

COVEN OF AGONIES

XATROPHOS NUUL (1 MODEL)

- This model is equipped with: stinger pistol; Haemonculus tools and scissorhands.

The Haemonculus can be tailored a great deal in his role based on which Enhancement he is given. If you choose Flesh Alteration and attach him to a Wracks unit, he can really help them weather your opponent's attacks, making it easier to contest objective markers and score Victory points from the Cruel Caches secondary objective. Alternatively, Implements of Malevolence turns him into a very capable assassin, able to bring down enemy characters and help you score the Dead or Alive secondary objective.

TALOS (1 MODEL)

- This model is equipped with: twin splinter cannon; twin liquifier gun; chain flails.

Together with the Cronos, the Talos forms the durable backbone of this Combat Patrol. While its ranged weapons are respectable, its primary role is dishing out damage in melee, where it can still shoot its guns thanks to the Big Guns Never Tire rule. Aided by the Fly keyword, it can be used to push forward aggressively, moving over enemy models and engaging the most desired foes. If it is slain while Empowered, its Mindless Killing Machines ability enables it to strike out in a final flurry of destruction.



WRACKS (5 MODELS)

- The Acothyst is equipped with: hexriffler; torturer's tool.
- 1 Wrack is equipped with: ossefactor; torturer's tool.
- 3 Wracks are equipped with: twin torturer's tools.

Though few in number, Wracks can deal a surprising amount of damage in combat while Empowered thanks to their Experimental Enhancements ability, letting you surprise your opponent at the most opportune times. If things get truly desperate, you can opt for the more powerful of this ability's boosts to hit the foe harder still, albeit at the expense of gaining the [HAZARDOUS] ability.

WRACKS (5 MODELS)

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- 1 Wrack is equipped with: ossefactor; torturer's tool.
- 3 Wracks are equipped with: twin torturer's tools.

Having two separate units of Wracks lets you exert pressure on two objective markers instead of just one. In such situations, the innate durability of their defensive characteristics couples well with the Ablative Flesh Stratagem, enabling them to survive hits from even the most potent enemy weapons while securing you precious Victory points.

CRONOS (1 MODEL)

- This model is equipped with: spirit syphon; spirit vortex; spirit-leech tentacles.

The Cronos adds some powerful and flexible shooting to this Combat Patrol; with one Blast weapon and one Torrent weapon, you will usually have the right weapon for the situation at hand. Both weapons have an Armour Penetration characteristic of -1 and the [IGNORES COVER] ability, and when paired with the Powerful Creations Stratagem, they are even better at punching through the toughest and most monstrous targets.



COMBAT PATROL COVEN OF AGONIES

ABILITIES

The datasheets required to use the Coven of Agonies can be found on the following pages, and are designed exclusively for Combat Patrol games. A unit's datasheet will list all the abilities it has. This will include a Faction ability – Power from Pain – which is described below.

POWER FROM PAIN

The Drukhari feed on suffering and terror. Every arc of blood that jets from a blade-slit artery, every scream of agonised horror, every vertiginous moment of shock or despair experienced by their prey surges through the Drukhari like an intoxicant. As the battle rages, the denizens of the Dark City drink deep of the floodtide of pain. Sinews singing with stolen strength, motions blurred to preternatural swiftness, they howl in exhilarated bloodlust and fight all the harder to extract yet sweeter agonies from those who dare resist them.



PAIN ABILITIES

Some units in this Combat Patrol have a Pain ability, tagged with the word 'Pain'. Pain abilities only apply to a unit while it is Empowered. You can Empower units from your army with Pain abilities by spending Pain tokens (see below).

Gaining Pain Tokens

If your Army Faction is **DRUKHARI**, you gain Pain tokens as follows:

- **1 Pain token** at the start of your Command phase.
- **1 Pain token** each time an enemy unit is destroyed.
- **1 Pain token** each time an enemy unit fails a Battle-shock test.

Each time you gain a Pain token, keep it to one side – this is your Pain token pool. Each time you spend a Pain token, reduce your Pain token pool by the same amount.

Empowered Through Pain

Each Pain ability will state when you can spend Pain tokens to Empower that unit. When you do, until the end of the phase, that unit is Empowered and all Pain abilities it has take effect. While an Attached unit is Empowered, the Pain abilities of all Leader and Bodyguard units in that unit take effect – you do not need to spend additional Pain tokens to activate each of those Pain abilities.

ENHANCEMENTS

Your **HAEMONCULUS** model is your **WARLORD** and has the Flesh Alteration Enhancement. You can replace this with Implements of Malevolence.

DEFAULT ENHANCEMENT

FLESH ALTERATION

With stitch and needle, razored blade and dark genius, Xatrophos Nuul engineers in himself and his followers a greater capacity for vitalising pain.

- Models in the bearer's unit have the Feel No Pain 5+ ability.
- The first time the bearer is destroyed, roll one D6 at the end of the phase. On a 2+, set the bearer back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with D3 wounds remaining. When you set the bearer up in this way, you can spend 1 Pain token; if you do, the bearer has its full wounds remaining instead.

OR

OPTIONAL ENHANCEMENT

IMPLEMENTS OF MALEVOLENCE

Armed with a grotesque array of vicious surgical weapons – their lethality further enhanced with tailored toxins of deranged cruelty – Xatrophos Nuul can crack the toughest armoured carapace and lay low the mightiest victims.

- Improve the Armour Penetration characteristic of the bearer's melee weapons by 1.
- Each time the bearer's unit is selected to fight, you can spend 1 Pain token; if you do, until the end of the phase, the bearer's melee weapons have a Damage characteristic of 3.



SECONDARY OBJECTIVES

You will use the Cruel Caches secondary objective. You can replace this with Dead or Alive.

DEFAULT SECONDARY OBJECTIVE

CRUEL CACHES

Like hunting arachnids, the covenites gather up their incapacitated captives – along with any precious loot – and heap them in caches to be retrieved once the raid is complete.

From the second battle round onwards, at the end of your Command phase, for each objective marker you control that has one or more **WRACKS** units from your army within range of it and has not yet been seized by your army, that objective marker becomes seized by your army and you score 3VP.

