

Dancing In the Ashes Preview
Coteries & Familiars

CHAPTER VI: COTERIES & FAMILIARS

No vessel is made up of but a handful of crew. From those who commit to the maintenance of the hull, its systems operators, the defence ratings, even more debased and cruel staff such as servitors and slaves, it takes many hands to get a ship to fly through the stars. Aeldari vessels are well known for their small contingents of crew, their systems advanced enough that they need few to operate them, yet beyond the need for companionship and support there will always need to be extra souls aboard a vessel to see its smooth running, let alone for more militant assistance necessary for enacting the avaricious will of a Corsair band.

The following chapter presents rules for creating additional members of the crew for the Corsairs, be they of the sapient kind or more bestial in nature. Both forms of NPC are designed to be controlled by the players, allies that may be relied upon to fight beside the Corsairs in battle. They are members of the crew, fellow Anhrathe, and while they may not be player characters they should be treated as fully fledged supporting NPCs with their own personalities, desires, and goals, if ultimately supporting the greater Corsair band.

This includes the bestial Familiars; though they are not sapient they are both pets and fellow warriors, not simply a collection of statistics and damage profiles. A Corsair can be judged quite easily by how they handle their animal companions and even the haughty and supremacist Aeldari find the needless suffering of such creatures obscene. A Drukhari beastmaster may whip their thralls into submission but an Exodite knight might take the act as ground to start conflict.

COTERIES

"OF COURSE I LOVE OUR DARK KIN. WHY WOULD I NOT? ARE THEY NOT AELDARI? DO YOU SO QUICKLY FORGET THE MEANING OF 'KIN'?"

-The Visitor in Twilight,
Harlequin Troupe Master

Coterie NPCs are characters that are members of the player character's crew or greater Anhrathe Coterie, hence the name. Each is unique, built following similar rules to a regular player character but intended to play in a support role to the greater narrative being told by the Corsairs themselves. Be they a younger, more inexperienced Aeldari the Corsair has taken under their wing, a xenos mercenary that has entered into an agreement with the Corsair, or even a mentor there to help the Corsair develop themselves, a unifying factor in all Coteries is that they are loyal to their Corsair and wish to see their aims complete.

Unlike the Familiars shown later on in the chapter, Coterie NPCs are not acquired but instead invested in. Each costs experience points to purchase, a risk that allows for a great benefits but at a possible cost of losing that XP should the Coterie die. Most Coteries are purchased at character creation but gathering more during Downtime to assist in the Corsair's objectives is also likely, especially when needing whole squads of allies to keep in their personal entourage.

CREATING COTERIE CHARACTERS

Not all Coterie are created equal. Each has a tier based off of their level of competency and training, listed in order as follows: Green, Adept, Veteran, and Grizzled.

Each tier of Coterie comes with a brief description of what a Coterie of that tier is typically capable of, examples of characters of that tier, and a collection of special rules unique to them. These rules are as follows:

Cost: How many experience points a Corsair must spend to gain a Coterie character.

Characteristics: Includes the base level the characteristics begin at, how many points they may distribute amongst the characteristics, and the maximum a characteristic can be. Coterie characters can never have higher Renown than the Corsair who gains them.

Path Steps: The Coterie gains all the benefits of taking Steps in the Paths (see page XX).

Additional Skills: A number of additional skill ranks the Coterie may improve after gaining skills from their Paths, with the maximum training rank the Coterie can attain.

Talents and Traits: Additional talents and traits gained by the Coterie in addition to those gained from their Steps.

Fate Threshold: All Coterie characters count as having the Touched by Fate trait with a number of Fate points equal to their Fate Threshold.

Wounds: The total number of Wounds the character can sustain.

Gear Availability: All Coterie characters gain whatever gear they need to fulfil their role so long as the gear is below the listed availability.

As with player characters, Coterie characters gain the following skills for free when they are created:

- Gain the following Common Lore specialisations at the Known level: Home Vessel, [Own Species] (i.e. Asuryani, Drukhari, Imperial, etc).
- Gain the following Linguistics specialisations at the Known level: Any One, [Fleet Cant], [Ship Cant].

COTERIES AND COMBAT

The added actions given to the player's side of a combat encounter by Coterie NPCs does increase the killing potential of any group. The GM should take the time to consider whether they wish for the use of these additional characters in their campaigns and, if they are allowed, should consider the added strength when building combat encounters.

Controlling Coterie

As direct subordinates to the Corsair that spent experience to bring them into the fold, Coterie characters are controlled by the Corsair's player when in combat. Outside of combat, Coterie characters are devoted loyal to their Corsair, always following orders given to the best of their ability, though they will never act in such a way likely to get them killed either inside or outside of combat.

If the Corsair's player would prefer to hand off control of their Coterie to the GM, they may choose to do so, knowing the risks that the Coterie may misunderstand orders or instructions if so.

A Corsair can only have a number of Coterie characters they control equal to their Renown bonus. Squad Coterie count as three Coterie for the purposes of determining how many Coterie a Corsair may control.

Using Pre-made Coterie

Some non-player characters found within Chapter IX: NPCs and Adversaries may be used as pre-made or special Coterie characters. This option will be listed in the profile of the NPC if it is an option, along with what tier of Coterie they are. See page XX for more information.

Upgrading Coterie

Just as the Corsair improves over time, so too will the Coterie under their employ. After the Coterie has completed three missions with the Corsairs, their Corsair may take the Mentor Downtime action to ascend Coterie character's tier by one step. See page XX for more information.

Coterie Death

In the grim darkness of the far future, there are bound to be casualties. When a Coterie character dies, the Corsair may gain a new Coterie character during their next Downtime, though this new Coterie reduces its tier by one rank (i.e. Grizzled to Veteran, Veteran to Adept, Adept to Green) to a minimum of Green, representing the loss of valuable experience that went with their old ally. Additionally, the Corsair loses 1d10 Renown as news of their inability to save their closest subordinates spreads throughout their legend.

In the event of the death of an entire Squad Coterie, the Squad also reduces its tier by one rank but never ceases to be a Squad.

COTERIE TRAITS

The following are a collection of traits specific to Coterie characters, showing the ways they differ as allies. Some may have received additional training, have a particular demeanour, or may even have been born with a rare gift. Some traits list what kind of Coterie can take the trait, some requiring greater levels of proficiency than others.

CONTACTS EVERYWHERE

Far travelled and leaving an impression wherever they go, the Coterie seems to have a friend in every port, some even being particularly strange like rare xenos or Imperial agents. Whenever the Corsairs enter a new location, the Coterie generates a temporary contact (see page XX) they can call upon for advice and, in some cases, even assistance in their coming mission. Only Adept, Veteran, and Grizzled Coterie may have this trait.

CRAFTSMAN

The Coterie is an artisan of some sort, caring for their equipment dutifully and aiding their Corsair when they craft their own gear. The Coterie reduces the Personal Upkeep of all of their gear by 1 (to a minimum of 1) and grant the Corsair a +10 bonus to action taken during the Crafting Downtime action. A Corsair may gain the aid of multiple Coterie characters with this trait up to a +30 bonus. Squad Coterie with this trait grant the full +30 bonus instead of +10.

CYBERNETIC RECONSTRUCTION

The Coterie has gone through much strife in their life, leading to them becoming so reconstructed with cybernetics and fleshcrafts that most of their flesh is not their own. The Coterie gains five Cybernetics of their choice of Availability Extremely Rare or less with no Personal Upkeep. Only Adept, Veteran, and Grizzled Coterie may have this trait.

ELITE TRAINING

The Coterie has received highly specialised training, such as becoming an Aspect Warrior, Forgelord, or Void Dreamer, their capabilities great and diverse. The Coterie gains an elite advance they meet the requirements for (see page XX). If that elite advance has Unlocked Advances, the Coterie may take those advances as options for their Talents & Traits choices. Only Veteran and Grizzled Coterie may have this trait.

ENTHUSIASTIC ASSISTANT

Keen to be of use — or having been conditioned to never be useless — the Coterie is always able to assist the Corsair in any task where an extra pair of hands will prove instrumental. The Coterie may grant assistance to any skill test made by their Corsair even if they do not have training in the skill being used. If the Coterie does have training in that skill, they grant the Corsair an additional +10 bonus, which may go above the normal limits on assistance (see DARK HERESY page XX).

