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

ERRATA
Page 17 – Malanthrope, Power Rating
Change this model’s Power Rating to read ‘5’.

Page 17 – Malanthrope, Shrouding Spores
Change the first sentence of this ability to read:
‘Your opponent must subtract 1 from hit rolls for ranged weapons that target <Hive Fleet> units within 3” of any friendly <Hive Fleet> Malanthropes.’

Page 17 – Malanthrope, Keywords
Add ‘Fly’.

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

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

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

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

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

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

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

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

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

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

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

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

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

Pages 31 and 87 – Warboss
Change the ability to read:
‘When the Warboss makes a charge move into a sector, you may re-roll hit rolls as you will.’

Pages 32 and 88 – Killa-kan’
Change the ability to read:
‘Each time the Killa-kan’ finishes a charge move or makes a charge move into a sector, re-roll hit rolls as you will.’

Pages 33 and 89 – Killaboss
Change the ability to read:
‘Each time the Killaboss finishes a charge move or makes a charge move into a sector, re-roll hit rolls as you will.’

Pages 34 and 90 – Savagemon
Change the ability to read:
‘Each time the Savagemon finishes a charge move or makes a charge move into a sector, re-roll hit rolls as you will.’

Pages 35 and 91 – Piotr the Red
Change the ability to read:
‘Each time Piotr the Red finishes a charge move or makes a charge move into a sector, re-roll hit rolls as you will.’

Pages 36 and 92 – Bloodworm
Change the ability to read:
‘Each time the Bloodworm finishes a charge move or makes a charge move into a sector, re-roll hit rolls as you will.’

Pages 37 and 93 – Warboss
Change the ability to read:
‘Each time the Warboss finishes a charge move or makes a charge move into a sector, re-roll hit rolls as you will.’

Pages 38 and 94 – Killa-kan’
Change the ability to read:
‘Each time the Killa-kan’ finishes a charge move or makes a charge move into a sector, re-roll hit rolls as you will.’

Pages 39 and 95 – Killaboss
Change the ability to read:
‘Each time the Killaboss finishes a charge move or makes a charge move into a sector, re-roll hit rolls as you will.’

Pages 40 and 96 – Savagemon
Change the ability to read:
‘Each time the Savagemon finishes a charge move or makes a charge move into a sector, re-roll hit rolls as you will.’

Pages 41 and 97 – Piotr the Red
Change the ability to read:
‘Each time Piotr the Red finishes a charge move or makes a charge move into a sector, re-roll hit rolls as you will.’

Pages 42 and 98 – Bloodworm
Change the ability to read:
‘Each time the Bloodworm finishes a charge move or makes a charge move into a sector, re-roll hit rolls as you will.’
Page 32 – ‘Chinork’ Warkopta, Abilities
Add the following datasheet to the datasheet:
Open-topped: Models embarked on this model can attack in their Shooting phase. Measure the range and line of sight from any point on this model’s base. When they do so, any restrictions or modifiers that apply to this model also apply to its passengers; for example, the passengers cannot shoot if this model has Fallen Back in the same turn, cannot shoot (except with Pistols) if this model is within 1” of an enemy unit, and so on. Note that passengers cannot shoot if this model Falls Back, even though the ‘Chinork’ Warkopta itself can.

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

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

Page 41 – Shas’o R’alai
Change the first sentence of the description to read:
‘Shas’o R’alai is a single model equipped with an experimental pulse submunitions rifle and a drone controller.’
Add the following abilities:
Stable Platform: Blacklight Marker Drones do not suffer the penalty for moving and firing Heavy weapons.
Photon Casters: Any enemy unit that declares a charge against any units that have this ability must reduce its charge range by 2” for that phase.’

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

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

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

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

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

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

Page 51 – TX7 Fire Support Hammerhead Gunship,
Keywords (Hammerhead)
Add ‘Hammerhead’.

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

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

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

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

Pages 61 and 75 – Shadow Spectres and Irillyth, Keywords
Add ‘Jump Pack’.

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

Page 63 – Wraithseer, Enliven
Change the last sentence to read:
‘Until the beginning of the controlling player’s next Psychic phase, the targeted unit rolls an additional D6 when Advancing or charging and discards the lowest result.’

Pages 66 and 94 – Twin Scorpion Pulsar
Change the abilities text to read:
‘Any wound rolls of 6+ made with this weapon are resolved with a Damage characteristic of 6 rather than 3.’
Pages 68 and 69 – Nightwing and Phoenix, Battlefield Role
Change the Battlefield Role to Flyer.

