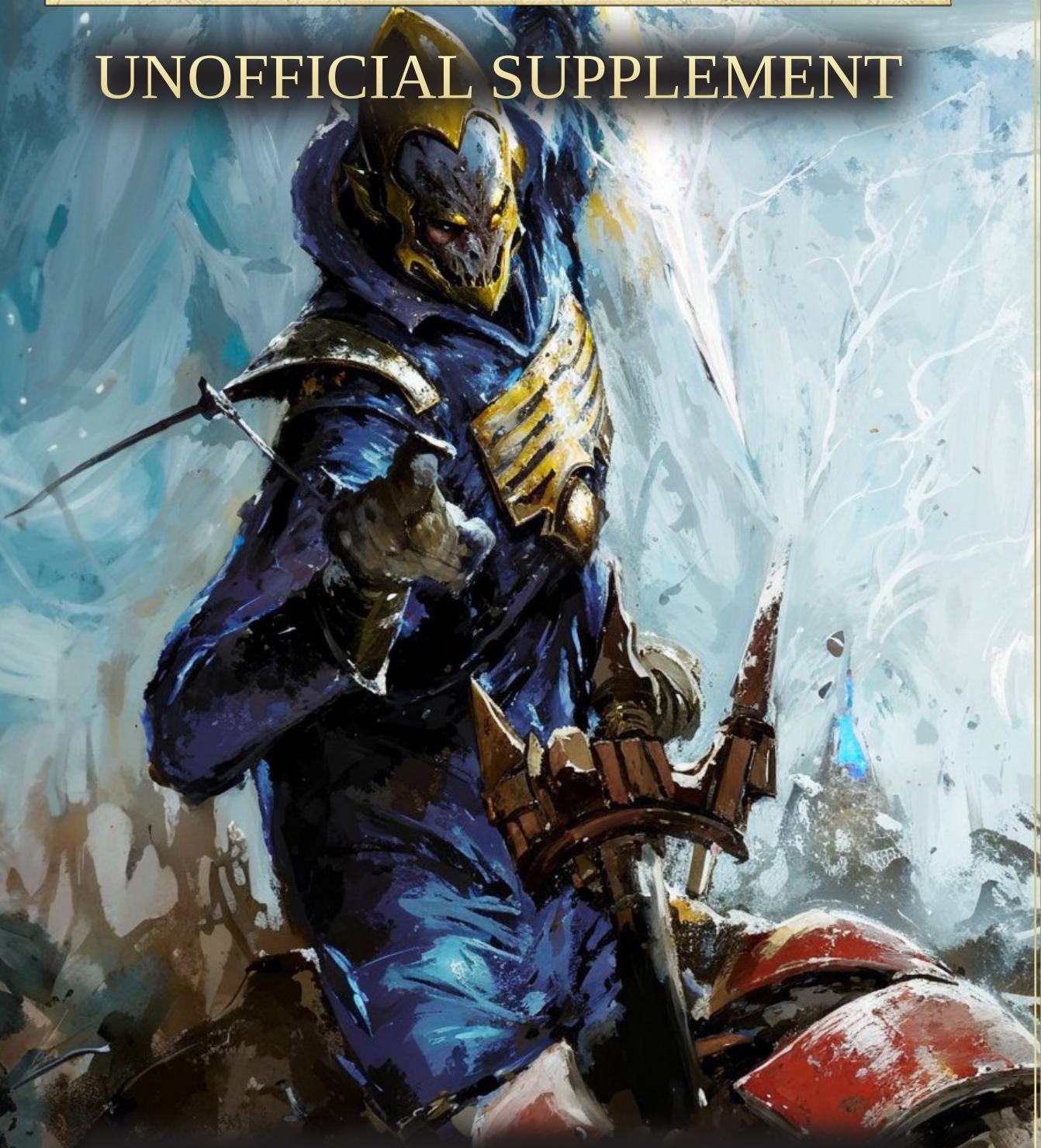




LEGIONS
XENOS



UNOFFICIAL SUPPLEMENT



ELDAR AND ORKS IN THE
AGE OF DARKNESS



As humanity took its first tentative steps towards the stars an ancient conflict had been raging for millenia. The echoes of the old ones endures in the everlasting battle between order and chaos.



5th Edition
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A big thank you to Games Workshop for a lifetime of passion and love for the wonderful worlds created and the deep friendships that I found exploring them.

For any Inquiries, Complains, Contributions or Feedback contact me at johan.pilestedt@gmail.com

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EDITIONS



Editions

| | |
|-----------------------------------|------------|
| 1 - Initial Launch..... | 2023-12-09 |
| 2 - First Feedback..... | 2023-12-10 |
| 3 - Revised issues | 2023-12-13 |
| 3.5 - Update Hotfix..... | 2023-12-14 |
| 4 - Balancing Adjustments | 2023-12-25 |
| 4.5 - Tweaks and Adjustments..... | 2023-12-26 |
| 4.75 - Feedback Incorporated..... | 2023-12-27 |
| 5 - GW Compliance | 2023-01-14 |

Edition Changes

General Fixes

- Replaced art to be in compliance with Games-Workshop Requirements
- Changed title to clearly indicate this supplement is unofficial.

CONTENTS

EDITIONS

| | | | |
|---------------|---|----------------------|---|
| Editions..... | 4 | Edition Changes..... | 4 |
|---------------|---|----------------------|---|

| | |
|------------------|---|
| Background | 8 |
| Eldar..... | 8 |
| Orks..... | 8 |

| | |
|-----------------------------------|---|
| Turn Sequence | 9 |
| Simplified Rule Alternative | 9 |

| | |
|------------------------------|-----------|
| PSYCHIC PHASE | 10 |
| Determine Warp | 10 |
| Cast Powers | 10 |
| Nullify Powers in Play | 11 |
| Perils of the Warp | 12 |
| Chaos Spawn..... | 12 |

| | |
|---------------------------|-----------|
| SPECIAL RULES..... | 13 |
|---------------------------|-----------|

| | |
|--------------------------|----|
| Unit Special Rules | 13 |
| Anti-Grav..... | 13 |
| Banshee Mask..... | 13 |
| Bastion..... | 13 |
| Clan (X) | 13 |
| Holo-Field(X)..... | 13 |
| Jump Generator..... | 13 |

INTRODUCTION

| | |
|-----------------------------|---|
| Psychic Phase | 8 |
| Similar but Different | 8 |
| An Evolving Journey..... | 8 |

XENOS RULES

| | |
|-------------------------|----|
| Little or No Value..... | 14 |
| Looted..... | 14 |
| Mandiblasters..... | 14 |
| Marksman..... | 14 |
| Power Field(X)..... | 14 |
| Psychic Hood..... | 14 |
| Resilient..... | 14 |
| Rokkit Pack..... | 14 |
| Terror(X) | 14 |
| Tough Fighter..... | 14 |
| Uncontrolled..... | 14 |
| Unruly..... | 14 |
| Vehicle Bay | 14 |

Weapon Traits

| | |
|----------------------|----|
| Bubble Shield..... | 15 |
| Cleave | 15 |
| Lance..... | 15 |
| Lifta-Droppa(X)..... | 15 |
| Melta | 15 |
| Parry | 16 |
| Pierce | 16 |
| Unreliable | 16 |
| Wraithgate (X)..... | 16 |



THE ORKS

| | |
|---------------------------|-----------|
| THE ORK ARMY | 20 |
|---------------------------|-----------|

| | |
|-----------|----|
| Mobs..... | 20 |
|-----------|----|

| | |
|------------------|----|
| Formations | 20 |
|------------------|----|

| | |
|--------------------|----|
| The Army List..... | 20 |
|--------------------|----|

| | |
|----------------------------------------|----|
| 'Ere we go!..... | 20 |
| Psychic Powers (The Big Waaagh!) | 20 |
| Strength in Numbers | 20 |

| | |
|------------------------------|-----------|
| THE BIG WAAAGH!!..... | 21 |
|------------------------------|-----------|

| | |
|--------------------------|----|
| 1. Gork's Blasta..... | 21 |
| 2. Mork's 'Eadbutt | 21 |

| | |
|------------------------|----|
| 3. Gork's Word(s)..... | 21 |
|------------------------|----|

| | |
|----------------------------|----|
| 4. Mork's Power Vomit..... | 21 |
|----------------------------|----|

| | |
|--------------------------|----|
| 5. The hand of Gork..... | 21 |
|--------------------------|----|

| | |
|-------------------------|----|
| 6. Mork's Warpath | 21 |
|-------------------------|----|

| | |
|-------------------|----|
| 7. Waaaagh! | 21 |
|-------------------|----|

THE ORK CLANS

| | |
|-----------|----|
| Goff..... | 22 |
|-----------|----|

| | |
|-------------------|----|
| DeathSkulls | 22 |
|-------------------|----|

Evil Sunz

| | |
|-----------------|----|
| Blood Axes..... | 22 |
|-----------------|----|

| | |
|-----------------|----|
| Bad Moons | 22 |
|-----------------|----|

| | |
|-----------------|----|
| SnakeBites..... | 22 |
|-----------------|----|

| | |
|-----------------------------------------|-----------|
| ORK FORMATIONS | 23 |
| Ork Warband | 23 |
| Goff Warband | 24 |
| Bad Moons Warband | 24 |
| Evil Sunz Warband | 25 |
| Deathskulls Warband | 25 |
| Blood Axes Warband | 26 |
| Snakebites Warband | 26 |
| ORK UNITS | 29 |
| HQ Detachments | 29 |
| Warlord Mob | 29 |
| Warboss Mob | 29 |
| Wierdboy Mob | 30 |
| Mek-Boss Mob | 31 |
| Transport Detachments | 32 |
| Cult of Speed Mob | 32 |
| Battlewagon | 32 |
| Core Detachments | 33 |
| Boyz Mob | 33 |
| Grot Mob | 34 |
| Goff Mob | 35 |
| Lootaz Mob | 36 |
| Support Detachments | 38 |
| Killa Kans Mob | 38 |
| Deff Dread Mob | 39 |
| Meganobz Mob | 40 |
| Stormboyz Mob | 41 |
| Flash Gitz Mob | 42 |
| Squig Herder Mob | 43 |
| Artillery Detachments | 44 |
| Big Gunz Battery | 44 |
| Pulsa Rokkit Battery | 45 |
| Vanguard Detachments | 47 |
| Kommandoz Mob | 47 |
| Boarboyz Mob | 48 |
| Speed Freek Mob | 49 |
| Light Armor Detachments | 50 |
| Flakwagon Mob | 50 |
| Snazzawagon Mob | 51 |
| Mekboy Wagons | 52 |
| Mekboy Dragsta | 53 |
| Rokkit Dragsta | 53 |
| Bubble Chucka Speedasta | 53 |
| Lifta-Droppa Speedsta | 53 |
| Gunwagon Mob | 54 |
| Squiggoth Mob | 55 |
| Bastion Detachments | 56 |
| Ork War Fort | 56 |
| Mega Lifta-Droppa Tower | 57 |
| Deff Ray Turret | 57 |
| Mekshop & Painboy Shack | 57 |
| Super-Heavy Detachments | 58 |
| Battlefortress Skwadron | 58 |
| FlakkFortress | 59 |
| SkullHamma | 59 |
| RokkSpitta | 60 |
| Air Support Detachments | 62 |
| Fighta-Bommer Skwadron | 62 |
| Dakkajet Skwadron | 63 |
| Eavy Bommer Skwadron | 64 |
| Knight Detachments | 65 |
| Stompa Skwadron | 65 |
| Titan Detachments | 66 |
| Gargant | 66 |
| Great Gargant | 67 |
| THE ELDAR | |
| THE ELDAR ARMY | 70 |
| Host | 70 |
| Formations | 70 |
| The Army List | 70 |
| Prescient Fate | 70 |
| Psychic Powers (Path of the Seer) | 70 |
| PATH OF THE SEER | 71 |
| 1. Embolden | 71 |
| 2. Destructor | 71 |
| 3. Conceal | 71 |
| 4. Strands of Time | 71 |
| 5. Force of Asuryan | 71 |
| 6. Eldritch Storm | 71 |
| 7. Doom | 71 |
| 8. Temporal Weave | 71 |
| ELDAR FORMATIONS | 72 |
| Craftworld Defenders Warhost | 72 |
| Aspect Warhost | 73 |
| Strike Warhost | 73 |
| Engines of Vaul Warhost | 74 |
| Wraith Warhost | 74 |
| ELDAR UNITS | 75 |
| HQ Detachments | 75 |
| Farseer | 75 |
| Vanguard Detachments | 88 |
| Dire Avenger Aspect | 88 |
| Fire Dragon Aspect | 89 |
| Howling Banshee Aspect | 90 |
| Striking Scorpions Aspect | 91 |
| Shining Spears Aspect | 92 |
| Swooping Hawk Aspect | 93 |
| Warp Spiders Aspect | 94 |
| Dark Reaper Aspect | 95 |
| Battle Tank Detachments | 96 |
| Falcon Squadron | 96 |
| Fire Prism Squadron | 97 |
| Lynx Squadron | 98 |
| Artillery Detachments | 99 |
| Firestorm Squadron | 99 |
| Night Spinner Squadron | 100 |

| | |
|--------------------------------------|------------|
| Heavy Support Weapon Battery..... | 101 |
| Super-Heavy Detachments | 102 |
| Cobra Squadron..... | 102 |
| Scorpion Squadron | 103 |
| Void Spinner | 104 |
| Storm Serpent..... | 105 |
| Air Support Detachments | 106 |
| Nightwing Squadron..... | 106 |
| Phoenix Squadron..... | 107 |
| | |
| ASTARTES PSYKERS | |
| Vampire Raider | 108 |
| Vampire Hunter | 109 |
| Knight Detachments..... | 110 |
| Wraithknight..... | 110 |
| Bright Stallion | 111 |
| Avatar of Khaine | 112 |
| Titan Detachments | 114 |
| Revenant Scout Party..... | 114 |
| Phantom Titan | 115 |

| | |
|----------------------------|------------|
| OVERVIEW | |
| Overview..... | 116 |
| Legion Psykers | 116 |
| The Army List..... | 116 |
| LIBRARIUS | 117 |
| 1. Force Dome | 117 |
| 2. Veil of Time | 117 |
| 3. Temporal Corridor | 117 |
| 4. Quickening | 117 |



REFERENCE SHEETS

| | |
|---------------------------------------|------------|
| DETACHMENT REFERENCE | 120 |
| Eldar Detachments | 120 |
| | |
| ORK DETACHMENTS..... | 122 |
| Legion Librarian..... | 118 |
| SUPPORT DETACHMENTS | 119 |
| Legion Psyker Support Detachment..... | 119 |

CLOSING REMARKS

| | |
|-----------------------|-----|
| Designers Notes | 129 |
| Future | 129 |

| | |
|------------------------------|------------|
| WEAPON PROFILES | 124 |
|------------------------------|------------|

INTRODUCTION

In the far future's endless war, two ancient races emerge to leave their mark on the galaxy. The Eldar, with their timeless elegance and psychic mastery, weave through the stars like ghosts of a long-forgotten age. Opposing them, the Orks, embodying raw, unbridled chaos, surge forth as a green tide of primal fury and unstoppable might.

Background

As a passionate fan, I've created 'Legions: Xenos' to honor the history of the Warhammer 40,000 universe. This supplement introduces the Eldar and Orks to 'Legions Imperialis,' integrating two iconic forces into your battles. I've focused on capturing the essence of these factions: the Eldar's sophisticated, agile warfare contrasts sharply with the Orks' chaotic, brute strength.

The Factions

This book assumes players are already familiar with the world and narrative of Eldar and Orks, as it will not delve into their lore, story and biology in respect of Games Workshop's trademark. Instead, 'Xenos' is dedicated to integrating the Eldar and Orks into the gameplay mechanics of 'Legions Imperialis.'



Orks

I've focused on distilling the key characteristics of Ork warfare. From their ramshackle yet surprisingly effective technology to their innate love for chaos and brawling, the rules are designed to provide gameplay that is as raucous and unpredictable as the Orks themselves.

Eldar

In crafting the Eldar gameplay I sought to capture essence the refined elegance and ancient wisdom that define this enigmatic race. The Eldar, with their sophisticated technology and deep connection to the psychic realm, offer a stark contrast to the brute force of the Orks.

Psychic Phase

To supplement the various alien units the psychic phase is introduced to the game. This phase is optional but should provide additional excitement for those that want to experience the extra-dimensional warfare of the warp.

Similar but Different

In developing 'Legions: Xenos,' my aim went beyond merely adapting existing Epic 40K, Space Marine, or Titan Legions rules. Instead, I've taken a thoughtful approach to design, tailoring each aspect to truly fit within the 'Legions Imperialis' framework. This is not a simple porting of rules; it's a re-imagining, carefully crafted to ensure that both the Eldar and Orks are represented with authenticity and depth, bringing a uniquely engaging experience to your tabletop battles.

An Evolving Journey

This is an open invitation to the Warhammer community to not only enjoy but also evolve and adapt these rules. My vision is to foster an environment where players can creatively modify the game, tailoring it to their preferences and play-styles. Ultimately, the heart of 'Xenos' lies in creating memorable, enjoyable experiences with friends, making each game not just a battle but a shared adventure in the rich Warhammer universe.

XENOS RULES

Both the Eldar and Orks draw power from the warp. As such this supplement introduces a new step to playing the game called the Psychic Phase - Where players will attempt to tame the warp to their bidding.

Turn Sequence

With the introduction of the Psychic Phase the turn sequence is altered to provide a new phase in between the Initiative and Movement phase. This adds a phase that sets the stage for the turn as powerful psykers draw energies from the warp to augment their allies or hex their opponents.

The new turn sequence blends naturally into the game experience of Legions Imperialis and expands it by providing players with one of the hallmark differentiators of the Warhammer 30k and 40k universes.

1. Order Phase

2. Initiative Phase

3. Psychic Phase

4. Movement Phase

5. Combat Phase

6. End Phase

If no players have Psykers in their armies you can skip the Psychic Phase and continue play as normal.

Simplified Rule Alternative

As the Psychic Phase and the duels described over the next page is a new addition to Legions Imperialis and thereby highly experimental, a simplified way to play is provided without losing the flavor of the Psykers. If both players are in agreement you can instead opt to use the following simplified rules for the Psychic Phase:

In the Psychic Phase players take turns to cast Psychic powers with each of their Psykers. Mark each Psyker in an appropriate way during this phase.

Starting with the player who has initiative, they chose one Psyker as the caster and reference the Psychic Powers list specific to their army. They pick one Power and designate a target in the same way as firing.

Roll one D6, add the Psyker Level (Written as Psyker(X) where X is the Psyker Level) and compare it against the "Power Level".

If the roll is equal to or higher then the Power is successfully cast, the Power materializes, follow the instructions for that specific Power.

After the Power has been cast the next player does the same until all psykers have attempted to cast a Power.



PSYCHIC PHASE

Both the Eldar and Orks draw power from the warp. As such this supplement introduces a new step to playing the game called the Psychic Phase - Where players will attempt to tame the warp to their bidding.

Psychic Phase

The psychic phase takes place after Initiative has been decided. During the Psychic Phase models with the Psyker (X) special rule cast powerful Psychic Powers.

The psychic phase is broken down into the following stages:

- 1 Determine Warp
- 2 Cast Powers (Players alternate)
- 3 Nullify Powers in Play

Determine Warp

As the warp is constantly in flux, the presence of Psykers on the battlefield is what determines its strength. Count the total Psyker Level of all psyker detachments on the battlefield (Psyker (X), where the X value) is tally up the result.

Take a number of dice equal to the total Psyker Level and divide the dice amongst the players, if uneven the player with initiative gets the uneven dice. This is each players "Dice Pool" used to cast Psychic Powers.

Note that the Psyker level is per detachment and not individual model. This means a unit of 4 models with Psyker level 1 still counts as 1 for the purposes of generating dice.

Example: If player A has three Psykers of Levels 1, 2 and 4, Player B has two Psyker of level 3 the total Psyker Level is 13, meaning the player with initiative has a dice pool of 7 die and the other player has 6.

Cast Powers

Players take turns casting Powers starting with the player with initiative, this is done in 3 steps:

1. Decide Power & Caster

The controlling player chooses one psyker detachment and a Power they want to cast - declaring targets as described by the specific psychic Power. They then proceed to take a number of dice, from their dice pool, of their choosing to cast the Power. The maximum dice allowed for casting is the same as the power level of that Psyker.

2. Nullify

The other player decides if they want to attempt to nullify the selected Psychic Power, if so chooses a number of die from their dice pool.

3. Cast Power

Both players rolls off by adds up the total in the same way as close combat with the casting player adding the Psychic value of the casting model to the score. If the player that attempted to Nullify rolls equal to or higher than the casting player, the Power is nullified and does not manifest.

If the Power is not nullified and the casting player rolls higher than the Power power level, the Power is cast successfully.

In either case, if the roll contains more than three 1:s consult the Perils of the Warp section as something has gone horribly wrong.

Any die used to cast a Power or to nullify is spent and removed from play.

4. Resolve Effect

Unless the Psyker is killed by Perils of the Warp, work out the effects of the Power cast according to the instructions on the specific Psychic Power table.

5. Next Player

The opposing player now gets a chance to cast a Power and the current player gets a chance to nullify. This continues until both players decide they do not want to cast any more Powers.

Nullify Powers in Play

When both players are done casting Powers they may in turn attempt to nullify powers in play.

To do this, starting with the player that has initiative, they declare one Power that has “Remains in Play” and was not cast this turn, they then choose a number of dice from their remaining Dice Pool and roll against the power level of that Power.

If the roll is higher to or equal the power level, the Power is dispelled and stops immediately.



PERILS OF THE WARP

When large amounts of warp energy is used there is a chance of things going horribly wrong. If the total roll, including nullify and cast dice in total show more than three 1:s the casting player must roll on the Perils of the Warp table below.

| 2D6 | Warp Effect |
|-----|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 2 | <i>A warp rift opens and. A swirl of chaotic energy engulfs the Psyker and it's drawn into the rift, never to be seen again.</i> The Psyker model is removed from play. Needless to say, the Power Fails. |
| 3-4 | <i>Radiant energy streams from the Psyker, burning the skin of all in proximity.</i> All models within 5" from the Psykers must take a saving throw or suffer one wound. The Power fails to materialize. |
| 5-6 | <i>The Psyker loses control of the power but still manages to manifest it - but not where it was intended.</i> The opposing player decides a new target of the Psychic Power and it is considered successfully cast. |
| 7 | <i>The psyker struggles to keep the magical energies in check.</i> The controlling player must discard 2 dice from their dice pool. If they can not do so, the Psyker suffers 1 wound with no saving throws allowed for each dice they could not discard. The Power is successfully cast. |
| 8-9 | <i>A sudden burst of warp energy enters the material realm, causing sudden flashes of the unimaginable horrors of the warp for all living beings - and then silence as the warp calms.</i> The Power fails and the Psychic Phase ends and all "remains in play" or otherwise active powers are nullified. |
| 10 | <i>The caster is disconnected from the warp as its mind is ravaged by a warp surge.</i> The Psyker loses the Psyker(X) ability. The Power fails. |
| 11 | <i>With a crack the Psykers back breaks, contorts and twists into itself. Bubonic blisters form as the Psyker is turned into a daemonic spawn.</i> Replace the Psyker with a daemonic spawn that will from here on move randomly in the beginning of the movement phase, if it encounters any model it will fight it during the combat segment as if it were an opponent. |
| 12 | <i>The clouds overhead flash into the immaterial realm and then back, leaving a whirlwind of Chaotic energy in its wake - A swirling tornado of warp energy that sucks anything it touches is into the immaterium.</i> Place a 3" template 2D6 in a random direction (decided by a scatter die) from the Psykers position. This is a Warp Tornado. During the start of each Psychic Phase the Warp Tornado moves 2D6" in a random direction. Each model touched suffers D6 wounds with no armor saves allowed. The Tornado is considered a Psychic Power that Remains in play with power 12. |

| CHAOS SPAWN | WALKER (1) | | | | | | | |
|-------------------------------------------------------|------------|------|--------|--------|--------|--|--|--|
| Name | Movement | Sv | CAF | Morale | W | | | |
| Demonic Spawn | D6+2" | - | +D6 | - | 1 | | | |
| Weapons | Range | Dice | To Hit | AP | Traits | | | |
| Writhing Tentacles | - | - | - | - | - | | | |
| Special Rules | | | | | | | | |
| Invulnerable Save (5+), Dread Aura (3"), Uncontrolled | | | | | | | | |

SPECIAL RULES

Due to the Tyranids unique nature additional Special Rules have been added to the game. I have tried keeping these to a minimum to not complicate the rules. If a rule is not listed here please refer to the Legions Imperialis rulebook.

Unit Special Rules

Banshee Mask

When a detachment is charged by a unit with the Banshee Mask special rule. Roll a Morale Check, if failed the units CAF is reduced by -2.

Bastion

A Structure with the Bastion special rule is considered to be permanently garrisoned and may use its weapon profile to fire. The structure itself is given orders in the same way as other garrisoned detachments would.

Bastions may never move for any reason but may fire all of their weapons at separate targets.

Furthermore, Bastions follow Special Rules in a similar way as it would if it were a normal Detachment.

Bastions have a Tactical Strength equal to the wounds remaining.



Clan (X)

The Mob belongs to the Clan Specified. If a formation contains multiple clans as indicated by the clan in parenthesis, no Mob in the Formation may use the Strength in Numbers army special rule.

Anti-Grav

Models with the Anti-Grav special rule can move over all other models and areas of terrain, suffering no movement penalties for doing so, such as due to Difficult terrain or moving over an obstacle. Models with the Anti-Grav special rule cannot end their movement overlapping other models, nor can they end their movement within an enemy model's Engagement Zone unless they are Engaged with it. They can move over Impassable terrain but cannot end their movement overlapping it - any model that ends its movement overlapping an area of Impassable terrain is destroyed.

Holo-Field(X)

Holo-fields are a special form of elegant defensive mechanics, typical of the Eldar. Holofields obscure the wielder by generating a shimmering bubble distorting the exact location of the unit making it nigh impossible to hit.

Targets firing at a unit with the Holo-Field(X) reduce their To Hit roll with the value in parenthesis.

Jump Generator

Whenever the unit would move for any reason, a detachment with Jump Generator may teleport. Roll up to 6D6 to decide the maximum total warp distance. Move the detachment ignoring all forms of terrain. The detachment does not have to move the full distance.

Note that this is not a movement in a straight line, instead the unit blinks in and out of existence therefore it does not trigger Overwatch or similar effects.

For every 6 rolled after the first, remove one model as it is lost to the warp.

A detachment may only use the Jump Generator once per Phase.

Little or No Value

The models in this detachment has its Tactical Strength reduced by 3 to a minimum of 0.

Looted

The “To Hit” modifier of each weapon is given a permanent -1 to a maximum of 6+. Furthermore, the morale value is changed to 5+.

Mandiblasters

If a fight is a tie, the unit with Mandiblasters wins the combat.

Marksman

When rolling to hit during First Fire, add +1 to the die roll.

Power Field(X)

Ork power fields work the same as Void Shields(X) except that they can't be reignited, instead you roll to see how many shields are present next turn. Roll the corresponding die X and use that number of void shields for this turn.

Any rule that would apply to Void Shields also apply to Power Fields.

Psyker (X)

This model is a psyker of level “X”. They are able to generate warp die in the Psychic Phase and cast Psychic Powers. A psyker may never use more die than the psyker level when attempting to cast a power.

Furthermore, the psyker level also indicates how many powers each psyker can cast each psychic phase.

Psychic Hood

Enemies attempting to nullify a power cast by a psyker wearing a psychic hood receives -1 to their dice roll.

Resilient

If a model with this special rule suffers a Wound, roll a D6 after any save rolls are made. On a 5+ the wound is ignored and has no effect; this triggers before rules such as Deflagrate, meaning extra hits would not be generated. Resilient can not be used against Wounds caused in Fights.

This rule does not apply to effects that state the model is “removed” or “destroyed”.

Rokkit Pack

Every time this unit moves add D6” to the movement, if a 1 is rolled one model is destroyed with no armor saves allowed.

Otherwise these function exactly like Jump Packs.

Terror(X)

Enemy detachments within a number of inches equal to the value shown in brackets of one or more models with the Terror special rule subtract 1 from the result of any Morale check they make. Models with this special rule are unaffected by another model with Terror or Dread Aura. Furthermore, models with Dread Aura are not affected by Terror.

Tough Fighter

The model gains +1 CAF for each roll of “6” in each Fight.

Unruly

A unit that has the unruly special rule must make a morale check with the best morale value to be able to be given orders. If the check is failed, the unit is given an advance order. Roll when orders are revealed.

Uncontrolled

If the entire detachment contains Uncontrolled models no one player controls this model. It moves on its own the maximum distance in a random direction. Stopping if it comes into contact with impossible terrain.

If it moves into engagement range it is considered charging and will fight whomever in the combat phase. Even another uncontrolled unit.

Vehicle Bay

A Structure with the Vehicle Bay rule may be garrisoned by units with the Walker, Cavalry and Vehicle rules as if they were infantry.



Weapon Traits

Due to the alien nature of some of the Xenos weapons additional traits have been added to represent the unique arsenal.

Bubble Shield

If a Detachment is hit by a bubble shield weapon it takes no damage but instead gains a bubble shield marker.

Whenever a Detachment with a bubble shield marker fires, and after rolling to hit. Roll an extra die for each successful attack. If the die is less or equal to the amount of bubble shield markers the shot instead hits the firing unit.

Cleave

Whenever this units Fights and rolls one more of the same result on each die, add +1 to combat results.

Lance

When making Hit rolls for a weapon with the Lance trait, any natural rolls of 6 improves the AP by 1.



Lifta-Droppa(X)

Weapons with Lifta-Dropas use anti-grav technology to throw the target around and simply drop it from high heights or chuck it into impassable terrain.

Roll as normal to hit. On a successful hit, consult the following table to determine the “Yeet Strength”.

| | | Value in brackets (X) | | | | | |
|-------------|---|-----------------------|---|---|---|---|---|
| | | 1 | 2 | 3 | 4 | 5 | 6 |
| Target Size | 1 | - | 1 | 2 | 3 | 4 | 5 |
| | 2 | - | - | 1 | 2 | 3 | 4 |
| | 3 | - | - | - | 1 | 2 | 3 |
| | 4 | - | - | - | - | 1 | 2 |
| | 5 | - | - | - | - | - | 1 |

If the Yeet Strength is 1 or higher, roll a number of dice equal to the Yeet Strength and move the target model that distance in a random direction determined by a scatter die.

If the new location puts the unit in impassable terrain it is automatically destroyed.

If it lands on top of another model(s) or structure, the unit that has the smaller size value is immediately destroyed with no saves of any kind allowed.

If for some reason both units survive such a devastating collision roll a scatter die and move the model in the direction indicated by the scatter-die, placing it as close as possible facing a random direction.

Each model involved in the collision takes 1 hit per Yeet Strength, this hit bypass Void Shields.

