



DRUKHARI

FACTION PACK: VERSION 1.2

Legal for matched play from 26th August 2026

On the following pages you will find additional rules and clarifications that supplement your Codex, from extra detachments and datasheets to rules updates and FAQs. All of these changes are also updated in the Warhammer 40,000 app, along with points values for your units and detachments.

WHAT'S NEW?

- Changes to Rules Updates.
- **FRAME** removed from the following Legends datasheets: Raven Strike Fighter, Reaper, Tantalus.

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UNIQUE: WYCH CULT

EXHIBITION OF SLAUGHTER



MURDEROUS ARTISTES OF THE WYCH CULTS EXHIBIT THE FULL REACH OF THEIR TALENTS

DETACHMENT RULES

EXACTING CRUELTY

With long lives spent honing their murderous skills against the most powerful opponents, the renowned fighters of Commorragh's arenas have an instinct for just where to strike to bring their prey low in the most painful and elegant manner possible.

Friendly **WYCH CULT** units' melee attacks have **[LETHAL HITS: non-MONSTER/VEHICLE]**.

This **detachment** has the **WYCH CULT** tag and cannot be taken with another **WYCH CULT detachment**.

ENHANCEMENTS

PERIAPT OF TORMENTS

This hollow black stone is worn as warrior jewellery. The sinister organism that lurks within it can detect those who intend malice to its bearer and punishes them by lashing their psyches with its psi-barbs.

SUCCUBUS model only. Enemy units cannot target this unit with **snap shooting** attacks.

HYPERSTIMM TRAFFICKER

This gladiator has eyes only on the patronage of their audience. Supplied by a network of narcotic distributors – and heedless of the brutal effects of overdosing – the Succubus and their Wyches can endure long enough to provide extensive and heightened performances.

SUCCUBUS model only. This unit has +1 **T**.

PLANNED STRIKES

1CP

EXHIBITION OF SLAUGHTER STRATAGEM

Murderous rehearsals ensure that those who survive can bring down the most resilient of prey in puissant displays.

WHEN: Fight phase, when a friendly **WYCH CULT** unit is **selected to fight**.

TARGET: That **WYCH CULT** unit.

EFFECT: Your unit's melee attacks have **[LETHAL HITS]**.



SCULPTING THE STAGE

1CP

EXHIBITION OF SLAUGHTER STRATAGEM

Gauche are the gladiators who kill too relentlessly. Preparing the stage with a variety of torments in order to build the tension for a delightful crescendo is the mark of a true artist.

WHEN: Your Movement phase, when a friendly **WYCH CULT** unit is selected to make an **advance/fall-back move**.

TARGET: That **WYCH CULT** unit.

EFFECT: That move does not prevent your unit from being **eligible to start an action**.



ACROBATIC DISPLAY

1CP

EXHIBITION OF SLAUGHTER STRATAGEM

Moving so quickly they seem to blur, the Wyches evade incoming fire with contemptuous elegance.

WHEN: Your opponent's Shooting phase, when an enemy unit targets a friendly **WYCH CULT** unit.

TARGET: That **WYCH CULT** unit.

EFFECT: Your unit has 5+ **InSv**.



UNIQUE: KABAL

KABALITE AGONYSTS



KABALITES AND THEIR VENAL ALLIES SKILFULLY REAP AN ABUNDANCE OF SUFFERING

DETACHMENT RULES

CONTRACTED HARVEST

Directed to inflict as much suffering as possible amongst the enemy's soldiers – on pain of their own torment – a kabal's vicious warriors spare no opportunity to unleash deluges of painful firepower.

Friendly **BLADES FOR HIRE/KABAL** units' ranged attacks have **[SUSTAINED HITS 1: non-MONSTER/VEHICLE]**.

This **detachment** has the **KABAL** tag and cannot be taken with another **KABAL detachment**.

ENHANCEMENTS

TOWERING ARROGANCE

So absolute is this war leader's self-belief, so monstrous their ego, that it is virtually a weapon in its own right. Drukhari are drawn in their wake, unable to resist the charismatic certitude they exude. Enemies, meanwhile, give ground and lose heart beneath their witheringly contemptuous glare.

ARCHON model only. This unit has:

- +1 **Ld** and **OC**.

CONTEMPT FOR RIVALS

Assured of their utter superiority over any of the enemy's champions, this Archon rarely extends the offer of single combat and instead directs their warriors en masse to cut the pretender down.

