

# FANHAMMER

40,000



LIBER XENOS

FANDEX FRA'AL CONCLAVES



# FANDEX

## FRA'AL CONCLAVES

This document contains all of the rules and additional datasheets that you will need in order to fight battles as the xenos raiders of the Fra'al Conclaves in Warhammer 40k. This is intended to serve as an **UNOFFICIAL FAN-MADE CODEX** or **'FANDEX'** to compliment those rules contained within the 9th Edition of WH40k. Where such overlap occurs between the parent rules & datasheets will be found in that parent volume instead of being reproduced here, except in those circumstances where such reproduction is of benefit to the completeness of the Fandex. In such instances the rules common to those described below are referenced in the WH40k 9Ed rule book in any of the unique datasheets presented here.

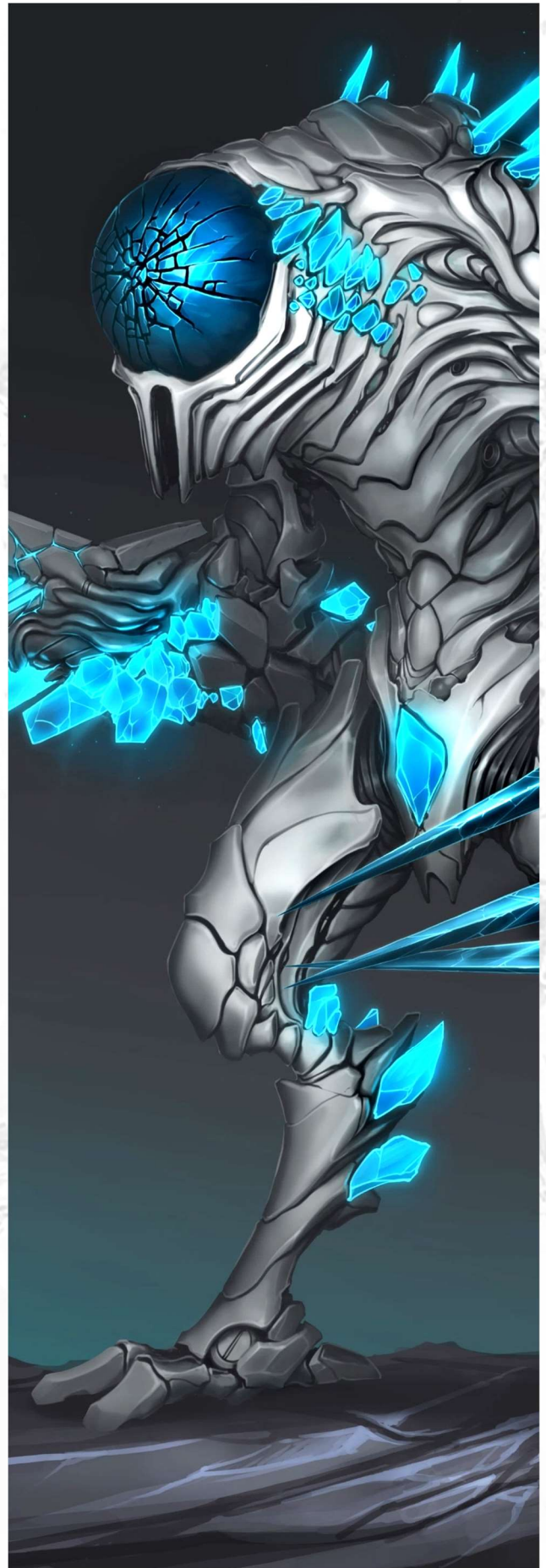
### FRA'AL XENOLOGY OVERVIEW

The Fra'al are an ancient race of void dwelling pirates, smugglers, black-market traders and occasional conquerors, which have plagued the Galactic Northwest of the Milky Way for eons. Though their origin worlds, if in fact they had such a terrestrial beginning, are lost to all including the Fra'al themselves who have forgotten much of their pre-void nomadic wandering. What is known is that they are remembered by most other races of antiquity including records kept by the ancient ancestors of the Eldar from before the Fall and the birth of Slaanesh, as well as Human empires rising to prominence before their annihilation during the Age of Strife. Today the Fra'al Conclaves still reap a bitter harvest from the various void ways and warp-translation lanes, taking what can be acquired by force or otherwise through guile and negotiation. When conflict is preferred or forced upon them, the Fra'al use their innate monstrous psykana and aether-saturated technology to destroy their enemies.

### FRA'AL BIOLOGY

#### Physiology and Adaptations

The Fra'al Xeno-form when unarmoured display the characteristic pseudo-avian appearance of the. It would be easy to believe based on the slender form of the Fra'al indicates an evolutionary history similar to the avian Kroot or even the Eldari Xenobreeds. This assertion would be false as Fra'al physiology is largely unique and has more in common with Old Earth deep-sea predatory cephalapods by nature of their tough yet lipid flesh and glass-like skeletal structure, as well as the giant nocturnal vampyris-moths of ancient Yu'vath ruinworlds, rather than solely avian type origins. In particular the vertical slit mouthparts of the Fra'al head, used often with a distressing sucking sound and motion when feeding, hides an almost steel hardened squid-like beak. Finally, the hidden presence of chromataphoric pigmentation displaying a wealth of intricate congregation specific birth-clone markings outside the visual range of many species without the ability to see across the ultraviolet spectrum or possessing the gift of warp-sight.





## Psykana Abilities

The Fra'al Xeno-form has the greatest degree of evolutionary psionic-physiology observed by Imperial scholars, beyond all other comparative studies of similar xeno-breeds. Ofcourse great psychic abilities in other xeno-forms are documented such as the Tyranid's psychic hive-mind creates a shocking 'shadow' in warp-space due to the enourmous psychic 'foot-print' of its consciousness; the Greenskinz passive gestalt psychic field or 'Waargh!!' allow the apparent manipulation of the laws of physics; and the Eldar race, specifically those of the Craftworld sub-breed, having exceptionally powerful psychic individuals and are seemingly able to channel the psychic essenses of their dead to power and animate their technology. However, the Fra'al Xenos' direct psychic ability to use the energies and medium of the warp is monstrous in the extreme. Whereas other species majoritively tap into the warp passively except for a few direct 'psyker' bioforms or mutants, all Fra'al seem to be in some way or another directly tap into and manipulate the energies of the immaterium and considered to be active psykers. This innate ability has had a great impact upon the development of Fra'al society and technology, as well as their aging growth stages, and reproduction.

Though it is unknown if the historic ancestors of the Fra'al reproduced naturally, their current kin appear to prefer synthetically augmented methods of cloned reproduction. It appears from recorded testimonies of recovered human captives that new generations of Fra'al are cloned from existing leaders in the Fra'al Hierachy into Clone-Brood units called 'Congregations' (though the veracity of such records is debatable due to the broken sanity of such poor wretches). These clones are identical physically but, due to either design or evolutionary adaptation by the species, these clones have a unique gestalt psychic consciousness of multiple minds moving throughouts the bodies of the Congregation. These 'Minds' seem to be able to communicate seamlessly through the dimension of the warp to the extent that they act in an almost synchronious manner. However, over-time a part of the gestalt consciousness of the Clone-Brood emerges as the dominant Mind, commanding or consuming the psychic essenses of the lesser Clone-Brood consiousnesses as it ages and the Clone-Brood reduces in number. Eventually, through mortality, attrition, or direct psionic predation, one Fra'al Clone remains from the Brood and, as if hatching from an incubating egg, evolves into a singular and very potent psychic Overmind.

Though all Fra'al have been seen to have abilities to summon all manner of deadly psychic emanations (searing warfire and crushing telekinetic blasts), and reconstructive immaterial warpcraft, it is the Fra'al Psionic Song which is the most pervasive power in the Fra'al Xeno-form's possession. The 'Song' or agonizing screeching cacophonpies to the non-Fra'al receivers of these psychic signals, seem to be a fundamental part of the Fra'al ability to harness the energies of the warp as well as tranverse, channel and utilise it in their communication networks, weapons, and technology. For example, the Fra'al are seemingly able to traverse warp space through the efforts made by thousands of Fra'al 'psingers' or 'choristers' to literally shear stable rifts through its immaterial fabric. The same is also apparent

to the various warp spawned predators and demons that plague the fragile minds of human psykers. Where as demons or enslaver entities can touch and influence the minds of unprotect psykers, the minds of the Fra'al, forever singing the psychic songs of their race, literally scream into the warped mirror-consciousness that comprise such immaterial predators. When exposed for too long the 'minds' of such warp creatures, as well as the psyker forms of other races, are literally torn apart by the psionic shredding of their subtle immaterially warped bodies and soul substances.

## Galactic Ecology

The Fra'al appear to be concentrated in the Galactic Northwest of the Milkway Galaxy, though isolated reports of vagrant vessels and raider parties have been recorded through the Milkway. Most likely the species evolved from a singular world or void bound locality in the region of the Halo Stars though it has spread far and wide through numerous sectors as part of their nomadic empire or holdings of 'hostage worlds'. In relation to the Fra'al physiology as described earlier, and its void-adapted form, the Fra'al fulfil a galactic niche of that of opportunistic predator. Seemingly unable to or disinterested in settling worlds or building static colonies, the Fra'al tranverse the void and warp in search of rich prey in the form of other species vessels, voidstations, mining colonies, and established worlds from which to take resources necessary for their survival. The precise way in which the Fra'al take such resources varies depending upon the opportunities at hand to exploit, from the use of wholesale force to nuanced negotiation and trade discussion of goods. Such 'goods' could be slaves, bio-chemical supplies, or other forms of adequate biomass in exchange for Fra'al technology, information, warp-travel secrets, and potential rare services as mercenaries.

The Fra'al, though aggressive and arrogant in their mannerisms, are not the soul syphoning flesheating monsters they are often described as. Infact the direct consumption of unprocessed biomass is abhorrent to the Fra'al. The Fra'al diet is instead composed of a rich bio-chemical soup of complex mycelial species, fungus-like growths, and bacterial cultures, though they may occasional 'garnish' such liquid broths with the synaptic fluids of certain 'favoured' slaves. These liquid broths are the output of enourmous digesters into which the Fra'al will dump almost any form of biomass they can secure in the desolate empty scretches of the void, including their own dead, spent slaves, recovered biomass from raids or that obtained through trade with kindred Fra'al conclaves and other races.

## FRA'AL SOCIETY

### Clone-Broods and Conclaves

Due to the gestalt psychic gestation of Fra'al minds within their clone broods, Fra'al society revolves around the innate need to psychically dominate others. Within Fra'al society this is focused towards individual Fra'al minds dominating their Clone Brood Congregation, to eventually outlive or aborb their sibling's consciousness into their own. These awoken Fra'al Masters in turn act as nodes to



hold a number of Congregations together in a psychic network known as a Conclave, who act in concert with the presiding Overmind. The Conclave therefore forms the societal fulcrum on which this unusual void faring race pivots. Conclaves vary in size, and can be formed of many multiple demi-Conclave units collectively led by a unity of like minded and equally willed Fra'al Masters.

### Satraps and Psyrants

At the top of the psionic network of gestalt minds and consciousnesses in the Fra'al Conclave are the psionically powerful minds of the Satrap Masters, the Gestalt Overmind who tether to themselves many Congregations of lesser Fra'al Clone-Broods. Occasionally, when the psychic abilities of certain Satraps have grown to even more monstrous proportion they become an apex consciousness in the Fra'al psychic hierarchy known as a Psyrant. These immensely powerful Psyrant leaders are capable of coordinating and aligning their minds with many thousands of Fra'al Congregations, by psychically tethering to them the Satraps leaders of multiple Conclave Battlegroups. This creates an emense unity of purpose under a strong Overmind and a desire in other

Fra'al to challenge this dominance, thereby constantly testing and regulating the ruling Overmind's cohesion with their Conclaves. Due to the artificial nature of Fra'al reproduction through the cloning of certain Fra'al geno-breeds, different Congregations serve different roles in the Conclave's psychic unity. The majority of Fra'al are known as Choristers, their purpose to harmonise their psychic songs and choirs to generate vast quantities of immaterially energized Aetheric Plasma to power their empyrically attuned technologies. They further use their gestalt psionic harmonization to shear tunnels forcefully through the raw dimensional space of the warp, like a shaft of light cuts through the darkness. These temporary Aetheric Rift Conduits allow the Fra'al to travel at faster than light speeds with greater accuracy than Imperial warp-capable vessels and their vulnerable navigators. Furthermore, the Chorus of the Fra'al psionic song emanations and the Chorusmasters orchestrating this agonizing melody are important for ensuring that invading immaterial predators and warp parasites are held in check, such as Daemonic entities, Psyrean enslavers, K'nib infestations, and the ravenous hunger of the Khrave.



Fra'al Raiders engage an Imperial Ordo Xenos Suppression Force over the resources of the Hostage World Venous Beta. The recently recolonized Venous System was liberated as part of the Haldern Crusade of M38 by the Imperium of Mankind. However, though the Fra'al Sistrum of combined Conclaves were eventually repulsed, much of the systems resources and defenses were critically destroyed during the conflict. Such a situation presents an opportunity to the Fra'al in the future should Imperial military support stationed at the system move elsewhere before adequate resources are expended to resecure Venous Beta.



## Genators and Bioticians

Though the Fra'al Choirs and their Chorusmasters are vital to the Conclaves survival through warp-space, it is the expert Fra'al Genators and Biotician Clone-Broods who are responsible for overseeing the continual perpetuation of the Fra'al Conclave's population. In addition these Fra'al oversee the creation of numerous biological servitor creatures which appear like white gelatinous deep sea slugs made from the Fra'al own genetic material allowing seamless psychic control by the Fra'al as they slowly roam throughout their voidcraft habitats, and across their bodies. Furthermore, it is these biotician Geno-breeds that are responsible not only for the breeding and control of gene-forged servitors but also the management of the Conclaves enslaved labourer force, taken in raids in the course of the Fra'al's piracy or traded for. Such labourers are needed to work in the Battlecruisers weapons manufactoria, cleaning the hazardous Aetheric-Plasma Drivewells, and tending the myco-culture stills which produce the fungal nutrient soup on which the Fra'al sustain their physical forms. As expected, the lifespan of such slaves is terribly brief, and when spent their biomass is added to the same myco-culture stills that they tended for the now own digestion.

## Aethersmiths and Psyber-Pilots

Many of the Fra'al Geno-Breed Congregations are rarely seen beyond the confines of the Conclaves voidcraft. However, the most augmented of the Geno-Breed Congregations are the Aethersmiths and Psyber-Pilots whose physical bodies have been deliberately atrophied in exchange in greatly enhanced psychic abilities brought on by their enlarged, highly complex, cerebral structures and huge crania. Their weak physical bodies spend their entire lives inside suspended support cradles and fed via diffusive exchange capillaries. However, for these Fra'al such physical containment is meaningless for their warp-infused minds are free to wander through the empyric threshold between the psychical and immaterial realms as aetheric predatory spectres. They use this psychic projection and dislocation from their biological forms to possess artificially created machine puppets called Aether-Golems, that they seamlessly control. The Fra'al use these artificial yet durable monstrous forms to operate in a host of exceptionally dangerous environments, such the active Aether-Plasma Drivewells, the void of space, or when extended time is required in crushing high gravitic conditions.

## Warriors and Raiders

Probably the most frequently encountered Fra'al Congregations by other voidfaring species are the Fra'al's Conclave warriors and raiders. Typically, the physically strongest of the Fra'al cloned Geno-breeds, they are further characterized by their aggressive natures and wanton, almost cruel, dislike of other races. However, only those Fra'al Masters and Satraps who succeed in awakening fully from their warrior Clone-Brood as a primary node in the Conclave's ruling Overmind can quell these aggressive urges in themselves and others. This is a trait that often marks particular dominant minds within Fra'al warrior Congregations to succeed in becoming a future Master, so that they can also use guile, deception

and subtle manipulation as well as brutal force in their dealings with other Fra'al Conclaves as well as numerous spacefaring civilizations.

