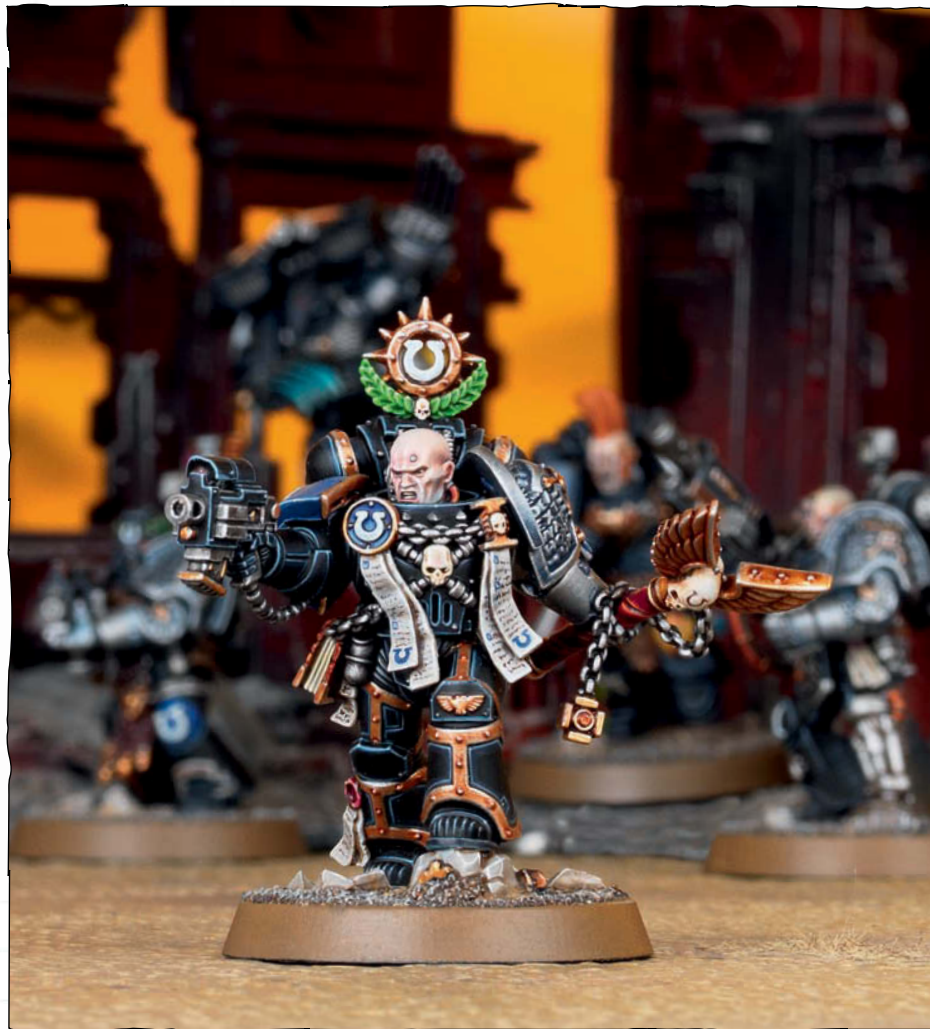




ORTAN CASSIUS

THE TRUE BELIEVER



Ortan Cassius is a warrior of impressive presence, even for a scion of Ultramar. His gaze is as cold as the void – it is said he could stare down a pack of Donorian Clawed Fiends with the intensity of his contempt – though in battle the fires of his fury are hot enough to inspire all who hear his stentorian tones. Cassius was put forward as an exemplar of Imperial values by the Lord Macragge himself, and rightly so. Since his induction into the Deathwatch, his inspirational hatred of the xenos has galvanised every operative he has spoken to. In Mankind's eternal crusade, such indomitable conviction is the greatest weapon of all.

Cassius carries the deadly crozius arcanum and the protective rosarius force field of his office, and also bears the Tome of Ectoclades – a unique treatise upon the Ordo Xenos' most hard-won secrets. These artefacts are in safe hands – notably, Cassius resisted psycho-domination simulations without so much as an elevated heartbeat. The will of the Emperor drives Cassius, and the Watch Commanders mark his progress well.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Ortan Cassius	5	4	4	4	2	4	2	10	3+	Infantry (Character)	1 (Unique)

* You may not include Ortan Cassius and Chaplain Cassius in the same army.

WARGEAR:

- Bolt pistol
- Crozius arcanum
- Frag grenades (count as assault grenades)
- Krak grenades
- Rosarius
- Special issue ammunition (page 2)

SPECIAL RULES:

- Independent Character
- Zealot

CROZIUS ARCANUM

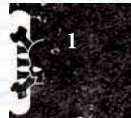
The power weapon known as the crozius arcanum is a Space Marine Chaplain's rod of office. It is the symbol of his authority and his weapon of righteous judgement.