ARCHON model only. This unit's attacks have **[PRECISION]**.

PRIORITISED VICTIM

1CP

KABALITE AGONYSTS STRATAGEM

Contracts to annihilate, maim or capture singular victims of rarefied value are eagerly competed for by a kabal's killers.

WHEN: Your Shooting phase or the Fight phase, when a friendly **BLADES FOR HIRE/KABAL** unit targets a **CHARACTER** unit.

TARGET: That **BLADES FOR HIRE/KABAL** unit.

EFFECT: Your unit's attacks that target a **CHARACTER** unit can:

- Re-roll **hit rolls** of 1.
- Re-roll **wound rolls** of 1.



SHADOWS' REACH

1CP

KABALITE AGONYSTS STRATAGEM

The capability of militant kabals to project their killing power is rightfully feared, as is the fact that the perpetrators can usually never be found.

WHEN: Your Shooting phase, when a friendly **BLADES FOR HIRE/KABAL** unit has shot.

TARGET: That **BLADES FOR HIRE/KABAL** unit.

EFFECT: Those attacks do not prevent your unit from being **hidden**.



KILLERS FROM THE DARK SPIRES

1CP

KABALITE AGONYSTS STRATAGEM

Defensive barriers or camouflage are little protection against those who have honed their talents hunting amongst the twisted and dark spires of their kabal's territory.

WHEN: Your Shooting phase, when a friendly **KABALITE WARRIORS** unit is **selected to shoot**.

TARGET: That **KABALITE WARRIORS** unit.

EFFECT: Your unit's ranged attacks have **[IGNORES COVER]**.



UNIQUE: COVENS

TOOLS OF TORMENT

HORRIFIC AND TORTUROUS CREATIONS OF THE HAEMONCULI INFLECT GRUESOME AGONIES



DETACHMENT RULES

DARKEST ARTIFICE

A Haemonculus' most resilient Engines of Pain are each a dark triumph valued as a work of malevolent genius. Their finely wrought armoured carapaces shield toughened mech-organic strata and slabs of mutated cartilage.

Attacks that target friendly **CRONOS/TALOS** units with a **S** greater than that unit's **T** have -1 to **wound rolls**.

This **detachment** has the **COVENS** tag and cannot be taken with another **COVENS** detachment.

ENHANCEMENTS

GNARLSKIN EXPERIMENTOR

This master fleshcrafter sees raids as opportunities to assess a host of novel skins for themselves and their suffering servants: scabrous crusts, squirming meshes, resinous under layers and more besides.

HAEMONCULUS model only. Attacks that target this unit with a **S** greater than your unit's **T** have -1 to **wound rolls**.

ELIXIR OF THE CORPSE COURTS **UPGRADE**

Flowing from surgically grafted vials, this milky substance causes tumorous masses of pallid and nerve-deadened flesh to grow. It sloughs away in sickly lumps when struck, but is soon replaced in a regenecyst cycle of cutaneous ablative armour.

CRONOS/TALOS unit only. This unit has 5+ **InSv**.

SALTING THE WOUND

1CP

TOOLS OF TORMENT STRATAGEM

Confusion, terror, and panic are triggers for a Haemonculus' Engines of Pain, which stimulate them to drive their evil augmentations even deeper into the foe.

WHEN: Fight phase, when a friendly **CRONOS/TALOS** unit is **selected to fight**.

TARGET: That **CRONOS/TALOS** unit.

EFFECT: Your unit's attacks that target a **battle-shocked** unit have **[DEVASTATING WOUNDS]**.



DIVIDENDS OF AGONY

1CP

TOOLS OF TORMENT STRATAGEM

Sharing is typically anathema to the self-centred Drukhari, except where horror can be fruitfully reinvested in those marked for later harvest.

WHEN: Fight phase, when a friendly **HAEMONCULUS COVENS** unit **destroys** an enemy unit.

TARGET: That **HAEMONCULUS COVENS** unit.

EFFECT: Select one **visible** enemy unit within 12" of your unit. That enemy unit makes a **battle-shock** roll, with -1 to that **battle-shock** roll.



URGENT METAMORPHOSIS

1CP

TOOLS OF TORMENT STRATAGEM

The unhurried menace exuded by Covenites as they extricate themselves from gore-slick foes can metamorphose in an instant back to pain-hungry savagery.

WHEN: Your Movement phase, when a friendly **HAEMONCULUS COVENS** unit is selected to make a **fall-back move**.

