

# WARHAMMER 40,000

## SPYRER HUNTING PARTY

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*A pair of Spyrers catch a small unit of PDF troopers off-guard.*



*A Malcadon Spyrer prepares to attack a group of unsuspecting gangers.*

# SPYRER HUNTING PARTY



By **Matthew Forish**

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# INTRODUCTION

Even in the living nightmare of a hive-world's Underhive, the Spyrers are spoken of with a shudder. Parents scare small children in to obedience with a mention of their name and grown men fall silent at tales of their attacks. To Underhive dwellers they are demons of the darkness, blood-soaked fiends who prey upon the warring gangs without compunction or pity.

## Who are the Spyrers?

These creatures are not devils or ghosts, as the Underhivers know all too well. They are the sons and daughters of the Noble Houses that rule the hive from the fastness of the Spire. These siblings of noble blood are cast down into purgatory to prove themselves tough and resourceful enough to take their place amid the ruling families. In a hive containing so many billions of souls, only the most dynamic and merciless individuals can expect to rule, or indeed to survive.

Spyrers are sent below the wall in teams. Once in the Underhive they can expect little help, no money and no resources; they have only the equipment they bring with them and their own native wits to help them survive. The only assistance they can expect to receive is the occasional appearance of the Noble House Matriarch or Patriarch that has sponsored the team, either or both of whom will occasionally venture into the Underhive to see at firsthand how their charges are doing, and maybe lend them a hand against especially dangerous opponents.

Of course, a Spyrer's hunting rig is no ordinary set of armour. Spyrers use ritualised combinations of weapons and armour that favour different combat styles. Each rig is meticulously crafted off-world, a wondrous device of half forgotten technologies worth its own weight in credits. The rig is self-sustaining and self-repairing, with integral weaponry and, most importantly of all, built-in power boosters which activate as the wearer gradually masters the suit's functions. These power boosters make each Spyrer evolve in a subtly different way, creating a diverse and powerful group of individuals in each hunt.

A Spyrer team can only cross back above the wall when it has achieved its stated objective, which might be to slay a half-dozen Underhive warriors or to survive in the wastes for a certain period of time or some similar vow. Their fighting suits record all that occurs in the depths and verifies their kills, so no duplicity is possible; the Spyrers must succeed in their quest or die trying. In the Underhive itself they are hated and feared, but in the Spire they will be lionised on their return and the survivors of the team will take their place among the powerful ruling elite of their world. In time they may become a Matriarch or Patriarch in their own right, and return to the Underhive to feel the thrill of the chase once again. Many hunting teams find it impossible to wait that long, and will be drawn back to the Underhive by an adrenalin-fuelled desire for blood and death that life in the Spire simply cannot fulfill.

Although they are normally found in the Underhives, occasionally a band of Spyrers will find themselves fighting in an altogether different environment. Perhaps the party grew bored with hunting lowly gangers and scum and decided to seek out greater challenges in the form of dangerous beasts, organised military or xenos settlements. Perhaps their world has come under attack, and they have decided to meet the invaders on their own terms. It is even possible that the hunters themselves have grown too powerful and have been designated as a threat by the local PDF, the Adeptus Arbites or some other Imperial organisation. A particularly successful team of Spyrers might even catch the eye of an Inquisitor, who will offer them the opportunity to become a part of his network of operatives, granting them privilege above and beyond even what their fellow nobles enjoy.

## Why Collect a Spyrer Hunting Party?

The Spyrers are a bit of an enigma. Most of the time they are found within the confines of the dark, dangerous Underhive on one of the densely-populated Hive Worlds throughout the Imperium, sharpening their skills and proving their worth by hunting the dregs of their societies in order to earn a place amongst the ruling elite. On rare occasions, however, they will find themselves facing down any of hundreds of much more dangerous threats. The reasoning behind this may be planetary invasion, a special mission assigned to them by an Inquisitor, or even simple boredom and a desire to hunt more dangerous prey.

Of course, the best reason to use a Spyrer Hunting Party in a game of Warhammer 40,000 is simply the excuse to use models you already have collected for your Necromunda campaigns to throw a bit of spice into the greater Warhammer 40,000 universe. Imagine facing a horde of rampaging Orks, a swarm of hideous Tyranids or a raiding party of Dark Eldar with naught but a few highly-skilled warriors wearing the best combat armour money can buy!



# FORCES OF THE SPYRER HUNTING PARTY

This section of the document details the forces used by the Spyrer Hunting Party - the various types of Spyrers, their weapons and equipment, and their helper drones. Each entry describes the unit and gives the specific rules you will need to use them in your games. As such, the army list given later refers to the page numbers of these entries, so you can easily check back as you pick a force.

