

ASHATHORUKHINA HOR

THE CITY OF MURDER

Enemy Forces

THE ENEMY TURN

Spawning the Opposition

At the beginning of the enemy turn, each player rolls a number of dice equal to the difficulty of the mission and consults the chart at the beginning of the description of the zone they are currently playing.

Thus, if two warbands were playing mission 1 of the Gloom and the Gloom after having just finished Lytherak's Tower, each player would roll 3 dice. Let us suppose one of the players' dice came up 1, 2 and 6. The die showing a 1 doesn't spawn anything. The die showing a two spawns a unit of 5 Mandrakes and the 6 means a roll on the Perils of Ashathdrukhina table. In this case, the roll comes up 3. Thus, I would be spawning a unit of 5 Mandrakes and a single Shadowbeast. See the next section for what to do with them.

Placing the Opposition

After you have determined what is spawning, roll a d6 and place everything you spawned in the corresponding spawn zone. If a unit spawned cannot be placed completely in the spawn zone, then they must be placed touching the spawn zone. If they cannot be placed touching the spawn zone, they must be placed as close to the spawn zone as possible. They will then immediately move as per the rules pertaining to their keyword: assault or shooting.

Assault Keyword

Movement – Units with the Assault keyword will move toward the nearest player-controlled model (their advance is factored into their movement, so you don't need to worry about it) by the shortest possible route. They will not jump through windows, but they will run over obstacles lower than 1". They will not climb or jump unless that is the only way that they can reach a player-controlled model and they always pass the roll to do so. Assault units are slowed by difficult terrain as usual. **Units that did not spawn this turn are moved FIRST.**

Shooting – Units with the Assault keyword will always attempt to shoot the nearest player-controlled model if they have ranged weapons.

Assault – At the start of the Charge phase, roll 2d6 for the entire table. This is the maximum distance that all opposition models may charge this turn. Starting with the opposition unit closest to a player-controlled model, move the unit so it gets as many models as possible into base contact and *then* resolve overwatch. Then choose the next opposition unit that is closest to a player-controlled unit that has not charged already and repeat the above process until all units that can reach combat have done so. In the enemy turn, all enemy units go first unless a player spends tactical points to interrupt. Opposition units that have the opportunity to pile in will always move as far as possible toward the nearest player-controlled unit and attempt to base as many player-controlled models as possible. They will never consolidate.

Shooting Keyword

Movement – Units with the Shooting keyword will move as far as possible toward the nearest undefended objective (to include the Exit zone, if present). If they reach that objective, they will only move to get line of sight on a player-controlled model, but will never move further than 3" from that objective. If there are no objectives, they will move toward the nearest player-controlled model, stopping when they are all in range with their weapons. They will not jump through windows but they will move over obstacles smaller than 1". They will not climb or jump unless that is the only way they can reach an undefended objective (objectives, in this case, include the Exit zone). If all objectives are defended by enemy units with the shooting keyword, the unit will move toward the nearest player controlled model and stop when it either runs out of movement or all its members have line of sight and range to one or more player-controlled models. **Units that did not spawn this turn move FIRST**

Shooting – Units with the Shooting keyword will shoot the nearest player-controlled model first, allocating hits to as many different models as possible.

Assault – Units with the shooting keyword will never themselves assault but will fight normally if they are assaulted. When they pile in, they will not attempt to pull in units other than the one that assaulted them. If they win combat, they will not consolidate.

<Designer's Note: The full City of Murder document with all of the creatures in it was prohibitively large, so I separated it into two documents for sanity.>

Lytherak's Tower

Roll	Enemies Spawned
1	Lucky you. No spawns for this die.
2-3	One unit of five Wyches.*
4-5	One unit of five Kabalite Warriors*
6	Roll on the Perils of Ashathdrukhina Table.

*When this unit is spawned, roll a d6. On a 6, they spawn embarked on a Venom Transport. Once a unit has spawned in a Venom, do not roll again this turn for a unit to spawn in a Venom.

Perils of Ashathdrukhiina

Roll	Enemies Spawned
1	A single Dragoon
2	One unit of 3 Incubi*
3	A single Talos Pain Engine
4	One unit of 3 Grotesques
5	One unit of 3 Reavers
6	Roll twice on this table. If the result is a double, spawn Lytherak**

*When this unit is spawned, roll a d6. On a 6, they spawn embarked on a Venom Transport. Once a unit has spawned in a Venom, do not roll again this turn for a unit to spawn in a Venom.

****Lytherak can only spawned once per mission and can only be permanently defeated on the third mission.**

These lissome killers make even the most graceful dancers look ponderous by comparison. They pad and sway between bullets and las-bolts, somehow unhurried but instantly engaged, letting blood and piercing armor in ritualistic movements. If they weren't trying to kill you, they would be beautiful to watch.

Wych																																				
NAME	M	WS	BS	S	T	W	A	Ld	Sv																											
Wych	10"	3+	3+	4	3	1	3	7	6+																											
RULES	- Dodge: This model has a 5+ invulnerable save which becomes a 4+ invulnerable save if a player controlled model is within 1" of this model's unit.																																			
Attacks	<table><tr><th>Weapon</th><th>Rng</th><th>Type</th><th>Str</th><th>AP</th><th>Dmg</th><th colspan="3">Abilities</th></tr><tr><td>Hekatarii Blade</td><td>-</td><td>Melee</td><td>4</td><td>0</td><td>1</td><td colspan="3"></td></tr><tr><td>Splinter Pistol</td><td>12"</td><td>Pistol 1</td><td>*</td><td>-</td><td>1</td><td colspan="3">This weapons always wounds on a 4+ unless the target is a VEHICLE in which case it always wounds on a 6+.</td></tr></table>									Weapon	Rng	Type	Str	AP	Dmg	Abilities			Hekatarii Blade	-	Melee	4	0	1				Splinter Pistol	12"	Pistol 1	*	-	1	This weapons always wounds on a 4+ unless the target is a VEHICLE in which case it always wounds on a 6+.		
	Weapon	Rng	Type	Str	AP	Dmg	Abilities																													
	Hekatarii Blade	-	Melee	4	0	1																														
Splinter Pistol	12"	Pistol 1	*	-	1	This weapons always wounds on a 4+ unless the target is a VEHICLE in which case it always wounds on a 6+.																														
KEYWORDS	Infantry, Lytherak's Forces, Wych, Assault																																			

The rank and file of the Drukhari may well be the best expression of their society as a whole. Every movement is carefully orchestrated to show the needed deference to their leaders, but no more. They look without looking, seeking opportunities to gain status by being heroic or by backstabbing as the situation dictates and they do it all in the black heart of combat.

Kabalite Warrior																							
NAME	M	WS	BS	S	T	W	A	Ld	Sv														
Kabalite Warrior	7"	3+	3+	3	3	1	1	7	5+														
RULES	- Power From Pain: If this unit has less than five models at the start of a phase, improve its armour save to 4+.																						
Attacks	<table><tr><th>Weapon</th><th>Rng</th><th>Type</th><th>Str</th><th>AP</th><th>Dmg</th><th>Abilities</th></tr><tr><td>Splinter Rifle</td><td>24"</td><td>Rapid Fire 1</td><td>*</td><td>-</td><td>1</td><td>This weapons always wounds on a 4+ unless the target is a VEHICLE in which case it always wounds on a 6+.</td></tr></table>									Weapon	Rng	Type	Str	AP	Dmg	Abilities	Splinter Rifle	24"	Rapid Fire 1	*	-	1	This weapons always wounds on a 4+ unless the target is a VEHICLE in which case it always wounds on a 6+.
	Weapon	Rng	Type	Str	AP	Dmg	Abilities																
Splinter Rifle	24"	Rapid Fire 1	*	-	1	This weapons always wounds on a 4+ unless the target is a VEHICLE in which case it always wounds on a 6+.																	
KEYWORDS	Infantry, Kabalite Warrior, Lytherak’s Forces, Shooting																						

Some Kabalite Warriors are chosen to ride into battle on a Venom. These arrow-swift chariots are the perfect attack transport with ample space for slaves, plunder and it even carries fearsome weaponry with which to support its passengers.

Venom Transport																														
NAME	M	WS	BS	S	T	W	A	Ld	Sv																					
Venom Transport	16"/19"	4+	3+	5	5	5	2	7	5+																					
RULES	<div>- Purposeful: If this model is carrying Wyches or Incubi, then it replaces the Shooting keyword with the Assault keyword. When they disembark, it regains the Shooting keyword.</div> <div>- Leap into the Fray: If this model has the Assault keyword, then in the Movement phase, it will move normally for a model with that keyword. If it ever gets within 10" of a player-controlled model, it will stop moving and any models it is transporting will immediately disembark as close to the player-controlled model as possible. Those models that disembark will move no farther this phase, but will attempt to assault in the subsequent Charge phase.</div> <div>- Evacuation Drill: When this model loses its final wound, any embarked models are placed touching its hull as close as possible to the nearest player-controlled model. They do not need to test for casualties from emergency disembarkation.</div>																													
Attacks	<table><tr><th>Weapon</th><th>Rng</th><th>Type</th><th>Str</th><th>AP</th><th>Dmg</th><th>Abilities</th></tr><tr><td>Splinter Cannon</td><td>24"</td><td>Assault 4</td><td>*</td><td>-</td><td>1</td><td>This weapons always wounds on a 4+ unless the target is a VEHICLE in which case it always wounds on a 6+.</td></tr><tr><td>Bladevanes</td><td>-</td><td>Melee</td><td>4</td><td>-1</td><td>1</td><td></td></tr></table>									Weapon	Rng	Type	Str	AP	Dmg	Abilities	Splinter Cannon	24"	Assault 4	*	-	1	This weapons always wounds on a 4+ unless the target is a VEHICLE in which case it always wounds on a 6+.	Bladevanes	-	Melee	4	-1	1	
Weapon	Rng	Type	Str	AP	Dmg	Abilities																								
Splinter Cannon	24"	Assault 4	*	-	1	This weapons always wounds on a 4+ unless the target is a VEHICLE in which case it always wounds on a 6+.																								
Bladevanes	-	Melee	4	-1	1																									
Transport	This model can transport up to 6 Lytherak's Forces models. This creates some extra rules interactions which can be seen above.																													
KEYWORDS	Vehicle, Lytherak's Forces, Transport, FLY, Shooting																													

Whether favored child or lucky clone, the Dracon looks with absolute contempt on its forces as well as its enemies. They visibly hate the Dracon as much as they all aspire to its place. This results in a kind of tension that would unravel other warbands but here, all Drukhari fight harder to defy or deify the Dracon as their individual agendas play out.

Dracon																														
NAME	M	WS	BS	S	T	W	A	Ld	Sv																					
Dracon	7"	2+	2+	3	3	5	4	9	4+																					
RULES	<div>- Ghost Plate: This model has a 5+ invulnerable save.</div> <div>- Raid Leader: Friendly Lytherak’s Forces within 18” of this model gain +1 to wound rolls.</div>																													
Attacks	<table><tr><th>Weapon</th><th>Rng</th><th>Type</th><th>Str</th><th>AP</th><th>Dmg</th><th>Abilities</th></tr><tr><td>Shard Carbine</td><td>18"</td><td>Assault 3</td><td>*</td><td>-1</td><td>1</td><td>This weapons always wounds on a 4+ unless the target is a VEHICLE in which case it always wounds on a 6+.</td></tr><tr><td>Agonizer</td><td>-</td><td>Melee</td><td>*</td><td>-3</td><td>1</td><td>This weapon always wounds on a 4+.</td></tr></table>									Weapon	Rng	Type	Str	AP	Dmg	Abilities	Shard Carbine	18"	Assault 3	*	-1	1	This weapons always wounds on a 4+ unless the target is a VEHICLE in which case it always wounds on a 6+.	Agonizer	-	Melee	*	-3	1	This weapon always wounds on a 4+.
	Weapon	Rng	Type	Str	AP	Dmg	Abilities																							
	Shard Carbine	18"	Assault 3	*	-1	1	This weapons always wounds on a 4+ unless the target is a VEHICLE in which case it always wounds on a 6+.																							
Agonizer	-	Melee	*	-3	1	This weapon always wounds on a 4+.																								
KEYWORDS	Infantry, Kabalite Warrior, Lytherak’s Forces, Character, Shooting																													

Where other Drukhari warriors mob together and appear at cross purposes at all times, this warrior stands out by way of its absolute and vicious purpose. Not for this fighter the dancing of the wyches or the careful consideration of the warriors. The Incubus fights with an economy of motion and looks like it could continue killing all day without showing any sign of fatigue or resentment.