TARGET: That **HAEMONCULUS COVENS** unit.

EFFECT: That move does not prevent your unit from being **eligible to declare a charge**.





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.

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 8" 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

RULES UPDATES

This section presents updates and clarifications to your faction's rules, designed to improve the gaming experience for all players. Changes applied after the first iteration of this Faction Pack will be **highlighted in red**.

UPDATES

ARMY RULES

Army Rule Section

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.'

COVENITE COTERIE DETACHMENT

Postmortality Stratagem, Effect Section

Change to:

'Spend 1-3 Pain tokens. At the end of the phase, set up the **destroyed** model on the battlefield, **unengaged** and as close as possible to where it was **destroyed**. That model is not part of an **attached** unit and its unit has a **starting strength** of 1. That model has a number of wounds remaining equal to the number of Pain tokens you just spent.'

Enfolding Nightmare Stratagem, Effect Section

Change to:

'Your unit can make a **surge move** of up to D6''

Connoisseurs of Pain Stratagem, Effect Section

Change to:

'Spend 1 Pain Token. Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1. At the end of the phase, if your unit is still on the battlefield and it is a **HAEMONCULUS COVENS** unit, you gain 1 Pain Token.'

SKYSPLINTER ASSAULT DETACHMENT

Swooping Mockery Stratagem, Target Section

Change 9" to 8".

Wraithlike Retreat Stratagem, Effect Section

Add: 'Your unit can embark within that **TRANSPORT** in a turn it disembarked from that **TRANSPORT**.'

SPECTACLE OF SPITE DETACHMENT

A Challenge Met Stratagem

- Remove Restrictions section.
- Change When, Target and Effect to:

'WHEN: Your opponent's Movement phase, when an enemy unit ends a **fall-back move**.

TARGET: One friendly **unengaged WYCH CULT** unit that is within 6" of that enemy unit.

EFFECT: Declare a charge with your unit. When selecting **charge targets**, you can only select enemy units that made a **fall-back move** this phase and are within the **maximum distance**.'

DATASHEETS

Raider, Ravager, Venom – Keywords Section

Add **'FRAME'**.

Razorwing Jetfighter, Voidraven Bomber

- **Core Abilities:** Remove 'Hover'.
- **Profile:** Change **M** and **OC** to '-'

Archon, Shadowfield Ability

Change to:

'While this model has an **InSv**, this unit cannot re-roll **save rolls**. When this model loses a wound (excluding from **mortal wounds**), this model has no **InSv** until the end of the battle.'

Hellions, Skyboard Evasion Ability

Change to:

'In your opponent's Movement phase, if an enemy unit ends a move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units, this unit can make a Normal move of up to D6''

Lady Malys, Mind Like a Steel Trap Ability

Change to:

'Mind Like a Steel Trap: Once per turn, when your opponent targets a unit from their army within 12" of this model with a **stratagem**, you can use this ability. If you do increase the CP cost of that use of that **stratagem** by 1CP.'

Scourges with Shardcarbines, Swooping Descent Ability

Change 9" to 8".

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**. That unit can embark within this **TRANSPORT** in a turn it disembarked from a **TRANSPORT**.'

- **Transport Section** – Change to:

'This model has a transport capacity of 6 **DRUKHARI INFANTRY** models (excluding **JUMP PACK** models).'

Before the battle, at the start of the Declare Battle Formations step, you can select one **KABALITE WARRIORS**, **HAND OF THE ARCHON** or **WYCHES** unit from your army that has not already been split. If you do, that unit is split into two units, each containing as equal a number of models as possible (when splitting a unit in this way, make a note of which models form each of the two new units). One of these units must start the battle embarked within this model; the other can start the battle embarked within another **TRANSPORT**, or it can be deployed as a separate unit.'

Voidraven Bomber, Void Mine Ability

Change to:

'At the end of your opponent's Fight phase, select one **visible** enemy model (excluding **Lone Operative** units) within 24" of this unit, and roll one D6 for each enemy unit within D6" of that model:

- For each 4+, that enemy unit suffers D6 **mortal wounds**.'

FAQS

Q: *Does the Venom's Aerialists ability allow a unit to embark within a **TRANSPORT** even if it disembarked from a **TRANSPORT** this turn?*

A: Yes, because it states 'That unit can embark within this **TRANSPORT** in a turn it disembarked from a **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
14"

T
9

SV
4+

W
11

LD
7+

OC
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:
DRUKHARRI

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:
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 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