Range	S	AP	Type
-	+2	4	Melee, Concussive

ROSARIUS

A rosarius emits a protective energy field around the wearer capable of deflecting blows and shots that would smash a ferrocrete bunker.

A rosarius confers a 4+ invulnerable save.

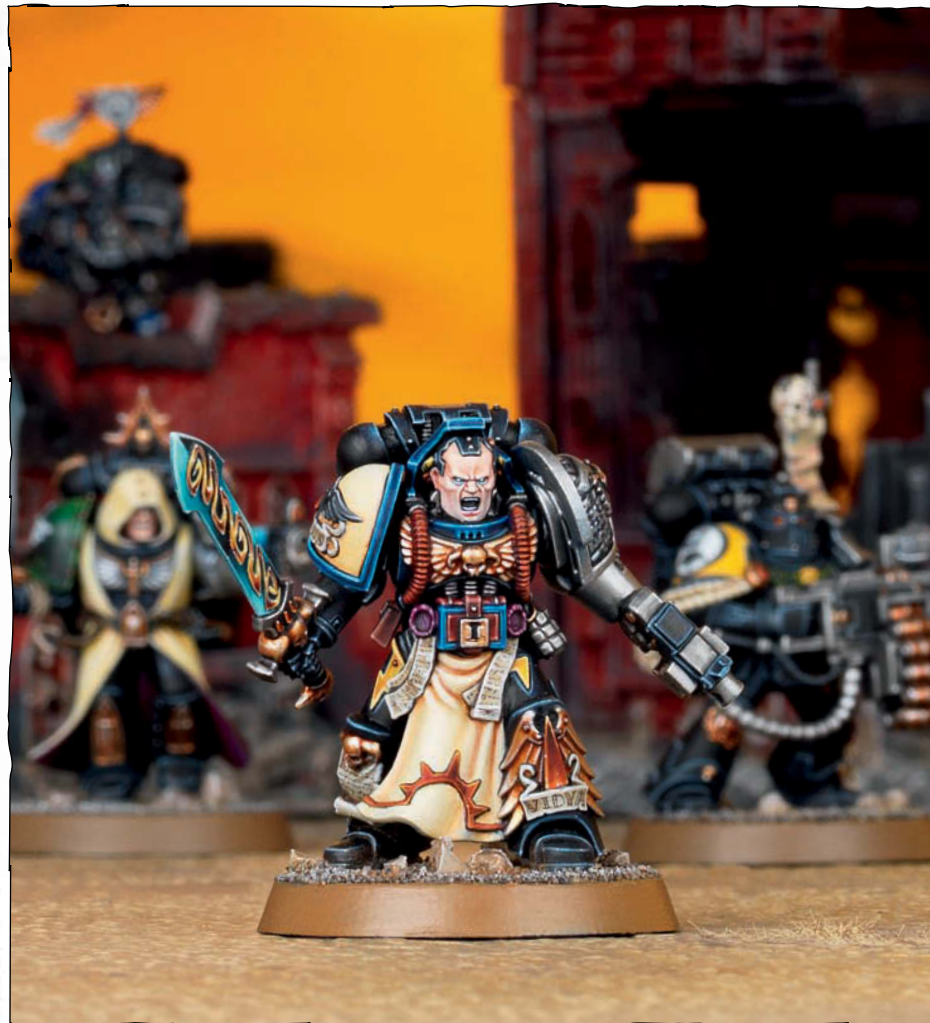




JENSUS NATORIAN

THE VENGEFUL SON

95
POINTS



Jensu Natorian's potent psychic powers enhance his innate strength and speed to unstoppable levels. He first manifested this ability after the violent death of his parents to the Orks of Waaagh! Gutsplitta – the resultant psychic rampage saw the young Natorian tear apart scores of xenos with his bare hands. It is a killing spree that continues to this day, though its targets are not merely greenskins, but every xenos creature that stands in his path.

Natorian was on the verge of being taken by the Black Ship Pythanatos when he came to the notice of Inquisitor Belicor of the Ordo Xenos. Belicor saw the potential within Natorian, and personally delivered the young warrior to the Blood Ravens. He oversaw Natorian's tenure in the Chapter, and later in his career instigated his induction into the Deathwatch. Natorian fights with lightning speed whenever his ire is raised, perhaps seeking to wash away his tormented past in a sea of xenos blood. What is certain is that his psychic powers manifest more within him than without, making him a warrior mystic of surpassing deadlines at close quarters.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Jensu Natorian	5	4	4	4	2	4	2	10	3+	Infantry (Character)	1 (Unique)

WARGEAR:

- Bolt pistol
- Force sword
- Frag grenades
- Krak grenades
- Psychic hood
- Special issue ammunition

PSYKER:

Jensu Natorian generates his powers from the **Biomancy** discipline.