FAST LEARNER

The Coterie is quick to pick up new skills and abilities, likely to catch up with the Corsair's level of proficiency in little time. The Coterie may be upgraded with the Mentor Downtime action after every two missions instead of three. Once the Coterie reaches the Grizzled tier, this trait may be replaced by any other trait.

LUCKY

Through some quirk in their fate, the Coterie seems to be blessed with superior luck, misfortune rarely striking against them. Whenever the Coterie spends a Fate point to gain a bonus to a roll, they gain an additional +20 bonus, and whenever they use a Fate point to re-roll a failed test, they may re-roll one additional time. Only Veteran and Grizzled Coterie may have this trait.

PSYKER

The Coterie is a psyker, able to summon power from the Sea of Souls to great and powerful effect. The Coterie gains the Psyker trait, having a psy rating of 2 if they are an unbound class of psyker or a psy rating of 3 if they are of the bound class based on their origin (see page XX to determine what class they are). If they are a Veteran Coterie, they gain three psychic powers from any discipline they meet the prerequisites for while Grizzled Coterie gain five powers instead. Additionally, the Coterie can spend their additional Talents to gain additional psychic powers. Only Veteran and Grizzled Coterie may have this trait.

Squad Coterie with this trait replaced one of their Unit Strength with the psyker in the same manner as their weapons specialist (see page XX) and any psychic power that effects only the psyker also effects all of the Squad.

TOUCHED BY FATE

The ties of fate that bind all people and things wrap even tighter around the Coterie, allowing them to survive the most improbable of odds over and over again, just like the Corsairs that lead them. The Coterie increases their Fate Threshold by 1. Only Grizzled Coterie may have this trait.

TOUGH

With an impressive constitution, the Coterie is able to withstand far more harm than others of their kind, fighting through even the harshest of blows. The Coterie increases their Wounds by double their Toughness bonus. Only Veteran and Grizzled Coterie may have this trait.

RELIC BEARER

Whether bestowed upon them with great honour or looted from one more deserving, the Coterie carries an item of great importance which draws attention to them. The Coterie gains a single Storied Artifact of the GM's choice, typically a piece of gear that reflects the character's role in the greater fleet. The Coterie will not relinquish this item for any reason, the item so tied to them that it will be destroyed if the Coterie dies. Only Grizzled Coterie may have this trait.

SKILLED

The broad skill-set the Coterie practices is very impressive, able to fill in many roles in the great Corsair band. The Coterie gains an addition 5 skill ranks. Only Adept, Veteran, and Grizzled Coterie may have this trait.

SOCIAL

Few people have a negative thing to say about the Coterie, their social nature making them eminently likeable, letting them pick up hints and news quickly as their friends whisper in their ears. Before a mission, the Coterie gains a number of useful hints or clues useful for the upcoming objectives equal to half of the Coterie's Fellowship bonus (rounded up). This could include knowledge of secret caches of loot, advice on likely opponents, or similarly useful intelligence on the mission area. Only Adept, Veteran, and Grizzled Coterie may have this trait.

VEHICLE SAVANT

Ever at home in the cockpit, the Coterie is capable of operating most any vehicle that can be found in the Great Wheel, bringing their own personal ride for the use of their Corsair. The Coterie gains a Very Rare vehicle with no Personal Upkeep, and reduces the Personal Upkeep of all vehicles and vehicle upgrades by 1 (to minimum of 1). Only Adept, Veteran, and Grizzled Coterie may have this trait.

WEAPONS MASTER

A gun is a gun is a gun to the Coterie character, being able to pick up most any weapon they get their hands on and use it to extreme effectiveness. The Coterie gains the Weapons Training (All) and Exotic Weapons Training (All) talents and gains a +10 bonus on all weapon attacks. Only Grizzled Coterie may have this trait.

ZEALOT

Some followers are willing to give far more to their leaders than others, even spending their lives for the desires of their betters. The Coterie may act in ways that may result in their death so long as it would benefit their controlling Corsair or by their Corsair's orders.

GREEN COTERIES

Taking their first steps into the greater universe, Green Coterie should be thankful that an established Corsair has taken them under their wing, the protection granted while they learn how to use their newfound freedom to the fullest. Examples of Green Coterie would be Asuryani Guardians, freed Drukhari slaves, young Exodite warriors, and Imperial Guardsmen.

Cost: 500xp

Characteristics: Base 25, 80 points, 40 Maximum

Path Steps: 3 Steps

Additional Skills: 2 Ranks, Known Maximum

Talents and Traits: All Origin Bonuses, 1 Coterie Trait, 1 Weapon Training Talent, 1 Talent (Tier 1 only)

Fate Threshold: 1

Wounds: Toughness Bonus x 2

Gear Availability: Rare

ADEPT COTERIES

A step behind the Corsairs they serve, Adept Coterie are often friends and rivals of the Corsairs who joined them when they became Anhrathe, though who convinced who to walk the aimless path could have been either way. Examples of Adept Coterie would be Rangers, Kabalite Warriors, T'au Fire Warriors, and Tempestus Scions.

Cost: 750xp

Characteristics: Base 25, 90 points, 40 Maximum

Path Steps: 5 Steps

Additional Skills: 3 Ranks, Trained Maximum

Talents and Traits: All Origin Bonuses, 2 Coterie Traits, 2 Weapon Training Talents, 2 Talents (Tier 1 or 2 only)

Fate Threshold: 1

Wounds: Toughness Bonus x 3

Gear Availability: Very Rare

VETERAN COTERIES

When an Anhrathe vessel docks at port, it is often the Veteran members of the crew that go out to organise restocking of supplies, manage the more reckless members of the band, and finding new recruits. Examples of Veteran Coterie are Aspect Warriors, Exodite dragon riders, Rillietann Troupers, and Sslyth bodyguards.

Cost: 1000xp

Characteristics: Base 30, 100 points, 50 Maximum

Path Steps: 7 Steps

Additional Skills: 4 Ranks, Experienced Maximum

Talents and Traits: All Origin Bonuses, 3 Coterie Traits, 2 Weapon Training Talents, 3 Talents (Any)

Fate Threshold: 2

Wounds: Toughness Bonus x 3

Gear Availability: Extremely Rare

GRIZZLED COTERIES

More mentors than subordinates, Grizzled Coterie have been living the life of a reaver for decades, perhaps even centuries. While they will listen to the Corsair's orders, they are more likely to be taking the position to groom a protegee or take a break from more important work for something more fun. Examples of Grizzled Coterie would be Felarchs, Haemonculi, Knight pilots, and renegade Astartes.

Cost: 1250xp

Characteristics: Base 30, 120 points, 55 Maximum

Path Steps: 9 Steps

Additional Skills: 5 Ranks, Experienced Maximum

Talents and Traits: All Origin Bonuses, 4 Coterie Trait, 2 Weapon Training Talents, 3 Talents (Any)

Fate Threshold: 2

Wounds: Toughness Bonus x 4

Gear Availability: Near Unique (no Artifacts)

SQUAD COTERIES

Getting a band of very different Corsairs to work together can be difficult, yet a Squad of like-minded Coterie is comparatively easier. Squad Coterie are made up of Coterie NPCs of other tiers, such as a group of Green Guardians or Adept Kabalites, using the rules for Squad NPCs in combat (see page XX).

Cost: As Base Tier + 750xp

Characteristics: As Tier

Path Steps: As Tier

Additional Skills: As Tier

Talents and Traits: As Tier

Fate Threshold: As Tier

Wounds: As Base Tier

Unit Strength: Corsair's Fellowship Bonus x 2

Gear Availability: As Tier

FAMILIARS & MOUNTS

"WHERE ELDANESH WAS FAILED, I SHALL NOT BE."

-Aaryla, Owner of the Faolchú Rubybeak

Few souls living in the dark years can say they have another person they trust completely, yet for thousands to millions of years sentient species have come to know a blessed truth: there are many beasts out in the Great Wheel that can be tamed and turned into trusted friends and companions.

Familiars are non- or near-sentient characters that can be owned and commanded by a Corsair. Few intelligent species neglect the use of animals in their societies with some xenologists positing that a core moment of development for any sentient species is the process of developing animal husbandry, whether as hunting companions or for labour. In the far future, you are more likely to find beasts used for the former, elevated as allies and weapons against the threats the universe thrusts upon them. Corsairs are no exception, taking on strange or familiar pets into their coterie to aid them in plundering the stars.