Melta

When firing with this weapon at a target that is less than half the range of the weapon. Improve AP by 1 and add 1 to Engine Killer (X). If the weapon does not have Engine Killer it is added to the weapon profile for this attack only.

Example: AP -1, Engine Killer (1) becomes AP-2, Engine Killer (2)

Parry

When a model with the Parry rule fights in Close Combat it may force the opponent to re-roll one die.

Pierce

After rolling die during the Fight phase, the controlling player may re-roll one of their own die, this happens after all parry rolls.

Unreliable

When rolling To Hit with this weapon, any natural 1 means that the weapon has malfunctioned. The model takes a hit.

Wraithgate (X)

Weapons with the Wraith Gate trait are not offensive weapons, instead the player creates a two-way gate.

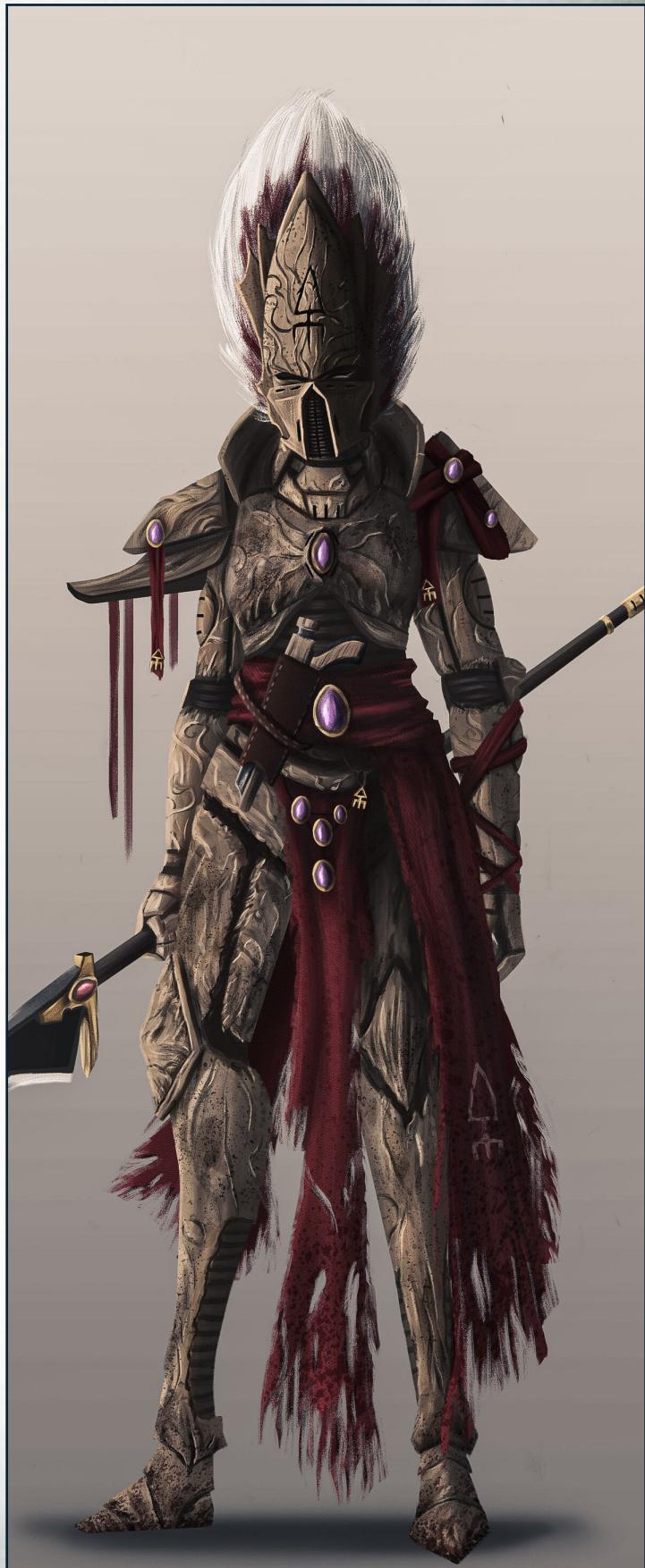
The gates can be created only by using the First Fire order and will remain in place as long as the unit is on First Fire. The gate is removed if the unit creates a new gate or decides to remove the gate during the next First Fire phase.

Put two markers within range of the model firing, scatter both gates D6 inch and then roll to hit. If successful, the gates materialize in the positions.

During a turn, all units, both friend and foe of a Scale that is equal to or less than the value in parenthesis (x) may move through the gate as if the distance was 0. Units may also fire through the gate, tracing a line through the gate and then continuing the firing past the gate. (Note that this will be a straight line on the other side of the gate).

If multiple models in this Detachment has the Wraithgate special rule, total all the numbers in parenthesis and only apply this rule once.

Example: Four models with Wraithgate (1) will become Wraithgate (4).



THE ORKS



Orkses is never defeated in battle. If we win we win, if we die we die fighting so it don't count. If we runs for it we don't die neither, cos we can come back for annuver go, see!



THE ORK ARMY

The Orks live for war. They are the most brutal and numerous of the foes that the Imperium faces. While an individual Ork is physically stronger than a man, they are disorganized and can almost as easily be killed by bolter or las as any man.

Mobs

Ork Detachments are called Mobs or sometimes Skwadrons if they pertain to certain vehicles, whatever the name they follow the same rules as other types of detachments and the words are used interchangeably.

Formations

Each formation is a specific type of warband commonly found in the Ork Armies. Each formation other than the regular warband is affiliated with a specific Ork Clan and has distinct criteria and thematic bonuses associated with it.

The Army List

Even though the Orks are much different from the Imperial Forces, they follow a similar composition of units as the Imperium does. Therefore units are chosen in the same way as any other faction.

An Ork force can include a Warlord only if the total points limit is 3,000 points or more.

Strength in Numbers

Even though the Orks are brutal fighters, their morale comes from their strength in numbers. Any mob that has more than 5 wounds remaining increases its Morale characteristics by 1, to a maximum of 2+. (This also applies to non-ork vehicles with the looted special rule).

'Ere we go!

The Orks are known for their love of loud noises, heavy machinery, and fast speeds. Nothing illustrates this better than their perspective of how to get to battle.

Ork Transport detachments do not have the usual limit of 8 models. Instead they may pick the same amount of units to satisfy the need to carry the entire Ork Formation.

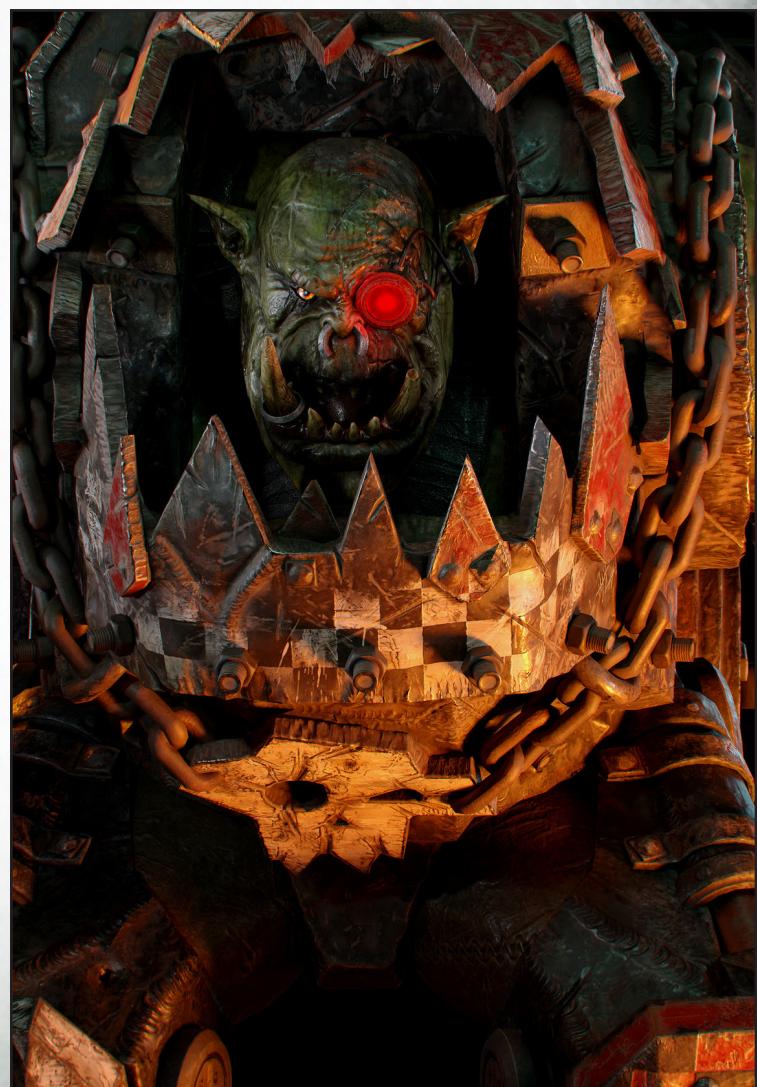
Example: A formation with 20 infantry models and 5 infantry models with the bulky special rule can take transports that has a transport capacity of 30.

Psychic Powers (The Big Waaagh!)

The Orks don't really plan ahead which Psychic Powers they will bring into the fight. Instead the powers are randomized from the "The Big Waaagh!" Table.

Before deploying roll one D6 for each psyker level and count from the top of the "Big Waaagh" Psychic Power list, skipping those that have been rolled previously until you have a number of powers that is equal to your total Power Level.

Example: Army contains a Psyker (2) and Psyker (1) = 3 Rolls.



THE BIG WAAAGH!!!

The Orks channel their power through their deities Mork and Gork, each of their powers is a manifestation in their belief in their two twin gods. One more cunning, one more Brutal.

Psychic Power

Power Level

1. Gork's Blasta

5+

The wierdboy stretches out his finger, points at the target and utters the magic word “Bang, Bang! Yo ded!”. Hurling from a bolt of green energy that strikes its foe with raw psychic energy.

Perform a shooting attack with the following profile:

| Weapon | Range | Dice | To Hit | AP | Traits |
|---------------|-------|------|--------|----|---------------------|
| Mork's Blasta | 18" | 2 | 4+ | -1 | Light AT, Armorbane |

3. Gork's Word(s)

6+

A deep, wise, sundering voice can be heard uttering the profound words “Let's get 'em Ladz!”.

One detachment within 8" of the caster gains +1 CAF until the end of turn.

2. Mork's 'Eadbutt

7+

The Wierdboy ‘eadbuttin’ the air while thinking of the foe - and by sheer will (and warp energy) Mork realizes this dream by crushing the foe with his brutal forehead.

One single enemy model (even one within a detachments) within 24" and in line of sight of the caster suffers 1 wound with no saves of any kind allowed.

4. Mork's Power Vomit

9+

The Wierdboy hurls a ball of fluorescent green psycho-plasma from his churning innards.

Place the Flamer Template in front of the Wierdboy, any model, friend or foe, touched by the template suffers a hit.

5. The hand of Gork

11+

A hand of green energy comes upon the battlefield, “gently” picking up a group of orks and moving them forward towards the battlefield. As to indicate that they need to get to the fight quicker.

One detachment within 12" of the caster makes a move as per the regular movement rules of up to 2D6".

6. Mork's Warpath

13+

Immaterial fists, feet, ‘eadbutts smash a path through the battlefield. Crushing, battering and dismembering those that stand against the Ork deities.

Select a unit within 18" of the caster, that unit suffers D6 hits. Roll a D6 and repeat the effect (The same unit may be chosen multiple times):

- 1-2 = Opponent chooses new target within 8"
- 3-4 = Warpath ends as Mork gets tired of stomping
- 5-6 = Caster chooses new target within 8"

7. Waaaagh!

15+

In unison both Mork and Gork let out the holiest of cries: “Waaaagh!”- This echoes through the Warlords and Warbosses, driving each Ork to the brink of madness from blood lust.

All Ork detachment within 6" of the caster, all Warlords and all Warbosses, move 3" towards the nearest enemy and gains Rend, CAF+1 and Feel no Pain until the end of turn. If they manage to reach the enemy they count as charging this turn.

THE ORK CLANS



GOFF

The Goffs are specialists in hand-to-hand combat who prefer their battles up close and personal. They are particularly fond of the Stikkbomb, because it is hurled by hand and is excellent for close combat in trenches, ruins, bunkers and rat holes.



EVIL SUNZ

Just as the Goffs klan loves violence and aggression, so the Evil Sunz love speed. The Evil Sunz have adopted the general Ork maxim that “red ‘uns go faster” as their klan motto. Evil Sunz prize fast vehicles like Ork Warbikes, Warbuggies and Trukks on which their Boyz can ride to battle.



BAD MOONS

The Bad Moons are a powerful and very wealthy Ork “klan.” The Bad Moons are the richest of all the Ork klanz. This is because their teeth grow faster than anyone else’s, meaning that even the lowliest Bad Moon Ork has a steady supply of the standard form of Ork wealth.



DEATHSKULLS

The Deathskulls are plunderers without equal. They are tremendously adept at looting, borrowing, scrounging, scavenging, and stealing things from their fellow Orks, and notoriously bad at giving them back. This also extend to equipment and gear from other factions.

BLOOD AXES

The Blood Axes are held by the other Ork klanz to be a bunch of untrustworthy gits. They trade openly with the worlds of the Imperium, parley with the foe, use stealth and “taktikz” and will even consider retreating from battle if faced with insurmountable odds.

SNAKEBITES

The Snakebites are a well-known “klan” of Orks. The Snakebites are considered to be a backward klan by many of the more technologically-advanced klanz and tribes of Orks, for they still follow the old ways of the Ork race and often remain Feral Orks in culture and attitude even after they gain access to more advanced technology.

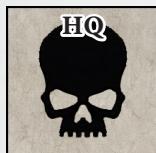
ORK FORMATIONS

Orks fight together in warbands, these are groups of Orks that share a similar belief and similar way of waging war. Even so, no sane Ork clan or warband would ever pass up on a good fight - therefore it is not uncommon for Orks to fight side-by-side with other clan members.

ORK WARBAND

The Ork Warband is a hodge-podge of Orks from various backgrounds and clans. They are led by a mighty Warboss that “manages” to “coordinate” the various beliefs and points of views, generally by a “good ol’ beat’n”. This formation allows for the most variation and has no special requirements.

COMPULSORY DETACHMENTS



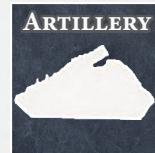
OPTIONAL DETACHMENTS



One of the following



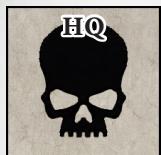
One of the following



GOFF WARBAND

A mob of Goff Boyz is usually at least twenty strong, and a true Goff horde has a hundred times that number at its heart. When the Goffs go to war, the ground shakes to the incessant thump of thousands of steel-capped boots. There are few in the galaxy that enjoy battle than the goffs.

COMPULSORY DETACHMENTS



OPTIONAL DETACHMENTS



True Goff Horde:

A Goff horde can not contain less than 25 models.

War is fun:

Whenever a Clan(Goff) unit is within 6" of an enemy, add +1 to its morale rolls.

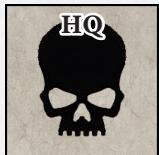
One of the following



BAD MOONS WARBAND

Bad Moons are always up for a good fight - In contrast to other Clans they do have an Ulterior motif - to show off their gear. This means that each fight is not just a frenzy to get into melee range as close as possible, but instead to ensure 'da uvver boyz' notice when you do.

COMPULSORY DETACHMENTS



OPTIONAL DETACHMENTS



Show Offs:

To be able to take a Bad Moon Formation the most expensive mob in the army (points wise) must be part of the bad moon formation.

Dis is how we doz it:

When rolling for close combat, add +1 CAF if a rivaling clan model is within 6".

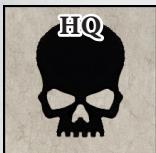
One of the following



EVIL SUNZ WARBAND

The largest and most popular of the various subcultures of Ork society is the Kult of Speed. Orks possess an inherent need to go fast. It is hardly surprising that warbikes and warbuggies of all kinds are popular vehicles amongst the Orks. This formation focuses heavily on speed.

COMPULSORY DETACHMENTS



OPTIONAL DETACHMENTS



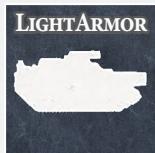
Speedfreeks:

All models in this formation need to have a movement characteristic of 8"+ or be embarked in one that has.

Red Ones Go Fasta:

If the entire formation has been painted¹ red all Clan (Evil Sunz) Vehicles & Super-Heavy Vehicles gain +1" to all moves it performs. (Note that this is not +1" to the movement characteristic)

One of the following

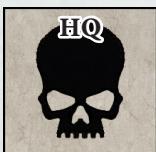


¹ If you get into an argument about this, you are by definition a "stinkin' oomie". The owner of the models gets +1 VP for moral high-ground.

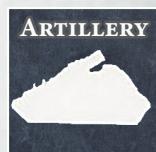
DEATHSKULLS WARBAND

Deathskulls are known for their looting of others, but also for their diplomatic and trading ties with the Imperium. Therefore they are allowed to select certain units from the Imperial lists, a good and fun opportunity create exciting armies comprised of ramshackle

COMPULSORY DETACHMENTS



OPTIONAL DETACHMENTS



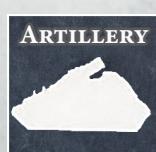
Mistrusted:

This formation may not include units with the Clan(X) rule except those with Clan(Deathskulls)

Looted Vehicles:

This formation may include Vehicle & Super-Heavy Vehicles detachments from the Solar Aux. & Astartes lists. Same Detachments points cost, add "Looted" special rule.

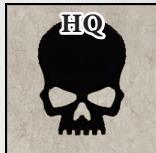
One of the following



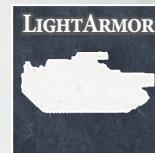
BLOOD AXES WARBAND

The Blood Axes always have a cunning plan set up, these plans are naive by Astartes levels - or by human measurement in general but surprisingly, it seems to work more often than not as the Imperium is not used to Orks fighting any other way than a full frontal assault.

COMPULSORY DETACHMENTS



OPTIONAL DETACHMENTS



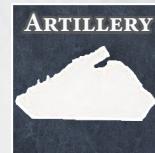
Sneaky Now:

Blood Axes favor cunning and a strict chain-of-command. Each mob MUST take a Nob if able to.

Taktiks:

All units in this detachment gains the outflank special rule and must be deployed using the special rule as described on page 94 in the Legions: Imperialis rulebook.

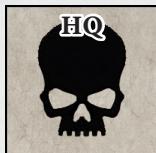
One of the following



SNAKEBITES WARBAND

Snakebite warbands are primitive to say the least. They never use vehicles instead opting to do it "da old ways". Relying on tried and "true" methods of waging war. The tribalistic nature however means that most of the time, it just takes more boys to slog across the battlefield to eventually get cut down by those in more advantageous positions.

COMPULSORY DETACHMENTS



OPTIONAL DETACHMENTS



Primitive:

The snakebites may not take any detachment that has Size of 2 or more unless it also has Clan (Snakebites).

Wierdboy Shamans:

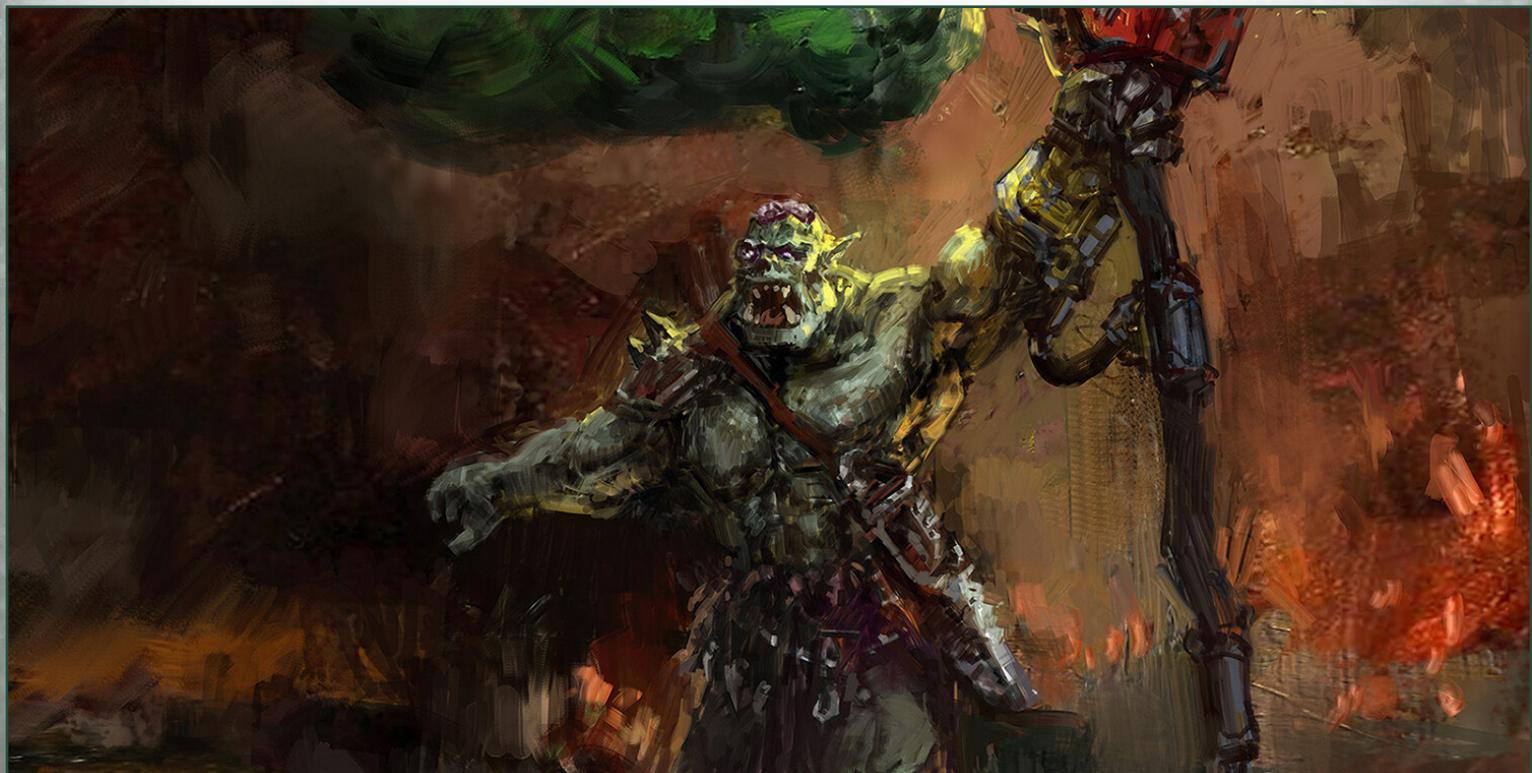
While there is at least 1 Wierdboy in this formation an additional 2 die are generated for Psychic Powers.

One of the following





Ork Killa-Kan.



Ork Wierdboy.



ORK UNITS

HQ DETACHMENTS

WARLORD MOB

80 Points

INFANTRY (1)

DETACHMENT SIZE: 1

| Name | Movement | Sv | CAF | Morale | W |
|---------|----------|----|-----|--------|---|
| Warlord | 5" | 4+ | +5 | 3+ | 2 |

Weapons

- Kustom Shoota & Power Claw

| Weapons | Range | Dice | To Hit | AP | Traits |
|---------------|-------|------|--------|----|-----------------------------|
| Kustom Shoota | 9" | 1 | 6+ | 0 | Light, Rapid Fire, Accurate |
| Power Claw | - | - | - | - | Cleave |

Upgrades

Add a dedicated transport to this mob*:

- Add Gargant+350 points
- Add Great Gargant+550 points

*Follow the rules in the Titan Section of the Ork Army List.

Special Rules

Commander, Inspire(12"), Medicae, Bulky, Master Tactician, Furious Charge, Clan (X*)

WARBOSS MOB

45 Points

INFANTRY (1)

DETACHMENT SIZE: 1

| Name | Movement | Sv | CAF | Morale | W |
|---------|----------|----|-----|--------|---|
| Warboss | 5" | 4+ | +4 | 3+ | 1 |

Weapons

- Kustom Shoota & Power Claw

| Weapons | Range | Dice | To Hit | AP | Traits |
|---------------|-------|------|--------|----|-----------------------------|
| Kustom Shoota | 9" | 1 | 6+ | 0 | Light, Rapid Fire, Accurate |
| Power Claw | - | - | - | - | Cleave |

Special Rules

Commander, Inspire(8"), Medicae, Bulky, Master Tactician, Furious Charge, Clan(X*)

A warlord is an exceptionally powerful Ork warboss who is recognized as particularly powerful, wealthy, and successful on the field of battle. The warlord consolidates power through cunning, ruthlessness and sheer force of will, bringing together disparate Ork tribes, mobs, and warbands under his banner to serve some greater purpose. Usually, this greater purpose is simply to sweep through star systems to fight as many fights as they can and to collect as much treasure as they can carry.

A Warboss is the biggest, the greenest, and the meanest Ork in a tribe or klan, and as such, he's the supreme commander of every Greenskin that falls under his jurisdiction. Relatively cunning strategists (by Ork standards) and exceedingly powerful warriors, these brutes rise through the Ork ranks by winning battles and killing every challenger to his power who puts himself in the way of the putative Warboss.

*You may choose freely which Clan the Warlord or Warboss belongs to:

Goff, Bad Moons, Evil Sunz, Deathskulls, Snakebites or Blood Axes.



HQ DETACHMENTS



WIERDBOY MOB

50 Points

| INFANTRY (1) | DETACHMENT SIZE: 1 | | | | |
|------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------|------|--------|--------|--------|
| Name | Movement | Sv | CAF | Morale | W |
| Wierdboy | 5" | - | 0 | 4+ | 1 |
| Weapons | | | | | |
| <ul style="list-style-type: none"> • Staff | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits |
| Staff | - | - | - | - | - |
| Upgrades | | | | | |
| Upgrade the Pyscher Level of the Wierdboy to one chosen from the list below: | | | | | |
| <ul style="list-style-type: none"> • Psyker(2).....+25 points • Psyker(3).....+50 points • Psyker(4).....+75 points | | | | | |
| Special Rules | | | | | |
| Commander, Medicae, Psyker (1) | | | | | |

Weirdboyz are the most psychically attuned of all Orks. They are capable of vomiting blasts of Warp energy that can reduce foes to molten goop in seconds. Weirdboyz unconsciously channel the background mental emissions of nearby Greenskins.

Even a close-run Squig-eating contest between two rowdy Boyz will cause waves of energy to pulse through any Weirdboy that strays near. Unless the Weirdboy finds some way to release this pent-up psychic energy his head will explode, detonating the heads of nearby Orks into the bargain.

This can prove highly inconvenient.



HQ DETACHMENTS



The most important and skilled Mekboyz are known as “Big Meks,” who lead groups of lesser Mekboyz armed with a wide variety of Greenskin kustom equipment and Kombi-weapons, sometimes including even full warbands or whole WAAAGHs! armed with a large amount of less-than-conventional Ork weaponry.

A Big Mek’s mastery of technology is unsurpassed amongst the Orkoid races and a Big Mek is often seen generating a “Kustom Force Field” around himself that protects his person and his creations. A Big Mek who becomes the leader of a Greenskin WAAAGH! will be known as a “Mek-Boss.”

Occasionally, a very powerful Mek-Boss might get (greater) delusions of grandness and construct formhimself the pinnacle of war machinery.

MEK-BOSS MOB

40 Points

INFANTRY (1)

DETACHMENT SIZE: **1**

| Name | Movement | Sv | CAF | Morale | W |
|----------------------|----------|----|-----|--------|---|
| Mek-Boss | 5" | 6+ | +4 | 4+ | 1 |
| Mek-Boss on War Bike | 11" | 6+ | +4 | 4+ | 1 |

Weapons

- Kustom Shoota

| Weapons | Range | Dice | To Hit | AP | Traits |
|---------------|-------|------|--------|-----|--------------------------------------------|
| Kustom Shoota | 9" | 1 | 6+ | 0 | Light, Rapid Fire, Accurate |
| Kustom Blasta | 4*D6" | D6 | 5+ | -D6 | Light AT, Rapid Fire, Accurate, Unreliable |
| Power Claw | - | - | - | - | Cleave |

Upgrades

Purchase any of the following gear for the Mek-Boss, each upgrade can only be taken once.

- Kustom Force Field (Add Shield Generator (5+) Special Rule)+20 points
- Rokkit Pack (Add Rokkit Pack Special Rule)+5 points
- Warbike (Change type to Cavalry(1) and use War Bike profile)+10 points
- Bionik Eye (Add Tracking Array Special Rule)+2 points
- Painboy & Medical Squigs (Add Medicae Special Rule)+8 points
- Cybork Body (Add Feel No Pain Special Rule)+15 points
- Mega Armor (Add Bulky Special Rule and Change Save to “4+”)+10 points
- Replace Kustom Shoota with Kustom Blasta.....+15 points
- Add Power Claw.....+10 points

Add a dedicated transport to this mob*:

- Add Stompa+225 points
- Add Gargant+350 points
- Add Great Gargant+550 points

*Follow the rules in the Titan Section of the Ork Army List.

Special Rules

Commander, Battlesmith



TRANSPORT DETACHMENTS



CULT OF SPEED MOB

5 POINTS PER TRUCK

| VEHICLE (2) | DETACHMENT SIZE: VARIABLE | | | | |
|----------------------------------------------------------------------|---------------------------|----|-----|--------|-----------|
| Name | Movement | Sv | CAF | Morale | W |
| War Trukk | 10" | 5+ | +0 | 5+ | 1 |
| Upgrades | | | | | |
| Upgrade any War Trukks to one of the alternatives in the list below: | | | | | |
| <ul style="list-style-type: none"> Battlewagon | | | | | +5 points |
| Special Rules | | | | | |
| Assault Transport (1) | | | | | |

BATTLEWAGON

VEHICLE(2)

| Name | Movement | Sv | CAF | Morale | W |
|---------------------------------------------------------------------|----------|------|--------|--------|----------------------------------|
| Battlewagon | 8" | 4+ | +1 | 5+ | 1 |
| Weapons | | | | | |
| <ul style="list-style-type: none"> Big Shoota Turret | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits |
| Big Shoota Turret | 12" | 2 | 6+ | 0 | Light, Rapid Fire, Point Defense |
| Special Rules | | | | | |
| Large Assault Transport (3) | | | | | |

Ork Trukks speed into battle at breakneck pace, mobs of Boyz crammed into their rear compartments or hanging recklessly from their hulls. As they close with the foe the Trukks' gunners blaze away wildly. As the enemy lines loom large the driver puts his foot down, squeezing out an extra spurt of acceleration from his ride. With a roar like a predatory beast, the Trukks plough into the enemy's midst before the Boyz on board pile out and get stuck.

