WARHAMMER 40,000

INDEX: XENOS

Indomitus Version 1.0

These documents collect amendments to the rules and present our responses to players' frequently asked questions. Often these amendments are updates necessitated by new releases or community feedback; these can be identified by the presence of an asterisk before the page reference. At other times, these amendments are errata designed to correct mistakes or add clarity to a rule that is not as clear as it might be.

As they're revised regularly, each of these documents has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When a document is revised, the version number will be incremented and new updates will be highlighted in blue, while new errata and FAQs will be highlighted in magenta.

UPDATES & ERRATA

*Pages 9, 32, 52, 53, 54, 55, 56, 57, 68, 69, 70 & 71 – Night Shroud, 'Chinork' Warkopta, DX-6 Remora Stealth Drone Squadron, Barracuda AX-5-2, Tiger Shark AX-1-0, Tiger Shark Fighter-Bomber, Orca Dropship, Manta Super-heavy Dropship, Nightwing, Phoenix, Vampire Hunter, Vampire Raider
Add '**Aircraft**' to the keywords line of these datasheets.

*Page 14 – Gauss Pylon, Abilities, Immobile
Change to read:
'This model cannot move for any reason, except when it is set up using the Teleportation Matrix ability, nor can it fight in the Fight phase. Enemy models automatically hit this model in the Fight phase – do not make hit rolls. Friendly units can still target enemy units that are within Engagement Range of this model.'

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

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

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

Pages 17 and 83 – Dimachaeron and Tyranids Melee Weapons, grasping talons and thorax spine-maw, Abilities
Change to read:
'When targeting **Infantry** units, each hit roll of 6+ made with this weapon is resolved at Strength x2 and Damage D6.'

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

Page 18 – Meiotic Spores, Abilities, Outriders of the Swarm
Change to read:
'When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" from the enemy deployment zone and any enemy models.'

Pages 19, 21 and 83 – Barbed Hierodule, Harridan, Scythed Hierodule and Tyranids Melee Weapons, massive scything talons, Abilities
Change the second sentence to read:
'If the bearer has more than one pair of massive scything talons, it can make 1 additional attack with them each time it fights.'

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

*Pages 19, 20 and 21 – Barbed Hierodule, Hierophant Bio-titan and Scythed Hierodule, Abilities, Titanic Monster
Change to read:
'This model is eligible to declare a charge in a turn in which it Fell Back. Each time this model makes a Normal Move, Advances or Falls Back, it can be moved across other models (excluding **Monster** and **Vehicle** models) as if they were not there, and when it does it can be moved within Engagement Range of such models, but cannot finish its move within Engagement Range of any of them.'

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

*Page 19 – Harridan, Abilities, Flying Titanic Monster
Change to read:
'This model is eligible to declare a charge in a turn in which it Fell Back. Each time this model makes a Normal Move, Advances or Falls Back, it can be moved across other models (excluding **Monster** and **Vehicle** models) as if they were not there, and when it does it can be moved within Engagement Range of such models, but cannot finish its move within Engagement Range of any of them.'

Pages 20, 82 and 83 – Hierophant Bio-Titan and Tyranids Melee Weapons, monstrous scything talons
Change the name of this weapon to read 'gargantuan scything talons'.

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

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

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

Pages 24-34 – Datasheets
Add the following ability:
'**Dakka! Dakka! Dakka!** (see *Codex: Orks*)'

Page 24 – Zhadsnark da Rippa, Abilities, Waaagh!
Change to read:
'Friendly **Evil Sunz Infantry** units within 6" of this model at the start of the Charge phase can charge even if they Advanced this turn.'

Page 24 – Zhadsnark da Rippa, Keywords
Add '**Speed Freeks**'.

Page 24 – Ork Mek Boss Buzzgob, Abilities, Big Mekaniak
Change to read:
'At the end of your Movement phase, this model can repair a single friendly **Goff Vehicle** model within 3". That model regains D3 lost wounds. A model can only be repaired once per turn.'

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

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

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

*Page 28 – Meka-Dread, Abilities, Big n' Stompy
Change to read:
'This model is eligible to declare a charge in a turn in which it Fell Back.'