OR

OPTIONAL SECONDARY OBJECTIVE

DEAD OR ALIVE

Those who rally the defenders against your realspace raid must be made examples of the better to spread panic and fear amongst their followers. Whether using an excruciating death or being borne away screaming to the Dark City, the delightful choice is yours.

Each time a **DRUKHARI** unit from your army destroys an enemy **CHARACTER** model, you score 5VP.

At the end of the battle, if all enemy **CHARACTER** models are destroyed, you score 5VP.

STRATAGEMS

You can use the following Stratagems:

ABLATIVE FLESH

COVEN OF AGONIES – BATTLE TACTIC STRATAGEM

What matters the odd severed limb or ruptured organ when one has such an unnatural abundance of spares?

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One **DRUKHARI** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of your unit, subtract 1 from the Wound roll.

POWERFUL CREATIONS

COVEN OF AGONIES – BATTLE TACTIC STRATAGEM

Drawing upon the alchemical might of the dark sciences that fashioned it, this Pain Engine rampages across the battlefield with nightmarish vitality.

WHEN: Your Shooting phase or the Fight phase.

TARGET: One **DRUKHARI MONSTER** unit from your army that has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase, improve the Armour Penetration characteristic of weapons equipped by models in your unit by 1 and each time a model in your unit makes an attack that targets a **MONSTER** or **VEHICLE** unit, add 1 to the Wound roll.

VISCERAL FEAR

COVEN OF AGONIES – STRATEGIC PLOY STRATAGEM

Even the most battle-hardened veterans and cruellest butchers may be given pause by the sheer horror of the covenites and the psychotic delight they display in the sowing of pain.

WHEN: Your Command phase.

TARGET: One **DRUKHARI** unit from your army.

EFFECT: Each time you use this Stratagem, you can spend 1 Pain token. Select one enemy unit within 3" of your unit. That enemy unit must take a Battle-shock test. If you spent a Pain token during this use of this Stratagem, subtract 1 from that test.



XATROPHOS NUUL

M 7" T 4 SV 5+ W 5 LD 7+ OC 1

6+ INVULNERABLE SAVE



Combat Patrol Datasheet

Some Haemonculi prefer to let their servants sully their talons and blades on the foe's flesh while they watch aloof from afar. Not so Xatrophos Nuul; this malevolent fiend delights in tormenting his victims in person, getting his hands bloody to the elbows in the process.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Stinger pistol [ANTI-INFANTRY 2+, PISTOL, PRECISION]	12"	1	2+	2	-1	D3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Haemonculus tools and scissorhands [ANTI-INFANTRY 2+, PRECISION]	Melee	5	2+	3	-1	D3

LEADER

This model can be attached to the following unit: **WRACKS**

ABILITIES

CORE: **Feel No Pain 5+, Leader**

FACTION: **Power from Pain**

Pain Adept: In your Command phase, if one or more models from your army with this ability are on the battlefield, roll one D6: on a 4+, you gain 1 Pain token.

KEYWORDS: INFANTRY, HAEMONCULUS COVENS, CHARACTER, AELDARI, HAEMONCULUS, XATROPHOS NUUL

FACTION KEYWORDS: DRUKHARI

WRACKS

M 7" T 4 SV 5+ W 2 LD 7+ OC 2

6+ INVULNERABLE SAVE



Combat Patrol Datasheet

The gnarled hide of the Wracks is a leathery mass of old scars. These adepts of fleshcrafting serve wizened masters, and are as much experiments as they are apprentices. They are granted a host of tools, butchering blades and arcane bio-weapons to inflict maximum agony.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hexrifle [HEAVY, PRECISION]	36"	1	3+	8	-2	3
Ossefactor [ANTI-INFANTRY 4+, DEVASTATING WOUNDS]	24"	1	3+	2	-2	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Torturer's tool [ANTI-INFANTRY 4+]	Melee	2	3+	4	-1	1
Twin torturer's tools [ANTI-INFANTRY 4+, TWIN-LINKED]	Melee	2	3+	4	-1	1

ABILITIES

FACTION: **Power from Pain**

Experimental Enhancements (Pain): In the Fight phase, when you select this unit to fight, you can spend 1 Pain token to Empower this unit. Each time you do, select one of the following to apply to this unit until the end of the phase:

- Melee weapons equipped by non-CHARACTER models in this unit have an Attacks characteristic of 3.
- Melee weapons equipped by non-CHARACTER models in this unit have an Attacks characteristic of 4 and the [HAZARDOUS] ability.

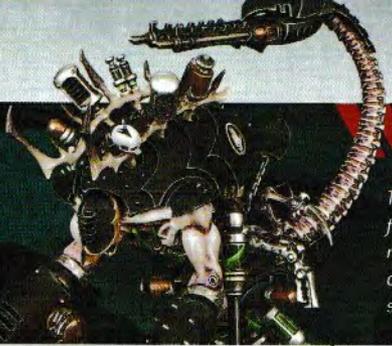
KEYWORDS: INFANTRY, BATTLELINE, HAEMONCULUS COVENS, AELDARI, WRACKS

FACTION KEYWORDS: DRUKHARI

TALOS

M 7" T 7 SV 3+ W 7 LD 7+ OC 2

6+ INVULNERABLE SAVE



Combat Patrol Datasheet

The Talos Pain Engine is a ghoulish melding of puckered flesh and armoured artifice, boasting tremendous resilience and an array of weaponry. Each is the creation of the Haemonculi, who employ them as torture devices, surgical assistants and armoured murder machines.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Twin splinter cannon [ANTI-INFANTRY 3+, SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	3	-1	2
Twin liquifier gun [ANTI-INFANTRY 3+, TORRENT, TWIN-LINKED]	12"	D6	N/A	4	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chain flails	Melee	8	3+	6	-1	1

ABILITIES

CORE: **Deadly Demise 1, Feel No Pain 5+**

FACTION: **Power from Pain**

Mindless Killing Machines (Pain): At the start of the Fight phase, you can spend 1 Pain token to Empower this unit. While Empowered, each time a model in this unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6. On a 2+, do not remove it from play; that destroyed model can fight after the attacking unit has finished making its attacks, and it is then removed from play.