Incubus																											
NAME	M	WS	BS	S	T	W	A	Ld	Sv																		
Dracon	9"	2+	3+	3	3	2	3	9	3+																		
RULES	- Power from Pain: This model gains +1 to saves against attacks that have a Strength value of 4 or lower or from attacks that have no listed strength value.																										
Attacks	<table><tr><th>Weapon</th><th>Rng</th><th>Type</th><th>Str</th><th>AP</th><th>Dmg</th><th colspan="3">Abilities</th></tr><tr><td>Archklaive</td><td>-</td><td>Melee</td><td>6</td><td>-4</td><td>D3</td><td colspan="3"></td></tr></table>									Weapon	Rng	Type	Str	AP	Dmg	Abilities			Archklaive	-	Melee	6	-4	D3			
	Weapon	Rng	Type	Str	AP	Dmg	Abilities																				
Archklaive	-	Melee	6	-4	D3																						
KEYWORDS	Infantry, Incubus, Lytherak’s Forces, Assault																										

There is some evidence to suggest that this monstrosity might have once been a common Drukhari. Whatever it once was, it is now a morass of blades and barbaric surgical implements. It acts with programmed, sleek movements as though it has no comprehension of its actions, though the screaming of its biological mouth belies this.

Talos Pain Engine																																				
NAME	M	WS	BS	S	T	W	A	Ld	Sv																											
Talos	10"	3+	4+	6	6	7	5	8	3+																											
RULES		- Insensible to Pain: This model has a 5+ invulnerable save.																																		
Attacks	<table><tr><th>Weapon</th><th>Rng</th><th>Type</th><th>Str</th><th>AP</th><th>Dmg</th><th colspan="3">Abilities</th></tr><tr><td>Splinter Cannon</td><td>36"</td><td>Assault 4</td><td>*</td><td>-</td><td>1</td><td colspan="3">This weapons always wounds on a 4+ unless the target is a VEHICLE in which case it always wounds on a 6+.</td></tr><tr><td>Macro-Scalpel</td><td>-</td><td>Melee</td><td>7</td><td>-2</td><td>2</td><td colspan="3"></td></tr></table>									Weapon	Rng	Type	Str	AP	Dmg	Abilities			Splinter Cannon	36"	Assault 4	*	-	1	This weapons always wounds on a 4+ unless the target is a VEHICLE in which case it always wounds on a 6+.			Macro-Scalpel	-	Melee	7	-2	2			
	Weapon	Rng	Type	Str	AP	Dmg	Abilities																													
	Splinter Cannon	36"	Assault 4	*	-	1	This weapons always wounds on a 4+ unless the target is a VEHICLE in which case it always wounds on a 6+.																													
Macro-Scalpel	-	Melee	7	-2	2																															
KEYWORDS		Monster, Talos, Lytherak's Forces, Fly, Assault																																		

Stumbling drunkenly, these hulking murderers would look comical were it not for their jerking, chaotic movements butchering your teammates. You also discovered during that first encounter that they are incredibly difficult to kill and seem to be driven by a potent cocktail of combat drugs.

Grotesque																											
NAME	M	WS	BS	S	T	W	A	Ld	Sv																		
Grotesque	9"	3+	6+	5	5	4	4	7	6+																		
RULES	- Insensible to Pain: This model has a 5+ invulnerable save.																										
Attacks	<table><tr><th>Weapon</th><th>Rng</th><th>Type</th><th>Str</th><th>AP</th><th>Dmg</th><th colspan="3">Abilities</th></tr><tr><td>Hideous Blades</td><td>-</td><td>Melee</td><td>6</td><td>-1</td><td>1</td><td colspan="3">On a wound roll of 6, increase this weapon's damage to 3 for that wound.</td></tr></table>									Weapon	Rng	Type	Str	AP	Dmg	Abilities			Hideous Blades	-	Melee	6	-1	1	On a wound roll of 6, increase this weapon's damage to 3 for that wound.		
	Weapon	Rng	Type	Str	AP	Dmg	Abilities																				
Hideous Blades	-	Melee	6	-1	1	On a wound roll of 6, increase this weapon's damage to 3 for that wound.																					
KEYWORDS	Infantry, Grotesque, Lytherak's Forces, Assault																										

Rider and machine have melded to a terrifying, murderous purpose in the Reaver. While hellions cackle and wyses whisper and taunt, these riders are completely silent, caught up in a kind of death trance as they weave patterns of plasma jets at impossible speeds. You learn at great cost that the jets are the key; if you can't see the blue glow, it's because the Reaver is pointed at you.

Reaver																														
NAME	M	WS	BS	S	T	W	A	Ld	Sv																					
Reaver	21"	3+	3+	3	4	2	2	7	4+																					
RULES	<div>- Incomprehensible Speed: Player-controlled units targeting this model with ranged attacks suffer -1 to their hit rolls.</div> <div>- Hit and Run: After all attacks have been resolved in the Fight phase, roll a d6 and move this unit 21" toward the spawn point corresponding to the number on the die. It does not count as falling back. You may have to shorten this distance if this movement would put members of this unit in walls, off the table, or within 1" of models not from this unit.</div>																													
Attacks	<table><tr><th>Weapon</th><th>Rng</th><th>Type</th><th>Str</th><th>AP</th><th>Dmg</th><th>Abilities</th></tr><tr><td>Splinter Rifle</td><td>24"</td><td>Rapid Fire 1</td><td>*</td><td>-</td><td>1</td><td>This weapons always wounds on a 4+ unless the target is a VEHICLE in which case it always wounds on a 6+.</td></tr><tr><td>Bladevanes</td><td>-</td><td>Melee</td><td>4</td><td>-1</td><td>1</td><td></td></tr></table>									Weapon	Rng	Type	Str	AP	Dmg	Abilities	Splinter Rifle	24"	Rapid Fire 1	*	-	1	This weapons always wounds on a 4+ unless the target is a VEHICLE in which case it always wounds on a 6+.	Bladevanes	-	Melee	4	-1	1	
	Weapon	Rng	Type	Str	AP	Dmg	Abilities																							
	Splinter Rifle	24"	Rapid Fire 1	*	-	1	This weapons always wounds on a 4+ unless the target is a VEHICLE in which case it always wounds on a 6+.																							
Bladevanes	-	Melee	4	-1	1																									
KEYWORDS	Biker, Jetbike, Reaver, Lytherak's Forces, Fly, Assault																													

The City of Murder is a surreal place for even the most veteran operators. That said, nothing prepares you for the sight of an Archon, even a relatively poor one. Lytherak—for it could be no one else—looks like nothing so much as a daemonic apparition. His jagged, bladed armour is wreathed in the hellish, purple glow of a shadow field. His every movement informs the Drukhari around him as he strides through the ranks of his forces like a demigod even as his darkly handsome face carries a permanent sneer.

Lytherak, Archon of the Savage Mask Kabal																														
NAME	M	WS	BS	S	T	W	A	Ld	Sv																					
Lytherak	10"	2+	2+	3	3	5	5	9	6+																					
RULES	<div>- Shroudfield: This model has a 2+ invulnerable save.</div> <div>- City of Murderers: if Lytherak is on the battlefield, all LYTHERAK’S FORCES with the Shooting keyword lose it and gain the Assault keyword instead. This applies to all subsequently spawned enemy units for the duration of the mission.</div> <div>- Master of the Shattered Tower: If Lytherak is on the battlefield, roll 3 dice instead of 2 for charge distance during the enemy Charge phase and add the two highest together.</div>																													
Attacks	<table><tr><th>Weapon</th><th>Rng</th><th>Type</th><th>Str</th><th>AP</th><th>Dmg</th><th>Abilities</th></tr><tr><td>Husk Lance</td><td>-</td><td>Melee</td><td>5</td><td>-2</td><td>D3</td><td></td></tr><tr><td>Blast Gauntlets</td><td>12"</td><td>Pistol 2</td><td>8</td><td>-4</td><td>D6</td><td></td></tr></table>									Weapon	Rng	Type	Str	AP	Dmg	Abilities	Husk Lance	-	Melee	5	-2	D3		Blast Gauntlets	12"	Pistol 2	8	-4	D6	
	Weapon	Rng	Type	Str	AP	Dmg	Abilities																							
	Husk Lance	-	Melee	5	-2	D3																								
Blast Gauntlets	12"	Pistol 2	8	-4	D6																									
KEYWORDS	Infantry, Lytherak’s Forces, Lytherak, Character , Assault																													

Night Markets

Note: There is no normal spawn table, nor is there a Perils of Ashathdrukhiiina table. Spawns here come from all over the galaxy and there is no telling what might show up.

Roll	Enemies Spawned
2	A unit of 3 Fra'al Invaders
3	A unit of 3 Freebootaz
4	A single Viskeon 'Tourist'
5	A unit of 5 Hrud Wardens
6	A unit of 2 Rak'Gol Marauders
7	A unit of 4 Renegade Space Marines
8	A unit of 3 Loxatl Mercenaries
9	A single Strygan War Form
10	A single Shen Exile
11	A unit of 3 Pariahs
12	Roll again twice on this table.

This tiny, grey xenos features prominently in the legends and conspiracies of nearly every sentient race. Considered cantankerously ancient and insufferably arrogant, legends abound of them abducting and experimenting on all manner of creatures from across the galaxy. They would almost be cute if their death rays didn't leave burning craters wherever they landed.

Fra'al Invader									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Fra'al Invader	5"	5+	4+	2	2	2	1	7	7+
RULES		- Force Field: This model has a 3+ invulnerable save.							
Attacks	Weapon								
	Death Ray Gun	Rng	Type	Str	AP	Dmg	Abilities		
		18"	Pistol 2	5	-2	D3			
	Grox Mutilator	-	Melee	5	-1	1	A player-controlled model that suffers one or more unsaved wounds from attacks using this weapon must fall back in its subsequent Movement phase.		
KEYWORDS		Infantry, Fra'al Invader, Shooting , Night Market Denizens							

Orks are known the galaxy over as scavengers and looters absent peer or shame. If that is so, then these orks are incredibly successful. Almost the size and girth of a warboss, they strut about, shambling under so much armor, weapons and trophies that can be difficult to spot the ork beneath. When the bullets start flying, freebootas light up the markets in an amazing and colorful display of tracer fire and explosions.

Freeboota																																				
NAME	M	WS	BS	S	T	W	A	Ld	Sv																											
Freeboota	5"	3+	5+	5	4	3	3	7	4+																											
RULES	<div>- Advanced Cybork Body: This model has a 5+ invulnerable save that is also used against mortal wounds.</div> <div>- Masters of Dakka: If this model's unit is within 6" of a spawn point or an objective, it will shoot twice with its supa shoota.</div>																																			
Attacks	<table><tr><th>Weapon</th><th>Rng</th><th>Type</th><th>Str</th><th>AP</th><th>Dmg</th><th colspan="3">Abilities</th></tr><tr><td>Supa Shoota</td><td>18"</td><td>Assault 3</td><td>6</td><td>-1</td><td>1</td><td colspan="3"></td></tr><tr><td>Kustom Slasha</td><td>-</td><td>Melee</td><td>6</td><td>-2</td><td>2</td><td colspan="3"></td></tr></table>									Weapon	Rng	Type	Str	AP	Dmg	Abilities			Supa Shoota	18"	Assault 3	6	-1	1				Kustom Slasha	-	Melee	6	-2	2			
	Weapon	Rng	Type	Str	AP	Dmg	Abilities																													
	Supa Shoota	18"	Assault 3	6	-1	1																														
Kustom Slasha	-	Melee	6	-2	2																															
KEYWORDS	Infantry, Ork, Freebootaz, Shooting , Night Market Denizens																																			

This xenos humanoid is poorly defined and blobby, wearing no adornments or even clothes. It walks aimlessly among the stalls, looking for all the galaxy like a wide-eyed tourist. A handful of bored Drukhari follow in its wake as though they are waiting for something to happen. At the first sign of danger, the xenos flabby skin instantly becomes taut over corded, cabled muscle and the xenos appears to nearly double in size. During combat, every time a stray round hits the Viskeon or even lands near it, the Viskeon seems to grow larger and stronger. As it smashes grav-sleds and hab cells aside with trivial effort, mumbled apologies can be heard issuing from the tiny xenos head at the center of the grotesque mass of muscle. The Drukhari hangers-on seem to find every second of this absolutely hilarious.