*Pages 28, 29, 30 and 31 – Lifta Wagon, Big Trakk, Battlewagon with Supa-kannon and Kill Tank, Abilities, Mobile Fortress
Delete this ability.

Pages 28, 33 and 85 – Lifta Wagon, Kustom Stompa and Orks Ranged Weapons, lifta-droppa, Abilities
Add the following:
'Roll against a unit's Toughness characteristic instead if its Strength characteristic is '-'.'

Pages 29, 34 and 85 – Big Trakk, Gargantuan Squiggoth and Orks Ranged Weapons, killkannon
Change this weapon's Type to read 'Heavy D6'.

*Page 29 – Big Trakk, Abilities, Open-topped
Change the fourth sentence to read:
'For example, the passengers cannot shoot if this model has Fallen Back in the same turn.'

Add the following:
'While this transport is within Engagement Range of any enemy units, embarked units cannot shoot, except with any Pistols they are equipped with.'

*Page 30 – Battlewagon with Supa-kannon, Abilities, Open-topped
Change the third sentence to read:
'When they do so, any restrictions or modifiers that apply to this model also apply to its passenger. For example, the passengers cannot shoot if this model has Fallen Back in the same turn.'

Add the following:
'While this transport is within Engagement Range of any enemy units, embarked units cannot shoot, except with any Pistols they are equipped with.'

*Pages 31 – Kill Tank, Abilities, Hang On!
Change the third sentence to read:
'For example, the passengers cannot shoot if this model has Fallen Back in the same turn.'

Add the following:
'While this transport is within Engagement Range of any enemy units, embarked units cannot shoot, except with any Pistols they are equipped with.'

*Page 32 – 'Chinork' Warkopta, Abilities
Add the following ability to the datasheet:
'**Open-topped:** Models embarked on this model can attack in their Shooting phase. Measure the range and draw line of sight from any point on this model's base. When they do so, any restrictions or modifiers that apply to this model also apply to its passengers. For example, the passengers cannot shoot if this model has Fallen Back in the same turn. While this transport is within Engagement Range of any enemy units, embarked units cannot shoot, except with any Pistols they are equipped with. Note that passengers cannot shoot if this model Falls Back, even though the 'Chinork' Warkopta itself can.'

*Page 27 and 34 – Squiggoth and Gargantuan Squiggoth, Abilities, Howdah
Change to read:
'In your Shooting phase, units embarked on this model can be selected to shoot. Measure the range and draw line of sight from any point on this model. When shooting with units embarked on this model, they do not count as being within Engagement Range of enemy units, and if this model made a Normal Move or Fell Back, they count as having Remained Stationary. Any other restrictions or modifiers that apply to this model also apply to models embarked upon it; for example, if this model Advanced, models embarked upon it also count as having Advanced.'

*Page 33 – Kustom Stompa, Abilities, Bigger 'n' Stompier
Change to read:
'This model is eligible to declare a charge in a turn in which it Fell Back. Each time this model makes a Normal Move, Advances or Falls Back, it can be moved across other models (excluding **Monster** and **Vehicle** models) as if they were not there, and when it does it can be moved within Engagement Range of such models, but cannot finish its move within Engagement Range of any of them.'

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

Pages 34 and 85 – Gargantuan, Squiggoth and Orks Ranged Weapons, supa-lobba, Abilities
Add the following:
'This weapon can target units that are not visible to the bearer.'

Page 34 – Gargantuan Squiggoth, Transport
Change to read:
'The Gargantuan Squiggoth can carry 20 **Flash Gitz** or **<Clan> Infantry** models. It may not carry **Mega Armour** or **Jump Pack** models.'

*Page 37 – Tantalus, Abilities, Open-topped
Change the third sentence to read:
'When they do so, any restrictions or modifiers that apply to this model also apply to its passenger. For example, the passengers cannot shoot if this model has Fallen Back in the same turn.'

Add the following:
'While this transport is within Engagement Range of any enemy units, embarked units cannot shoot, except with any Pistols they are equipped with.'