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

Page 75 – Irillyth, Keywords
Add the following to this datasheet’s keywords line:
‘CHARACTER’

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

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

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

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

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

FAQs

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

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

<table>
<thead>
<tr>
<th>NAME</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>Grot Bomm Launcha</td>
<td>12”</td>
<td>3+</td>
<td>5+</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>4</td>
<td>6</td>
<td>4+</td>
</tr>
</tbody>
</table>

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

**WEAPON**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>72”</td>
<td>Heavy 2D6</td>
<td>8</td>
<td>-3</td>
<td>D3</td>
<td></td>
</tr>
</tbody>
</table>

This weapon can only be fired once per battle. This weapon can target units that are not visible to the firer. You can re-roll failed hit rolls made for this weapon.

**ABILITIES**

Outriders: During deployment, you can set up this model on the army’s flank instead of placing it on the battlefield. At the end of any of your Movement phases, this model can race in to encircle the foe – set it up so that it is touching a battlefield edge and is more than 9” away from any enemy models.

**FACTION KEYWORDS**

Ork, <Clan>

**KEYWORDS**

Vehicle, Grot Bomm Launcha

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**Attack Fighta**

<table>
<thead>
<tr>
<th>NAME</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attack Fighta</td>
<td>*</td>
<td>5+</td>
<td>*</td>
<td>6</td>
<td>6</td>
<td>10</td>
<td>*</td>
<td>6</td>
<td>4+</td>
</tr>
</tbody>
</table>

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

**WEAPON**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>36”</td>
<td>Assault 6</td>
<td>5</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>24”</td>
<td>Assault 1</td>
<td>8</td>
<td>-2</td>
<td>3</td>
<td></td>
</tr>
</tbody>
</table>

**WARGEAR OPTIONS**

- This model can replace its small bomms with wing rokkits.

**ABILITIES**

Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20” until the end of the phase – do not roll a dice.

Hard to Hit: Subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Airborne: This model cannot charge, can only be charged by units that can Fly, and can only attack or be attacked in the Fight phase by units that can Fly.

**DAMAGE**

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

- **REMAINING W**
  - 6-10+ 20-50” 5+ 3
  - 3-5 20-30” 6+ D3
  - 1-2 20-25” 6+ 1

**FACTION KEYWORDS**

Ork, <Clan>

**KEYWORDS**

Vehicle, Fly, Attack Fighta
**NAME** | M | WS | BS | S | T | W | A | Ld | Sv
--- | --- | --- | --- | --- | --- | --- | --- | --- | ---
**Fighta-Bommer** | 5+ | 6 | 6 | 12 | 6 | 4+

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

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

**WARGEAR OPTIONS**
• This model can take replace its small bomms with either two wing rokkits or two Grot-guided bomms.

**ABILITIES**
- **Supersonic:** Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20” until the end of the phase – do not roll a dice.
- **Hard to Hit:** Subtract 1 from hit rolls for attacks that target this model in the Shooting phase.
- **Airborne:** This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY.

**Faction Keywords**
ORK, <CLAN>

**Keywords**
Vehicle, Fly, Fighta-Bommer

**DAMAGE**

| W | M | BS | A |
--- | --- | --- | ---
7-12+ | 20-50” | 5+ | 3
4-6 | 20-30” | 6+ | D3
1-3 | 20-25” | 6+ | 1

Some of this model’s characteristics change as it suffers damage, as shown below:
**NAME**

<table>
<thead>
<tr>
<th>Dethrolla Battle Fortress</th>
</tr>
</thead>
</table>

**WEAPON**

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

**DAMAGE**

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

<table>
<thead>
<tr>
<th>REMAINING W</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
</tr>
</thead>
<tbody>
<tr>
<td>14-24+</td>
<td>12&quot;</td>
<td>3+</td>
<td>4+</td>
</tr>
<tr>
<td>6-13</td>
<td>10&quot;</td>
<td>4+</td>
<td>5+</td>
</tr>
<tr>
<td>1-5</td>
<td>8&quot;</td>
<td>5+</td>
<td>6+</td>
</tr>
</tbody>
</table>

**WARGEAR OPTIONS**

- This model can replace its kannon and/or any zzap gun with any of the following: lobba, kannon, zzap gun.
- This model must take two items from the following list: twin big shoota, skorcha, rokkit launcha.
- This model may take up to five big shootas.

**ABILITIES**

- **Mobile Fortress:** This model ignores the penalty for moving and firing Heavy weapons.
- **Firing Points:** Models embarked on this vehicle can shoot in their Shooting phase. They measure range and draw line of sight from any point on the vehicle. When they do so, any restrictions or modifiers that apply to this model also apply to its passengers; for example, the passengers cannot shoot if this model has Fallen Back in the same turn, cannot shoot (except with Pistols) if this model is within 1" of an enemy unit, and so on.
- **Grot Riggers:** At the end of the turn, roll a D6. On a 6, this model regains one lost wound.
- **Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

**TRANSPORT**

This model can transport 20 Ork Infantry models. Each Mega Armour or Jump Pack model takes up the space of two other models.