A Battlewagon is a catch-all term used for any type of Ork assault tank and heavy armoured troop transport. The term Battlewagon seems to refer overall to a category of large Ork armoured vehicles.



CORE DETACHMENTS



BOYZ MOB

25 Points

| INFANTRY (1) | DETACHMENT SIZE: 4 | | | | |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------|------|--------|--------|----------------------|
| Name | Movement | Sv | CAF | Morale | W |
| Boyz | 5" | - | +1 | 5+ | 1 |
| Nobz* | 5" | 6+ | +2 | 4+ | 1 |
| *Must take Nob Upgrade | | | | | |
| Weapons | | | | | |
| <ul style="list-style-type: none"> • Shoota OR Slugga & Choppa | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits |
| Shoota | 8" | 1 | 6+ | 0 | Light, Rapid Fire |
| Slugga & Choppa | 6" | 1 | 5+ | 0 | Light |
| Burna | 6" | 1 | 4+ | 0 | Ignores Cover, Light |
| Rokkit Launcha | 10" | 1 | 5+ | -1 | Anti-Tank |
| Upgrades | | | | | |
| Purchase up to six of the list below (The same upgrade may be chosen multiple times). | | | | | |
| <ul style="list-style-type: none"> • Add 1 Nobz +10 points • Add 2 Boyz +10 points • Add 2 Boyz with Burnas +12 points • Add 2 Boyz with Rokkits +12 points | | | | | |
| Special Rules | | | | | |

Ork Boyz are the different types of troops deployed by the Orks, a savage, warlike, green-skinned race of humanoids of the Milky Way Galaxy. The average Ork Boy stands about 2 meters (six and a half Terran feet) tall when fully upright and varies greatly in their specific battlefield tactical roles. Ork Boyz who occupy the same field of interest often band together in groups known as "Mobs," and frequently these Mobs are led by an Ork Nob who is the epitome of that particular group's tactical skills. As basic Ork troops, Ork Boys vary greatly in the weaponry and equipment available to them.



CORE DETACHMENTS

GROT MOB

19 Points

| INFANTRY (1) | | DETACHMENT SIZE: 4 | | | | |
|---------------------------------------------------------------------------------------|----------|--------------------|--------|--------|-------------------|--|
| Name | Movement | Sv | CAF | Morale | W | |
| Runtherd* | 5" | - | +1 | 5+ | 1 | |
| Grotz* | 5" | - | -1 | 6+ | 1 | |
| <i>*Mob consists of 1 Runtherd and 3 Grotz.</i> | | | | | | |
| Weapons | | | | | | |
| <ul style="list-style-type: none"> • Boomstick | | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits | |
| Boomstick | 4" | 1 | 5+ | +1 | Light, Unreliable | |
| Upgrades | | | | | | |
| Purchase up to six of the list below (The same upgrade may be chosen multiple times). | | | | | | |
| <ul style="list-style-type: none"> • Add 4 Grots.....+10 points | | | | | | |
| Special Rules | | | | | | |
| Unruly, Little or No Value | | | | | | |

Gretchin or Grotz are basically a smaller subspecies of Orks, who are more cowardly than normal Orks and are usually used as living shields, to clear mine fields, are stepped on to get through difficult terrain, and sometimes even as emergency rations. Gretchins are quite low in the strict hierarchy of Ork society because of their small size (the lowest Orkoids being the Snotlings) and are often used for the dirtiest jobs like scavenging and being used as the football when the bigger Orks get bored.

A Runtherd, also known as a Slaver, is an Ork Oddboy who has the patience to take care of his clan or warband's Gretchin and Snotlings.



CORE DETACHMENTS

GOFF MOB

33 Points

| INFANTRY (1) | | DETACHMENT SIZE: 4 | | | | |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------|--------------------|--------|--------|----------------------|--|
| Name | Movement | Sv | CAF | Morale | W | |
| Goff Boyz | 5" | - | +2 | 5+ | 1 | |
| Goff Nobz* | 5" | 6+ | +3 | 4+ | 1 | |
| *Must take Nob Upgrade | | | | | | |
| Weapons | | | | | | |
| <ul style="list-style-type: none"> • Slugga & Choppa | | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits | |
| Slugga & Choppa | 6" | 1 | 5+ | 0 | Light | |
| Burna | 6" | 1 | 4+ | 0 | Ignores Cover, Light | |
| Rokkit Launcha | 10" | 1 | 5+ | -1 | Anti-Tank | |
| Upgrades | | | | | | |
| Purchase up to six of the list below (The same upgrade may be chosen multiple times). | | | | | | |
| <ul style="list-style-type: none"> • Add 1 Goff Nobz +12 points • Add 2 Goff Boyz +12 points • Add 2 Goff Boyz with Burnas..... +12 points • Add 2 Goff Boyz with Rokkits +12 points | | | | | | |
| Special Rules | | | | | | |
| Clan (Goff), Furious Charge | | | | | | |

Orks of the Goff klan are identified by their preference for black and red wargear, and their symbol, the Horned Bull. Goffs are straightforward and grim; they eschew flashy colors, but do go for bold glyphs and check patterns.

A mob of Goff Boyz is usually at least twenty strong, and a true Goff horde has a hundred times that number at its heart. When the Goffs go to war, the ground shakes to the incessant thump of thousands of steel-capped boots.



CORE DETACHMENTS



LOOTAZ MOB

33 Points

| INFANTRY (1) | DETACHMENT SIZE: 4 | | | | |
|-----------------------------------------------------------------------------------------------------------------------|--------------------|------|--------|--------|--------------------------|
| Name | Movement | Sv | CAF | Morale | W |
| Lootaz | 5" | - | +1 | 5+ | 1 |
| Lootaz Nobz* | 5" | 6+ | +2 | 4+ | 1 |
| *Must take Nob Upgrade | | | | | |
| Weapons | | | | | |
| <ul style="list-style-type: none"> • Shooty Deffgun OR Beamy Deffgun | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits |
| Shooty Deffgun | 14" | 2 | 6+ | 0 | Light, Unreliable |
| Beamy Deffgun | 18" | 1 | 6+ | -2 | Anti-Tank, Unreliable |
| Upgrades | | | | | |
| Purchase up to six of the list below (The same upgrade may be chosen multiple times). | | | | | |
| <ul style="list-style-type: none"> • Add 1 Nobz +14 points • Add 2 Boyz..... +14 points | | | | | |
| Special Rules | | | | | |
| Clan (Deathskullz) | | | | | |

Lootas are the thieves and scavengers of Ork society - light-fingered villains who will pinch anything that isn't nailed down. No one can feel safe around a mob of Lootas - a brief scuffle with a Lotta over a stolen thing will most often result to the previous owner finding his lunch, his Slugga and his golden teef are mysteriously missing. Some of them are so efficient, they can even loot enemy vehicles. However, Lootas are also very open-minded about their possessions. If an Ork is skilled enough to be able to steal anything from a Lotta, he won't claim his possession (at least not when the thief is looking) - he stole it fairly, after all. Some Lootas insist that 'sharin' is an essential part of Ork Kultur, but most Orks insist that Lootas are a bunch of thieving skumbags, with no more honor than a baked squig.





SUPPORT DETACHMENTS



KILLA KANS MOB

50 Points

| WALKER (1) | | DETACHMENT SIZE: 4 | | | | | | |
|----------------------------------------------------------------------------------------------|----------|--------------------|--------|--------|----------------------|--|--|--|
| Name | Movement | Sv | CAF | Morale | W | | | |
| Killa Kan | 6" | 5+ | +3 | 6+ | 1 | | | |
| Weapons | | | | | | | | |
| <ul style="list-style-type: none"> • Big Shoota OR Rokkit Launcha OR Skorchha | | | | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits | | | |
| Big Shoota | 12" | 2 | 6+ | 0 | Light, Rapid Fire | | | |
| Skorchha | 6" | 1 | 4+ | 0 | Ignores Cover, Light | | | |
| Rokkit Launcha | 10" | 1 | 5+ | -1 | Anti-Tank | | | |
| Upgrades | | | | | | | | |
| Purchase up to six of the list below (The same upgrade may be chosen multiple times). | | | | | | | | |
| <ul style="list-style-type: none"> • Add 2 Killa Kanz +25 points | | | | | | | | |
| Special Rules | | | | | | | | |
| Armored | | | | | | | | |

A Killa Kan (pl. Killa Kanz) is a cybernetic Ork combat walker. Killa Kans are smallish, bipedal walkers composed of a rickety, lightly armoured “kan” perched atop a pair of piston driven legs, and armed with a selection of ranged and close-combat weapons. Relatively primitive and weak by Ork standards, they are nonetheless fast and incredibly dangerous for their size, and one or two are more than a match for an Astra Militarum Sentinel walker.

As for the operator within, Killa Kans are not so much piloted as they are inhabited by a particularly ill-tempered Gretchin. Requiring the skills of both a Mekboy and a Painboy, fielding a Killa Kan entails first building the vehicle itself, then hard-wiring a volunteer Grot directly into the control systems.



SUPPORT DETACHMENTS



DEFF DREAD MOB

70 Points

| WALKER (1) | | DETACHMENT SIZE: 4 | | | |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------|----------|--------------------|--------|--------|----------------------------------------|
| Name | Movement | Sv | CAF | Morale | W |
| Deff Dread | 5" | 4+ | +5 | 5+ | 1 |
| Mega Dread | 5" | 3+ | +6 | 5+ | 1 |
| Weapons | | | | | |
| <ul style="list-style-type: none"> Dread Klaws Arm 1: Big Shoota OR Kustom Mega Blasta Arm 2: Big Shoota OR Rokkit Launcha | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits |
| Dread Klaws | - | - | - | - | Cleave, Wrecker(2) |
| Big Shoota | 12" | 2 | 6+ | 0 | Light, Rapid Fire |
| Kustom Mega-Blasta | 10" | 1 | 5+ | -2 | Ignores Cover, Light AT, Unreliable |
| Rokkit Launcha | 10" | 1 | 5+ | -1 | Anti-Tank |
| Upgrades | | | | | |
| Purchase up to six of the list below (The same upgrade may be chosen multiple times). | | | | | |
| <ul style="list-style-type: none"> Add 2 Deff Dreads Add 1 Mega Dread..... | | | | | |
| +30 points | | | | | |
| Choose up to one upgrade from the list below | | | | | |
| <ul style="list-style-type: none"> Upgrade 1 Mega Dead to Meka-Dread (Add Special Rule: Battlesmith) .. +15 points | | | | | |
| Special Rules | | | | | |
| Armored | | | | | |

The Ork Deff Dread (Ork shorthand for Death Dreadnought) is a large Ork combat walker that is essentially a cross between an Ork Killa Kan and a Space Marine Dreadnought. The machine is smaller than an Ork Stompa, but is larger than a Killa Kan. The Deff Dread is also capable of carrying up to four weaponised arms. Also like a Dreadnought, a Deff Dread's Ork pilot must be cybernetically hardwired into the machine. As a result, the construction of a functional Deff Dread requires the skills of both an Ork Mekboy and a Painboy.

To many Orks, however, the process of creating a Deff Dread is the opposite of what they usually want, as their dreams of power are hampered by the fact that they are permanently wired into a metal can.



SUPPORT DETACHMENTS

MEGANOBZ MOB

45 Points

| INFANTRY (1) | DETACHMENT SIZE: 4 | | | | |
|---------------------------------------------------------------------------------------|--------------------|------|--------|--------|-----------------------------|
| Name | Movement | Sv | CAF | Morale | W |
| Meganobz | 5" | 4+ | +3 | 4+ | 1 |
| Weapons | | | | | |
| • Kustom Shoota | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits |
| Kustom Shoota | 9" | 1 | 6+ | 0 | Light, Rapid Fire, Accurate |
| Upgrades | | | | | |
| Purchase up to six of the list below (The same upgrade may be chosen multiple times). | | | | | |
| • Add 2 Meganobz +20 points | | | | | |
| Special Rules | | | | | |
| Bulky, Inspire(3") | | | | | |

A Meganobz are the richest and most battle-hardened Ork Nobz within a warband who pays a Mek to build them a suit of Mega Armour. Piston-driven and covered in enough protective plating to turn its wearer into a walking tank, this armour is incredibly expensive. Yet it serves as the ultimate Greenskin status symbol.

Though other Orks mock the Meganobz for wearing so much armour, only the dullest would do so within earshot. Even a direct hit from a tank round is unlikely to do more than knock a Meganob over, worsening his already foul temper. For many, the only chance of surviving an encounter with an angry Meganob is to outrun him.



SUPPORT DETACHMENTS



STORMBOYZ MOB

25 Points

INFANTRY (1)

DETACHMENT SIZE: 4

| Name | Movement | Sv | CAF | Morale | W |
|---------------------------------------------------------------------------------------|----------|------|--------|--------|--------|
| Stormboyz | 7" | - | +1 | 5+ | 1 |
| Weapons | | | | | |
| • Slugga & Choppa | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits |
| Slugga & Choppa | 6" | 1 | 5+ | 0 | Light |
| Upgrades | | | | | |
| Purchase up to six of the list below (The same upgrade may be chosen multiple times). | | | | | |
| • Add 2 Stormboyz..... +10 points | | | | | |
| Special Rules | | | | | |
| Rokkit Pack | | | | | |

A Stormboy (pl. Stormboyz) is an elite Ork shock trooper who shows an unusual level of strategic planning and tactical acumen for the Greenskins and is particularly skilled at mobile warfare.

A Stormboy strives to stand out amongst the anarchy of Ork society. They studiously ape authority figures, practice things until they can do them right, and openly polish their boots in public places, much to the disgust of their elders.

Yet no matter how much they fly in the face of Greenskin values with their willful forward planning and blatant regard for the rules, Stormboyz are still Orks. They live to get stuck into a good, bloody fight as quickly as they can.



SUPPORT DETACHMENTS



FLASH GITZ MOB

29 Points

| INFANTRY (1) | DETACHMENT SIZE: 4 | | | | |
|-----------------------------------------------------------------------------------------------------------------------------|--------------------|------|--------|--------|--------------------------------|
| Name | Movement | Sv | CAF | Morale | W |
| Flash Gitz | 5" | - | +1 | 5+ | 1 |
| Flash Gitz Nobz* | 5" | 6+ | +2 | 4+ | 1 |
| <i>*Must take Nob Upgrade</i> | | | | | |
| Weapons | | | | | |
| <ul style="list-style-type: none"> • Kustom Shoota • Snazzgun | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits |
| Kustom Shoota | 9" | 1 | 6+ | 0 | Light, Rapid Fire, Accurate |
| Snazzgun | 12" | 1 | 6+ | -1 | Light AT, Rapid Fire, Accurate |
| Upgrades | | | | | |
| Purchase up to six of the list below (The same upgrade may be chosen multiple times). | | | | | |
| <ul style="list-style-type: none"> • Add 2 Flash Gitz..... +12 points • Add 1 Flash Gitz Nobz | | | | | |
| Special Rules | | | | | |
| Clan (Bad Moons), Marksman | | | | | |

Flash Gitz are an elite breed of Ork Nobz who are obsessed with their lovingly customized, ostentatiously polished and painted weapons known as Snazzguns that can potentially wipe out entire squads of infantry in a hail of fire. Unlike other Nobz, Flash Gitz prefer “more dakka” to being “stompier,” that is to say, they have a preference for ranged fire over melee combat. They are powerful ranged heavy infantry troops for an Ork WAAAGH!.

Many Flash Gitz are members of the Bad Moons Clan, where they serve as the clan’s elite infantry. In addition to their powerful armament, Flash Gitz often wear garish armour, adorned with bionic eyes (usually called Gitfindas) and skull trophies mounted on their weapons or upon their back.



SUPPORT DETACHMENTS

SQUIG HERDER MOB

20 Points

| INFANTRY (1) | | DETACHMENT SIZE: 5 | | | | |
|--------------------------------------------------------------------------------------------------------------------|----------|--------------------|-----|--------|---|--|
| Name | Movement | Sv | CAF | Morale | W | |
| Herda* | 5" | - | +1 | 5+ | 1 | |
| Squigs* | 2D6"** | - | +4 | 6+ | 1 | |
| *Mob consists of 1 Snotling Herders and 4 Squigs. **Roll for entire Detachment | | | | | | |
| Weapons | | | | | | |
| <ul style="list-style-type: none"> None | | | | | | |
| Upgrades | | | | | | |
| Purchase up to six of the list below (The same upgrade may be chosen multiple times). | | | | | | |
| <ul style="list-style-type: none"> Add 1 Herda..... +4 points Add 4 Squigs..... +10 points | | | | | | |
| Special Rules | | | | | | |
| Uncontrolled, Furious Charge, Little or No Value | | | | | | |

A Squig (short for “Squiggly Beast”) is the simplest known form of Orkoid life. There are many types of Squig, each generally filling some functional or utilitarian role in the Ork ecosystem. They currently serve as the Orks’ primary food source, much like herd animals are for Humans.

Squigs naturally grow and breed within the cesspits of Ork settlements, subsisting on Ork refuse. Tending the Squigs is the duty of the low-caste Orkoids known as Snotlings.



ARTILLERY DETACHMENTS



BIG GUNZ BATTERY

40 Points

| INFANTRY (1) | | DETACHMENT SIZE: 4 | | | | | | |
|--------------------------------------------------------------------------------------------------------------------------------------------------|----------|--------------------|--------|--------|------------------------|--|--|--|
| Name | Movement | Sv | CAF | Morale | W | | | |
| Grot Crew w/ Lobbaz | - | - | -5 | 6+ | 1 | | | |
| Weapons | | | | | | | | |
| • Lobba | | | | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits | | | |
| Lobba | 24" | 1 | 6+ | 0 | Arc (Front), Barrage | | | |
| Zzap Gun | 22" | 1 | 5+ | -1 | Arc (Front), Anti-Tank | | | |
| Upgrades | | | | | | | | |
| Purchase up to six of the list below (The same upgrade may be chosen multiple times). | | | | | | | | |
| <ul style="list-style-type: none"> • Add 2 Grot Crew w/ Lobbaz +20 points • Replace Lobba with Zzap Gun Free | | | | | | | | |
| Special Rules | | | | | | | | |
| Little or No Value | | | | | | | | |

Big Guns are Grot-crewed artillery pieces featuring either Lobbaz or Zzap Guns. The Lobba is a large Ork artillery piece firing in high arcs, ‘lobbing’ a high explosive shell into the air, much like mortars. It is often used to pound enemy infantry squads over intervening obstacles. Most lobbaz look like big mortars or rokkits, although the Lobbaz used by Snakebites or other primitive tribes may take the form of a catapult or trebuchet.

A Zzap Gun consists of a wire-bound tube and a powerful generator at the back end of it with a lot of custom ‘gubbinz’. An extremely powerful weapon, the Zzap gun serves a role not dissimilar to an Imperial Lascannon



ARTILLERY DETACHMENTS



PULSA ROKKIT BATTERY

30 Points

| INFANTRY (1) | DETACHMENT SIZE: 3 | | | | |
|---------------------------------------------------------------------------------------|--------------------|------|--------|--------|--------------------------------------------------------------------------|
| Name | Movement | Sv | CAF | Morale | W |
| Grot Crew w/ Pulsa Rokkit | - | - | -5 | 6+ | 1 |
| Weapons | | | | | |
| • Pulsa Rokkit | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits |
| Pulsa Rokkit | 6*D6" | 1 | 4+ | -2 | Arc (Forward), Heavy Barrage, Blast(3"), Limited(1), Unreliable |
| Upgrades | | | | | |
| Purchase up to six of the list below (The same upgrade may be chosen multiple times). | | | | | |
| • Add 3 Grot Crew w/ Pulsa Rokkit +30 points | | | | | |
| Special Rules | | | | | |
| Little or No Value | | | | | |

The Pulsa Rokkit contains a large and unstable force field generator. It is a special version of Kustom Force Field, mounted on a rocket and launched into enemy ranks. The generator is modified into a special version called a Pulsa and detaches from the rocket and slowly descends (hopefully) to the ground.

The Pulsa launches waves of energy in all directions like a stone on a pond, which sends troops into disarray as they are thrown around and vehicles flip over. Most of the time the Pulsa will burn out after one massive pulse, however on some occasions it can continue to fire often flipped over and their crews knocked down, dreadnoughts are sometimes knocked over or even have their legs destroyed, bikes and vehicles are spun round and flipped over and some terrain is even demolished, especially walls.





VANGUARD DETACHMENTS



KOMMANDOZ MOB

30 Points

INFANTRY (1)

DETACHMENT SIZE: 4

| Name | Movement | Sv | CAF | Morale | W |
|-----------------|----------|----|-----|--------|---|
| Kommandoz | 5" | - | +2 | 5+ | 1 |
| Kommandoz Nobz* | 5" | - | +3 | 4+ | 1 |

*Must take Nob Upgrade

Weapons

- Sneaky Slugga & Demo-Charges

| Weapons | Range | Dice | To Hit | AP | Traits |
|---------------|-------|------|--------|----|-----------------------------|
| Sneaky Slugga | 6" | 1 | 5+ | 0 | Light, Point Defense |
| Demo-Charges | 3" | 1 | 5+ | -1 | Bunker Buster, Anti-Tank |

Upgrades

Purchase up to four of the list below (The same upgrade may be chosen multiple times).

- Add 2 Kommandoz +12 points
- Add 1 Kommandoz Nobz..... +12 points

Special Rules

Clan (Blood Axes), Infiltrate

Ork Kommandoz are those rare Boyz who have been “touched by Mork,” and emulate that Orkish god’s tendency towards “kunning” (i.e. resorting to dirty tricks) first and open combat second. Unlike the average Ork Boy who enjoys loud weapons, big explosions and fast vehicles, Kommandoz prefer spreading panic behind enemy lines before launching a “perfectly-timed” ambush.

While not perhaps as stealthy or as well-trained as those special forces operatives of the Imperium, they are still brutally effective, especially as their form of fighting is so unexpected in contrast to the rest of the Orks.



VANGUARD DETACHMENTS

BOARBOYZ MOB

33 Points

CAVALRY (1)

DETACHMENT SIZE: 4

| Name | Movement | Sv | CAF | Morale | W |
|---------------------------------------------------------------------------------------|----------|------|--------|--------|--------|
| Boarboyz | 9" | 5+ | +2 | 5+ | 1 |
| Weapons | | | | | |
| <ul style="list-style-type: none"> • Slugga & Tusks | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits |
| Slugga | 6" | 1 | 5+ | 0 | Light |
| Tusks | - | - | - | - | Rend |
| Upgrades | | | | | |
| Purchase up to six of the list below (The same upgrade may be chosen multiple times). | | | | | |
| <ul style="list-style-type: none"> • Add 2 Boar Boyz.....+14 points | | | | | |
| Special Rules | | | | | |
| Clan (Snakebites), Bulky, Furious Charge | | | | | |

A Boarboy serves in a Boarboyz Squad that acts as the heavy cavalry units of Feral Ork tribes. Boarboyz ride a Warboar into battle. Warboars themselves are incredibly resilient and strong beasts, and can serve as a food source for the tribe if needed. The Orks capture and train wild boars, which often inhabit areas near Feral Ork settlements. These wild boar-like beasts then become Warboars, used as powerful and often vicious steeds in battle.



VANGUARD DETACHMENTS

SPEED FREEK MOB

65 Points

| CAVALRY (1) | | DETACHMENT SIZE: 4 | | | |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------|--------------------|--------|--------|-------------------------------------|
| Name | Movement | Sv | CAF | Morale | W |
| War Bikes | 11" | 6+ | +2 | 5+ | 1 |
| War Buggy | 10" | 6+ | +1 | 5+ | 1 |
| War Track | 9" | 5+ | +2 | 5+ | 1 |
| Weapons | | | | | |
| <ul style="list-style-type: none"> • War Bike: Big Shoota • War Buggy / War Track: Big Shoota Turret OR Scorchia Turret OR Rokkit Launcha Turret | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits |
| Big Shoota | 12" | 2 | 6+ | 0 | Light, Rapid Fire |
| Skorchia Turret | 6" | 1 | 4+ | 0 | Ignores Cover, Light, Point Defense |
| Rokkit Launcha Turret | 10" | 1 | 5+ | -1 | Anti-Tank, Point Defense |
| Big Shoot Turret | 12" | 2 | 6+ | 0 | Light, Rapid Fire, Point Defense |
| Upgrades | | | | | |
| Choose any combination of War Bikes, War Buggies or War Tracks. Select up to 6 choices from the list below: | | | | | |
| <ul style="list-style-type: none"> • Add 2 War Bikes +30 points • Add 1 War Buggy +15 points • Add 1 War Track +15 points | | | | | |
| Special Rules | | | | | |
| Clan (Evil Sunz), Jink (6+) | | | | | |

Speed Freeks are those Orks who become addicted to the sensation of pure speed. These speed-obsessed Greenskins band together in their own mobs and warbands, which are full of buggies, bikes, and Trukks.

Mobs of Ork Warbikers (known also as Bikeboyz) race into battle at suicidal speeds, exhausts belching greasy clouds of smoke. As they hurtle toward the enemy ranks, the Warbikers fill the air with a murderous storm of shots from their blazing dakkaguns.



LIGHT ARMOR DETACHMENTS



FLAKWAGON MOB

65 Points

| VEHICLE (2) | DETACHMENT SIZE: 4 | | | | |
|---------------------------------------------------------------------------------------|--------------------|------|--------|--------|----------------------------------------------------|
| Name | Movement | Sv | CAF | Morale | W |
| Flakwagon | 9" | 5+ | +1 | 5+ | 1 |
| Weapons | | | | | |
| <ul style="list-style-type: none"> • Flakka-Dakka Gunz | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits |
| Flakka-Dakka Gunz | 16" | 4 | 6+ | -1 | Light AT, Skyfire, Rapid Fire, Point Defense |
| Upgrades | | | | | |
| Purchase up to six of the list below (The same upgrade may be chosen multiple times). | | | | | |
| <ul style="list-style-type: none"> • Add 2 Flakwagon..... +40 points | | | | | |
| Special Rules | | | | | |

Essentially a Wartrakk equipped with varying number of Flakka-Dakka Gunz, the design was pioneered by the Mekboy Grimgutz, who was sick of local Ork aircraft constantly buzzing his workshop. He designed the weapon in the course of an afternoon to shoot down the pests.

Flakkatrakk's weapons are often fired by Grot assistants and are capable of filling the skies with hundreds of rounds per minute, making them a grave threat to any aircraft that ventures into its line of sight. The design has become popular and copied by many other Mekboyz in light of its success, and wherever the Orks are beset by enemy aircraft a Flakkatrakk is likely to appear



LIGHT ARMOR DETACHMENTS



SNAZZAWAGON MOB

65 Points

| VEHICLE (2) | DETACHMENT SIZE: 3 | | | | |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------|------|--------|--------|--------------------------------|
| Name | Movement | Sv | CAF | Morale | W |
| Snazzawagon | 10" | 5+ | +1 | 5+ | 1 |
| Weapons | | | | | |
| Choose one of the following: | | | | | |
| <ul style="list-style-type: none"> • Boomdakka: Mek Speshul • Spleenrippa: Blasta-Kannon • Gobsmasha: Deff-Kannon • Bowelburna: Skorcha | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits |
| Mek Speshul | 12" | 2 | 5+ | 0 | Arc (Front), Light, Rapid Fire |
| Blasta-Kannon | 20" | 1 | 5+ | -1 | Arc (Front) |
| Deff-Kannon | 16" | 1 | 5+ | -2 | Arc (Front), Light AT |
| Skorcha | 6" | 1 | 4+ | 0 | Ignores Cover, Light |
| Upgrades | | | | | |
| Purchase up to six of the list below (The same upgrade may be chosen multiple times). | | | | | |
| <ul style="list-style-type: none"> • Add 2 Snazzawagons +40 points | | | | | |
| Any model may choose any of the following upgrades: | | | | | |
| <ul style="list-style-type: none"> • Remove the Arc (Front) trait from a Weapon +1 point | | | | | |
| Special Rules | | | | | |
| Clan (Evil Sunz) | | | | | |

A lightly built speedster based around looted vehicle frames, Snazzawagons are clad in hastily welded scrap armor. Their shambling design means even their drivers know a single well-placed shot is likely to destroy the vehicle, but their extreme speed allows them to avoid much of enemy fire. Snazzwagon drivers race each other to the frontlines, howling with glee as they pump their accelerators and coax ever more speed out of their unstable rides. Meanwhile, their crews hang on for dear life and prepare to unleash their vehicle's weaponry upon their foe.[

Snazzwagons boast only a single primary weapon, an enormous gatling gun known as the Mek Speshul which is capable of laying down a hail of red-hot projectiles at a constant stream.



LIGHT ARMOR DETACHMENTS



MEKBOY WAGONS

60 Points

| VEHICLE (2) | DETACHMENT SIZE: 2 | | | | |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------|------|--------|--------|-----------------------|
| Name | Movement | Sv | CAF | Morale | W |
| Mekboy Wagon | 9" | 5+ | +1 | 4+ | 1 |
| Weapons | | | | | |
| <ul style="list-style-type: none"> Kustom-Cannon | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits |
| Kustom-AutoKannon | 12" | D6 | 6+ | -1 | Arc (Front), Light AT |
| Upgrades | | | | | |
| Purchase up to six of the list below (The same upgrade may be chosen multiple times). | | | | | |
| <ul style="list-style-type: none"> Add 2 Mekboy Wagons..... +60 points Add 1 Mekboy Dragsta..... +35 points Add 1 Rokkit Dragsta..... +25 points Add 1 Bubble Chucka Speedsta..... +25 points Add 1 Lifta-Droppa Speedsta..... +25 points | | | | | |
| Special Rules | | | | | |
| Battlesmith | | | | | |

Mekboys sometime create powerful creations with bizarre weapons conjured up from sketches made in “Da Workshop”. These powerful weapons are mounted on light chassis in favor of power generators, ammunition storage and “uvver doodadz”. Nevertheless, these warmachines can punch over their weight and are fearsome, but sometimes unreliable.