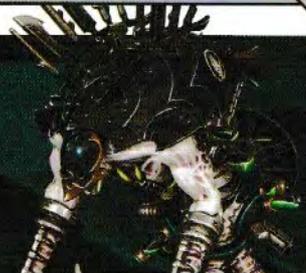
KEYWORDS: MONSTER, HAEMONCULUS COVENS, FLY, AELDARI, TALOS

FACTION KEYWORDS:
DROKHARI

CRONOS

M 7" T 7 SV 3+ W 7 LD 7+ OC 2

6+ INVULNERABLE SAVE



Combat Patrol Datasheet

The Cronos is a grisly amalgam of flesh and implements shielded by a burnished carapace. Haemonculi create the Cronos to act as a parasite. Its esoteric syphons leech its victim's life essence, leaving them as husks before projecting the stolen vitality to other Drokhari.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Spirit syphon [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Spirit vortex [BLAST, IGNORES COVER]	18"	D6	3+	5	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Spirit-leech tentacles [ANTI-INFANTRY 2+]	Melee	6	3+	5	-1	1

ABILITIES

CORE: **Deadly Demise 1, Feel No Pain 5+**

FACTION: **Power from Pain**

Pain Engine (Aura): Each time you spend 1 Pain token to Empower a friendly unit within 9" of this unit, roll one D6: on a 5+, you gain 1 Pain token.

Designer's Note: Pain tokens you spend for reasons other than Empowering a unit do not trigger this ability.

KEYWORDS: MONSTER, HAEMONCULUS COVENS, FLY, AELDARI, CRONOS

FACTION KEYWORDS:
DROKHARI



COMBAT PATROL: DRUKHARI

THE BLADES OF TORMENT

Originally assembled for the terror raids on the night world of Somniad, Archon Malivex's warriors have now fought together on numerous realspace raids. The Archon prizes swift and merciless butchery, and it is well known that he will abandon to a bloody fate any who cannot keep pace with him. As such, his followers strive constantly not only to impress their cruel master with their violent excesses, but also to ensure they never fall behind the quicksilver tempo he sets for his hit-and-run attacks.

This Combat Patrol includes the units shown below.

- A Archon Malivex**
(1 model)
 - This model is equipped with: splinter pistol; huskblade.
- B Kabalite Warriors**
(10 models)
 - 1 Sybarite is equipped with: splinter pistol; Sybarite weapon.
 - 7 Kabalite Warriors are equipped with: splinter rifle; close combat weapon.
 - 1 Kabalite Warrior is equipped with: shredder; close combat weapon.
 - 1 Kabalite Warrior is equipped with: splinter cannon; close combat weapon.
- D Raider**
(1 model)
 - This model is equipped with: disintegrator cannon; bladevanes.
- C Incubi**
(5 models)
 - 1 Klaivex is equipped with: demiklaives.
 - 4 Incubi are equipped with: klaive.
- E Ravager**
(1 model)
 - This model is equipped with: 2 dark lances; disintegrator cannon; bladevanes.



Disintegrator cannon



Dark lance



D

E

B

C

A

COMBAT PATROL: DRUKHARI

THE BLADES OF TORMENT

ABILITIES

The datasheets required to use the Blades of Torment can be found on the following pages, and are designed exclusively for Combat Patrol games. A unit's datasheet will list all the abilities it has. This will include a Faction ability – Power from Pain – that is referenced on each unit's datasheet, and is described below.

POWER FROM PAIN

The Drukhari are experts in precise torture, sharp blades, cruel poisons and eldritch abominations. Using the labyrinthine network of webway spars, they strike almost anywhere. Realspace raiding parties prey upon worlds across the galaxy, surging from hidden portals unknown to those they see merely as cattle or playthings. As the Drukhari feed on the souls of the slain, they become imbued with supernatural might, eventually turning into killing machines.

Units from your army can become Empowered Through Pain. This is done using Pain tokens. You gain 1 Pain token:

- At the start of the battle.
- Each time an enemy unit is destroyed.
- Each time an enemy unit fails a Battle-shock test.

Each time you gain a Pain token, keep it to one side – this is your Pain token pool.

At the start of any phase, you can expend one or more Pain tokens from your Pain token pool. Each time you do, select one unit from your army with the Power from Pain ability. Until the end of the phase, that unit is Empowered, and gains the abilities listed below, depending on the phase.

Empowered in the Movement or Charge phase: You can re-roll Advance or Charge rolls made for that unit.

Empowered in the Shooting or Fight phase: Each time a model in that unit makes an attack, you can re-roll the Hit roll.

ENHANCEMENTS

Your **ARCHON** model is your **WARLORD** and has the Shudderworm Bottle Enhancement. You can replace this with Spiteful Predator.

DEFAULT ENHANCEMENT

SHUDDERWORM BOTTLE

Within this inkglass flask writhes a neuroparasite harvested from the webway and wired into a grim invention of the Haemonculi Covens. The squealing, thrashing worm is forced to absorb the psychic soul agonies of the battlefield before vomiting them back out in waves of concentrated misery that – to nearby Drukhari – are like an invigorating tonic.

While the bearer is leading a unit, models in that unit have the Feel No Pain 5+ ability.

OR

OPTIONAL ENHANCEMENT

SPITEFUL PREDATOR

This cruel Drukhari war leader has long experience in hunting their quarry across the battlefields of realspace. They know well how to get the most out of their inhumanly swift and skilful warriors when it comes to tormenting their prey.

The bearer's unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

SECONDARY OBJECTIVES

You will use the Rapacious Raiders secondary objective. You can replace this with Murderous Monster.

DEFAULT SECONDARY OBJECTIVE

RAPACIOUS RAIDERS

Open battle is barely more than a thrilling diversion for this raiding party, who are every bit as interested in slipping past their plodding foes to raid supply lines and civilian centres for plunder and pain.

At the end of your turn, you score 3VP if one or more **DRUKHARI** units from your army (excluding Battle-shocked units) are wholly within your opponent's deployment zone. If one or more of those units are **INFANTRY** units, you score 4VP instead.