The forces of the Spyrer Hunting Party section is sub-divided into two parts. The first part describes all of the various types of Spyrers, while the second part the various helper drones available to them.

## Spyrer Special Rules

The models in the Spyrer Hunting Party use a number of special rules that are common to more than one type of Spyrer, as specified in the individual entries that follow. In addition, many of the rules used by Spyrers are Universal Special Rules. Given here are either the details of these rules or a reference to where you can find them.

### Bio-booster

All Spyrers wear bio-boosters, which are small chemical charges fitted to their hunting rigs. The booster's bio-sensor is activated when the wearer is injured, administering a short booster chemical into the bloodstream by means of a pressure diffuser. The bio-booster is self administering and completely automatic. The bio-booster grants each Spyrer the *Eternal Warrior* Universal Special Rule, as found in the Warhammer 40,000 Rulebook.

### Hunter's Vow

Spyrer Hunting Parties are bound by oaths they have taken to perform a certain set of goals or objectives, and their suits contain special recording devices to ensure that they complete these goals in the manner prescribed. As the Spyrers may not return to their homes until they have achieved their objectives, they will fight ferociously to do so, never backing down from a challenge. Due to this, all Spyrers are subject to the *Stubborn* Universal Special Rule as found in the Warhammer 40,000 Rulebook.

### Hunting Rig

Each Spyrer wears a specialised suit of combat armour known as a hunting rig. Each hunting rig is crafted using half-forgotten technologies and forbidden knowledge, and custom-fitted to its user to form the most efficient protective barrier possible. A model wearing a hunting rig is more resilient against armour piercing weapons. The AP rating of a weapon must be lower than the model's Armour Save in order to negate the Armour Save. If the weapon's Armour Piercing value is equal or higher than the armour save, the Spyrer can take his save as normal.

### Equipment

The army list found later in this document shows all the standard and optional wargear available to a particular Spyrer. Each piece of equipment is detailed in the following entries for the Spyrer type that is able to use it.

### Power Boosts

Each Spyrer may purchase a number of Power Boosts which are improvements to their abilities or their weapons and equipment. These are detailed in the following entries for each Spyrer type.

### Photo Contacts

Photo Contacts are multi-layered plastic lenses worn on the eyes of all Spyrers to enhance vision in poor light conditions. The photo contacts grant each Spyrer the *Night Vision* Universal Special Rule, as found in the Warhammer 40,000 Rulebook.

### Deep Strike, Feel No Pain, Fleet, Furious Charge, Hit & Run, Infiltrate, Scout, Tank Hunter

All of these rules are detailed in Universal Special Rules section in the Warhammer 40,000 Rulebook.



# JAKARA

	WS	BS	S	T	W	I	A	Ld	Sv
Jakara	6	5	4	4	2	5	3	9	5+

Jakara weapons are the mono sword and mirror shield. The Jakara is the lightest of all the Spyre Hunters, emphasising agility and speed over heavy armour. The suit itself is armoured with flexible plates like snake scales which are overlaid with the tubes and cables that feed power to the Spyrer's limbs. The Jakara buckler is inset with energy absorbing devices that look like faceted jewels, each one of which can drain the force from a shot or blow and hurl it back at the attacker.

## SPECIAL RULES

**Bio-booster, Fleet, Hunter's Vow, Hunting Rig, Photo Contacts**

## WARGEAR

**Monomolecular Sword:** The monomolecular sword carried by the Jakara is a marvel of molecular engineering. The blade is a living crystalline structure which constantly renews its edge as it is blunted. The sword's edge is only one molecule thick and can slice through any but the densest of matter. As the Jakara's power boosts kick in, the sword's edge renews itself more regularly and evenly to make it even sharper still.

The monomolecular sword is treated as a power weapon. In addition, on any To Wound rolls of 6, the monomolecular sword also negates any Invulnerable Save a model may have.

**Mirror Shield:** The Jakara mirror shield is a complex device that contains an unusual force field generator. The generator sets up a resonant energy vortex across the shield which bleeds off the power it absorbs into one of several containment devices which stud the shield's surface. In turn this stored energy can be channeled back to its source as a brilliant bolt of heat and light.

The mirror shield provides an additional 5+ Invulnerable Save that may be taken before the Jakara's normal armour save is attempted. This save may not be taken against Blast or Template weapons. For each successful mirror shield save against a shooting hit, the Jakara may immediately reflect the shot back at the firing unit. All normal Shooting rules apply, except that the Jakara always counts as being stationary when reflecting a shot. The shot is worked out using the Strength, AP value and any special rules of the weapon as normal.



