

WARHAMMER QUEST

BLACKSTONE FORTRESS



DATASHEETS

FOR USE IN GAMES OF WARHAMMER 40,000

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BLACKSTONE FORTRESS EXPLORERS AND HOSTILES

This section contains all of the Warhammer 40,000 datasheets that you will need to fight battles with your Blackstone Fortress miniatures, and the rules for all of the weapons they can wield in battle. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have.

POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points costs of all your units to determine your army's total points value.

| UNIT | MODELS PER UNIT | POINTS PER UNIT (INCLUDES WEAPONS) |
|----------------------|-----------------|------------------------------------|
| Janus Draik | 1 | 40 |
| Espern Locarno | 1 | 30 |
| Taddeus the Purifier | 1 | 50 |
| Pious Vorne | 1 | 25 |
| UR-025 | 1 | 40 |
| Rein and Raus | 2 | 35 |
| Dahyak Grehk | 1 | 20 |
| Amallyn Shadowguide | 1 | 50 |
| Obsidius Mallex | 1 | 102 |
| Black Legionnaires | 2 | 26 |
| Traitor Guardsmen | 7 | 35 |
| Chaos Beastmen | 4 | 24 |
| Negavolt Cultists | 4 | 45 |
| Rogue Psykers | 1 | 30 |
| Spindle Drones | 4 | 60 |
| Ur-Ghul | 1 | 15 |



2
POWER

JANUS DRAIK

ROGUE TRADER

| NAME | M | WS | BS | S | T | W | A | Ld | Sv | | | | |
|--|---|------------|------|----|----|--|---|----|----|--|--|--|--|
| Janus Draik | 6" | 3+ | 3+ | 3 | 3 | 4 | 3 | 9 | 4+ | | | | |
| Janus Draik is a single model armed with a monomolecular rapier, heirloom pistol and archeotech grenades. Only one of this model can be included in your army. | | | | | | | | | | | | | |
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | | | | | | |
| Heirloom pistol | 12" | Pistol 1 | 4 | -2 | 2 | This weapon wounds on a 4+, unless it is targeting a VEHICLE or TITANIC unit, in which case it wounds on a 6+. | | | | | | | |
| Monomolecular rapier | Melee | Melee | User | -4 | 1 | - | | | | | | | |
| Archeotech grenade | 6" | Grenade D3 | 6 | -1 | D3 | You can only use this weapon once per battle. | | | | | | | |
| ABILITIES | <p>Warrant of Trade: Janus Draik can embark onto any IMPERIUM TRANSPORT, even though the transport in question might normally only permit models with other Faction keywords to do so. All other restrictions apply normally.</p> <p>Multi-Spectral Auspicator: Re-roll hit rolls of 1 made for attacks by Janus Draik.</p> | | | | | | | | | | | | |
| FACTION KEYWORDS | IMPERIUM, ASTRA CARTOGRAPHICA | | | | | | | | | | | | |
| KEYWORDS | CHARACTER, INFANTRY, ROGUE TRADER, JANUS DRAIK | | | | | | | | | | | | |