OR

OPTIONAL SECONDARY OBJECTIVE

MURDEROUS MONSTER

Drukhari war leaders revel in spreading fear and horror through the ranks of their prey, making spectacularly bloody examples of their screaming victims both to magnify this effect and also to cement their position amongst their followers.

At the end of the Fight phase, you score 3VP if your **ARCHON** model destroyed one or more enemy models that phase.

STRATAGEMS

You can use the following Stratagems:



QUICKSILVER REACTIONS

THE BLADES OF TORMENT – BATTLE TACTIC STRATAGEM

The hyper-fast reflexes of the Drukhari allow them to duck and weave to avoid all but the swiftest enemy strikes.

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One **DRUKHARI INFANTRY** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll.



MANY CUTS

THE BLADES OF TORMENT – BATTLE TACTIC STRATAGEM

The denizens of Commorragh instinctively prey on the weak, delighting in picking them apart one bloody wound at a time.

WHEN: Your Shooting phase or the Fight phase.

TARGET: One **DRUKHARI INFANTRY** unit from your army that has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase, weapons equipped by models in your unit have the **[SUSTAINED HITS 1]** ability while targeting a unit that is below its Starting Strength.



THERE AND GONE

THE BLADES OF TORMENT – STRATEGIC PLOY STRATAGEM

Piratical raiders possessed of breathtaking agility and reaction speed, the Drukhari are able to spring onto and off of the decks of their anti-grav transports with incredible ease.

WHEN: End of your opponent's Fight phase.

TARGET: One **DRUKHARI INFANTRY** unit from your army that is not within Engagement Range of any enemy units, and one friendly **TRANSPORT** model.

EFFECT: Your **INFANTRY** unit can embark within that **TRANSPORT** model.

RESTRICTIONS: Every model in your **INFANTRY** unit must be within 3" of that **TRANSPORT** model and there must be sufficient transport capacity to embark the entire unit.

ARCHON MALIVEX

M T SV W LD OC

8" 3 4+ 4 6+ 1

2+ INVULNERABLE SAVE*



Combat Patrol Datasheet

Archon Malivex leads the elite of his Kabal whenever they launch their raids upon the denizens of realspace. Swift and deadly, the Archon hacks the souls from his victims' bodies with his huskblade while evading their counterstrikes with contemptuous ease.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Splinter pistol [ANTI-INFANTRY 3+, ASSAULT, PISTOL]	12"	1	2+	2	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Huskblade [ANTI-INFANTRY 3+]	Melee	5	2+	3	-2	2

LEADER

This model can be attached to the following unit: **KABALITE WARRIORS**

* INVULNERABLE SAVE

You cannot re-roll invulnerable saving throws made for this model. The first time an invulnerable saving throw made for this model is failed, until the end of the battle, this model has no invulnerable saving throw.

ABILITIES

CORE: **Leader**

FACTION: **Power from Pain**

KEYWORDS: INFANTRY, KABAL, CHARACTER, AELDARI, ARCHON, MALIVEX

FACTION KEYWORDS:
DRUKHARI

INCUBI

M T SV W LD OC

7" 3 3+ 1 6+ 1 INCUBI

7" 3 3+ 2 6+ 1 KLAIVEX

5+ INVULNERABLE SAVE



Combat Patrol Datasheet

The Incubi are warrior-perfectionists of the highest order. Protected by the ornate plates of their ancient warsuits, they move swiftly in for the kill, sweeping giant klaives in practised, decapitating strikes. They carve straight through the enemy's elite, crushing their spirit with soul-torture devices known as tormentors.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Demiklaives – single blade	Melee	3	3+	4	-2	2
Demiklaives – dual blades [TWIN-LINKED]	Melee	6	3+	4	-1	1
Klaive	Melee	3	3+	4	-2	2

ABILITIES

FACTION: **Power from Pain**

Tormentors: At the start of the Fight phase, each enemy unit within Engagement Range of one or more units with this ability must take a Battle-shock test.

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, AELDARI, INCUBI

FACTION KEYWORDS:
DRUKHARI

KABALITE WARRIORS

M **8"** T **3** SV **4+** W **1** LD **6+** OC **2**

6+ INVULNERABLE SAVE



Combat Patrol Datasheet

Clad from head to foot in blade-edged, segmented armour, Kabalite Warriors are an intimidating, arachnoid presence. They are highly skilled, cruel enforcers who unleash hails of toxin-coated shards during swift and agile advances, driving terrified prey before them at their master's whim.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Shredder [ASSAULT, TORRENT]	18"	D6	N/A	6	0	1
Splinter cannon [ANTI-INFANTRY 3+, HEAVY, SUSTAINED HITS 1]	36"	3	4+	3	-1	2
Splinter pistol [ANTI-INFANTRY 3+, ASSAULT, PISTOL]	12"	1	3+	2	0	1
Splinter rifle [ANTI-INFANTRY 3+, ASSAULT]	24"	2	3+	2	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Sybarite weapon [ANTI-INFANTRY 3+]	Melee	3	3+	3	-1	1
Close combat weapon	Melee	2	3+	3	0	1

ABILITIES

FACTION: Power from Pain

KEYWORDS: INFANTRY, KABAL, BATTLELINE, AELDARI, KABALITE WARRIORS

FACTION KEYWORDS:
DROKHARI

RAIDER

M **14"** T **8** SV **4+** W **10** LD **6+** OC **2**

6+ INVULNERABLE SAVE



Combat Patrol Datasheet

The Raider is a favoured transport cutter amongst the Drukhar. Its passengers loose shots from the trophy-hung decking as it speeds upon anti-grav turbines into the fighting. While its cargo of warriors leap into the fray, the Raider unleashes its heavy weaponry and flays enemies below with bladevanes.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Disintegrator cannon	36"	3	3+	5	-2	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Bladevanes	Melee	3	4+	6	0	1

TRANSPORT

This model has a transport capacity of 11 DROKHARI INFANTRY models.