Viskeon ‘Tourist’									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Viskeon Berzerker	8”	3+	6+	5	8	8	3	7	3+
RULES	<div>- Weaponized Metabolism: For each wound this model has remaining less than its maximum, increase its Attacks and Strength characteristics by 1 each until the wounds are healed.</div> <div>- Cancerous Regeneration: At the beginning of each Movement phase (enemy and player), this model heals all lost wounds.</div>								
Attacks	<div><div>Weapon</div><div>RngTypeStrAPDmgAbilities</div><div>Slasher12”Pistol 15-1</div><div>Tendril</div><div>Bony Fist-MeleeUser-1D3</div></div>								
KEYWORDS	Monster, Viskeon ‘Tourist’, Assault , Night Market Denizens								

The nomadic Hrud are well-known for their migrations across space and time. Even so, there are still those among them who must go forth to trade with the other races of the galaxy for things their people cannot make or find for themselves. These Hrud appear to be on their best behavior and are careful to control their entropic auras and not touch anything. Until the bullets start flying, that is, then market stalls near the Hrud start to crack and wither. Goods for sale corrode to slag in moments and even the normally ageless Drukhari are quick to abandon the area.

Hrud Warden																							
NAME	M	WS	BS	S	T	W	A	Ld	Sv														
Hrud Warden	6"	4+	3+	3	4	3	2	6	5+														
RULES	<div>- Blessing of Qah: Units wishing to target this model with a ranged attack suffer a -2 penalty to hit rolls to a maximum of 6+ to hit.</div> <div>- Entropic Aura: When this model loses its final wound, roll a die for every player-controlled model within 3" of it. On a 5+, that model takes a mortal wound.</div>																						
Attacks	<table><tr><th>Weapon</th><th>Rng</th><th>Type</th><th>Str</th><th>AP</th><th>Dmg</th><th>Abilities</th></tr><tr><td>Hrud Fusil</td><td>36"</td><td>Heavy 1</td><td>7</td><td>-2</td><td>D3</td><td></td></tr></table>									Weapon	Rng	Type	Str	AP	Dmg	Abilities	Hrud Fusil	36"	Heavy 1	7	-2	D3	
Weapon	Rng	Type	Str	AP	Dmg	Abilities																	
Hrud Fusil	36"	Heavy 1	7	-2	D3																		
KEYWORDS	Infantry, Hrud Warden, Shooting , Night Market Denizens																						

Even the most ardent xenologists have trouble identifying the Rak'Gol. Their caste polymorphism and predilection for grafting new parts to themselves ensures that no two Rak'Gol ever look alike. Judging from the violent reaction of this xenos to any kind of danger, it is unlikely that any xenologist has ever studied one alive and not mutilated in combat. These Rak'Gol seem to have purchased automatic weapons in bulk and added them to every limb not already tipped by suspiciously Imperial-looking chainblades.

Rak’Gol Envoy																																				
NAME	M	WS	BS	S	T	W	A	Ld	Sv																											
Rak’Gol Marauder	8”	3+	4+	4	5	4	3	8	4+																											
RULES	- Murder Frenzy: If either of the dice for this model’s charge distance is a 6, after all its attacks have been resolved in the Fight phase, this model will move 6” toward the nearest player-controlled model, and make its shooting and melee attacks again.																																			
Attacks	<table><tr><th>Weapon</th><th>Rng</th><th>Type</th><th>Str</th><th>AP</th><th>Dmg</th><th colspan="3">Abilities</th></tr><tr><td>Stub Rippers</td><td>12”</td><td>Pistol 4</td><td>3</td><td>-</td><td>1</td><td colspan="3"></td></tr><tr><td>Chainclaws</td><td>-</td><td>Melee</td><td>5</td><td>-1</td><td>1</td><td colspan="3">For each successful hit roll made with this weapon, it gains a bonus attack. These bonus attacks cannot themselves generate further bonus attacks.</td></tr></table>									Weapon	Rng	Type	Str	AP	Dmg	Abilities			Stub Rippers	12”	Pistol 4	3	-	1				Chainclaws	-	Melee	5	-1	1	For each successful hit roll made with this weapon, it gains a bonus attack. These bonus attacks cannot themselves generate further bonus attacks.		
	Weapon	Rng	Type	Str	AP	Dmg	Abilities																													
	Stub Rippers	12”	Pistol 4	3	-	1																														
Chainclaws	-	Melee	5	-1	1	For each successful hit roll made with this weapon, it gains a bonus attack. These bonus attacks cannot themselves generate further bonus attacks.																														
KEYWORDS	Infantry, Rak’Gol Envoy, Assault , Night Market Denizens																																			

The hulking, slope-shouldered silhouette of a space marine is a terrifying sight known instantly from one end of the galaxy to the other. Here, however, they seem bizarrely social; some even have permanent places selling in the market where they press their own ammunition or power armour components. When danger strikes, however, they become incredibly deadly adversaries. These ones in particular, seem to fight like daemons to protect what they have built for themselves here.

Renegade Space Marine																																				
NAME	M	WS	BS	S	T	W	A	Ld	Sv																											
Renegade Space Marine	6"	3+	3+	4	4	2	2	8	3+																											
RULES	<div>- Refractor Field: This model has a 5+ invulnerable save.</div> <div>- Defiler of the Corpse God: This model adds +1 to wound rolls when attacking models with the Imperium keyword.</div> <div>- Infernal Fury: If a unit with this rule is within 6" of a spawn point or an objective, change its Ancient Bolter from Assault 3 to Assault 5.</div>																																			
Attacks	<table><tr><th>Weapon</th><th>Rng</th><th>Type</th><th>Str</th><th>AP</th><th>Dmg</th><th colspan="3">Abilities</th></tr><tr><td>Ancient Bolter</td><td>24"</td><td>Assault 3</td><td>4</td><td>-</td><td>1</td><td colspan="3"></td></tr><tr><td>Legion Gladius</td><td>-</td><td>Melee</td><td>4</td><td>-2</td><td>1</td><td colspan="3"></td></tr></table>									Weapon	Rng	Type	Str	AP	Dmg	Abilities			Ancient Bolter	24"	Assault 3	4	-	1				Legion Gladius	-	Melee	4	-2	1			
	Weapon	Rng	Type	Str	AP	Dmg	Abilities																													
	Ancient Bolter	24"	Assault 3	4	-	1																														
Legion Gladius	-	Melee	4	-2	1																															
KEYWORDS	Infantry, Renegade Space Marine, Shooting , Night Market Denizens																																			

The lizard-like Loxatl are infamous across the galaxy for selling their services as mercenaries and assassins to the extent that anyone who has spent time on a kill team has encountered them. They are known for being able to simultaneously fight with their vicious dewclaws even while firing accurately with their thorax mounted flechette blasters that are slaved to where the owner is looking. They are also known to use more exotic weapons such as synapse mines likely purchased from this very market!

Loxatl Mercenary																																					
NAME	M	WS	BS	S	T	W	A	Ld	Sv																												
Loxatl Mercenary	9"	3+	3+	4	5	3	3	5	5+																												
RULES	<div>- Preternatural Speed: All attacks directed against this model suffer -1 to hit rolls.</div> <div>- Synapse Mines: Player-controlled models within 3" of this model lower their Attacks characteristic by 1 to a minimum of 1.</div> <div>- Clawed Limbs: Vertical movement never counts when this model moves.</div>																																				
Attacks	<table><tr><th>Weapon</th><th>Rng</th><th>Type</th><th>Str</th><th>AP</th><th>Dmg</th><th colspan="3">Abilities</th></tr><tr><td>Dewclaw</td><td>-</td><td>Melee</td><td>4</td><td>-1</td><td>1</td><td colspan="3">When attacking with this weapon, a wound roll of 6, resolve that attack at AP -3</td></tr><tr><td>Flechette Blaster</td><td>12"</td><td>Pistol</td><td>4</td><td>2</td><td>-1</td><td>1</td><td colspan="3">Re-roll failed wound rolls when attacking with this weapon.</td></tr></table>									Weapon	Rng	Type	Str	AP	Dmg	Abilities			Dewclaw	-	Melee	4	-1	1	When attacking with this weapon, a wound roll of 6, resolve that attack at AP -3			Flechette Blaster	12"	Pistol	4	2	-1	1	Re-roll failed wound rolls when attacking with this weapon.		
	Weapon	Rng	Type	Str	AP	Dmg	Abilities																														
	Dewclaw	-	Melee	4	-1	1	When attacking with this weapon, a wound roll of 6, resolve that attack at AP -3																														
Flechette Blaster	12"	Pistol	4	2	-1	1	Re-roll failed wound rolls when attacking with this weapon.																														
KEYWORDS	Infantry, Loxatl Mercenary, Assault , Night Market Denizens																																				

Imperial records state that the Strygans hail from the Obeah worlds and were once humans who have replaced their blood with a biometric virus that gives them a sort of vampiric immortality which they use to subjugate the normal humans on their worlds. Numerous attempts have been made to bring the Obeah worlds to heel, but all such expeditions have ended in failure with their records expunged.

Strygan War Form																														
NAME	M	WS	BS	S	T	W	A	Ld	Sv																					
Strygan War Form	12"	2+	3+	4	5	5	4	9	4+																					
RULES	<div>- Vampiric Constitution: When this model would lose a wound, roll a d6. On a 4+, the wound is not lost.</div> <div>- One-Winged Angel: This model adds 2" to its charge distance beyond what other units on the table would have moved to charge.</div>																													
Attacks	<table><tr><th>Weapon</th><th>Rng</th><th>Type</th><th>Str</th><th>AP</th><th>Dmg</th><th>Abilities</th></tr><tr><td>Claws and Fangs</td><td>-</td><td>Melee</td><td>5</td><td>-</td><td>1</td><td>On a wound roll of 6, resolve the attack as though its damage was d3.</td></tr><tr><td>Frenzy of Blades</td><td>-</td><td>Melee</td><td>3</td><td>-1</td><td>1</td><td>On any turn in which this model charged or was charged, it makes 4 additional attacks with this weapon.</td></tr></table>									Weapon	Rng	Type	Str	AP	Dmg	Abilities	Claws and Fangs	-	Melee	5	-	1	On a wound roll of 6, resolve the attack as though its damage was d3.	Frenzy of Blades	-	Melee	3	-1	1	On any turn in which this model charged or was charged, it makes 4 additional attacks with this weapon.
	Weapon	Rng	Type	Str	AP	Dmg	Abilities																							
	Claws and Fangs	-	Melee	5	-	1	On a wound roll of 6, resolve the attack as though its damage was d3.																							
Frenzy of Blades	-	Melee	3	-1	1	On any turn in which this model charged or was charged, it makes 4 additional attacks with this weapon.																								
KEYWORDS	Infantry, Assault , Jump, Fly, Night Market Denizens																													

The Shen are a pacifist, matriarchal race who only use their prodigious technology to protect and hide themselves from the insanity of the rest of the galaxy. It is rumored that in the distant past they may have shared a common ancestor with the Eldar, but if that is true, neither race acknowledges it. For those Shen who cannot abide spending their lives frolicking around the idyllic climes of the Shen paradise worlds, they are free to leave and make their own way through the galaxy. These Shen journey out into the wider galaxy charged up on tales of their ancestors who fought the monsters of the galaxy with just a sword and their wits. Most don't live long.

Shen Exile																							
NAME	M	WS	BS	S	T	W	A	Ld	Sv														
Shen Exile	8"	2+	3+	3	3	3	4	8	7+														
RULES	<div>- Blade Saint: In the Fight phase, if a player-controlled model attacking this model rolls a natural 1 for any of its attacks, that player-controlled model takes a mortal wound.</div> <div>- Liquid Grace: In the Shooting phase, if a model attacking this model rolls a miss (after re-rolls and modifiers), then for the rest of the phase, all of its attacks directed at this model are considered to have missed.</div>																						
Attacks	<table><tr><th>Weapon</th><th>Rng</th><th>Type</th><th>Str</th><th>AP</th><th>Dmg</th><th>Abilities</th></tr><tr><td>Shen Wind Blades</td><td>-</td><td>Melee</td><td>4</td><td>-4</td><td>1</td><td>On a natural wound roll of 6, this weapon's damage is treated as 3 for that attack.</td></tr></table>									Weapon	Rng	Type	Str	AP	Dmg	Abilities	Shen Wind Blades	-	Melee	4	-4	1	On a natural wound roll of 6, this weapon's damage is treated as 3 for that attack.
	Weapon	Rng	Type	Str	AP	Dmg	Abilities																
Shen Wind Blades	-	Melee	4	-4	1	On a natural wound roll of 6, this weapon's damage is treated as 3 for that attack.																	
KEYWORDS	Infantry, Shen Exile, Character , Assault , Night Market Denizens																						

It is extremely difficult for a Necron Overlord or Phaeron to permanently lose or gain any forces. Unless something dramatic happens, they are stuck with whatever they had on hand when they went dormant. In the early days of the Necron awakening, some enterprising Crypteks experimented with giving living metal bodies to humans. They proved strong and deadly, but difficult to control. Eventually, the experiment was abandoned but a handful of these insidious killing machines still wander the galaxy in search of a purpose.