## Empires of the Fra'al Conclaves and Sistrums

The Fra'al are a nomadic culture of pirates and traders, seeking opportunity and resources whilst cutting a path to survival through both the void and warp. The area of space which the Fra'al occupy in the Galactic Northwest, including parts around the Eye of Terror, are considered by them to be a part of the Fra'al Dominion. Though some may call such a region an Empire, the Fra'al are not a unified race and as such do not centrally manage this region of their dominance through any recognizable structure. Instead, the Fra'al Conclave Battlegroups stalking these hunting grounds constantly form and break alliances with other Conclaves when such alliances present aligning interests. Politically this make Fra'al society on the macro-cultural scale highly complex and fluid in nature, and trying to map such an Empire is highly challenging. Therefore, whereas smaller Fra'al factional units can be held together in an aligned cause in benefit to the Conclave's ruling Overminds, larger scale Fra'al alliances between Conclaves and Battlecruiser groups usually only last as long as it is mutual beneficial for each constituent group. Such as when these united Fra'al battlegroups must pool resources for invading Hostage Worlds to resupply or for attacking larger shipping targets of raids. These 'Sistrums' as they are called are based on the psychic harmonizing between various Fra'al Satrap and Psyant Overminds, and the alignment of each Conclaves Psionic chorus.

## Hostage Worlds

The Fra'al do not maintain any planetary assests and no known colonies have been established on the surface of any worlds. The voidborn Fra'al race dislike worlds with standard or high gravitic natures, and will only spend time in such conditions encased in their protective aetherically-powered environment suits. Therefore, when the Fra'al require resources and labour forces that exceed the capacity of their Battlecruisers, they will often form Sistrums comprising many aligned Fra'al Battlegroups to invade a civilised world to conquer and resupply from. Such resupply worlds throughout the region of the Fra'al Dominion that they hold hostage are routinely harvested for slaves and materials and considered trophies by the various Conclaves. Usually, such harvesting is undertaken at an interval allowing for that worlds infrastructure and population to recover from the last Fra'al Invasion. This can be as short a period as a generation to many thousands of years, the Fra'al becoming a mere myth to the present residents of those worlds. However, once the Sistrum descends upon these worlds, resistance is quickly obliterated and that planet's population forced to work to rebuild, repair and provision the Sistrum's Conclave factions. Before their presence and hunger outright destroys the population of the resupply world, the Sistrum collapses and the Conclaves depart again for interstellar space and fresh prey for the taking.



## FRA'AL TECHNOLOGY

### Aether Science

The Fra'al as a species and society are deeply intertwined with the dimension of the warp as the primary basis of their psyanic hierarchy and technology. Fundementally, it is the creation of Aetheric-Plasma generated within the Drivewells of Fra'al Battlecrusiers that forms the basis of that Fra'al technology. The Drivewells syphon Aetheric Energy from the raw non-substance of the warp, much like the Fra'al psychers themselves, transforming it into massive quantities of stabilised Warp-Infused plasma gases. Unlike the superheated plasma of Imperial and even Aeldari weapons, Fra'al Aether Plasma is ice-cold much like the freezing cold phenomina observed when Psykers harness their powers or during the incursion of immaterial entities into realspace. This stabilised psychic energy can be channeled by the Fra'al through psionically attuned crystal matrices to power various types of systems and weapons.

### Warp Travel and Aetheric Rift Conduits

The Fra'al use a combination of their Gestalt Psychic presense, expressed as the screeching songs of their psionic choirs, and their warp-syphoning Aetheric-Plasma Drivewells to literally cut through the psychic Immaterial dimension of the warp. These Aetheric Rift tunnels or Warp Conduits remaining open for a limited time in the wake of their Battlecrusiers before collapsing in of themselves by the weight of the dammed flow of warp energy. This process is likened to a beam of agonizingly bright light cutting through complete darkness by those navigators who have survived encounters with the Fra'al xenos. However, to the Fra'al the process is more akin to the brutal fashion that Icebreakers used by ancient terran sailors to cross it's vast and now extinct frozen polar seas. Fra'al warp-travel by this manner is however limited to short sprints through the immaterium as the longer these Fra'al Battlecruisers spend in the warp, the greater the saturation of warp energy within their Aetheric-Plasma drives without the ability to vent the dangerous energy build up. When they rip back into realspace they are often seen arriving in plumes of vented super-cooled plasmic gases as a result of needing to bleed the dangerous oversaturation. However, this means of travel does not require the use of Gellar-Fields for protection, as the substance of the warp and its immaterial predators reel back in agony from the psionic screaming cacophony of the Fra'al psi-choir songs. Without the need for deploying warp-drive engines at specific Mandevile points or the static tunnel systems of the Eldar webway, the Fra'al have enormous freedom when it comes to the entry and exit points they desire to make when engaging from such warp-travel. This includes into the truly empty depths of interstellar space rarely visited by other spacefaring races and civilisations except the occasional Hrud migration or scavenger fleets of the Nekulli. At a smaller scale individual Fra'al rely on the creation of such Aether Conduits for short distance translocation. The Fra'al detest the use of small transporation vessels as a means to move between their battlecruisers and when attacking enemy vessels. Fra'al will instead utilise teleportation via Rift Conduits to move

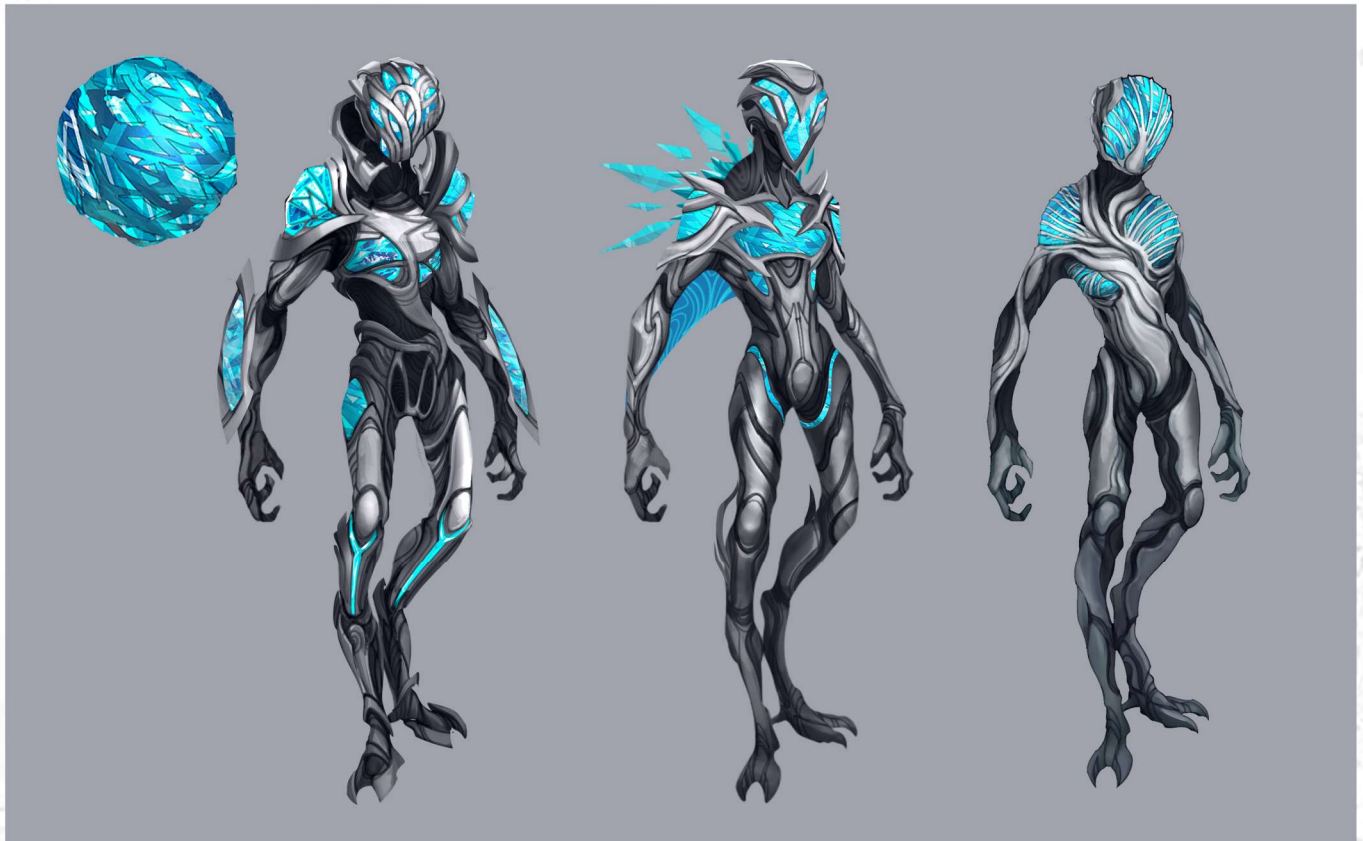
between points in space. Though less commonly used by the majority of a Conclaves Raider Congregations, specialised Marauder and Corsair elites will use such Rift Tunnels to deploy rapid insertion teams to bypass an enemy's armour and protective shielding.

### Aether-Golems

The artificially created Golems of the Fra'al are the analog of power armoured suits or mechanical walkers and drones used by other races. However, these soulless constructs are puppeted by the titanic minds of the physically atrophied Psyber-Pilots and Aethersmiths. Commonly an Aether-Golem construct, such as a Psi-Ghoul, will have a Control Orb imbedded in a façade similar to an unarmoured Fra'al face. These are composed of the same psycho-active crystals which the Fra'al cultivate from solidifying certain types of Aetheric Plasma mediums. The orblike devices allow a Fra'al Psyber-Pilots mind to reside within the construct shell without need to for its subtle spectral warp-form to retreat to its weak physical body, suspended in its support cradle on its parent Battlecruiser. As the size of a construct grows, so does the strain on a Psyber-Pilots mind to adequately puppet the Aether-Golem, particularly across larger distances away from the biological anchors of their bodies. As such, the larger the Golem, the greater the number of Control Orbs and Psyber-Pilots are needed to effectively control the constructs many complex Aetheric matrices. This is why large construct Golems such as the Fra'al Psi-Fiends and Psi-Titans are studded with varyingly sized orb like structures clustering around their ghoulish empty faces or at key control points near weapon systems. These clustered orbs allow multiple Psyber-Pilots to work together in a Psychic Convocation of minds to form miniature gestalt consciousnesses to puppet such terryfying warmachines.

The walking forms of Aetheric-Golems, such as the hulking Psi-Fiends and towering Psi-Tryants, are used sparingly to secure specific beach heads upon enemy vessels when faced with heavy resistance. They are only used en mass when invading Hostage Worlds and resource rich space stations. In particular, when a Sistrum of Fra'al Battlegroups combine to take a world hostage for resupply and repair requirements, the Fra'al Psi-Ghouls are used as the long-term enforcement units on the worlds surface for the extended times required in such unpleasently heavy gravitic conditions. Only, when necessary, will Fra'al raider teams embark on sorties to a worlds surface, swiftly retreating once their assignments are completed. Psyber-Pilot Convocations not only puppet walking creature-constructs but also flight capable Psi-Birds. These giant winged construct creatures have an appearance more similar to ancient Terran marine creatures known as manta rays than anything resembling any avian species. Using Aetheric-Plasma Coils woven throughout the construct's wider flat wings, they cut through the void and atmospheric conditions equally. Harnessing warp currents to glide and race upon, these warp nico-skeins are only perceptible to those species gifted with any measure of warp-sight. Therefore, when the Fra'al battlecrusiers are threatened by enemy vessels, they often disgorge thousands of such soul-empty Psi-Birds and larger Psi-Raptors, propelled into action by their remote Fra'al Psyber-Pilots.





The three main types of Fra'al infantry seen during their pirate raids in the Galactic Northwest on Imperial voidships and colony worlds. These include the heavy infantry Fra'al Marauders and their supporting Assault Orb field emitter drones [LEFT]; the fast attacking and bellicose Fra'al Corsairs seen here with characteristic crystal 'wings' which seems to allow these xenos to tear through the warp with frightening agility [CENTRE]; and the most common Fra'al Raider providing a good example of the sort of combined Psi-Mesh armoured environment suits worn by the Fra'al, comprising psycho-active crystals and nano-metals [RIGHT].

### Nano-Metals

Fra'al utilise a range of intricate crystalline lattices and matrices to store, direct and amplify their innate Psychic energies. However, such material is difficult to shape and appear like fractured crystal and glass, running with seams of darker smoky veins of denser material. To hold these psycho-active crystal matrices in place the Fra'al use an electrostatically reactive substance comprised of rare metal nano-spheres which bond together at the microscopic level. When stimulated by the correct electrostatic wavelength these bonds collapse causing the substance to flow in a liquid state, with continual precise static charges allowing the direction of the substances flow across a surface until the reverse electrostatic wavelength is stimulated and the metal becomes bonded again into a solid metallic material once again.

By regulating the degree of bonding of the trillions of minuscule chrome-like spheres to one another Fra'al Nano-Metals can be as thin and flowing as silk or as thick and as durable as the hulls of land raiders. The Fra'al therefore arm themselves in protective layers of such Nano-Metal, when combined with the psycho-active crystals made from solidified Aetheric-Plasma, creates a durable but lite form of protection in many differing environments or combat theatres.

### Aether Weapons

Fra'al utilise vast quantities of Aetheric-Plasma to power their devices, technology, and weapons. In particular, this is commonly propelled in a similar manner to the plasma weapons of other species, using micro-aether coils in hand sized pistols, blasters, or even bladed weapons. These weapons can reach truly gigantic sizes when deployed on the Aetheric-Golem construct walkers and flyers. Such Aether Cannons, Lances and even heavy bladed Aether Glaives are able to cut through and obliterate not only enemy armour plate but also slip through or shatter protective fields and energy shielding. Aether weaponry are equally feared by Imperial Navy captains and Eldar corsairs, for these warp-infused weapons are seemingly able to discharge imperial void shields whilst bypassing Aeldari holofields with ease.

In addition to the ability to penetrate enemy shielding and protective fields, such Aether weapons are also attuned to the tidal ebb and flow of the immaterial energies which the Fra'al are psychically connected to. Commonly, Fra'al Pirate Raids and Assaults are timed for the periods when the warp is surging at its greatest, allowing the Fra'al to tap into this near limitless energy source to fuel their monstrous psykana talents. They further use this surging energy by channeling it into their Aether Blasters and Cannons to further improve the deadly killing power of these already frightening psi-weapons.



## Glass Weapons

Where as the Fra'al transform cooling Aetheric-Plasma into a variety of psycho-active crystal lattices for use in directing thi energy through their Aetheric technologies, Fra'al Glass is a byproduct of the Drivewells which generate this warp-saturated Plasma. Infact, the Glass build up in the Drivewells can greatly interfere with the effective generation of Aetheric Plasma and must be constantly chipped away from the core chambers of the Drivewells.

Always seeking opportunities to make the best use of resources at their disposal, the Fra'al utilise these broken Glass shards as the material basis for works of sculpture, personal decoration, and wicked Glass Knives. The rough jagged blades of the Fra'al Glass knives, or the smaller shards contained in grenade like fragmentation spheres, are constantly fracturing at the microscopic level, meaning that the blade edges are constantly razorsharp. The microfracture shards which break-off into cuts and wounds made on their enemies will contain to cut deeper into their opponents, continually fragmenting and cutting until they dissolve at the atomic level.

Glass knives are the most common weapons used by the Fra'al, each blade being uniquely selected by each Fra'al clone-brood warrior and geno-breed civilian alike. However, so common is the material that it is frequently traded to other species, particularly human Rogue Traders who specialise in the 'Cold Trade' xenos material and weapons into Imperial space.

## Neural-Disruptors

The psionic songs of the Fra'al, though beautiful to their own psychically attuned senses, cause great agony when inflicted upon the minds of other non-Fra'al species. This psychic acophony blazes through nerve-fibres, cripple cerebral organs, and shatters the sanity of many creatures. Fra'al Neural-Disruptor's function in a similar manner by which the Fra'al Choristers harmonise their psionic screams into tight waves and pulses of immaterial noise. Instead, the Psycho-Active Crystal body of the weapon is resonated artificially by synthesized Fra'al song wave patterns. These amplified pulses are then directed towards their targets and can shatter nervous tissues and rupture cerebral corticies in living beings.