DETACHMENT UPGRADES

| MEKBOY DRAGSTA | | | | | | VEHICLE (2) | | |
|-------------------------|----------|------|--------|--------|--------------------------------|-------------|--|--|
| Name | Movement | Sv | CAF | Morale | W | | | |
| Mekboy Dragsta | 10" | 5+ | +1 | 5+ | 1 | | | |
| Weapons | | | | | | | | |
| • Mek Speshul | | | | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits | | | |
| Mek Speshul | 12" | 2 | 5+ | 0 | Arc (Front), Light, Rapid Fire | | | |
| Special Rules | | | | | | | | |
| Shield Generator (5+) | | | | | | | | |
| ROKKIT DRAGSTA | | | | | | VEHICLE (2) | | |
| Name | Movement | Sv | CAF | Morale | W | | | |
| Rokkit Dragsta | 10" | 5+ | +1 | 5+ | 1 | | | |
| Weapons | | | | | | | | |
| • Destrukta Rokkits | | | | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits | | | |
| Destruka Rokkits | 20" | D6 | 6+ | 1 | Arc (Front) | | | |
| BUBBLE CHUCKA SPEEDASTA | | | | | | VEHICLE (2) | | |
| Name | Movement | Sv | CAF | Morale | W | | | |
| Bubble Chucka Speedsta | 10" | 5+ | +1 | 5+ | 1 | | | |
| Weapons | | | | | | | | |
| • Bubble Chucka | | | | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits | | | |
| Bubble Chucka | 14" | 1 | 6+ | 1 | Arc (Front) | | | |
| LIFTA-DROPPA SPEEDSTA | | | | | | VEHICLE (2) | | |
| Name | Movement | Sv | CAF | Morale | W | | | |
| Lifta-Droppa Speedsta | 10" | 5+ | +1 | 5+ | 1 | | | |
| Weapons | | | | | | | | |
| • Lifta-Droppa | | | | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits | | | |
| Lifta-Droppa | 16" | 1 | 5+ | -2 | Arc (Front), Lifta-Droppa (2) | | | |



BATTLE TANK DETACHMENTS



GUNWAGON MOB

95 Points

| VEHICLE (2) | DETACHMENT SIZE: 3 | | | | |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------|------|--------|--------|-----------------------------------|
| Name | Movement | Sv | CAF | Morale | W |
| Gunwagon | 9" | 4+ | +3 | 5+ | 1 |
| Weapons | | | | | |
| Choose one of the following for each model: | | | | | |
| <ul style="list-style-type: none"> • Bonecrusha: Blasta-Kannon & Deffrolla • Gutrippa: Blasta-Kannon & Gutrippa • Lungbusta: Supa-Blasta-Kannon • Ledspitta: Multi-Blasta-Kannon | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits |
| Blasta-Kannon | 20" | 1 | 5+ | -1 | Arc (Front) |
| Supa-Blasta-Kannon | 36" | 1 | 5+ | -2 | Arc (Front), Anti-Tank, Armorbane |
| Multi-Blasta-Kannon | 12" | 2 | 5+ | 0 | Arc (Front), Light, Rapid Fire |
| Deffrolla | - | - | - | 0 | Tough Fighter, Wrecker(1) |
| Gutrippa | - | - | - | - | Reach, Parry |
| Upgrades | | | | | |
| Purchase up to six of the list below (The same upgrade may be chosen multiple times). | | | | | |
| <ul style="list-style-type: none"> • Add 2 Gunwagons..... +60 points | | | | | |
| Any model may choose any of the following upgrades: | | | | | |
| <ul style="list-style-type: none"> • Remove the Arc (Front) trait from a Weapon..... +1 point | | | | | |
| Special Rules | | | | | |

A variant of a standard Battlewagon, a basic gunwagon consists of a powerful engine and a big weapon on a chassis. A gunwagon only has a seat for the driver, but the occasional hand holds are provided to any unlucky passenger. Much like other Ork vehicles, the gunwagon is a highly modifiable platform, and can be armed with a variety of different weapons - all receiving a distinct name such as Bonecrusha, Gutrippa, Ledspitta or Lungbusta based on whatever traits the vehicle exhibit.



BATTLE TANK DETACHMENTS



SQUIGGOTH MOB

85 Points

| VEHICLE (2) | | DETACHMENT SIZE: 2 | | | | | | |
|---------------------------------------------------------------------------------------------------------|----------|--------------------|--------|--------|---------------------------------------------------|--|--|--|
| Name | Movement | Sv | CAF | Morale | W | | | |
| Squiggoth | 7" | 3+ | +5 | - | 2 | | | |
| Weapons | | | | | | | | |
| <ul style="list-style-type: none"> Stampeding Rush Bombard Swivel Guns | | | | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits | | | |
| Stampeding Rush | - | - | - | 0 | Rend, Wrecker (2) | | | |
| Swivel Guns | 6" | 2 | 6+ | 0 | Saturated Fire, Rapid Fire, Skyfire | | | |
| Bombard | 24" | 1 | 5+ | 0 | Arc(Front), Barrage, Blast (3"), Demolisher | | | |
| Upgrades | | | | | | | | |
| Purchase up to six of the list below (The same upgrade may be chosen multiple times). | | | | | | | | |
| <ul style="list-style-type: none"> Add 1 Squiggoth +80 points | | | | | | | | |
| Special Rules | | | | | | | | |
| Clan(Snakebites), Large Transport (4), Agile, Furious Charge, Resilient | | | | | | | | |

A Squiggoth is the largest species of Squigs, a form of ravenous Orkoid creature used by Orks as food and pack animals. Squiggoths are most commonly used by pre-industrial Feral Orks, but can be found among their more technologically advanced space faring counterparts as well.

The pinnacle of the Runtherd's art, the Squiggoth is the largest and most aggressive of all the Squigs. Bred primarily by the Snakebites and sold to any warband or tribe who can afford them, Squiggoths are massive, reptilian quadrupeds with a mouth full of wicked teeth and an incredibly savage demeanor.



BASTION DETACHMENTS



ORK WAR FORT

150 Points

STRUCTURE

| Name | Sv. | Garrison Number | Structure Bonus | Wounds | Cover Save |
|--------------|-----|-----------------|---------------------------|--------|------------|
| Ork War Fort | 5+ | 3 | -2 to Hit Rolls +4 CAF | 8 | 4+ |

Weapons

- Flakka-Cannon
- Quad Dakka Gun Turret
- Lotza Big Shootas
- Big Lobba

| Weapons | Range | Dice | To Hit | AP | Traits |
|-----------------------|-------|------|--------|----|----------------------------------|
| Flakka-Cannon | 24" | 2 | 5+ | -1 | Skyfire, Blast(3") |
| Quad Dakka Gun Turret | 14" | 4 | 6+ | -1 | Assault, Skyfire, Light AT |
| Lotza Big Shootas | 12" | 4 | 6+ | 0 | Light, Point Defense, Rapid Fire |
| Big Lobba | 16" | 1 | 5+ | -2 | Ignores Cover, Barrage |

Upgrades

Add components to the War Fort, all upgrades are cumulative.

- Mekshop & Painboy Shack..... +25 points
- Deff Ray Turret..... +75 points
- Mega LIFTA-DROPPA Tower..... +75 points

Special Rules

Bastion, Forward Deployment

Orks have a tendency to build Forts of all sorts, these are generally as deadly as any other contraption that the Orks come up with. Occasionally, Orks accidentally build these in strategic positions making it a challenge for the Imperium or any would-be-foe to take control of an area without first destroying the stronghold.

DETACHMENT UPGRADES

MEGA LIFTA-DROPPA TOWER

STRUCTURE UPGRADE

Weapons

Add the following weapon to the structure upgraded:

- Mega Lifta-Droppa

| Weapons | Range | Dice | To Hit | AP | Traits |
|-------------------|-------|------|--------|----|------------------|
| Mega Lifta-Droppa | 30" | 1 | 5+ | -3 | Lifta-Droppa (5) |

Special Rules

DEFF RAY TURRET

STRUCTURE UPGRADE

Weapons

Add the following weapon to the structure upgraded:

- Deff Ray

| Weapons | Range | Dice | To Hit | AP | Traits |
|----------|-------|------|--------|----|--------|
| Deff Ray | 24" | 1 | 5+ | -3 | Beam |

Special Rules

MEKSHOP & PAINBOY SHACK

STRUCTURE UPGRADE

Weapons

- None

Special Rules

Add the following rules to the structure upgraded:

Battlesmith, Vehicle Bay, Medicae



SUPER-HEAVY DETACHMENTS



BATTLEFORTRESS SKWADRON

100 Points

| SUPER-HEAVY VEHICLE (3) | | DETACHMENT SIZE: 1 | | | | |
|-------------------------------------------------------------------------------------------------------------------------------------------------------|----------|--------------------|--------|--------|-------------------------------------|--|
| Name | Movement | Sv | CAF | Morale | W | |
| Battlefortress | 7" | 3+ | +4 | 5+ | 2 | |
| Weapons | | | | | | |
| <ul style="list-style-type: none"> Twin Blasta-Kannon Hull Mounted Lobba Lotza Big Shootas Gnarly Deffrolla | | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits | |
| Twin Blasta-Kannon | 20" | 2 | 5+ | -1 | Arc (Front) | |
| Hull Mounted Lobba | 16" | 1 | 5+ | -2 | Arc (Front), Ignores Cover, Barrage | |
| Lotza Big Shootas | 12" | 6 | 6+ | 0 | Light, Point Defense, Rapid Fire | |
| Gnarly Deffrolla | - | - | - | 0 | Tough Fighter, Wrecker(2) | |
| Upgrades | | | | | | |
| Purchase up to five of the list below. | | | | | | |
| <ul style="list-style-type: none"> Add 1 Battlefortress.....+90 points | | | | | | |
| Upgrade any Battlefortress to an item from the list below, the individual rules can be found on the next couple of pages: | | | | | | |
| <ul style="list-style-type: none"> Flakkfortress Free Skullhamma.....+20 points Rokkspitta+10 points | | | | | | |
| Special Rules | | | | | | |
| Large Assault Transport (6), Furious Charge | | | | | | |

These enormous heavily-armed vehicles bristle with heavy cannons, energy weapons, and explosive launchers. As a rule any Ork vehicle of sufficient size will be called a Battlefortress by the Orks themselves and like most Ork vehicles there is very little standardization and they are highly customized, though several variants exist such as the "Deffrolla" and "Skullhamma". Nonetheless, these vehicles are a match for any enemy counterpart on the battlefield short of a Titan. Ork Mek Boyz consider the construction of a Battlefortress to be one of their greatest achievements.

DETACHMENT UPGRADES

| FLAKKFORTRESS | | SUPER-HEAVY-VEHICLE (3) | | | | | | |
|----------------------------------------------------------------------------------------------------------------------------------------|----------|-------------------------|--------|--------|------------------------------------------|--|--|--|
| Name | Movement | Sv | CAF | Morale | W | | | |
| FlakkFortress | 7" | 3+ | +4 | 5+ | 2 | | | |
| Weapons | | | | | | | | |
| <ul style="list-style-type: none"> • Flakka-Cannon • Quad Flakka-Dakka Gun Turret • Lotza Big Shootas | | | | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits | | | |
| Flakka-Cannon | 24" | 2 | 5+ | -1 | Skyfire, Blast(3") | | | |
| Quad Dakka Gun Turret | 14" | 4 | 6+ | -1 | Assault, Skyfire, Light AT | | | |
| Lotza Big Shootas | 12" | 4 | 6+ | 0 | Light, Point Defense, Rapid Fire | | | |
| Special Rules | | | | | | | | |
| Large Assault Transport (4), Tracking Array | | | | | | | | |
| SKULLHAMMA | | SUPER-HEAVY-VEHICLE (3) | | | | | | |
| Name | Movement | Sv | CAF | Morale | W | | | |
| SkullHamma | 9" | 3+ | +4 | 5+ | 2 | | | |
| Weapons | | | | | | | | |
| <ul style="list-style-type: none"> • Skullhamma • Hull Mounted Lobba • Lotza Big Shootas | | | | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits | | | |
| Skullhamma Kannon | 30" | 1 | 5+ | -3 | Arc (Front), Accurate, Engine Killer (1) | | | |
| Hull Mounted Lobba | 16" | 1 | 5+ | -2 | Arc (Front), Ignores Cover, Barrage | | | |
| Lotza Big Shootas | 12" | 4 | 6+ | 0 | Light, Point Defense, Rapid Fire | | | |
| Special Rules | | | | | | | | |
| Clan(Evil Sunz), Large Assault Transport (2) | | | | | | | | |

DETACHMENT UPGRADES

| ROKKSPITTA | | SUPER-HEAVY-VEHICLE (3) | | | | | | |
|--------------------------------------------------------------------------------------------------------|----------|-------------------------|--------|--------|--------------------------------------|--|--|--|
| Name | Movement | Sv | CAF | Morale | W | | | |
| RokkSpitta | 7" | 3+ | +4 | 5+ | 2 | | | |
| Weapons | | | | | | | | |
| <ul style="list-style-type: none"> • Megarokkit Battery • Lotza Rokkit Launcha | | | | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits | | | |
| Megarokkit Battery | 35" | 2 | 5+ | -1 | Arc(Front), Heavy Barrage, Blast(3") | | | |
| Lotza Rokkits | 10" | 4 | 6+ | -1 | Anti-Tank, Point Defense | | | |
| Special Rules | | | | | | | | |
| Clan(Goff), Large Assault Transport (4) | | | | | | | | |







AIR SUPPORT DETACHMENTS



The Fighta-Bommer is the Orks' primary tactical and strategic bombing aircraft. The Fighta-Bommer is capable of both void and atmospheric flight. It is used to bomb enemy bases and to assault enemy starships, or even in some cases to dogfight with enemy aircraft.

Constructed with typical Orkish crudeness, these rickety, gravity-defying contraptions are often surprisingly effective and dangerous to friend and foe alike, as is common with most Ork technology.

Fighta-Bommerz are often deployed as air support during large Ork planetary invasions, or to serve as point defence for Ork starships.

FIGHTA-BOMMER SKWADRON

55 Points

| VEHICLE (2) | DETACHMENT SIZE: 1 | | | | |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------|------|--------|--------|---------------------------------------------------------------|
| Name | Movement | Sv | CAF | Morale | W |
| Fighta-Bommer | 24" | 5+ | +0 | - | 1 |
| Weapons | | | | | |
| Quad Dakka Gunz, Turret Big Shoota, Tail Big Shoota | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits |
| Quad Dakka Gunz | 14" | 4 | 6+ | -1 | Arc(Front), Assault, Skyfire, Light AT |
| Turret Big Shoota | 12" | 2 | 6+ | 0 | Skyfire, Rapid Fire, Light AT, Point Defense |
| Tail Big Shoota | 12" | 2 | 6+ | 0 | Skyfire Rapid Fire, Point Defense, Light AT, Arc (Rear) |
| Rokkits | 10" | 2 | 5+ | -1 | Arc(Front), Anti-Tank, Unreliable |
| Wing Bombz | - | 2 | 5+ | -2 | Arc (Rear), Bombing Run |
| Big Bomb | - | 1 | 5+ | -3 | Arc (Rear), Blast(3"), Bunker Buster, Bombing Run, Limited(1) |
| Upgrades | | | | | |
| Purchase up to three of the list below (The same upgrade may be chosen multiple times). | | | | | |
| <ul style="list-style-type: none"> • Add 1 Fighta-Bommer..... +50 points | | | | | |
| Any Dakkajet may purchase one of the following upgrades | | | | | |
| <ul style="list-style-type: none"> • Add Rokkits +10 points • Add Wing-Bombs +10 points • Add Big Bomb..... +20 points | | | | | |
| Special Rules | | | | | |
| Flyer, Interceptor, Jink (5+) | | | | | |



AIR SUPPORT DETACHMENTS



DAKKAJET SKWADRON

50 Points

| VEHICLE (2) | DETACHMENT SIZE: 1 | | | | |
|-----------------------------------------------------------------------------------------|--------------------|------|--------|--------|-----------------------------------------|
| Name | Movement | Sv | CAF | Morale | W |
| Dakkajet | 28" | 5+ | +0 | - | 1 |
| Weapons | | | | | |
| Quad Dakka Gunz | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits |
| Quad Dakka Gunz | 14" | 4 | 6+ | -1 | Arc (Front), Assault, Skyfire, Light AT |
| Rokkits | 10" | 2 | 5+ | -1 | Arc (Front), Anti-Tank, Unreliable |
| Wing Bombz | - | 2 | 5+ | -2 | Arc (Rear), Bombing Run |
| Upgrades | | | | | |
| Purchase up to three of the list below (The same upgrade may be chosen multiple times). | | | | | |
| • Add 1 Dakkajet +45 points | | | | | |
| Any Dakkajet may purchase one of the following upgrades | | | | | |
| • Add Rokkits +5 points | | | | | |
| • Add Wing Bombz..... +10 points | | | | | |
| Special Rules | | | | | |
| Clan (Evil Sunz), Flyer, Interceptor, Jink (5+) | | | | | |

A Dakkajet is an Ork fighter aircraft specializing in both air-to-air and ground attack missions. A blur of colour and noise amidst the smoke and clamour of battle, the Dakkajet is propelled by a single, massive jet engine. It roars through the sky, gunz blazing a near constant stream of bullets, tormenting fleeing infantry or enemy aircraft.

Dakkajet pilots believe firmly in quantity over quality, and commonly bolt as many guns as possible to their aircraft - some of those bullets are bound to hit the target. The engines of the Dakkajet are crude and simple, but powerful and incredibly effective at producing enormous levels of thrust. In a straight line, they are more than a match for any other aircraft in the Galaxy but their maneuverability leaves much to be desired.



AIR SUPPORT DETACHMENTS



Born from the Ork belief that “bigger is better”, Bommers fulfill many of the Ork’s inner desires. They are big, fast, loud, and cause massive amounts of random destruction. The main problem is that there aren’t many Orks willing to pilot them, so most of the crew consist of Gretchin who have the dangerous duty of pushing the unstable bombs off the rear ramp

EAVY BOMMER SKWADRON

85 Points

| VEHICLE (2) | | DETACHMENT SIZE: 1 | | | | | | |
|-----------------------------------------------------------------------------------------|----------|--------------------|--------|--------|----------------------------------------------------------|------------|--|--|
| Name | Movement | Sv | CAF | Morale | W | | | |
| Eavy Bommer | 22" | 4+ | +0 | - | 1 | | | |
| Weapons | | | | | | | | |
| Nose Big Shoota, Turret Big Shoota, Tail Big Shoota, Rokkit Barrage | | | | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits | | | |
| Nose Big Shoota | 12" | 2 | 6+ | 0 | Skyfire, Rapid Fire, Light AT, Arc(Front), Point Defense | | | |
| Turret Big Shoota | 12" | 2 | 6+ | 0 | Skyfire, Rapid Fire, Light AT, Point Defense | | | |
| Tail Big Shoota | 12" | 2 | 6+ | 0 | Skyfire Rapid Fire, Light AT, Arc (Rear), Point Defense | | | |
| Rokkits Barrage | 10" | 4 | 5+ | -1 | Arc(Front), Assault, Anti-Tank, Unreliable | | | |
| Bomb-Bay | - | 8 | 5+ | -2 | Arc (Rear), Bombing Run | | | |
| Big Bomb-Bay | - | 2 | 5+ | -3 | Arc (Rear), Blast(3"), Bunker Buster, Bombing Run | | | |
| Upgrades | | | | | | | | |
| Purchase up to three of the list below (The same upgrade may be chosen multiple times). | | | | | | | | |
| • Add 1 Eavy Bommer | | | | | | +80 points | | |
| Any Eavy Bommer must purchase one of the following upgrades | | | | | | | | |
| • Add Bomb-Bay..... | | | | | | Free | | |
| • Add Big Bomb-Bay | | | | | | +40 points | | |
| Special Rules | | | | | | | | |
| Flyer, Interceptor, Jink (5+) | | | | | | | | |



KNIGHT DETACHMENTS



STOMPA SKWADRON

225 Points

| KNIGHT (4) | | DETACHMENT SIZE: 1 | | | | | | |
|-----------------------------------------------------------------------------------------------------------------------|----------|--------------------|--------|--------|----------------------------------|--|--|--|
| Name | Movement | Sv | CAF | Morale | W | | | |
| Stompa | 5" | 2+ | +8 | 4+ | 3 | | | |
| Weapons | | | | | | | | |
| <ul style="list-style-type: none"> • Blasta-Kannon • Mega-Choppa • Lotza Big Shootas | | | | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits | | | |
| Blasta-Kannon | 20" | 1 | 5+ | -1 | Arc (Front) | | | |
| Mega-Choppa | - | - | - | - | Rend | | | |
| Lotza Big Shootas | 12" | 6 | 6+ | 0 | Light, Point Defense, Rapid Fire | | | |
| Upgrades | | | | | | | | |
| Purchase up to five of the list below. | | | | | | | | |
| <ul style="list-style-type: none"> • Add 1 Stompa+220 points | | | | | | | | |
| Special Rules | | | | | | | | |
| Large Transport (4) | | | | | | | | |

The Stompa is a small Ork Gargant, sitting somewhere in between the Imperial Knights and the Warhound-class Titans. In true Ork fashion, every Stompa is uniquely different, but equally deadly.

Stompas are enormous walking fortresses. Clad in layer upon layer of scrap-iron armour, bristling with dakka and massive motorised combat weapons, they live up to their name by stomping across the battlefield and annihilating everything in their path.



TITAN DETACHMENTS

GARGANT

350 Points

A Gargant is the Ork equivalent of an Imperial Titan, a massive, robotic combat walker. Gargants are as much idols of the savage Ork gods, Gork and Mork, as they are technological engines of destruction.

Big Mek Orks receive a divine vision of sorts from Gork (or possibly Mork), and set out to bring that vision to life in the artistic medium of thick armour plates, smoke-belching engines, and lots and lots of very large guns.

This activity quickly spreads amongst other Big Meks in the local Ork-settled area who seek to compete in Gargant-building, and soon Gargants spring up all over the place.

The construction of Gargants is one of the typical signs of an impending WAAAGH! from an Ork-held star system.

TITAN (5)

DETACHMENT SIZE:

1

| Name | Movement | Sv | CAF | Morale | W |
|---------|----------|----|-----|--------|---|
| Gargant | 5" | 3+ | +13 | - | 5 |

Weapons

Choice of Head

- Gork
- Gaze of Mork

Choose 1 Body

- Gutbusta Mega-Kannon
- Soopagun
- Megarokkit Battery
- Snapper

Shoulders

- Lotza Big Shootas
- Choose 2 Arms
- Deaff Kannon
 - Betta Lifta-Droppa
 - Gatling Kannon
 - Skullhamma Kannon
 - Ripper Fist

| Weapons | Range | Dice | To Hit | AP | Traits |
|-----------------------|-------|------|--------|----|------------------------------------------------|
| Gork's Traktor Kannon | 6D6" | 1 | Spec. | -1 | Graviton Pulse |
| Gaze of Mork | T | 1 | 5+ | 0 | Firestorm |
| Deff Kannon | 50" | 1 | 5+ | -3 | Arc (Front), Deflagrate, Demolisher |
| Betta Lifta-Droppa | 20" | 1 | 5+ | -2 | Arc (Front), Lifta-Droppa (3) |
| Gutbusta Mega-Kannon | 30" | 1 | 5+ | -5 | Arc (Front), Quake |
| Megarokkit Battery | 35" | 2 | 5+ | -1 | Arc(Front), Heavy Barrage, Blast(3") |
| Gatling Kannon | 18" | 8 | 5+ | 0 | Arc (front), Shieldbane |
| Skullhamma Kannon | 30" | 1 | 5+ | -3 | Arc (Front), Accurate, Engine Killer (1) |
| Lotza Big Shootas | 12" | 6 | 6+ | 0 | Light, Point Defense, Rapid Fire |
| Ripper First | - | - | - | 0 | Cleave, Wrecker(2) |
| Snapper | - | - | - | 0 | Reach, Tough Fighter, Rend, Wrecker (4) |

Special Rules

Large Transport (8), Power Field (D3)



TITAN DETACHMENTS



GREAT GARGANT

550 Points

| TITAN (5) | DETACHMENT SIZE: | 1 |
|-----------|------------------|---|
|-----------|------------------|---|

| Name | Movement | Sv | CAF | Morale | W |
|---------------|----------|----|-----|--------|---|
| Great Gargant | 5" | 3+ | +16 | - | 7 |

Weapons

Choice of Head

- Gork
- Mork

Choose 1 Body

- Gutbusta Mega-Kannon
- Soopagun
- Megarokkit Battery
- Snapper

Shoulders

- Lotza Big Shootas

Choose 2 Arms

- Deaff Kannon
- Supa Lifta-Droppa
- Gatling Kannon
- Skullhamma Kannon
- Ripper Fist

Great Gargants are more powerful versions of the Ork Gargant, being larger in size and sporting more weapons and Kustom Force Fields. They are somewhat rare as the amount of bullying required to get them built ensures that only Ork Warbosses can raise their massive bipedal forms. Great Gargants are a potent threat to any enemy force.

| Weapons | Range | Dice | To Hit | AP | Traits |
|-----------------------|-------|------|--------|----|------------------------------------------------|
| Gork's Traktor Kannon | 6D6" | 1 | Spec. | -1 | Graviton Pulse |
| Gaze of Mork | T | 1 | 5+ | 0 | Firestorm |
| Deff Kannon | 50" | 1 | 5+ | -3 | Arc (Front), Deflagrate, Demolisher |
| Supa Lifta-Droppa | 24" | 1 | 5+ | -3 | Arc (Front), Lifta-Droppa (4) |
| Gutbusta Mega-Kannon | 30" | 1 | 5+ | -5 | Arc (Front), Quake |
| Megarokkit Battery | 35" | 2 | 5+ | -1 | Arc(Front), Heavy Barrage, Blast(3") |
| Gatling Kannon | 18" | 8 | 5+ | 0 | Arc (front), Shieldbane |
| Skullhamma Kannon | 30" | 1 | 5+ | -3 | Arc (Front), Accurate, Engine Killer (1) |
| Lotza Big Shootas | 12" | 6 | 6+ | 0 | Light, Point Defense, Rapid Fire |
| Ripper First | - | - | - | - | Cleave, Wrecker(2) |
| Snapper | - | - | - | 0 | Reach, Tough Fighter, Rend, Wrecker (4) |

Special Rules

Large Transport (12), Power Field (D6)

THE ELDAR



Amidst the swirling chaos of the cosmos, we stand, the last sentinels of a fallen empire. Once, galaxies bowed to our will, stars danced at our command. Now, we tread a delicate path, amidst shadows and whispers, striving to reclaim the brilliance of a glory that was ours. Our light will not be extinguished; in the heart of every Aeldari burns the undying flame of our ancient majesty.



THE ELDAR ARMY

The Eldar are an ancient, highly advanced alien race in Warhammer 40K, known for their psychic prowess, sophisticated technology, and graceful, agile warfare, driven by a quest to preserve their dwindling civilization.

Host

Eldar Detachments are called Hosts or Aspect, whatever the name they follow the same rules as other types of detachments and the words are used interchangeably.

Formations

Each formation is a specific type of craftworld. Each formation other than the standard warhost is affiliated with a specific Eldar Craftworld and has distinct criteria and thematic bonuses associated with it.

The Army List

Even though the Eldar are much different from the Imperial Forces, they follow a similar composition of units as the Imperium does. Therefore units are chosen in the same way as any other faction.

An Eldar force can include one Avatar of Khaine only if the total points limit is 3,000 points or more.

Prescient Fate

The Eldar see, weave and navigate the strands of time making them a fearsome adversary. For each 1000 points played the Eldar receive special "Fate Tokens" which can be used for one of the two effects:

Added a Die to Dice pool during the Psychic Phase OR change a order tokens after deciding who has initiative but before orders are revealed.

Several orders may be changed and multiple Dice may be added.

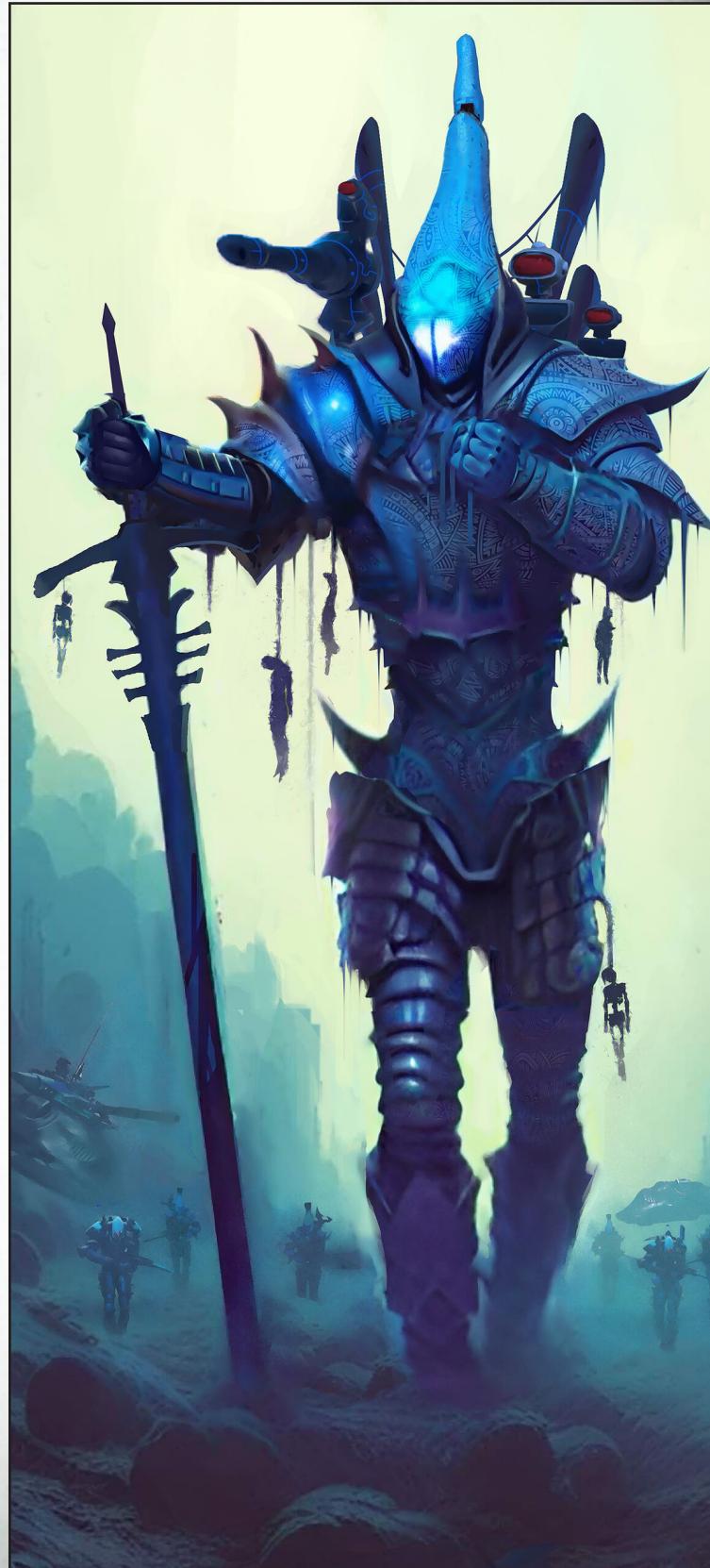
Psychic Powers (Path of the Seer)

The Eldar are masters of Psychic Powers and are more predictable than others in which powers are attained.

Sum up the Total Psychic Power Level of all Farseers and Warlocks in your army, this is the amount of powers you have available - starting from 1 up to the Total Power Level.

Example:

Psyker (2) and Psyker (1) = 3 Powers (1, 2 and 3).