SPECIAL RULES:

- And They Shall Know No Fear
- Independent Character
- Psyker (Mastery Level 2)

SPECIAL ISSUE AMMUNITION

In each of their Shooting phases, Jensu Natorian and Ortan Cassius can use one of the profiles below instead of the normal profile for their bolt pistols, until the start of their next Shooting phase. All models in a unit with special issue ammunition must fire the same type.

	Range	S	AP	Type
Dragonfire bolt	12"	4	5	Pistol, Ignores Cover
Hellfire round	12"	1	5	Pistol, Poisoned (2+)
Kraken bolt	15"	4	4	Pistol
Vengeance round	9"	4	3	Pistol, Gets Hot



SQUAD DONATUS

175
POINTS



When more than one battlefield mission proves vital at the same time, Chaplain Cassius will often give a curt order that sees his second-in-command lead half his team to war as Squad Donatus. A master marksman, Vael Donatus is an expert in the pinpoint application of force, whether through the firepower of Brothers Grytt and Sorrlock, or the relentless assaults of the rival Brothers Redblade and Gydrael.

	WS	BS	S	T	W	I	A	Ld	Sv
Squad Donatus Veteran	4	4	4	4	1	4	2	9	3+

Unit Type
Infantry (Character)

Unit Composition
5 Veterans (Unique)

WARGEAR:

- Vael Donatus has a boltgun and special issue ammunition.
- Drenn Redblade has a boltgun, special issue ammunition and two close combat weapons.
- Rodricus Grytt has a Deathwatch frag cannon.
- Ennox Sorrlock has a combi-melta and special issue ammunition.
- Zameon Gydrael has a plasma pistol and a power sword.
- All have frag and krak grenades.

SPECIAL RULES:

- **And They Shall Know No Fear**
- **Precision Shots** (Donatus only)
- **Counter-attack** (Redblade only)
- **Feel No Pain (6+)** (Sorrlock only)
- **Stubborn** (Gydrael only)

DEATHWATCH FRAG CANNON

The frag cannon can fire a horde-shredding burst of shrapnel or dense solid shells.

	Range	S	AP	Type
Frag round	Template	6	-	Assault 2, Rending
Solid shell	24"	7	3	Assault 2

SPECIAL ISSUE AMMUNITION

In each of their Shooting phases, models with special issue ammunition can use one of the profiles below instead of the normal profile for their boltgun (or the 'bolter' part of a combi-melta) until the start of their next Shooting phase. All models in the unit with special issue ammunition must fire the same type.

	Range	S	AP	Type
Dragonfire bolt	24"	4	5	Rapid Fire, Ignores Cover
Hellfire round	24"	1	5	Rapid Fire, Poisoned (2+)
Kraken bolt	30"	4	4	Rapid Fire
Vengeance round	18"	4	3	Rapid Fire, Gets Hot



EDRYC SETORAX

THE SILENT KILLER

35
POINTS



In terms of sheer lethality, there are few in the Deathwatch Chapter that can match Edryc Setorax. He takes the Raven Guard's propensity to strike from the shadows to an almost supernatural level, appearing from nowhere or hurtling out of the clouds to spear his victims with Talon pattern lightning claws. Like many of his Chapter, Setorax is a withdrawn and insular character, haunting the edge of vision even during official briefings.

In battle, Setorax's actions speak loud and clear as to his competence. If there is no cover from which to ambush his foes, Setorax will create his own, activating the weaponised smoke launchers that adorn his jump pack and shooting from a cloud of choking mist into the enemy ranks. Setorax has used this terrifying shock tactic to great effect against the perfidious Eldar, whose spite and cowardice the Raven Guard know well. It was Setorax who brought the Emperor's Justice to the Seer Council of Yme-Loc, an act that cemented his reputation across the Deathwatch within a matter of days.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Edryc Setorax	4	4	4	4	1	4	2	9	3+	Jump Infantry (Character)	1 (Unique)

WARGEAR:

- Two lightning claws
- Frag grenades
- Krak grenades

SPECIAL RULES:

- And They Shall Know No Fear
- Bulky
- Deep Strike
- Stealth

Heroic Intervention: A unit that contains any models with this rule ignores penalties for disordered charges and can re-roll one or both dice when determining its charge range. Furthermore, Edryc Setorax always passes the Initiative test if he wishes to make a Glorious Intervention.