Commonly such Neural-Disruption weapons can also be seen in the possession of the mysterious Eldar Harlequins. How and why these enigmatic Eldari warriors gain access to such weapons has been pondered by many, though it is highly likely they are taken as trophies from slain Fra'al Corsairs who dared to hunt in the tunnel sof the webway for spoils and contests of arms worthy of their prowess.

## Beam Weapons

Directed energy weapons, that produce beams of high-intensity amplified light to produce heat damage on a target, are a relatively common technology across many advanced races of the Milkyway Galaxy. Unlike the laser weapons used by the majority of the Imperium, the analogous directed energy weapons of other xenos races are often more powerful. In particular, Fra'al Beam

weapons are similar in function to the Imperial equivalent of Hotshot and Hellguns, with a greater penetrative ability. However, unlike the heat damage induced by laser weapons, Fra'al energy weapons utilise a collimation of ultraviolet streams of electromagnetic radiation. The beam blasts are used to destabilize the electrostatic bonds holding target matter together, breaking apart enemy flesh and armour at the atomic level.

## FRA'AL WARFARE

### Pirate Raids and Rapid Assaults

The Fra'al are first and foremost swift raiders, who time their lightning-fast assaults through rapid teleportation insertion with the flow of the warp's fluctuating influence on real space. Typically, a Fra'al Battlecruiser that has identified its prey in the void will translate from warp-space on the very edge of their target's defensive perimeter. Such rapid and cacophonous arrival so close to the enemy vessel will usually cause great panic or disruption of the prey's navigation abilities, particularly in the case of psychic shock inflicted upon an Imperial vessel's Navigator and Astropathic Psykers. Next, using a combination of dreaded Aether Cannon broadsides, holes will be created in the defensive shielding employed by the vessel and the destruction of key drive units to prevent escape. At this point various Fra'al Warrior Geno-Brood Congregations will begin wide spread teleportation insertions via micro Aetheric Conduits and Rift Tunnels. These vanguard Marauders securing key beachheads or the decimation of the crews' leadership by the deadly Corsair hunter groups.

Once a foot hold is established, Fra'al Raiders will swarm the vessel through direct assault to the outer hull and the breaching of airlock weak points, or will be teleported to the secure beach heads taken by heavy Marauders using their Aetheric-Beacons to aid translation via Aether-Conduits. Should the initial Raiders face heavy resistance from elite units or defensive shipboard weapons they will deploy hulking Aetheric-Golem constructs to those points, such as Psi-Ghoul Convocations or Psi-Fiend hunters to smash such resistance. Usually, the targets defensive capabilities have been overwhelmed and subdued by this time in the assault, the Fra'al already withdrawing with their bounty of trophies, valuable resources, and captured slaves. However, should further assistance from enemy vessels begin to arrive, Fra'al Psi-Birds are released into the cold of the void to harry the incoming rescue vessels, delaying their approach to give the Fra'al attack squads time to escape. Such assaults usually last for mere minutes as sustained combat is avoided due to the ebb of the immaterial energies that the Fra'al rely upon to dominate their enemies and prized targets for their piracy. To stay in protracted combat means the likelihood that the warp will recede in strength and the energies, which empower Fra'al Aether weapons and protective fields, will dissipate leaving them vulnerable to unfavorable conflicts of attrition.

### Fra'al Raiders

The most common of the warrior troop types encountered during pirate assults are the Fra'al Raiders. These psychic soldiers are cloned in new Geno-Broods at a higher rate



than other warrior types, and their unit sizes can be much greater. Commonly equipped with light psionic-mesh comprised of Fra'al warp-tech glass and crystals, held together by the organically flowing nano-metal, and will be armed with a variety of weapons. Though certain Fra'al specialists within the Clone-Brood of Raiders may be equipped with rifle type ranged weapons, they are more frequently equipped for close quarters engagements, such as those in cramped voidcraft, wielding viciously razor edged glass knives and pistol weapons. The Raiders of the Conclave are trained and directed by the Fra'al Overminds to secure beach heads and dropzones initially taken by the Conclave's elites, and when necessary to swarm certain areas of enemy resistance so to not commit more valuable resource and elite Fra'al Congregations to zones of attritional warfare.

### Fra'al Marauders

Fra'al assaults usually begin with lightning fast and brutal assaults by elite units, taking ingress points or drop-zones in preparedness for the majority of the Fra'al Geno-Brood warrior Raiders. Commonly such tasks fall to heavy trooper elite of the Fra'al known as Marauder Congregations. These elite Geno-Broods are equipped with heavier nano-metal laden Psi-Mesh enviro-armours, and are almost always accompanied by warp-enhancing crystalline Assault Orbs. These Assault Orbs carry in them psycho-active matrices which the psychically minded Fra'al can communicate with and through the psychic noise of the Warp, act like beacons to guide incoming rift conduits through the aether of the immaterium. Thus, when deployed in deep-striking manoeuvres the Marauder Congregation will be able to signal to their fellow Raiders that an area is suitable to be reinforced, allowing for greater pinpoint accuracy in further Aether-Drop deployments nearer to the enemy position. In order to quickly clear the entry point to the enemy position, Marauders are equipped with a greater variety of ranged blaster, rifle and beam type weapons. To weather the incoming fire of that break points defenders many Marauder Geno-Broods often equipped their mobile Aether-Beacon Assault Orbs with Aether-Field enhancers which empower their native protective field abilities. By nature of the warfare required of the Marauder Congregations, such Fra'al are often more reserved but stubborn in temperament than their Conclave kin, engaging in more prolonged training and strategic communion within their Gestalt mind than other Raiders or Corsair warrior Fra'al.

### Fra'al Corsairs

Whereas the Elite Marauder Congregations focus upon anchoring themselves as the protectors, guards, and frontline boarding groups of the Conclaves Battlecruisers, the swift headstrong Corsair Geno-Breed warrior pirates prefer greater freedom to travel through and utilise the immaterium when hunting down prey. Considering themselves the most skilled melee warriors in the Conclave, the Corsair Fra'al are the most bellicose and aggressive Geno-Breed. Many Congregations of Fra'al Corsairs will simply act of their own will during raids on enemy vessels, choosing to select their targets by virtue of the personal reward for slaying such worthy adversaries. They therefore serve the function of reavers and

assassins, jumping ahead using their personal rift-jump packs to tear numerous small rift conduits through enemy defenses and protective shielding. Landing into the heart of an enemy HQ they use their lightning fast agility and speed to server the command hierarchy of the enemy force, distabilising the enemy's cohesion and coordination attempts against the other Fra'al Marauder teams and Raider reinforcements.

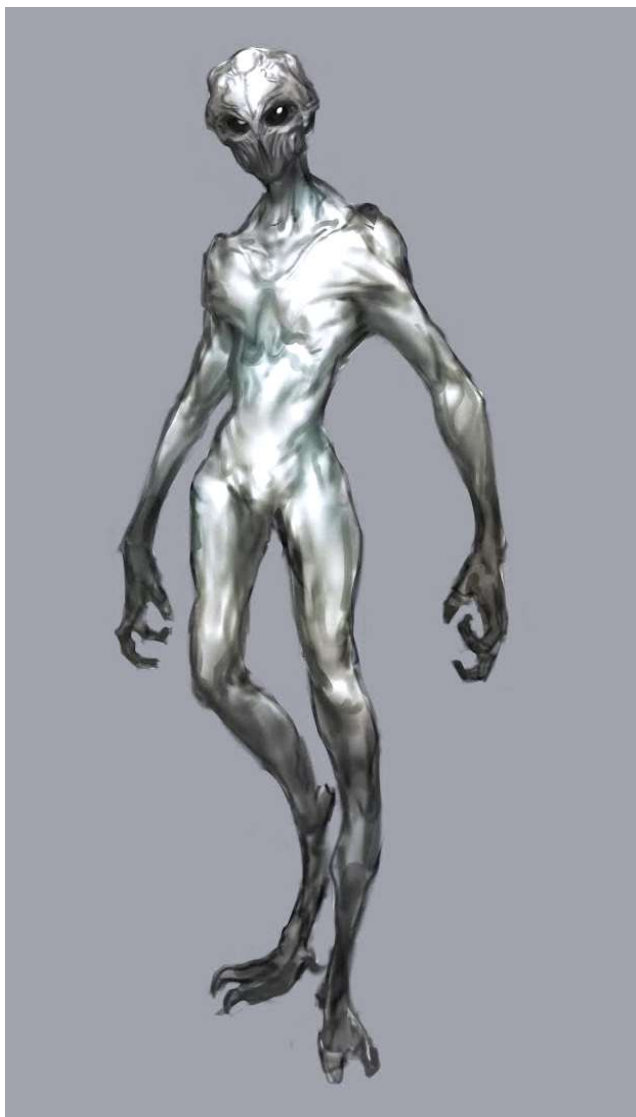
Whilst Fra'al Raiders and elite Marauders are never seen travelling beyond the safety of their Conclave battlecruisers, the Corsair Fra'al will often use their rift-tunneling abilities to use the immaterium to venture in search of worthy prey to satisfy their lust for combat. Often wandering hosts and Congregations of Fra'al Corsairs can be found in the Eye of Terror and other warp-wreathed places, looking for adversaries to challenge in combat. The personal Rift-Generators of the Corsairs also allow them to rip into the demi-dimensional network of the Eldar Webway, hunting for wealth and glory in its labyrinthine passages and abandoned cities. In particular, it is theorized that the Eldar known as the 'Harlequins' wield Neuro-Disrupting weapons that may have been taken from slain Fra'al Corsair invaders to the Webway, these potent weapons repurposed and adapted for use by Eldar users.

### Fra'al Psi-Ghouls and Psi-Friends

Artificially created creatures, the Aetheric-Golems of the Fra'al are the analog of power armoured suits or mechanical walkers and drones used by other races. However, these soulless constructs are puppeted by the titanic minds of the physically atrophied Psyber-Pilots and Aethersmiths of the Fra'al Conclave. These mighty psykers pilot such Aetherically fuel golems from many thousands of miles away, deep within the heart of the Fra'al Battlecruisers and their life-supporting Psionic-Cradles. Though the Fra'al use a wide variety of such Aether-Golem constructs, from weirdly shaped void-creatures resembling flattened oceanic sharks and manta rays, to the bipedal heavy walkers most commonly deployed en mass against terrestrial targets or long duration engagements in gravitically strong environments. Some Imperial scholars have drawn similarities between the use of the Fra'al psychic constructs and titans to those Wraith Machines employed by the Eldar. However, no such comparison can be truly made due to the differences between the warped puppet-like quality of the Fra'al Psi-Ghouls and the seamlessly haunted and graceful aspect of the Eldar Wraithguardians.

Unlike the lightly armoured Warrior classes of the Fra'al themselves, their Aether powered walkers and machines fulfil the niche of heavy infantry and supporting artillery. The Psi-Ghoul soldiers and heavy Psi-Fiend walkers will often be deployed, via the Fra'al ubiquitous Aether-Rift Conduit means of teleportation, into beachheads secured by the frontline Marauder Congregations. These ingress points are then protected by the Fra'al psi-constructs allowing entry by the more numerous supporting Fra'al Raiders. When heavy resistance is encountered these tireless warmachines can be redeployed to apply pressure when and where needed.





Unarmoured Fra'al Raider Vray-Shok displaying the characteristic pseudo-avian appearance of the Xeniform. It would be easy to believe, based on the slender tall form of the Fra'al, this indicates an evolutionary history similar to the avian Kroot or even the Eldari Xenobreeds. However, such an assertion would be false as the Fra'al physiology is largely unique and has more in common with deep sea predator cephalapods of Old Earth by nature of the tough yet lipid quality of their flesh and clear glass-like skeletal structure. In addition, evolutionary similarities can also be found with the giant nocturnal moth-like species found on ancient Yu'vath Ruinworlds by virtue of their large complex compound eyes and ammonia rich hemolymph, further disputing a solely avian type origin. In particular the vertical slit mouthparts of the Fra'al head, used often with a distressing sucking sound and motion when feeding, hides an almost steel hardened squid-like beak. Finally, the hidden presence of chromataphoric pigmentation displaying a wealth of intricate congregation specific birth clone-brood markings outside the visual range of many species without the ability to see across the ultraviolet spectrum or possessing the gift of warp-sight.

## FANDEX FRA'AL RULES

If a Fra'al Army consists of Detachments that comprise of only **Fra'al** units, then that army is considered to be Battle-forged. All **Fra'al** units within a Battle-forged army benefit from the following special rules detailed below:

### Special Rule: Fra'al

All units that have the **Fra'al** special rule gain the following:

- While an enemy unit is within 3" of this unit, subtract 1 from all Combat Attrition tests made by that unit.
- Should any enemy unit within 3" of this unit have either the **PSYKER** or **DAEMON** keyword, that unit further reduces its Leadership value by -1 for each Fra'al unit within 3" (to a maximum of -3 Ld).

### Special Rule: Xeno-Psykana

All units that have the **Xeno-Psykana** special rule further gain the following:

- Fra'al units with the **Psionic Screech** psychic power may further cast that power multiple times in the same Psychic phase, in the same manner as for the rules for casting the **Smite** psychic power.
- Fra'al units with the **Immaterial Weaving** psychic power may further cast that power multiple times in the same Psychic phase, in the same manner as for the rules for casting the **Smite** psychic power.

### Special Rule: Aetheric Assault

All units that have the **Aetheric Assault** special rule gain the following bonus depending upon which battle-round is active:

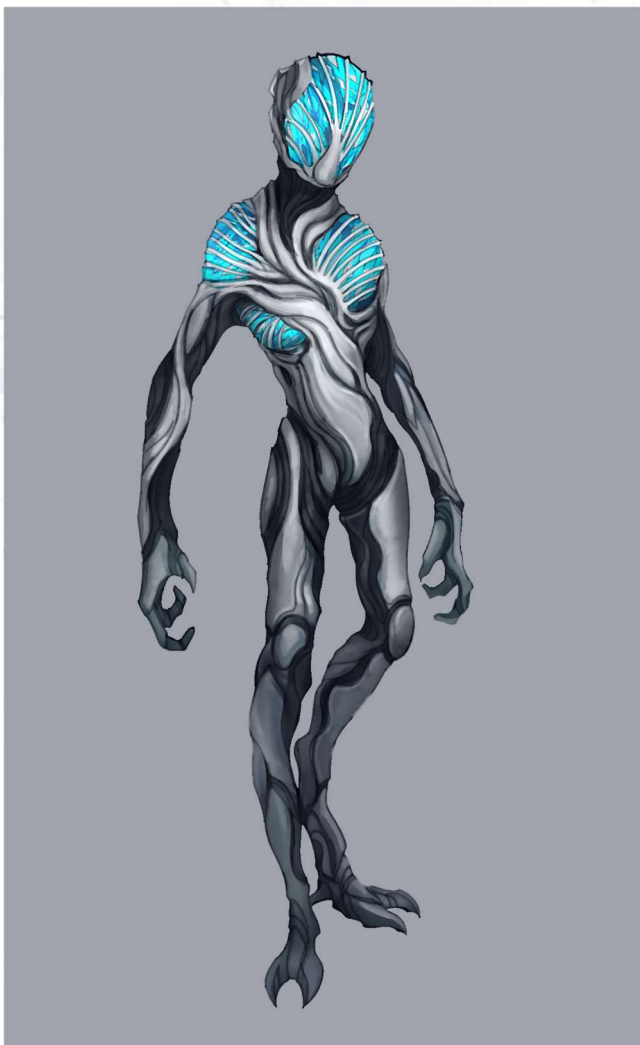
- Round 1:** During the First battle-round all Fra'al units gain a +2 bonus to their Aether Field Save (e.g., 6+ becomes 4+ Invulnerable Save), whilst any attacks made with **AETHER** weapons gain a +2 Strength (e.g., Str U becomes Str U +2) and a -2 AP (e.g., AP 0 becomes AP-2) modifier, after any and all other modifiers i.e., Str (U x2) +2.
- Round 2:** During the Second battle-round all Fra'al units gain a +1 bonus to their Aether Field Save (e.g., 6+ becomes 5+ Invulnerable Save), whilst any attacks made with **AETHER** weapons gain a +1 Strength (e.g., Str U becomes Str U+1) and a -1 AP (e.g., AP 0 becomes AP-1) modifier, after any and all other modifiers i.e., Str (U x2) +1.
- Rounds 3 and 4:** During the Third and Forth battle-rounds all Fra'al units gain a 0 bonus to their Aether Field Save (e.g., 6+ remains 6+ Invulnerable Save), whilst any attacks made with **AETHER** weapons gain a 0 Strength (e.g., Str U remains Str U) and a 0 AP (e.g., AP-1 remains AP-1) modifier, after any and all other modifiers i.e., Str (U x2) +0.