ABILITIES

CORE: Deadly Demise D3, Deep Strike, Firing Deck 11

FACTION: Power from Pain

KEYWORDS: VEHICLE, TRANSPORT, DEDICATED TRANSPORT, FLY, AELDARI, RAIDER

FACTION KEYWORDS:
DROKHARI

RAVAGER

M T SV W LD DC

14" 9 4+ 11 6+ 3

6+ INVULNERABLE SAVE

Combat Patrol Datasheet

Ravager gunships fulfil the role of armoured support during Drukhari raids, yet these grav-skiffs also possess the speed and agility to outmanoeuvre the enemy's lumbering equivalents. They are mobile assassins, mounting enough firepower to gut enemy tanks and eradicate the foe's elite, before swiftly moving to new hunting grounds.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Dark lance	36"	1	3+	12	-3	D6+2
Disintegrator cannon	36"	3	3+	5	-2	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Bladevanes	Melee	3	4+	6	0	1

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time it makes an attack, subtract 1 from the Hit roll.

ABILITIES

CORE: **Deadly Demise D3, Deep Strike**

FACTION: **Power from Pain**

KEYWORDS: VEHICLE, KABAL, FLY, AELDARI, RAVAGER



FACTION KEYWORDS:
DRUKHARI



DRUKHARI

FACTION PACK: VERSION 1.1

On the following pages you will find additional rules and clarifications that supplement your Codex, from extra Detachments and datasheets to FAQs and errata.

The FAQs and Errata section logs changes to printed products. New or revised text is **presented in red**, with a **text highlight** applied to revisions made previously (excluding passages that were added or replaced in full).

Points values for your faction are presented in the Munitorum Field Manual, and wider improvements to the balance of Warhammer 40,000 (which may include changes to your faction's rules) are presented in the Balance Dataslate. All such points values and rules changes are also updated live in the Warhammer 40,000 app.

WHAT'S NEW?

- Reaper's Wager Harlequins section updated:
'If you select this Detachment, you cannot use the Corsairs and Travelling Players army rule.'
- FAQs and Errata added.

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REAPER'S WAGER

The *Reaper's Wager* is among the most macabre saedaths, depicting a gruesome tale of murderous bets between merciless killers and mythic executioners. It is a well-known tale that is greatly enjoyed in the depths of the Dark City. When Harlequin and Drukhari go to war as one, Commorrite warriors often perform an accompanying role in its retelling. Bladed Drukhari transports emerge from the Webway alongside scintillating Harlequin skimmers emblazoned with dazzling adornments. Kabalite Warriors open fire upon the foe from firing decks, and Wyches howl and whoop as they leap acrobatically into the fray. As Harlequin troupes begin their gore-slick recital, they inhabit their roles wholeheartedly, competing furiously with their Drukhari allies to score the greatest tally of luridly violent kills.

DETACHMENT RULE



CALLOUS COMPETITION

In this saedath, the Harlequins embody the Reaper, whilst their Drukhari companions are mortal killers.

At the start of the battle, **DRUKHARI** units from your army are winning the wager.

Each time a **DRUKHARI** unit from your army destroys an enemy unit, **DRUKHARI** units from your army are winning the wager.

Each time a **HARLEQUINS** unit from your army destroys an enemy unit, **HARLEQUIN** units from your army are winning the wager.

While **DRUKHARI** units from your army are winning the wager, **HARLEQUIN** units from your army are losing the wager, and vice versa.

Each time a **DRUKHARI** or **HARLEQUINS** model from your army makes an attack, if that model's unit is winning the wager, re-roll a Hit roll of 1. If that model's unit is losing the wager, re-roll a Hit roll of 1 and re-roll a Wound roll of 1 instead.

HARLEQUINS



You can include **HARLEQUINS** units in your army (see *Codex: Aeldari*). The combined points cost of such units depends on your battle size:

- **Incursion:** Up to 500 pts
- **Strike Force:** Up to 1000 pts
- **Onslaught:** Up to 1500 pts

No **HARLEQUINS** models from your army can be your **WARLORD**. If you select this Detachment, you cannot use the Corsairs and Travelling Players army rule.

ENHANCEMENTS



ARCHRAIDER

A veteran of countless realspace raids or vehicular saedaths, this warrior champion utilises the speed of their sleek anti-grav craft to surprise their enemies.

HARLEQUINS or **DRUKHARI** model only. In the Declare Battle Formations step, if the bearer starts the battle embarked within a **DEDICATED TRANSPORT**, that **DEDICATED TRANSPORT** has the Scouts 9" ability.

WEBWAY WALKER

This elite combatant possesses intricate knowledge of the Webway's hidden paths and employs them to enhance this dreadful performance.

HARLEQUINS or **DRUKHARI** model only. Models in the bearer's unit have the Deep Strike ability. Each time the bearer's unit is set up on the battlefield using the Deep Strike ability, if that unit is currently losing the wager, until the end of the turn, you can re-roll Charge rolls made for that unit.

REAPER'S COWL

This ebon cloak contains a shadow field generator, which shrouds the bearer in a field of umbral darkness.

HARLEQUINS model only. Models in the bearer's unit have the Stealth and Infiltrators abilities.

CONDUCTOR OF TORMENT

This cruel champion of Commorragh seeks only to bathe in the agony of the foe. To them, the outcome of any wager is secondary to the symphony of suffering.

DRUKHARI model only. In your Command phase, you can do one of the following:

- If your **DRUKHARI** units are currently losing the wager, you can gain 1 Pain token. If you do, **DRUKHARI** units from your army are now winning the wager.
- If your **DRUKHARI** units are currently winning the wager, you can discard 1 Pain token. If you do, **HARLEQUINS** units from your army are now winning the wager.



MALICIOUS FRENZY

REAPER'S WAGER – BATTLE TACTIC STRATAGEM

Jealous competition descends into frenzied carnage as the kill count climbs higher and the intoxicating screams of the dying fill the air.

WHEN: Your Shooting phase or the Fight phase.

TARGET: One **DRUKHARI** or **HARLEQUINS** unit from your army that has not been selected to shoot or fight this phase.

EFFECT: Select [LETHAL HITS] or [SUSTAINED HITS 1]. Until the end of the phase, weapons equipped by models in your unit have the selected ability.



1CP



FATEFUL ROLE

REAPER'S WAGER – STRATEGIC PLOY STRATAGEM

These warriors are so absorbed by their desire to win the wager that they risk death to land their killing blows.