*Page 39 – Abilities, For the Greater Good
Change to read:
'- Each time an enemy unit declares a charge against this unit, this unit can fire Overwatch before the charge roll is made.
- While a friendly unit with this ability is within 6" of this unit, each time an enemy unit declares a charge against this unit, that friendly unit can fire Overwatch before the charge roll is made. If it does so, until the end of the phase, that friendly unit cannot fire Overwatch again.

Designer's Note: *This allows T'au units to fire Overwatch in the same way that they did in the previous edition, and as such, units with this ability do not require the Fire Overwatch Stratagem from the Warhammer 40,000 Core Book in order to do so.*'

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

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

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

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

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

Pages 41-46 and 49-51 – Abilities, Saviour Protocols
Change this to read:
'When resolving an attack made against a **<Sept> Infantry** or **<Sept> Battlesuit** unit whilst that unit is within 3" of a friendly **<Sept> Drones** unit, if the wound roll is successful, you can roll one D6; on a 2+ that **Drones** unit suffers 1 mortal wound and the attack sequence ends.'

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

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

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

*Page 47 – KX139 Ta'unar Supremacy Armour, Abilities, Towering Colossus
Change this to read:
'This model is eligible to declare a charge in a turn in which it Fell Back. Each time this model makes a Normal Move, Advances or Falls Back, it can be moved across other models (excluding **Monster** and **Vehicle** models) as if they were not there, and when it does it can be moved within Engagement Range of such models, but cannot finish its move within Engagement Range of any of them.'

Pages 51, 89 and 91 – TX7 Fire Support Hammerhead Gunship and T'au Empire Ranged Weapons, twin heavy burst cannon
Change the name of the 'twin heavy burst cannon' weapon in every instance to 'twin swiftstrike burst cannon.'

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

Pages 53, 54, 89 and 90 – Barracuda, Tiger Shark Fighter-Bomber and T'au Empire Ranged Weapons, heavy burst cannon
Change the name of the 'heavy burst cannon' weapon in every instance to 'swiftstrike burst cannon.'

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

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

*Delete the final sentence.

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

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

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

Page 63 – Wraithseer, profile
Change this unit's Toughness characteristic to 8.

Add the following keyword to this datasheet: **Wraith Construct**.

Page 72 – Skathach Wraithknight
Add the following keyword to this datasheet: **Wraith Construct**.

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

Pages 66 and 94 – Scorpion and Asuryani Ranged Weapons, twin Scorpion pulsar, Abilities
Change text to read:
'Any wound rolls of 6+ made with this weapon are resolved with a Damage characteristic of 6 rather than 3.'

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

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

*Page 72 – Skathach Wraithknight, Abilities, Webway Shunt Generator
Change the first sentence to read:
'At the beginning of your Movement phase, if this unit is not within Engagement Range of any enemy models it can activate the shunt generator and return to the depths of the webway.'

*Page 72 – Skathach Wraithknight, Abilities, Unstoppable Revenant
Change this to read:
'This model is eligible to declare a charge in a turn in which it Fell Back. Each time this model makes a Normal Move, Advances or Falls Back, it can be moved across other models (excluding **Monster** and **Vehicle** models) as if they were not there, and when it does it can be moved within Engagement Range of such models, but cannot finish its move within Engagement Range of any of them.'

*Pages 73 and 76 – Revenant Titan and Phantom Titan, Abilities, Unstoppable Wraith-titan
Change to read:
'This model is eligible to declare a charge in a turn in which it Fell Back. Each time this model makes a Normal Move, Advances or Falls Back, it can be moved across other models (excluding **Monster** and **Vehicle** models) as if they were not there, and when it does it can be moved within Engagement Range of such models, but cannot finish its move within Engagement Range of any of them.'

Page 74 – Corsair Cloud Dancer Band, Abilities
Add the following ability:
'**Corsairs:** So long as your Warlord is **Aeldari**, you can include this unit in a Patrol, Battalion, or Outrider Detachment even if that Detachment contains no HQ units. However, if you do so, that Detachment's Command Benefits are changed to 'None'.'