**Rounds 5+:** During the Fifth and all subsequent battle-rounds (if any) all Fra'al units use the same rules as those presented for the above **Rounds 3 and 4** rules. However, all Fra'al units suffer a -1 modifier to all Psychic, Leadership and Combat Attrition tests they are required to take during the Fifth and later battle-rounds of the game.

## Special Rule: Aether-Golem

All units with the **AETHER-GOLEM** special rule do not roll any Combat Attrition tests after a failed Leadership test. Those Combat Attrition Tests automatically pass. In addition, **AETHER-GOLEM** units ignore the -1 modifier to all Psychic, Leadership and Combat Attrition tests they are required to take during the Fifth and later battle-rounds of the game.



The most common of the warrior troop types encountered during pirate assaults are the Fra'al Raiders. These psychic soldiers are cloned in new Geno-Broods at a higher rate than other warrior types, and their unit sizes can be much greater. Commonly equipped with light psionic-mesh armour comprised of Fra'al warp-tech glasses and crystals, held together by an electrostatically molded nano-metal, and are often armed with a variety of Aether, Beam, and Neural-Disruptor weapons and the ubiquitous Fra'al Glass Knife.

## FRA'AL DETACHMENT RULES

Any Detachment that contains only Fra'al units and is led by a Fra'al Character model as its Warlord gain the ability use Fra'al Warlord Traits, Stratagems and Aetheric Artifacts. In addition, such Fra'al detachments may also choose to adopt a **<CONCLAVE>** keyword and associated Conclave Ability, Warlord Trait, Stratagem, and Aetheric Artifact, as long as all units in that Detachment share the same **<CONCLAVE>** keyword.

### Detachment Rule: Fra'al Conclave

When selecting a Fra'al **<CONCLAVE>**, select 1 **Dominant Trait** and 1 **Ancillary Trait** from the **Fra'al Conclave Trait** tables below. Replace any instance of **<CONCLAVE>** with either the suggested name components (for example **VRAK-TRAL** or **SHARA-VOK**) or choose to create your own Conclave name.

#### Fra'al Conclave Trait Table 1: VRAK-TRAL-VOY-SHAKA

##### DOMINANT TRAIT - 1 [VRAK]

**Aetheric-Mastery:** each time a unit with this trait attempts to cast a Psychic Power or attempts to Deny an enemy Psychic Power, add +1 to the result.

##### ANCILIARY TRAIT - 1 - A [TRAL]

**Immaterial-Artisans:** each time a unit with this trait uses a **AETHER** weapon, the unit may re-roll all wound rolls of 1.

##### ANCILIARY TRAIT - 1 - B [VOY]

**Psionic-Resonators:** units with this trait gain an automatic +1 to their Invulnerable **Aether-Field** save.

##### ANCILIARY TRAIT - 1 - C [SHAKA]

**Psi-Fire:** units with this trait inflict +1 Mortal wound on a target unit each time they successfully manifest a Witchfire Psychic Power against that enemy unit.

#### Fra'al Conclave Trait Table 2: SHARA-TRAK-VOK-ZHAL

##### DOMINANT TRAIT - 2 [SHARA]

**Weaver-Kin:** each time a unit with this trait attempts to cast the **Immaterial Weaving** Psychic Power, that unit regains D3+1 Wounds or, if that unit's models have all wounds remaining, it returns D3 slain models to the unit each with 1 Wound remaining (all with all their original wounds if originally beginning with less than Wound 3).

##### ANCILIARY TRAIT - 2 - A [TRAK]

**Reinforced-Matrices:** all units with degrading profiles may always use the top line of their profile when determining their statistic values.



## ANCILIARY TRAIT - 2 - B [VOK]

**Charged Psi-Mesh:** all **INFANTRY** units with this trait may ignore the first AP-1 effect of incoming attacks (i.e., AP-1 becomes AP 0, and AP-2 become AP-1).

## ANCILIARY TRAIT - 2 - C [ZHAL]

**Gestalt Psi-Pilots: PSI-CONSTRUCT** units with this trait do not roll any dice when taking a Leadership test – instead that test ipasses automatically.

## Fra'al Conclave Trait Table 3: VRAY-FRAKA-TAL-SHOK

## DOMINANT TRAIT - 3 [VRAY]

**Lightning Assault:** each time a unit with this trait makes a Charge or Advance movement add +1 to the result of that Charge or Advance roll.

## ANCILIARY TRAIT - 3 - A [FRAKA]

**Spectral Raiders:** all units with the **INFANTRY** keyword may ignore all Terrain or intervening Models as if they possessed the **FLY** keyword.

## ANCILIARY TRAIT - 3 - B [TAL]

**Micro-Rift Generator Orbs:** all **MARAUDER** units with this trait may use the **Warp Conduit** Stratagem for -1 CP (i.e., 1 CP instead of 2 CP).

## ANCILIARY TRAIT - 3 - C [SHOK]

**Immaterial Surge:** all units with this trait gain a -1 to hit modifier against all incoming Ranged attacks in an enemy turn, or when an enemy unit uses **Overwatch**, if they performed an Advance movement in their last Movement Phase or performed a successful Charge.

## FRA'AL WARLORD TRAITS

**FRA'AL CHARACTER** models may be able to select any of the following **Fra'al Warlord Traits** from the following. Note that only those Warlords with the matching **<CONCLAVE>** keyword may use those Conclave specific warlord traits.

### 1. WARLORD TRAIT: Psionic Chorus

This Warlord has an increased range of +6" to all Aura abilities that model is equipped with (i.e., all Fra'al special rules now occur at a distance of 9" and not 3").

### 2. WARLORD TRAIT: Aetheric Overmind

All friendly **FRA'AL INFANTRY** units within 9" of this Warlord gain the Objective Secured special rules, and a +1 modifier to their Leadership value.

### 3. WARLORD TRAIT: Immaterial Tyrant

This Warlord may select +1 additional Psychic Power from the **MALEVOLANCY** discipline at the start of the battle before any units have been deployed.

### 4. WARLORD TRAIT: Mind-Eater

Whenever this Warlord rolls an unmodified wound roll of 6+ during the Fight Phase, that attack inflicts 1 Mortal Wound on the target unit in addition to any other damaged caused.

### 5. WARLORD TRAIT: Corsair Lord

This Warlord gains the **CORSAIR** keyword and the following ability; **Aetheric Coruscation:** This unit gains the **Aether-Strike** deployment rules. Whenever this unit moves, it may move through all impeding terrain and enemy models as if it possessed the **FLY** keyword. In addition, should this model Advance, do not roll any dice. Instead, it moves an additional 6".

### 6. WARLORD TRAIT: Empyric Conduit

All friendly **FRA'AL** units within 6" of this warlord may cast the **Smite** Psychic Power without the effects of the +1 warp-charge increase for each other attempt to manifest **Smite** made in the same Psychic phase.

## FRA'AL PSYCHIC POWERS

**FRA'AL** models can know psychic powers from the **MALEVOLANCY** discipline. However, only **FRA'AL CHARACTER** models can choose to select other powers from the **MALEVOLANCY** discipline, where as other units have their powers already selected as shown in their Datasheet.

## MALEVOLANCY DISCIPLE

**FRA'AL** models in **FRA'AL CONCLAVE** Detachments know all of their psychic powers from the **MALEVOLANCY** discipline. Before the battle, generate the psychic powers for **PSYKER** units that know powers from the **MALEVOLANCY** discipline using the table below. You can either roll one D6 to generate each power randomly (re-rolling duplicate results), or you can select which powers the **PSYKER** unit knows.

### 1. Psionic Screech – Witchfire

WC5

**Psionic Screech** has a warp-charge value of 5. If manifested, all enemy units within 9" suffer 1 Mortal wound, or if the result of that Psychic Test is over 10 then those units effected suffer 2 Mortal wounds. However, if an enemy unit is affected by the **Psionic Screech** has the **PSYKER** or **DAEMON** keyword they suffer 2 Mortal wounds, regardless of the result of the Psychic Test.



## 2. Immaterial Weaving – Blessing

WC5

**Immaterial Weaving** has a warp-charge value of 5. If manifested, the casting unit regains D3 wounds, or if all models in the unit are at their full wound count, 1 slain model is returned to the unit with D3 wounds remaining (or the full number of starting wounds if that original amount was less than W3).

## 3. Aether-Sight – Blessing

WC6

**Aether-Sight** has a warp-charge value of 6. If manifested, select a friendly **FRA'AL** unit within 9" of this unit. That unit may ignore any or all Ballistic Skill and hit modifiers when making any attacks with Ranged **AETHER** weapons, and may ignore the effects of any Obscuring terrain or Cover effects when selecting a target for any such Ranged attacks, until the start of their next Psychic phase.

## 4. Agonize – Malediction

WC6

**Agonize** has a warp-charge of 6. If manifested choose an enemy unit within 18" of this **PSYKER** – your opponent must subtract -1 from all to hit rolls and any Leadership tests made by that unit until the start of your next Psychic phase.

## 5. Cerebral Intrusion – Witchfire

WC7

**Cerebral Intrusion** has a warp-charge value of 7. If manifested, select an enemy unit within 18". Roll a D6 – on a 4+ that unit suffers D3 Mortal wounds. In addition, if that unit has the **CHARACTER** keyword, then add +1 CP to the pool of CP for the casting models army as well.

## 6. Aetheric Channelling - Blessing

WC7

**Aetheric Channelling** has a warp-charge value of 7. If manifested, select a friendly **FRA'AL** unit within 12" of this **PSYKER**. Until the start of your next Psychic phase, each time a Ranged or Melee attack made with an **AETHER** weapon by a model in that unit, add 1 to the Damage characteristic of that attack.

## UNIQUE WEAPONS & WARGEAR

The following profiles describe the unique weapon options available to **FRA'AL** units in a **Fra'al Conclaves** Detachment. Costs and availability for these Fra'al wargear items can be found in the **Wargear Options** Section.

*"Of all the vices you Imp'ral possess, I find the one you call 'greed' the most fascinating. That you would sell your secrets, betray your kin-blood, and even enslave your own race to us, and for what? Mere trinkets and toys -- for the least of our crafts. Most amusing..."*

Master Vray, Fra'al Satrap

## AETHER WEAPONS

WEAPON	RANGE	TYPE	S	AP	D
<b>Aether Pistol</b>	12"	Pistol 1	5	0	1
<b>Aether Blaster</b>	18"	Assault 2	5	0	1
<b>Aether Cannon</b>	36"	Heavy 3	7	-1	2
<b>Aether Lance</b>	48"	Heavy 2	10	-2	D6
<b>Aether Sabre</b>	Melee	Melee	U+1	-1	D3
<b>Aether Blade</b>	Melee	Melee	U	0	D3
<b>Aether Glaive</b>	Melee	Melee	Ux2	-2	3

### Rules: Aether Weapon

Each time the user rolls an unmodified hit roll of 6+ with an **AETHER** weapon, no Invulnerable Saves can be made to save any wounds inflicted by that attack. In addition, Aether Weapons benefit from the 'Aetheric Assault' special rules for Fra'al Battle-forged detachments.

## GLASS WEAPONS

WEAPON	RANGE	TYPE	S	AP	D
<b>Glass Knife</b>	Melee	Melee	U	-2	1
<b>Glass Fragmentation Sphere</b>	6"	Grenade D3(B)	5	-2	1
<b>Glass Fragmentation Spear</b>	36"	Heavy D6 (B)	5	-2	1
<b>Glass Fragmentation Orb</b>	(see <b>Glass Fragmentation Orb</b> rules)				

**Glass Knife:** Each time a model with a Glass Knife uses this weapon in the Fight Phase it gains +1 attack.

**Glass Fragmention Orb:** Each time a model with this rule ends any Movement within 3" of an Enemy Unit without the **FLY** keyword it can trigger the Orbs. Roll a D6 for each enemy unit within 3", on a 4+ that unit suffers D6 Mortal Wounds while on a 6+ those enemy units effected suffers 6 Mortal Wounds.

### Rules: Glass Weapon

Each time the user rolls an unmodified wound roll of 6+ with a Glass weapon, that attack inflicts Damage 2 instead of Damage 1.





Fra'al assaults usually begin with lightning fast and brutal assaults by elite units, taking ingress points or drop-zones in preparedness for the majority of the Fra'al Geno-Brood warrior raiders. Commonly such tasks fall to heavy trooper elite of the Fra'al known as Marauder Congregations. These elite Geno-Broods are equipped with heavier nano-metal laden Psi-Mesh enviro-armours, and are almost always accompanied by warp-enhancing crystalline Assault Orbs.

## BEAM WEAPONS

WEAPON	RANGE	TYPE	S	AP	D
Beam Pistol	15"	Pistol 1	3	-1	1
Beam Rifle	30"	Rapid 1	4	-1	1
Beam Cannon	40"	Heavy 2	8	-3	D6
Beam-Scythe					
- Low Intensity	40"	Heavy 6	6	-2	D3
- High Intensity	20"	Heavy 3	12	-4	D6

## NEURAL-DISRUPTOR WEAPONS

WEAPON	RANGE	TYPE	S	AP	D
Neural-Disruptor	9"	Pistol 1	*	0	3
Neural-Disruption Charger	18"	Assault 2	*	0	3
Neural-Disruption Cannon	24"	Heavy D6(B)	*	0	3
Neural-Disruption Pulse Cannon	36"	Heavy 4D3(B)	*	0	3

### Rules: Neural-Disruption

Each time the user rolls an unmodified 4+ roll to wound for any Neural-Disruptor weapon attacks, these attacks always wound the target unit, irrespective of that units Toughness value. However, all units with the VEHICLE Keyword are only ever wounded as a result of an unmodified 6+ roll to wound, and any wounding hits cause a modified damage of only 1 instead of 3.

## OTHER WARGEAR

WARGEAR	SPECIAL RULES
Aether Field	6+ Invulnerable Save (see <a href="#">Aetheric Assault</a> special rules).
Aether Beacon	Models deploying using the <a href="#">Aether-Strike</a> teleportation rules may deploy with 9" of a unit equipped with this item, whilst being no closer than 6" away from any enemy units.
Aetheric-Field Resonator	Increase the Aether-Field Invulnerable Saves of a unit equipped with an <a href="#">Aetheric-Field Resonator</a> by +2 (i.e., a 6+ Invulnerable Save becomes a 4+ Invulnerable Save).
Aether-Jump Generator	Models in possession of an <a href="#">Aether-Jump Generator</a> may, at the start of their Movement Phase, declare that they are



jumping through a Aether-Conduit. At the end of their next Movement Phase, they may redeploy to any point on the battlefield at least 9" away from any enemy units.

#### Psionic-Amplifier

Units equipped with a **Psionic-Amplifier** may increase the range of their Psychic Powers and Deny the Witch attempt range by +1" for each **FRA'AL INFANTRY** model within that model's unit.

#### Nightshard

Models in possession of a **Nightshard** may re-roll any result of a 1 made when attempting any Psychic Test or Deny the Witch attempt.

#### Corrosion Field Emitter

Reduce the incoming Damage score of any Ranged attack made against this unit by 1 to a minimum of 1 (i.e., D2 becomes D1, whilst D4 becomes D3).