Pariah									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Pariah	7"	3+	3+	5	5	4	3	9	3+
RULES	<div>- Hollow Soul: Player-controlled models within 12" of one or more models with this rule treat both their WS and BS characteristics as one lower.</div> <div>- Phase Shifter: This model has a 4+ invulnerable save.</div>								
Attacks	Weapon		Rng	Type	Str	AP	Dmg	Abilities	
	Warglaive (Shooting)		24"	Assault 2	4	-1	1		
	Warglaive (Melee)		-	Melee	6	-3	D3	Successful invulnerable saves made against wounds caused by this weapon must be re-rolled.	
KEYWORDS	Infantry, Necrons, Pariah, Assault, Night Market Denizens								

The Sage is obviously every bit as devious and scheming as the Entrepreneur and it is obvious that she had been planning her coup of the Night Markets for some time. You consider parlaying with her before she levels an ancient-looking crystal-tipped staff at you and blasts the Entrepreneur to flinders, showering all of your warriors with frozen shrapnel and flesh shards. You wonder if that gun will survive this encounter.

The Sage																							
NAME	M	WS	BS	S	T	W	A	Ld	Sv														
The Sage	8"	4+	2+	3	3	5	4	7	-														
RULES	<div>- Shroudfield: This model has a 2+ invulnerable save.</div> <div>- Money Talks: Enemy units within 18" of this model add +1 to all wound rolls.</div> <div>- Indiscriminate Fire: When this model attacks in the Shooting phase, assign its shots individually starting with the nearest player-controlled models before resolving the hit and wound rolls.</div>																						
Attacks	<table><tr><th>Weapon</th><th>Rng</th><th>Type</th><th>Str</th><th>AP</th><th>Dmg</th><th>Abilities</th></tr><tr><td>Samrisha Telekine Stave</td><td>24"</td><td>Assault 5</td><td>7</td><td>-1</td><td>D3</td><td>A model that loses one or more wounds to an attack from this weapon and is not killed is immediately moved 2d6" directly away from the firer. If this would place the victim within 1" of another model, move that model out of the way by the shortest possible distance.</td></tr></table>									Weapon	Rng	Type	Str	AP	Dmg	Abilities	Samrisha Telekine Stave	24"	Assault 5	7	-1	D3	A model that loses one or more wounds to an attack from this weapon and is not killed is immediately moved 2d6" directly away from the firer. If this would place the victim within 1" of another model, move that model out of the way by the shortest possible distance.
	Weapon	Rng	Type	Str	AP	Dmg	Abilities																
Samrisha Telekine Stave	24"	Assault 5	7	-1	D3	A model that loses one or more wounds to an attack from this weapon and is not killed is immediately moved 2d6" directly away from the firer. If this would place the victim within 1" of another model, move that model out of the way by the shortest possible distance.																	
KEYWORDS	Infantry, Character, The Sage, Shooting, Night Market Denizens																						

Shatterfields

Roll	Enemies Spawned
1	Lucky you. No spawns for this die.
2-3	One unit of three Shardwardens and a roll on the Wright Engines Table.
4-5	One unit of Shardcombers and a roll on the Wright Engines Table.
6	Roll twice on the Wright Engines Table.

Wright Engines

Roll	Enemies Spawned
1	A single Fabricator
2	A single Cleanser
3	A single Reclaimer
4	A single Siphoner
5	A single Destroyer
6	Roll twice on this table.

Much as with their doctrine, the Drukhari of the Wrights guild wear boring, functional void armor and carry equipment that would look more at home on a Demiurg mining platform. Nonetheless, their armor and discipline see them through day in and day out against some of the most horrifying threats the galaxy has to offer. These wardens carry close range cutting tools that can easily be turned on an intruder.

Shardwarden																																					
NAME	M	WS	BS	S	T	W	A	Ld	Sv																												
Shardwarden	9"	3+	3+	4	4	1	2	8	4+																												
RULES	- Armored Voidsuit: This model gains +1 to armour saves against attacks which are strength 4 or worse.																																				
Attacks	<table><tr><th>Weapon</th><th>Rng</th><th>Type</th><th>Str</th><th>AP</th><th>Dmg</th><th colspan="3">Abilities</th></tr><tr><td>Darklight Saw</td><td>-</td><td>Melee</td><td>5</td><td>-2</td><td>1</td><td colspan="3">On a natural wound roll of 6, this weapon deals a mortal wound in addition to its normal damage.</td></tr><tr><td>Splinter Pistol</td><td>12"</td><td>Pistol</td><td>1</td><td>*</td><td>-</td><td>1</td><td colspan="3">This weapons always wounds on a 4+ unless the target is a VEHICLE in which case it always wounds on a 6+.</td></tr></table>									Weapon	Rng	Type	Str	AP	Dmg	Abilities			Darklight Saw	-	Melee	5	-2	1	On a natural wound roll of 6, this weapon deals a mortal wound in addition to its normal damage.			Splinter Pistol	12"	Pistol	1	*	-	1	This weapons always wounds on a 4+ unless the target is a VEHICLE in which case it always wounds on a 6+.		
	Weapon	Rng	Type	Str	AP	Dmg	Abilities																														
	Darklight Saw	-	Melee	5	-2	1	On a natural wound roll of 6, this weapon deals a mortal wound in addition to its normal damage.																														
Splinter Pistol	12"	Pistol	1	*	-	1	This weapons always wounds on a 4+ unless the target is a VEHICLE in which case it always wounds on a 6+.																														
KEYWORDS	Infantry, Shardwarden, Drukhari Wrights, Assault																																				

At first glance, the shardcombers look like any ordinary Drukhari wright, but their role seems to differentiate them. While the combers break down hull pieces and furniture, the combers cut apart armoured bulkheads and blast doors. When the two groups work together, they are so efficient that a starfaring hull can be stripped down to its landing struts in a single work rotation.

Shardcomber																											
NAME	M	WS	BS	S	T	W	A	Ld	Sv																		
Shardcomber	7"	3+	3+	4	4	1	1	7	4+																		
RULES	- Armored Voidsuit: This model gains +1 to armour saves against attacks which are strength 4 or worse.																										
Attacks	<table><tr><th>Weapon</th><th>Rng</th><th>Type</th><th>Str</th><th>AP</th><th>Dmg</th><th colspan="3">Abilities</th></tr><tr><td>Darklight Cutter</td><td>12"</td><td>Assault 1</td><td>8</td><td>-3</td><td>3</td><td colspan="3"></td></tr></table>									Weapon	Rng	Type	Str	AP	Dmg	Abilities			Darklight Cutter	12"	Assault 1	8	-3	3			
	Weapon	Rng	Type	Str	AP	Dmg	Abilities																				
Darklight Cutter	12"	Assault 1	8	-3	3																						
KEYWORDS	Infantry, Shardcomber, Drukhari Wrights, Shooting																										

Fabricators are used by Drukhari wrights to patrol and protect the Shatterfields while the crews rest and to cover them when they have to fight. Unusually for a Drukhari engine, the 'pilots' for these grotesqueries are often wrights who are too maimed to continue with their normal guild duties. Being a Drukhari wright is dangerous work and there is no shortage of volunteers.

Fabricator																														
NAME	M	WS	BS	S	T	W	A	Ld	Sv																					
Fabricator	12"	3+	4+	6	6	7	4	8	3+																					
RULES	<p>- Insensible to Pain: This model has a 5+ invulnerable save.</p> <p>- Hexline Cortex: At the start of the Movement phase, roll a d6. This model will move as far as possible toward the spawn point corresponding to the number on the die. It will not move within 1" of another model unless it can clear that model entirely, nor will it move off the table. It will always move on the highest level of any terrain feature it enters. This replaces its normal Movement rules.</p> <p>- Seed the Battlefield: At the start of each of its Movement phases, place a Fabricator Turret as close as possible to touching this model's base and as close as possible to the nearest enemy model, but more than 1" away from any player-controlled models. The Fabricator turret is now in play.</p>																													
Attacks	<table><tr><th>Weapon</th><th>Rng</th><th>Type</th><th>Str</th><th>AP</th><th>Dmg</th><th>Abilities</th></tr><tr><td>Macro-Cutter</td><td>-</td><td>Melee</td><td>7</td><td>-2</td><td>2</td><td></td></tr><tr><td>Welding Beam</td><td>12"</td><td>Assault 1</td><td>5</td><td>-2</td><td>1</td><td></td></tr></table>									Weapon	Rng	Type	Str	AP	Dmg	Abilities	Macro-Cutter	-	Melee	7	-2	2		Welding Beam	12"	Assault 1	5	-2	1	
Weapon	Rng	Type	Str	AP	Dmg	Abilities																								
Macro-Cutter	-	Melee	7	-2	2																									
Welding Beam	12"	Assault 1	5	-2	1																									
KEYWORDS	Monster, Drukhari Wrights, Wright Engine, Fabricator, Fly , Shooting																													

These turrets eschew all the serifs and flourishes of Drukhari technology and use only essential parts to slave a pair of stripped-down splinter rifles to a targeting computer. A small fusion charge fixes the turret permanently to whatever surface happens to be nearby where it begins to track for enemies.

Fabricator Turret																							
NAME	M	WS	BS	S	T	W	A	Ld	Sv														
Fabricator	0"	7+	5+	1	5	3	1	8	4+														
RULES	<div>- Immobile: This model will not move for any reason.</div> <div>- Defensive Turret: This model always resolves Overwatch at is full BS.</div>																						
Attacks	<table><tr><th>Weapon</th><th>Rng</th><th>Type</th><th>Str</th><th>AP</th><th>Dmg</th><th>Abilities</th></tr><tr><td>Splinter Brace</td><td>24"</td><td>Assault 3</td><td>*</td><td>-</td><td>1</td><td>This weapons always wounds on a 4+ unless the target is a VEHICLE in which case it always wounds on a 6+.</td></tr></table>									Weapon	Rng	Type	Str	AP	Dmg	Abilities	Splinter Brace	24"	Assault 3	*	-	1	This weapons always wounds on a 4+ unless the target is a VEHICLE in which case it always wounds on a 6+.
	Weapon	Rng	Type	Str	AP	Dmg	Abilities																
Splinter Brace	24"	Assault 3	*	-	1	This weapons always wounds on a 4+ unless the target is a VEHICLE in which case it always wounds on a 6+.																	
KEYWORDS	Monster, Drukhari Wrights, Wright Engine, Fabricator Turret, Shooting																						

Many of the ships brought to the Shatterfields were once part of space hulks. This means that they often have fabulous treasures inside. Unfortunately, it also means that they frequently have dangerous stowaways on board. This snake-like construct has arrays of agonizer-whip tendrils that scour creep from starship walls, while a head-mounted chemical flamer prepares the broken corridors for processing.