CONTROLLING FAMILIARS

As with every other kind of character, Familiars may take a Full Action or two Half Actions in combat, but unlike other characters Familiars always treat their Initiative as being the same as their owner while they are both in combat, acting directly after them.

A Corsair may control as many Familiars as their Perception Bonus. Unless given a command, inside or outside of combat, the Familiar will keep to their owner's side. If a Familiar has no orders given, they will spend their turn to move to be as close to their Corsair as possible and take the Guarded Action action if they do not need to spend their actions to keep up with their owner.

In addition to other actions the Corsair may take during their turn, a character may use the following additional actions when commanding their Familiars:

"Attack!"

Type: Half Action

Subtypes: Miscellaneous

The character gives their Familiars the order to attack their foes. The character may have any number of their Familiars that can perceive them target either a specific target or have them begin to attack all hostile characters they can perceive. The Familiars will continue to carry out this order until they have no perceivable enemies to attack, are given an additional order from the character, or until they fail to resist their Bestial trait.

"Guard!"

Type: Half Action

Subtypes: Miscellaneous

The character orders their Familiars to defend a place or location from harm. The character may have any number of their Familiars that can perceive them protect a chosen character or location, attacking any other character the Familiar does not recognise as friendly to them that try and approach their guarded target. If another character attempts to attack or harm the guarded target or location, the Familiar attacks the attacker when able. The Familiars will continue to carry out this order until they are given an additional order from the character or until they fail to resist their Bestial trait.

"Heel!"

Type: Half Action

Subtypes: Miscellaneous

The character calls out to their Familiars to return to their side. The character may have any number of their Familiars that can perceive them ignore all previous orders and return to the character's side, returning to their passive behaviour of keeping to their owner's side and taking the Guarded Action action.

"Search!"

Type: Half Action

Subtypes: Miscellaneous

The character orders their Familiars to seek out a target they desire. The character may have any number of their Familiars that can perceive them hunt down a target character or item the character desires. This requires some form of item for the Familiars to use as guidance that they can understand, like a scent trail or picture of the target. Once found, the Familiar will do what they can to make the character aware that the search is complete, such as calling out, returning to the character, or retrieving the target themselves. The Familiars will continue to carry out this order until the order is complete, they are given an additional order from their owner, or until they fail to resist their Bestial trait.

"Snap Out of It!"

Type: Reaction

Subtypes: Miscellaneous

The character sees their Familiar about to succumb to their animal nature and urges them to stay strong. When one of the character's Familiars fails to resist their Bestial trait or the Fear trait, the character may use a Reaction to make an Opposed Ordinary (+10) Command or Survival test against the Degrees of Failure on the Familiar's Bestial or Fear test. If the character succeeds, the Familiar is treated as having succeed on the Bestial or Fear test instead.

FAMILIAR TRAITS

In addition to the rules found in **Dark Heresy** on the traits used by characters, the following rules are also used for Familiars. As familiars are typically more bestial and have less developed personalities as sapient characters, many traits focus on the typical behaviours their species exhibit, including updated traits from **Dark Heresy**.

BESTIAL (UPDATED)

Though some animals are intelligent enough to be able to think beyond their most base instincts, most are not. Bestial Familiars are those that have been given at least the training to follow the desires of their owners, whether by recognising spoken orders, scent profiles, or even rarer by psychic connection. Familiars with the Bestial trait only test for flee due to the trait if they fail a Fear test, receive Critical damage, or if they witness their owner fail a Fear test or take Critical damage.

ENDURING

Some beasts are particularly low maintenance, needing little nutrition to live and being able to survive in most environments because of it. The Familiar halves its Personal Upkeep for its owner and doubles its Toughness bonus when determining its Fatigue Threshold.

FEARLESS

Whether through a quirk in its self preservation instincts or through rigorous training, this beast no longer fears that which could harm it. The Familiar gains the effects of the Jaded talent and gains a +20 bonus on Bestial tests and Fear tests against unnatural effects.

HEIGHTENED SENSES (X)

The conditions the beast's species were placed under in their home environment made those members of their ancestry with the greatest perception survive the longest, whether by sight or smell or more esoteric means. The Familiar gains a +20 bonus to Perception tests with the specified sense.

IRRITABLE

This particular species is known to be particularly ornery, often territorial, quick to attack, and slow to develop pack bonds with new members of its family. This Familiar gains a +20 bonus on Charge attacks but inflicts a -20 penalty to its owner's "Snap Out of It!" actions when targeting the Familiar. This Familiar cannot also have the Placid or Skittish traits.

If the Familiar has the Mount trait, any character riding the mount gains a +20 bonus on Hit and Run attacks but suffers a -10 penalty to the Wrangle special use of the Survival skill.

LOYAL

Bred for subservience, beasts like these make for ideal pets and hunting partners, often treating their owner as simply a member of their own family. The Familiar grants its own a +20 bonus to all Survival tests when interacting with the Familiar or other beasts of the same species.

PLACID

Not suited for high-stress situations like battle, this beast is best used in supportive roles like tracking or being a beast or burden. The Familiar gains a +10 bonus on all tests made out of combat but suffers a -10 penalty to all tests while in combat. This Familiar cannot also have the Irritable or Skittish traits.

PSYBER-FAMILIAR

Whether naturally psychic or made empathic through arcane means, this beast is capable of connecting to its owner psychically, able to pass on its needs and desires to them just as they can receive the owner's in turn. This familiar can only be owned by a character with the Psyker aptitude or trait but gains the Soul Bound trait. In addition, whenever its owner manifests a psychic power, they may use the Familiar as the point from which the power is cast, determining the range of the power through the Familiar. If the Familiar is used to cast a power in this way, the Familiar becomes the centre of any Psychic Phenomena or Perils of the Warp effect that would not outright kill or possess the psyker.

SKITTISH

When a stimulus would cause a fight, flight, or freeze response in this beast, it always chooses flight. This Familiar gains a +20 bonus to Dodge tests and grants a +20 bonus to all Evasive Manoeuvring and Jink tests its rider may make but inflicts a -20 penalty to its Charge attacks and any Hit and Run attacks made by its rider. This Familiar cannot also have the Irritable or Placid traits.

WIRY

Lithe and swift, this species of beast sacrifices constitution for celerity, able to avoid dangerous as it nimbly moves away from harm. This Familiar gains +2 to its base movement rate and attacks treat it as being one Size smaller than it actually is (i.e. Hulking treated as Average) but whenever it takes Critical damage it increases the critical effect by 2.

FAMILIAR UPGRADES

The following Familiar upgrades are a collection of training regimes, specialised equipment, and forms of breeding that can be granted to beasts. These are used throughout the universe, from Exodite dragons to the rampaging squigs of the orks.

ADVANCED CONFLICT TRAINING

The Familiar has been given specialised training to be able to strike harder, faster, or with a focus uncommon to beasts. The Familiar gains 1d10 Weapon Skill or 2d10 Ballistic Skill and gains any Talent with a Ballistic Skill, Defence, Weapon Skill, and Offence aptitude that the Familiar meets the requirements for. This upgrade may be taken up to three times by the Familiar.

Used With: Any

AUGMENTED NATURAL WEAPONS

While some beasts can be taught to use new forms of weaponry, it is simpler to instead improve what they naturally use to hunt and protect themselves. The Familiar gains the Deadly Natural Weapons trait and may choose to gain the Power Field, Razor Sharp, or Tearing qualities. This upgrade can be taken multiple times, allowing the Familiar to choose which of these qualities to use when attacking.

Used With: Any with Natural Weapons trait

BARDING

Just because an animal has a thick flank does not mean it would not benefit from an extra layer of protective armour. The Familiar gains the effects of a requisitioned piece of armour, protecting whatever areas the armour would normally protect. When requisitioning Barding, the Corsair chooses a piece of Armour and increases its Availability by one step for every Size level the Familiar has that is above or below Average plus 1 (i.e. Guardian Armour for a Diabloodon, a Size (Massive) creature, increases its Average Availability to Extremely Rare).

Used With: Any

CAREFUL GROOMING

More than simply being raised as a pack beast or a tool of war, the Familiar has been trained to have the utmost loyalty to its handler, either through love, controlled fear, or invasive chemical manipulations in its brain. The Familiar gains the Loyal trait.