#### Aetheric-Warp Inductor

Models in possession of an **Aetheric-Warp Inductor** upgrade may move through terrain and other models as if it possessed the **FLY** keyword.

#### Entropic Field Generator

Units equipped with an **Entropic Field Generator**, and all friendly **FRA'AL** units within 9" of this unit, may reduce the incoming Damage of any Ranged attack against this unit by 1 to a minimum of 1 (i.e., D2 becomes D1, whilst D4 becomes D3).

## FRA'AL STRATAGEMS

If a **FRA'AL** detachment only contains units with the **FRA'AL** keyword, then it may use Command Points to utilise the following **Fra'al Stratagems**. Unless otherwise specified, all Stratagems used by the Fra'al army are specific to the matching **<CONCLAVE>** keyword, and when used replace the **<CONCLAVE>** keyword with that chosen for each of the Detachments included in your army's Order of Battle.

### Stratagem: Warp Conduit

CP#2

**Strategic Ploy Stratagem:** During deployment you may set up a **FRA'AL <CONCLAVE> INFANTRY** unit in a **Warp Conduit** instead of setting this unit up on the battlefield. At the end of any of Movement Phases you may choose to deploy this unit to any point on the battlefield no closer than 9" to any enemy units. In addition, should the **FRA'AL INFANTRY** unit placed within the **Warp Conduit** also have the **Aether-Strike** ability, then that unit may be deployed at the end of that player's Movement Phase during the game's First Battleround (in exception to the Deploying Reserves rules for deploying units to the battlefield out of reserves).

### Stratagem: Choral Harmonics

CP#1

**Strategic Ploy Stratagem:** During the Command Phase select a **FRA'AL** unit on the Battlefield. Until the beginning of that army's next Command Phase increase the range of that unit's **FRA'AL** ability and **Psionic Screech** power (if in possession of that psychic ability) by +3", and a further +3" for each Friendly **FRA'AL INFANTRY** unit within 6" of the target unit of this Stratagem. This Stratagem may only be used once per Command Phase of any given turn.

### Stratagem: Psionic Dissonance

CP#1

**Battle Tactic Stratagem:** At the beginning of the Fight Phase, select up to one enemy unit within Engagement Range of a **FRA'AL <CONCLAVE>** unit. That unit can now not Fight until all other models within Engagement Range have fought first (if the enemy unit has rules allowing it to fight first during the Fight Phase, then the attack sequence is resolved by whose turn is taking place in priority of making attacks first that round). If that enemy unit does not possess either the **VEHICLE** or **TITANIC** keyword then it further suffers -1 modifier to all to hit rolls made during that Fight Phase.

### Stratagem: Immaterial Excruciation

CP#2

**Strategic Ploy Stratagem:** During the Psychic Phase select up to one enemy unit that is within range of a Fra'al unit's **FRA'AL** ability. That unit suffers the following effects.

- The enemy Unit must make an immediate **Leadership Test** and if that test is failed, they must take an immediate **Combat Attrition Test**.
- Until the beginning of the next Psychic Phase that unit cannot undertake any **Actions** (including **Psychic Actions**), and any Action they were in the process of undertaking immediately fails.

### Stratagem: Aetheric Destruction

CP#1

**Wargear Stratagem:** Whenever a **FRA'AL** unit targets an enemy unit with a Ranged or Melee attack you can select that unit to use this Stratagem. For each attack made by a model in that unit equipped with an **AETHER** weapon, all unmodified to wound rolls of 6 inflict +1 Mortal Wound on the target in addition to any other damage scored.

### Stratagem: Empyric Cleansing

CP#2

**Battle Tactic Stratagem:** Use this Stratagem in the Psychic Phase whenever an enemy **PSYKER** attempts to cast a Psychic Power within 18" of a **FRA'AL CHARACTER** unit. That **FRA'AL CHARACTER** rolls a D6, with any result of a 4+ causing that psychic power to automatically fail (do not roll any dice for the enemy Psychic Test). In addition, should the D6 resulting in an Unmodified roll of 6, then the casting enemy **PSYKER** suffers D3 Mortal wounds as well. Each **FRA'AL CHARACTER** unit may only use this Stratagem once per battle.



### Stratagem: Dimensional Flicker

CP#1

**Strategic Ploy Stratagem:** Use this Stratagem in any phase in which a **FRA'AL <CONCLAVE>** unit with the **Aetheric Coruscation** ability loses a wound. For this wound and all other wounds suffered by this unit for the remainder of that battleround roll a D6. On any roll of a 5+ that wound is ignored.

### Stratagem: Necro-Weaving

CP#2

**Battle Tactic Stratagem:** Use this Stratagem whenever a **FRA'AL** unit successfully manifests the **Immaterial Weaving** ability. That unit restores 3 lost wounds to the models in that unit, or if all models in that unit are at their original number of Wounds, then return 2 slain models to the unit with 3 wounds remaining (or the full number of starting wounds if less than W3).

### Stratagem: Brutal Psi-Constructs

CP#1

**Battle Tactic Stratagem:** Use this Stratagem whenever a **FRA'AL <CONCLAVE>** unit with the **AETHER-GOLEM** keyword successfully makes a Charging movement against an enemy unit. Roll a D6 for each **AETHER-GOLEM** model in the charging unit within Engagement range of an enemy model. On a result of a 4+ that enemy unit suffers 1 mortal wound if the **AETHER-GOLEM** had the **INFANTRY** Keyword, or D3 mortal wounds if the **AETHER-GOLEM** had the **VEHICLE** Keyword, or D6 mortal wounds if the **AETHER-GOLEM** had the **VEHICLE** and **TITANIC** Keywords.

### Stratagem: Ecoplasmic Overdrive

CP#2

**Strategic Ploy Stratagem:** Use this Stratagem at the start of the Movement Phase and select a **FRA'AL** unit with the **FLY** keyword. Until the beginning of the next **FRA'AL** Movement Phase all incoming Ranged attacks can only hit the selected unit on a D6 roll of a 5+, or a 6+ if that **FRA'AL** unit also has the **Hard to Hit** ability active.

### Stratagem: Synaptic Severance

CP#3

**Wargear Stratagem:** Whenever a **FRA'AL <CONCLAVE>** unit targets an enemy unit with a Ranged or Melee attack you can select that unit to use this Stratagem. For each attack made by a model in that unit equipped with a **NEURAL-DISRUPTOR** weapon, all non-**VEHICLE** models in that enemy unit are wounded on a roll of an unmodified 2+ to wound, whilst all models with the **VEHICLE** keyword are wounded on an unmodified roll of 4+, irrespective of the enemy unit's toughness value or to wound roll modifiers.

### Stratagem: Warp Infused Furry

CP#3

**Battle Tactic Stratagem:** Use this Stratagem whenever a **FRA'AL CORSAIR** unit, which is equipped with only melee weapons, has attacked an enemy unit during the Fight Phase. That unit may immediately fight again against the same unit.

### Stratagem: Aetherically Saturated Spite

CP#2

**Battle Tactic Stratagem:** Use this Stratagem whenever a **FRA'AL CORSAIR** unit, which is equipped with only ranged weapons, has attacked an enemy unit during the Shooting Phase. That unit may immediately Shoot again against the same unit.

### Stratagem: Nightmarish Aetherlord

CP#1

**Requisition Stratagem:** Use this Stratagem after nominating a **FRA'AL <CONCLAVE> CHARACTER** model that is not a named character to be your **Warlord**. You can generate one additional **Warlord Trait** for them. Each **Warlord Trait** in your army must be unique (if randomly generated, re-roll duplicate results). You can only use this Stratagem once per battle.

### Stratagem: Aspiring Overmind

CP#1

**Requisition Stratagem:** Use this Stratagem before the battle, when you are mustering your army, if your **Warlord** has the **FRA'AL** keyword. Select one **FRA'AL <CONCLAVE> CHARACTER** model from your army (excluding named characters if any) and determine one **Warlord Trait** for it; that model it is only regarded as your **Warlord** for the purposes of that **Warlord Trait**. Each **Warlord Trait** in your army must be unique (if randomly generated, re-roll duplicate results), and you cannot use this Stratagem to give a model two **Warlord Traits**. You can only use this Stratagem once, unless you are playing a **Strike Force** battle (in which case, you can use this Stratagem twice) or an **Onslaught** battle (in which case, you can use this Stratagem three times).

### Stratagem: Coldtrader Trophies

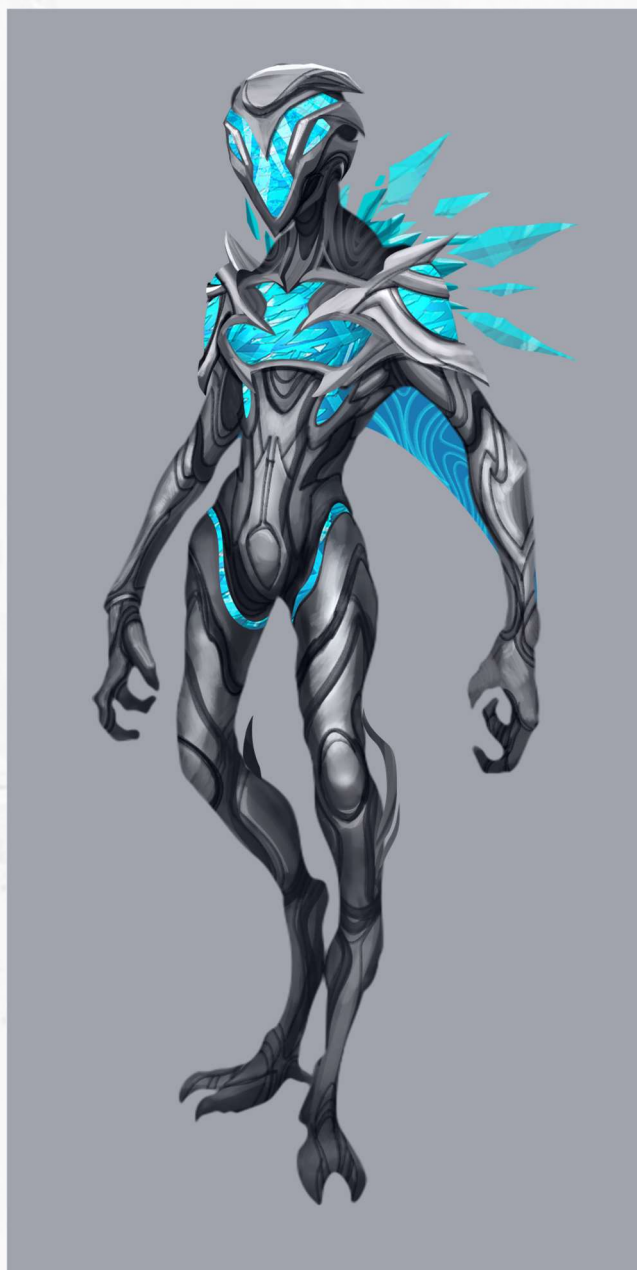
CP#1

**Requisition Stratagem:** Use this Stratagem before the battle, when you are mustering your army, if your **Warlord** has the **FRA'AL** keyword. Select one **FRA'AL <CONCLAVE> CHARACTER** model from your army (excluding named characters if any) and select up to 1 item from the **Aetheric Artifacts** list for it to be equipped with; that model it is only regarded as your **Warlord** for the purposes of that **Aetheric Artifact**. Each **Aetheric Artifact** in your army must be unique, and you cannot use this Stratagem to give a model two **Aetheric Artifacts**. You can only use this Stratagem once, unless you are playing a **Strike Force** battle (in which case, you can use this Stratagem twice) or an **Onslaught** battle (in which case, you can use this Stratagem three times).

### Stratagem: Congregation Psi-Master

CP#1

**Requisition Stratagem:** Use this Stratagem before the battle. Select one **FRA'AL <CONCLAVE>** model from your army that has the word 'Dominant' in their profile. That model can choose one additional Psychic Power from the **MALEVOLANCY** discipline list. You can only use this Stratagem once per battle.



Whereas the Elite Marauder Congregations focus upon anchoring themselves as the protectors, guards, and frontline boarding groups of the Conclaves Battlecruisers, the swift headstrong Corsair Geno-Breed warrior pirates prefer greater freedom to travel through and utilise the immaterium when hunting down prey. Considering themselves the most skilled melee warriors in the Conclave, the Corsair Fra'al are the most bellicose and aggressive Geno-Breed. Many Congregations of Fra'al Corsairs will simply act of their own will during raids on enemy vessels, choosing to select their targets by virtue of the personal reward for slaying such worthy adversaries. They therefore serve the function of reavers and assassins, jumping ahead using their personal rift-jump packs to tear numerous small Aetheric-Rift conduits through enemy defenses and protective shielding.

## AETHERIC ARTIFACTS

If your **FRA'AL** army contains a **FRA'AL Warlord** in your order of battle, you may equip that model with one of the following **Aetheric Artifacts**. However, please note that each model in your army may only ever be equipped with 1 **Aetheric Artifact**, and all other **Aetheric Artifacts** in the possession of other models via Stratagems must all be different from one another.

### VOIDWAKE ARTIFACT

**FRA'AL INFANTRY** model only. The bearer of the artifact gains the **Aetheric Coruscation** ability (see **Aetheric Coruscation**). In addition, all Ranged attacks made against the bearer of the artifact by enemy units suffer a -1 to all hit rolls they make.

### REALMSPLITTER ARTIFACT

**FRA'AL INFANTRY** model equipped with an **Aether Sabre** only. The artifact replaces that **Aether Sabre** and uses the following profile:

WEAPON	RANGE	TYPE	S	AP	D
<b>Realmsplitter</b>	Melee	Melee	U+3	-2	2+D3

**Aether Weapon** (see **Aether Weapon** rules)

### MINDBREAKER ARTIFACT

**FRA'AL INFANTRY** model equipped with a **Neural-Disruptor** only. The artifact replaces that **Neural-Disruptor** and uses the following profile:

WEAPON	RANGE	TYPE	S	AP	D
<b>Mindbreaker</b>	12"	Pistol 2	*	0	3

**Neural Disruption** (see **Neural Disruptor Weapon** rules),  
**Mindbreaker**: any unmodified rolls to wound of a 6+ inflict double Damage on the target unit (i.e., Damage 6 against Non-**VEHICLE** targets, and Damage 2 to all targets with the **Vehicle VEHICLE**) before any and all other modifiers that effect the damage output of **FRA'AL** weapons.

### AETHERFORGE ARTIFACT

**FRA'AL** model only. The bearer of the artifact gains the following ability.

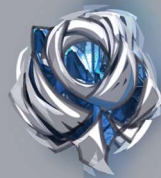
**Aetherforge (Aura)**: all **AETHER-GOLEM** units within 6" of the Artifacts bearer may roll 1 D6 each time they lose a wound. On a result of an unmodified roll of 4+ that wound is not lost, whilst on an unmodified roll of 6+ that unit instead gains D3 lost wounds

### CHRONOSHARD ARTIFACT

**FRA'AL** model with **Nightshard** only. In addition to the **Nightshard ability**, whenever the Enemy player spends CP to use a Stratagem over the course of the battle roll a D6. On a Result of a 3+ add +1 CP to your pool of command points, and a roll of 5+ further results in the opposing Stratagem failing to activate. This Artifact may only be used once per turn.



### Fra'al Glass Knives

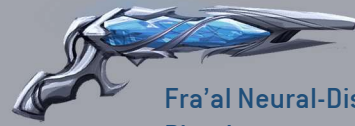


Fra'al Glass Fragmentation Sphere

### Fra'al Aether Sabre



### Fra'al Neural-Disruptor Pistol



### Fra'al Aether Pistol



### Fra'al Aether Blaster



### Fra'al Neural-Disruptor Cannon



## Aether Weapons

Fra'al utilise vast quantities of Aetheric Plasma to power their devices, technology and weapons. In particular this is commonly propelled in a similar manner to the plasma weapons of other species, using micro-aether coils in hand sized pistols, blasters, or even bladed weapons. These weapons can reach truly gigantic sizes when deployed on Fra'al Aetheric-Golem construct walkers and flyers. Such Aether Cannons, Lances and even heavy bladed Aether Glaives are able to cut through and obliterate not only enemy armour plate but also slip through or shatter protective fields and energy shielding. Aether weaponry are equally feared by Imperial Navy captains and Eldar corsairs, for these warp-infused weapons are seemingly able to discharge imperial void shields and bypass Eldari holofields.