PATH OF THE SEER

The Eldar are a species that utilizes its psychic energies in everyday life. They also bring this power to bear on the battlefield. However, only those who walk the Path of the Seer can exploit their natural abilities to their full potential.

| Psychic Power | Power Level | | | | | | | | | | | | |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------|-------|--------|--------|--------|--------|------------|---|---|----|---|-------|--|
| 1. Embolden <i>The Seer projects images of mighty Eldar victories and heroes into her companions' minds, inspiring them to greater feats of heroism.</i> One detachment within 8" of the caster may re-roll morale checks, Remains in Play. | 5+ | | | | | | | | | | | | |
| 2. Destructor <i>A huge blast of raw psychic power is unleashed by the Seer to engulf her enemy.</i> Perform a shooting attack with the following profile: | 6+ | | | | | | | | | | | | |
| <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="background-color: #1a237e; color: white;">Weapon</th><th style="background-color: #1a237e; color: white;">Range</th><th style="background-color: #1a237e; color: white;">Dice</th><th style="background-color: #1a237e; color: white;">To Hit</th><th style="background-color: #1a237e; color: white;">AP</th><th style="background-color: #1a237e; color: white;">Traits</th></tr> </thead> <tbody> <tr> <td>Destructor</td><td>T</td><td>-</td><td>4+</td><td>0</td><td>Light</td></tr> </tbody> </table> | Weapon | Range | Dice | To Hit | AP | Traits | Destructor | T | - | 4+ | 0 | Light | |
| Weapon | Range | Dice | To Hit | AP | Traits | | | | | | | | |
| Destructor | T | - | 4+ | 0 | Light | | | | | | | | |
| 3. Conceal <i>The air around the Seer forms into a type of fog or darkness, making it difficult to see and accurately differentiate between the enemy and the terrain.</i> Any detachment within 3" of the Seer can not be fired at from more than 6" away. | 8+ | | | | | | | | | | | | |
| 4. Strands of Time <i>The seer peers into the future, revealing the true paths of battle.</i> Variable power level - player chooses at which level to cast power at before rolling any die. The Eldar play may replace orders for 3/5/9 detachments. | 9+/11+/14+ | | | | | | | | | | | | |
| 5. Force of Asuryan <i>Calling upon the ancient battle-prowess of the Phoenix King, the Seer infuses her warriors with only a fraction of the power of Eldar God Asuryan.</i> One detachment within 12" of the caster re-rolls failed "To Hit" rolls and gains the "Rend" special ability. | 10+ | | | | | | | | | | | | |
| 6. Eldritch Storm <i>This power manifests as a vast swirling psychic storm above the target area, firing bolts of psychic energy at the ground in devastating burst, seeding confusion and lifting objects from the ground.</i> One unit within 18" of the caster takes 2D6 hits and changes facing to one decided by a scatter die. | 12+ | | | | | | | | | | | | |
| 7. Doom <i>The seer finds the thread of destiny that leads to the enemies' destruction and guides events toward that end.</i> Mark one detachment within 12" as doomed, it must re-roll all successful saving throws. This effect Remains in Play. | 14+ | | | | | | | | | | | | |
| 8. Temporal Weave <i>Through the weird ways of the Immaterium's time and space the seer entraps the target in form of psycho-stasis, stopping them in their stride.</i> One detachment within 10" loses its ability to move and shoot until the end of turn. If engaged in close combat, it counts as having rolled 0 but still adds its CAF. | 16+ | | | | | | | | | | | | |

ELDAR FORMATIONS

Eldar fight together in Warhosts. Most of which are highly specialized formations that serve a specific purpose.

CRAFTWORLD DEFENDERS WARHOST

When the Eldar fight defensively, they often call upon the civilians of the craftworld to bolster their specialized troops. Often these Craftworld Defenders are seen in offensive campaigns, which seem like an act of aggression but are often instigated by the prescient minds of the Farseers, preemptively fighting an offensive battle to avoid the defensive one.

COMPULSORY DETACHMENTS



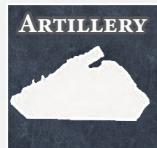
OPTIONAL DETACHMENTS



Dedicated Transports:

Any Eldar Detachment within the formation that contains only Infantry models may be upgraded with Wave Serpents as Dedicated Transports.

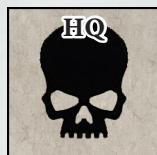
One of the following



ASPECT WARHOST

When the Eldar go to war the ideal case is to send the Aspect Warriors of the craftworld. The true military units of eldar society. Such formations are called an Aspect Warhost, highly specialized fighting units able to significantly alter the course of history.

COMPULSORY DETACHMENTS



OPTIONAL DETACHMENTS



Dedicated Transports:

Any Eldar Detachment within the formation that contains only Infantry models may be upgraded with Wave Serpents as Dedicated Transports.

One of the following



STRIKE WARHOST

The Eldar prefer speed and accuracy when waging war. This often means advanced combined arms manuevers such as a surprise attack during a pivotal moment of battle - and they are supported by the technology and prescience to do so. Many are the Imperial commands that have thought that victory was at hand only to realize it was a trap all along.

COMPULSORY DETACHMENTS



OPTIONAL DETACHMENTS



Wraithgate Assault:

All models must have a movement value of more than 10" or be mounted in a transport. All Detachments in this formation gain Forward Deployment.

Tank Commander:

One model from a Compulsory Detachment must be upgraded with the Commander special rule for +10 points.

Two of the following



ENGINES OF VAUL WARHOST

Only in the most dire circumstances do the Eldar commit their war engines. This occurs most often when a lot is at stake and the Eldar have been backed into the a corner.

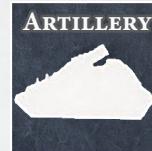
COMPULSORY DETACHMENTS



OPTIONAL DETACHMENTS



One of the following



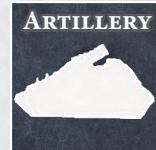
WRAITH WARHOST

Only in the most dire situations do the Eldar employ Wraith Constructs en masse. These mighty automaton are controlled by fallen Eldar disconnected from the Infinity Circuit - Being removed from the ancestral mind is a painful affair.

COMPULSORY DETACHMENTS



OPTIONAL DETACHMENTS



Wraith Constructs:

Compulsory Core Detachments must be filled with either wraithlords or wraithguard only. HQ must be Farsser or Warlock only.

Dire Needs:

All models in this formation increase their Tactical Strength by 1 when contesting an Objective marker a Wraithguard or Wraithlord unit is also contesting.

One of the following



ELDAR UNITS

HQ DETACHMENTS

| FARSEER | | 125 Points | | | |
|-------------------------------------------------------------------------------------------------------|----------|------------------|--------|--------|--------|
| INFANTRY (1) | | DETACHMENT SIZE: | | | |
| Name | Movement | Sv | CAF | Morale | W |
| Farseer | 6" | 6+ | +4 | 2+ | 1 |
| Weapons | | | | | |
| <ul style="list-style-type: none">• Shuriken Pistol• Witchblade | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits |
| Shuriken Pistol | 6" | 1 | 5+ | 0 | Light |
| Witchblade | - | - | - | - | Pierce |
| Upgrades | | | | | |
| Purchase any of the list below. | | | | | |
| <ul style="list-style-type: none">• Increase psyker level to Psyker (4)..... +25 points | | | | | |
| Special Rules | | | | | |
| Commander, Master Tactician, Inspire(8"), Psyker(3), Invulnerable Save(5+) | | | | | |

Farseers are the most powerful of all Eldar psykers. They are most often known for using their vast psychic powers to see the possibilities of the future to be able to manipulate events to better ensure the survival of the Eldar.

A Farseer is a former Warlock who has become lost on the Path of the Seer, much like the Exarchs who have become lost on the Path of the Warrior. They are amongst the most powerful of Seers and every Craftworld has a handful of Farseers among their number. Much of their time is spent in a trance-like state where their spirits roam at will throughout the Wraithbone where they direct the psychic-energy flow throughout the entire Craftworld.



HQ DETACHMENTS



WARLOCK HOST

40 Points

| INFANTRY (1) | DETACHMENT SIZE: 1 | | | | |
|---------------------------------------------------------------------------------------------------------|--------------------|------|--------|--------|--------|
| Name | Movement | Sv | CAF | Morale | W |
| Warlock | 6" | 6+ | +3 | 3+ | 1 |
| Weapons | | | | | |
| <ul style="list-style-type: none"> • Shuriken Pistol • Witchblade | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits |
| Shuriken Pistol | 6" | 1 | 5+ | 0 | Light |
| Witchblade | - | - | - | - | Pierce |
| Upgrades | | | | | |
| Purchase any of the list below. | | | | | |
| <ul style="list-style-type: none"> • Increase psyker level to Psyker (2)..... +25 points | | | | | |
| Special Rules | | | | | |
| Commander, Master Tactician, Inspire(6"), Psyker(1) | | | | | |

Warlocks are powerful Eldar psykers who combine their psychic abilities with military experience, usually leading Guardian hosts. They are able to focus their energies in destructive as well as creative ways as they can send psychic blasts that are sent from their mind. These are the more bellicose and aggressive of their comrades who learn the runes of battle as well as the use of force weapons. Of all the Seers, the Warlocks are the most respected and their potency is only second to that of the Farseers.



HQ DETACHMENTS



AUTARCH

45 Points

INFANTRY (1)

DETACHMENT SIZE:

1

| Name | Movement | Sv | CAF | Morale | W |
|---------|----------|----|-----|--------|---|
| Autarch | 6" | 5+ | +5 | 2+ | 1 |

Weapons

- Shuriken Pistol
- Star Glaive

| Weapons | Range | Dice | To Hit | AP | Traits |
|------------------|-------|------|--------|----|-----------------------------------------|
| Shuriken Pistol | 6" | 1 | 5+ | 0 | Light |
| Star Glaive | - | - | - | - | Pierce |
| Fire Pike | 10" | 1 | 5+ | -3 | Melta, Engine-Killer(1) |
| Tempest Launcher | 18" | 1 | 5+ | -1 | Ignores Cover, Barrage, Power Capacitor |

Upgrades

Choose up to one of the special rule additions from the list below

- Add Jump Pack & Deep Strike & Increase Movement to 8" Free
- Add Jump Generator Free
- Add Infiltrate & Mandiblasters Free
- Add Banshee Mask & Increase Movement to 7" Free
- Add Fire Pike Free
- Add Tempest Launcher Free
- Add Jetbike (Change type to Cavalry and Movement to 14") +15 points

Special Rules

Commander, Master Tactician, Marksman, Inspire(6")

Jetbike: Skimmer

An Autarch is the supreme commander of an Eldar war host, having an exceptional understanding of the art of war and also the many Eldar Paths. They have since followed the Path of the Command.

They are held with high esteem by both Seers and warriors alike with each Autarch having mastered many paths across their centuries-long lifespans. This includes one or more facets of the Warrior Paths and at some point in their lives, they begin to show a passion for the intricacies of command as well as strategy. They do not believe in victory being achieved by simple martial excellence in the heat of the battlefield but that the true path lies in holding a wider vision whilst directing a war host in achieving the most lethal as well as efficient manner.



TRANSPORT DETACHMENTS



WAVE SERPENT HOST

18 points per model

| VEHICLE (2) | DETACHMENT SIZE: | | | | | 3 | | |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------|------|--------|--------|-------------------------------|---|--|--|
| Name | Movement | Sv | CAF | Morale | W | | | |
| Wave Serpent | 14" | 4+ | +0 | 3+ | 1 | | | |
| Weapons | | | | | | | | |
| <ul style="list-style-type: none"> • Shuriken Catapult Turret • Shuriken Cannon | | | | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits | | | |
| Shuriken Catapult Turret | 6" | 1 | 5+ | 0 | Assault, Light, Point Defense | | | |
| Shuriken Cannon | 10" | 1 | 5+ | -1 | Assault, Light AT | | | |
| Scatter Laser | 16" | 2 | 5+ | 0 | Rapid Fire, Light | | | |
| Plasma Missile Launcher | 18" | 1 | 4+ | -1 | Ignores Cover | | | |
| Star Cannon | 14" | 1 | 4+ | -2 | Light AT | | | |
| Bright Lance | 22" | 1 | 4+ | -1 | Lance, Anti-Tank | | | |
| Upgrades | | | | | | | | |
| Replace the Shuriken Cannon with one of the following upgrades below: | | | | | | | | |
| <ul style="list-style-type: none"> • Scatter Laser Free • Plasma Missile Launcher +2 points • Star Cannon +3 points • Bright Lance +3 points | | | | | | | | |
| Special Rules | | | | | | | | |
| Transport(2), Ion Shield(5+), Skimmer | | | | | | | | |

The Wave Serpent is the Craftworld Eldar's main troop transport. Based upon the Falcon grav-tank chassis, it uses powerful anti-gravitic engines to deliver its cargo of Guardians and Aspect Warriors to any part of the battlefield. Its ability to travel all but the smallest Webway routes, and the tremendous speed with which it can operate, puts the Wave Serpent as possibly the best troop transport in the galaxy.

Chief among the Wave Serpent's many advantages is its ability to project an uniquely powerful energy field just in front of its bow. Field projector fins studded along the craft's wings create a shimmering wave of energy along the prow of the Wave Serpent to absorb and dissipate enemy shots.





CORE DETACHMENTS



GUARDIAN DEFENDER HOST

30 Points

| INFANTRY (1) | | DETACHMENT SIZE: 4 | | | | | | |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------|--------------------|--------|--------|----------------|--|--|--|
| Name | Movement | Sv | CAF | Morale | W | | | |
| Guardians | 6" | 6+ | 0 | 3+ | 1 | | | |
| Weapons | | | | | | | | |
| <ul style="list-style-type: none"> Shuriken Catapult | | | | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits | | | |
| Shuriken Catapult | 6" | 1 | 5+ | 0 | Assault, Light | | | |
| Upgrades | | | | | | | | |
| Purchase up to four of the list below (The same upgrade may be chosen multiple times). | | | | | | | | |
| <ul style="list-style-type: none"> Add 2 Guardians +12 points Add 2 Storm Guardian +12 points* Add 2 Heavy Weapon Platform with Shuriken Cannon +10 points* Add 2 Heavy Weapon Platform with Scatter Laser +10 points* Add 2 Heavy Weapon Platform with Plasma Missile Launcher +15 points* Add 2 Heavy Weapon Platform with Star Cannon +18 points* Add 2 Heavy Weapon Platform with Bright Lance +18 points* | | | | | | | | |
| <i>*Models added via this upgrade use the respective profiles on the following page.</i> | | | | | | | | |
| Special Rules | | | | | | | | |
| Line | | | | | | | | |

Guardians are the militia of the Eldar Craftworlds. In times of peace the Guardians pursue their normal civilian roles, however, all Eldar are trained in warfare and can be called to arms if their Craftworld is threatened. As the number of dedicated warriors - Aspect Warriors - in a Craftworld are simply too few, Eldar dedicated to a civilian path serve as Guardians in battle, forming the bulk of the Eldar armies. That these citizen levies are capable of engaging and defeating other races' warriors is a testament to the Eldar skill and technology.

Many Guardians will serve as an infantry force, organized into squads known as Guardian Defender or Storm Squads. Others will instead form the crew for various heavy weapons and light vehicles, such as the Grav Platforms, Eldar Jetbikes and War Walkers.



DETACHMENT UPGRADES



| STORM GUARDIAN | | INFANTRY (1) | | | | | | |
|-------------------|-------|--------------|--------|-----|--------|---|--|--|
| Name | | Movement | Sv | CAF | Morale | W | | |
| Storm Guardians | | 6" | 6+ | +1 | 3+ | 1 | | |
| Weapons | | | | | | | | |
| • Shuriken Pistol | | | | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits | | | |
| Shuriken Pistol | 6" | 1 | 5+ | 0 | Light | | | |
| Special Rules | | | | | | | | |
| Independent, Line | | | | | | | | |

| HEAVY WEAPON PLATFORM | | INFANTRY (1) | | | | | | |
|------------------------------------------------|-------|--------------|--------|-----|-------------------|---|--|--|
| Name | | Movement | Sv | CAF | Morale | W | | |
| Weapon Platform | | 6" | 6+ | +0 | 3+ | 1 | | |
| Weapons | | | | | | | | |
| Individual Purchase on Guardian Defender Entry | | | | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits | | | |
| Shuriken Cannon | 10" | 1 | 5+ | -1 | Assault, Light AT | | | |
| Scatter Laser | 16" | 2 | 5+ | 0 | Rapid Fire, Light | | | |
| Plasma Missile Launcher | 18" | 1 | 4+ | -1 | Ignores Cover | | | |
| Star Cannon | 14" | 1 | 4+ | -2 | Light AT | | | |
| Bright Lance | 22" | 1 | 4+ | -1 | Lance, Anti-Tank | | | |
| Special Rules | | | | | | | | |
| Independent | | | | | | | | |



CORE DETACHMENTS



RANGER HOST

30 Points

| INFANTRY (1) | DETACHMENT SIZE: | | | | | 3 | | |
|---------------------------------------------------------------------------------------|------------------|------|--------|--------|-------------------------|---|--|--|
| Name | Movement | Sv | CAF | Morale | W | | | |
| Rangers | 6" | - | +0 | 3+ | 1 | | | |
| Weapons | | | | | | | | |
| • Long Rifle | | | | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits | | | |
| Long Rifle | 16" | 1 | 4+ | 0 | Ripple Fire, Precise | | | |
| Upgrades | | | | | | | | |
| Purchase up to two of the list below (The same upgrade may be chosen multiple times). | | | | | | | | |
| • Add 2 Rangers +20 points | | | | | | | | |
| Special Rules | | | | | | | | |
| Scout, Infiltrate, Holo-Field(-1), Auger Array | | | | | | | | |

Rangers are Eldar who have decided to leave their Craftworld and the Eldar Path, choosing instead to follow the Path of the Outcast, seeking excitement and adventure in the open galaxy. Many never return to their Craftworld, dying alone and forgotten or falling from grace into the hands of Slaanesh. Sometimes, however, Rangers return to their Craftworld, having sated their desire for adventure and are welcomed back.

Their armour is a mesh suit with Eldar carapace plates attached to it. As a result, it is very flexible, allowing Rangers to move freely. However, this flexibility comes at the expense of protection, as this armour is useless against bolter fire. Another piece of Ranger equipment is a Cameleoline cloak, which helps Rangers to blend into their surroundings, especially in poorly-lit environments.



SUPPORT DETACHMENTS



WAR WALKER HOST

54 Points

| WALKER (1) | | DETACHMENT SIZE: | | | | 4 | | |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------|------------------|--------|--------|-------------------|---|--|--|
| Name | Movement | Sv | CAF | Morale | W | | | |
| War Walker | 8" | 4+ | +0 | 3+ | 1 | | | |
| Weapons | | | | | | | | |
| <ul style="list-style-type: none"> • 2 x Shuriken Cannon | | | | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits | | | |
| Shuriken Cannon | 10" | 1 | 5+ | -1 | Assault, Light AT | | | |
| Scatter Laser | 16" | 2 | 5+ | 0 | Rapid Fire, Light | | | |
| Plasma Missile Launcher | 18" | 1 | 4+ | -1 | Ignores Cover | | | |
| Star Cannon | 14" | 1 | 4+ | -2 | Light AT | | | |
| Bright Lance | 22" | 1 | 4+ | -1 | Lance, Anti-Tank | | | |
| Upgrades | | | | | | | | |
| Purchase up to two of the list below (The same upgrade may be chosen multiple times). | | | | | | | | |
| <ul style="list-style-type: none"> • Add 2 War Walkers.....+24 points | | | | | | | | |
| Replace any Shuriken Cannon with one of the following: | | | | | | | | |
| <ul style="list-style-type: none"> • Scatter LaserFree • Plasma Missile Launcher+2 points • Star Cannon+3 points • Bright Lance+3 points | | | | | | | | |
| Special Rules | | | | | | | | |
| Forward Deployment, Outflank | | | | | | | | |

A War Walker is an a versatile Craftworld Eldar bipedal vehicle used as a light reconnaissance and weapons platform, akin to the Imperial Sentinel but with superior agility and firepower. Operating with the same grace of movement as its single pilot, the War Walker is particularly useful operating through difficult terrain, however, its lack of armoring makes it unsuited for fighting in the midst of heavy combat.



SUPPORT DETACHMENTS



Eldar Jetbikes are single-person anti-grav vehicles. These sleek and elegant craft, capable of high speeds and extreme maneuverability, are testament to the Eldar's mastery of anti-gravitic technology, much to the amazement and jealousy of the Adeptus Mechanicus. On the battlefield they are commonly used as skirmishers, scouts, and fast-response units.

For an Eldar to master the jetbike is an exhilarating challenge that can take years of practice to reach their full potential, but those who do are said to build a rapport with their steeds comparable to the horsemasters of legend.

JET BIKE SQUADRON

35 Points

CAVALRY (1)

DETACHMENT SIZE:

3

| Name | Movement | Sv | CAF | Morale | W |
|----------|----------|----|-----|--------|---|
| Jet Bike | 14" | 6+ | +1 | 3+ | 1 |

Weapons

- Shuriken Catapults

| Weapons | Range | Dice | To Hit | AP | Traits |
|--------------------|-------|------|--------|----|----------------|
| Shuriken Catapults | 6" | 1 | 5+ | 0 | Assault, Light |

Upgrades

Purchase up to four of the list below (The same upgrade may be chosen multiple times).

- Add 3 Jet Bikes +30 points

Any number of the following upgrades:

- Replace Jet Bike with Vyper +5 points*
- Upgrade Vyper Weapon to Star Cannon OR Bright Lance OR Plasma Missile Launcher +3 points

**Models upgraded via this upgrade use the respective profile below.*

Special Rules

Skimmer, Jink(5+)

VYPER JETBIKE

CAVALRY (1)

| Name | Movement | Sv | CAF | Morale | W |
|----------------|----------|----|-----|--------|---|
| Vyper Jet Bike | 14" | 5+ | +1 | 3+ | 1 |

Weapons

- Shuriken Catapult Turret
- Shuriken Cannon OR Scatter Laser

| Weapons | Range | Dice | To Hit | AP | Traits |
|--------------------------|-------|------|--------|----|-------------------------------|
| Shuriken Catapult Turret | 6" | 1 | 5+ | 0 | Assault, Light, Point Defense |
| Shuriken Cannon | 10" | 1 | 5+ | -1 | Assault, Light AT |
| Scatter Laser | 16" | 2 | 5+ | 0 | Rapid Fire, Light |
| Plasma Missile Launcher | 18" | 1 | 4+ | -1 | Ignores Cover |
| Star Cannon | 14" | 1 | 4+ | -2 | Light AT |
| Bright Lance | 22" | 1 | 4+ | -1 | Lance, Anti-Tank |

Special Rules

Skimmer, Armored, Jink(5+)



SUPPORT DETACHMENTS



WRAITHLORD HOST

85 Points

| WALKER (1) | | DETACHMENT SIZE: | | | | 4 | | |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|------------------|--------|-----|-------------------------------|-------------------------------------------------------------|--|--|
| Name | | Movement | Sv | CAF | Morale | W | | |
| Wraithlord | | 6" | 4+ | +5 | 2+ | 1 | | |
| Weapons | | | | | | | | |
| <ul style="list-style-type: none"> • Shuriken Catapults Gloves • Ghostglaive | | | | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits | | | |
| Shuriken Catapult Gloves | 6" | 1 | 5+ | 0 | Assault, Light, Point Defense | | | |
| Shuriken Cannon | 10" | 1 | 5+ | -1 | Assault, Light AT | | | |
| Scatter Laser | 16" | 2 | 5+ | 0 | Rapid Fire, Light | | | |
| Plasma Missile Launcher | 18" | 1 | 4+ | -1 | Ignores Cover | | | |
| Star Cannon | 14" | 1 | 4+ | -2 | Light AT | | | |
| Bright Lance | 22" | 1 | 4+ | -1 | Lance, Anti-Tank | | | |
| Ghostglaive | - | - | - | -2 | Rend, Wrecker(2) | | | |
| Upgrades | | | | | | | | |
| Purchase up to three of the list below (The same upgrade may be chosen multiple times). | | | | | | | | |
| <ul style="list-style-type: none"> • Add 1 Wraithlord | | | | | | +20 points | | |
| Add up to two of the following options for each Wraithlord. | | | | | | | | |
| <ul style="list-style-type: none"> • Scatter Laser • Shuriken Cannon..... • Plasma Missile Launcher..... • Star Cannon..... • Bright Lance | | | | | | +1 point +1 point +2 points +5 points +5 points | | |
| Special Rules | | | | | | | | |
| Armored, Invulnerable Save (6+), Implacable | | | | | | | | |

Wraithlords (also known as Eldar Dreadnoughts) are giant Wraith-constructs made of wraithbone and inhabited by the souls of dead Eldar heroes. Towering far above their still-living brethren, the Wraithlord is a force to be reckoned with. Only the most capable warriors of the Craftworlds are encased inside them. They can be armed with a myriad of weapons, including close combat, short ranged and long ranged weaponry with the ability to smash most enemies in combat.

Weaponry is often chosen to complement the soul of the spirit controlling the Wraithlord, as their predisposition towards different types of combat follows them beyond death.



SUPPORT DETACHMENTS



WRAITHGUARD HOST

54 Points

| WALKER (1) | | DETACHMENT SIZE: | | | | 4 | | |
|-----------------------------------------------------------------------------------------|----------|------------------|--------|--------|--------|---|--|--|
| Name | Movement | Sv | CAF | Morale | W | | | |
| Wraithguards | 5" | 5+ | +2 | 2+ | 1 | | | |
| Weapons | | | | | | | | |
| <ul style="list-style-type: none"> • Wraithcannon OR Wraithglaive | | | | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits | | | |
| Wraithcannon | 8" | 1 | 5+ | - | Psi | | | |
| Wraithglaive | - | - | - | - | Rend | | | |
| Upgrades | | | | | | | | |
| Purchase up to three of the list below (The same upgrade may be chosen multiple times). | | | | | | | | |
| <ul style="list-style-type: none"> • Add 2 Wraithguards +24 points | | | | | | | | |
| Special Rules | | | | | | | | |
| Armored, Invulnerable Save (6+), Implacable | | | | | | | | |

The Wraithguard are Eldar warriors whose spirits are saved from death itself and arise once more to wage war for their kin. These warriors are saved through the guidance of a Spiritseer who removes the fallen warrior's Spirit Stone from the Infinity Circuit in order to place it into a psycho-plastic body made of Wraithbone. Through the act, the robotic body is empowered with a living intellect that guides its artificial nature. This is done only in the times of emergency or when there is a lack of warriors. This is because the act of placing an Eldar essence into such a construct is considered abhorrent among their race, akin to necromancy, but none can deny the resulting warrior that emerges from the combination that adds to their arsenal against their enemies.





VANGUARD DETACHMENTS



DIRE AVENGER ASPECT

30 Points

| INFANTRY (1) | DETACHMENT SIZE: | | | | | 3 | | |
|--------------------------------------------------------------------------------------------|------------------|------|--------|--------|--------------------------|---|--|--|
| Name | Movement | Sv | CAF | Morale | W | | | |
| Dire Avengers | 6" | 6+ | +3 | 3+ | 1 | | | |
| Weapons | | | | | | | | |
| <ul style="list-style-type: none"> Dire Avengers: Avenger Shuriken Catapult | | | | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits | | | |
| Avenger Shuriken Catapult | 8" | 1 | 5+ | 0 | Assault, Light, Accurate | | | |
| Upgrades | | | | | | | | |
| Purchase up to two of the list below (The same upgrade may be chosen multiple times). | | | | | | | | |
| <ul style="list-style-type: none"> Add 3 Dire Avengers +24 points | | | | | | | | |
| Special Rules | | | | | | | | |
| Marksman, Invulnerable Save (6+) | | | | | | | | |

Dire Avengers are one of the forms of Eldar Aspect Warrior. The Dire Avengers follow Khaine in his aspect as a noble and merciless warrior, and are the most tactically flexible and numerous of all the Aspect Warriors.

The Dire Avengers' signature weapon is the Avenger Shuriken Catapult, a modified version of the typical Shuriken Catapult with an extended barrel, power feed and inbuilt rangefinder. To wield a shuriken is considered an art form by Dire Avengers, who use the deadly weapons in battle to create impenetrable storms of mono-molecular blades which slice their enemies to ribbons.



VANGUARD DETACHMENTS



FIRE DRAGON ASPECT

33 Points

| INFANTRY (1) | DETACHMENT SIZE: | | | | | 3 | | |
|-----------------------------------------------------------------------------------------|------------------|------|--------|--------|--------|---|--|--|
| Name | Movement | Sv | CAF | Morale | W | | | |
| Fire Dragons | 6" | 5+ | +2 | 3+ | 1 | | | |
| Weapons | | | | | | | | |
| <ul style="list-style-type: none"> • Fire Dragons: Fusion Gun | | | | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits | | | |
| Fusion Gun | 6" | 1 | 5+ | -3 | Melta | | | |
| Upgrades | | | | | | | | |
| Purchase up to two of the list below (The same upgrade may be chosen multiple times). | | | | | | | | |
| <ul style="list-style-type: none"> • Add 3 Fire Dragons +24 points | | | | | | | | |
| Special Rules | | | | | | | | |
| Marksman, Invulnerable Save (6+) | | | | | | | | |

The Fire Dragons are one of the forms of Eldar Aspect Warriors, who represent a different aspect of the Eldar war god Kaela Mensha Khaine. Embodying the writhing, sinewy dragon of Eldar myth, Fire Dragons are aggressive and warlike close combat fighters who utilized heat weapons to destroy enemy vehicles and strong points.

The founder of the Fire Dragons was Fuegan, the first of the Phoenix Lords who learned the ways of war from Asurmen and established his own Shrines on many Craftworlds to school new pupils in the art of fire and flame. When the Fallen Phoenix Arhra betrayed his fellows and attacked the Shrine of Asur, Fuegan refused to leave and was thought lost when the shrine was destroyed until he reappeared centuries later.



VANGUARD DETACHMENTS



HOWLING BANSHEE ASPECT

36 Points

| INFANTRY (1) | DETACHMENT SIZE: | | | | | 3 | | |
|------------------------------------------------------------------------------------------|------------------|------|--------|--------|--------|---|--|--|
| Name | Movement | Sv | CAF | Morale | W | | | |
| Howling Banshees | 7" | 6+ | +5 | 3+ | 1 | | | |
| Weapons | | | | | | | | |
| <ul style="list-style-type: none">• Howling Banshee: Banshee Blade | | | | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits | | | |
| Banshee Blade | - | - | - | - | Parry | | | |
| Shuriken Pistol | 6" | 1 | 5+ | 0 | Light | | | |
| Upgrades | | | | | | | | |
| Purchase up to two of the list below (The same upgrade may be chosen multiple times). | | | | | | | | |
| <ul style="list-style-type: none">• Add 3 Howling Banshees..... +30 points | | | | | | | | |
| Special Rules | | | | | | | | |
| Banshee Mask, Jink (6+) | | | | | | | | |

Howling Banshees are one of the types of Eldar Aspect Warrior who represent a facet of the war god Kaela Mensha Khaine. These lightly-equipped warriors are fearsome close combat specialists who draw their inspiration from the unearthly creature with which they share a name. What they may lack in brute strength they more than make up for in precision and efficiency, and their piercing warcry has signaled the doom of countless foes.