Strike from the Shadows:

Edryc Setorax has the Shrouded special rule until the start of the second game turn.

Winged Deliverance:

Edryc Setorax may use his jump pack in both the Movement and Assault phases of the same turn. Furthermore, when he makes Hammer of Wrath attacks, he can re-roll failed To Wound rolls.



ANTOR DELASSIO

THE CURSED YOUNG PRINCE

35
POINTS



Brother Delassio is an exceptional shock trooper whose aerial attacks have struck down xenos monsters many times his size. It is said by Delassio's fellows that he elevates the role of the Assault Marine to an art form, though Delassio remains humble and claims he is amongst the least talented of his kin. The battle-brother was gifted the artisan-crafted hand flamer Ignatus during his tenure in Inquisitor van Corollor's personal retinue. Since his release from that duty, the Blood Angel has perfected his squad-breaking tactic of burning away the rank and file of the enemy before hurtling down to decapitate the unit leader with his chainsword.

Despite his skill, Delassio is under threat of Invigilus Expulsor by the Ordo Xenos. His record was once without blemish, but since the boarding incident that scuppered the Black Legion war barge Incontrovertible Truth he has exhibited a worrying loss of control in the heat of battle. His brothers maintain this ferocity is an asset, but the Inquisition would likely disagree – to the point of excruciation.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Antor Delassio	4	4	4	4	1	4	2	9	3+	Jump Infantry (Character)	1 (Unique)

WARGEAR:

- Hand flamer
- Chainsword
- Frag grenades
- Krak grenades

SPECIAL RULES:

- And They Shall Know No Fear
- Bulky
- Deep Strike
- Furious Charge

Heroic Intervention: A unit that contains any models with this rule ignores penalties for disordered charges and can re-roll one or both dice when determining its charge range. Furthermore, Antor Delassio always passes the Initiative test if he wishes to make a Glorious Intervention.



GARRAN BRANATAR

THE WALKER IN FIRE

60
POINTS



Branatar is the anvil upon which countless monstrous foes have been broken. Reliable, stoic and heavy-set, he makes for an obvious target, but is almost impervious to injury. When despatched upon a mission he will stride through the fires of war until his duty is complete and a trail of smouldering xenos corpses stretches out behind him.

Branatar carries a self-imposed burden – during the Gharuda Cleansing, he left his battle-brother Athondar to die in order to fulfil the mission's kill criteria. The Chaplaincy believes he is still haunted by his comrade's death, but thus far, the guilt he carries like an anvil upon his back has not impacted his efficacy. Clad in an ornate suit of Terminator armour, he has little but contempt for the volleys of firepower sent to stop him. His loyalty and compassion toward the battle-brothers in his Kill Team is inspiring, and his mastery of the heavy flamer is unmatched. He wields fire with the skill of a master artisan, teleporting right into the midst of the enemy before burning their squads away from the inside out.

	WS	BS	S	T	W	I	A	Ld	Sv
Garran Branatar	4	4	4	4	1	4	2	9	2+

Unit Type
Infantry (Character)

Unit Composition
1 (Unique)

WARGEAR:

- Terminator armour
- Heavy flamer
- Master-crafted meltagun
- Master-crafted power fist

SPECIAL RULES:

- And They Shall Know No Fear
- Bulky
- Deep Strike
- Fearless
- Relentless

Flamecraft: Garran Branatar has the Feel No Pain (4+) special rule against Wounds caused by Flamer weapons (as defined in *Warhammer 40,000: The Rules*). Furthermore, he can re-roll all failed To Wound rolls and armour penetration rolls that do not result in glancing or penetrating hits when using his heavy flamer.

TERMINATOR ARMOUR

Terminator armour, also known as Tactical Dreadnought Armour, is the toughest personal armour in the Imperium. Massively bulky, it contains not only sophisticated sensors and teleport integrators but a full exo-skeleton arrangement of fibre bundles and adamantium rods to support the heavy gauge plasteel and ceramite plates that form the outer carapace.

Terminator armour confers a 2+ Armour Save and a 5+ invulnerable save. Furthermore, models in Terminator armour have the Bulky, Deep Strike and Relentless special rules, and may not make Sweeping Advances.