## Glass Weapons

Where as the Fra'al transform cooling Aether Plasma into a variety of psycho-active crystal lattices for use in directing psi-energy through their Aetheric technologies, Fra'al Glass is a byproduct of the Drivewells which generate this warp-saturated Plasma. Infact, the Glass build up in the Drivewells can greatly interfere with the effective generation of Aetheric Plasma and must be constantly chipped away from the core chambers of the Drivewells. Always seeking opportunities to make the best use of resources at their disposal, the Fra'al utilise these broken Glass shards as the material basis for works of sculpture, personal decoration, and wicked Glass Knives. The rough jagged blades of the Fra'al Glass knives, of the smaller shards contained in grenade like fragmentation spheres, are constantly fracturing at the microscopic level, meaning that the blade edges are constantly razorsharp. The microfracture shards which break-off into cuts and wounds made on their opponents will contain to cut deeper into their enemy, continually fragmenting and cutting until they dissolve at the atomic level.

## Neural-Disruptors

The psionic songs of the Fra'al, though beautiful to their own psychically attuned senses, cause great agony when inflicted upon the minds of other non-Fra'al species. This psychic acophony blazes through nerve-fibres, cripple cerebral organs, and shatters the sanity of many creatures. Fra'al Neural-Disrupter's function in a similar manner by which the Fra'al Choristers harmonise their psionic screams into tight waves and pulses of immaterial noise. Instead, the Psycho-Active Crystal body of the weapon is resonated artificially by synthesized Fra'al song patterns. These amplified pulses are then directed towards their targets and can shatter nervous tissues and rupture cerebral corticies in living beings.

## FRA'AL UNIQUE UNITS

FRA'AL detachments comprise units selected from the following list of unique datasheets available to the FRA'AL CONCLAVES faction. Each datasheet contains the unit's stats, profile, abilities, points cost, power rating, and wargear options available. Points cost for wargear options for each unit datasheet can be found in the [Fra'al Wargear Lists](#) section.

### HQ Datasheet

Pts# Pr#

#### FRA'AL CONCLAVE PSYRANT

115 6

A FRA'AL PSYRANT comprises 1 model. Each model is armed with a Aether Pistol, Aether Blade, and Glass Fragmentary Spheres.

T	#	M	WS	BS	S	T	W	A	LD	Sv	InSv
/	1	6	2+	2+	3	3	5	4	10	5+	6+

### WARGEAR OPTIONS

- The model may replace its Aether Pistol for a Beam Pistol or a Neural-Disruptor.
- The model may replace its Aether Blade for either a Aether Sabre or a Glass Knife.

### ABILITIES

Fra'al; Xeno-Psykana; Aetheric-Assault;

**Aetheric Kine-Shield:** this model gains a 4+ Invulnerable Save instead of a 6+ Invulnerable Save.

**Nightshard:** the model may re-roll any result of a 1 made when attempting any Psychic Test or Deny Attempt.

**Psygrant:** all FRA'AL CHARACTER and FRA'AL CORE units within 6" of this model may use its Ld value for all tests requiring a Ld value. In addition, each FRA'AL CHARACTER and FRA'AL CORE unit within 6" of the model (excluding the model itself) increases the range of all Psychic Attacks, Deny Attempts, and Aether Weapons used by this model by +6".

**Lords of Conclave:** any single FRA'AL detachment may only include up to 1 FRA'AL PSYRANT model and no more.

### PSYKER

This unit can attempt to manifest two Psychic Powers in your Psychic Phase, and attempt to Deny two Psychic Powers in each enemy Psychic phase. The unit knows the [Smite](#) and [Psionic Screech](#) psychic powers, as well as two additional powers from the [MALEVOLANCY](#) discipline.

### KEYWORDS

FACTION KEYWORDS: FRA'AL, <CONCLAVE>

KEYWORDS: INFANTRY, CHARACTER, PSYKER, PSYRANT

### HQ Datasheet

Pts# Pr#

#### FRA'AL CONCLAVE SATRAP

75 4

A FRA'AL SATRAP comprises 1 model. Each model is armed with a Aether Pistol, Aether Blade, and Glass Fragmentary Spheres.

T	#	M	WS	BS	S	T	W	A	LD	Sv	InSv
/	1	6	3+	3+	3	3	4	3	9	5+	6+

### WARGEAR OPTIONS

- The model may replace its Aether Pistol for a Beam Pistol or a Neural-Disruptor.
- The model may replace its Aether Blade for either a Aether Sabre or a Glass Knife.

### ABILITIES

Fra'al; Xeno-Psykana; Aetheric-Assault;

**Aetheric Kine-Shield:** this model gains a 4+ Invulnerable Save instead of a 6+ Invulnerable Save.

**Satrap:** all FRA'AL CORE units within 3" of this model may use its Ld value for all tests requiring a Ld value. In addition, each FRA'AL CORE unit within 3" of the model (excluding the model itself) increase the range of all Psychic Attacks, Deny Attempts, and Aether Weapons used by this model by +3".

**Masters of Conclave:** for each FRA'AL PSYRANT included in the Detachment, up to 2 Satraps may be included without taking up a HQ slot in the Detachment.

### PSYKER

This unit can attempt to manifest two Psychic Powers in your Psychic Phase, and attempt to Deny one Psychic Power in each enemy Psychic phase. The unit knows the [Smite](#) and [Psionic Screech](#) psychic powers, as well as one additional power from the [MALEVOLANCY](#) discipline.

### KEYWORDS

FACTION KEYWORDS: FRA'AL, <CONCLAVE>

KEYWORDS: INFANTRY, CHARACTER, PSYKER, SATRAP

### SPECIAL RULE: XENO-PSYKANA

All units that have the FRA'AL special rule gain the following:

- FRA'AL units with the PSIONIC SCREECH psychic power may further cast that power multiple times in the same Psychic phase, in the same manner as for the rules for casting the SMITE psychic power (see Core Rule Book).
- FRA'AL units with the IMMATERIAL WEAVING psychic power may further cast that power multiple times in the same Psychic phase, in the same manner as for the rules for casting the SMITE psychic power (see Core Rule Book).



## TROOP Datasheet

Pts# Pr#

### FRA'AL RAIDER CONGREGATION 60 3

Each **FRA'AL RAIDER CONGREGATION** comprises 1 **FRA'AL DOMINANT**<sup>a</sup> and 5 **FRA'AL RAIDERS**<sup>b</sup>. The Congregation can include up to 6 additional **FRA'AL RAIDERS** (+10 Pts per model, + 3 Pr for a unit of 7-12 models). Each model is armed with a Beam Pistol, Glass Knife, and Glass Fragmentary Spheres.

T	#	M	WS	BS	S	T	W	A	LD	Sv	InSv
a	1	6	4+	4+	3	3	1	2	8	5+	6+
b	5-11	6	4+	4+	3	3	1	1	7	5+	6+

### WARGEAR OPTIONS

- Any model may replace its Beam Pistol for a Aether Pistol or a Neural-Disruptor.
- Any model may replace its Glass Knife with a Aether Blade.
- The **FRA'AL DOMINANT** may replace its Glass Knife with a Aether Sabre.
- For every 3 **FRA'AL RAIDERS** in the Congregation, 1 Fra'al Raider may replace their Beam Pistol and Glass Knife with one of the following weapons: 1 Aether Blaster; 1 Beam Rifle; 1 Neural-Disruption Charger.
- The **FRA'AL DOMINANT** may be equipped with one of the following wargear items: 1 **Nightshard**; or 1 **Psyonic-Amplifier**.

### ABILITIES

Fra'al; Xeno-Psykana; Aetheric-Assault;

**Aether-Field**: all models in this unit gain a 6+ Invulnerable Save.

**Fra'al Dominant**: all Psychic Powers cast by this unit must always measure their distance to and from the units **FRA'AL DOMINANT**, whilst any Deny attempts against opposing Psychic Powers can be taken by any model in the unit in range of the casting enemy **PSYKER**.

### PSYKER

This unit can attempt to manifest one Psychic power in your Psychic phase, and attempt to Deny one psychic power in each enemy Psychic phase. The unit knows the **Smite** and **Psionic Screech** psychic power from the **MALEVOLANCY** discipline.

### KEYWORDS

FACTION KEYWORDS: **FRA'AL**, <CONCLAVE>

KEYWORDS: **INFANTRY**, **CORE**, **PSYKER**, **FRA'AL RAIDER CONGREGATION**

## ELITE Datasheet

Pts# Pr#

### FRA'AL MARAUDER CONGREGATION 72 4

Each **FRA'AL MARAUDER CONGREGATION** comprises 1 **FRA'AL DOMINANT**<sup>a</sup> and 5 **FRA'AL MARAUDERS**<sup>b</sup>. The **MARAUDER CONGREGATION** can include up to 3 additional **FRA'AL MARAUDERS** (+12 Pts per model, +2 Pr 7-9 models). Each model is armed with a Beam Rifle and Glass Fragmentary Spheres, and the unit is accompanied by a **FRA'AL ASSAULT ORB**.

T	#	M	WS	BS	S	T	W	A	LD	Sv	InSv
a	1	6	4+	3+	3	3	1	2	8	4+	6+
b	5-8	6	4+	3+	3	3	1	1	7	4+	6+

### WARGEAR OPTIONS

- All models in the unit may each be equipped with an additional Glass Knife.
- Any model may replace its Beamer with 1 Neural-Disruptor Rifle; or a 1 Aether Blaster.
- The **FRA'AL DOMINANT** may be equipped with one of the following wargear items: 1 **Nightshard**; or 1 **Psyonic Amplifier**.
- The **FRA'AL ASSAULT ORB** may further be equipped with on of the following upgrades: 1 **Aether Beacon**; or 1 **Aetheric-Field Resonator**; or 1 **Aether-Jump Generator**.

### ABILITIES

Fra'al; Xeno-Psykana; Aetheric-Assault;

**Aether-Field**: all models in this unit gain a 6+ Invulnerable Save.

**Fra'al Dominant**: all Psychic Powers cast by this unit must always measure their distance to and from the units **FRA'AL DOMINANT**, whilst any Deny attempts against opposing Psychic Powers can be taken by any model in the unit in range of the casting enemy **PSYKER**.

**Assault Orb**: A unit equipped with an **ASSAULT ORB** gains the **Aether-Strike** deployment rules. An **ASSAULT ORB** model must be used as a marker and always placed in Unit Coherency. However, the **ASSAULT ORB** cannot be targeted by any incoming attacks. Should the unit be destroyed then the **ASSAULT ORB** is also destroyed.

### PSYKER

This unit can attempt to manifest one Psychic power in your Psychic phase, and attempt to Deny one psychic power in each enemy Psychic phase. The unit knows the **Smite** and **Psionic Screech** psychic power from the **MALEVOLANCY** discipline.

### KEYWORDS

FACTION KEYWORDS: **FRA'AL**, <CONCLAVE>

KEYWORDS: **INFANTRY**, **CORE**, **PSYKER**, **FRA'AL MARAUDER CONGREGATION**, **ASSAULT ORB**



Artificially created creatures, the Aetheric-Golems of the Fra'al are the analog of power armoured suits or mechanical walkers and drones used by other races. However, these soulless constructs are puppeted by the titanic minds of the physically atrophied Psyber-Pilots and Aethersmiths of the Fra'al Conclave. These mighty psykers pilot such Aetherically fueled golems from many thousands of miles away, deep within the heart of the Fra'al Battlecruisers and their life-supporting Psionic-Cradles. Though the Fra'al use a wide variety of such Aether-Golem constructs, from weirdly shaped void-creatures resembling flattened oceanic sharks and manta rays, to the bipedal heavy walkers most commonly deployed en masse against terrestrial targets or long duration engagements in gravitically strong environments. Some Imperial scholars have drawn similarities between the use of the Fra'al psychic constructs and titans to those Wraith Machines employed by the Aeldari. However, no such comparison can be truly made due to the differences between the warped puppet-like quality of the Fra'al Psi-Ghouls and the seamlessly haunted and graceful aspect of the Eldar Wraithguardians. Unlike the lightly armoured Warrior classes of the Fra'al themselves, their Aether powered walkers and machines fulfil the niche of heavy infantry and supporting artillery. The Psi-Ghoul soldiers and heavy Psi-Fiend walkers will often be deployed, via the ubiquitous Aether-Rift Conduit means of teleportation used by the Fra'al, into beachheads secured by the frontline Marauder Congregations. These ingress points are then protected by the Fra'al psi-constructs allowing entry by the more numerous supporting Fra'al Raiders. When heavy resistance is encountered these tireless warmachines can be redeployed to apply pressure when and where most needed.



## ELITE Datasheet

Pts# Pr#

### FRA'AL PSI-GHOUL CONVOCATION 105 8

Each **FRA'AL PSI-GHOUL CONVOCATION** comprises 3 **PSI-GHOUL** models. The **PSI-GHOUL CONVOCATION** can include up to 6 additional **PSI-GHOULS** (+35 Pts per model, +8 Pr 4-6 models, +16 Pr 7-9 models). Each model is armed with a Glass Fragmentation Spear and Murderous Claw.

T #	M	WS	BS	S	T	W	A	LD	Sv	InSv
/ 3-9	6	3+	3+	5	5	3	2	8	3+	6+

### WARGEAR OPTIONS

- Any model may replace its Glass Fragmentary Spear with one of the following: 1 Aether Cannon; or 1 Beam Cannon; or 1 Neural-Disruption Cannon.
- The **PSI-GHOUL CONVOCATION** may all be similarly equipped with one of the following upgrades: **Aether-Jump Generators**; or **Aether-Field Resonators**; or **Corrosion Field Emitters**.

### ABILITIES

**Fra'al; Xeno-Psykana; Aetheric-Assault;**

**Aether-Field:** all models in this unit gain a 6+ Invulnerable Save.

**Aether-Golem:** All units with the **AETHER-GOLEM** keyword do not roll any Combat Attrition Tests after a failed Leadership Test. Those Combat Attrition Tests pass automatically.

**Psi-Ghoul:** models in this unit may move and shoot Heavy weapons without penalty. Each time the unit attempts to Deny or Cast a Psychic Power, it may select any model in the unit as the starting point for determining the range of that Power or Deny attempt.

**Murderous Claw:** models in this unit on an unmodified to wound roll of 6+ inflict a -2 AP bonus to that attack against the enemy model's Save (Invulnerable Saves are unaffected).

### PSYKER

This unit can attempt to manifest one Psychic power in your Psychic phase, and attempt to Deny one psychic power in each enemy Psychic phase. The unit knows the **Smite** and the **Immaterial Weaving** psychic power from the **MALEVOLANCY** discipline.

### KEYWORDS

**FACTION KEYWORDS:** **FRA'AL, <CONCLAVE>**

**KEYWORDS:** **INFANTRY, PSYKER, AETHER-GOLEM, FRA'AL PSI-GOUL CONVOCATION**

## FAST ATTACK Datasheet

Pts# Pr#

### FRA'AL CORSAIR CONGREGATION 72 4

Each **FRA'AL CORSAIR CONGREGATION** comprises 1 **FRA'AL DOMINANT**<sup>a</sup> and 5 **FRA'AL CORSAIRS**<sup>b</sup>. The **CORSAIR CONGREGATION** can include up to 3 additional **FRA'AL CORSAIRS** (+12 Pts per model, +2 Pr 7-9 models). Each model is armed with a Beam Pistol, Glass Knife, and Glass Fragmentary Spheres.