Used With: Any

TABLE 6-1: FAMILIAR UPGRADES

NAME	AVAILABILITY
Advanced Conflict Training	Very Rare
Augmented Natural Weapons	Rare
Barding	Special
Careful Grooming	Scarce
Cybernetic Enhancement	Special
Enhanced Cognition	Extremely Rare
Hoodah	Common
Gilded Hide	Very Rare
Labour Breeding	Common
Mount Training	Rare
Psyber-Implants	Extremely Rare
Warrior Breeding	Scarce

CYBERNETIC ENHANCEMENT

Just as a person might have a new arm implanted upon them, as a replacement or practical improvement, so too might a beast receive such improvements from their handler. The Familiar gains the effects of a requisitioned Cybernetic of Fleshcraft. When requisitioning Cybernetic Enhancements, the Corsair chooses a Cybernetic or Fleshcraft and increases its Availability by one step for every Size level the Familiar has that is above or below Average plus 1 (i.e. Bionic Senses for a Gyrinx, a Size (Scrawny) creature, increases its Scarce Availability to Very Rare).

Used With: Any

ENHANCED COGNITION

Favoured amongst the Drukhari that desire to create arena beasts with a greater capacity for sadism and innovative hunting practices, the beast's brain tinkered with to guide them closer to true sapience. The Familiar gains 1d10+5 Intelligence and Fellowship and grants them a greater capacity to enact any orders given to them with more creative thinking and problem solving.

Used With: Any

INTELLIGENCE, TRAITS, & ORDERS

When given an order, the GM should consider how a beast might enact their handler's will. A low intelligence and skittish beast told to "Search!" might be quick to return with any news they find while a high intelligence but irritable familiar may put itself at greater risk. Consider the interplay between a Familiar's characteristics and traits while they are given more open ended orders.

HOODAH

A cabin designed to host a number of additional riders is added to the back of the beast, turning it into a primitive troop transport and weapons platform. The Familiar gains a number of benefits depending on its Size trait:

- Enormous: The Familiar gains +5 Carrying Capacity and a Pintle-mount.
- Massive: The Familiar gains +10 Carrying Capacity and two Pintle-mounts.
- Immense: The Familiar gains +15 Carrying Capacity, a Turret-mount, and two Pintle-mounts.
- Monumental: The Familiar gains +25 Carrying Capacity, a Turret-mount, two Pintle-mounts, and two Sponson-mounts.
- Titanic: The Familiar gains +50 Carrying Capacity, two Turret-mounts, two Pintle-mounts, and two Sponson-mounts.

Additionally, when acquiring a Hoodah, the Corsair may choose to make it an Enclosed Hoodah by increasing its Availability by one step, the beast's vehicle profile gaining the Enclosed trait and either the Environmentally Sealed trait or firing slits to allow personal weapons to be used while riding in the Hoodah.

Used With: Familiars with the Living vehicle trait and the Size (Enormous) or greater trait

GILDED HIDE

Through delicate grooming, painted markings, a trained posture, or a mixture of all of the above, the beast is particularly striking to behold, lending to its handler's capabilities. The Familiar grants its Corsair a +10 bonus to Interaction tests while the Familiar has no current orders, keeping to the Corsair's side and making them look more impressive and intimidating.

Used With: Any

LABOUR BREEDING

Unlike other members of its species, this beast's familial line has been given extensive domestication training, turning them into a breed better suited for labour. The Familiar loses the Bred for War trait and gains the Placid trait. A Familiar cannot have more than one Breeding upgrade.

Used With: Any

MOUNT TRAINING

There are many species in the Great Wheel that are bred for their use as mounts — dragons, horses, certain forms of squig — but some choose to turn even the most unlikely of creatures into a beast that can be ridden into war. The Familiar gains a vehicle profile with the following changes:

- Front, Side, and Rear Armour is equal to double the Familiar's Toughness Bonus plus any additional bonuses from traits or upgrades.
- Cruising Speed is equal to the Familiar's Half movement rate times 5 or times 10 if it has the Flyer or Quadruped trait.
- Tactical Speed is equal to the Familiar's Full movement rate.
- Manoeuvrability is equal to half of their Agility characteristic (rounded up).
- Carrying Capacity is 0, having only one Crew to operate it.
- Integrity is equal to the Familiar's Wounds.
- Gains the Living and Open-Topped traits and either the Flyer or Walker traits as applicable.

Used With: Any without a vehicle profile.

PSYBER-IMPLANTS

While some creatures have naturally psychic abilities, it is more common for more advanced psychic societies to turn animals into more traditional familiars of their own, forgoing the risk of spawning warp entities by uplifting realspace fauna to fulfil the same role. The Familiar gains the Psyber-Familiar trait.

Used With: Any without the Machine trait

WARRIOR BREEDING

Generations of selective breeding for the capacity to keep their nerve while in the midst of combat, able to fight until the bitter end on their handler's order. The Familiar gains the Bred for War trait. A Familiar cannot have more than one Breeding upgrade.

Used With: Any

FAMILIAR PROFILES

The following Familiars are the few examples of beasts used by the Eldar of all types. For characters of non-Aeldari Origins, increase the Availability of these Familiars by one or two steps, representing their more exotic nature. All Familiars are treated as Elite type characters.

Antlerdon

Refined and dignified, antlerdons are an array of cervidae found on multiple worlds, named for their natural crown of antlers, leading them to be seen as the natural monarchs of their environments. On the planets they are native, superstitions rise on the presence of albino antlerdons, seen as heralds of change that reveal themselves only to the pure, making them favoured targets of ivory hunts and capture for menageries.

ANTLERDON				WALKER					
FRONT: 8		SIDE: 8		Rear: 8					
CRUISING SPEED: 70KPH			TACTICAL SPEED: 14M						
MANOEUVRABILITY: +20		SIZE: HULKING		INTEGRITY: 40					
CARRYING CAPACITY: 0			AVAILABILITY: VERY RARE						
CREW: RIDER									
VEHICLE TRAITS: LIVING, OPEN-TOPPED									
ANTLERDON						40			
AR 11-20		H 01-10		AL 21-30		WS 35	BS —	S 6	40
B 31-70		LL 86-00		T 45		Ag 40	Int 10		
LR 71-85				Per 25		WP 25	Fcl 10		
						Ren —			
HALF 7		FULL 14		CHARGE 21		RUN 42			
ANTLERS						CLASS: MELEE			
RNG 2M		RoF S/-/-			DMG 1d10+11 I				
PEN 2		CLIP —		RLD —		WT —		AVL —	
SPECIAL: DEFENSIVE, PRIMITIVE (7), SIZE (HULKING)									

Availability: Very Rare

Skills: Awareness (Per), Dodge (Ag), Parry (WS) +20

Talents: Crushing Blow, Disarm, Thunder Charge

Traits: Auto-Stabilised, Bestial, Brutal Charge (5), Natural Weapons (Antlers), Quadruped, Size (Hulking), Sturdy, Unnatural Strength (2)

Disarming Antlers: The Antlerdon's Antlers may Parry as if it were a Melee weapon and can be used for the Disarm talent.

Perfect Balance: Antlerdons grant their rider a +20 bonus to resist being dismounted and the Antlerdon never falls Prone unless it is incapacitated or willing.

Archaeosaur

Behemoths that grow to the scale of Warlord titans, archaeosaurs are some of the rarest forms of beast to be found in the galaxy. Once thought to be native to the Feral World ABL 1034, these forms of beasts have been found scattered throughout Exodite worlds and as apex beasts thrown into the largest of Commorraghan arenas, their ability to process phosphorus in their dozens of stomachs allowing them breath fire, terrifying onlookers with their awesome power and truly staggering size.