JETEK SUBEREI

THE LIVING HURRICANE



Though eccentric in manner, Brother Suberei is a force of unbridled destruction who takes great joy in wreaking utter havoc upon the enemies of the Imperium. He speaks more often to his cyber-eagle, Vengla, than to his squad mates, finds easy mirth in things that other operatives find disturbing, and refuses to fight with sanctioned Deathwatch wargear. However, he has accepted a specialist upgrade to the twin-linked bolters of his bike, making the storm of ammunition he lays down with each charge all the more deadly. Suberei considers it a matter of honour always to be at the forefront of the fray, and claims to take offence if any wet their blades before he does.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	
Jetek Suberei	4	4	4	5	1	4	2	9	3+	Bike (Character)	1 (Unique)	

WARGEAR:

- Twin-linked boltgun
- Power sword
- Frag grenades
- Krak grenades
- Special issue ammunition (pg 3)
- Teleport homer

SPECIAL RULES:

- And They Shall Know No Fear
- Hammer of Wrath
- Hit & Run
- Jink
- Relentless
- Split Fire
- Skilled Rider
- Very Bulky

Born in the Saddle: Jetek Suberei adds 1 to his Strength when resolving hits caused by the Hammer of Wrath special rule.

TELEPORT HOMER

Teleport homers emit a powerful signal enabling orbiting strike cruisers to lock onto them with their teleportation equipment. By matching the exact coordinates of this signal, the risk of missing the intended mark is greatly reduced.

Friendly units composed entirely of models in Terminator armour do not scatter when they Deep Strike, so long as the first model is placed within 6" of Jetek Suberei. For this to work, Jetek Suberei must have been on the battlefield at the start of the turn.



KILL TEAM CASSIUS

535
POINTS



No squad embodies the combined arms approach of the Aquila pattern more completely than Kill Team Cassius. Led by an inspirational leader and mentor in the form of Cassius, it numbers so many talented specialists that no enemy is beyond its reach. The gun lines of the xenos find themselves under lightning-fast assault from the psyker Natorian, the jump pack team of Setorax and Delassio and the savage rider Suberei. The central mass of the foe is torn away by heavy firepower from Branatar and Grytt, whilst its leaders face the exacting marksmanship of Donatus and Sorlock. Any counter-attack is met by the charge of the headstrong Redblade and the ever-vigilant Gydrael.

FORMATION:

- Ortan Cassius
- Jensus Natorian
- Squad Donatus
- Garran Branatar
- Antor Delassio
- Edryc Setorax
- Jetek Suberei

RESTRICTIONS:

None.



SPECIAL RULES:

Kill Team: All of the units in this Formation form a single unit called a Kill Team. This is a single unit for all game purposes; it must be deployed as one unit and cannot split apart during the battle, even if a model within it has the Independent Character special rule.

Aquila Doctrine: Models from this Formation can re-roll any To Wound rolls and armour penetration rolls of 1.



PATRIARCH GHOSAR

THE GHASTLY TRUTH

115
POINTS



In powerful leaps and bursts of speed, Patriarch Ghosar hurtles towards its prey. Though more massive than an Ogryn, this creature is possessed of whiplash speed. Worshipped as a living god by those in its thrall, the Patriarch is the nexus of a blasphemous new order, and the vector of a deadly mutation that has spread, previously undetected, beneath the crust of its host planetoid, Ghosar Quintus. Now its vile brood is boiling out to claim planetary dominion. Though the Patriarch is lethally fast and strong, its most unsettling weapon is its ability to take over lesser minds with but a glance. The Patriarch's hateful yellow eyes fix on its prey, hypnotising them and binding them to its will. In the years when Patriarch Ghosar was still in hiding, it planted its ovipositor into the flesh of such victims, mingling its alien biology with their own in order to create a new breed of horror. With its cult now revealed, the creature's intent is only to kill, ripping its prey apart with razored claws, or stabbing its chitinous tail through armour and clothing to plunge into the warm flesh beneath.

	WS	BS	S	T	W	I	A	Ld	Sv
Patriarch Ghosar	7	0	5	5	3	7	4	10	4+

Unit Type
Infantry (Character)

Unit Composition
1 (Unique)

WARGEAR:

- Patriarch's claws
- Genestealer familiar (page 2)

SPECIAL RULES:

- Bulky
- Fear
- Fearless
- Fleet
- Hit and Run
- Independent Character
- Infiltrate
- Move Through Cover
- Psyker (Mastery Level 2)
- Stealth

PSYKER:

Patriarch Ghosar generates its powers from the **Telepathy** discipline.

PATRIARCH'S CLAWS

Patriarch Ghosar's claws are so impossibly sharp that they can tear effortlessly through steel and ceramite, as well as flesh and bone.