ESPERN LOCARNO

IMPERIAL NAVIGATOR

| NAME | M | WS | BS | S | T | W | A | Ld | Sv | | | | | |
|--|-------|----------|----|---|------|---|----|----|----|--|--|--|--|--|
| Espern Locarno | 6" | 5+ | 5+ | 3 | 3 | 3 | 2 | 7 | 6+ | | | | | |
| Espern Locarno is a single model armed with a laspistol and force-orb cane. Only one of this model can be included in your army. | | | | | | | | | | | | | | |
| WEAPON | | | | | | | | | | | | | | |
| Laspistol | 12" | Pistol 1 | | | 3 | 0 | 1 | - | | | | | | |
| Force-orb cane | Melee | Melee | | | User | 0 | D3 | - | | | | | | |
| ABILITIES | | | | | | | | | | | | | | |
| Psychic Barrier: Espern Locarno has a 4+ invulnerable save. | | | | | | | | | | | | | | |
| The Third Eye: When Espern Locarno attempts to manifest the <i>Smite</i> psychic power, select an enemy unit within 12" of and visible to him before making the psychic test – if there are none, he cannot attempt to manifest <i>Smite</i> this phase. If the power is successfully manifested, the unit you chose suffers the mortal wounds, even if another enemy unit is actually closer to Espern Locarno. | | | | | | | | | | | | | | |
| PSYKER | | | | | | | | | | | | | | |
| Espern Locarno can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. He knows the <i>Smite</i> power. | | | | | | | | | | | | | | |
| FACTION KEYWORDS | | | | | | | | | | | | | | |
| IMPERIUM, NAVIS NOBILITE | | | | | | | | | | | | | | |
| KEYWORDS | | | | | | | | | | | | | | |
| CHARACTER, INFANTRY, PSYKER, NAVIGATOR, ESPERN LOCARNO | | | | | | | | | | | | | | |



3
POWER

TADDEUS THE PURIFIER

MINISTORUM PRIEST

| NAME | M | WS | BS | S | T | W | A | Ld | Sv | | | | | | |
|---|--|----------|----|----|----|---|-----------|----|----|--|--|--|--|--|--|
| Taddeus the Purifier | 6" | 4+ | 4+ | 3 | 3 | 4 | 3 | 7 | 6+ | | | | | | |
| Taddeus the Purifier is a single model armed with a lascannon, servo-stubber and power maul. Only one of this model can be included in your army. | | | | | | | | | | | | | | | |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | | | | | | | |
| Laspistol | 12" | Pistol 1 | | 3 | 0 | 1 | - | | | | | | | | |
| Servo-stubber | 12" | Pistol 3 | | 4 | 0 | 1 | - | | | | | | | | |
| Power maul | Melee | Melee | | +2 | -1 | 1 | - | | | | | | | | |
| ABILITIES | Zealot: You can re-roll failed hit rolls for Taddeus the Purifier in a turn it which he made a charge move, performed a Heroic Intervention, or was charged by an enemy unit. | | | | | War Hymns: Add 1 to the Attacks characteristic of friendly ADEPTUS MINISTORUM INFANTRY and ASTRA MILITARUM INFANTRY units that are within 6" of any friendly MINISTORUM PRIESTS . | | | | | | | | | |
| Rosarius: Taddeus the Purifier has a 4+ invulnerable save. | | | | | | | | | | | | | | | |
| FACTION KEYWORDS | IMPERIUM, ADEPTUS MINISTORUM | | | | | | | | | | | | | | |
| KEYWORDS | CHARACTER, INFANTRY, MINISTORUM PRIEST, TADDEUS THE PURIFIER | | | | | | | | | | | | | | |



2
POWER

PIOUS VORNE

MISSIONARY ZEALOT

| NAME | M | WS | BS | S | T | W | A | Ld | Sv | | | | | | |
|--|--|-------|------------|----|----|--|---|---|----|--|--|--|--|--|--|
| Pious Vorne | 6" | 3+ | 4+ | 3 | 3 | 3 | 3 | 7 | 7+ | | | | | | |
| Pious Vorne is a single model armed with Vindictor. Only one of this model can be included in your army. | | | | | | | | | | | | | | | |
| WEAPON RANGE TYPE S AP D ABILITIES | | | | | | | | | | | | | | | |
| Vindictor (shooting) | 8" | | Assault D6 | | 5 | -1 | 1 | This weapon automatically hits its target. If the target is a CHAOS unit, roll two D6 to determine the number of attacks made with this weapon and discard the lowest result. | | | | | | | |
| Vindictor (melee) | Melee | Melee | | +1 | -1 | 1 | - | Maniacal Fervour: Roll a D6 each time this model loses a wound; on a 5+ that wound is not lost. | | | | | | | |
| ABILITIES | Zealot: You can re-roll failed hit rolls for Pious Vorne in a turn in which she made a charge move, performed a Heroic Intervention, or was charged by an enemy unit. | | | | | Maniacal Fervour: Roll a D6 each time this model loses a wound; on a 5+ that wound is not lost. | | | | | | | | | |
| FACTION KEYWORDS | IMPERIUM, ADEPTUS MINISTORUM | | | | | | | | | | | | | | |
| KEYWORDS | CHARACTER, INFANTRY, MISSIONARY ZEALOT, PIOUS VORNE | | | | | | | | | | | | | | |