Cleanser																														
NAME	M	WS	BS	S	T	W	A	Ld	Sv																					
Cleanser	12"	3+	4+	6	6	7	4	8	3+																					
RULES	<div>- Insensible to Pain: This model has a 5+ invulnerable save.</div> <div>- Hexline Cortex: At the start of the Movement phase, roll a d6. This model will move as far as possible toward the spawn point corresponding to the number on the die. It will not move within 1" of another model unless it can clear that model entirely, nor will it move off the table. It will always move on the highest level of any terrain feature it enters. This replaces its normal Movement rules.</div>																													
Attacks	<table><tr><th>Weapon</th><th>Rng</th><th>Type</th><th>Str</th><th>AP</th><th>Dmg</th><th>Abilities</th></tr><tr><td>Chem Flamer</td><td>12"</td><td>Assault 3</td><td>5</td><td>-1</td><td>1</td><td>This weapons always wounds on a 4+ unless the target is a VEHICLE in which case it always wounds on a 6+. Additionally, this weapon hits automatically.</td></tr><tr><td>Whip Tendrils</td><td>-</td><td>Melee</td><td>6</td><td>-2</td><td>D3</td><td></td></tr></table>									Weapon	Rng	Type	Str	AP	Dmg	Abilities	Chem Flamer	12"	Assault 3	5	-1	1	This weapons always wounds on a 4+ unless the target is a VEHICLE in which case it always wounds on a 6+. Additionally, this weapon hits automatically.	Whip Tendrils	-	Melee	6	-2	D3	
Weapon	Rng	Type	Str	AP	Dmg	Abilities																								
Chem Flamer	12"	Assault 3	5	-1	1	This weapons always wounds on a 4+ unless the target is a VEHICLE in which case it always wounds on a 6+. Additionally, this weapon hits automatically.																								
Whip Tendrils	-	Melee	6	-2	D3																									
KEYWORDS	Monster, Drukhari Wrights, Wright Engine, Cleanser, FLY, Shooting																													

While a certainly thankless job, Drukhari wrights use Reclaimers on living ships to reclaim bio-mass for use in food processing to keep the Dark City's gigantic slave population fed. The resulting nutrient slurry is meant to be flavorless, but mostly tastes of wherever it's been. When the Reclaimer encounters a difficult piece of bio-mass, it simply pre-digests it with a squirt from its liquefier gun before moving on to give the bio-mass time to soften up.

Reclaimer									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Reclaimer	12"	3+	4+	6	6	7	4	8	3+
RULES	- Insensible to Pain: This model has a 5+ invulnerable save.								
Attacks	Weapon								
	Rng	Type	Str	AP	Dmg	Abilities			
	Proboscis	-	Melee	7	-2	2	Re-roll failed wound rolls for this weapon.		
	Liquefier Gun	12"	Assault d6	5	-4	1			
KEYWORDS	Monster, Drukhari Wrights, Wright Engine, Reclaimer, Fly , Shooting								

Drukhari wrights are a practical lot and if they can turn a profit doing what they were going to do anyway, that means more prestige and protection for their guild. To this end, the wright enging called the Siphoner was created to exsanguinate any dangerous or exotic creatures in much the same way as the Reclaimer, but with the aim of distilling exotic poisons from their body chemicals. These are then sold either as raw materials or as finished combat drugs to the arenas and connoisseurs of such intoxicants around the city.

Siphoner																							
NAME	M	WS	BS	S	T	W	A	Ld	Sv														
xx	12"	3+	4+	6	6	7	4	8	3+														
RULES	- The Good Drugs: Drukhari Wrights units within 6" of this model add 1 to their armour saves.																						
Attacks	<table><tr><th>Weapon</th><th>Rng</th><th>Type</th><th>Str</th><th>AP</th><th>Dmg</th><th>Abilities</th></tr><tr><td>Exsanguinator Array</td><td>-</td><td>Melee</td><td>6</td><td>-2</td><td>D3</td><td>If this weapon causes one or more unsaved wounds, roll a d6. The target takes a mortal wound in addition to the normal damage of this weapon on a 4+.</td></tr></table>									Weapon	Rng	Type	Str	AP	Dmg	Abilities	Exsanguinator Array	-	Melee	6	-2	D3	If this weapon causes one or more unsaved wounds, roll a d6. The target takes a mortal wound in addition to the normal damage of this weapon on a 4+.
	Weapon	Rng	Type	Str	AP	Dmg	Abilities																
Exsanguinator Array	-	Melee	6	-2	D3	If this weapon causes one or more unsaved wounds, roll a d6. The target takes a mortal wound in addition to the normal damage of this weapon on a 4+.																	
KEYWORDS	Monster, Drukhari Wrights, Wright Engine, Siphoner, Fly , Shooting																						

The last wright engine any intruder is likely to see is the Destroyer. The Shatterfields are incredibly dangerous and the corsairs who sell hulks to the guild are neither picky nor thorough in where they get the hulks from. Occasionally, the wrights will encounter something so dangerous, nightmarish or weird that the only choice is to deploy Destroyers to deal with the problem. These combat monsters are able to carry incredibly heavy loads because they are only deployed near their pens and woe betide anyone caught in their path.

Destroyer																																					
NAME	M	WS	BS	S	T	W	A	Ld	Sv																												
Destroyer	12"	3+	4+	6	6	7	4	8	3+																												
RULES	- Insensible to Pain: This model has a 5+ invulnerable save.																																				
Attacks	<table><tr><th>Weapon</th><th>Rng</th><th>Type</th><th>Str</th><th>AP</th><th>Dmg</th><th colspan="3">Abilities</th></tr><tr><td>Crushing Claws</td><td>-</td><td>Melee</td><td>12</td><td>-3</td><td>3</td><td colspan="3"></td></tr><tr><td>Disintegrator Array</td><td>36"</td><td>Assault</td><td>2d3</td><td>6</td><td>-3</td><td>2</td><td colspan="3"></td></tr></table>									Weapon	Rng	Type	Str	AP	Dmg	Abilities			Crushing Claws	-	Melee	12	-3	3				Disintegrator Array	36"	Assault	2d3	6	-3	2			
	Weapon	Rng	Type	Str	AP	Dmg	Abilities																														
	Crushing Claws	-	Melee	12	-3	3																															
Disintegrator Array	36"	Assault	2d3	6	-3	2																															
KEYWORDS	Monster, Drukhari Wrights, Wright Engine, Destroyer, Fly , Shooting																																				

The Guild Mistress is the master of the Shatterfields and ultimately responsible for their output and continued success. She did not get where she is by being a pushover or anything less than supremely capable and confident. You have no real quarrel with her, but you must get the codes that she has.

Guild Mistress Erinya																														
NAME	M	WS	BS	S	T	W	A	Ld	Sv																					
Guild Mistress Erinya	6"	3+	2+	4	3	5	3	9	2+																					
RULES	<div>- Taskmistress: Drukhari Wright units within 18" of this model add +1 to all of their hit rolls.</div> <div>- Beloved in the City of Murder: All Drukhari Wright units with the Shooting keyword will move directly toward this model instead of toward the nearest objective or spawn zone. This model ignores this rule.</div> <div>- Wraith Plate: This model has a 4+ invulnerable save.</div> <div>- Center of Attention: When this model spawns, move all spawns for this turn, even if they have already been placed, to the zone where she spawns.</div>																													
Attacks	<table><tr><th>Weapon</th><th>Rng</th><th>Type</th><th>Str</th><th>AP</th><th>Dmg</th><th>Abilities</th></tr><tr><td>Pain Rod</td><td>-</td><td>Melee</td><td>*</td><td>-2</td><td>2</td><td>This weapons always wounds on a 4+ unless the target is a VEHICLE in which case it always wounds on a 6+.</td></tr><tr><td>Blaster</td><td>18"</td><td>Assault 1</td><td>8</td><td>-3</td><td>D6</td><td></td></tr></table>									Weapon	Rng	Type	Str	AP	Dmg	Abilities	Pain Rod	-	Melee	*	-2	2	This weapons always wounds on a 4+ unless the target is a VEHICLE in which case it always wounds on a 6+.	Blaster	18"	Assault 1	8	-3	D6	
	Weapon	Rng	Type	Str	AP	Dmg	Abilities																							
	Pain Rod	-	Melee	*	-2	2	This weapons always wounds on a 4+ unless the target is a VEHICLE in which case it always wounds on a 6+.																							
Blaster	18"	Assault 1	8	-3	D6																									
KEYWORDS	Infantry, Character, Shooting , Drukhari Wrights, Guild Mistress Erinya																													

The Gloom

Roll	Enemies Spawned
1	Lucky you. No spawns for this die.
2-3	One unit of five Mandrakes
4-5	One unit of five Umbra
6	Roll on the Perils of Ashathdrukhiina Table.

Perils of Ashathdrukhiina

Roll	Enemies Spawned
1	One unit of d3 Shaderavens
2	A single Fade
3	A single Shadowbeast
4	A single Doppelganger
5	A single Nightmare Apparition
6	Roll twice on this table.

Mandrakes are Drukhari who have given themselves over to the power of the Aelindrach. Once merged with the shadow, they can step from one area of darkness to another, even if the physical distance is across worlds. This makes them ideal skirmishers and assassins during realspace raids. You and your colleagues are now invading their home.

Mandrake																																				
NAME	M	WS	BS	S	T	W	A	Ld	Sv																											
Mandrake	10"	3+	3+	4	3	1	3	7	7+																											
RULES	- Shrouded From Sight: Player-controlled models must subtract 1 from hit rolls that target this unit. In addition, this model has a 5+ invulnerable save.																																			
Attacks	<table><tr><th>Weapon</th><th>Rng</th><th>Type</th><th>Str</th><th>AP</th><th>Dmg</th><th colspan="3">Abilities</th></tr><tr><td>Baleblast</td><td>18"</td><td>Assault 2</td><td>4</td><td>-1</td><td>1</td><td colspan="3">For each wound roll of 6 with this weapon, the target suffers a mortal wound in addition to any other damage.</td></tr><tr><td>Glimmersteel Blade</td><td>-</td><td>Melee</td><td>4</td><td>-</td><td>1</td><td colspan="3"></td></tr></table>									Weapon	Rng	Type	Str	AP	Dmg	Abilities			Baleblast	18"	Assault 2	4	-1	1	For each wound roll of 6 with this weapon, the target suffers a mortal wound in addition to any other damage.			Glimmersteel Blade	-	Melee	4	-	1			
	Weapon	Rng	Type	Str	AP	Dmg	Abilities																													
	Baleblast	18"	Assault 2	4	-1	1	For each wound roll of 6 with this weapon, the target suffers a mortal wound in addition to any other damage.																													
Glimmersteel Blade	-	Melee	4	-	1																															
KEYWORDS	Infantry, Mandrake, Assault , Fiends of the Aelindrach																																			

In a fully lit room, this diminutive xenos would look like a slightly reflective, silvery orb that floats silently by unknown means. Exposed to even a tiny amount of shadow, however, the orb ripples and comes to life with flailing semi-solid tentacles and screaming, fanged mouths all made of pure darkness. In a place like the Dark City, even a single Umbra is a major threat to even the most wary warband.

Umbra																																				
NAME	M	WS	BS	S	T	W	A	Ld	Sv																											
Umbra	8"	6+	4+	2	4	1	1	6	4+																											
RULES	<div>- Shrouded From Sight: Player-controlled models must subtract 1 from hit rolls that target this unit. In addition, this model has a 5+ invulnerable save.</div> <div>- Averse to Harm: If this model starts its Movement phase within 1" of a player-controlled model,</div>																																			
Attacks	<table><tr><th>Weapon</th><th>Rng</th><th>Type</th><th>Str</th><th>AP</th><th>Dmg</th><th colspan="3">Abilities</th></tr><tr><td>Mind Spike</td><td>18"</td><td>Assault 4</td><td>3</td><td>-1</td><td>1</td><td colspan="3">A model that suffers one or more unsaved wounds suffers -2" to move and charge distances in its next turn.</td></tr><tr><td>Semi-Solid Appendage</td><td>-</td><td>Melee</td><td>3</td><td>-</td><td>1</td><td colspan="3"></td></tr></table>									Weapon	Rng	Type	Str	AP	Dmg	Abilities			Mind Spike	18"	Assault 4	3	-1	1	A model that suffers one or more unsaved wounds suffers -2" to move and charge distances in its next turn.			Semi-Solid Appendage	-	Melee	3	-	1			
	Weapon	Rng	Type	Str	AP	Dmg	Abilities																													
	Mind Spike	18"	Assault 4	3	-1	1	A model that suffers one or more unsaved wounds suffers -2" to move and charge distances in its next turn.																													
Semi-Solid Appendage	-	Melee	3	-	1																															
KEYWORDS	Infantry, Fly, Umbra, Fiends of the Aelindrach, Shooting																																			

A murder of Shaderavens is miserable to behold. All light and sound seems to bend toward them, but even so it's incredibly difficult to pick them out by sight. They make constant noise at stentorian volume, but whatever aura they have that affects sound ensures that the noise never sounds like its coming from the Shaderavens. When they attack, they swarm their target like a school of dartfish, obscuring the victim in a storm of flapping wings and blood-soaked talons. After a few seconds have passed, they vanish together as one, leaving nothing but a scourged, soulless husk. Even a single Shaderaven is a bad sign, for more are surely on the way.