VANGUARD DETACHMENTS



STRIKING SCORPIONS ASPECT

36 Points

| INFANTRY (1) | DETACHMENT SIZE: | | | | | 3 | | |
|---------------------------------------------------------------------------------------------|------------------|------|--------|--------|--------|---|--|--|
| Name | Movement | Sv | CAF | Morale | W | | | |
| Striking Scorpions | 6" | 5+ | +4 | 3+ | 1 | | | |
| Weapons | | | | | | | | |
| <ul style="list-style-type: none"> • Striking Scorpions: Shuriken Pistol | | | | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits | | | |
| Shuriken Pistol | 6" | 1 | 5+ | 0 | Light | | | |
| Upgrades | | | | | | | | |
| Purchase up to two of the list below (The same upgrade may be chosen multiple times). | | | | | | | | |
| <ul style="list-style-type: none"> • Add 3 Striking Scorpions.....+30 points | | | | | | | | |
| Special Rules | | | | | | | | |
| Infiltrate, Scout, Phospex, Marksman, Mandiblasters, Invulnerable Save (6+) | | | | | | | | |

The Striking Scorpions are one of the forms of Aspect Warriors used by the Eldar, focusing on the close combat aspect of battle. They epitomize the deadly attributes of their namesake, which can sting and kill a creature many times its size. Preferring to stalk their enemy and strike at them from the shadows, they are merciless killers who revel in the hunt and the kill.

Striking Scorpions are not only among the most powerful and violent close-combat specialists fielded by the Eldar, but excellent infiltrators, stalking their prey through the shadows before falling upon them like the wrath of Khaine himself.



VANGUARD DETACHMENTS



SHINING SPEARS ASPECT

48 Points

| CAVALRY (1) | DETACHMENT SIZE: | | | | | 3 | | |
|------------------------------------------------------------------------------------------|------------------|------|--------|--------|--------|---|--|--|
| Name | Movement | Sv | CAF | Morale | W | | | |
| Shining Spears | 14" | 6+ | +3 | 3+ | 1 | | | |
| Weapons | | | | | | | | |
| <ul style="list-style-type: none"> • Shining Spear: Laser Lance | | | | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits | | | |
| Laser Lance | 6" | 1 | 5+ | -1 | Lance | | | |
| Upgrades | | | | | | | | |
| Purchase up to two of the list below (The same upgrade may be chosen multiple times). | | | | | | | | |
| <ul style="list-style-type: none"> • Add 3 Shining Spears..... +42 points | | | | | | | | |
| Special Rules | | | | | | | | |
| Jink (5+), Outflank, Furious Charge, Invulnerable Save (6+) | | | | | | | | |

The Shining Spears are a rare type of Eldar Aspect Warrior embodying the spear of Kaela Mensha Khaine, which struck like lightning and killed an enemy with a single blow. The Shining Spears carry the fight directly to the enemy, pouncing upon them without warning to deliver a killing blow.

While Shining Spear squads are relatively small, just three to five warriors, a number which sometimes includes an Exarch to lead them,[3b] their mastery of the Eldar Jetbike is so complete that each one can execute complex high-speed maneuvers with but a single gesture. In this way even a small unit of Shining Spears can turn the tide of battle, delivering a devastating charge against the enemy before wheeling around for another attack.



VANGUARD DETACHMENTS



SWOOPING HAWK ASPECT

36 Points

| INFANTRY (1) | DETACHMENT SIZE: | | | | | 3 | | |
|--------------------------------------------------------------------------------------------------|------------------|------|--------|--------|---------------------------|---|--|--|
| Name | Movement | Sv | CAF | Morale | W | | | |
| Swooping Hawks | 10" | 6+ | +2 | 3+ | 1 | | | |
| Weapons | | | | | | | | |
| <ul style="list-style-type: none"> Swooping Hawks: Lasblaster & Hawk Grenades | | | | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits | | | |
| Lasblaster | 10" | 1 | 5+ | 0 | Light, Assault | | | |
| Hawk Grenades | - | 1 | 5+ | 0 | Light AT, Bombing Run* | | | |
| Upgrades | | | | | | | | |
| Purchase up to two of the list below (The same upgrade may be chosen multiple times). | | | | | | | | |
| <ul style="list-style-type: none"> Add 3 Swooping Hawks +33 points | | | | | | | | |
| Special Rules | | | | | | | | |
| Jump Pack, Deep Strike, Invulnerable Save (6+) | | | | | | | | |

*Experimental please provide feedback

The Swooping Hawks are a type of Aspect Warrior, Eldar who fight according to one of the aspects of Kaela Mensha Khaine. The Swooping Hawks take their name from the wild hunting birds of Eldar mythology that symbolize revenge and retribution. Just as the birds of legend contain the spirit of a murdered Eldar, hovering over their killers as a mark of guilt, so too do the Swooping Hawks fly across the battlefield, dealing swift death to their enemies.

Of all the Aspect Shrines the Swooping Hawks are among the most mobile, thanks to their Swooping Hawk Wings, which allow them to lift off into the air at a moment's notice and fly across the battlefield. The speed and agility this gives the Swooping Hawks more than makes up for the fact that their Aspect Armour, compared to that worn by other Shrines, is thinner and offers less protection.



VANGUARD DETACHMENTS



WARP SPIDERS ASPECT

42 Points

| INFANTRY (1) | DETACHMENT SIZE: | | | | | 3 | | |
|----------------------------------------------------------------------------------------|------------------|------|--------|--------|--------------|---|--|--|
| Name | Movement | Sv | CAF | Morale | W | | | |
| Warp Spiders | 5" | 5+ | +2 | 3+ | 1 | | | |
| Weapons | | | | | | | | |
| <ul style="list-style-type: none"> • Warp Spiders: Death Spinner | | | | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits | | | |
| Death Spinner | 6" | 1 | 5+ | -1 | Shred, Light | | | |
| Upgrades | | | | | | | | |
| Purchase up to two of the list below (The same upgrade may be chosen multiple times). | | | | | | | | |
| <ul style="list-style-type: none"> • Add 3 Warp Spiders..... +36 points | | | | | | | | |
| Special Rules | | | | | | | | |
| Marksman, Jump Generator, Invulnerable Save (6+) | | | | | | | | |

The Warp Spiders are one of the types of Aspect Warriors, Eldar who represent a facet of their war god Kaela Mensha Khaine. Taking their name from the same creatures who protect the Infinity Circuits of their Craftworlds, Warp Spiders epitomize aggressive defense and make use of their teleportation devices to attack the enemy suddenly and disappear before they can retaliate.

Of all the Aspect Shrines the Warp Spiders are considered the bravest simply for their normal method of operation. Even traveling a short distance through the Warp is a tremendous risk, with not just their lives but their very souls on the line. Despite this they are also regarded as strange and terrifying, the furthest removed from the normal Eldar mindset of all the Aspect Shrines.



VANGUARD DETACHMENTS



DARK REAPER ASPECT

36 Points

| INFANTRY (1) | DETACHMENT SIZE: | | | | | 3 | | |
|-----------------------------------------------------------------------------------------|------------------|------|--------|--------|-----------------------------------|---|--|--|
| Name | Movement | Sv | CAF | Morale | W | | | |
| Dark Reapers | 5" | 5+ | +3 | 2+ | 1 | | | |
| Weapons | | | | | | | | |
| <ul style="list-style-type: none"> • Dark Reaper: Reaper Launcher | | | | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits | | | |
| Reaper Launcher | 18" | 1 | 5+ | -1 | Ignores Cover, Power Capacitor | | | |
| Upgrades | | | | | | | | |
| Purchase up to two of the list below (The same upgrade may be chosen multiple times). | | | | | | | | |
| <ul style="list-style-type: none"> • Add 3 Dark Reapers +30 points | | | | | | | | |
| Special Rules | | | | | | | | |
| Marksman, Invulnerable Save (6+) | | | | | | | | |

The Dark Reapers are the most sinister types of Eldar Aspect Warrior. They emulate Khaine in his aspect as “the Destroyer,” and specialize in the use of destructive, long-range weaponry.

The Dark Reapers are descended from Maugan Ra, the Harvester of Souls, a mighty Phoenix Lord and the founder of their Shrines. It was from him that the Dark Reapers learned that even the mightiest of weapons can be wielded with the precision of a scalpel, and so they take pride in the accuracy with which they use their signature weapon, the Reaper Launcher. Spitting forth a hail of armour-piercing missiles capable of taking down even the best-protected foes, these weapons allow the Dark Reapers to exert total control over the battlefield and destroy targets at will.



BATTLE TANK DETACHMENTS



FALCON SQUADRON

135 Points

| VEHICLE (2) | DETACHMENT SIZE: | | | | | 3 | | |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------|------|--------|--------|-------------------------------|---|--|--|
| Name | Movement | Sv | CAF | Morale | W | | | |
| Falcon | 14" | 4+ | +0 | 3+ | 1 | | | |
| Weapons | | | | | | | | |
| <ul style="list-style-type: none"> Pulse Laser Shuriken Catapults Shuriken Cannon Turret | | | | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits | | | |
| Pulse Laser | 24" | 2 | 4+ | -1 | Lance, Rapid-Fire | | | |
| Shuriken Catapult Turret | 6" | 1 | 5+ | 0 | Assault, Light, Point Defense | | | |
| Shuriken Cannon | 10" | 1 | 5+ | -1 | Assault, Light AT | | | |
| Scatter Laser | 16" | 2 | 5+ | 0 | Rapid Fire, Light | | | |
| Plasma Missile Launcher | 18" | 1 | 4+ | -1 | Ignores Cover | | | |
| Star Cannon | 14" | 1 | 4+ | -2 | Light AT | | | |
| Bright Lance | 22" | 1 | 4+ | -1 | Lance, Anti-Tank | | | |
| Upgrades | | | | | | | | |
| Purchase up to three of the list below (The same upgrade may be chosen multiple times). | | | | | | | | |
| <ul style="list-style-type: none"> Add 1 Falcon.....+45 points | | | | | | | | |
| Replace any Shuriken Cannon with one of the upgrades chosen from the list below: | | | | | | | | |
| <ul style="list-style-type: none"> Scatter Laser Plasma Missile Launcher Star Cannon.....+3 points Bright Lance | | | | | | | | |
| <ul style="list-style-type: none"> Scatter Laser Plasma Missile Launcher Star Cannon.....+3 points Bright Lance | | | | | | | | |
| Special Rules | | | | | | | | |
| Skimmer, Transport(1), Jink(6+) | | | | | | | | |

The Falcon Grav-tank is a versatile vehicle used by the Eldar both as a main battle tank and transport. Though capable of carrying up to six fully-equipped Eldar, such as Guardians and Aspect Warriors, it is unable to carry larger constructs like Wraithguard.

Its name is a rough translation of Faolchu, who in Eldar mythology was the consort of the Great Hawk and during the War in Heaven retrieved the sword Anaris from Vaul, thereby enabling Eldanesh to continue his combat with Khaine. This principle of delivering the sword is represented in the Falcon's design, taking the fight to the enemy and retrieving beleaguered troops if the combat becomes too fierce.



BATTLE TANK DETACHMENTS



FIRE PRISM SQUADRON

150 Points

| VEHICLE (2) | DETACHMENT SIZE: | | | | | 3 | | |
|-------------------------------------------------------------------------------------------------------------------------------|------------------|------|--------|--------|-------------------------------|---|--|--|
| Name | Movement | Sv | CAF | Morale | W | | | |
| Fire Prism | 14" | 4+ | +0 | 3+ | 1 | | | |
| Weapons | | | | | | | | |
| <ul style="list-style-type: none"> • Fire Prism • Shuriken Catapult Turret • Shuriken Cannon | | | | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits | | | |
| Fire Prism | 48" | 1 | 4+ | -3 | Lance, Armorbane | | | |
| | 24" | 2 | 4+ | -1 | Lance, Light AT | | | |
| Shuriken Catapult Turret | 6" | 1 | 5+ | 0 | Assault, Light, Point Defense | | | |
| Shuriken Cannon | 10" | 1 | 5+ | -1 | Assault, Light AT | | | |
| Upgrades | | | | | | | | |
| Purchase up to three of the list below (The same upgrade may be chosen multiple times). | | | | | | | | |
| <ul style="list-style-type: none"> • Add 1 Fire Prism +50 points | | | | | | | | |
| Special Rules | | | | | | | | |
| Skimmer, Jink(6+) | | | | | | | | |

The Fire Prism, or Illum Zar, is an Eldar grav-tank based on the Falcon chassis. A dedicated anti-tank variant, the Fire Prism sacrifices its ability to transport troops for superior firepower while retaining the ability to move at high speed. Fire Prisms play a key part in Eldar armoured warfare tactics, outflanking the enemy and attacking from multiple directions to break up their cohesion.

The centerpiece of the Fire Prism is its Prism Cannon, a marvel of Eldar technology and understanding. This laser weapon has twice the range of the Pulse Laser or Scatter Laser, allowing it to hit targets just visible on the horizon, but is powerful enough to punch through the thickest armour.



BATTLE TANK DETACHMENTS



LYNX SQUADRON

135 Points

| VEHICLE (2) | DETACHMENT SIZE: | | | | | 2 | | |
|--------------------------------------------------------------------------------------------------------------------------------------------------------|------------------|------|--------|--------|-----------------------------------------|---|--|--|
| Name | Movement | Sv | CAF | Morale | W | | | |
| Lynx | 12" | 3+ | +0 | 3+ | 1 | | | |
| Weapons | | | | | | | | |
| <ul style="list-style-type: none"> • Light Sonic Lance OR Light Pulsar • Shuriken Catapult Turret • Twin Bright Lance | | | | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits | | | |
| Light Pulsar | 40" | 1 | 4+ | -3 | Arc (Front), Lance, Rapid Fire | | | |
| Light Sonic Lance | 14" | 1 | 4+ | -1 | Arc (Front), Beam, Armorbane | | | |
| Shuriken Catapult Turret | 6" | 1 | 5+ | 0 | Assault, Light, Point Defense | | | |
| Twin Bright Lance | 22" | 1 | 4+ | -1 | Arc (Front), Accurate, Lance, Anti-Tank | | | |
| Upgrades | | | | | | | | |
| Purchase up to three of the list below (The same upgrade may be chosen multiple times). | | | | | | | | |
| <ul style="list-style-type: none"> • Add 1 Lynx +65 points | | | | | | | | |
| Special Rules | | | | | | | | |
| Skimmer, Holo-Field(-1) | | | | | | | | |

The Lynx is an ancient Eldar war machine, while it lacks the sheer firepower found in a Scorpion or Cobra, it makes up for it in speed and maneuverability and is capable of limited flight. It is crewed by a single pilot who controls the craft from within an encapsulated cockpit, and while heavily armoured it boasts a Titan-grade Holo-field making it near-invisible to Imperial sensors. Its primary weapon is either a Pulsar for attacking armoured foes or, more rarely, a Sonic Lance for superior anti-infantry firepower.



ARTILLERY DETACHMENTS



FIRESTORM SQUADRON

120 Points

| VEHICLE (2) | DETACHMENT SIZE: | | | | | 3 | | |
|------------------------------------------------------------------------------------------------------------------------------------------|------------------|------|--------|--------|---------------------------------------------------------|---|--|--|
| Name | Movement | Sv | CAF | Morale | W | | | |
| Firestorm | 14" | 4+ | +0 | 3+ | 1 | | | |
| Weapons | | | | | | | | |
| <ul style="list-style-type: none"> • Scatter Laser Battery • Shuriken Catapult Turret • Shuriken Cannon | | | | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits | | | |
| Scatter Laser Battery | 16" | 3 | 5+ | 0 | Skyfire, Accurate, Light AT, Rapid Fire, Tracking | | | |
| Shuriken Catapult Turret | 6" | 1 | 5+ | 0 | Assault, Light, Point Defense | | | |
| Shuriken Cannon | 10" | 1 | 5+ | -1 | Assault, Light AT | | | |
| Upgrades | | | | | | | | |
| Purchase up to three of the list below (The same upgrade may be chosen multiple times). | | | | | | | | |
| <ul style="list-style-type: none"> • Add 1 Firestorm..... +40 points | | | | | | | | |
| Special Rules | | | | | | | | |
| Skimmer, Jink(6+) | | | | | | | | |

The Firestorm is a rare Eldar grav-tank based on the Falcon chassis. Designed for anti-aircraft warfare, the Firestorm is employed only in unique cases where Eldar aircraft are not available to achieve air superiority over the enemy, such as the Baran War where only vehicles Falcon-sized or smaller could fit through the wraithgates.

The Firestorms are never deployed in great numbers, and only when there are not enough Nightwings to provide effective fighter protection or the great threat of enemy air attacks.



ARTILLERY DETACHMENTS



NIGHT SPINNER SQUADRON

135 Points

| VEHICLE (2) | DETACHMENT SIZE: | | | | | 3 | | |
|--------------------------------------------------------------------------------------------------------------------------|------------------|------|--------|--------|--------------------------------------|---|--|--|
| Name | Movement | Sv | CAF | Morale | W | | | |
| Night Spinner | 14" | 4+ | +0 | 3+ | 1 | | | |
| Weapons | | | | | | | | |
| <ul style="list-style-type: none"> Doom Weaver Shuriken Catapult Turret Shuriken Cannon | | | | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits | | | |
| Doom Weaver | 24" | 2 | 5+ | -1 | Barrage, Shred, Blast (3"), Light AT | | | |
| Shuriken Catapult Turret | 6" | 1 | 5+ | 0 | Assault, Light, Point Defense | | | |
| Shuriken Cannon | 10" | 1 | 5+ | -1 | Assault, Light AT | | | |
| Upgrades | | | | | | | | |
| Purchase up to three of the list below (The same upgrade may be chosen multiple times). | | | | | | | | |
| <ul style="list-style-type: none"> Add 1 Night Spinner +45 points | | | | | | | | |
| Special Rules | | | | | | | | |
| Skimmer, Jink(6+) | | | | | | | | |

The Night Spinner is an Eldar grav-tank based on the Falcon chassis. One of the most curious and also most accomplished Eldar designs, the Night Spinner is a mobile artillery vehicle designed to provide indirect fire support to fast moving Eldar attacks.

The Night Spinner's primary armament are twin-linked Doomweavers, deadly Monofilament Weaponry which launch a large web of deadly wire high into the air. The web is made up of thousands of miles of incredibly strong, monofilament thread that can shear through any substance, including steel or tank armour. Once launched the web floats ghostly downwards, shredding any victims caught beneath it.



ARTILLERY DETACHMENTS



HEAVY SUPPORT WEAPON BATTERY

75 Points

| INFANTRY (1) | DETACHMENT SIZE: | | | | | 3 | | |
|---------------------------------------------------------------------------------------------|------------------|------|--------|--------|--------------------------------------|---|--|--|
| Name | Movement | Sv | CAF | Morale | W | | | |
| Heavy Support Weapon | 5" | 6+ | +0 | 3+ | 1 | | | |
| Weapons | | | | | | | | |
| <ul style="list-style-type: none"> Shadow Weaver | | | | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits | | | |
| Shadow Weaver | 24" | 1 | 5+ | -1 | Barrage, Shred, Blast (3"), Light AT | | | |
| D-Cannon | 14" | - | 6+ | - | Warp | | | |
| Vibro Cannon | 20" | 2 | 5+ | 0 | Beam, Armorbane | | | |
| Upgrades | | | | | | | | |
| Purchase up to three of the list below (The same upgrade may be chosen multiple times). | | | | | | | | |
| <ul style="list-style-type: none"> Add 1 Heavy Support Weapon.....+25 points | | | | | | | | |
| Replace the Shadow Weaver on any Heavy Support Weapon with one of the following: | | | | | | | | |
| <ul style="list-style-type: none"> D-Cannon | | | | | | | | |
| <ul style="list-style-type: none"> Vibro Cannon | | | | | | | | |
| Special Rules | | | | | | | | |
| Bulky | | | | | | | | |

A Support Weapon Battery, also known as Vaul's Wrath,[3] is an Eldar heavy weapons team consisting of one to three large Grav Platforms which mount either D-Cannons, Vibro Cannons or Shadow Weavers. These batteries are often used when a force is advancing or to form a solid defensive line. While they must be stationary in order to fire, these units provide tremendous firepower to the Eldar and use advanced targeting arrays for pinpoint accuracy against even well-hidden foes. Two Guardians operate each platform, and some batteries will be joined by a Warlock during battle.



SUPER-HEAVY DETACHMENTS



COBRA SQUADRON

100 Points

| SUPER-HEAVY VEHICLE (3) | | DETACHMENT SIZE: | | | | 1 | | |
|-------------------------------------------------------------------------------------------------|----------|------------------|--------|--------|----------------------------------|---|--|--|
| Name | Movement | Sv | CAF | Morale | W | | | |
| Cobra | 9" | 3+ | +3 | 2+ | 2 | | | |
| Weapons | | | | | | | | |
| <ul style="list-style-type: none"> • Shuriken Cannon Turret • D-Impaler | | | | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits | | | |
| Shuriken Cannon Turret | 10" | 1 | 5+ | -1 | Assault, Light AT, Point Defense | | | |
| D-Impaler | 18" | - | 6+ | - | Arc(Front), Warp | | | |
| Upgrades | | | | | | | | |
| Purchase up to two of the list below (The same upgrade may be chosen multiple times). | | | | | | | | |
| <ul style="list-style-type: none"> • Add 1 Cobra +100 points | | | | | | | | |
| Special Rules | | | | | | | | |
| Anti-Grav, Holo-Field(-1) | | | | | | | | |

The Cobra is an Eldar Engine of Vaul, a Super-Heavy Tank which combines the speed and grace of Eldar anti-grav technology with terrifying firepower. In Eldar mythology, the cobra was the brother of the serpent but a short-tempered, fickle ally, to whom the serpent turned to for aid only during the darkest days of the War in Heaven. The Cobra is a war engine hunter, utilizing terrifying weaponry designed to destroy enemy super-heavy vehicles and Titans in a single blow.

A direct hit from the D-Cannon will tear apart whole sections of even the largest Titan, dragging machine and crew screaming into the nightmarish hell that is the Warp. Even Void Shields provide no defensive barrier against this massive vortex weapon.



SUPER-HEAVY DETACHMENTS



SCORPION SQUADRON

100 Points

| SUPER-HEAVY VEHICLE (3) | | DETACHMENT SIZE: | | | | 1 | | |
|----------------------------------------------------------------------------------------------------------------|----------|------------------|--------|--------|----------------------------------|---|--|--|
| Name | Movement | Sv | CAF | Morale | W | | | |
| Scorpion | 9" | 3+ | +3 | 2+ | 2 | | | |
| Weapons | | | | | | | | |
| <ul style="list-style-type: none"> • Shuriken Cannon Turret • Twin Light Pulsar Turret | | | | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits | | | |
| Shuriken Cannon Turret | 10" | 1 | 5+ | -1 | Assault, Light AT, Point Defense | | | |
| Twin Light Pulsar Turret | 40" | 2 | 4+ | -3 | Accurate, Lance, Rapid Fire | | | |
| Upgrades | | | | | | | | |
| Purchase up to two of the list below (The same upgrade may be chosen multiple times). | | | | | | | | |
| <ul style="list-style-type: none"> • Add 1 Scorpion +100 points | | | | | | | | |
| Special Rules | | | | | | | | |
| Anti-Grav, Holo-Field(-1) | | | | | | | | |

The Scorpion is an Eldar Engine of Vaul, a Super-Heavy Tank which combines the speed and grace of Eldar anti-grav technology with terrifying firepower. The vehicle's namesake in Eldar mythology had a ranging sting attack to lash at enemies before they could get within range, and so too does the Scorpion. Scorpions are used to spearhead armoured assaults and as long-range fire support for raiding forces, where their devastating anti-tank firepower has earned them nicknames among the Imperial Guard like Grave-maker or Death's Sled.

The Scorpion's primary armament are a pair of massive Pulsars mounted on a traversing turret. These fearsome weapons are a direct threat to Imperial Titans and can slice a Leman Russ Battle Tank in half with a single shot.



SUPER-HEAVY DETACHMENTS



VOID SPINNER

100 Points

| SUPER-HEAVY VEHICLE (3) | | DETACHMENT SIZE: | | | | 1 | | |
|---------------------------------------------------------------------------------------------------------|----------|------------------|--------|--------|--------------------------------------|---|--|--|
| Name | Movement | Sv | CAF | Morale | W | | | |
| Void Spinner | 9" | 3+ | +3 | 2+ | 2 | | | |
| Weapons | | | | | | | | |
| <ul style="list-style-type: none"> • Shuriken Cannon Turret • Voidspinner Array | | | | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits | | | |
| Shuriken Cannon Turret | 10" | 1 | 5+ | -1 | Assault, Light AT, Point Defense | | | |
| Voidspinner Array | 24" | 3 | 5+ | -2 | Barrage, Shred, Blast (3"), Light AT | | | |
| Upgrades | | | | | | | | |
| Purchase up to two of the list below (The same upgrade may be chosen multiple times). | | | | | | | | |
| <ul style="list-style-type: none"> • Add 1 Void Spinner +100 points | | | | | | | | |
| Special Rules | | | | | | | | |
| Anti-Grav, Holo-Field(-1) | | | | | | | | |

The Void Spinner is one of the Engines of Vaul, and serves as a super-heavy Grav-tank for the Eldar race. These sinister vehicles were barely known to others and were unique to the Craftworld of Biel-Tan as well as a handful of others which followed the ideals of warrior supremacy.

Void Spinner being armed with the Voidspinner Array, a monofilament cannon similar to those seen on the smaller Night Spinner. However, the Void Spinner also unleashes a barrage of wraithbone parasites. This leads to the scouring of all life from the target as they are not only killed by the constricting and slicing threads of the monofilament, but they are also broken down on a molecular level.



SUPER-HEAVY DETACHMENTS



STORM SERPENT

100 Points

| SUPER-HEAVY VEHICLE (3) | | DETACHMENT SIZE: | | | | 1 |
|-----------------------------------------------------------------------------------------------|----------|------------------|--------|--------|-------------------------------------|---|
| Name | Movement | Sv | CAF | Morale | W | |
| Storm Serpent | 9" | 3+ | +3 | 2+ | 2 | |
| Weapons | | | | | | |
| <ul style="list-style-type: none">• Shuriken Cannon Turret• Wraithgate | | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits | |
| Shuriken Cannon Turret | 10" | 1 | 5+ | -1 | Assault, Light AT, Point Defense | |
| Wraithgate | 36" | Spec. | Spec. | Spec. | Wraithgate(1) | |
| Upgrades | | | | | | |
| Purchase up to two of the list below (The same upgrade may be chosen multiple times). | | | | | | |
| <ul style="list-style-type: none">• Add 1 Storm Serpent..... +100 points | | | | | | |
| Special Rules | | | | | | |
| Anti-Grav, Holo-Field (-1) | | | | | | |

The Storm Serpent is a Engine of Vaul, a super-heavy grav-tank of the Eldar. While other Engines of Vaul are noted for their immense firepower, the Storm Serpent actually contains a mobile Webway portal, which it can use to disgorge warriors right into the enemy's midst. While the Storm Serpent superficially appears like a sleek gunship, its hull seemingly too small to carry any troops, the secret behind its function lies within the Wraithgate generator it carries. Using the same vast energies other Engines use to power their immense weaponry, the Storm Serpent is able to create a shimmering portal amidst the craft's attuned promontories which links directly to the Webway. This mobile portal can be accessed by the Eldar from anywhere, whether an orbiting fleet or Craftworld, for the rapid deployment of troops.



AIR SUPPORT DETACHMENTS



NIGHTWING SQUADRON

100 Points

| VEHICLE (1) | DETACHMENT SIZE: | | | | | 1 | | |
|---------------------------------------------------------------------------------------------------|------------------|------|--------|--------|--------------------------------------------------------|---|--|--|
| Name | Movement | Sv | CAF | Morale | W | | | |
| Nightwing | 40" | 5+ | +0 | - | 1 | | | |
| Weapons | | | | | | | | |
| <ul style="list-style-type: none"> Twin Shuriken Cannon Twin Bright Lance | | | | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits | | | |
| Twin Shuriken Cannon | 10" | 1 | 5+ | 0 | Accurate, Assault, Arc(Front), Light AT, Point Defense | | | |
| Twin Bright Lance | 22" | 1 | 4+ | -1 | Arc(Front), Accurate, Lance, Anti-Tank | | | |
| Upgrades | | | | | | | | |
| Purchase up to two of the list below (The same upgrade may be chosen multiple times). | | | | | | | | |
| <ul style="list-style-type: none"> Add 1 Nightwing +100 points | | | | | | | | |
| Special Rules | | | | | | | | |
| Flyer, Interceptor, Jink (5+), Holo-Field(-1), Agile | | | | | | | | |

The Nightwing is the primary fighter craft of the Eldar, combining a speed and manoeuvrability that no Imperial or any other aircraft can match, along with considerable firepower and sophisticated energy field protection. An exceptional fighter-interceptor, Nightwings are expected to go into combat outnumbered by the enemy and still establish air superiority, performing maneuvers which would send lesser craft in an uncontrollable plummet and achieve speeds which would tear them apart.

The Nightwing is first and foremost a dogfighter; while its weaponry is adequate for attacking ground targets, those types of missions generally go to other aircraft such as the Phoenix.



AIR SUPPORT DETACHMENTS



PHOENIX SQUADRON

110 Points

| VEHICLE (1) | DETACHMENT SIZE: 1 | | | | |
|----------------------------------------------------------------------------------------------------------------------------------|--------------------|------|--------|--------|------------------------------------------------------------------|
| Name | Movement | Sv | CAF | Morale | W |
| Phoenix | 32" | 4+ | +0 | - | 1 |
| Weapons | | | | | |
| <ul style="list-style-type: none"> Twin Shuriken Cannon Plasma Missile Battery Doom Waver Bombs | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits |
| Twin Shuriken Cannon | 10" | 1 | 5+ | 0 | Arc (Front), Accurate, Assault, Light AT, Point Defense |
| Plasma Missile Battery | 20" | 2 | 4+ | -1 | Arc (Front), Ignores Cover, |
| Doom Weaver Bombs | - | 2 | 5+ | -1 | Arc (Rear), Shred, Bombing Run, Blast (3"), Light AT |
| Upgrades | | | | | |
| Purchase up to two of the list below (The same upgrade may be chosen multiple times). | | | | | |
| <ul style="list-style-type: none"> Add 1 Phoenix..... +110 points | | | | | |
| Special Rules | | | | | |
| Flyer, Interceptor, Jink (5+), Holo-Field(-1) | | | | | |

The Phoenix is an Eldar ground attack fighter. While it shares many features in common with its smaller cousin, the Nightwing, the Phoenix sacrifices a measure of speed and maneuverability in order to carry a large weapons payload for ground attack missions. The two work in tandem, Nightwings clearing the skies of enemy aircraft and escorting Phoenixes as they rain destruction upon ground forces. However despite its loss in performance the Phoenix is still an outstanding aircraft, capable of tangling with most Imperial fighter aircraft and still coming out on top. It is common throughout all Craftworlds and Corsair warbands, and while orbital-capable the Phoenix is more commonly deployed through larger Wraithgates.