2
POWERUR-025
IMPERIAL ROBOT

| NAME | M | WS | BS | S | T | W | A | Ld | Sv | | | | |
|---|---|---------|----|----|----|--|---|----|----|--|--|--|--|
| UR-025 | 5" | 3+ | 3+ | 5 | 5 | 4 | 2 | 8 | 3+ | | | | |
| UR-025 is a single model equipped with a Mk I assault cannon and a power claw. Only one of this model can be included in your army. | | | | | | | | | | | | | |
| WEAPON | RANGE | TYPE | S | AP | D | Abilities | | | | | | | |
| Mk I assault cannon | 24" | Heavy 4 | 5 | -1 | 1 | - | | | | | | | |
| Power claw | Melee | Melee | x2 | -3 | D3 | When attacking with this weapon, subtract 1 from the hit roll. | | | | | | | |
| Abilities | Self Repair Systems: At the start of the battle round, UR-025 regains 1 lost wound. | | | | | | | | | | | | |
| Faction Keywords | IMPERIUM, ROBOTICA IMPERIALIS | | | | | | | | | | | | |
| Keywords | CHARACTER, INFANTRY, IMPERIAL ROBOT, UR-025 | | | | | | | | | | | | |



2
POWER

REIN AND RAUS

RATLING TWINS

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|------|----|----|----|---|---|---|---|----|----|
| Rein | 6" | 5+ | 2+ | 2 | 2 | 2 | 1 | 6 | 6+ |
| Raus | 6" | 5+ | 2+ | 2 | 2 | 2 | 1 | 6 | 6+ |

This unit contains two models, Rein and Raus. Rein is armed with a sniper rifle and stub pistol. Raus is armed with a stub pistol and demolition charge. Only one of this unit can be included in your army.

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | |
|-------------------------|-------|--|---|----|----|---|--|
| Sniper rifle | 36" | Heavy 1 | 4 | 0 | 1 | A model firing this weapon can target an enemy CHARACTER even if they are not the closest enemy unit. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound on the target in addition to its normal damage. | |
| Stub pistol | 9" | Pistol 1 | 4 | 0 | 1 | - | |
| Demolition charge | 6" | Grenade D6 | 8 | -3 | D3 | This weapon can only be fired once per battle. | |
| ABILITIES | | <p>Find the Best Spot: Instead of deploying Rein and Raus normally, you can wait until both armies are fully deployed and then place them anywhere on the battlefield that is more than 18" away from any enemy models. If both players have units with abilities like this, they should roll off, and the winner chooses who will set up their units first.</p> <p>Shoot Sharp and Scarper: Immediately after making a shooting attack with Rein or Raus (other than firing Overwatch), that model can move as if it were the Movement phase (though it cannot Advance as part of this move).</p> <p>Naturally Stealthy: If Rein and Raus are receiving the benefit of cover, add 2 to their saving throws instead of 1.</p> | | | | | |
| FACTION KEYWORDS | | IMPERIUM, ASTRA MILITARUM, MILITARUM AUXILLA | | | | | |
| KEYWORDS (REIN) | | CHARACTER, INFANTRY, RATLING, REIN | | | | | |
| KEYWORDS (RAUS) | | CHARACTER, INFANTRY, RATLING, RAUS | | | | | |