WHEN: Fight phase, just after an enemy unit has selected its targets.

TARGET: One **DRUKHARI** or **HARLEQUINS** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6, adding 1 to the result if that unit is losing the wager: on a 4+, do not remove it from play. That destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.



1CP



MURDERER'S CIRCUS

REAPER'S WAGER – BATTLE TACTIC STRATAGEM

In bounding leaps and graceful pirouettes, the cavalcade of capricious killers bounds through hails of fire, cackling gleefully as they come.

WHEN: Fight phase, just after an enemy unit has selected its targets.

TARGET: One **DRUKHARI** or **HARLEQUINS** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll.



1CP



SHORTEN THE ODDS

REAPER'S WAGER – STRATEGIC PLOY STRATAGEM

Having selected their victims, these killers strive to complete the kill with speed and brutality whilst moving ever closer to winning their macabre wager.

WHEN: Your Movement phase, just after a **DRUKHARI** or **HARLEQUINS** unit from your army has Advanced.

TARGET: That unit.

EFFECT: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Advanced.



1CP



SCINTILLATING TEMPO

REAPER'S WAGER – STRATEGIC PLOY STRATAGEM

Commorrite or Harlequin, these lithe combatants move with stunning speed, darting in and out of firing lines before their foes can raise their weapons.

WHEN: Your Movement phase or your Charge phase, just after a **DRUKHARI** or **HARLEQUINS** unit from your army is selected to make a Normal, Advance or Fall Back move, is set up on the battlefield, or declares a charge.

TARGET: That unit.

EFFECT: Until the end of the turn, enemy units cannot use the Fire Overwatch Stratagem to shoot at your unit.



1CP



DANCE MACABRE

REAPER'S WAGER – STRATEGIC PLOY STRATAGEM

The saedath's victims become unwitting partners in a frantic dance of ghastly slaughter.

WHEN: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

TARGET: One **DRUKHARI INFANTRY** or **HARLEQUINS INFANTRY** unit from your army that is within 9" of that enemy unit.

EFFECT: Your unit can make a Normal move of up to D6". If your unit is currently losing the wager, it can make a Normal move of up to 6" instead.



2CP



DRUKHARI

UPDATES & ERRATA

Page 87 – Army Rule

Add the following:

‘CORSAIRS AND TRAVELLING PLAYERS

If your Army Faction is **DRUKHARI**, you can include **HARLEQUINS** and **ANHRATHE** units in your army, even though they do not have the **DRUKHARI** Faction keyword. The combined points value of **HARLEQUINS** and/or **ANHRATHE** units you can include in your army depends on the battle size, as follows:

- Incursion: Up to 250 pts
- Strike Force: Up to 500 pts
- Onslaught: Up to 750 pts

No **HARLEQUINS** or **ANHRATHE** models included in your army in this way can be your **WARLORD**, and they cannot be given Enhancements.’

Page 117 – Venom, Aerialists ability

Change to:

‘**Aerialists**: At the end of the Fight phase, if there are no models currently embarked within this **TRANSPORT**, you can select one friendly **DRUKHARI INFANTRY** unit that has 6 or fewer models that is wholly within 6" of this **TRANSPORT** (you cannot select a unit that can **FLY**). Unless that unit is within Engagement Range of one or more enemy units, it can embark within this **TRANSPORT**.’

RAVEN STRIKE FIGHTER

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
20+''	8	4+	10	7+	0

5+

INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Dark lance	36''	1	3+	12	-3	D6+2
Splinterstorm cannon [ANTI-INFANTRY 3+, SUSTAINED HITS 2]	36''	8	3+	3	-1	2

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Bladed wings	Melee	3	4+	6	-1	1

ABILITIES

CORE: **Deadly Demise D3, Stealth**

FACTION: **Power From Pain**

 **Shredding Fire (Pain)**: In your Shooting phase, when you select this unit to shoot, you can spend 1 Pain token to Empower this unit. While Empowered, the Armour Penetration characteristic of its ranged weapons is increased by 1.

Ground-attack Craft: Each time a model in this unit makes a ranged attack that targets an enemy unit (excluding units that can FLY), add 1 to the Hit roll.

KEYWORDS: VEHICLE, FLY, AIRCRAFT, AELDARI, RAVEN STRIKE FIGHTER



FACTION KEYWORDS:
DRUKHARI

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Raven Strike Fighter

This model is equipped with: 2 dark lances; splinterstorm cannon; Bladed wings.

KEYWORDS: VEHICLE, FLY, AIRCRAFT, AELDARI, RAVEN STRIKE FIGHTER



FACTION KEYWORDS:
DRAKHARI

REAPER

WARHAMMER LEGENDS

M T SV W LD OC
14" 9 4+ 11 7+ 3
6+ **INVULNERABLE SAVE**

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
 Storm vortex projector – beam	36"	3	3+	12	-3	D6
 Storm vortex projector – blast [BLAST]	24"	D6+3	3+	6	-2	2

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Bladevanes	Melee	3	4+	6	-1	1
Prow blade [EXTRA ATTACKS, LANCE, SUSTAINED HITS 3]	Melee	1	4+	8	-2	2

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time it makes an attack, subtract 1 from the Hit roll.

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, KABAL, FLY, AELDARI, REAPER

ABILITIES

CORE: **Deadly Demise D3, Deep Strike**

FACTION: **Power From Pain**

 **Electromagnetic Cascade [Pain]:** In your Shooting phase, when you select this model to shoot, you can spend 1 Pain token to Empower this model. While Empowered:

- Each time this model makes a ranged attack that targets a VEHICLE unit, that attack has the [SUSTAINED HITS 2] ability.
- Each time this model makes a ranged attack that targets a non-VEHICLE unit, that attack has the [SUSTAINED HITS 1] ability.

Eradicate the Foe: Each time this model makes an attack that targets an enemy unit that is at its Starting Strength, re-roll a Hit roll of 1. If the target unit has a Starting Strength of 1, this ability only applies if that unit has its starting number of wounds.

FACTION KEYWORDS:
DRUKHARI



WARGEAR OPTIONS

- None
-

UNIT COMPOSITION

- 1 Reaper

This model is equipped with: storm vortex projector; bladevanes; prow blade.