AIR SUPPORT DETACHMENTS



VAMPIRE RAIDER

170 Points

| VEHICLE (2) | DETACHMENT SIZE: 1 | | | | |
|---------------------------------------------------------------------------------------------------|--------------------|------|--------|--------|------------------------------------------------------|
| Name | Movement | Sv | CAF | Morale | W |
| Vampire Raider | 28" | 4+ | +0 | - | 2 |
| Weapons | | | | | |
| <ul style="list-style-type: none"> Twin Pulse Laser Scatter Laser Battery | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits |
| Twin Pulse Laser | 24" | 2 | 4+ | -1 | Accurate, Lance, Rapid-Fire |
| Scatter Laser Battery | 16" | 4 | 5+ | 0 | Arc(Front), Accurate, Light AT, Rapid Fire, Tracking |
| Upgrades | | | | | |
| Purchase up to two of the list below (The same upgrade may be chosen multiple times). | | | | | |
| <ul style="list-style-type: none"> Add 1 Vampire Raider +170 points | | | | | |
| Special Rules | | | | | |
| Flyer, Hover, Large Transport(8), Jink (5+), Holo-Field(-1) | | | | | |

The Vampire Raider is unusually fast, agile and well-armed for a craft of its size, a testament to the advanced technology of the Eldar race, which is more than capable of seeing off enemy aircraft even without Nightwing escorts. A highly configurable vehicle, in its primary form the Raider includes a nose-mounted Scatter Laser and twin-linked Pulse Lasers on under-wing hard points, a Titan-grade Holo-field for protection and the capability to carry up to thirty troops, or half as many Wraithguard, in a passenger compartment accessible through a rear ramp.



AIR SUPPORT DETACHMENTS



VAMPIRE HUNTER

170 Points

| VEHICLE (2) | DETACHMENT SIZE: 1 | | | | |
|--------------------------------------------------------------------------------------------------------------------------------------------|--------------------|------|--------|--------|------------------------------------------------------------------------------|
| Name | Movement | Sv | CAF | Morale | W |
| Vampire Hunter | 28" | 4+ | +0 | - | 2 |
| Weapons | | | | | |
| <ul style="list-style-type: none"> • Twin Light Pulsar • Scatter Laser Battery • Phoenix Missile Launcher | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits |
| Twin Light Pulsar | 40" | 2 | 4+ | -3 | Arc (Front), Accurate, Lance, Rapid Fire |
| Scatter Laser Battery | 16" | 4 | 5+ | 0 | Arc(Front), Accurate, Light AT, Rapid Fire, Tracking |
| Phoenix Missile Launcher | 20" | 8 | 5+ | -1 | Arc (Front), Light AT, Accurate, Shieldbane, Barrage, Point Defense |
| Upgrades | | | | | |
| Purchase up to two of the list below (The same upgrade may be chosen multiple times). | | | | | |
| <ul style="list-style-type: none"> • Add 1 Vampire Hunter +170 points | | | | | |
| Special Rules | | | | | |
| Flyer, Hover, Interceptor, Large Transport(3), Jink (5+), Holo-Field(-1) | | | | | |

While sharing many of the same features, the Vampire Hunter sacrifices its transport capability in favour of heavier weapons, becoming a heavy ground attack bomber. Vampire Hunters are deployed on missions to engage and destroy specific targets such as enemy Titans, with each squadron protected by its own dedicated Nightwing escorts. These rare and specialised aircraft are only deployed for large-scale operations.



KNIGHT DETACHMENTS



WRAITHKNIGHT

180 Points

| KNIGHT (4) | | DETACHMENT SIZE: 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------|--------------------|--------|--------|--------------------------------|---------|-------|------|--------|----|--------|-----------|-----|----|----|----|------------|--------------------|-----|---|----|---|-----------------|-----------------|-----|---|----|----|--------------------------------|---------------|-----|---|----|---|--------------------------------|-------------|-----|---|----|----|-----------------------|-------------|---|---|---|----|------------------|
| Name | Movement | Sv | CAF | Morale | W | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Wraithknight | 8" | 2+ | +9 | - | 3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Weapons | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <ul style="list-style-type: none"> Heavy Wraith Cannon OR suncannon OR Ghostglaive <p>Two selections from the following (The same options may be picked twice)</p> <ul style="list-style-type: none"> Shruken Cannon OR Scatter Laser OR Star Cannon | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <table border="1"> <thead> <tr> <th>Weapons</th><th>Range</th><th>Dice</th><th>To Hit</th><th>AP</th><th>Traits</th></tr> </thead> <tbody> <tr> <td>Suncannon</td><td>30"</td><td>D6</td><td>4+</td><td>-1</td><td>Arc(Front)</td></tr> <tr> <td>Heavy Wraithcannon</td><td>14"</td><td>1</td><td>4+</td><td>-</td><td>Arc(Front), Psi</td></tr> <tr> <td>Shuriken Cannon</td><td>10"</td><td>1</td><td>5+</td><td>-1</td><td>Arc (Front), Assault, Light AT</td></tr> <tr> <td>Scatter Laser</td><td>16"</td><td>2</td><td>5+</td><td>0</td><td>Arc (Front), Rapid Fire, Light</td></tr> <tr> <td>Star Cannon</td><td>14"</td><td>1</td><td>4+</td><td>-2</td><td>Arc (Front), Light AT</td></tr> <tr> <td>Ghostglaive</td><td>-</td><td>-</td><td>-</td><td>-2</td><td>Rend, Wrecker(2)</td></tr> </tbody> </table> | | | | | | Weapons | Range | Dice | To Hit | AP | Traits | Suncannon | 30" | D6 | 4+ | -1 | Arc(Front) | Heavy Wraithcannon | 14" | 1 | 4+ | - | Arc(Front), Psi | Shuriken Cannon | 10" | 1 | 5+ | -1 | Arc (Front), Assault, Light AT | Scatter Laser | 16" | 2 | 5+ | 0 | Arc (Front), Rapid Fire, Light | Star Cannon | 14" | 1 | 4+ | -2 | Arc (Front), Light AT | Ghostglaive | - | - | - | -2 | Rend, Wrecker(2) |
| Weapons | Range | Dice | To Hit | AP | Traits | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Suncannon | 30" | D6 | 4+ | -1 | Arc(Front) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Heavy Wraithcannon | 14" | 1 | 4+ | - | Arc(Front), Psi | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shuriken Cannon | 10" | 1 | 5+ | -1 | Arc (Front), Assault, Light AT | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Scatter Laser | 16" | 2 | 5+ | 0 | Arc (Front), Rapid Fire, Light | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Star Cannon | 14" | 1 | 4+ | -2 | Arc (Front), Light AT | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Ghostglaive | - | - | - | -2 | Rend, Wrecker(2) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Upgrades | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Special Rules | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Ion-Shield(5+), Agile, Nimble | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

Wraithknights are colossal Eldar Wraithbone constructs. While gigantic and heavily armed with a mixture of mighty Heavy Wraithcannons, Suncannons, Ghostglaives, Scattershields, and other heavy weapons, the Wraithknight's advanced design still allows it to be nimble enough to run through the ruin of a scattered city. The shell of a Wraithknight houses the spirits of the dead much in the same way as the Wraithlord and Wraithguard. However, Wraithknights differ from their lesser cousins as they also hold a living Eldar pilot within.



KNIGHT DETACHMENTS



BRIGHT STALLION

200 Points

KNIGHT (4)

DETACHMENT SIZE:

1

| Name | Movement | Sv | CAF | Morale | W |
|---------------------------------|----------|------|--------|--------|-----------------------------|
| Bright Stallion | 9" | 2+ | +9 | - | 3 |
| Weapons | | | | | |
| • Psychic Lance OR Vibro Cannon | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits |
| Psychic Lance | 30" | 1 | 4+ | -1 | Arc(Front), Lance |
| Vibro Cannon | 20" | 2 | 4+ | 0 | Arc(Front), Beam, Armorbane |
| Upgrades | | | | | |
| | | | | | |
| Special Rules | | | | | |
| Holofield(-1), Agile, Nimble | | | | | |



Eldar Knights are most commonly used by Exodite populations to defend their homeworlds, and are complex machines made of a psycho-plastic known as Wraithbone. These machines were originally developed to help new Exodite colonies and Maiden Worlds survive against the hostile and grim conditions they faced. Eldar knight suits are controlled by a direct mind-link between the pilot and machine, much like Imperial Titans. However Eldar Knights also contain a Spirit stone which supplies the machine with a personality as well as a way for the Eldar pilot to avoid having their soul consumed by Slaanesh should they fall in battle.



KNIGHT DETACHMENTS



AVATAR OF KHAINE

250 Points

| KNIGHT (4) | | DETACHMENT SIZE: | | | | 1 | | |
|---------------------------------------------------------------------------------------------|----------|------------------|--------|--------|-------------------------------|---|--|--|
| Name | Movement | Sv | CAF | Morale | W | | | |
| Avatar | 8" | 3+ | +12 | - | 3 | | | |
| Weapons | | | | | | | | |
| <ul style="list-style-type: none"> • Wailing Doom | | | | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits | | | |
| Wailing Doom | 6" | 1 | 5+ | -2 | Beam, Psi, Deflagrate Rend | | | |
| Upgrades | | | | | | | | |
| Special Rules | | | | | | | | |
| Inspire(12"), Terror (3"), Invulnerable Save(4+), Furious Charge, Resilient, Unique, Nimble | | | | | | | | |

*The Avatar may only be included in formations that has at least two Vanguard Detachments.

Avatars are incarnations of the Eldar War God, Kaela Mensha Khaine. During the Fall of the Eldar, Khaine fought with Slaanesh shortly after his birth, following the destruction of the Eldar Gods. During the battle, Khaine's essence was dismantled and scattered across the many galaxies, landing in the hearts of the remaining Eldar Craftworlds. Wherever his essence landed, a wraith artefact was created, allowing future Eldar to be able to summon him when needed.

The Avatar sits at the heart of every one of the Eldar Craftworld.





TITAN DETACHMENTS



The Revenant Titan is the smallest Eldar Titan, used often as forward scouts for larger Titans or to provide fire support for conventional forces.

While all Eldar Titans are quick and agile, the Revenant goes far beyond this, with its compact size allowing it to move with a speed and grace that is just plain impossible for the Titans of other races. This maneuverability is enhanced even further by a number of jump jets and gravitic motors that turn its movement into a dance of drifting leaps and gentle floating sweeps across the battlefield. A Revenant can easily leap harsh terrain, unleash its firepower against enemy lines, and then use its blinding speed to retreat to safety before the enemy can react.

REVENANT SCOUT PARTY

350 Points

| TITAN (5) | DETACHMENT SIZE: | 1 |
|-----------|------------------|---|
|-----------|------------------|---|

| Name | Movement | Sv | CAF | Morale | W |
|----------------------|----------|----|-----|--------|---|
| Revenant Scout Titan | 12" | 3+ | +7 | - | 3 |

Weapons

- Cloudburst Missiles

In addition, Revenant Titans have two weapons chosen from the list below - it may choose two of the same weapon:

- Light Pulsars
- Sonic Lance

| Weapons | Range | Dice | To Hit | AP | Traits |
|---------------------|-------|------|--------|----|--------------------------------------------------------------------------------|
| Cloudburst Missiles | 30" | 8 | 5+ | -1 | Arc (Front), Light AT, Rapid Fire, Shieldbane, Barrage, Point Defense |
| Light Pulsar | 40" | 2 | 4+ | -3 | Arc (Front) Lance, Rapid Fire |
| Sonic Lance | 14" | 2 | 4+ | -1 | Arc (Front), Beam, Armorbane |

Upgrades

Purchase up to two of the list below (The same upgrade may be chosen multiple times).

- Add 1 Revenant Scout Titan.....+330 points

Special Rules

Agile, Jump Pack, Outflank, Holo-field(-2)



TITAN DETACHMENTS



PHANTOM TITAN

550 Points

| TITAN (5) | DETACHMENT SIZE: | 1 |
|-----------|------------------|---|
|-----------|------------------|---|

| Name | Movement | Sv | CAF | Morale | W |
|---------------|----------|----|-----|--------|---|
| Phantom Titan | 10" | 2+ | +14 | - | 5 |

Weapons

- Voidstorm Missiles

In addition, Phantom Titans have two weapons chosen from the list below - it may choose two of the same weapon:

- Pulsar
- D-Bombard
- Vibro Destructor
- Fusion Lance
- Wraithglaive

| Weapons | Range | Dice | To Hit | AP | Traits |
|--------------------|-------|------|--------|----|--------------------------------------------------|
| Voidstorm Missiles | 30" | 8 | 6+ | - | Arc (Front), Skyfire, Barrage Point Defense |
| Pulsar | 80" | 3 | 4+ | -4 | Arc (Front) Lance, Rapid Fire |
| D-Bombard | 50" | - | 5+ | - | Arc (Front), Warp, Heavy Barrage |
| Vibro Destructor | 22" | 3 | 5+ | 0 | Arc (Front), Beam, Armorbane |
| Fusion Lance | 14" | 2 | 4+ | -3 | Arc (Front), Melta Demolisher, Engine Killer (2) |
| Wraithglaive | - | - | - | - | Arc (Front), Rend |

Upgrades

The Phantom Titan may choose any of the following upgrades:

- Upgrade to Warlock titan+200 points*

*Add special ability Psyker(4) and Psychic Hood

Special Rules

Agile, Holo-Field(-2)

Warlock Titan: Agile, Holo-Field(-2), Psyker(4), Psychic Hood, Invulnerable Save (5+)

Phantom Titans are graceful constructs with superior agility and speed compared to other Titans. The pinnacle of Eldar warpcraft each one is constructed around a Wraithbone core, a psychic material which allows the souls of deceased Eldar contained within Spirit Stones to move freely throughout the machine. This gives the Titan a consciousness of its own, which merges with that of the Phantom's crew and help guide them.

Phantom Titans do not participate in the Eldar's normal warfare operations of raids and surgical strikes, but are instead reserved for when the Craftworld must engage in pitched battle. Only during these desperate times are the Webway portals opened wide enough to allow the Phantom Titans to stride upon the battlefield and wreck terrible destruction upon their foes.

A Warlock Titan is a rare variant of the Phantom Titan whose Wraithbone core contains the spirits of mighty Seers and Warlocks.

ASTARTES PSYKERS

Before the Horus Heresy many Astartes Legions had started adopting the use of Psykers. The emperor decreed that Psykers should be outlawed but yet, after the events at Istvaan IV, the need to counter the unimaginable powers brought to the Traitor Legions from the ruinous powers meant that the Loyalist had no choice but to embrace the warp.

Overview

This segment adds the option for players to add psychically sensitive units to the battlefield, both in the form of powerful individuals but also those Astartes that were sensitive to the warp themselves.

Legion Psykers

While some legions refuse to deal with the dishonourable deception and unnatural witcher that is psykers, almost all utilize psychics in one way or another.

A good example are the Rune Priests of the Space Wolves - the legion itself has a firm stance against psykers but would never accept banning their Rune Priests. For the sake of simplicity, we treat these as Librarians and encourage you to reference them during gameplay by their legion appropriate name.

The Army List

When using the Astartes list in combination with this supplement additional units have been added to delve deeper into the gameplay that allows for psyker presence on the battlefield.

Lastly add the following rule to the Astartes Faction:

Psychic Powers (Librarius):

Astartes generate random powers from the 'Librarian' psychic powers list, roll a D6+1 per total Psychic Power level to generate the powers available. Reroll if you generate a power you already have.

You can always swap a Psychic Power for the first one (1. Force Dome).

Example:

Psyker (2) and Psyker (1) = 3 Rolls.



LIBRARIUS

Masters of the esoteric arts, Librarians are warrior mystics who unleash the power of the Warp smiting the enemies of the Imperium. They serve their Legions as both peerless loremasters and masterful battle leaders.

| Psychic Power | Power Level |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------|
| 1. Force Dome <i>The Librarian conures a shield of psychic energy to protect himself and his detachment.</i> | 5+ |
| The Librarian gets the Shield Generator (4+) special rule until end of turn. | |
| 2. Veil of Time <i>The Librarian peers behind the veil of time, revealing the multitude of branching pathways and tries to predict the outcome of the moments ahead.</i> | 6+ |
| The Librarian and the detachment he belongs to does not suffer any penalties from firing overwatch, in addition they may choose to fire in the first fire segment even though they did not have the appropriate order. | |
| 5. Mind Raid <i>The Librarian peers through the void into the mind of an enemy psyker raiding their thoughts for secret codes, battleplans, the location of hidden forces and any other tactical information. Such brute psychic interrogation inflicts severe cerebral trauma on its victim.</i> | 8+ |
| Target one enemy psyker or commander within 24" and within Line of Sight - Both players roll 2D6 and add their Psychic (X) level if any. Whoever rolls lowest takes 1 wound with no saves allowed. If the Librarian won add +2 to your next initiative roll. | |
| 3. Temporal Corridor <i>The Librarian takes on a bright glow which suddenly flashes into blinding light. When the light fades he and the detachment he is with has dissapeared.</i> | 10+ |
| The Librarian teleports himself and his detachment 4D6" away as per the Deep Strike rules. | |
| 4. Quickening <i>The Librarian creates an accelerated time field around his detachment making it seem like the unit speeds up their movements significantly.</i> | 12+ |
| The Librarian and the deatrchment he is part of adds 1" to their movement characteristics and all weapons adds +1 to the Dice Characteristics and get CAF +1. Remains in play. | |
| 6. Smite <i>The psyker unleashes a devastating psychic that swarms an area with warp energy, melting eyes out their socket and rupturing veins of those assailed.</i> | 14+ |
| Place the template originating caster, any model under the template takes 1 hit with no armor saves allowed. | |
| 7. Vortex of Doom <i>In a moment of pure desperation, the Librarian unleashes the full force of his psychic talents. With an utter disregard for reality, the Librarian opens up a flickering vortex in the fabric of space-time.</i> | 16+ |
| Place a 3" Blast anywhere within 12" of the psyker. Anything touched by the vortex suffers 2 hits with no armor saves allowed. At the start of each subsequent psychic phase the vortex moves 2D6 in a random direction, anything it moves over suffers damage as above. Remains in Play. | |

ASTARTES UNITS

HQ DETACHMENTS

| LEGION LIBRARIAN | | 75 Points | | | |
|------------------------------------------------------|------------|------------------|--------|--------|--------|
| INFANTRY (1) | | DETACHMENT SIZE: | | | |
| Name | Movement | Sv | CAF | Morale | W |
| Librarian | 5" | 4+ | +4 | 2+ | 1 |
| Weapons | | | | | |
| • Legion bolt pistol | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits |
| Legion bolt pistols | 6" | 1 | 5+ | - | Light |
| Upgrades | | | | | |
| Purchase one from the list below. | | | | | |
| • Increase psyker level to Psyker (3)..... | +25 points | | | | |
| • Increase psyker level to Psyker (4)..... | +50 points | | | | |
| Special Rules | | | | | |
| Commander, Master Tactician, Psyker(2), Psychic Hood | | | | | |

The first Librarian experiments were sanctioned by the Emperor. They were seen as a good way of controlling the random development of psychic powers among Space Marines. The debate over Librarians came to a head when Mortarion, Leman Russ and others accused Magnus the Red of sorcery. The Emperor summoned a meeting at Nikaea in an effort to provide a final resolution to the Librarian issue.

The Emperor's decree following the Council of Nikaea banned the use of psychic powers, demanding the systematic dismantling of all Legion's psychic corps and redistribute them back into the battle companies as standard troops., but as the Heresy broke out, the decree was not greatly honoured.

SUPPORT DETACHMENTS

| LEGION PSYKER SUPPORT DETACHMENT | | 65 Points | | | |
|---------------------------------------------------------------------------------------|----------|--------------------|--------|--------|--------|
| INFANTRY (1) | | DETACHMENT SIZE: 4 | | | |
| Name | Movement | Sv | CAF | Morale | W |
| Psyker Legionaries | 5" | 5+ | +2 | 3+ | 1 |
| Weapons | | | | | |
| • Legion bolt pistols | | | | | |
| Weapons | Range | Dice | To Hit | AP | Traits |
| Legion bolt pistols | 6" | 1 | 5+ | - | Light |
| Upgrades | | | | | |
| Purchase up to two of the list below (The same upgrade may be chosen multiple times). | | | | | |
| • Add 2 Psyker Legionaries +30 points | | | | | |
| Special Rules | | | | | |
| Psyker (1) | | | | | |

Following the Council of Nikea and the banning of Librarians, many Librarians in training were redistributed back into the battle companies - but not as standard troops. In secret special units of psykers fought in the many battles of the Horus Heresy on the loyalist side. Using their combined powers to enhance their combat abilities. The most notable of these would be the Legionaires of the Thousand Sons.

On the traitor side, following the Council of Nikea the decree was wholly abandoned and many embraced the powers of the warp without caution. This may have been one the causes of the hasty corruption of the legions as they towards the back end of the Heresy were twisted shells and remains of what they once were.

REFERENCE SHEETS

DETACHMENT REFERENCE

ELDAR DETACHMENTS

| Name | Move | Sv | CAF | Morale | W | Special Rules | Unit Type |
|--------------------|------|----|-----|--------|---|-----------------------------------------------------------------------------|-------------|
| Farseer | 6" | 6+ | +4 | 2+ | 1 | Commander, Master Tactician, Inspire(8"), Psyker(3), Invulnerable Save(5+) | Infantry(1) |
| Warlock | 6" | 6+ | +3 | 3+ | 1 | Commander, Master Tactician, Inspire(6"), Psyker(1) | Infantry(1) |
| Autarch | 6" | 5+ | +5 | 2+ | 1 | Commander, Master Tactician, Marksman, Inspire(6") | Infantry(1) |
| Wave Serpent | 14" | 4+ | 0 | 3+ | 1 | Transport(2), Ion Shield(5+), Skimmer | Vehicle(2) |
| Guardians | 6" | 6+ | 0 | 3+ | 1 | Line | Infantry(1) |
| Storm Guardians | 6" | 6+ | +1 | 3+ | 1 | Independent, Line | Infantry(1) |
| Weapon Platform | 6" | 6+ | 0 | 3+ | 1 | Independent | Infantry(1) |
| Rangers | 6" | - | 0 | 3+ | 1 | Scout, Infiltrate, Holo-Field(-1), Auger Array | Infantry(1) |
| War Walker | 8" | 4+ | 0 | 3+ | 1 | Forward Deployment, Outflank | Walker(1) |
| Jet Bike | 14" | 6+ | +1 | 3+ | 1 | Skimmer, Jink(5+) | Cavalry(1) |
| Vyper Jet Bike | 14" | 5+ | +1 | 3+ | 1 | Skimmer, Armored, Jink(5+) | Cavalry(1) |
| Wraithlord | 6" | 4+ | +5 | 2+ | 1 | Armored, Invulnerable Save (6+), Implacable | Walker(1) |
| Wraithguards | 5" | 5+ | +2 | 2+ | 1 | Armored, Invulnerable Save (6+), Implacable | Walker(1) |
| Dire Avengers | 6" | 6+ | +3 | 3+ | 1 | Marksman, Invulnerable Save (6+) | Infantry(1) |
| Fire Dragons | 6" | 5+ | +2 | 3+ | 1 | Marksman, Invulnerable Save (6+) | Infantry(1) |
| Striking Scorpions | 6" | 5+ | +4 | 3+ | 1 | Infiltrate, Scout, Phospex, Marksman, Mandiblasters, Invulnerable Save (6+) | Infantry(1) |
| Howling Banshees | 7" | 6+ | +5 | 3+ | 1 | Banshee Mask, Jink (6+) | Infantry(1) |
| Shining Spears | 14" | 6+ | +3 | 3+ | 1 | Jink (5+), Outflank, Furious Charge, Invulnerable Save (6+) | Infantry(1) |
| Swooping Hawks | 10" | 6+ | +2 | 3+ | 1 | Jump Pack, Deep Strike, Invulnerable Save (6+) | Infantry(1) |
| Warp Spiders | 5" | 5+ | +2 | 3+ | 1 | Marksman, Jump Generator, Invulnerable Save (6+) | Infantry(1) |

| Name | Move | Sv | CAF | Morale | W | Special Rules | Unit Type |
|----------------------|------|----|-----|--------|---|---------------------------------------------------------------------------------------------|------------------------|
| Dark Reapers | 5" | 5+ | +3 | 2+ | 1 | Marksman, Invulnerable Save (6+) | Infantry(1) |
| Falcon | 14" | 4+ | 0 | 3+ | 1 | Skimmer, Transport(1), Jink(6+) | Vehicle(2) |
| Fire Prism | 14" | 4+ | 0 | 3+ | 1 | Skimmer, Jink(6+) | Vehicle(2) |
| Lynx | 12" | 3+ | 0 | 3+ | 1 | Skimmer, Holo-Field(-1) | Vehicle(2) |
| Firestorm | 14" | 4+ | 0 | 3+ | 1 | Skimmer, Jink(6+), Tracking Array | Vehicle(2) |
| Night Spinner | 14" | 4+ | 0 | 3+ | 1 | Skimmer, Jink(6+) | Vehicle(2) |
| Heavy Support Weapon | 5" | 6+ | 0 | 3+ | 1 | Bulky | Infantry(1) |
| Cobra | 9" | 3+ | +3 | 2+ | 2 | Anti-Grav, Holo-Field(-1) | Super-Heavy Vehicle(3) |
| Scorpion | 9" | 3+ | +3 | 2+ | 2 | Anti-Grav, Holo-Field(-1) | Super-Heavy Vehicle(3) |
| Void Spinner | 9" | 3+ | +3 | 2+ | 2 | Anti-Grav, Holo-Field(-1) | Super-Heavy Vehicle(3) |
| Storm Serpent | 9" | 3+ | +3 | 2+ | 2 | Anti-Grav, Holo-Field(-1) | Super-Heavy Vehicle(3) |
| Nightwing | 40" | 5+ | 0 | - | 1 | Flyer, Interceptor, Jink (5+), Holo-Field(-1), Agile | Vehicle(2) |
| Phoenix | 32" | 4+ | 0 | - | 1 | Flyer, Interceptor, Jink (5+), Holo-Field(-1) | Vehicle(2) |
| Vampire Raider | 28" | 4+ | 0 | - | 2 | Flyer, Hover, Large Transport(8), Jink (5+), Holo-Field(-1) | Vehicle(2) |
| Vampire Hunter | 28" | 4+ | 0 | - | 2 | Flyer, Hover, Interceptor, Large Transport(3), Jink (5+), Holo-Field(-1) | Vehicle(2) |
| Wraithknight | 8" | 2+ | +9 | - | 3 | Ion-Shield(5+), Agile, Nimble | Knight(4) |
| Bright Stallion | 9" | 2+ | +9 | - | 3 | Holofield(-1), Agile, Nimble | Knight(4) |
| Avatar | 8" | 3+ | +12 | - | 3 | Inspire(12"), Terror (3"), Invulnerable Save(4+), Furious Charge, Resilient, Unique, Nimble | Knight(4) |
| Revenant Scout | 12" | 3+ | +7 | - | 3 | Agile, Jump Pack, Outflank, Holo-field(-2) | Titan(5) |
| Titan | | | | | | | |
| Phantom Titan | 10" | 2+ | +14 | - | 5 | Agile, Holo-Field(-2) | Titan(5) |
| Warlock Titan | 10" | 2+ | +14 | - | 5 | Agile, Holo-Field(-2), Psyker(4), Psychic Hood, Invulnerable Save (5+) | Titan(5) |