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

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

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

Page 77 – Corsair Reaver Band, Abilities
Add the following ability:
'**Corsairs:** So long as your Warlord is Aeldari, you can include this unit in a Patrol, Battalion, or Outrider Detachment even if that Detachment contains no HQ units. However, if you do so, that Detachment's Command Benefits are changed to 'None'.'

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

Page 78 – Corsair Skyreaver Band, Abilities
Add the following ability:
'**Corsairs:** So long as your Warlord is Aeldari, you can include this unit in a Patrol, Battalion, or Outrider Detachment even if that Detachment contains no HQ units. However, if you do so, that Detachment's Command Benefits are changed to 'None'.'

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

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

FAQs

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

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

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

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

Q: There are no datasheets for Corsair Venoms or Corsair Falcons – are there datasheets I should use for these models?
A: Use the Venom or Falcon datasheets respectively (from *Codex: Craftworlds*). In either case, the vehicle replaces its <Kabal>, <Wych Cult>, <Haemonculus Coven> or <Craftworld> Faction keyword with <Coterie>, and that model can only transport Infantry models (the number of models and any other restrictions remain the same). So long as your Warlord is Aeldari, you can include this unit in a Patrol, Battalion, or Outrider Detachment even if that Detachment contains no HQ units. However, if you do so, that Detachment's Command Benefits are changed to 'None'.

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

Q: While a model with a kustom force-field is embarked on a Squiggoth, does the Squiggoth transporting it have a 5+ invulnerable save against attacks made with ranged weapons, in the same way as a vehicle transport would?
A: Yes.

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

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

Note that the Ork datasheets have been updated to have the Dakka, Dakka, Dakka! ability from *Codex: Orks*.

BLAST APPENDIX

The following weapons gain the Blast ability, as described in the Warhammer 40,000 Core Book:

- Aeldari missile launcher - Sunburst missile
- Big lobba
- Boom kanister
- Bursta kannon
- Cloudburst missile launcher
- Cyclic ion blaster - Overcharge
- D-bombard
- D-flail - Blast
- D-impaler
- Deff kannon
- Dire pulsar
- Exile cannon
- Gauss annihilator - Flux arc
- Gauss annihilator - Focussed beam
- Haywire launcher
- Heat cannon
- Ion cannon - Overcharge
- Ion cannon - Standard
- Ionic discharge cannon - Nova reactor
- Long-barrelled ion cannon - Overcharge
- Lynx pulsar - Saturation mode
- Nexus meteor missile system
- Nightfire missile array
- Pulsar
- Pulse ordnance multi-driver - Pattern bombardment
- Pulse submunitions cannon
- Rokkit-bomms
- Skyspear missile rack
- Stikkbomm
- Storm vortex projector - Beam
- Storm vortex projector - Blast
- Sunburst grenade
- Supa-kannon
- Supa-lobba
- Tri-axis ion cannon - Coherent beam
- Twin Scorpion pulsar
- Twin Vampire pulsar
- Voidstorm missile launcher

AIRCRAFT APPENDIX

The following datasheets gain the AIRCRAFT keyword:

- 'Chinork' Warkopta
- Barracuda AX-5-2
- DX-6 Remora Stealth Drone Squadron
- Manta Super-heavy Dropship
- Night Shroud
- Nightwing
- Orca Dropship
- Phoenix
- Tiger Shark AX-1-0
- Tiger Shark Fighter-Bomber
- Vampire Hunter
- Vampire Raider

