

**Monstrous:** this operative can never have the Conceal order or benefit from cover. Additionally, this operative can move through terrain less than 1" thick as though it weren't there. Any terrain with the Light characteristic moved through in this way is removed as soon as this operative moves through it. This operative cannot end its move inside terrain.

**Engine of War X:** This operative can be activated X times and Overwatch X times per Turning Point.

### **Carnifex:**

**M:** 30 **APL:** 2 **GA:** 1 **DF:** 4 **SV:** 3+ **W:** 76

Can choose 1 option from either list:

- Pair of devourers with brainleech worms, monstrous scything talons, crushing claws
- Heavy barbed strangler, heavy venom cannon, monstrous scything talons. crushing claws

OR it can choose 1 option from the following list:

- Quad devourers with brainleech worms,

Weapon	A	BS/WS	D	Traits	!
Quad Devourers with Brainleech Worms	8	4+	4/5	Relentless, Fusillade	
Pair of Devourers with Brainleech Worms	5	4+	4/5	Relentless	
Heavy Barbed Strangler	4	4+	5/6	Blast O	
Heavy Venom Cannon	4	4+	6/7	AP1	
Pair of Monstrous Scything Talons	5	4+	5/6	Ceaseless	
Monstrous Scything Talons	5	4+	5/6	Balanced	
Crushing Claws	5	5+	7/9	Brutal	

### **Monstrous. Engine of War 4.**

**Living Battering Ram.** When this operative finishes a charge action in engagement range of an enemy Operative, it deals D3 Mortal Wounds to all operatives within engagement range.

### **Wraithlord**

**M:** 30 **APL:** 2 **GA:** 1 **DF:** 4 **SV:** 3+ **W:** 73

Equipped with fists and 2 options from this list:

- Aeldari missile launcher, bright lance, scatter laser, shuriken cannon, starcannon

Weapon	A	BS/WS	D	Traits	!
Aeldari Missile Launcher					
• Sunburst	4	3+	3/5	Blast O	-
• Starshot	4	3+	5/7	AP1	-
Bright Lance	4	3+	6/7	AP2	-
Scatter Laser	5	3+	4/5	Ceaseless, Fusillade	-
Shuriken Cannon	5	3+	4/5	Fusillade	Rending
Starcannon	4	3+	5/6	AP1	P2
Fists	3	3+	5/7	Brutal	

***Monstrous Creature. Engine of War 4.***