ARCHAEOSAUR				WALKER				
FRONT: 40		SIDE: 40		Rear: 40				
CRUISING SPEED: 60 KPH			TACTICAL SPEED: 12M					
MANOEUVRABILITY: -30		SIZE: TITANIC		INTEGRITY: 155				
CARRYING CAPACITY: 0			AVAILABILITY: NEAR UNIQUE					
CREW: RIDER								
VEHICLE TRAITS: LIVING, OPEN-TOPPED, PONDEROUS								
ARCHAEOSAUR						155		
AR ^{10 10} ₁₁₋₂₀ 26		H ^{10 10} ₀₁₋₁₀ 26		WS 30		BS —	S 9 50	
				AL ^{10 10} ₂₁₋₃₀ 26		T ¹⁶ 60	Ag 20	Int 15
		B ^{10 10} ₃₁₋₇₀ 26				Per 25	WP 35	Fel 10
LR ^{10 10} ₇₁₋₈₅ 26				LL ^{10 10} ₈₆₋₀₀ 26		Ren —		
HALF 12		FULL 24		CHARGE 36		RUN 72		
TITANIC HOOVES						CLASS: MELEE		
RNG 10M		RoF S/-/-			DMG 4D10+9 I			
PEN —		CLIP —		RLD —		WT —		AVL —
SPECIAL: CONCUSSIVE (3), DEVASTATING (10), SIZE (TITANIC)								
ACETYLENE BREATH						CLASS: VEHICLE		
RNG 50M		RoF S/-/-			DMG 4D10+5 E			
PEN 5		CLIP —		RLD —		WT —		AVL —
SPECIAL: FLAME, RECHARGE, SIZE (TITANIC), SPRAY								

Availability: Near Unique

Skills: Athletics (S) +20

Talents: Die Hard, Hammer Blow, Hardy

Traits: Bestial, Deadly Natural Weapons, Natural Armour (10), Quadruped (6), Size (Titanic), Sturdy, Unnatural Strength (4), Unnatural Toughness (10)

Living Titan: Archaeosaurs are walking bastions, impossible to hide. When deployed to aid on a mission's objective, increase current Alert Level with all Factions by 1 step.

CARNOSAUR

While many of the Imperium call what the Aeldari classify as Dragons carnosaur, the Exodite Carnosaur is a being similar but distinct to their smaller dinosaur brethren. The product of a clutch of eggs infused with warp essence, usually in creches dedicated to the war-aspect of the Exodite World Spirits, Carnosaurs are bipedal raptors grown to impressive sizes and resilient to the touch of the warp, allowing them to carry larger and more esoteric weapons into battle.

CARNOSAUR				WALKER				
FRONT: 24		SIDE: 24		Rear: 24				
CRUISING SPEED: 30 <i>KPH</i>			TACTICAL SPEED: 12 <i>M</i>					
MANOEUVRABILITY: +18		SIZE: <i>MASSIVE</i>		INTEGRITY: 70				
CARRYING CAPACITY: 0			AVAILABILITY: <i>EXTREMELY RARE</i>					
CREW: <i>RIDER</i>								
VEHICLE TRAITS: BRED FOR WAR, <i>LIVING</i> , <i>OPEN-TOPPED</i>								
CARNOSAUR							70	
AR <i>11-20</i>	6	4	H <i>01-10</i>	6	4	WS	BS	S
						50	—	10
AL <i>21-30</i>	6	4	B <i>31-70</i>	6	4	T	Ag	Int
						50	35	10
LR <i>71-85</i>	6	4	LL <i>86-00</i>	6	4	Per	WP	Fel
						30	40	05
						Ren		
						—		
HALF 6		FULL 12		CHARGE 18		RUN 36		
MASSIVE MAW						CLASS: <i>MELEE</i>		
RNG 5 <i>M</i>		RoF <i>S/-/-</i>			DMG 3 <i>d10+10 R</i>			
PEN 8		CLIP —		RLD —		WT —		AVL —
SPECIAL: <i>SIZE (MASSIVE)</i> , <i>TEARING</i>								

Availability: Extremely Rare

Skills: Athletics (S) +10, Awareness (Per), Dodge (Ag)

Talents: Frenzy, Resistance (Psychic Powers), Thunder Charge

Traits: Bestial, Bred for War, Deadly Natural Weapons, Fear (2), Irritable, Natural Armour (6), Size (Massive), Unnatural Strength (4), Unnatural Toughness (4)

Warpborn: Carnosaurs are touched by the Warp while still in the egg, making them uniquely resilient to its powers. The Carnosaur always retains their AP when hit by a Warp Weapon or psychic powers that would otherwise ignore armour.

CLAWED FIEND

Invasive to the Webway, the Clawed Fiends are a very intelligent form of predator that were plucked from their home world by randomly spawned Webway tunnels as the result of a warpstorm. Semi-sentient and aggressive, these fiends are favoured by Drukhari beastmasters for their thick hides, extraordinary tracking ability, and strength so great that they can rip armoured Astartes apart with their bare hands, making them both entertaining opponents in the arenas and on realspace raids.

CLAWED FIEND						50
AR⁴₁₁₋₂₀ 10		H⁴₀₁₋₁₀ 10²		WS	BS	S ⁶
				40	—	45
AL⁴₂₁₋₃₀ 10		B⁴₃₁₋₇₀ 10		T ⁶	Ag	Int
				45	40	25
LR⁴₇₁₋₈₅ 10		LL⁴₈₆₋₀₀ 10		Per	WP	Fel
				50	25	05
				Ren		
				—		
HALF 5		FULL 10		CHARGE 15		RUN 30
FIENDISH CLAWS						CLASS: <i>MELEE</i>
RNG 2 <i>M</i>		RoF S/-/-			DMG 2 <i>d</i> 10+8 R	
PEN 2		CLIP —		RLD —		WT — AVL —
SPECIAL: <i>SIZE (HULKING), TEARING</i>						
CLAWED TAIL						CLASS: <i>MELEE</i>
RNG 4 <i>M</i>		RoF S/-/-			DMG 1 <i>d</i> 10+13 R	
PEN 2		CLIP —		RLD —		WT — AVL —
SPECIAL: <i>FLEXIBLE, SIZE (HULKING), TEARING</i>						

Availability: Rare

Skills: Athletics (Str) +10, Awareness (Per) +20, Survival (Per) +10

Talents: Blind Fighting, Combat Master, Crushing Blow, Iron Jaw, Jaded, Swift Attack, Takedown

Traits: Bestial, Brutal Charge (3), Dark-Sight, Deadly Natural Weapons, Fear (1), Natural Armour (4), Size (Hulking), Sturdy, Unnatural Strength (2), Unnatural Toughness (2), Unnatural Sight (25 metres)

Blood Frenzy: Whenever the Clawed Fiend is brought below 15 Wounds, it immediately enters Frenzy and ignores its Bestial trait.

Ripping Claws: So notable as to be named for them, the Clawed Fiend's natural attacks are particularly dangerous, gaining the effects of the Mono upgrade and gaining the Tearing quality.

DEVILCAT

Native to the Medusan Sub-sector, the Devilcats are a breed of fauna that were adopted from their ugly home stars by the Aeldari for their lithe grace. The similar celerity brings a requited respect from the feline creatures; they exhibit a strange ease amongst the Eldar, beastmasters finding the creatures quick to pack-bond. This has led to the creature's popularity amongst many Anhrathe coteries with many barons, felarchs, and princes keeping a personal Devilcat to set upon those that annoy them.

DEVILCAT										25
AR <i>11-20</i>		H ⁻ <i>01-10</i> 3		AL ⁻ <i>21-30</i> 3		WS	BS	S	25	
						40	—			
LR ⁻ <i>71-85</i> 3		B ⁻ <i>31-70</i> 3		LL ⁻ <i>86-00</i> 3		T	Ag ⁸	Int	15	
						30	50			
						Per	WP	Fcl	20	
							35	25		
							Ren			
							—			
Half 10		Full 20		Charge 30		Run 60				
Tooth and Claw						Class: <i>MELEE</i>				
RNG —		RoF <i>S/-/-</i>				DMG <i>1d10+2 R</i>				
PEN —		CLIP —		RLD —		WT —		AVL —		
SPECIAL: <i>PRIMITIVE (7)</i>										

Availability: Common

Skills: Acrobatics (Ag), Awareness (Per), Dodge (Ag) +20, Stealth (Ag), Survival (Per) +10

Talents: Catfall, Heightened Senses (Sight), Leap Up, Step Aside

Traits: Bestial, Dark Sight, Loyal, Natural Weapons, Quadruped, Size (Average), Unnatural Agility (3), Wiry

DRAGON

So well used by the Exodites as to become synonymous with the wild Aeldari, Dragons are the many reptiles used as mounts and war beasts. While all saurian beasts uses by the Exodites are called dragons, the most common strain to use the name are omnivorous gene-altered riding beasts, used for transport and war. These Dragons come in all forms of scale decoration, many even spouting feathered plumes, but all share rending teeth and claws that tear unworthy riders and prey alike to ribbons.