T #	M	WS	BS	S	T	W	A	LD	Sv	InSv
a 1	10	3+	4+	3	3	1	3	8	5+	6+
b 5-8	10	3+	4+	3	3	1	2	7	5+	6+

### WARGEAR OPTIONS

- Any model may replace its Beam Pistol with a Aether Pistol; or a Neural-Disruptor.
- Any model may replace its Beam Pistol with either 1 Glass Knife; or 1 Aether Blade; or 1 Aether Sabre.
- Any model may replace its Glass Knife with either 1 Beam Pistol; or 1 Aether Pistol; or 1 Neural-Disruptor.
- Any model may replace its Glass Knife with either 1 Aether Blade; or 1 Aether Sabre.
- The **FRA'AL DOMINANT** may be equipped with one of the following wargear items: 1 **Nightshard**; or 1 **Psyonic-Amplifier**.

### ABILITIES

**Fra'al; Xeno-Psykana; Aetheric-Assault;**

**Aether-Field:** all models in this unit gain a 6+ Invulnerable Save.

**Fra'al Dominant:** all Psychic Powers cast by this unit must always measure their distance to and from the units **FRA'AL DOMINANT**, whilst any Deny attempts against opposing Psychic Powers can be taken by any model in the unit in range of the casting enemy **PSYKER**.

**Aetheric Coruscation:** This unit gains the **Aether-Strike** deployment rules. Whenever this unit moves, it may move through all impeding terrain as if it possessed the **FLY** keyword. In addition, should this model Advance, do not roll any dice. Instead, it moves an additional 6".

### PSYKER

This unit can attempt to manifest one Psychic power in your Psychic phase, and attempt to Deny one psychic power in each enemy Psychic phase. The unit knows the **Smite** and **Psionic Screech** psychic power from the **MALEVOLANCY** discipline.

### KEYWORDS

**FACTION KEYWORDS:** **FRA'AL, <CONCLAVE>**

**KEYWORDS:** **INFANTRY, CORE, PSYKER, FRA'AL CORSAIR CONGREGATION**

## FAST ATTACK Datasheet

Pts# Pr#

### FRA'AL PSI-WING CONVOCACTION

45 3

Each **FRA'AL PSI-WING CONVOCACTION** comprises 3 **FRA'AL PSI-WINGS**. The **FRA'AL PSI-WING CONVOCACTION** can include up to 6 additional **FRA'AL PSI-WINGS** (+15 Pts per model, +3 Pr 4-6 or +6 Pr 7-9 models). Each model is armed with Blade-edged Wings.

T #	M	WS	BS	S	T	W	A	LD	Sv	InSv
/ 3-9	14	4+	4+	3	3	2	2	8	5+	6+

### WARGEAR OPTIONS

- Any model may be equipped with 2 Beam Pistols, or 1 Beam Rifle.
- The **PSI-WING CONVOCACTION** may all be similarly equipped with one of the following upgrades: **Aether-Jump Generators**; or **Aether-Field Resonators**; or **Corrosion Field Emitters**.

### ABILITIES

**Fra'al**; **Xeno-Psykana**; **Aetheric-Assault**;

**Aether-Field**: all models in this unit gain a 6+ Invulnerable Save.

**Aether-Golem**: All units with the **AETHER-GOLEM** keyword do not roll any Combat Attrition Tests after a failed Leadership Test. Those Combat Attrition Tests are automatically past.

**Blade-Edged Wings**: If this unit Charged into combat with an enemy unit, all hits made by this unit in the subsequent Fight Phase gain +1 Str and a -1 AP modifier.

**Psi-Wing**: All Psi-Wing units may always Charge an enemy unit even if that Psi-Wing unit fallback earlier in that battleround.

### PSYKER

This unit can attempt to manifest one Psychic power in your Psychic phase, and attempt to Deny one psychic power in each enemy Psychic phase. The unit knows the **Smite** and the **Immaterial Weaving** psychic power from the **MALEVOLANCY** discipline.

### KEYWORDS

FACTION KEYWORDS: **FRA'AL**, **<CONCLAVE>**

KEYWORDS: **DRONE**, **PSYKER**, **FLY**, **FRA'AL PSI-WING CONVOCACTION**

## HEAVY SUPPORT Datasheet

Pts# Pr#

### FRA'AL PSI-FIEND CONVOCACTION

85 6

Each **FRA'AL PSI-FIEND CONVOCACTION** comprises 1 **PSI-FIEND** model. The **PSI-FIEND CONVOCACTION** can include up to 2 additional **PSI-FIENDS** (+85 Pts per model, +6 Pr for 1 additional model, +12 Pr for 2 additional models). Each model is armed with Aether Cannon and a Aether Sabre.

T #	M	WS	BS	S	T	W	A	LD	Sv	InSv
/ 1-3	8	3+	3+	6	6	8	3	9	3+	6+

### WARGEAR OPTIONS

- Any model may replace its Aether Cannon with the following: 1 Glass Fragmentation Spear; or 1 Beam Cannon; or 1 Neural-Disruption Cannon; or a second Aether Sabre.
- If a model is not equipped with a Aether Glaive, then that model may replace both of its Aether Cannon and Aether Sabre with either 1 Beam-Scythe or 1 Aether Lance.
- If a model is not equipped with a Beam Scythe or Aether Lance then that model may replace both of its Aether Cannon and Aether Sabre with a Aether Glaive.
- Any **PSI-FIEND** model in the Convocation may be equipped with any of the following upgrades: **Aether-Jump Generator**; **Aetheric-Field Resonator**; **Corrosion Field Emitter**; **Aetheric-Warp Inductor**.

### ABILITIES

**Fra'al**; **Xeno-Psykana**; **Aetheric-Assault**; **Aether-Field**;

**Aether-Golem**: All units with the **AETHER-GOLEM** keyword do not roll any Combat Attrition Tests after a failed Leadership Test. Those Combat Attrition Tests are automatically past.

**Predatory Convocation**: when this unit is first set up it must be set up together as a single unit but from that point forward all models are considered to be separate units and need not remain in unit coherency for the remainder of the battle.

**Blade-Fiend**: any **PSI-FIEND** model which is equipped with two Aether Sabres gain +1 A value each time it makes any attacks with its Aether Sabres during the Fight Phase.

**Aetheric Implosion**: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it creates an Aetheric singularity and each unit within 6" suffers D6 mortal wounds.

### PSYKER

This unit can attempt to manifest one Psychic power in your Psychic phase, and attempt to Deny one psychic power in each enemy Psychic phase. All models in the unit know the **Smite** and the **Immaterial Weaving** psychic power from the **MALEVOLANCY** discipline.

### KEYWORDS

FACTION KEYWORDS: **FRA'AL**, **<CONCLAVE>**

KEYWORDS: **VEHICLE**, **PSYKER**, **AETHER-GOLEM**, **FRA'AL PSI-FIEND CONVOCACTION**



## HEAVY SUPPORT Datasheet

### FRA'AL ATTACK SPHERE

Pts# 70 Pr# 5

Each **FRA'AL ATTACK SPHERE** comprises 1 **ATTACK SPHERE** model. Each model is armed with an Immaterial Pulse-Wave.

T	#	M	WS	BS	S	T	W	A	LD	Sv.	InSv
/	1	8	-	-	6	6	8-12	-	9	3+	4+
		6	-	-	6	6	4-7	-	7	3+	5+
		4	-	-	6	6	1-3	-	5	3+	6+

## WARGEAR OPTIONS

- Any **FRA'AL ATTACK SPHERE** model may be equipped with any of the following upgrades: **Aetheric-Shield Generator**; **Entropic Field Generator**.

## ABILITIES

**Aetheric-Assault**; **Aetheric Shielding**: this model gains a 4+ Invulnerable Save instead of a 6+ Invulnerable Save, which degrades as the **FRA'AL ATTACK SPHERE** takes damage.

**Aether Beacon**: Models deploying using the **Aether-Strike** teleportation rules may deploy with 9" of a unit equipped with this item, whilst being no closer than 6" away from any enemy units.

**Immaterial Pulse-Wave**: During the Shooting Phase, if there are any enemy units within 6" of the **ATTACK SPHERE** roll D6 for each model in that unit, adding +1 to that result for any models in that unit which are within Engagement range of the **ATTACK SPHERE**. On a 5+ roll that unit suffers 1 Mortal Wound.

**Aetheric Implosion**: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it creates an Aetheric singularity and each unit within 6" suffers D6 mortal wounds.

**Entropic Field Generator**: all friendly **FRA'AL** units within 9" of this unit may reduce the incoming Damage of any Ranged attack made against them by 1 to a minimum of 1 (i.e., an D2 attacks because a D1 attack).

**Aetheric-Shield Generator**: all friendly **FRA'AL** units within 9" of this unit may increase any Aether-Field Invulnerable Saves they possess by +2 (i.e., a 6+ Invulnerable Save becomes a 4+ Invulnerable Save).

## KEYWORDS

FACTION KEYWORDS: **FRA'AL**, <**CONCLAVE**>

KEYWORDS: **VEHICLE**, **FLY**, **ATTACK SPHERE**

## DESIGN NOTE: AETHER AND COROSION FIELDS

The Fra'al Xenos possess many types of defensive fields and field enhancing technologies. However, it is the intention of the rules for these field enhancers that they cannot overlap and stack those bonuses provided to those field saves and effects, i.e., if a model has a Aether-Field and is affected by two enhancing wargear items, they benefit from only one of those item's bonus effect. However, this excludes the effects of the Aetheric Assault ability effecting Aether Fields.

## FLYER Datasheet

### FRA'AL PSI-BIRD CONVOCAION

Pts# 160 Pr# 9

Each **FRA'AL PSI-BIRD CONVOCAION** comprises 1 **PSI-BIRD** model. The **PSI-BIRD CONVOCAION** can include up to 2 additional **PSI-BIRDS** (+160 Pts per model, +9 Pr for 1 model, +18 Pr for 2 models). Each model is armed with two Glass Fragmentation Spears and two Beam Cannons.

T	#	M	WS	BS	S	T	W	A	LD	Sv.	InSv
/	1-3	20-50	3+	3+	6	6	7-12	3	9	3+	6+
		20-30	3+	4+	6	6	4-6	2	9	3+	6+
		20	3+	5+	6	6	1-3	1	9	3+	6+

## WARGEAR OPTIONS

- The model may replace its two Glass Fragmentation Spears with two of the following: 2 Aether Cannons; or 2 Beam Cannons; or 2 Neural-Disruption Cannons; or Glass Fragmentation Orbs.
- The model may replace its two Beam Cannons with two of the following: 2 Aether Cannons; or 2 Neural-Disruption Cannons.
- The model may replace its two Beam Cannons with one of the following: 1 Aether Lance; or 1 Beam Scythe.
- The model may be equipped with any of the following upgrades: **Aether-Jump Generator**; **Aether-Field Resonator**; **Corrosion Field Emitter**.

## ABILITIES

**Fra'al**; **Xeno-Psykana**; **Aetheric-Assault**; **Aether-Field**;

**Aether-Golem**: All units with the **AETHER-GOLEM** keyword do not roll any Combat Attrition Tests after a failed Leadership Test. Those Combat Attrition Tests are automatically past.

**Predatory Convocation**: when this unit is first set up it must be set up together as a single unit but from that point forward all models are considered to be separate units and need not remain in unit coherency for the remainder of the battle.

**Aetheric Implosion**: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it creates an Aetheric singularity and each unit within 6" suffers D6 mortal wounds.

**Airborne**: You cannot declare a charge with this model, and it can only be chosen as a target of a Charge if the unit making the charge can **FLY**. You can only fight with this model if it is within Engagement Range of any enemy units that can **FLY**, and this model can only make melee attacks against units that can **FLY**. Enemy units can only make melee attacks against this model if they can **FLY**.

**Hard to Hit**: Each time a ranged attack is made against this model, subtract 1 from that attack's hit roll.

**Aetheric-Plasma Drive**: When this model Advances, add 20" to its Move characteristic for that Movement phase instead of rolling a dice. Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Once its move has finished, you can pivot it a further 90° as before.

**Hover:** before this model moves in your Movement phase, you can declare it will Hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the **Airborne**, **Hard to Hit** and **Aetheric-Plasma Drive** abilities until the beginning of your next Movement phase.

## PSYKER

This unit can attempt to manifest one Psychic power in your Psychic phase, and attempt to Deny one psychic power in each enemy Psychic phase. All models in the unit know the **Smite** and the **Immaterial Weaving** psychic power from the **MALEVOLANCY** discipline.

## KEYWORDS

**FACTION KEYWORDS:** **FRA'AL**, **<CONCLAVE>**

**KEYWORDS:** **VEHICLE**, **PSYKER**, **FLY**, **AIRCRAFT**, **AETHER-GOLEM**, **FRA'AL PSI-BIRD CONVOCAION**

## SPECIAL RULE: AETHERIC ASSAULT

All units that have the Fra'al special rule gain the following bonus depending upon which battle-round is active:

**Round 1:** During the First battle-round all Fra'al units gain a +2 bonus to their Aether Field Save (e.g., 6+ becomes 4+ Invulnerable Save), whilst any attacks made with AETHER weapons gain a +2 Strength (e.g., Str U becomes Str U +2) and a -2 AP (e.g., AP 0 becomes AP-2) modifier, after any and all other modifiers i.e., Str (U x2) +2.

**Round 2:** During the Second battle-round all Fra'al units gain a +1 bonus to their Aether Field Save (e.g., 6+ becomes 5+ Invulnerable Save), whilst any attacks made with AETHER weapons gain a +1 Strength (e.g., Str U becomes Str U+1) and a -1 AP (e.g., AP 0 becomes AP-1) modifier, after any and all other modifiers i.e., Str (U x2) +1.

**Rounds 3 and 4:** During the Third and Forth battle-rounds all Fra'al units gain a 0 bonus to their Aether Field Save (e.g., 6+ remains 6+ Invulnerable Save), whilst any attacks made with AETHER weapons gain a 0 Strength (e.g., Str U remains Str U) and a 0 AP (e.g., AP-1 remains AP-1) modifier, after any and all other modifiers i.e., Str (U x2) +0.

**Rounds 5+:** During the Fifth and all subsequent battle-rounds (if any) all Fra'al units use the same rules as those presented for the above **Rounds 3 and 4** rules. However, all Fra'al units suffer a -1 modifier to all Psychic, Leadership and Combat Attrition tests they are required to take during the Fifth and later battle-rounds of the game.

## LORD OF WAR Datasheet

Pts#

Pr#

## FRA'AL PSI-TYRANT

320

20

Each **FRA'AL PSI-TYRANT** comprises 1 **PSI-TYRANT** model. Each model is armed with two Aether Glaives.

T	#	M"	WS	BS	S	T	W	A	LD	Sv.	InSv
/	1	12	3+	3+	7	7	13-24	4	9	3+	6+
		10	3+	4+	7	7	4-12	3	9	3+	6+
		8	3+	5+	7	7	1-3	2	9	3+	6+

## WARGEAR OPTIONS

- The model may be additionally equipped with up to two of the following options: Glass Fragmentary Spear; Aether Cannon; Beam Cannon; Neural-Disruption Cannon.
- The model may replace either of its Aether Glaives with one of the following: 1 Aether Lance; or 1 Beam Scythe.
- If the model is not equipped with any Glass Fragmentary Spears, Aether Cannons, Beam Cannons, or Neural-Disruption Cannons it may be additionally equipped with one of the following: 1 Aether Lance; or 1 Beam Scythe.
- The model may be equipped with any of the following upgrades: **Aetheric-Warp Inductor**; **Entropic Field Generator**.
- The model may upgrade it's **Aetheric-Field Resonator** for an **Aetheric-Shield Generator**.

## ABILITIES

**Fra'al; Xeno-Psykana; Aetheric-Assault; Aether-Field;**

**Aether-Golem:** All units with the **AETHER-GOLEM** keyword do not roll any Combat Attrition Tests after a failed Leadership Test. Those Combat Attrition Tests are automatically past.

**Empyric Plasma Rift:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it creates an empyric plasma rift and each unit within 9" suffers 2D6 mortal wounds.

**Blade-Tyrant:** any **PSI-TYRANT** model which is equipped with two Aether Glaives gain +2 A value each time it makes any attacks with its Aether Glaives during the Fight Phase.

**Aetheric-Field Resonator:** Increase the Aether-Field Invulnerable Save the unit in possession of an Aetheric-Field Resonator by +2 (i.e., a 6+ Invulnerable Save becomes a 4+ Invulnerable Save).