**FACTION KEYWORDS**

Ork, <Clan>

**KEYWORDS**

Vehicle, Transport, Titanic, Battle Fortress, Dethrolla
**Kill Krusha**

**NAME**

<table>
<thead>
<tr>
<th>M</th>
<th>WS</th>
<th>BS</th>
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<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>*</td>
<td>*</td>
<td>*</td>
<td>8</td>
<td>8</td>
<td>24</td>
<td>8</td>
<td>7</td>
<td>4+</td>
</tr>
</tbody>
</table>

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

**WEAPON**

<table>
<thead>
<tr>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Big shoota 36’</td>
<td>Assault 3</td>
<td>5</td>
<td>0</td>
<td>1</td>
<td>-</td>
</tr>
<tr>
<td>Krusha kannon</td>
<td>- Boom shell 60’</td>
<td>Heavy 2D6</td>
<td>8</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td></td>
<td>- Tankhamma shell 60’</td>
<td>Heavy 1</td>
<td>10</td>
<td>-3</td>
<td>D6</td>
</tr>
<tr>
<td></td>
<td>- Scrap kanister 18’</td>
<td>Heavy 3D6</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td>- Blast burna 48’</td>
<td>Heavy 3D6</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Rack of rokkits 24’</td>
<td>Assault 2</td>
<td>8</td>
<td>-2</td>
<td>3</td>
<td>-</td>
</tr>
<tr>
<td>Rokkit launcha 24’</td>
<td>Assault 1</td>
<td>8</td>
<td>-2</td>
<td>3</td>
<td>-</td>
</tr>
<tr>
<td>Skorcha 8’</td>
<td>Assault D6</td>
<td>5</td>
<td>-1</td>
<td>1</td>
<td>This weapon automatically hits its target.</td>
</tr>
<tr>
<td>Twin big shoota 36’</td>
<td>Assault 6</td>
<td>5</td>
<td>0</td>
<td>1</td>
<td>-</td>
</tr>
</tbody>
</table>

**WARGEAR OPTIONS**

- This model may take two items from the following list: big shoota, rack of rokkits, rokkit launcha, skorcha, twin big shoota.

**ABILITIES**

- Reinforced Ram: Increase this model’s Strength characteristic by 2 until the end of a turn in which it makes a successful charge. In addition, each time this model finishes a charge move, select one enemy unit within 1" and roll a D6; on a 2+ that unit suffers D3 mortal wounds.
- Explosive: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield, and any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

**TRANSPORT**

This model can transport 12 Ork Infantry models. Each Mega Armour or Jump Pack model takes up the space of two other models.

**FACTION KEYWORDS**

- Ork, <Clan>

**KEYWORDS**

- Vehicle, Transport, Titanic, Kill Krusha

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**Raven Strike Fighter**

**NAME**

<table>
<thead>
<tr>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>6+</td>
<td>*</td>
<td>*</td>
<td>6</td>
<td>6</td>
<td>10</td>
<td>*</td>
<td>7</td>
<td>4+</td>
</tr>
</tbody>
</table>

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

**WEAPON**

<table>
<thead>
<tr>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dark lance 36’</td>
<td>Heavy 1</td>
<td>8</td>
<td>-4</td>
<td>D6</td>
<td>Change this weapon's Type from Heavy to Assault if it is equipped on a Vehicle.</td>
</tr>
<tr>
<td>Splinterstorm cannon 36’</td>
<td>Rapid Fire 6</td>
<td>*</td>
<td>0</td>
<td>1</td>
<td>This weapon wounds on a 4+, unless it is targeting a Vehicle or Titanic unit, in which case it wounds on a 6+.</td>
</tr>
</tbody>
</table>

**ABILITIES**

- Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20’ until the end of the phase – do not roll a dice. 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: Subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Night Shield: This model has a 5+ invulnerable save against ranged weapons.
- Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it crashes in a fiery explosion and each unit within 6" suffers D3 mortal wounds.

