



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.

CONTENTS

Detachments	2
Reaper's Wager	2
FAQs and Errata	4
Legends Datasheets	5



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 Drukharri go to war as one, Commorrite warriors often perform an accompanying role in its retelling. Bladed Drukharri 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 Drukharri allies to score the greatest tally of luridly violent kills.

DETACHMENT RULE



CALLOUS COMPETITION

In this saedath, the Harlequins embody the Reaper, whilst their Drukharri 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.



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.



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.



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.



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.



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.



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 **ANH RATHE** units in your army, even though they do not have the **DRUKHARI** Faction keyword. The combined points value of **HARLEQUINS** and/or **ANH RATHE** 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 **ANH RATHE** 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

20+"

T

8

SV

4+

W

10

LD

7+

OC

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; blade vanes; prow blade.

KEYWORDS: VEHICLE, KABAL, FLY, AELDARI, REAPER



FACTION KEYWORDS:
DRUKHARI

TANTALUS

WARHAMMER LEGENDS

M **16"** T **10** SV **4+** W **18** LD **7+** OC **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:
Drukhar

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 Lhamaeen 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 Lhamaeen, 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: shaimeshi 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:
DRUKHARRI

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 7" T 4 SV 6+ W 5 LD 6+ OC 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