DRAGON				WALKER				
FRONT: 11		SIDE: 11		Rear: 11				
CRUISING SPEED: 30KPH			TACTICAL SPEED: 12M					
MANOEUVRABILITY: +25		SIZE: HULKING		INTEGRITY: 45				
CARRYING CAPACITY: 0			AVAILABILITY: COMMON					
CREW: RIDER								
VEHICLE TRAITS: BRED FOR WAR, LIVING, OPEN-TOPPED								
DRAGON						45		
AR ³ 11-20		H ³ 01-10		AL ³ 21-30		WS 35	BS —	S 40
						T 40	Ag 50	Int 10
		B ³ 31-70				Per 30	WP 40	Fcl 10
LR ³ 71-85				LL ³ 86-00			Ren —	
HALF 6		FULL 12		CHARGE 18		RUN 36		
NAME						CLASS: A		
RNG AM		RoF S/-/-			DMG d10 E			
PEN —		CLIP —		RLD —		WT —		AVL —
SPECIAL: AAA								

Availability: Common

Skills: Awareness (Per), Dodge (Ag), Survival (Per)

Talents: Hardy

Traits: Bestial, Bred For War, Dark Sight, Deadly Natural Weapons, Enduring, Loyal, Natural Armour (3), Size (Hulking)

Exodite's Best Friend: As Dragons are the most popular companion amongst the Exodites and a sign that the handler is connected to nature, Dragons grant their owner a +10 bonus on Interaction tests with Exodites.

FAOLCHÚ

Named for the Great Falcon of Aeldari myth, the Faolchú is an avian species found throughout the Craftworlds and Anhrathe fleets alike. Like their namesake, the Faolchú is a symbol of knowledge and revenge, able to soar quickly to deliver messages and rip apart the enemies of their owners. These birds are often the first companions of the Kurnite Hunters, finding kinship with these symbols of freedom and creating a bond that can only break through heartbreaking loss and death.

FAOLCHÚ										15	
AR <i>11-20</i>		H <i>01-10</i>		AL <i>21-30</i>		WS 35		BS —		S 25	
LR <i>71-85</i>		B <i>31-70</i>		LL <i>86-00</i>		T 40		Ag 50		Int 25	
						Per 40		WP 25		Fel 10	
								Ren —			
HALF 12			FULL 24			CHARGE 36			RUN 72		
SHARP BEAK AND TALONS									CLASS: <i>MELEE</i>		
RNG —			RoF <i>S/-/-</i>				DMG <i>1d10+2 R</i>				
PEN 2			CLIP —		RLD —		WT —		AVL —		
SPECIAL: <i>RAZOR SHARP, TEARING</i>											

Availability: Rare

Skills: Awareness (Per) +20, Dodge (Ag) +10, Survival (Per) +20

Talents: Step Aside, Swift Attack

Traits: Bestial, Dark Sight, Deadly Natural Weapons, Flyer (12), Heightened Senses (Sight), Loyal, Size (Scrawny)

Far Bond: While within 1km of its handler, the Faolchú loses the Bestial trait. In addition, the Faolchú may take a Half Action to focus on one target it can perceive, granting its handler a +10 bonus to attacks against the target.

On Swift Wings: Whenever the Faolchú moves at a rate at least equal to its Full Move, the Faolchú gains PR 50 with no overload until the end of its next turn.

FERROUSAUR

Most often found on Claimed Worlds of the Exodites, Ferrousaurs are dragons with wide, heavy bodies and hides made of layers of scales so dense they rival the thickest coats of armour. Most Exodite clans make use of the Ferrousaurs as pack animals, the dragons' capability to ride for days without need of food or water making them appreciated as icons of the rugged endurance of the clans. Some are even bred as walking tanks, mounting great cannons and lance-wielding warriors upon their backs.

FERROSAUR										WALKER			
FRONT: 26				SIDE: 26				Rear: 26					
CRUISING SPEED: 50KPH						TACTICAL SPEED: 12M							
MANOEUVRABILITY: +13				SIZE: ENORMOUS				INTEGRITY: 70					
CARRYING CAPACITY: 0						AVAILABILITY: RARE							
CREW: RIDER													
VEHICLE TRAITS: LIVING, OPEN-TOPPED, PONDEROUS													
FERROSAUR										70			
AR 11-20		8	4	H 01-10		8	4	17	WS	BS	S		
									35	—	40		
AL 21-30		8	4	B 31-70		8	4	17	T ⁹	Ag	Int		
									50	25	10		
LR 71-85		8	4	LL 86-00		8	4	17	Per	WP	Fcl		
									30	35	05		
									Ren				
									—				
HALF 6				FULL 12				CHARGE 18				RUN 36	
MASSIVE HOOVES										CLASS: MELEE			
RNG 2M			RoF S/-/-						DMG 2d10+4 I				
PEN 0			CLIP —			RLD —			WT —		AVL —		
SPECIAL: CONCUSSIVE (1), PRIMITIVE (7)													

Availability: Rare

Skills: Athletics (S), Survival (Per) +10

Talents: Hardy, Iron Jaw, Resistance (All)

Traits: Bestial, Natural Armour (8), Natural Weapons, Placid, Quadruped, Size (Enormous), Unnatural Toughness (4)

Metallic Survivor: Ferrousaurs are dogged survivors, immune from most environmental effects such as heat, acid, and even rad-storms.

FIRE SCORPION

Known as Baalite Scorpions to the Imperium of Man for their presence upon the homeworld of the Blood Angels, Fire Scorpions are a species so widespread and ancient that they can even be found within the Amulets of Vaul. What sets these giant arachnids apart from others of their class is their unique venom that, once leaving the scorpion's stinger, ignites itself within the pierced victim, cooking them from the inside to better prepare their meat for the predator's meal.

FIRE SCORPION					45	
AR⁴₁₁₋₂₀ 10		H⁴₀₁₋₁₀ 10	AL⁴₂₁₋₃₀ 10	WS 40	BS —	S⁶ 40
		B⁴₃₁₋₇₀ 10		T⁶ 40	Ag 40	Int 10
LR⁴₇₁₋₈₅ 10			LL⁴₈₆₋₀₀ 10	Per 25	WP 30	Fcl 05
				Ren —		
HALF 1		FULL A		CHARGE 1		RUN 1
PINCERS					CLASS: <i>MELEE</i>	
RNG 2M		RoF S/-/-		DMG 2d10+6 R		
PEN 3		CLIP —	RLD —	WT —	AVL —	
SPECIAL: <i>RAZOR SHARP, SIZE (HULKING)</i>						
POISONOUS STINGER					CLASS: <i>MELEE</i>	
RNG 3M		RoF S/-/-		DMG 1d10+11 R		
PEN 4		CLIP —	RLD —	WT —	AVL —	
SPECIAL: <i>SIZE (HULKING), TOXIC (1)</i>						

Availability: Rare

Skills: Awareness (Per), Dodge (Ag)

Talents: Swift Attack

Traits: Bestial, Dark-Sight, Deadly Natural Weapons, Fear (0), Irritable, Natural Armour (4), Quadruped, Size (Hulking), Unnatural Strength (2), Unnatural Toughness (2)

Grow to Enclosure: Fire Scorpions grow to different sizes depending on the size of their enclosure in their formative stage, changing their profile in the following ways depending their Craftsmanship:

- Poor: -5 Wounds, Size (Average)
- Good: +20 Wounds, Size (Enormous), Natural Armour (+4), +5 Damage on all Natural Weapons
- Best: +40 Wounds, Size (Massive), Natural Armour (+6), +1d10 Damage on all Natural Weapons

Agnitoxin: Creatures that fail the Toxic check from the Fire Scorpion's Poisonous Stinger also are set on Fire, having to take a Hard (-20) Toughness test instead of Agility to put out the "flames".

GYRINX

The archetypal psyber-familiar, Gyrinx are a species of psychically-attuned felines prized for their ability to enhance the abilities of psykers they bond with. Non-sapient but highly empathic, Gyrinx 'adopt' other beings and link themselves to their new companion in mind and soul, inspiring thoughts of true friendship and letting each other feel their emotional states. Even in death the bond persists; Gyrinx are known to protect their friend's body until another worthy soul appears to bond with.