**FACTION KEYWORDS**

- Aeldari, Drukhari, <Kabal> or <Wych Cult>

**KEYWORDS**

- Vehicle, Fly, Raven Strike Fighter

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**DAMAGE**

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

**Raven Strike Fighter**

**WEAPON**

<table>
<thead>
<tr>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dark lance 36’</td>
<td>Heavy 1</td>
<td>8</td>
<td>-4</td>
<td>D6</td>
<td>Change this weapon's Type from Heavy to Assault if it is equipped on a Vehicle.</td>
</tr>
<tr>
<td>Splinterstorm cannon 36’</td>
<td>Rapid Fire 6</td>
<td>*</td>
<td>0</td>
<td>1</td>
<td>This weapon wounds on a 4+, unless it is targeting a Vehicle or Titanic unit, in which case it wounds on a 6+.</td>
</tr>
</tbody>
</table>

**ABILITIES**

- Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20’ until the end of the phase – do not roll a dice. 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.
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### Great Knarloc

<table>
<thead>
<tr>
<th>NAME</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>Great Knarloc</td>
<td>7''</td>
<td>3+</td>
<td>4+</td>
<td>7</td>
<td>6</td>
<td>9</td>
<td>4</td>
<td>6</td>
<td>4+</td>
</tr>
</tbody>
</table>

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

#### Weapon

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kroot bolt thrower</td>
<td>36’</td>
<td>Assault D6</td>
<td>6</td>
<td>-1</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Twin kroot gun</td>
<td>48’</td>
<td>Rapid Fire 2</td>
<td>7</td>
<td>-1</td>
<td>D3</td>
<td></td>
</tr>
<tr>
<td>Razor talons</td>
<td>Melee</td>
<td>Melee User</td>
<td>-3</td>
<td>D3</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

#### Wargear Options

- This model may either be equipped with a kroot bolt thrower or twin kroot gun, or it can replace its crushing beak with a baggage harness.

#### Abilities

- **Crushing Beak:** Each time a model with a crushing beak makes a pile-in move you can pick an enemy unit within 1’ and roll a D6. On a 4+, that unit suffers D3 mortal wounds.

- **Baggage Harness:** Add 1 to the Leadership characteristic of **Kroot** units within 6’ of any friendly Great Knarlocs equipped with a baggage harness.

#### Faction Keywords

- T’au Empire, Kroot

#### Keywords

- Monster, Great Knarloc

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### Knarloc Riders

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

#### Weapon

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rider Kroot rifle (shooting)</td>
<td>24’</td>
<td>Rapid Fire 1</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Rider Kroot rifle (melee)</td>
<td>Melee</td>
<td>Melee</td>
<td>+1</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Knarloc Sharp beak and talons</td>
<td>Melee</td>
<td>Melee</td>
<td>5</td>
<td>-1</td>
<td>1</td>
<td>After a model riding a Knarloc makes its close combat attacks, you can attack with its mount. Make 2 additional attacks, using this weapon profile.</td>
</tr>
</tbody>
</table>

#### Abilities

- **Loping Stride:** When this unit Advances, add 6’ to its Move characteristic instead of rolling a D6.

- **Thunderous Pounce:** Add 1 to wound rolls made for the Knarlocs’ sharp beak and talons attacks if this unit made a charge move this turn.

#### Faction Keywords

- T’au Empire, Kroot

#### Keywords

- Cavalry, Knarloc Riders

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

### Firestorm

**NAME**  
Firestorm

**WEAPON**  
**Firestorm scatter laser**  
- **Range**: 60”  
- **Type**: Heavy 12  
- **S**: 6  
- **AP**: 0  
- **D**: 1  
Add 1 to hit rolls made for this weapon against targets that can Fly. Subtract 1 from the hit rolls made for this weapon against all other targets.

**Shuriken cannon**  
- **Range**: 24”  
- **Type**: Assault 3  
- **S**: 6  
- **AP**: 0  
- **D**: 1  
Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3.

**Twin shuriken catapult**  
- **Range**: 12”  
- **Type**: Assault 4  
- **S**: 4  
- **AP**: 0  
- **D**: 1  
Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3.

### ABILITIES
- **Hover Tank**: Distances and ranges are always measured to and from this model's hull, even though it has a base.
- **Explodes**: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6 suffers D3 mortal wounds.
- **Crystal Targeting Matrix**: A model with a crystal targeting matrix does not suffer the penalty for moving and firing a Heavy weapon after moving when targeting the closest enemy unit.
- **Spirit Stones**: Roll a D6 each time a model with spirit stones loses a wound; on a 6 that wound is not lost.
- **Star Engines**: When a model with star engines Advances, add 2D6” to that model's Move characteristic for that Movement phase instead of D6”.
- **Vectored Engines**: If a model with vectored engines Advances, your opponent must subtract 1 from all hit rolls for ranged weapons that target it until your next Movement phase.

### TRANSPORT

This model can transport 6 Phoenix Lord or <Craftworld> Infantry models. Each Wraithguard or Wraithblade model takes the space of two other models. It cannot transport Jump Pack models.

### FACTION KEYWORDS
Aeldari, Asuryani, Warhost, <Craftworld>