2
POWER

DAHYAK GREKH

KROOT TRACKER

| NAME | M | WS | BS | S | T | W | A | Ld | Sv | | |
|--|---|--------------|----|----|----|---|-----------|----|----|--|--|
| Dahyak Grekh | 7" | 3+ | 3+ | 3 | 3 | 3 | 3 | 7 | 6+ | | |
| Dahyak Grekh is a single model armed with a kroot rifle and kroot pistol. Only one of this model can be included in your army. | | | | | | | | | | | |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | | | |
| Kroot pistol | 12" | Pistol 1 | | 4 | 0 | 1 | - | | | | |
| Kroot rifle (shooting) | 24" | Rapid Fire 1 | | 4 | 0 | 1 | - | | | | |
| Kroot rifle (melee) | Melee | Melee | | +1 | 0 | 1 | - | | | | |
| ABILITIES | <p>Tracker: During deployment, you can set up Dahyak Grekh in pursuit instead of placing him on the battlefield. At the end of any of your Movement phases he can reveal his hiding place and attack – set him up anywhere on the battlefield that is more than 9" away from any enemy models.</p> <p>Quarry Can't Hide: Dahyak Grekh can target an enemy CHARACTER even if they are not the closest enemy unit.</p> | | | | | | | | | | |
| FACTION KEYWORDS | T'AU EMPIRE, KROOT | | | | | | | | | | |
| KEYWORDS | CHARACTER, INFANTRY, KROOT TRACKER, DAHYAK GREKH | | | | | | | | | | |





AMALLYN SHADOWGUIDE

ASURYANI RANGER

| NAME | M | WS | BS | S | T | W | A | Ld | Sv | | | | | | | |
|--|-------|------------|----|------|---|---|---|---|----|--|--|--|--|--|--|--|
| Amallyn Shadowguide | 7" | 3+ | 2+ | 3 | 3 | 3 | 2 | 7 | 5+ | | | | | | | |
| Amallyn Shadowguide is a single model armed with a ranger long rifle, power blade and plasma grenades. Only one of this model can be included in your army. | | | | | | | | | | | | | | | | |
| WEAPON RANGE TYPE S AP D ABILITIES | | | | | | | | | | | | | | | | |
| Ranger long rifle | 36" | Heavy 1 | | 4 | 0 | 1 | | A model firing this weapon can target an enemy CHARACTER even if they are not the closest enemy unit. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound on the target in addition to its normal damage. | | | | | | | | |
| Power blade | Melee | Melee | | User | -2 | 1 | - | | | | | | | | | |
| Plasma grenade | 6" | Grenade D6 | | 4 | -1 | 1 | - | | | | | | | | | |
| ABILITIES | | | | | | | | | | | | | | | | |
| Ancient Doom: You can re-roll failed hit rolls in the Fight phase for Amallyn Shadowguide in a turn in which she charges or is charged by a SLAANESH unit. However, you must add 1 to Morale tests for her if she is within 3" of any SLAANESH units. | | | | | Appear Unbidden: During deployment, you can set up Amallyn Shadowguide walking the winding paths of the webway instead of placing her on the battlefield. At the beginning of the first battle round but before the first turn begins, she emerges from the webway – set her up anywhere on the battlefield that is more than 9" away from any enemy models. | | | | | | | | | | | |
| Battle Focus: If Amallyn Shadowguide moves or Advances in her Movement phase, weapons (excluding Heavy weapons) are used as if she had remained stationary. | | | | | Cameleoline Cloak: Your opponent must subtract 1 from hit rolls for ranged weapons that target Amallyn Shadowguide. In addition, if Amallyn Shadowguide is receiving the benefit of cover, add 2 to her saving throws instead of 1. | | | | | | | | | | | |
| FACTION KEYWORDS AELDARI, ASURYANI, WARHOST, BIEL-TAN | | | | | | | | | | | | | | | | |
| KEYWORDS CHARACTER, INFANTRY, RANGER, AMALLYN SHADOWGUIDE | | | | | | | | | | | | | | | | |