Shaderaven																											
NAME	M	WS	BS	S	T	W	A	Ld	Sv																		
Shaderaven	15”	3+	-	2	2	3	3	4	7+																		
RULES	- Shrouded From Sight: Player-controlled models must subtract 1 from hit rolls that target this unit. In addition, this model has a 5+ invulnerable save.																										
Attacks	<table><tr><th>Weapon</th><th>Rng</th><th>Type</th><th>Str</th><th>AP</th><th>Dmg</th><th colspan="3">Abilities</th></tr><tr><td>Tenebrous Claws</td><td>-</td><td>Melee</td><td>2</td><td>-1</td><td>-</td><td colspan="3">Attacks with this weapon re-roll all failed wound rolls.</td></tr></table>									Weapon	Rng	Type	Str	AP	Dmg	Abilities			Tenebrous Claws	-	Melee	2	-1	-	Attacks with this weapon re-roll all failed wound rolls.		
	Weapon	Rng	Type	Str	AP	Dmg	Abilities																				
Tenebrous Claws	-	Melee	2	-1	-	Attacks with this weapon re-roll all failed wound rolls.																					
KEYWORDS	Beast, Shaderaven, FLY, Fiends of the Aelindrach, Assault																										

Many assassins voluntarily seek out the Aelindrach in order to further their ability to blend with the shadows. Most of these are Drukhari, though humans and even Asuryani wanderers are not unheard of. It is even rumored that a bonded Pathfinder team have come here in hopes of bonding with the realm of darkness.

Fade																														
NAME	M	WS	BS	S	T	W	A	Ld	Sv																					
Fade	0"	4+	3+	3	3	3	1	5	5+																					
RULES	<div>- Shrouded From Sight: Player-controlled models must subtract 1 from hit rolls that target this unit. In addition, this model has a 5+ invulnerable save.</div> <div>- Deadly Vantage: When this model spawns, place it on the highest point on the table where its model will fit. If another of these is spawned, place it on the next highest point where its model will fit. If there are no places above the level of the tabletop where this model can be placed, spawn it normally.</div> <div>- Shot in the Dark: In the Shooting phase, this model will always attempt to target the nearest player-controlled Character and may do so even if there are closer player-controlled models. If there is no Character in line of sight, this model will attack the most expensive (by points) model it can see.</div>																													
Attacks	<table><tr><th>Weapon</th><th>Rng</th><th>Type</th><th>Str</th><th>AP</th><th>Dmg</th><th>Abilities</th></tr><tr><td>Hexrifle</td><td>36"</td><td>Heavy 1</td><td>6</td><td>-3</td><td>2</td><td>If an attack with this weapon rolls a 5 or 6 to hit, this model will automatically make another attack with this weapon against the next closest player-controlled model.</td></tr><tr><td>Glimmersteel Knife</td><td>-</td><td>Melee</td><td>3</td><td>-</td><td>1</td><td></td></tr></table>									Weapon	Rng	Type	Str	AP	Dmg	Abilities	Hexrifle	36"	Heavy 1	6	-3	2	If an attack with this weapon rolls a 5 or 6 to hit, this model will automatically make another attack with this weapon against the next closest player-controlled model.	Glimmersteel Knife	-	Melee	3	-	1	
Weapon	Rng	Type	Str	AP	Dmg	Abilities																								
Hexrifle	36"	Heavy 1	6	-3	2	If an attack with this weapon rolls a 5 or 6 to hit, this model will automatically make another attack with this weapon against the next closest player-controlled model.																								
Glimmersteel Knife	-	Melee	3	-	1																									
KEYWORDS	Infantry, Character, Fade, Fiends of the Aelindrach, Shooting																													

Though they vary wildly in appearance and attitude, these creatures occur when an ordinary beast finds its way into the Aelindrach. Such creatures hate any kind of light or radiation and will relentlessly attack any source. Unfortunately, all matter not from the Aelindrach gives off some sort of radiation, so turning of your lumen pack will not help.

Shadowbeast																											
NAME	M	WS	BS	S	T	W	A	Ld	Sv																		
Shadowbeast	12"	3+	-	6	6	6	4	4	5+																		
RULES	<div>- Shrouded From Sight: Player-controlled models must subtract 1 from hit rolls that target this unit. In addition, this model has a 5+ invulnerable save.</div> <div>- Frenzy: Increase this model’s Attacks characteristic to 6 while this model has 3 or fewer wounds.</div>																										
Attacks	<table><tr><th>Weapon</th><th>Rng</th><th>Type</th><th>Str</th><th>AP</th><th>Dmg</th><th colspan="3">Abilities</th></tr><tr><td>Clawed Fists</td><td>-</td><td>Melee</td><td>6</td><td>-1</td><td>2</td><td colspan="3"></td></tr></table>									Weapon	Rng	Type	Str	AP	Dmg	Abilities			Clawed Fists	-	Melee	6	-1	2			
	Weapon	Rng	Type	Str	AP	Dmg	Abilities																				
Clawed Fists	-	Melee	6	-1	2																						
KEYWORDS	Monster, Shadowbeast, Fiends of the Aelindrach, Assault																										

This monstrous creature resembles a black ball of floating protoplasm before it chooses a form. When it chooses this form, it becomes an exact copy. It is not known whether the Doppelganger is truly alive or not, but it can be counted on to appear and mimic your deadliest warriors at the worst possible time.

Doppelganger									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Doppelganger	*	*	*	*	*	*	*	*	*
RULES	<p>- Dark Reflection: When this model is spawned, choose the most expensive warrior currently fielded by the player that spawned it. This model appears as an exact copy of that model with the same special rules and weapons, save that this model spawns with full wounds. If the form this model takes has (or can have) 4 or more attacks, then this model gains the Assault keyword. Otherwise, this model has the Shooting keyword.</p> <p>- Shadowmind: This model is subject to any beneficial auras generated by player-controlled models while it is within their area of effect. If this model generates a beneficial aura, player-controlled characters are not subject to its effects, though enemy units are. If this makes no sense, then ignore the aura rule.</p> <p>- Shrouded From Sight: Player-controlled models must subtract 1 from hit rolls that target this unit. In addition, this model has a 5+ invulnerable save.</p>								
KEYWORDS	Doppelganger, <All of target model's keywords>								

These hungry spectres take the form of whatever the beholder fears most. It is not known whether this ability is psychic in nature or some other force entirely. What is known is that even the most steadfast warriors waver when exposed to the terror field generated by this monstrous creature.

Nightmare Apparition																														
NAME	M	WS	BS	S	T	W	A	Ld	Sv																					
Nightmare Apparition	8"	3+	4+	4	4	3	3	9	-																					
RULES	<div>- Shrouded From Sight: Player-controlled models must subtract 1 from hit rolls that target this unit. In addition, this model has a 5+ invulnerable save.</div> <div>- Your Greatest Fear: Player-Controlled models within 18" of this model suffer a -1 penalty on all hit rolls.</div>																													
Attacks	<table><tr><th>Weapon</th><th>Rng</th><th>Type</th><th>Str</th><th>AP</th><th>Dmg</th><th>Abilities</th></tr><tr><td>Life Drain (Shooting)</td><td>12"</td><td>Pistol 1</td><td>4</td><td>-3</td><td>1</td><td>Each time this weapon deals one or more unsaved wounds, increase all aura abilities of this model by 1" for the rest of the mission.</td></tr><tr><td>Life Drain</td><td>-</td><td>Melee</td><td>4</td><td>-3</td><td>1</td><td>See Above.</td></tr></table>									Weapon	Rng	Type	Str	AP	Dmg	Abilities	Life Drain (Shooting)	12"	Pistol 1	4	-3	1	Each time this weapon deals one or more unsaved wounds, increase all aura abilities of this model by 1" for the rest of the mission.	Life Drain	-	Melee	4	-3	1	See Above.
	Weapon	Rng	Type	Str	AP	Dmg	Abilities																							
	Life Drain (Shooting)	12"	Pistol 1	4	-3	1	Each time this weapon deals one or more unsaved wounds, increase all aura abilities of this model by 1" for the rest of the mission.																							
Life Drain	-	Melee	4	-3	1	See Above.																								
KEYWORDS	Infantry, Character, Fly, Nightmare Apparition																													

Mandrakes are not known for having much in the way of a culture or society, but every Mandrake (and many besides) knows to stay out of the way of the Decapitator. There are few more effective murderers in the galaxy. Kheradruekh flits soundlessly from shadow to shadow, slashing throats and puncturing helmets, its warped and mottled flesh visible for a split second before it vanishes into the black. Defeating such a creature will require everything you have.

Kheradruakh, the Decapitator																														
NAME	M	WS	BS	S	T	W	A	Ld	Sv																					
Kheradruakh	12"	2+	2+	4	3	7	5	8	-																					
RULES	<div><div>- Shrouded From Sight: Player-controlled models must subtract 1 from hit rolls that target this unit. In addition, this model has a 5+ invulnerable save.</div><div>- Walker in Darkness: Whilst this model is on the battlefield, the hit penalty from the Shrouded From Sight special rule is increased to -2 for all enemy units on the battlefield.</div><div>- Whirlwind of Violence: On any turn in which this model successfully charged, it makes 2 hit rolls for every attack on this model's statline.</div><div>- Fade From View: Each time a player-controlled unit falls back from combat with this model, roll a d6. On a 1-3, the player may continue moving as normal. On a 4+, remove this model from the battlefield. Spawn this model on its next turn normally, except that it will always spawn and move LAST.</div><div>- Vengeful Shadow: In the Charge phase, move this model FIRST. This model may charge through other enemy models. If this means that it would end up in the same space as another enemy model, that enemy model is slain.</div></div>																													
Attacks	<table><tr><th>Weapon</th><th>Rng</th><th>Type</th><th>Str</th><th>AP</th><th>Dmg</th><th>Abilities</th></tr><tr><td>Glimmersteel</td><td>*</td><td>Melee</td><td>4</td><td>-3</td><td>2</td><td></td></tr><tr><td>Whip-Scythe</td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>									Weapon	Rng	Type	Str	AP	Dmg	Abilities	Glimmersteel	*	Melee	4	-3	2		Whip-Scythe						
Weapon	Rng	Type	Str	AP	Dmg	Abilities																								
Glimmersteel	*	Melee	4	-3	2																									
Whip-Scythe																														
KEYWORDS	Infantry, Character, Kheradruakh, Assault																													

The Crucible Gate

Roll	Enemies Spawned
1	Lucky you. No spawns for this die.
2-3	One unit of 5 Kabalite Blackguards Roll a further d6. On a 5+, the unit is embarked on a Venom.
4-5	One unit of 5 Hekatrix Celebrants. Roll a further d6. On a 5+, the unit is embarked on a Venom.
6	Roll on the Perils of Ashathdrukhina Table.

Each time you spawn a unit of Hekatrix Bloodbrides or a unit of Kabalite Blackguards, roll on the following tables for their unit leader. **When the unit spawns, this model is added to the unit and will always be the last to die.**

Kabalite Blackguard unit leaders:

D3 Roll	Unit Leader
1	Scourgekin
2	Blacksoul
3	Magister

Hekatrix Celebrants unit leaders:

D3 Roll	Unit Leader
1	Hekatrix Inamorata
2	Klaivarch
3	Fleshcrafter

Perils of Ashathdrukhina

Roll	Enemies Spawned
1	A single Commorrite Hydra
2	A single Vedrothian Wyvern
3	A single Megarachnid
4	A Single Azoran Phoenix
5	A single Grendel Battlebeast
6	Roll twice on this table. If the result is a double, spawn the Pretender

The finest of any Archon's warriors, these loyal bodyguards are never risked in realspace raids. They guard the families and the treasures of the highest echelons of the Dark City. The level of training and cost of equipping these combat monsters ensures they are only deployed where they are desperately needed; it seems that the Dark City has pulled out all the stops to make this a night worth remembering.