## POWER BOOSTS

**Enhanced Mirror Shield:** The mirror shield is improved, becoming better able to deflect incoming fire. The Jakara's mirror shield Save is increased to 4+.

**Improved Motive Power:** The Jakara's suit increases the power output for movement, allowing the wearer to initiate sudden bursts of tremendous speed. The Jakara gains the *Furious Charge* Universal Special Rule.

**Sharpened Mono Sword:** Molecules flake away from the edge of the mono sword to make it even sharper. The monomolecular sword now adds +1 to the Jakara's Strength when attacking in close combat.

**Sound Dampeners:** The Jakara's suit gains the ability to dampen sound in an area around the wearer, making it much easier to sneak up on unsuspecting prey. The Jakara gains the *Infiltrate* Universal Special Rule.

# MALCADON

	WS	BS	S	T	W	I	A	Ld	Sv
Malcadon	6	5	4	4	2	6	3	9	4+

Malcadon are cunning and subtle in their hunting, trapping their victims in webs of iron-hard silk before tearing them apart with steely claws. Two bulbous spinnerets for creating the web threads are mounted on the suit's arms and connect to the Malcadon's hunched back amidst a snake's nest of tubes. The rest of the elongated limbs and back of the Malcadon are covered with downward pointing spines and overlapping plates of armour. Its arms and legs are boosted by pistons and hydraulics which permit it to climb swiftly and leap great distances so that it can move quickly among the mass of broken pipes and struts which form the dark canopy of the Underhive.

## SPECIAL RULES

**Bio-booster, Fleet, Hunter's Vow, Hunting Rig, Photo Contacts**

## WARGEAR

**Venom Claws:** Each wrist of a Malcadon's armour sports a pair of elongated steel claws with interior channels that carry potent toxins to their cutting edges.

Venom Claws are treated as a single Poisoned Weapon (4+).

**Web Spinner:** The spinnerets of a Malcadon's web spinner spew out silky threads of gossamer that harden with the strength of steel wires. A victim of the web is left hopelessly ensnared and at the mercy of the Malcadon's ripping claws. The Malcadon can also use its spinner to create threads that it uses to climb vertical surfaces or lower itself down sheer drops.

The web spinner grants the *Move Through Cover* Universal Special Rule to the Malcadon, and allows it to treat any vertically impassable terrain (such as a sheer wall) as difficult terrain instead. In addition, the Web Spinner may be used as a weapon during the Shooting Phase, with the following profile:

Range	Strength	AP	Type
12"	3	-	Assault 1, Blast, Pinning



## POWER BOOSTS

**Enhanced Venom:** The toxin sacs feeding the Malcadon's claws are enhanced, making their poisons more potent. The venom claws are now treated as a single Poisoned Weapon (3+).

**Increased Motive Capacity:** The Jakara's suit refines the power capacitors for movement, allowing the wearer to run faster in the early stages of an engagement. The Malcadon gains the *Scout* Universal Special Rule.

**Razor Claws:** The venom claws are sharpened to a razor edge, allowing them to cut through the thickest armour with ease. The Venom Claws gain the Rending special rule in addition to being a Poisoned Weapon.

**Reinforced Webbing:** The web spinner increases its efficiency, creating a more dense cloud of webbing from which it is more difficult to break free. The web spinner increases its Strength value to 4.



# ORRUS

	WS	BS	S	T	W	I	A	Ld	Sv
Orrus	5	6	4	5	2	4	2	9	3+

The Orrus embodies the most brutal aspects of the Spyre Hunters. Its distinctively oversized powered arms and hulking shoulders betray the Orrus' fearsome combat style: that of crushing and battering its opponents to a bloody pulp. Ranks of armoured pistons power the arms and its blunt, claw-fingered hands, and each fist is backed by a rack of bolt launchers to blast apart opponents at a distance. Though the Orrus is the slowest of the Spyre Hunters it is also the most indomitable. Not only are the powered arms and shoulders heavily armoured but a force field protects the Spyrer as he lumbers forward.

## SPECIAL RULES

**Bio-booster, Hunter's Vow, Hunting Rig, Photo Contacts**

## WARGEAR

**Bolt Launchers:** The bolt launchers on an Orrus suit are racks of small rockets mounted on the back of its crusher fists. The power boosts of an Orrus hunting rig can increase the power of the warheads and improve the fire control so that greater salvos of bolts can be fired.