5
POWER

OBSIDIUS MALLEX

CHAOS LORD

| NAME | M | WS | BS | S | T | W | A | Ld | Sv | | | | | |
|--|-------|----------|----|----|---|---|--|----|----|--|--|--|--|--|
| Obsidius Mallex | 6" | 2+ | 2+ | 4 | 4 | 5 | 4 | 9 | 3+ | | | | | |
| Obsidius Mallex is a single model armed with a plasma pistol and thunder hammer. Only one of this model can be included in your army. | | | | | | | | | | | | | | |
| WEAPON RANGE TYPE S AP D AbILITIES | | | | | | | | | | | | | | |
| Plasma pistol When attacking with this weapon, choose one of the profiles below. | | | | | | | | | | | | | | |
| - Standard | 12" | Pistol 1 | | 7 | -3 | 1 | - | | | | | | | |
| - Supercharge | 12" | Pistol 1 | | 8 | -3 | 2 | On a hit roll of 1, the bearer is slain. | | | | | | | |
| Thunder hammer | Melee | Melee | | x2 | -3 | 3 | When attacking with this weapon, subtract 1 from the hit roll. | | | | | | | |
| Abilities | | | | | | | | | | | | | | |
| Death to the False Emperor: Each time you roll a hit roll of 6+ for Obsidius Mallex in the Fight phase, he can, if he was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate further attacks. | | | | | Lord of Chaos: Re-roll hit rolls of 1 for friendly BLACK LEGION and friendly SERVANTS OF THE ABYSS units within 6" of Obsidius Mallex. | | | | | | | | | |
| | | | | | Sigil of Corruption: Obsidius Mallex has a 4+ invulnerable save. | | | | | | | | | |
| Faction Keywords CHAOS, HERETIC ASTARTES, BLACK LEGION, SERVANTS OF THE ABYSS | | | | | | | | | | | | | | |
| Keywords CHARACTER, INFANTRY, CHAOS LORD, OBSIDIUS MALLEX | | | | | | | | | | | | | | |

2
POWER

ROGUE PSYKER

| NAME | M | WS | BS | S | T | W | A | Ld | Sv | | | | | |
|--|-------|----------|----|------|---|----|---|----|----|--|--|--|--|--|
| Rogue Psyker | 6" | 4+ | 4+ | 3 | 3 | 4 | 2 | 8 | 5+ | | | | | |
| A Rogue Psyker is single model armed with a lascannon and Chaos stave. No more than two of these models can be included in your army. | | | | | | | | | | | | | | |
| WEAPON RANGE TYPE S AP D Abilities | | | | | | | | | | | | | | |
| Laspistol | 12" | Pistol 1 | | 3 | 0 | 1 | - | | | | | | | |
| Chaos stave | Melee | Melee | | User | -1 | D3 | - | | | | | | | |
| Abilities | | | | | | | | | | | | | | |
| Servants of the Abyss: This ability has no effect unless your army includes OBSIDIUS MALLEX. If it does, you cannot set up any units with this ability before you have set up OBSIDIUS MALLEX. When you set up OBSIDIUS MALLEX during deployment, all units with this ability are immediately set up at the same time. When you set up OBSIDIUS MALLEX on the battlefield for the first time, all units with this ability must be set up within 6" of him (or they must all be set up in the same TRANSPORT as him). If they cannot be set up, they count as destroyed. | | | | | Unrestrained Power: You can re-roll any dice rolls of 1 when taking a psychic test for this model. However, this model suffers Perils of the Warp on any psychic test that is a double, not just a double 1 or double 6. | | | | | | | | | |
| | | | | | Slaves to Mallex: If your army is Battle-forged, this unit does not take up slots in a Detachment that includes OBSIDIUS MALLEX. | | | | | | | | | |
| Psyker | | | | | | | | | | | | | | |
| This model can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the <i>Smite</i> power. | | | | | | | | | | | | | | |
| Faction Keywords CHAOS, SERVANTS OF THE ABYSS | | | | | | | | | | | | | | |
| Keywords CHARACTER, INFANTRY, PSYKER, ROGUE PSYKER | | | | | | | | | | | | | | |