KEYWORDS: VEHICLE, KABAL, FLY, AELDARI, REAPER



FACTION KEYWORDS:
DRUKHARI

TANTALUS

WARHAMMER LEGENDS

M T SV W LD OC
16" 10 4+ 18 7+ 5
5+ **INVULNERABLE SAVE**

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Pulse disintegrators [ASSAULT]	36"	12	3+	10	-2	2

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Dire scythe blades [DEVASTATING WOUNDS]	Melee	9	4+	8	-1	2

ABILITIES

CORE: Deadly Demise D6, Deep Strike, Firing Deck 16

FACTION: Power from Pain

 **Engine of Destruction (Pain):** In your Shooting phase, when you select this model to shoot, you can spend 1 Pain token to Empower this model. While Empowered, this model's pulse disintegrators have the [RAPID FIRE 8] ability.

Scything Charge: Each time this model ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6: on a 2-3, that enemy unit suffers D3 mortal wounds; on a 4-5, that enemy unit suffers 3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.

DAMAGED: 1-6 WOUNDS REMAINING

While this model has 1-6 wounds remaining, each time it makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, TRANSPORT, FLY, AELDARI, TANTALUS



FACTION KEYWORDS:
Drukhari

TANTALUS

WARHAMMER LEGENDS

The Tantalus is a prestigious twin-hulled Drukhari assault skimmer perfectly crafted for high-speed terror raids. The signature armament of the Tantalus is a set of graceful scythevanes that extend from the vehicle's hull, designed to slice and sever any foes caught in the skimmer's sweeping flight path.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Tantalus

This model is equipped with: pulse disintegrators; dire scythe blades.

TRANSPORT

This model has a transport capacity of 16 **DRUKHARI INFANTRY** models. Each **GROTESQUE** model takes up the space of 3 models. This model cannot transport models that can **FLY**.

KEYWORDS: **VEHICLE, TRANSPORT, FLY, AELDARI, TANTALUS**



FACTION KEYWORDS:
DRUKHARI

BEASTMASTER

M	T	SV	W	LD	OC	
12"	4	6+	3	7+	1	BEASTMASTER
12"	4	6+	5	8+	1	CLAWED FIEND

WARHAMMER LEGENDS

M	T	SV	W	LD	OC	
12"	4	6+	2	8+	1	KHYMERAE
12"	4	6+	3	8+	1	RAZORWING FLOCK

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Splinter pods [ANTI-INFANTRY 3+, ASSAULT, TWIN-LINKED]	18"	2	3+	2	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Agoniser [ANTI-INFANTRY 3+]	Melee	3	3+	3	-2	1
Clawed Fiend fists [DEVASTATING WOUNDS]	Melee	5	4+	5	-2	2
Khymerae talons [LETHAL HITS]	Melee	4	4+	5	-1	1
Razorwing feathers [SUSTAINED HITS 1]	Melee	6	4+	3	0	1

ABILITIES

CORE: Scouts 9"

FACTION: Power from Pain

 **Goaded Savagery (Pain):** In the Fight phase, when you select this unit to fight, you can spend 1 of your Pain tokens to Empower this unit. While this unit is Empowered, if it contains a **BEASTMASTER** model, each time a **BEAST** model in this unit makes a melee attack, you can re-roll the Hit roll and you can re-roll the Wound roll.

Beastmaster: While this unit contains a Beastmaster model, you can re-roll Charge rolls made for this unit.

INVULNERABLE SAVE

6+

KEYWORDS – ALL MODELS: **BEASTS, AELDARI** | RAZORWING FLOCKS: **FLY** | BEASTMASTER: **MOUNTED, CHARACTER, FLY, BEASTMASTER**



FACTION KEYWORDS: **DRUKHARI**

BEASTMASTER

WARHAMMER LEGENDS

On thrumming skyboards that spit venom-laced shards, Beastmasters hover above the frenzied bloodletting of their thrall-creatures, goading them on with the cruel lashes of a nerve-inflaming agoniser. Many wear shamanistic masks that augment the wearer's natural dominance with sub-vocal emissions and subjugating pheromones.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Beastmaster
- 1 Clawed Fiends
- 2 Khymerae
- 3 Razorwing Flocks

The Beastmaster is equipped with: splinter pods; agoniser.

Every Clawed Fiend is equipped with: Clawed Fiend fists.

Every Khymerae is equipped with: Khymerae talons.

Every Razorwing Flock is equipped with: Razorwing feathers.

KEYWORDS – ALL MODELS: **BEASTS, AELDARI** | RAZORWING FLOCKS: **FLY** |
BEASTMASTER: **MOUNTED, CHARACTER, FLY, BEASTMASTER**



FACTION KEYWORDS:
DRUKHARI

COURT OF THE ARCHON

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
7"	3	5+	2	7+	1
		5+	INVULNERABLE SAVE		

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Eyeburst [PISTOL, TORRENT]	12"	D6	N/A	6	-2	1
Shardcarbine [ANTI-INFANTRY 3+, ASSAULT]	18"	3	3+	2	0	1
Splinter pistol [ANTI-INFANTRY 3+, ASSAULT, PISTOL]	12"	1	3+	2	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	3	0	1
Shaimeshi blade [ANTI-INFANTRY 2+]	Melee	4	3+	4	-2	1
Sslyth battle-blade	Melee	3	3+	5	-2	2
Ur-ghul talons [SUSTAINED HITS 1]	Melee	6	3+	4	0	1

ABILITIES

FACTION: **Power from Pain**

 **Deadly Retinue (Pain)**: At the start of your Shooting phase or at the start of the Fight phase, you can spend 1 Pain token to Empower this unit. While this unit is Empowered:

- If it contains one or more Lhamaean models, melee weapons equipped by models in this unit have the [LETHAL HITS] ability.
- If it contains one or more Medusae models, ranged weapons equipped by models in this unit have the [IGNORES COVER] ability.
- If it contains one or more Sslyth models, each time a melee attack targets this unit, subtract 1 from the Wound roll.
- If this unit contains one or more Ur-ghul models, this unit has the Fights First ability.