GROT BOMM LAUNCHA

4 POWER

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

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

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

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

ATTACK FIGHTA

6 POWER

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

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

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

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

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

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

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

FIGHTA-BOMMER

7 POWER

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

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

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

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

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

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

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

DETHROLLA BATTLE FORTRESS

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

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

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

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

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

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

KILL KRUSHA

16 POWER

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

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

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

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

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

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

ABILITIES	**Dakka! Dakka! Dakka!** (see *Codex: Orks*) **Mobile Fortress:** This model ignores the penalty for moving and firing Heavy weapons. **Reinforced Ram:** Increase this model's Strength characteristic by 2 until the end of a turn in which it makes a successful charge. In addition, each time this model finishes a charge move, select one enemy unit within 1" and roll a D6; on a 2+ that unit suffers D3 mortal wounds. **Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.	**Hang On!:** Models embarked on this vehicle can shoot in their Shooting phase, but only hit on a 6+. They measure range and draw line of sight from any point on the vehicle. When they do so, any restrictions or modifiers that apply to this model also apply to its passengers; for example, the passengers cannot shoot if this model has Fallen Back in the same turn, cannot shoot (except with Pistols) if this model is within 1" of an enemy unit, and so on. **Grot Riggers:** At the end of the turn, roll a D6. On a 6, this model regains one lost wound.

TRANSPORT	This model can transport 12 **Ork Infantry** models. Each **Mega Armour** or **Jump Pack** model takes up the space of two other models.
FACTION KEYWORDS	**Ork, <Clan>**
KEYWORDS	**Vehicle, Transport, Titanic, Kill Krusha**

RAVEN STRIKE FIGHTER

9 POWER

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

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

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

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

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

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

FACTION KEYWORDS	**Aeldari, Drukhari, <Kabal>** or **<Wych Cult>**
KEYWORDS	**Vehicle, Aircraft, Fly, Raven Strike Fighter**

KNARLOC RIDERS

5 POWER

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Rider						
Kroot rifle (shooting)	24"	Rapid Fire 1	4	0	1	-
Kroot rifle (melee)	Melee	Melee	+1	0	1	-
Knarloc						
Sharp beak and talons	Melee	Melee	5	-1	1	After a model riding a Knarloc makes its close combat attacks, you can attack with its mount. Make 2 additional attacks, using this weapon profile.
ABILITIES	**Loping Stride:** When this unit Advances, add 6" to its Move characteristic instead of rolling a D6. **Thunderous Pounce:** Add 1 to wound rolls made for the Knarlocs' sharp beak and talons attacks if this unit made a charge move this turn.					
FACTION KEYWORDS	**T'AU EMPIRE, KROOT**					
KEYWORDS	**CAVALRY, KNARLOC RIDERS**					

GREAT KNARLOC

7 POWER

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Kroot bolt thrower	36"	Assault D6	6	-1	1	-
Twin kroot gun	48"	Rapid Fire 2	7	-1	D3	-
Razor talons	Melee	Melee	User	-3	D3	-
WARGEAR OPTIONS	• This model may either be equipped with a kroot bolt thrower or twin kroot gun, or it can replace its crushing beak with a baggage harness.					
ABILITIES	**Crushing Beak:** Each time a model with a crushing beak makes a pile-in move you can pick an enemy unit within 1" and roll a D6. On a 4+, that unit suffers D3 mortal wounds. **Baggage Harness:** Add 1 to the Leadership characteristic of **KROOT** units within 6" of any friendly Great Knarlocs equipped with a baggage harness.					
FACTION KEYWORDS	**T'AU EMPIRE, KROOT**					
KEYWORDS	**MONSTER, GREAT KNARLOC**					

FIRESTORM

10 POWER

DAMAGE			
Some of this model's characteristics change as it suffers damage, as shown below:			
REMAINING W	M	BS	A
7-12+	16"	3+	3
4-6	12"	4+	D3
1-3	8"	5+	1

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

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

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

WARGEAR OPTIONS	• This model may replace its twin shuriken catapult with a shuriken cannon. • This model may take any of the following (see *Codex: Craftworlds*): − Crystal targeting matrix − Spirit stones − Star engines − Vectored engines
ABILITIES	**Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6 suffers D3 mortal wounds. **Hover Tank:** Distances and ranges are always measured to and from this model's hull, even though it has a base.
TRANSPORT	This model can transport 6 **PHOENIX LORD** or **<CRAFTWORLD> INFANTRY** models. Each **WRAITHGUARD** or **WRAITHBLADE** model takes the space of two other models. It cannot transport **JUMP PACK** models.
FACTION KEYWORDS	**AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>**
KEYWORDS	**VEHICLE, TRANSPORT, FLY, FIRESTORM**