2

POWER

NEGAVOLT CULTISTS

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|--|----|----|----|---|---|---|---|----|----|
| Negavolt Cultist | 6" | 3+ | 4+ | 3 | 3 | 1 | 3 | 8 | 6+ |
| This unit contains 4 Negavolt Cultists. Each model is armed with electro-goads. Only one of this unit can be included in your army. | | | | | | | | | |
| WEAPON RANGE TYPE S AP D ABILITIES | | | | | | | | | |
| Electro-goads Melee Melee +2 0 1 Each hit roll of 6+ made with this weapon scores 3 hits. | | | | | | | | | |
| ABILITIES | | | | | | | | | |
| Servants of the Abyss: This ability has no effect unless your army includes OBSIDIUS MALLEX . If it does, you cannot set up any units with this ability before you have set up OBSIDIUS MALLEX . When you set up OBSIDIUS MALLEX during deployment, all units with this ability are immediately set up at the same time. When you set up OBSIDIUS MALLEX on the battlefield for the first time, all units with this ability must be set up within 6" of him (or they must all be set up in the same TRANSPORT as him). If they cannot be set up, they count as destroyed. | | | | | | | | | |
| FACTION KEYWORDS CHAOS, SERVANTS OF THE ABYSS | | | | | | | | | |
| KEYWORDS INFANTRY, NEGAVOLT CULTISTS | | | | | | | | | |



1

POWER

BLACK LEGIONNAIRES

CHAOS SPACE MARINES

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|--|----|----|----|---|---|---|---|----|----|
| Chaos Space Marine | 6" | 3+ | 3+ | 4 | 4 | 1 | 1 | 7 | 3+ |
| This unit contains 2 Chaos Space Marines. Each model is armed with a boltgun, bolt pistol, frag grenades and krak grenades. Only one of this unit can be included in your army. | | | | | | | | | |
| WEAPON RANGE TYPE S AP D ABILITIES | | | | | | | | | |
| Boltgun 24" Rapid Fire 1 4 0 1 - | | | | | | | | | |
| Bolt pistol 12" Pistol 1 4 0 1 - | | | | | | | | | |
| Frag grenade 6" Grenade D6 3 0 1 - | | | | | | | | | |
| Krak grenade 6" Grenade 1 6 -1 D3 - | | | | | | | | | |
| ABILITIES | | | | | | | | | |
| Servants of the Abyss: This ability has no effect unless your army includes OBSIDIUS MALLEX . If it does, you cannot set up any units with this ability before you have set up OBSIDIUS MALLEX . When you set up OBSIDIUS MALLEX during deployment, all units with this ability are immediately set up at the same time. When you set up OBSIDIUS MALLEX on the battlefield for the first time, all units with this ability must be set up within 6" of him (or they must all be set up in the same TRANSPORT as him). If they cannot be set up, they count as destroyed. | | | | | | | | | |
| FACTION KEYWORDS CHAOS, HERETIC ASTARTES, BLACK LEGION, SERVANTS OF THE ABYSS | | | | | | | | | |
| KEYWORDS INFANTRY, CHAOS SPACE MARINES, BLACK LEGIONNAIRES | | | | | | | | | |