Range	S	AP	Type
-	User	3	Melee, Rending, Shred

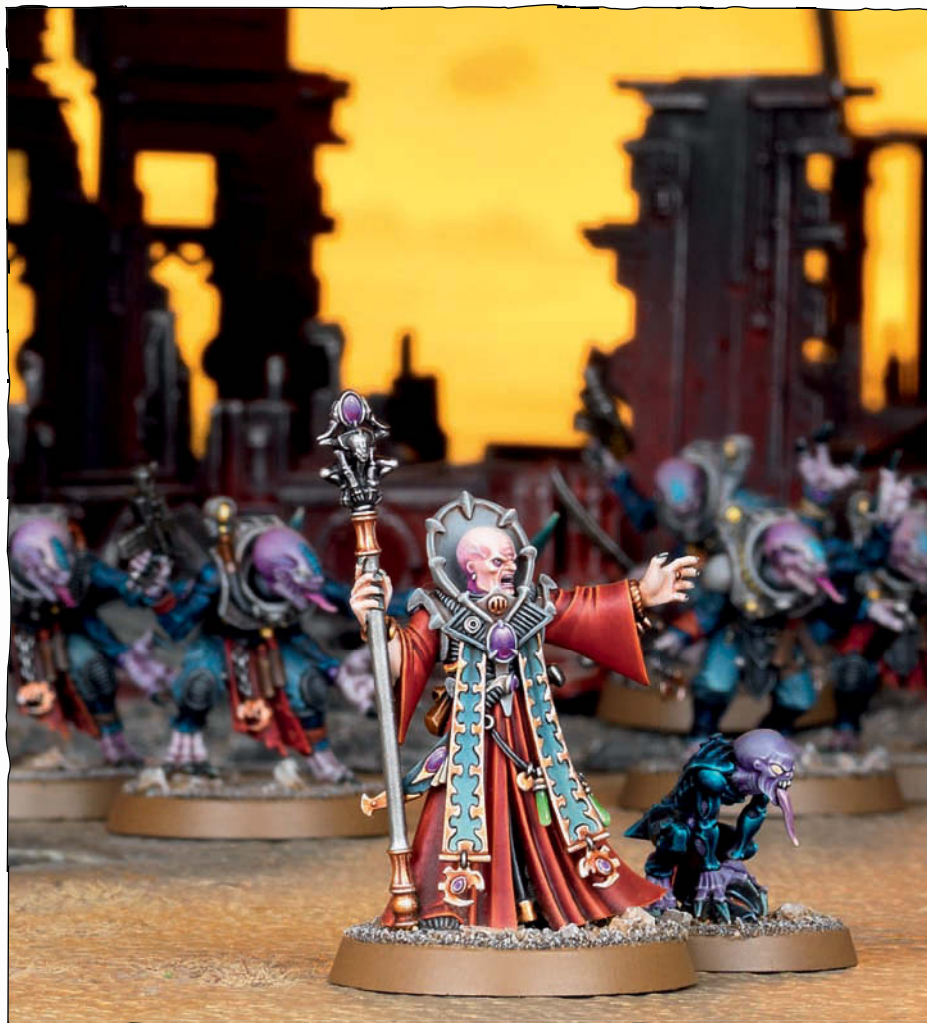




MAGUS ORTHAN TRYSSST

PROPHET OF THE GREAT PATRIARCH

65
POINTS



Magus Orthan Trysst rules over the Great Pit of Ghosar Quintus with a will of iron, though in truth his broodkin are so devoted to the Cult of the Four-armed Emperor that they gladly obey his every command. He answers only to the Patriarch itself, attending the looming monstrosity he calls master every day. The Patriarch's agenda is communicated to him not in words, but through thoughts and impulses sent from the great beast's mind. The Magus himself is a potent psyker, and his skills have been instrumental in the rise of the cult and its dominance over Ghosar's population. Those caught in his chilling gaze find themselves hopelessly enthralled, totally oblivious to the carnage being wrought around them, or even convinced they are transforming into mutants themselves. Such are the strange abilities the Patriarch has gifted to Orthan Trysst that the Magus can manifest child-sized familiars that hurry to do his bidding. These slash and bite at those who would harm their master, whilst the Magus shouts praise to the Patriarch and crushes the minds of his foes.

	WS	BS	S	T	W	I	A	Ld	Sv
Magus Orthan Trysst	4	4	3	3	2	4	2	9	5+

Unit Type
Infantry (Character)

Unit Composition
1 (Unique)

WARGEAR:

- Autopistol
- Force stave
- Genestealer familiar

SPECIAL RULES:

- Independent Character
- Psyker (Mastery Level 2)

PSYKER:

Orthan Trysst generates his powers from the **Telepathy** discipline.

GENESTEALER FAMILIAR

These impish creatures are fiercely protective and no less deadly than the Genestealers they resemble.

