

WARHAMMER QUEST

BLACKSTONE FORTRESSES



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 Grekh	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	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.						Disruption Field Generator: Janus Draik has a 4+ invulnerable save.		
	Multi-Spectral Auspicator: Re-roll hit rolls of 1 made for attacks by Janus Draik.						Concealed Archeotech Weapon: Once per battle, at the start of the Fight phase, pick one enemy model within 1" of Janus Draik and roll a dice; on a 4+ the target model suffers D3 mortal wounds.		
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	RANGE	TYPE	S		AP	D	ABILITIES		
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								





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 laspistol, 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.

Rosarius: Taddeus the Purifier has a 4+ invulnerable save.

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**.

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	-	
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**
POWER

UR-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

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.

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).

Naturally Stealthy: If Rein and Raus are receiving the benefit of cover, add 2 to their saving throws instead of 1.

You Go High, I'll Go Low: The first time this unit is set up on the battlefield, both models must be placed in unit coherency with each other. From that point onwards, each operates independently and is treated as a separate unit.

Grappling Hook: When moving with Raus, do not count any vertical distance he moves against the total he can move that turn (i.e. moving vertically is free for this model).

The Ratling Twins: You can re-roll failed hit and wound rolls when shooting with Rein's sniper rifle if the target is also visible to Raus.

FACTION KEYWORDS

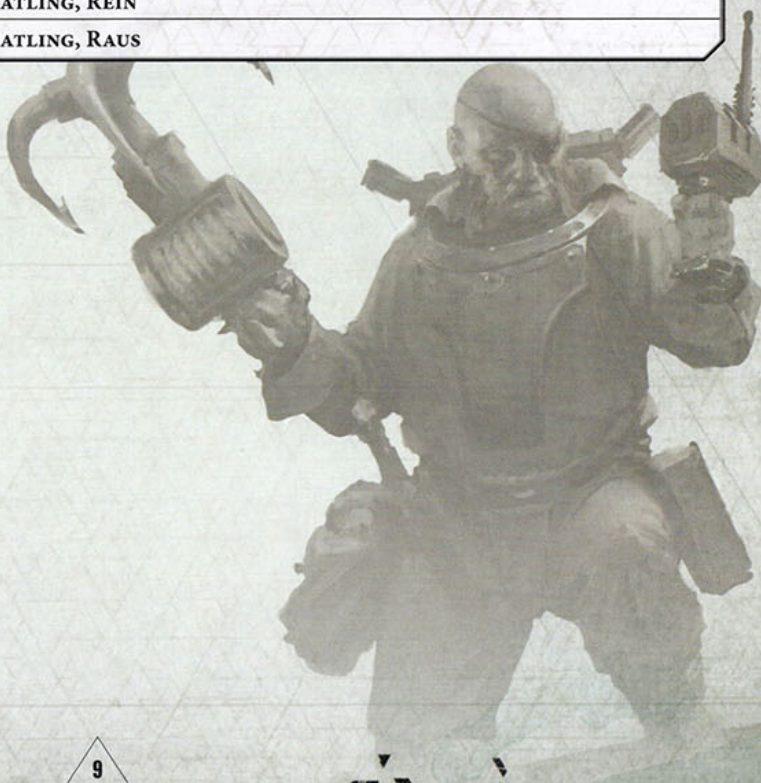
IMPERIUM, ASTRA MILITARUM, MILITARUM AUXILLA

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

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.

Quarry Can't Hide: Dahyak Grekh can target an enemy **CHARACTER** even if they are not the closest enemy unit.

Concealed Booby Traps: Once per battle, at the end of your opponent's Movement phase, you can choose an enemy unit on the battlefield and roll a D6. Subtract 1 from the result if the unit is a **CHARACTER** but add 1 if the unit contains 10 or more models. On a 4+ that unit suffers D3 mortal wounds; on a 7+ it suffers D6 mortal wounds instead.

Fieldcraft: If Dahyak Grekh is receiving the benefit of cover, add 2 to his saving throws instead of 1.

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. 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.		
	Battle Focus: If Amallyn Shadowguide moves or Advances in her Movement phase, weapons (excluding Heavy weapons) are used as if she had remained stationary.								
	Phase Crystal: Amallyn Shadowguide has a 4+ invulnerable save and can move across models and terrain as if they were not there.								
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 laspistol 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								



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.						Voltagheist Field: Models in this unit have a 5+ invulnerable save. When this unit completes a charge move, choose one of the target units you charged and roll a D6 for each model in the charging unit. Each roll of 6 inflicts 1 mortal wound on the unit you chose.		
FACTION KEYWORDS	CHAOS, SERVANTS OF THE ABYSS								
KEYWORDS	INFANTRY, NEGAVOLT CULTISTS								



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.						Death to the False Emperor: Each time you roll a hit roll of 6+ for a model in this unit in the Fight phase, it can, if it 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.		
							Mallex's Followers: If your army is Battle-forged, you can only include this unit in a Detachment that also includes OBSIDIUS MALLEX . Furthermore, this unit does not take up slots in a Detachment that includes OBSIDIUS MALLEX .		
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.						Savage Charge: Add 1 to the Strength and Attacks characteristic of models in this unit if it made a charge move in the same turn. Slaves to Mallex: If your army is Battle-forged, this unit does not take up slots in a Detachment that includes OBSIDIUS MALLEX .		
FACTION KEYWORDS	CHAOS, SERVANTS OF THE ABYSS								
KEYWORDS	INFANTRY, CHAOS BEASTMEN								

2
POWER

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.

- The Traitor Sergeant is armed with a laspistol, 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 laspistol 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



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.

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.

FACTION KEYWORDS AELDARI, DRUKHARI, <KABAL>

KEYWORDS INFANTRY, COURT OF THE ARCHON, UR-GHUL