SPINDLE DRONES

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|--|----|----|----|---|---|---|---|----|----|
| Spindle Drone | 6" | 3+ | 3+ | 4 | 4 | 2 | 2 | 10 | 4+ |
| This unit contains 4 Spindle Drones. Each model is equipped with a drone pulse. Only one of this unit may be included in your army. | | | | | | | | | |
| WEAPON RANGE TYPE S AP D Abilities | | | | | | | | | |
| Drone pulse 18" Pistol 1 3 0 1 - | | | | | | | | | |
| Abilities | | | | | | | | | |
| Threat Level Rising: Improve the Strength, Armour Penetration and Damage characteristics of a model's drone pulse by 1 for each model in its unit that has either lost wounds or been destroyed. For example, if 2 models in a unit of Spindle Drones have been destroyed and another has lost 1 wound, the 2 remaining models' drone pulses would have a Strength characteristic of 6, an AP characteristic of -3 and a Damage characteristic of 4. | | | | | | | | | |
| Faction Keywords Blackstone Construct, Unaligned | | | | | | | | | |
| Keywords Infantry, Spindle Drones | | | | | | | | | |



CHAOS BEASTMEN

| NAME | M | WS | BS | S | T | W | A | Ld | Sv | |
|--|-------|------------|----|------|----|----|--|----|----|--|
| Chaos Beastman | 6" | 3+ | 4+ | 4 | 4 | 1 | 1 | 6 | 5+ | |
| This unit contains 4 Chaos Beastmen. Each model is armed with either a laspistol or autopistol, and either a chainsword or brutal assault weapon. Each model is also armed with frag grenades and krak grenades. Only one of this unit can be included in your army. | | | | | | | | | | |
| WEAPON RANGE TYPE S AP D Abilities | | | | | | | | | | |
| Autopistol | 12" | Pistol 1 | | 3 | 0 | 1 | - | | | |
| Laspistol | 12" | Pistol 1 | | 3 | 0 | 1 | - | | | |
| Brutal assault weapon | Melee | Melee | | User | 0 | 1 | Each time the bearer fights, it can make 1 additional attack with this weapon. | | | |
| Chainsword | Melee | Melee | | User | 0 | 1 | Each time the bearer fights, it can make 1 additional attack with this weapon. | | | |
| Frag grenade | 6" | Grenade D6 | | 3 | 0 | 1 | - | | | |
| Krak grenade | 6" | Grenade 1 | | 6 | -1 | D3 | - | | | |
| Abilities | | | | | | | | | | |
| Servants of the Abyss: This ability has no effect unless your army includes OBSIDIUS MALLEX . If it does, you cannot set up any units with this ability before you have set up OBSIDIUS MALLEX . When you set up OBSIDIUS MALLEX during deployment, all units with this ability are immediately set up at the same time. When you set up OBSIDIUS MALLEX on the battlefield for the first time, all units with this ability must be set up within 6" of him (or they must all be set up in the same TRANSPORT as him). If they cannot be set up, they count as destroyed. | | | | | | | | | | |
| Faction Keywords Chaos, Servants of the Abyss | | | | | | | | | | |
| Keywords Infantry, Chaos Beastmen | | | | | | | | | | |



