leave the model where it is. When its unit is chosen to fight in that phase, it can do so as normal. Once it has done so, remove the model from the battlefield.

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OTHER WARGEAR	
WARGEAR	ABILITIES
Phylactery	A model with a phylactery regains D3 lost wounds at the beginning of your turn, rather than 1, from their Living Metal ability.
Resurrection orb	If a model has a resurrection orb, once per battle, immediately after you have made your Reanimation Protocols rolls, you can make Reanimation Protocol rolls for models from a friendly <dynasty> INFANTRY</dynasty> unit within 3" of the model.

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