GYRINX					15	
AR⁻₁₁₋₂₀ 3		H⁻₀₁₋₁₀ 3	AL⁻₂₁₋₃₀ 3	WS 25	BS —	S 25
		B⁻₃₁₋₇₀ 3		T 30	Ag 45	Int 15
LR⁻₇₁₋₈₅ 3			LL⁻₈₆₋₀₀ 3	Per 40	6 WP 60	Fcl 25
				Ren —		
HALF 5		FULL 10		CHARGE 15		RUN 30
FANG AND CLAW					CLASS: <i>MELEE</i>	
RNG —		RoF <i>S/-/-</i>			DMG <i>1d10+2 R</i>	
PEN 0	CLIP —		RLD —		WT —	AVL —
SPECIAL: <i>PRIMITIVE (7)</i>						

Availability: Very Rare

Skills: Awareness (Per) +10, Psyniscience (Per), Stealth (Ag)

Talents: Catfall, Resistance (Psychic Powers), Strong Minded

Traits: Bestial, Dark-Sight, Heightened Senses (All), Loyal, Natural Weapons, Psyber-Familiar, Quadruped, Size (Scrawny)

Adaptive Bond: Gyrinx rapidly adapt to the needs of their bonding handler, granting the Corsair a +20 bonus on all tests made as a part of the Beast Handling Downtime action.

Powerful Soul Binding: When acquired, the Gyrinx gains the Soul Bound trait to its owner. The Gyrinx's bonded partner gains the Unnatural Intelligence (+2), Unnatural Perception (+2), and Unnatural Willpower (+2) traits while the Gyrinx is by their side. Additionally, psykers the Gyrinx is Soul Bound to roll an additional 1d10 when they roll on the Psychic Phenomena or Perils of the Warp tables, then replaces either the ones die or the tens die of the result with the extra die. This effect stacks with Soul Bound if the psyker has that trait.

HELSPIDER

When the Hespiders are brought out into the arenas of Commoragh, the audience is granted a spectacle of unnerving slaughter. Every towering spider has legs like blades, tapping with horrific tempo on the ground beneath them and spearing their prey, leaving bloody trails with the viscera that clings to their limbs. Few Hespiders are trained to operate out of the arenas, their bellicose nature difficult to break, though some beastmasters understand and use the universality of arachnophobia.

HELSPIDER										55	
AR⁶₁₁₋₂₀12²		H⁶₀₁₋₁₀12²		AL⁶₂₁₋₃₀12²		WS		BS		S	
						45		—		35	
LR⁶₇₁₋₈₅12²		B⁶₃₁₋₇₀12²		LL⁶₈₆₋₀₀12²		T ⁶		Ag		Int	
						40		50		10	
PER		WP		FEL		Per		WP		Fel	
						35		30		05	
REN		RENT		RENT		Ren		RENT			
						—					
HALF 9			FULL 18			CHARGE 27			RUN 54		
BLADELIKE LEGS										CLASS: <i>MELEE</i>	
RNG 3M			RoF S/-/-				DMG 2d10+3 R				
PEN 5			CLIP —		RLD —		WT —		AVL —		
SPECIAL: <i>RAZOR SHARP, SIZE (ENORMOUS)</i>											

Availability: Very Rare

Skills: Stealth (Ag), Survival (Per) +10

Talents: Precision Killer (Melee), Preternatural Speed, Swift Attack, Whirlwind of Death

Traits: Bestial, Crawler, Dark-Sight, Deadly Natural Weapons, Fear (1), Irritable, Natural Armour (6), Quadruped (8), Size (Enormous), Sturdy, Undying, Unnatural Toughness (2)

Bladelike Legs: The tips of Hespider legs are unnaturally sharp, treating all of their Natural Weapons as having the Mono Upgrade and the Razor Sharp quality, and may walk on sheer walls and ceilings.

KHYMERA

A blatant disregard of the Tyrant's ban on the presence of daemons and psychic creatures in the Dark City, the Khymera are warp entities instead of being true beasts. Summoned from the dreams of beastmasters — leading to greater speculation that the wych cults practice dark sorcery in secret — Khymera exist as twilight beings, partially real and partially immaterial, enslaved not by physical goads or training but by the dark, nightmarish wills, used in hunting psykers and blanks alike.

KHYMERA										25
AR 11-20 9		H 01-10 9		AL 21-30 9		WS		BS		S
						45		—		40
LR 71-85 9		B 31-70 9		LL 86-00 9		T ⁹		Ag ⁷		Int
						35		50		15
Per		WP		Fcl		40		35		10
						Ren		—		
HALF 9		FULL 18		CHARGE 27		RUN 54				
TEETH AND CLAWS						CLASS: <i>MELEE</i>				
RNG —		RoF S/—/—			DMG <i>1d10+6 R</i>					
PEN 2		CLIP —		RLD —		WT —		AVL —		
SPECIAL: <i>TEARING</i>										
RAPTORIAL ARMS						CLASS: <i>MELEE</i>				
RNG <i>3M</i>		RoF S/—/—			DMG <i>1d10+4 I</i>					
PEN <i>0</i>		CLIP —		RLD —		WT —		AVL —		
SPECIAL: <i>WARP WEAPON</i>										

Availability: Very Rare

Skills: Awareness (Per), Dodge (Ag), Psyniscience (Per), Stealth (Ag), Survival (Int)

Talents: Hard Target, Swift Attack.

Traits: Baneful Presence (20), Bestial, Daemonic (6), Dark Sight, Deadly Natural Weapons Fear (2), From Beyond, Heightened Senses (All), Multiple Arms (2), Phase, Quadruped, Size (Hulking), Unnatural Agility (2)

Daemonic Retreat: Existing in both the Warp and real space at the same time, Khymera retreat into the warp when they would die. During the next Downtime after the Khymera dies, its owner may make a Challenging (+0) Survival test, the Khymera returning to them on a success or escaping into the Warp on a failure.

LAST SHADOW

A dragon of the truest sort, the Last Shadow are one of the rarest strain of gene-altered beasts used by the Exodites. Bred solely in the world shrines of an Exodite world, the Last Shadow are blessed by the World Spirit's draconic aspect while in their eggs, attuning them to the world and imbuing them with the dragon aspect's roiling power and fury. Only a select few warriors ever bond with such beasts, unleashed only in times of great need, making their presence in Anhrathe menageries contentious.

LAST SHADOW				FLYER			
FRONT: 24		SIDE: 24		Rear: 24			
CRUISING SPEED: 80KPH			TACTICAL SPEED: 16M				
MANOEUVRABILITY: +23		SIZE: MONUMENTAL		INTEGRITY: 130			
CARRYING CAPACITY: 0			AVAILABILITY: NEAR UNIQUE				
CREW: RIDER							
VEHICLE TRAITS: BRED FOR WAR, LIVING, OPEN-TOPPED							
LAST SHADOW (ELITE)					130		
AR 11-20 15		H 01-10 15		WS 50		BS 10	
AL 21-30 15		B 31-70 15		T 50		S 9	
LR 71-85 15		LL 86-00 15		Ag 45		Int 15	
				Per 45		WP 40	
				Fel 10			
				Ren —			
HALF 8		FULL 16		CHARGE 24		RUN 48	
MASSIVE MAW					CLASS: MELEE		
RNG 5M		RoF S/-/-			DMG 3D10+14 R		
PEN 6		CLIP -		RLD -		WT -	
						AVL -	
SPECIAL: SIZE (MONUMENTAL), TEARING							
FLAMING BREATH					CLASS: VEHICLE		
RNG 30M		RoF S/-/-			DMG 2D10+10 E		
PEN 4		CLIP -		RLD -		WT -	
						AVL -	
SPECIAL: FLAME, SIZE (MONUMENTAL), SPRAY, RECHARGE							

Availability: Near Unique

Skills: Awareness (Per) +20, Dodge (Ag) +10, Survival (Per) +10

Talents: Catfall, Crushing Blow, Hammer Blow, Slay from the Skies, True Grit

Traits: Bestial, Bred for War, Deadly Natural Weapons, Dynamic Entry, Fear (2), Fearless, Flyer (8), Natural Armour (6), Size (Monumental), Unnatural Strength (4), Unnatural Toughness (4)

Shadow of Death: Whenever the Last Shadow or its rider takes the Charge or Hit & Run action that would have them lower their elevation during their movement, their attacks deal an additional 1d10 Damage and gain the Proven (+5) quality.