**Towering Golem:** This model is eligible to declare a charge in a turn in which it Fell Back. Each time this model makes a Normal Move, Advances or Falls Back, it can be moved across other models (excluding **MONSTER** and **VEHICLE** models) as if they were not there, and when it does it can be moved within Engagement Range of such models, but cannot finish its move within Engagement Range of any of them.

## PSYKER

This unit can attempt to manifest one Psychic power in your Psychic phase, and attempt to Deny one psychic power in each enemy Psychic phase. All models in the unit know the **Smite** and the **Immaterial Weaving** psychic power from the **MALEVOLANCY** discipline.



## KEYWORDS

FACTION KEYWORDS: **FRA'AL, <CONCLAVE>**

KEYWORDS: **TITANIC, VEHICLE, PSYKER, AETHER-GOLEM, FRA'AL PSI-TYRANT**

LORD OF WAR Datasheet										Pts#	Pr#
FRA'AL PSI-RAPTOR										450	25

Each **FRA'AL PSI-RAPTOR** comprises 1 **PSI-RAPTOR** model. Each model is armed with 2 Glass Fragmentary Spears, 1 Aether Cannon and 2 Beam-Scythes.

T	#	M	WS	BS	S	T	W	A	LD	Sv.	InSv
/	1	20-50	3+	3+	7	7	12-22	3	9	3+	6+
		20-30	3+	4+	7	7	7-11	2	9	3+	6+
		20	3+	5+	7	7	1-6	1	9	3+	6+

## WARGEAR OPTIONS

- The model may replace its two Glass Fragmentary Spears with one of the following: 2 Aether Cannons; or 2 Beam Cannons; or 2 Neural-Disruption Cannons; or Glass Fragmentation Orbs.
- The model may replace its two Beam Scythes one of the following: 2 Aether Lances; 1 Neural-Disruption Pulse Cannon.
- The model may be equipped with any of the following upgrades: **Aether-Jump Generator**; **Aetheric-Field Resonator**; **Corrosion Field Emitter**.

## ABILITIES

**Fra'al**; **Xeno-Psykana**; **Aetheric-Assault**; **Aether-Field**;

**Aether-Golem**: All units with the **AETHER-GOLEM** keyword do not roll any Combat Attrition Tests after a failed Leadership Test. Those Combat Attrition Tests are automatically past.

**Airborne**: You cannot declare a charge with this model, and it can only be chosen as a target of a charge if the unit making the charge can **FLY**. You can only fight with this model if it is within Engagement Range of any enemy units that can **FLY**, and this model can only make melee attacks against units that can **FLY**. Enemy units can only make melee attacks against this model if they can **FLY**.

**Hard to Hit**: Each time a ranged attack is made against this model, subtract 1 from that attack's hit roll.

**Colossal Flyer**: Distances are always measured to and from this model's hull.

**Aetheric-Plasma Drive**: When this model Advances, add 20" to its Move characteristic for that Movement phase instead of rolling a dice. Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Once its move has finished, you can pivot it a further 90° as before.

**Hover**: before this model moves in your Movement phase, you can declare it will Hover. Its Move characteristic becomes 20"

until the end of the phase, and it loses the **Airborne**, **Hard to Hit** and **Aetheric-Plasma Drive** abilities until the beginning of your next Movement phase.

**Empyric Plasma Rift**: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it creates an empyric plasma rift and each unit within 9" suffers 2D6 mortal wounds.

## PSYKER

This unit can attempt to manifest one Psychic power in your Psychic phase, and attempt to Deny one psychic power in each enemy Psychic phase. The unit knows the **Smite** and the **Immaterial Weaving** psychic power from the **MALEVOLANCY** discipline.

## KEYWORDS

FACTION KEYWORDS: **FRA'AL, <CONCLAVE>**

KEYWORDS: **TITANIC, VEHICLE, PSYKER, AIRCRAFT, AETHER-GOLEM, FRA'AL PSI-RAPTOR**

### Fra'al Unit No., Pts., and PR Summary:

- **HQ: Conclave Psyrrant**  
No. 1 / 115 Pts / #6 PR
- **HQ: Conclave Satrap**  
No. 1 / 75 Pts / #4 PR
- **TROOP: Raider Congregation**  
No. 6-12 / 60 Pts / #3 PR
- **ELITE: Marauder Congregation**  
No. 6-9 / 72 Pts / #4 PR
- **ELITE: Psi-Ghoul Convocation**  
No. 3-9 / 105 Pts / #8 PR
- **FAST ATTACK: Psi-wing Convocation**  
No. 3-9 / 45 Pts / #3 PR
- **FAST ATTACK: Corsair Congregation**  
No. 6-9 / 72 Pts / #4 PR
- **HEAVY SUPPORT: Psi-Fiend Convocation**  
No. 1-3 / 85 Pts / #6 PR
- **HEAVY SUPPORT: Attack Sphere**  
No. 1 / 70 Pts / #5 PR
- **FLYER: Psi-Bird Convocation**  
No. 1-3 / 160 Pts / #9 PR
- **LORD OF WAR: Psi-Tyrant**  
No. 1 / 320 Pts / #20 PR
- **LORD OF WAR: Psi-Raptor**  
No. 1 / 450 Pts / #25 PR

## FRA'AL WARGEAR LISTS

The following tables list the variety of wargear and weapons available to Fra'al units. See the Unit tables for the available options and items that can be selected by that unit and the cost of that item.

### SPECIAL WEAPON LIST

- AETHER BLASTER
- BEAM RIFLE
- NEURAL-DISRUPTION CHARGER

### PISTOL WEAPON LIST

- AETHER PISTOL
- BEAM PISTOL
- NEURAL-DISRUPTOR

### MELEE WEAPON LIST

- AETHER BLADE
- AETHER GLAIVE
- AETHER SABRE
- GLASS KNIFE

### HEAVY WEAPON LIST

- AETHER CANNON
- AETHER LANCE
- BEAM CANNON
- BEAM-SCYTHE
- GLASS FRAGMENTATION ORBS
- GLASS FRAGMENTATION SPEAR
- NEURAL-DISRUPTION CANNON
- NEURAL-DISRUPTION PULSE CANNON

### GRENADE WEAPON LIST

- GLASS FRAGMENTATION SPHERE

### OTHER WARGEAR LIST

- AETHER BEACON
- AETHER FIELD
- AETHERIC-FIELD RESONATOR
- AETHERIC-SHIELD GENERATOR
- AETHERIC-WARP INDUCTOR
- AETHER-JUMP GENERATOR
- CORROSION FIELD EMITTER
- ENTROPIC FIELD GENERATOR
- NIGHTSHARD
- PSIONIC-AMPLIFIER

## FRA'AL HQ UNITS & PTS

### FRA'AL CONCLAVE PSYRANT .... 115ppm

- AETHER BLADE ..... NONE
- AETHER PISTOL ..... NONE
- AETHER SABRE ..... +5
- BEAM PISTOL ..... NONE
- GLASS KNIFE ..... NONE
- NEURAL-DISRUPTOR ..... +5

### FRA'AL CONCLAVE SATRAP ..... 75ppm

- AETHER BLADE ..... NONE
- AETHER PISTOL ..... NONE
- AETHER SABRE ..... +5
- BEAM PISTOL ..... NONE
- GLASS KNIFE ..... NONE
- NEURAL-DISRUPTOR ..... +5

## FRA'AL TROOPS & PTS

### FRA'AL RAIDER CONGREGATION ..... 10ppm

- AETHER BLADE ..... +3
- AETHER BLASTER ..... +4
- AETHER PISTOL ..... +3
- AETHER SABRE ..... +5\*
- BEAM PISTOL ..... NONE
- BEAM RIFLE ..... NONE
- GLASS KNIFE ..... NONE
- NEURAL-DISRUPTION CHARGER ..... +6
- NEURAL-DISRUPTOR ..... +5
- NIGHTSHARD ..... +5\*
- PSYONIC AMPLIFIER ..... +5\*

\*FRA'AL DOMINANT ONLY

## FRA'AL ELITES & PTS

### FRA'AL MARAUDER CONGREGATION .. 12ppm

- GLASS KNIFE ..... +1
- BEAM RIFLE ..... NONE
- AETHER BLASTER ..... +2
- NEURAL-DISRUPTION CHARGER ..... +4
- NIGHTSHARD ..... +5\*
- PSYONIC AMPLIFIER ..... +5\*
- AETHER BEACON ..... +5\*\*
- AETHER-JUMP GENERATOR ..... +5\*\*
- AETHERIC-FIELD RESONATOR ..... +5\*\*

\* FRA'AL DOMINANT ONLY

\*\* FRA'AL ASSAULT SPHERE ONLY

### FRA'AL PSI-GHOUL CONVOCAION ... 35ppm

- FRAGMENTATION SPEAR ..... NONE
- AETHER CANNON ..... +5
- BEAM CANNON ..... +5
- NEURAL-DISRUPTION CANNON ..... +8
- CORROSION FIELD EMITTER ..... +3
- AETHER-JUMP GENERATOR ..... +5
- AETHERIC-FIELD RESONATOR ..... +5

## FRA'AL FAST ATTACK & PTS

### FRA'AL CORSAIR CONGREGATION .... 12ppm

- AETHER BLADE ..... +3
- AETHER PISTOL ..... +3
- AETHER SABRE ..... +5
- BEAM PISTOL ..... NONE
- GLASS KNIFE ..... NONE
- NEURAL-DISRUPTOR ..... +5
- NIGHTSHARD ..... +5\*
- PSYONIC AMPLIFIER ..... +5\*

\*FRA'AL DOMINANT ONLY

### FRA'AL PSI-WING CONVOCAION ..... 15ppm

- BEAM PISTOL ..... +2
- BEAM RIFLE ..... +3
- CORROSION FIELD EMITTER ..... +3
- AETHER-JUMP GENERATOR ..... +5
- AETHERIC-FIELD RESONATOR ..... +5

## FRA'AL H. SUPPORT & PTS

### FRA'AL PSI-FIEND CONVOCAION .... 85ppm

- FRAGMENTATION SPEAR ..... NONE
- AETHER CANNON ..... NONE
- AETHER SABRE ..... NONE
- AETHER LANCE ..... +8
- AETHER GLAIVE ..... +8
- BEAM CANNON ..... +5
- BEAM SCYTHE ..... +10
- NEURAL-DISRUPTION CANNON ..... +5
- CORROSION FIELD EMITTER ..... +5
- AETHER-JUMP GENERATOR ..... +10
- AETHERIC-FIELD RESONATOR ..... +5
- AETHERIC WARP-INDUCTOR ..... +5

### FRA'AL ATTACK SPHERE ..... 70ppm

- AETHERIC-SHIELD GENERATOR ..... +10
- ENTROPIC-FIELD GENERATOR ..... +10

## FRA'AL FLYERS & PTS

### FRA'AL PSI-BIRD CONVOCAION ..... 160ppm

- AETHER CANNON ..... +5
- AETHER LANCE ..... +8
- AETHERIC-FIELD RESONATOR ..... +5
- AETHER-JUMP GENERATOR ..... +5
- BEAM CANNON ..... NONE/+5
- BEAM SCYTHE ..... +10
- CORROSION FIELD EMITTER ..... +3
- FRAGMENTATION SPEAR ..... NONE
- GLASS FRAGMENTATION ORBS ..... +5
- NEURAL-DISRUPTION CANNON ..... +8



## FRA'AL LORD OF WAR & PTS

### FRA'AL PSI-TYRANT ..... 320ppm

- AETHER CANNON ..... +5
- AETHERIC-SHIELD GENERATOR ..... +10
- AETHERIC-WARP INDUCTOR ..... +5
- AETHER-LANCE ..... +8
- BEAM CANNON ..... +5
- BEAM-SCYTHE ..... +10
- ENTROPIC-FIELD GENERATOR ..... +5
- FRAGMENTATION SPEAR ..... +3
- NEURAL-DISRUPTION CANNON ..... +8

### FRA'AL PSI-RAPTOR ..... 450ppm

- FRAGMENTATION SPEAR ..... NONE
- AETHER CANNON ..... NONE
- BEAM CANNON ..... NONE
- NEURAL-DISRUPTION CANNON ..... +5
- AETHER-LANCE ..... +3
- NEURAL-DISRUPTION PULSE CANNON ..... +5
- CORROSION FIELD EMITTER ..... +5
- AETHER-JUMP GENERATOR ..... +5
- AETHERIC-FIELD RESONATOR ..... +10

## ACKNOWLEDGEMENTS

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## DESINGERS' NOTES:

From my very starting interest in the 40k hobby I've always been interested in the lesser-known races and factions which have been mentioned in the background stories and lore behind the 40k tabletop game. This includes everything from the more commonly known sub-factions of the main armies, such as the Eldar Corsairs and Exodites - to the practically unheard of and infrequently described alien races like the Demiurg, Thexxians, Loxatl, Sslyth, Tarellian Dog-Soldiers, K'nib, Slann, Nekulli, Thraxians, Saharduin, Kroot, Khrave, and of course the Fra'al.

The Fra'al have been mentioned as a mysterious race of alien pirates and monstrosously powerful psykers across multiple mediums in the 40k universe. This includes Battlefleet Gothic, in published rule expansions and in the Black Library novels. They have also seen renewed descriptions in the new Age of Darkness (aka 30k) publications as adversaries to the forces of the Great Crusade in their efforts to reclaim the Milkyway Galaxy for humankind. It is from these works I cleaned a vineer of information as well as cryptic descriptions and terms such as Satrap, Conclave, Sistrum and Aether from which to build a foundation for this Fandex rule set for this ancient blight on the Galaxy of monstrosous psyker pirates. As Conclave is a readily used word to describe Ecclesiastical meetings (particularly for deciding upon a new Pope in the Catholic Church) I decided to build upon this with other similar grouping names like Congregation, Convocation etc. to give a sense of unity beyond just that of assigned squad mates. Instead, it builds up an image of a deeper esoteric bond that ties these units together.

Lore wise it therefore made sense to fashion this unity through psychic means, in that the Fra'al cohesion is held together by a chorus of minds, born out of a need to grow from a safe clutch of small psychic networks to dominate and use all weaker minds to their own evolving Overmind. Therefore, the Fra'al are somewhat like the Eldar, especially the Pre-Fall variety, the Greenskinz, and even the tyranids in the use of the Warp to hold and fashion their society together. Speaking of 'Chorus', a term 'Sistrum' is used to describe a retreating body of Fra'al raiders from the forces of the Crusade era Imperium. A 'Sistrum' is a word used to describe an ancient form of stringed instrument (likely ancient Egyptian) which brings into play the idea of music, harmonization, song into the foundation of the Fra'al species. Therefore, the concept of the Fra'al Psionic Chorus, sung by thousands of Fra'al singers of Choristers, as a means to manipulate the psychic immaterial medium of the warp, to both allow safe travel through the warp, defend against its various psychic predators, and become a weapon against other races and their own psykers.

Confusingly described as having both an Empire whilst being Nomadic summoned the idea that the Fra'al Dominion is an Empire of Nomads, much like the Mongols or Vikings of earths history (and many others besides) which would periodically raid targets to take resources, slaves and sometimes land to use for short periods before moving onwards. Therefore, the Fra'al are a fractured society of roving Conclaves, their fleets joining and breaking up (like harmonizing instruments) for the different needs to attack, take and abandon different targets of their piracy. The concept of 'Hostage Worlds' comes from the Viking raids which would often take control of settlements to resupply and demand a price or ransom from that land's rulers to leave that position. Design wise I had the idea of the Fra'al conforming to the 'Grey' alien trope, that has occasionally been used for certain Eldar artworks though the Eldar often more as not are depicted as the fantasy Space Elf trope. Influences on design come from a host of nocturnal animals, a dream I had of a skinned Owl Man, and the myths around the Moth Man in North America. Thanks must go to the Artists who collaborated on this project: **Albert Sargsyan** @allberths; **Sebastian Gosko** - artstation.com/kookrite; **Mikhail Palamarchuk** - artstation.com/palam; **Matthew Vincentius** - artstation.com/vincentius\_matthew.