A model with a Genestealer Familiar makes two additional S4 AP- attacks with the Rending special rule in close combat. A Genestealer Familiar is represented by a separate miniature that will always remain as close as possible to its master. The model itself is decorative, and is always ignored for game purposes – just move it to one side if it gets in the way. Remove the Genestealer Familiar once its master has been slain.



PRIMUS VORGAN TRY SST

RIGHT HAND OF THE PATRIARCH

75
POINTS



Primus Vorgan Trysst is an exemplar of the cult's strange creed and an inspirational speaker of its enigmatic truths. Despite being of second generation stock, he quickly made a name for himself by leading the aggressive conquests of several minor Ghosar dynasties. An excellent war leader, his innate understanding of strategy has seen him launch punitive strikes on his home world and off-planet. By marshalling a force of hybrids and commandeering flotillas of mining vessels and machinery, he has introduced new infestations of his purestrain kin to many other worlds. Those who oppose him are rendered comatose with a shot from Vorgan's needle pistol – its vials full of toxins retro-engineered from the Primus' own blood – or cut down with a bonesword capable of discharging a deadly pulse of bioelectricity. When Vorgan Trysst strides to war, he does not so much as flinch as the bullets fly, for he knows that he is performing holy work – and that thousands of soldiers slink behind him, each willing to die at his command.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Primus Vorgan Trysst	4	4	4	3	2	4	3	10	5+	Infantry (Character)	1 (Unique)

WARGEAR:

- Needle pistol
- Bone sword
- Blasting charges (assault grenades)

SPECIAL RULES:

- Independent Character
- Rendering
- Zealot

NEEDLE PISTOL

Needle pistols fire projectiles filled with deadly neurotoxins and acidic poisons.

Range	S	AP	Type
12"	X	6	Pistol, Poisoned (2+)

BONESWORD

Boneswords are living monomolecular blades that can drain the life force of their victims.

Range	S	AP	Type
-	User	3	Melee, Life Drain

Life Drain: Any To Wound roll of 6 made with this weapon has the Instant Death special rule.



THE FAVOURED DISCIPLES

ACOLYTE HYBRIDS OF THE FIRST AND SECOND CIRCLES

85
POINTS



Utterly inhuman, driven by the violent impulses of the Patriarch, the Acolytes of the Cult of the Four-armed Emperor are dangerous foes indeed. Basking in the glory of the patron that infected them, they croon and hiss in the subterranean darkness until the moment to strike arrives. When the time comes to throw off the torn robes they use to disguise their foulness, the Disciples crawl to the surface, their grotesque faces twisted in alien glee. Their anatomies are riotous, displaying a chimeric blend of the species from which they hail – the vicious speed of the Genestealer twinned with the cunning of mankind is a potent combination. Screaming shrilly, they charge pell-mell into the enemy, slashing, throttling and blasting away with the autopistols and customised demolition charges they plunder from the Great Pit.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Acolyte Hybrid	4	3	4	3	1	4	2	8	5+	Infantry	12 Acolyte Hybrids

WARGEAR:

- Autopistol
- Close combat weapon
- Rending claws
- Blasting charges (assault grenades)

SPECIAL RULES:

- Fearless

RENDING CLAWS

The diamond-hard tips of these claws tear effortlessly through armour, skin and bone, shredding the hapless victim to bloody ribbons.

Range	S	AP	Type
-	User	5	Melee, Rending





THE FAITHFUL THROING

110
POINTS



The third and fourth generation hybrids of the Trysst Dynasty number in the thousands. Each amongst them has become spry and tough over a lifetime of hard labour, his physical strength bolstered by the alien genes lurking within. These Neophyte Hybrids do not bear the outward hallmarks of the Four-armed Emperor's touch in the same manner as the Disciples, but their allegiance is every bit as devoted. Though they can easily pass for human and still use the tools and weapons of their former lives, when the cult goes on the attack, the Faithful show their true colours. Surging from sewers, gasworks and catacombs, they swarm the cult's enemies in such numbers they can seize control of a planet's defences within the first hour of their insurrection.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Neophyte Hybrid	3	3	3	3	1	4	1	8	5+	Infantry	16 Neophyte Hybrids

WARGEAR:

- 12 Neophyte Hybrids have autoguns
- 2 Neophyte Hybrids have grenade launchers
- 2 Neophyte Hybrids have mining lasers
- All models have close combat weapons and blasting charges (assault grenades)

GRENADE LAUNCHER

Grenade launchers can fire a range of deadly rounds.