Kabalite Blackguard																														
NAME	M	WS	BS	S	T	W	A	Ld	Sv																					
Kabalite Blackguard	7"	3+	2+	3	3	3	3	8	2+																					
RULES	- Wraith Plate: This unit has a 5+ invulnerable save.																													
Attacks	<table><tr><th>Weapon</th><th>Rng</th><th>Type</th><th>Str</th><th>AP</th><th>Dmg</th><th>Abilities</th></tr><tr><td>Splinter Caster</td><td>18"</td><td>Assault 2</td><td>*</td><td>-1</td><td>1</td><td>This weapons always wounds on a 4+ unless the target is a VEHICLE in which case it always wounds on a 6+.</td></tr><tr><td>Husk glaive</td><td>-</td><td>Melee</td><td>5</td><td>-2</td><td>D3</td><td></td></tr></table>									Weapon	Rng	Type	Str	AP	Dmg	Abilities	Splinter Caster	18"	Assault 2	*	-1	1	This weapons always wounds on a 4+ unless the target is a VEHICLE in which case it always wounds on a 6+.	Husk glaive	-	Melee	5	-2	D3	
	Weapon	Rng	Type	Str	AP	Dmg	Abilities																							
	Splinter Caster	18"	Assault 2	*	-1	1	This weapons always wounds on a 4+ unless the target is a VEHICLE in which case it always wounds on a 6+.																							
Husk glaive	-	Melee	5	-2	D3																									
KEYWORDS	Infantry, Kabalite Blackguard, Shooting , Crucible Guardians																													

To reach the exalted ranks of the Celebrants is to have risen through the ranks of a wych cult and survived to name a successor. Such a peerless warrior is capable of effortless, graceful violence at blinding speed. It seems the ranks of the Celebrants have come out of retirement to show the younger wych cultists how it's done.

Hekatrix Celebrant									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hekatrix Celebrant	12"	2+	3+	4	3	3	3	8	5+
RULES	- Dodge: This model has a 4+ invulnerable save which becomes a 3+ invulnerable save if a player controlled model is within 1" of this model's unit.								
Attacks	Weapon	Rng	Type	Str	AP	Dmg	Abilities		
	Shard Gauntlet	12"	Pistol 3	*	-1	1	This weapons always wounds on a 4+ unless the target is a VEHICLE in which case it always wounds on a 6+.		
	Shiver Lash	-	Melee	5	-3	1	If a model ever suffers an unsaved wound from this weapon, roll a d6. On a 1 or 2, that model is killed outright, no matter how many wounds it has remaining.		
KEYWORDS	Infantry, Crucible Guardians, Hekatrix Celebrant, Assault								

Scourgekin are nobles who spend their time with the Scourges of Commorragh, but never truly join them. They scream into battle on black wings bearing the heaviest of weapons to destroy critical targets before taking to the skies again to wreak havoc elsewhere. When this noble takes to battle, it directs the fire of its Blackguard with uncanny precision and ruthlessness.

Scourgekin																											
NAME	M	WS	BS	S	T	W	A	Ld	Sv																		
Scourgekin	7"	2+	2+	3	3	5	4	9	2+																		
RULES	<div>- Wraith Plate: This unit has a 5+ invulnerable save.</div> <div>- Feigned Flight: In its Movement phase, this model’s unit will fall back if it is within 1” of a player-controlled unit. When it does so, move it directly away from the player-controlled unit. This unit may shoot in the Shooting phase as though it had the FLY keyword.</div> <div>- Plunging Fire: All of the Kabalite Blackguards in this model’s squad treat their splinter casters as being Assault 4 instead of Assault 2.</div>																										
Attacks	<table><tr><th>Weapon</th><th>Rng</th><th>Type</th><th>Str</th><th>AP</th><th>Dmg</th><th colspan="3">Abilities</th></tr><tr><td>Darklance</td><td>36"</td><td>Assault 1</td><td>8</td><td>-3</td><td>D6</td><td colspan="3"></td></tr></table>									Weapon	Rng	Type	Str	AP	Dmg	Abilities			Darklance	36"	Assault 1	8	-3	D6			
	Weapon	Rng	Type	Str	AP	Dmg	Abilities																				
Darklance	36"	Assault 1	8	-3	D6																						
KEYWORDS	Infantry, Shooting, Crucible Guardians, Shooting, Unit Leader																										

A Blacksoul is a Drukhar noble who has journeyed deep into the Aelindrach and gained an uncanny control of shadows that extends to realspace. When they lead Kabalite Blackguards, they cloak their troops in shadows that make them incredibly difficult to acquire with optics or even to see with the naked eye.

Black soul																														
NAME	M	WS	BS	S	T	W	A	Ld	Sv																					
Black soul	7"	2+	2+	3	3	5	4	9	2+																					
RULES	<div>- Wraith Plate: This unit has a 5+ invulnerable save.</div> <div>- From the Darkness: Kabalite Blackguards in this model's unit gain the Invisible Killer special rule.</div> <div>- Invisible Killer: Player-controlled models suffer -2 to hit rolls that target this model.</div>																													
Attacks	<table><tr><th>Weapon</th><th>Rng</th><th>Type</th><th>Str</th><th>AP</th><th>Dmg</th><th>Abilities</th></tr><tr><td>Balestorm</td><td>18"</td><td>Assault 3</td><td>5</td><td>-2</td><td>1</td><td>For each wound roll of 6, this weapon inflicts a mortal wound in addition to its normal damage.</td></tr><tr><td>Void Razor</td><td>-</td><td>Melee</td><td>5</td><td>-4</td><td>2</td><td></td></tr></table>									Weapon	Rng	Type	Str	AP	Dmg	Abilities	Balestorm	18"	Assault 3	5	-2	1	For each wound roll of 6, this weapon inflicts a mortal wound in addition to its normal damage.	Void Razor	-	Melee	5	-4	2	
	Weapon	Rng	Type	Str	AP	Dmg	Abilities																							
	Balestorm	18"	Assault 3	5	-2	1	For each wound roll of 6, this weapon inflicts a mortal wound in addition to its normal damage.																							
Void Razor	-	Melee	5	-4	2																									
KEYWORDS	Infantry, Black soul, Shooting, Crucible Guardians, Shooting, Unit Leader																													

Magisters are the looming masters of the Tenebrous Circle, a sort of finishing school for Drukhari nobility that is also in charge of educating and inculcating the larger populace. Magisters often lend out their services to ensure all of an Archon's forces are trained within an inch of their lives. That even a single Magister is here leading a squad of Blackguards is an alarming and exhilarating sight for all those watching. It is said they can kill with but a word and fight with their bare hands, attacking pressure points and gaps in armour.

Magister																															
NAME	M	WS	BS	S	T	W	A	Ld	Sv																						
Magister	7"	2+	2+	3	3	5	3	9	2+																						
RULES	<div>- Dodge: This model has a 4+ invulnerable save which becomes a 3+ invulnerable save if a player controlled model is within 1" of this model's unit.</div> <div>- No Permission To Die: Kabalite Blackguards in this model's unit gain the Purpose in Death special rule.</div> <div>- Purpose in Death: When a model with this special rule loses its last wound, that model will automatically shoot as if it was the Shooting phase or, if there are player-controlled units within 1" of that model's unit, it will fight as though it was the Fight phase.</div>																														
Attacks	<table><tr><th>Weapon</th><th>Rng</th><th>Type</th><th>Str</th><th>AP</th><th>Dmg</th><th>Abilities</th></tr><tr><td>Death Touch</td><td>*</td><td>Melee</td><td>*</td><td>-</td><td>D3</td><td>This weapon deals a mortal wound each time it hits. Its damage is then resolved normally. Attacks from this weapon wound on 2+.</td></tr><tr><td>Word of Death</td><td>12"</td><td>Pistol</td><td>d6</td><td>-</td><td>-</td><td>-</td><td>For each hit scored with this weapon, the target takes a mortal wound on a 2+</td></tr></table>									Weapon	Rng	Type	Str	AP	Dmg	Abilities	Death Touch	*	Melee	*	-	D3	This weapon deals a mortal wound each time it hits. Its damage is then resolved normally. Attacks from this weapon wound on 2+.	Word of Death	12"	Pistol	d6	-	-	-	For each hit scored with this weapon, the target takes a mortal wound on a 2+
Weapon	Rng	Type	Str	AP	Dmg	Abilities																									
Death Touch	*	Melee	*	-	D3	This weapon deals a mortal wound each time it hits. Its damage is then resolved normally. Attacks from this weapon wound on 2+.																									
Word of Death	12"	Pistol	d6	-	-	-	For each hit scored with this weapon, the target takes a mortal wound on a 2+																								
KEYWORDS	Infantry, Magister, Shooting, Crucible Guardians, Shooting, Unit Leader																														

Every dozen generations, a Hekatrix will achieve the title of Inamorata; a Hekatrix so beloved by the crowd that it attains a kind of immortality. Every Drukhari who frequents the arenas can name the last nine by name. Titles like Lelith Hesperax and Rozalindh the Regretful will, once or twice a century, take to the sands to exhibit the most savage and hauntingly beautiful bloodletting. Inamoratas thought long dead have surfaced again to confront you.

Hekatrix Inamorata																							
NAME	M	WS	BS	S	T	W	A	Ld	Sv														
Hekatrix Inamorata	12"	2+	2+	4	3	5	4	9	5+														
RULES	<div>- Dodge: This model has a 4+ invulnerable save which becomes a 3+ invulnerable save if a player controlled model is within 1" of this model's unit.</div> <div>- Red In Hand: Hekatrix Celebrants in this model's unit gain the Whirlwind of Blood special rule.</div> <div>- Whirlwind of Blood: If a Hekatrix Celebrant in this model's unit rolls a natural 4+ to hit in the Fight phase, it may will make another attack. These bonus attacks cannot, themselves, generate further bonus attacks.</div>																						
Attacks	<table><tr><th>Weapon</th><th>Rng</th><th>Type</th><th>Str</th><th>AP</th><th>Dmg</th><th>Abilities</th></tr><tr><td>Emasculator Blade</td><td>-</td><td>Melee</td><td>4</td><td>-3</td><td>D3</td><td>A model that takes one or more unsaved wounds from this weapon but is not killed must fall back at its next opportunity.</td></tr></table>									Weapon	Rng	Type	Str	AP	Dmg	Abilities	Emasculator Blade	-	Melee	4	-3	D3	A model that takes one or more unsaved wounds from this weapon but is not killed must fall back at its next opportunity.
	Weapon	Rng	Type	Str	AP	Dmg	Abilities																
Emasculator Blade	-	Melee	4	-3	D3	A model that takes one or more unsaved wounds from this weapon but is not killed must fall back at its next opportunity.																	
KEYWORDS	Infantry, Hekatrix Inamorata, Assault, Crucible Guardians, Unit Leader																						

Amongst the ranks of wyches, many have looked on the Incubi with longing—either to be like them or to face them in the arena. The fighting title of Klaivarch is given to those wyches who master the style and weapons of the Incubi just by watching them. Experienced Klaivarchs are rare for the path requires much dedication; after mastering the Klaive and showing oneself in the arena, the Klaivarch can never leave without being challenged by Incubi. The result is a kind monastic existence, drifting from one arena fight to the next.

Klaivarch																							
NAME	M	WS	BS	S	T	W	A	Ld	Sv														
Klaivarch	12"	2+	2+	4	3	5	4	9	5+														
RULES	<div>- Dodge: This model has a 4+ invulnerable save which becomes a 3+ invulnerable save if a player controlled model is within 1" of this model's unit.</div> <div>- Dance of Blades: Hekatrix Celebrants in this model's unit gain the Ribbons of Flesh special rule.</div> <div>- Ribbons of Viscera: Armour saves may not be taken against this model's attacks in the Fight phase. Successful invulnerable saves against attacks from this model must be re-rolled.</div>																						
Attacks	<table><tr><th>Weapon</th><th>Rng</th><th>Type</th><th>Str</th><th>AP</th><th>Dmg</th><th>Abilities</th></tr><tr><td>Darklight Trident</td><td>-</td><td>Melee</td><td>8</td><td>-6</td><td>D3</td><td>This weapons always wounds on a 4+ unless the target is a VEHICLE in which case it always wounds on a 6+.</td></tr></table>									Weapon	Rng	Type	Str	AP	Dmg	Abilities	Darklight Trident	-	Melee	8	-6	D3	This weapons always wounds on a 4+ unless the target is a VEHICLE in which case it always wounds on a 6+.
	Weapon	Rng	Type	Str	AP	Dmg	Abilities																
Darklight Trident	-	Melee	8	-6	D3	This weapons always wounds on a 4+ unless the target is a VEHICLE in which case it always wounds on a 6+.																	
KEYWORDS	Infantry, Klaivarch, Assault , Crucible Guardians, Unit Leader																						

Fleshcrafters attempt to marry the arts of the Haemonculi with arena fighting. Instead of letting blood in small amounts before the big kill, they create waves of despair as they mutilate and ruin their opponent's bodies. Such a performance can take hours and is described as something of an acquired taste among the kabals. In truth, only the truly degenerate actually seek out these bouts, but the solid waves of agony can be quite titillating for those too jaded to enjoy more mainstream sport.