MEGADON

While most dragons are used for war and utility, Megadons are the most common form of livestock shepherded by the Exodites. So huge and wilful that Knights are needed to properly corral them, Megadons are useful for both labour and as a food source, much like the humble Grox. So populous the Megadons are that they are even commonly seen in Commorragh, some beastmasters tormenting them into living engines of destruction.

MEGADON										90	
AR 11-20		64 15		H 01-1015		WS		BS		S8	
						55		—		60	
AL 21-30		64 15		B 31-7015		T9		Ag		Int	
						55		35		10	
LR 71-85		64 15		LL 86-0015		Per		WP		Fel	
						25		30		05	
								Ren			
								—			
HALF 9			FULL 18			CHARGE 27			RUN 54		
MASSIVE STOMP									CLASS: MELEE		
RNG 4M			RoF S/-/-				DMG 3d10+8 I				
PEN —			CLIP —		RLD —		WT —		AVL —		
SPECIAL: PRIMITIVE (7), SIZE (IMMENSE)											

Availability: Average

Skills: Dodge (Ag), Survival (Per) +10

Talents: Hardy

Traits: Bestial, Dark Sight, Natural Armour (6), Natural Weapons, Irritable, Quadruped, Size (Immense), Stampede, Unnatural Strength (2), Unnatural Toughness (4)

Special: Notoriously difficult to keep tame, Megadons can only be given orders by characters with Command +20 or Intimidation +20.

PTEROSAUR

Much like the typical Dragon, Pterosaur is a collective name for all manner of flying beast used as mounts by airborne Exodites that find the risk of soaring so high thrilling. Normally acting as couriers between the clans, Pterosaur riders are tasked in times of war to act as a primitive form of aerial bomber, outfitted with grenade packs and stranger explosives to be rained down upon the enemies of the Aeldari, a task that these specialised dragon knights take to with extreme joy.

PTEROSAUR			FLYER				
FRONT: 9		SIDE: 9		Rear: 9			
CRUISING SPEED: 90KPH			TACTICAL SPEED: 18M				
MANOEUVRABILITY: +23		SIZE: <i>HULKING</i>		INTEGRITY: 40			
CARRYING CAPACITY: 0			AVAILABILITY: <i>SCARCE</i>				
CREW: <i>RIDER</i>							
VEHICLE TRAITS: <i>LIVING, OPEN-TOPPED</i>							
PTEROSAUR					40		
AR ³ 11-20 6		H ³ 01-10 6		WS	BS	S	
				35	—	30	
AL ³ 21-30 6		B ³ 31-70 6		T	Ag	Int	
				30	45	15	
LR ³ 71-85 6		LL ³ 86-00 6		Per	WP	Fcl	
				35	30	10	
				Ren			
				—			
HALF 9		FULL 18		CHARGE 27		RUN 54	
BEAK AND TALONS					CLASS: <i>MELEE</i>		
RNG 2M		RoF S/-/-			DMG 1d10+8 R		
PEN 0		CLIP -		RLD -		WT -	AVL -
SPECIAL: <i>SIZE (HULKING)</i>							

Availability: Scarce

Skills: Awareness (Per), Dodge (Ag)

Talents: Catfall

Traits: Bestial, Bred for War, Deadly Natural Weapons, Flyer (9), Heightened Senses (Hearing), Loyal, Natural Armour (3), Size (Hulking)

RAZORWING

Insatiably hungry and covered in mono-molecular feathers, Razorwings are clearly an unnatural form of beast to any that examine them closely. Ranging in size from minute finches to the size of ogryn, these birds of prey are the favoured hunting companions of sadists and bounty hunters, smart enough to leave their quarries alive while leaving them unable to fight back. So appreciated for their sadism that Razorwings are one of the few forms of animals that the Drukhari consider them suitable pets.

RAZORWING					15		
AR² 11-20 5		H² 01-10 5		WS	BS	S	
				40	—	30	
AL² 21-30 5		B² 31-70 5		T	Ag	Int	
				30	50	30	
LR² 71-85 5		LL² 86-00 5		Per	WP	Fcl	
				40	25	05	
				Ren			
				—			
HALF 8		FULL 16		CHARGE 24		RUN 48	
RAZORWINGS					CLASS: <i>MELEE</i>		
RNG -		RoF S/-/-			DMG 1d10+5 R		
PEN 3		CLIP -		RLD -		WT -	AVL -
SPECIAL: <i>RAZOR SHARP, TEARING</i>							

Availability: Common

Skills: Dodge (Ag) +10, Stealth (Ag)

Talents: Step Aside, Swift Attack, Takedown

Traits: Bestial, Flyer (8), Natural Armour (2), Natural Weapons, Size (Scrawny)

Boneripper: Seeking to rip past flesh to expose the bones the Razorwing hunger for, the Razorwing's attacks against characters without the Machine trait gain the Proven (3) quality.

SHADERAVEN

Much like the Khymera, Shaderavens are unnatural beings, though these birds spawn in the Midnight Dimension instead of the Warp. Following after Mandrakes on their hunts, Shaderavens are able to feed on the fear of creatures around them, their eerie calls shaking the nerves of even the most stoic of souls. Drukhari crones, the secretive psykers amongst the Dark Kin, find Shaderavens to be capable familiars, their pseudo-psychic nature safer to bind their souls to than most.

SHADERAVEN											10	
AR 11-20		H 01-10		AL 21-30		B 31-70		LL 86-00		WS	BS	S
										45	—	20
										T ⁸	Ag	Int
										30	50	20
										Pcc	WP	Fel
										40	45	05
											Ren	
											—	
HALF 7			FULL 14			CHARGE 21			RUN 42			
BEAK AND TALONS									CLASS: <i>MELEE</i>			
RNG —			RoF S/-/-						DMG <i>1d10+2 R</i>			
PEN 0			CLIP —			RLD —			WT —		AVL —	
SPECIAL: <i>PRIMITIVE (7), WARP WEAPON</i>												

Availability: Very Rare

Skills: Dodge (Ag), Intimidate (S) +20, Stealth (Ag) +10, Psyniscience (Per)

Talents: Step Aside, Swift Attack

Traits: Bestial, Daemonic (5), Dark Sight, Flyer (7), Natural Weapons, Phase, Psyber-Familiar, Size (Puny), Unnatural Senses (30)

Sanity-Shattering Caw: Enemy characters within the Shaderaven's Unnatural Senses range lose the benefit of the Jaded talent and Fearless trait. Additionally, whenever a character within the same range is forced to make a Fear test, the Shaderaven may use a Reaction to let out a sanity-shattering caw, causing all enemy characters within the Shaderaven's Unnatural Senses range to suffer -10 to the Fear test and gain an additional +50 when rolling on the Shock table.

WYVACHS

Much like the sly Gyrinx, Wyvachs are entities with a drive to bond themselves to powerful souls. Unlike the felid familiars, the bond of the reptilian Wyvachs is like a tight coil around their companion's essence, still creating deep feelings of companionship but risking the lives of both psyker and Wyvach alike should one of them die. This fact and their bellicose nature makes them risky partners but, as many psykers learn, it is more likely for a Wyvach to choose them than the inversen.

WYVACH											20	
AR 11-20		H 01-10		AL 21-30		B 31-70		LL 86-00		WS	BS	S
										40	—	40
										T	Ag	Int
										40	35	25
										Per	WP	Fcl
										35	50	05
										Ren		

Availability: Extremely Rare

Skills: Athletics (S), Dodge (Ag) +10, Parry (WS) +10, Psyniscience (Per) +10

Talents: Step Aside, Resistance (Psychic Powers), Strong Minded

Traits: Bestial, Dark Sight, Deadly Natural Weapons, Flyer (6), Natural Armour (4), Psyber-Familiar, Size (Scrawny)

Constricting Soul Binding: When acquired, the Wyvach gains the Soul Bound trait to its owner. Psykers the Wyvach is Soul Bound to roll an additional 1d10 when they roll on the Psychic Phenomena or Perils of the Warp tables, then replaces either the ones die or the tens die of the result with the extra die. This effect stacks with Soul Bound if the psyker has that trait. In addition, if the Wyvach or its owner dies, the living of the two must succeed on a Arduous (-40) Willpower test or immediately roll on the Shock table, gaining an additional +20 to the result per Degrees of Failure on the test.