	Range	S	AP	Type
Frag grenade	24"	3	6	Assault 1, Blast
Krak grenade	24"	6	4	Assault 1

MINING LASER

These modified mining tools can blast a hole through a metres-thick bulkhead in a single shot.

Range	S	AP	Type
24"	9	2	Heavy 1



THE PURESTRAIN PRINCELINGS

30
POINTS



Worshipped as the sainted brothers of the Patriarch, the Purestrain Princelings are in truth the Tyranid vanguard organisms known as Genestealers. These xenos creatures are terrifyingly agile and swift, able to squeeze through small spaces and track their prey across miles of urban decay. Their claws are diamond-hard and wickedly curved, natural weapons developed by the bio-fleets of the Tyranids to slice through the thickest armour or hide. Even the Disciples of the Pit treat the Princelings with awe and no little fear, for they echo the true form of the Four-armed Emperor. They are the holy star-lords that accompanied the Patriarch on his long journey across the void, and the enlightenment they bring to those that wrong him is savage in the extreme.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Purestrain Genestealer	6	0	4	4	1	6	2	10	5+	Infantry	2 Purestrain Genestealers

WARGEAR:

- Rending claws

SPECIAL RULES:

- Fleet
- Hit and Run
- Infiltrate
- Move Through Cover
- Stealth

RENDING CLAWS

The diamond-hard tips of these claws tear effortlessly through armour, skin and bone, shredding the hapless victim to bloody ribbons.

Range	S	AP	Type
-	User	5	Melee, Rending





THE BROTHERS ABERRANT

120
POINTS



Lumpen, muscular and possessed of a bestial vigour, the aberrant hybrids that lumber through the eternal darkness of the Great Pit are used by the cult as enforcers and thugs. These brutes have many times the strength of a mortal man, and wield heavy power hammers and mining picks with ease. So mighty are the Brothers Aberrant that when the cult rises up against its surface-dwelling enemies they are used as shock troops – some are even given the duty of tearing apart enemy fortifications and war machines. Unshackled, pumped full of stimulants, and with their rags stripped away to show their truly blessed anatomies, the Aberrants wade into the fight with hammers swinging to crush, maim and destroy the enemies of their xenos masters.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Aberrant	4	1	5	4	2	2	2	8	5+	Infantry	4 Aberrants

WARGEAR:

- 2 Aberrants have power hammers
- 2 Aberrants have power picks
- All models have rending claws

SPECIAL RULES:

- Stubborn
- Feel No Pain

POWER TOOLS

In the hands of over-muscled brutes like Aberrants, these powered mining tools are crude but incredibly destructive improvised weapons.

	Range	S	AP	Type
Power pick	-	+2	3	Melee, Unwieldy
Power hammer	-	+3	2	Melee, Specialist Weapon, Two-handed, Concussive, Unwieldy

RENDING CLAWS

The diamond-hard tips of these claws can tear through armour.

Range	S	AP	Type
-	User	5	Melee, Rending



GHOSAR QUINTUS BROODKIN

600
POINTS



From labyrinthine mine tunnels, the Cult of the Four-armed Emperor surges forth, an uprising four generations in the making. That time has not been spent idly; over the decades the cult has inveigled its tendrils of influence into every institution, military force and gubernatorial body that may oppose its goals. The great work, simmering under the surface for long years, has reached boiling point, and the Ghosar Quintus Broodkin have finally abandoned their long-cherished secrecy and attacked. The enemy is already at the brink of defeat, for misdirection, sabotage, treachery and hypnotic influence has ensured the planet is ripe for conquest. The final irony is that even though the Broodkin stand on the cusp of ultimate victory, they are unwittingly paving the way for an even crueller conquest to come...

FORMATION:

- Patriarch Ghosar
- Magus Orthan Trysst
- Primus Vorgan Trysst
- The Purestrain Princelings
- The Favoured Disciples
- The Faithful Throng
- The Brothers Aberrant

RESTRICTIONS:

None



SPECIAL RULES:

- Infiltrate
- Stealth

Ambush the Unhallowed: All Ghosar Quintus Broodkin units that deploy using the Infiltrate special rule have the Shrouded special rule until the start of the second game turn, and can attempt to charge on their first turn. In addition, when Patriarch Ghosar and the Purestrain Princelings deploy using their Infiltrate special rule, they can be set up anywhere on the table that is more than 1" from any enemy unit, whether deployed units can draw a line of sight to them or not (Patriarch Ghosar cannot do this if joined to a unit, unless that unit is the Purestrain Princelings).

Broodmind Telepathy: Whilst Patriarch Ghosar is alive, all Ghosar Quintus Broodkin models have the Fearless and Adamantium Will special rules.