Court of the Archon: While a **CHARACTER** model is leading a unit that contains one or more Lhamaean, Medusae, Sslyth and/or Ur-ghul models, that **CHARACTER** model has the Feel No Pain 4+ ability.

KEYWORDS: INFANTRY, KABAL, AELDARI, COURT OF THE ARCHON



FACTION KEYWORDS:
DRUKHARI

COURT OF THE ARCHON

WARHAMMER LEGENDS

Nothing but the manipulative cunning of an Archon could demand the loyalty of their varied Courts. Drawn from diverse mercenary factions that inhabit Commorragh, Drukhar, aliens and other horrors protect their liege with all manner of twisted weapons, flesh-eating venoms, needle-like fangs and empathic leaching.

WARGEAR OPTIONS

- None

COURT OF THE ARCHON

This unit can be led by an **ARCHON**. Alternatively, in the Declare Battle Formations step, this unit can join one **KABALITE WARRIORS** or **HAND OF THE ARCHON** unit from your army that is being led by an **ARCHON** (a unit cannot have more than one **COURT OF THE ARCHON** unit joined to it). If it does, until the end of the battle, every model in this unit counts as part of that **KABALITE WARRIORS** or **HAND OF THE ARCHON** unit, and its Starting Strength is increased accordingly.

UNIT COMPOSITION

- 1 Lhamaean
- 1 Sslyth
- 1 Medusae
- 1 Ur-ghul

A Lhamaean is equipped with: shameshi blade.

A Medusae is equipped with: eyeburst; close combat weapon.

A Sslyth is equipped with: shardcarbine; splinter pistol; Sslyth battle-blade.

An Ur-ghul is equipped with: Ur-ghul talons.

KEYWORDS: INFANTRY, KABAL, AELDARI, COURT OF THE ARCHON



FACTION KEYWORDS:
Drukhar

GROTESQUES

WARHAMMER LEGENDS

M T SV W LD OC
7" 5 6+ 4 7+ 1
6+ **INVULNERABLE SAVE**

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Liquifier gun [ANTI-INFANTRY 3+, TORRENT]	12"	D6	N/A	4	-1	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Monstrous weapons	Melee	4	3+	5	-2	2
Paired monstrous weapons [TWIN-LINKED]	Melee	4	3+	5	-2	2

ABILITIES

CORE: **Feel No Pain 5+**

FACTION: **Power from Pain**

 **Macro-steroids (Pain)**: In the Fight phase, when you select this unit to fight, you can spend 1 of your Pain tokens to Empower this unit. While Empowered, melee weapons equipped by models in this unit have a Strength characteristic of 8 and the [LETHAL HITS] ability.

Monstrous Charge: Each time this unit ends a Charge move, select one enemy unit within Engagement Range of it, then roll one D6 for each model in this unit that is within Engagement Range of that enemy unit: for each 4+, that enemy unit suffers D3 mortal wounds.

KEYWORDS: INFANTRY, HAEMONCULUS COVENS, AELDARI, GROTESQUES



FACTION KEYWORDS:
DRUKHARI

GROTESQUES

WARHAMMER LEGENDS

These modified meat-hulks are pumped full of painful chemicals, growth elixirs and macro-steroids. With swollen muscles they hack their master's foes apart, their brutal cleavers and grafted claws dripping with toxins. They are mindlessly obedient and insensible to any hurt, chasing down fleeing prey at the behest of their creator.

WARGEAR OPTIONS

- Any number of models can each replace their paired monstrous weapons with 1 monstrous weapon and 1 liquifier gun.

MONSTROUS HULKS

This unit cannot embark within a **VENOM**, but it can embark within other **DRUKHARI TRANSPORTS**; when doing so, each **GROTESQUE** model takes up the space of 3 models.

UNIT COMPOSITION

- 3-6 Grotesques

Every model is equipped with: paired monstrous weapons.

KEYWORDS: INFANTRY, HAEMONCULUS COVENS, AELDARI, GROTESQUES



FACTION KEYWORDS:
DRUKHARI

URIEN RAKARTH

WARHAMMER LEGENDS

M T SV W LD OC

7" 4 6+ 5 6+ 1

4+ INVULNERABLE SAVE

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Casket of Flensing [DEVASTATING WOUNDS, ONE SHOT, TORRENT]	12"	3D6	N/A	3	-1	1

One Shot: The bearer can only shoot with this weapon once per battle.

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Haemonculus tools and scissorhands [ANTI-INFANTRY 2+, PRECISION]	Melee	5	2+	3	-1	D3

ABILITIES

CORE: Feel No Pain 4+, Leader

FACTION: Power from Pain

 **Sculptor of Torments (Pain):** In your Fight phase, when you select this model's unit to fight, you can spend 1 of your Pain tokens to Empower this model's unit. While that unit is Empowered, each time a model in that unit makes a melee attack, add 1 to the Wound roll.

Father of Pain: Each time an attack with a Damage characteristic of 1 is allocated to a model in this model's unit, that model has the Feel No Pain 4+ ability against that attack.

Horrific Regeneration: The first time this model is destroyed, roll one D6 at the end of the phase. On a 2+, set this model back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with its full wounds remaining.

KEYWORDS: INFANTRY, HAEMONCULUS COVENS, CHARACTER, EPIC HERO, AELDARI, HAEMONCULUS, URIEN RAKARTH



FACTION KEYWORDS:
DRUKHARI

URIEN RAKARTH

WARHAMMER LEGENDS

Urien Rakarth is the most ingenious of the many Haemonculi masters. He is the Sculptor of Torments, whose repugnant creations strain his enemies' sanity. Once his casket of fanged spirits and his toxin-laced blades are finished, a coiling nest of Haemovores feast upon whatever is left of Rakarth's foes.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Urien Rakarth – EPIC HERO

This model is equipped with: Casket of Flensing; Haemonculus tools and scissorhands.

LEADER

This model can be attached to the following unit:

- WRACKS

KEYWORDS: INFANTRY, HAEMONCULUS COVENS, CHARACTER, EPIC HERO, AELDARI, HAEMONCULUS, URIEN RAKARTH



FACTION KEYWORDS: DRUKHARI