ORK DETACHMENTS

| Name | Move | Sv | CAF | Morale | W | Special Rules | Unit Type |
|---------------------------|------|----|-----|--------|---|--------------------------------------------------------------------------------------|-------------|
| Warlord | 5" | 4+ | +5 | 3+ | 2 | Commander, Inspire(12"), Medicae, Bulky, Master Tactician, Furious Charge, Clan (X*) | Infantry(1) |
| Warboss | 5" | 4+ | +4 | 3+ | 1 | Commander, Inspire(8"), Medicae, Bulky, Master Tactician, Furious Charge, Clan(X*) | Infantry(1) |
| Wierdboy | 5" | - | 0 | 4+ | 1 | Commander, Medicae, Psyker (1) | Infantry(1) |
| Mek-Boss | 5" | 6+ | +4 | 4+ | 1 | Commander, Battlesmith | Infantry(1) |
| Mek-Boss on War Bike | 11" | 6+ | +4 | 4+ | 1 | Commander, Battlesmith | Cavalry(1) |
| War Trukk | 10" | 5+ | 0 | 5+ | 1 | Assault Transport (1) | Vehicle(2) |
| Battlewagon | 8" | 4+ | +1 | 5+ | 1 | Large Assault Transport (3) | Vehicle(2) |
| Boyz | 5" | - | +1 | 5+ | 1 | | Infantry(1) |
| Nobz | 5" | 6+ | +2 | 4+ | 1 | | Infantry(1) |
| Runtherd | 5" | - | +1 | 5+ | 1 | Unruly, Little or No Value | Infantry(1) |
| Grotz | 5" | - | -1 | 6+ | 1 | Unruly, Little or No Value | Infantry(1) |
| Goff Boyz | 5" | - | +2 | 5+ | 1 | Clan (Goff), Furious Charge | Infantry(1) |
| Goff Nobz | 5" | 6+ | +3 | 4+ | 1 | Clan (Goff), Furious Charge | Infantry(1) |
| Lootaz | 5" | - | +1 | 5+ | 1 | Clan (Deathskullz) | Infantry(1) |
| Lootaz Nobz | 5" | 6+ | +2 | 4+ | 1 | Clan (Deathskullz) | Infantry(1) |
| Killa Kan | 6" | 5+ | +3 | 6+ | 1 | Armored | Walker(1) |
| Deff Dread | 5" | 4+ | +5 | 5+ | 1 | Armored | Walker(1) |
| Mega Dread | 5" | 3+ | +6 | 5+ | 1 | Armored | Walker(1) |
| Meka-Dread | 5" | 3+ | +6 | 5+ | 1 | Armored, Battlesmith | Walker(1) |
| Meganobz | 5" | 4+ | +3 | 4+ | 1 | Bulky, Inspire(3") | Infantry(1) |
| Stormboyz | 7" | - | +1 | 5+ | 1 | Rokkit Pack | Infantry(1) |
| Flash Gitz | 5" | - | +1 | 5+ | 1 | Clan (Bad Moons), Marksman | Infantry(1) |
| Flash Gitz Nobz | 5" | 6+ | +2 | 4+ | 1 | Clan (Bad Moons), Marksman | Infantry(1) |
| Herda | 5" | - | +1 | 5+ | 1 | Uncontrolled, Furious Charge, Little or No Value | Infantry(1) |
| Squigs | 2D6" | - | +4 | 6+ | 1 | Uncontrolled, Furious Charge, Little or No Value | Infantry(1) |
| Grot Crew w/ Lobbas | - | - | -5 | 6+ | 1 | Little or No Value | Infantry(1) |
| Grot Crew w/ Pulsa Rokkit | - | - | -5 | 6+ | 1 | Little or No Value | Infantry(1) |
| Kommandoz | 5" | - | +2 | 5+ | 1 | Clan (Blood Axes), Infiltrate | Infantry(1) |

| Name | Move | Sv | CAF | Morale | W | Special Rules | Unit Type |
|------------------------|------|----|-----|--------|---|-------------------------------------------------------------------------|------------------------|
| Kommandoz Nobz | 5" | - | +3 | 4+ | 1 | Clan (Blood Axes), Infiltrate | Infantry(1) |
| Boarboyz | 9" | 5+ | +2 | 5+ | 1 | Clan (Snakebites), Bulky, Furious Charge | Cavalry(1) |
| War Bikes | 11" | 6+ | +2 | 5+ | 1 | Clan (Evil Sunz), Jink (6+) | Cavalry(1) |
| War Buggy | 10" | 6+ | +1 | 5+ | 1 | Clan (Evil Sunz), Jink (6+) | Cavalry(1) |
| War Track | 9" | 5+ | +2 | 5+ | 1 | Clan (Evil Sunz), Jink (6+) | Cavalry(1) |
| Flakwagon | 9" | 5+ | +1 | 5+ | 1 | | Vehicle(2) |
| Snazzawagon | 10" | 5+ | +1 | 5+ | 1 | Clan (Evil Sunz) | Vehicle(2) |
| Mekboy Wagon | 9" | 5+ | +1 | 4+ | 1 | Battlesmith | Vehicle(2) |
| Mekboy Dragsta | 10" | 5+ | +1 | 5+ | 1 | Shield Generator (5+) | Vehicle(2) |
| Rokkit Dragsta | 10" | 5+ | +1 | 5+ | 1 | | Vehicle(2) |
| Bubble Chucka Speedsta | 10" | 5+ | +1 | 5+ | 1 | | Vehicle(2) |
| Lifta-Droppa Speedsta | 10" | 5+ | +1 | 5+ | 1 | | Vehicle(2) |
| Gunwagon | 9" | 4+ | +3 | 5+ | 1 | | Vehicle(2) |
| Squiggoth | 7" | 3+ | +5 | - | 2 | Clan(Snakebites), Large Transport (4), Agile, Furious Charge, Resilient | Vehicle(2) |
| Battlefortress | 7" | 3+ | +4 | 5+ | 2 | Large Assault Transport (6), Furious Charge | Super-Heavy Vehicle(3) |
| FlakkFortress | 7" | 3+ | +4 | 5+ | 2 | Large Assault Transport (4), Tracking Array | Super-Heavy Vehicle(3) |
| SkullHamma | 9" | 3+ | +4 | 5+ | 2 | Clan(Evil Sunz), Large Assault Transport (2) | Super-Heavy Vehicle(3) |
| RokkSpitta | 7" | 3+ | +4 | 5+ | 2 | Clan(Goff), Large Assault Transport (4) | Super-Heavy Vehicle(3) |
| Fighta-Bommer | 24" | 5+ | 0 | - | 1 | Flyer, Interceptor, Jink (5+) | Vehicle(2) |
| Dakkajet | 28" | 5+ | 0 | - | 1 | Clan (Evil Sunz), Flyer, Interceptor, Jink (5+) | Vehicle(2) |
| Eavy Bommer | 22" | 4+ | 0 | - | 1 | Flyer, Interceptor, Jink (5+) | Vehicle(2) |
| Stompa | 5" | 2+ | +8 | 4+ | 3 | Large Transport (4) | Knight(4) |
| Gargant | 5" | 3+ | +13 | - | 5 | Large Transport (8), Power Field (D3) | Titan(5) |
| Great Gargant | 5" | 3+ | +16 | - | 7 | Large Transport (12), Power Field (D6) | Titan(5) |

WEAPON PROFILES

| Weapon | Rng | Dice | To Hit | AP | Traits |
|---------------------------|-----|------|--------|----|---------------------------------------------------------------|
| Avenger Shuriken Catapult | 8" | 1 | 5+ | 0 | Assault, Light, Accurate |
| Banshee Blade | - | - | - | - | Parry |
| Beamy Deffgun | 18" | 1 | 6+ | -2 | Anti-Tank, Unreliable |
| Betta Lifta-Droppa | 20" | 1 | 5+ | -2 | Arc (Front), Lifta-Droppa (3) |
| Big Bomb | - | 1 | 5+ | -3 | Arc (Rear), Blast(3"), Bunker Buster, Bombing Run, Limited(1) |
| Big Bomb-Bay | - | 2 | 5+ | -3 | Arc (Rear), Blast(3"), Bunker Buster, Bombing Run |
| Big Lobba | 16" | 1 | 5+ | -2 | Ignores Cover, Barrage |
| Big Shoot Turret | 12" | 2 | 6+ | 0 | Light, Rapid Fire, Point Defense |
| Big Shoota | 12" | 2 | 6+ | 0 | Light, Rapid Fire |
| Big Shoota | 12" | 2 | 6+ | 0 | Light, Rapid Fire |
| Big Shoota Turret | 12" | 2 | 6+ | 0 | Light, Rapid Fire, Point Defense |
| Blasta-Kannon | 20" | 1 | 5+ | -1 | Arc (Front) |
| Bombard | 24" | 1 | 5+ | 0 | Arc(Front), Barrage, Blast (3"), Demolisher |
| Bomb-Bay | - | 8 | 5+ | -2 | Arc (Rear), Bombing Run |
| Boomstick | 4" | 1 | 5+ | +1 | Light, Unreliable |
| Bright Lance | 22" | 1 | 4+ | -1 | Lance, Anti-Tank |
| Bubble Chucka | 14" | 1 | 6+ | +1 | Arc (Front) |
| Burna | 6" | 1 | 4+ | 0 | Ignores Cover, Light |
| Cloudburst Missiles | 30" | 8 | 5+ | -1 | Arc (Front),Light AT, Rapid Fire, Shieldbane, Barrage, |
| D-Bombard | 50" | - | 5+ | - | Arc (Front), Warp, Heavy Barrage |
| D-Cannon | 14" | - | 6+ | - | Warp |
| D-Impaler | 18" | - | 6+ | - | Arc(Front), Warp |
| Death Spinner | 6" | 1 | 5+ | -1 | Shred, Light |
| Deff Kannon | 50" | 1 | 5+ | -3 | Arc (Front), Deflagrate, Demolisher |
| Deff Ray | 24" | 1 | 5+ | -3 | Beam |
| Deff-Kannon | 16" | 1 | 5+ | -2 | Arc (Front), Light AT |
| Deffrolla | - | - | - | 0 | Tough Fighter, Wrecker(1) |
| Demo-Charges | 3" | 1 | 5+ | -1 | Bunker Buster, Anti-Tank |
| Destruka Rokkits | 20" | D6 | 6+ | +1 | Arc (Front) |
| Doom Weaver | 24" | 2 | 5+ | -1 | Barrage, Shred,Blast (3"), Light AT |
| Doom Weaver Bombs | - | 2 | 5+ | -1 | Arc (Rear), Bombing Run, Shred, Blast (3"), Light AT |
| Dread Klaws | - | - | - | - | Cleave, Wrecker(2) |
| Fire Pike | 10" | 1 | 5+ | -3 | Melta, Engine-Killer(1) |
| Fire Prism (Focus) | 48" | 1 | 4+ | -3 | Lance, Armorbane |
| Fire Prism (Scatter) | 24" | 2 | 4+ | -1 | Lance, Light AT |
| Flakka-Cannon | 24" | 2 | 5+ | -1 | Skyfire, Blast(3") |

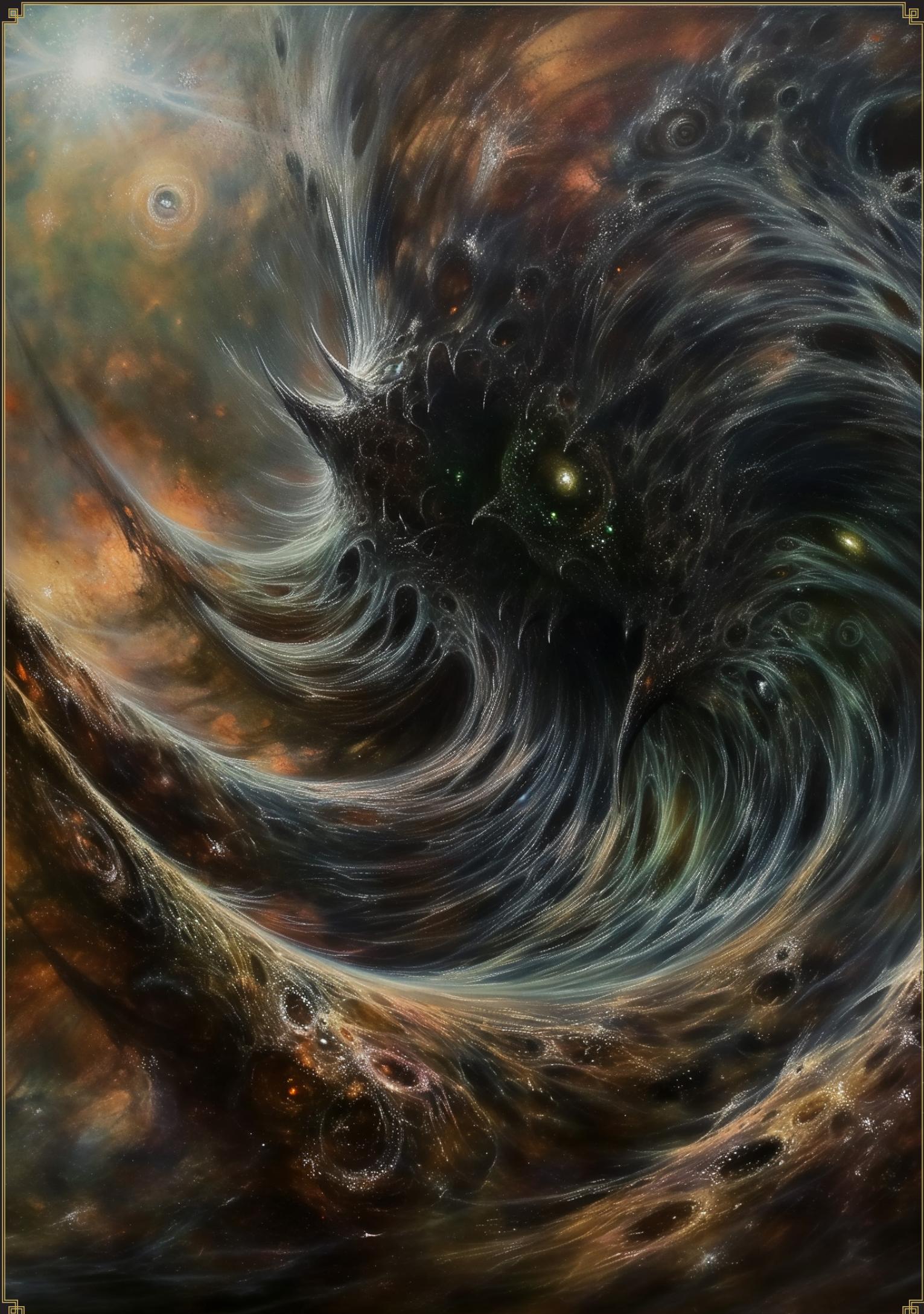
| Weapon | Rng | Dice | To Hit | AP | Traits |
|--------------------------|-------|------|--------|-----|-------------------------------------------------------------------|
| Flakka-Dakka Gunz | 16" | 4 | 6+ | -1 | Light AT, Skyfire, Rapid Fire, Point Defense |
| Fusion Gun | 6" | 1 | 5+ | -3 | Melta, Anti-Tank |
| Fusion Lance | 14" | 2 | 4+ | -3 | Arc (Front), Melta, Demolisher, Engine Killer (2) |
| Gatling Kannon | 18" | 8 | 5+ | 0 | Arc (front), Shieldbane |
| Gaze of Mork | T | 1 | 5+ | 0 | Firestorm |
| Ghostglaive | - | - | - | -2 | Rend, Wrecker(2) |
| Gnarly Deffrolla | - | - | - | 0 | Tough Fighter, Wrecker(2) |
| Gork's Traktor Kannon | 6D6" | 1 | Spec. | -1 | Graviton Pulse |
| Gutbusta Mega-Kannon | 30" | 1 | 5+ | -5 | Arc (Front), Quake |
| Gutrippa | - | - | - | - | Reach, Parry |
| Hawk Grenades | - | 1 | 5+ | 0 | Light AT, Bombing Run |
| Heavy Wraithcannon | 14" | 1 | 4+ | - | Arc(Front), Psi |
| Hull Mounted Lobba | 16" | 1 | 5+ | -2 | Arc (Front), Ignores Cover, Barrage |
| Kustom Blasta | 4*D6" | D6 | 5+ | -D6 | Light AT, Rapid Fire, Accurate, Unreliable |
| Kustom Mega-Blasta | 10" | 1 | 5+ | -2 | Ignores Cover, Light AT, Unreliable |
| Kustom Shoota | 9" | 1 | 6+ | 0 | Light, Rapid Fire, Accurate |
| Kustom-AutoKannon | 12" | D6 | 6+ | -1 | Arc (Front), Light AT |
| Lasblaster | 10" | 1 | 5+ | 0 | Light, Assault |
| Laser Lance | 6" | 1 | 5+ | -1 | Lance |
| Lifta-Droppa | 16" | 1 | 5+ | -2 | Arc (Front), Lifta-Droppa (2) |
| Light Pulsar | 40" | 2 | 4+ | -3 | Arc (Front), Lance, Rapid Fire |
| Light Sonic Lance | 14" | 1 | 4+ | -1 | Arc (Front), Beam, Armorbane |
| Lobba | 24" | 1 | 6+ | 0 | Arc (Front), Barrage |
| Long Rifle | 16" | 1 | 4+ | 0 | Ripple Fire,Precise |
| Lotza Big Shootas | 12" | 4 | 6+ | 0 | Light, Point Defense, Rapid Fire |
| Lotza Rokkits | 10" | 4 | 6+ | -1 | Anti-Tank, Point Defense, |
| Mega Lifta-Droppa | 30" | 1 | 5+ | -3 | Lifta-Droppa (5) |
| Mega-Choppa | - | - | - | - | Rend |
| Megarokkit Battery | 35" | 2 | 5+ | -1 | Arc(Front), Heavy Barrage, Blast(3") |
| Mek Speshul | 12" | 2 | 5+ | 0 | Arc (Front), Light, Rapid Fire |
| Multi-Blasta-Kannon | 12" | 2 | 5+ | 0 | Arc (Front), Light, Rapid Fire |
| Nose Big Shoota | 12" | 2 | 6+ | 0 | Skyfire, Rapid Fire, Light AT, Arc(Front), Point Defense |
| Phoenix Missile Launcher | 20" | 8 | 5+ | -1 | Arc (Front),Light AT, Accurate, Shieldbane, Barrage,Point Defense |
| Plasma Missile Battery | 20" | 2 | 4+ | -1 | Arc (Front), Ignores Cover |
| Plasma Missile Launcher | 18" | 1 | 4+ | -1 | Ignores Cover |
| Point Defense | - | - | - | - | |
| Power Claw | - | - | - | - | Cleave |



| Weapon | Rng | Dice | To Hit | AP | Traits |
|--------------------------|-------|------|--------|----|-----------------------------------------------------------------|
| Psychic Lance | 30" | 1 | 4+ | -1 | Arc(Front), Lance |
| Pulsa Rokkit | 6*D6" | 1 | 4+ | -2 | Arc (Forward), Heavy Barrage, Blast(3"), Limited(1), Unreliable |
| Pulsar | 80" | 3 | 4+ | -4 | Arc (Front),Lance, Rapid Fire |
| Pulse Laser | 24" | 2 | 4+ | -1 | Lance, Rapid-Fire |
| Quad Dakka Gun Turret | 14" | 4 | 6+ | -1 | Assault, Skyfire, Light AT |
| Quad Dakka Gunz | 14" | 4 | 6+ | -1 | Arc(Front), Assault,Skyfire, Light AT |
| Reaper Launcher | 18" | 1 | 5+ | -1 | Ignores Cover, Power Capacitor |
| Ripper First | - | - | - | 0 | Cleave, Wrecker(2) |
| Rokkit Barrage | 10" | 4 | 5+ | -1 | Arc(Front), Assault, Anti-Tank, Unreliable |
| Rokkit Launcha | 10" | 1 | 5+ | -1 | Anti-Tank |
| Rokkit Launcha Turret | 10" | 1 | 5+ | -1 | Anti-Tank, Point Defense |
| Rokkits | 10" | 2 | 5+ | -1 | Arc(Front), Anti-Tank, Unreliable |
| Scatter Laser | 16" | 2 | 5+ | 0 | Rapid Fire, Light |
| Scatter Laser Battery | 16" | 4 | 5+ | 0 | Skyfire, Accurate, Light AT, Rapid Fire, Tracking |
| Shadow Weaver | 24" | 1 | 5+ | -1 | Barrage, Shred,Blast (3"), Light AT |
| Shoota | 8" | 1 | 6+ | 0 | Light, Rapid Fire |
| Shooty Deffgun | 14" | 2 | 6+ | 0 | Light, Unreliable |
| Shuriken Cannon | 10" | 1 | 5+ | -1 | Assault, Light AT |
| Shuriken Cannon Turret | 10" | 1 | 5+ | -1 | Assault, Light AT, Point Defense |
| Shuriken Catapult | 6" | 1 | 5+ | 0 | Assault, Light |
| Shuriken Catapult Gloves | 6" | 1 | 5+ | 0 | Assault, Light,Point Defense |
| Shuriken Catapult Turret | 6" | 1 | 5+ | 0 | Assault, Light,Point Defense |
| Shuriken Catapults | 6" | 1 | 5+ | 0 | Assault, Light |
| Shuriken Pistol | 6" | 1 | 5+ | 0 | Light |
| Skorcha | 6" | 1 | 4+ | 0 | Ignores Cover, Light |
| Skorcha Turret | 6" | 1 | 4+ | 0 | Ignores Cover, Light, Point Defense |
| Skullhamma Kannon | 30" | 1 | 5+ | -3 | Arc (Front), Accurate, Engine Killer (1) |
| Slugga & Choppa | 6" | 1 | 5+ | 0 | Light |
| Snapper | - | - | - | 0 | Reach, Tough Fighter, Rend, Wrecker (4) |
| Snazzgun | 12" | 1 | 6+ | -1 | Light AT, Rapid Fire, Accurate |
| Sneaky Slugga | 6" | 1 | 5+ | 0 | Light, Point Defense |
| Sonic Lance | 14" | 2 | 4+ | -1 | Arc (Front),Beam, Armorbane |
| Staff | - | - | - | - | - |
| Stampeding Rush | - | - | - | 0 | Rend, Wrecker (2) |
| Star Cannon | 14" | 1 | 4+ | -2 | Light AT |
| Star Glaive | - | - | - | - | Pierce |
| Suncannon | 30" | D6 | 4+ | -1 | Arc(Front) |
| Supa Lifta-Droppa | 24" | 1 | 5+ | -3 | Arc (Front), Lifta-Droppa (4) |

| Weapon | Rng | Dice | To Hit | AP | Traits |
|--------------------------|-----|-------|--------|-------|---------------------------------------------------------|
| Supa-Blasta-Kannon | 36" | 1 | 5+ | -2 | Arc (Front), Anti-Tank, Armorbane |
| Swivel Guns | 6" | 2 | 6+ | 0 | Saturated Fire, Rapid Fire, Skyfire |
| Tail Big Shoota | 12" | 2 | 6+ | 0 | Skyfire Rapid Fire, Light AT, Arc (Rear), Point Defense |
| Tempest Launcher | 18" | 1 | 5+ | -1 | Ignores Cover, Barrage, Power Capacitor |
| Turret Big Shoota | 12" | 2 | 6+ | 0 | Skyfire, Rapid Fire, Light AT, Point Defense |
| Twin Blasta-Kannon | 20" | 2 | 5+ | -1 | Arc (Front) |
| Twin Bright Lance | 22" | 1 | 4+ | -1 | Arc (Front), Accurate, Lance, Anti-Tank |
| Twin Light Pulsar | 40" | 2 | 4+ | -3 | Arc (Front), Accurate, Lance, Rapid Fire |
| Twin Light Pulsar Turret | 40" | 2 | 4+ | -3 | Accurate, Lance, Rapid Fire |
| Twin Pulse Laser | 24" | 2 | 4+ | -1 | Accurate, Lance, Rapid-Fire |
| Twin Shuriken Cannon | 10" | 1 | 5+ | 0 | Accurate, Assault, Light AT, Point Defense |
| Vibro Cannon | 20" | 2 | 5+ | 0 | Beam, Armorbane |
| Vibro Destructor | 22" | 3 | 5+ | 0 | Arc (Front), Beam, Armorbane |
| Voidspinner Array | 24" | 3 | 5+ | -2 | Barrage, Shred, Blast (3"), Light AT |
| Voidstorm Missiles | 30" | 8 | 6+ | - | Arc (Front), Skyfire, Barrage, Point Defense |
| Wailing Doom (Melee) | - | - | - | - | Rend, Reach |
| Wailing Doom (Shooting) | 6" | 1 | 5+ | -2 | Beam, Psi, Deflagrate |
| Wing Bombz | - | 2 | 5+ | -2 | Arc (Rear), Bombing Run |
| Witchblade | - | - | - | - | Pierce |
| Wraithcannon | 8" | 1 | 5+ | - | Psi |
| Wraithgate | 36" | Spec. | Spec. | Spec. | Wraithgate(1) |
| Wraithglaive | - | - | - | - | Rend |
| Zzap Gun | 22" | 1 | 5+ | -1 | Arc (Front), Anti-Tank |





CLOSING REMARKS

Thank you for your interest in Legions: Xenos. For those of you who have play tested this version please provide me with feedback on how the rules perform so that I can improve upon the play.

Designers Notes

HEAVY BOLTERS¹ After writing the supplement Legions: Hive War many of you out there asked for more supplements for the Orks and the Eldar, this spurred me on to create this supplement that allows us to enjoy playing with our retro miniatures or maybe even start another army from scratch. As with Legions: Hive War, this is my take on the Warhammer 40k factions as I've come to know them over time.

I have drawn plenty of inspiration from the classic books while actually trying to create something new. As it stands my Game Design sense always tries to capture the fantasy of the game experience in favor of easy-to-play, even though this is of course not in any way black-and-white and I appreciate feedback on either of these values.

A wild introduction in this rule-set is the Psychic Phase. It is inspired by the classic Warhammer Fantasy spell-casting mayhem, and if anything, I remember fondly the stories of miscasts and chaotic moments that arose from those moment - and as I see it, both the Eldar and Ork faction are inherently Psychic beings and without it, something would be lost to the way I perceive the 40k Universe.

Anyhow, if this little piece manages to create a moment in at least one gaming group where a memorable moment happened, a moment that created a sense of legend, I am content.

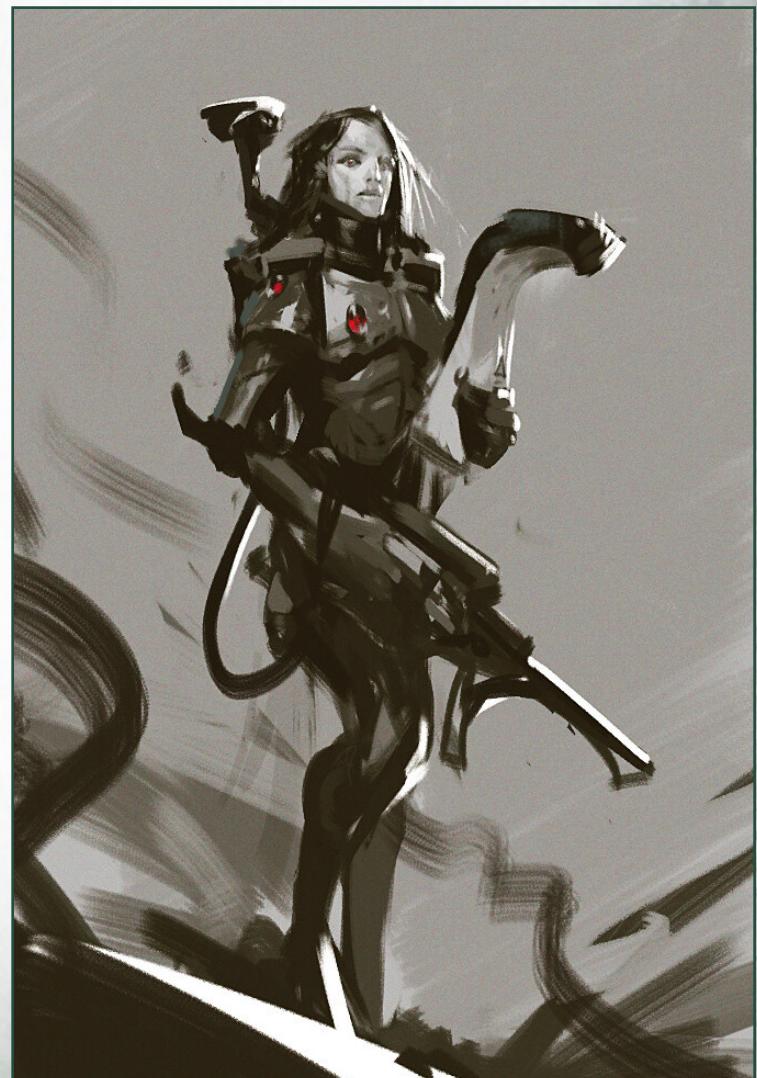
Future

While I intend to keep on updating this Supplement I may only do so when time permits. With life in full swing I only get to spend a couple of hours each week focused on the hobby.

There are plenty of additions needed to make this the full realization of what it can be.

Upcoming units are:

- Ork Stompa Variants
- Missing Ork Flyers



¹This is a dumb joke.



**This is a fan product and is in no way endorsed
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Special Thanks

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Personal

My friends and family that put up with
all my shenanigans.

Resources

Warhammer
warhammer.com

Warhammer 40,000 Wiki
warhammer40k.fandom.com

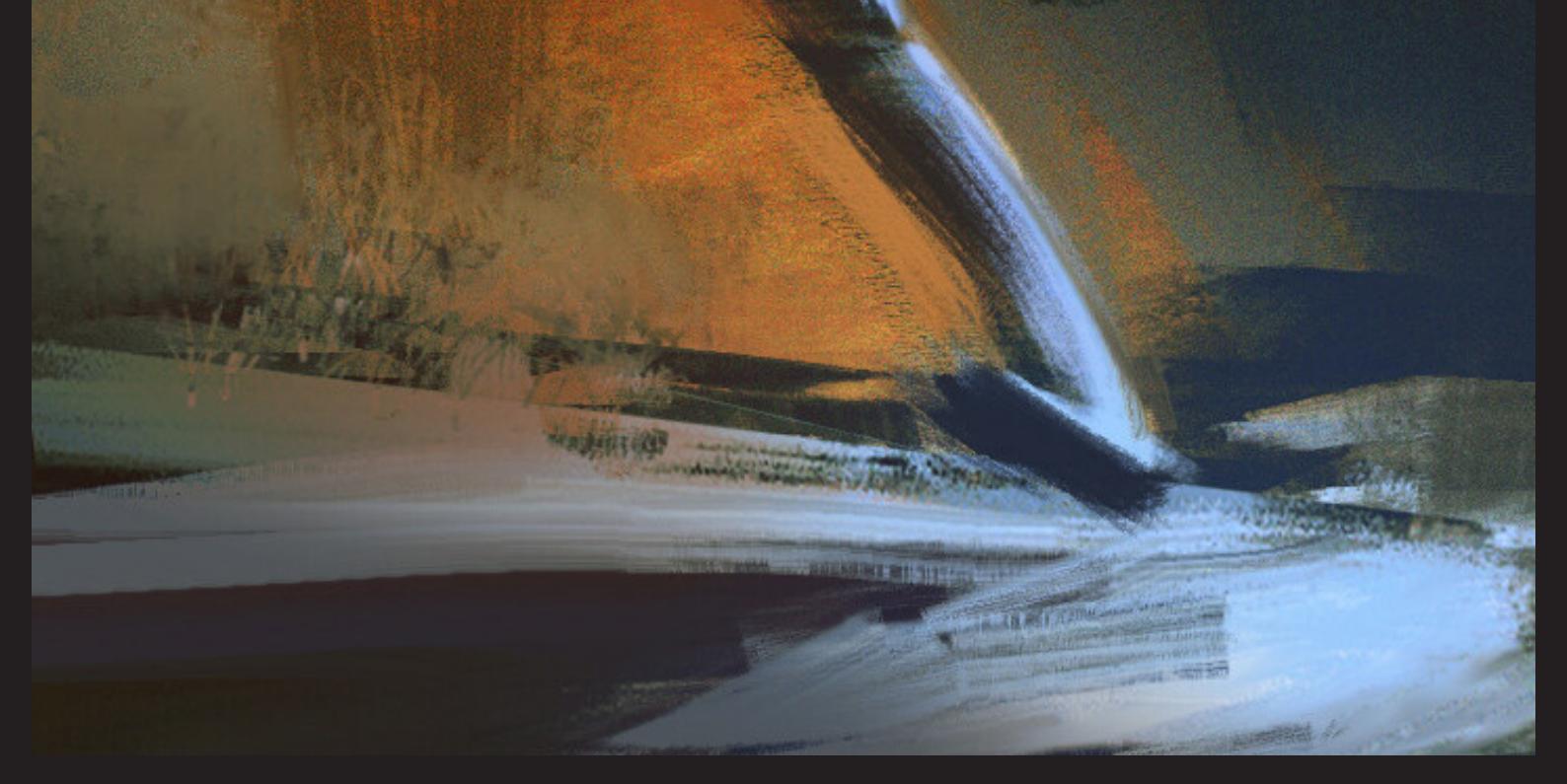
Wahapedia
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Warhammer Community
warhammer-community.com

Chat GPT
chat.openai.com

Lexicanum Wiki
wh40k.lexicanum.com

EpiCentre - The Home of NetEpic
netepic.org





LEGIONS
XENOS

ORKS AND ELDAR FOR LEGIONS IMPERIALIS

Two ancient foes, remnants from the Old Ones have been a constant thorn in the Imperium's side since mankind reached the stars. The swift, agile eldar - decedents of the War in Heaven and the brutish Orks - War-machines of the Old Ones.

This book contains rules for using the Eldar and Orks in Legions Imperialis. It expands the game with new faction rules, new units, special rules, weapon traits and psychic powers. All to capture the main Xenos factions in the age of darkness.

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