TRAITOR GUARDSMEN

| NAME | M | WS | BS | S | T | W | A | Ld | Sv | | | |
|---|---|--------------|------|---|----|----|--|----|----|--|--|--|
| Traitor Guardsman | 6" | 4+ | 4+ | 3 | 3 | 1 | 1 | 6 | 5+ | | | |
| Traitor Sergeant | 6" | 4+ | 4+ | 3 | 3 | 1 | 2 | 7 | 5+ | | | |
| This unit contains 1 Traitor Sergeant and 6 Traitor Guardsmen. Only up to two of this unit can be included in your army. | | | | | | | | | | | | |
| <ul style="list-style-type: none"> - The Traitor Sergeant is armed with a lascannon, chainsword and frag grenades. - 1 Traitor Guardsman is armed with a flamer and frag grenades. - 2 Traitor Guardsmen are each armed with a lasgun and frag grenades. - 1 Traitor Guardsman is armed with a lasgun, frag grenades and krak grenades. - 2 Traitor Guardsmen are each armed with a brutal assault weapon, frag grenades and either a lascannon or autopistol. | | | | | | | | | | | | |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | | | | |
| Autopistol | 12" | Pistol 1 | | 3 | 0 | 1 | - | | | | | |
| Flamer | 8" | Assault D6 | | 4 | 0 | 1 | This weapon automatically hits its target. | | | | | |
| Lasgun | 24" | Rapid Fire 1 | | 3 | 0 | 1 | - | | | | | |
| Laspistol | 12" | Pistol 1 | | 3 | 0 | 1 | - | | | | | |
| Brutal assault weapon | Melee | Melee | User | 0 | 1 | | Each time the bearer fights, it can make 1 additional attack with this weapon. | | | | | |
| Chainsword | Melee | Melee | User | 0 | 1 | | Each time the bearer fights, it can make 1 additional attack with this weapon. | | | | | |
| Frag grenade | 6" | Grenade D6 | | 3 | 0 | 1 | - | | | | | |
| Krak grenade | 6" | Grenade 1 | | 6 | -1 | D3 | - | | | | | |
| ABILITIES | Servants of the Abyss: This ability has no effect unless your army includes OBSIDIUS MALLEX. If it does, you cannot set up any units with this ability before you have set up OBSIDIUS MALLEX. When you set up OBSIDIUS MALLEX during deployment, all units with this ability are immediately set up at the same time. When you set up OBSIDIUS MALLEX on the battlefield for the first time, all units with this ability must be set up within 6" of him (or they must all be set up in the same TRANSPORT as him). If they cannot be set up, they count as destroyed. | | | | | | | | | | | |
| FACTION KEYWORDS | CHAOS, SERVANTS OF THE ABYSS | | | | | | | | | | | |
| KEYWORDS | INFANTRY, TRAITOR GUARDSMEN | | | | | | | | | | | |

1
POWER

UR-GHUL

| NAME | M | WS | BS | S | T | W | A | Ld | Sv | | | |
|--|--|-------|------|---|----|---|-----------|----|----|--|--|--|
| Ur-Ghul | 8" | 3+ | - | 4 | 3 | 3 | 4 | 4 | 7+ | | | |
| An Ur-Ghul is a single model that attacks with its claws and talons. | | | | | | | | | | | | |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | | | | |
| Claws and talons | Melee | Melee | User | 0 | 1 | - | | | | | | |
| ABILITIES | | | | | | | | | | | | |
| Insensible To Pain: This model has a 5+ invulnerable save. | | | | | | | | | | | | |
| Ferocious Charge: Add 2 to this model's Attacks characteristic if it made a charge move in the same turn. | | | | | | | | | | | | |
| Court of the Archon: You can re-roll failed hit rolls for this model whilst it is within 3" of any friendly <KABAL> ARCHONS. In addition, if your army is Battle-forged, this model does not take up slots in a Detachment that includes any <KABAL> ARCHONS. | | | | | | | | | | | | |
| In a Battle-forged army in a matched play game, you can only include <KABAL> COURT OF THE ARCHON models in a detachment that also includes one or more <KABAL> ARCHONS, and you can only include a maximum of 4 COURT OF THE ARCHON models in the same detachment. | | | | | | | | | | | | |
| <i>Designer's Note: When you include this unit in your army, you must nominate which Kabal the unit is from. You then simply replace the <KABAL> keyword in every instance on this unit's datasheet with the name you chose. You can use any of the Kabals you have read about, or make up your own.</i> | | | | | | | | | | | | |
| FACTION KEYWORDS | AELDARI, DRUKHARI, <KABAL> | | | | | | | | | | | |
| KEYWORDS | INFANTRY, COURT OF THE ARCHON, UR-GHUL | | | | | | | | | | | |