Fleshcrafter																														
NAME	M	WS	BS	S	T	W	A	Ld	Sv																					
Fleshcrafter	12"	2+	2+	4	3	5	4	9	5+																					
RULES	<div>- Dodge: This model has a 4+ invulnerable save which becomes a 3+ invulnerable save if a player controlled model is within 1" of this model's unit.</div> <div>- Scarified Vicissitude: Hekatrix Celebrants in this model's unit gain the Flesh Remade special rule.</div> <div>- Flesh Remade: When a model with this special rule would lose a wound, roll a d6. On a 4+, the wound is not lost.</div>																													
Attacks	<table><tr><th>Weapon</th><th>Rng</th><th>Type</th><th>Str</th><th>AP</th><th>Dmg</th><th>Abilities</th></tr><tr><td>Shard Gauntlet</td><td>12"</td><td>Pistol 2</td><td>*</td><td>-1</td><td>1</td><td>This weapons always wounds on a 4+ unless the target is a VEHICLE in which case it always wounds on a 6+.</td></tr><tr><td>Glidescythe</td><td>*</td><td>Melee</td><td>6</td><td>-3</td><td>1</td><td>On a wound roll of 6, change the damage of this weapon to 3.</td></tr></table>									Weapon	Rng	Type	Str	AP	Dmg	Abilities	Shard Gauntlet	12"	Pistol 2	*	-1	1	This weapons always wounds on a 4+ unless the target is a VEHICLE in which case it always wounds on a 6+.	Glidescythe	*	Melee	6	-3	1	On a wound roll of 6, change the damage of this weapon to 3.
	Weapon	Rng	Type	Str	AP	Dmg	Abilities																							
	Shard Gauntlet	12"	Pistol 2	*	-1	1	This weapons always wounds on a 4+ unless the target is a VEHICLE in which case it always wounds on a 6+.																							
Glidescythe	*	Melee	6	-3	1	On a wound roll of 6, change the damage of this weapon to 3.																								
KEYWORDS	Infantry, Fleshcrafter, Assault , Crucible Guardians, Unit Leader																													

Vedroth is a death world full of giant, arcane monsters. In other words, it is a beastmaster's paradise. The wyvern is just one of many beasts brought back to the arenas. With its hard, scaly skin, long reach and poisoned stinger, several Archons have expressed a desire to field wings of these creatures ridden by their warriors, but so far they have proven nearly untrainable.

Vedrothian Wyvern																																				
NAME	M	WS	BS	S	T	W	A	Ld	Sv																											
Vedrothian Wyvern	14"	3+	-	6	7	6	4	6	4+																											
RULES	<p>- Tail Whip: When this model makes its attacks, it makes a bonus attack against the opponent with the highest Toughness within 1". If all opponents have the same Toughness, choose its target normally.</p> <p>- Low Cunning: In its Movement phase, if there are player-controlled models within 1" of this mode, it will fall back toward the spawn zone shown on a d6 roll. If this move would put it within 1" of another model, move models by the shortest distance until it will fit. It will then attempt to assault during the subsequent Charge phase.</p>																																			
Attacks	<table><tr><th>Weapon</th><th>Rng</th><th>Type</th><th>Str</th><th>AP</th><th>Dmg</th><th colspan="3">Abilities</th></tr><tr><td>Poisoned Stinger</td><td>-</td><td>Melee</td><td>*</td><td>-3</td><td>3</td><td colspan="3">This weapons always wounds on a 2+.</td></tr><tr><td>Dewclaws</td><td>-</td><td>Melee</td><td>6</td><td>-2</td><td>D3</td><td colspan="3"></td></tr></table>									Weapon	Rng	Type	Str	AP	Dmg	Abilities			Poisoned Stinger	-	Melee	*	-3	3	This weapons always wounds on a 2+.			Dewclaws	-	Melee	6	-2	D3			
	Weapon	Rng	Type	Str	AP	Dmg	Abilities																													
	Poisoned Stinger	-	Melee	*	-3	3	This weapons always wounds on a 2+.																													
Dewclaws	-	Melee	6	-2	D3																															
KEYWORDS	Monster, Vedrothian Wyvern, Crucible Guardians, FLY, Assault																																			

Megarachnid is actually a catch-all term for the gigantic insects that seem to infest many death worlds. Nearly unkillable with conventional weapons, the megarachnids are prized for their longevity in the arenas and the fearsome rate at which fertile females can reproduce, ensuring there is a steady supply for the arenas.

Megarachnid																														
NAME	M	WS	BS	S	T	W	A	Ld	Sv																					
Megarachnid	8"	3+	4+	6	6	8	4	6	4+																					
RULES	<p>- Web Spray: When this model attacks in the Shooting phase, after rolling for the number of attacks it is going to make, assign these attacks to as many player-controlled models as possible starting from the closest and moving away until you run out of attacks to assign or range. Any remaining attacks that must target player-controlled units beyond the weapon's maximum range are lost.</p>																													
Attacks	<table><tr><th>Weapon</th><th>Rng</th><th>Type</th><th>Str</th><th>AP</th><th>Dmg</th><th>Abilities</th></tr><tr><td>Poison Fangs</td><td>-</td><td>Melee</td><td>*</td><td>-1</td><td>2</td><td>This weapons always wounds on a 3+ unless the target is a VEHICLE in which case it always wounds on a 6+.</td></tr><tr><td>Web Spinner</td><td>20"</td><td>Assault 2d6</td><td>5</td><td>-</td><td>1</td><td>A model hit by this weapon has its Movement characteristic halved and may not advance until this model's next Movement phase.</td></tr></table>									Weapon	Rng	Type	Str	AP	Dmg	Abilities	Poison Fangs	-	Melee	*	-1	2	This weapons always wounds on a 3+ unless the target is a VEHICLE in which case it always wounds on a 6+.	Web Spinner	20"	Assault 2d6	5	-	1	A model hit by this weapon has its Movement characteristic halved and may not advance until this model's next Movement phase.
	Weapon	Rng	Type	Str	AP	Dmg	Abilities																							
	Poison Fangs	-	Melee	*	-1	2	This weapons always wounds on a 3+ unless the target is a VEHICLE in which case it always wounds on a 6+.																							
Web Spinner	20"	Assault 2d6	5	-	1	A model hit by this weapon has its Movement characteristic halved and may not advance until this model's next Movement phase.																								
KEYWORDS	Monster, Megarachnid, Crucible Guardians, Shooting																													

The planet of Azora is a gas giant with a molten metal core. When conditions are right, this combination creates vast firestorms across its surface. That life could evolve here is truly remarkable as is the Azoran Phoenix. These long-tailed avians spend their lives in the skies of Azora, going from firestorm to firestorm to feed off the ash and bi-products. While the spectacular beasts always draw massive crowds, keeping them contained until fight time can be difficult.

Azoran Phoenix																											
NAME	M	WS	BS	S	T	W	A	Ld	Sv																		
Azoran Phoenix	20"	5+	4+	6	6	6	3	7	4+																		
RULES <ul style="list-style-type: none">- Undying: This model has a 4+ invulnerable save.- Flyby Attack: Instead of moving this unit normally, roll a d6 and move it its maximum movement toward the spawn zone shown on the die. Player-controlled and enemy models can move freely under it and across its base. This model can only be assaulted by player-controlled models with the Flight keyword. It will only fight if it is assaulted.- Flaming Trail: When this model moves, any player-controlled model under this model during its flight takes a mortal wound on a 5+.																											
Attacks	<table><tr><th>Weapon</th><th>Rng</th><th>Type</th><th>Str</th><th>AP</th><th>Dmg</th><th colspan="3">Abilities</th></tr><tr><td>Burning Talons</td><td>-</td><td>Melee</td><td>6</td><td>-2</td><td>2</td><td colspan="3">On a wound roll of 6, the target of this weapon takes a mortal wound in addition to any other damage.</td></tr></table>									Weapon	Rng	Type	Str	AP	Dmg	Abilities			Burning Talons	-	Melee	6	-2	2	On a wound roll of 6, the target of this weapon takes a mortal wound in addition to any other damage.		
	Weapon	Rng	Type	Str	AP	Dmg	Abilities																				
Burning Talons	-	Melee	6	-2	2	On a wound roll of 6, the target of this weapon takes a mortal wound in addition to any other damage.																					
KEYWORDS Monster, Azoran Phoenix, Crucible Guardians, FLY																											

The tomb world of Grendel was originally earmarked as a possible colony by the Imperium, but just beneath the surface lay a tomb complex with many millions of these creatures in alcoves in some kind of dessicant-resistant suspended animation. The process by which they are reanimated is said to be trivially simple but once active, the battlebeasts are completely uncontrollable. They destroy everything not part of their tomb world, which makes transporting them alive a significant hazard. Still, the arena draw is well worth the trouble.

Grendel Battlebeast																							
NAME	M	WS	BS	S	T	W	A	Ld	Sv														
Grendel Battlebeast	8"	2+	5+	10	7	9	3	8	2+														
RULES	<div>- Geneforged Chitin: This model has a 4+ invulnerable save.</div> <div>- Metabolic Shriek: Aura abilities generated by player-controlled models cease to function while those models are within 18" of this model.</div>																						
Attacks	<table><tr><th>Weapon</th><th>Rng</th><th>Type</th><th>Str</th><th>AP</th><th>Dmg</th><th>Abilities</th></tr><tr><td>Shattering Claw-Fists</td><td>-</td><td>Melee</td><td>10</td><td>-3</td><td>D3</td><td>In the Fight phase, when this model attacks, roll its hit rolls and then apply that many hit rolls to every player-controlled model within 3" of this model.</td></tr></table>									Weapon	Rng	Type	Str	AP	Dmg	Abilities	Shattering Claw-Fists	-	Melee	10	-3	D3	In the Fight phase, when this model attacks, roll its hit rolls and then apply that many hit rolls to every player-controlled model within 3" of this model.
	Weapon	Rng	Type	Str	AP	Dmg	Abilities																
Shattering Claw-Fists	-	Melee	10	-3	D3	In the Fight phase, when this model attacks, roll its hit rolls and then apply that many hit rolls to every player-controlled model within 3" of this model.																	
KEYWORDS	Infantry,																						

Some warriors who are able to prove themselves are chosen to ride into battle on a Venom. These arrow-swift chariots are the perfect attack transport with ample space for slaves, plunder and it even carries fearsome weaponry with which to support its passengers.

Venom Transport																														
NAME	M	WS	BS	S	T	W	A	Ld	Sv																					
Venom Transport	16"	4+	3+	5	5	5	2	7	5+																					
RULES	<div>- Purposeful: If this model is carrying Kabalite Celebrants, then it replaces the Shooting keyword with the Assault keyword. When they disembark, it regains the Shooting keyword.</div> <div>- Leap into the Fray: If this model has the Assault keyword, then in the Movement phase, it will move normally for a model with that keyword. If it ever gets within 10" of a player-controlled model, it will stop moving and any models it is transporting will immediately disembark as close to the player-controlled model as possible. Those models that disembark will move no farther this phase, but will attempt to assault in the subsequent Charge phase.</div> <div>- Evacuation Drill: When this model loses its final wound, any embarked models are placed touching its hull as close as possible to the nearest player-controlled model. They do not need to test for casualties from emergency disembarkation.</div>																													
Attacks	<table><tr><th>Weapon</th><th>Rng</th><th>Type</th><th>Str</th><th>AP</th><th>Dmg</th><th>Abilities</th></tr><tr><td>Splinter Cannon</td><td>36"</td><td>Assault 4</td><td>*</td><td>-</td><td>1</td><td>This weapons always wounds on a 4+ unless the target is a VEHICLE in which case it always wounds on a 6+.</td></tr><tr><td>Bladevanes</td><td>-</td><td>Melee</td><td>4</td><td>-1</td><td>1</td><td></td></tr></table>									Weapon	Rng	Type	Str	AP	Dmg	Abilities	Splinter Cannon	36"	Assault 4	*	-	1	This weapons always wounds on a 4+ unless the target is a VEHICLE in which case it always wounds on a 6+.	Bladevanes	-	Melee	4	-1	1	
Weapon	Rng	Type	Str	AP	Dmg	Abilities																								
Splinter Cannon	36"	Assault 4	*	-	1	This weapons always wounds on a 4+ unless the target is a VEHICLE in which case it always wounds on a 6+.																								
Bladevanes	-	Melee	4	-1	1																									
Transport	This model can transport up to 6 Crucible Guardians models. This creates some extra rules interactions which can be seen above.																													
KEYWORDS	Vehicle, Crucible Guardians, Transport, FLY, Shooting																													