Bolt launchers may be fired in one of two configurations. When shooting, choose one of the following profiles:

Range	Strength	AP	Type
18"	4	5	Assault 2, Twin-Linked
36"	4	5	Heavy 3, Twin Linked

**Crushing Claws:** The hunting rig worn by the Orrus is equipped with a pair of crushing claws, powered by ranks of heavy pistons and capable of smashing through the thickest armour.

An Orrus's crushing claws are treated as a single Power Fist.

**Power Field:** The Orrus's hunting rig is surrounded by a crackling power field that hovers mere inches above its armour, deflecting incoming blows and protecting the wearer from harm.

The power field grants the Orrus an Invulnerable Save of 5+.



## POWER BOOSTS

**Advanced Target Analyzer:** The Orrus's suit improves its targeting data feed, helping the Spyrer to find the weak points in enemy armoured vehicles. The Orrus gains the *Tank Hunter* Universal Special Rule.

**Heavy Bolt Ammo:** The bolts fired by the suit's launchers explode more fiercely on impact. The bolt launchers improve their Strength to 5 and their AP to 4 in both configurations.

**Power Field Strengthened:** The output of the power field generators is enhanced, allowing it to better deflect incoming attacks. The Orrus's power field Save is improved to 4+.

**Sustained Fire Control:** New ammo feeds come online to make the suit weapons capable of longer bursts of sustained shooting. The bolt launchers are now treated as Assault 3/Heavy 4.



# YELD

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>
Yeld	5	6	4	4	2	5	2	9	4+

The Yeld is the most bizarre of the Spyre Hunters: a winged fiend with pinions of chameleonic metal and claws of laser energy. When not in use, the Yeld's wings sweep back to form a pinioned cloak of steel and reveal the heavy forearm units bearing laser tubes that are its primary weapons. Its wings are jagged with edges sharp as razors so it can slice its victim as it swoops overhead. When stealth is needed, the Yeld's wings curl around it and mimic the hues surrounding its body, concealing the Spyrer from view until it takes flight again.

## SPECIAL RULES

**Bio-booster, Hunter's Vow, Hunting Rig, Photo Contacts**

**Chameleon (Wings):** A Yeld's wings are made out of hundreds of individual plates of metal connected together by micro fibre bundles on an articulated frame. Each of the metal plates is wired with crystalline circuitry so that they can change colour and meld into the wearer's surroundings as part of the Yeld's defences.

The Yeld improves any of his Cover Saves by +1 (but not better than 2+). If he is out in the open, he has a 6+ Cover Save.

## WARGEAR

**Laser Gauntlets:** The Yeld hunting rig is fitted with heavy gauntlets mounting multiple laser tubes. The gauntlets fire a storm of laser bolts from the Yeld's fists, a deadly attack which has the longest range of any of the Spyrer hunting suits. The power boosts for the Yeld rig make its lasers even more potent.

Laser gauntlets may be fired in one of two configurations. When shooting, choose one of the following profiles:

Range	Strength	AP	Type
24"	3	6	Assault 2, Twin-Linked
48"	7	4	Heavy 1



## POWER BOOSTS

**Accentuated Maneuverability:** The suit's flight control systems are enhanced, allowing the Yeld greater control and quicker response times. He is better able to weave in and out amongst his foes. The Yeld gains the *Hit and Run* Universal Special Rule.

**Boosted Laser Power:** The suit's lasers become more focused and deadly, increasing their penetrating power. The laser gauntlets now fire using the following profiles:

Range	Strength	AP	Type
24"	4	5	Assault 2, Twin-Linked
48"	8	3	Heavy 1

**Enhanced Chameleon Ability:** The chameleon circuits in the Yeld's wings become faster and more accurate. The Yeld now improves any of his Cover Saves by +2 (but not better than 2+). If he is out in the open, he has a 5+ Cover Save.

**Improved Flight Stability:** The Yeld's suit increases the power output to its flight systems, allowing for longer periods of sustained flight. The Yeld gains the *Deep Strike* Universal Special Rule.



# PATRIARCH

	WS	BS	S	T	W	I	A	Ld	Sv
Patriarch	6	6	5	4	3	6	3	10	2+

Spyrer Patriarchs are equipped with the finest combat armour that credits can buy. The suit's heavily reinforced armour is capable of shrugging off all but the most powerful attacks, while its powerful servomotors allow the wearer to move and fight without hindrance. However, most deadly of all are cybernetically controlled combat arms fixed to the suit's back that can lash out to attack any opponent that is nearby.

## SPECIAL RULES

**Bio-booster, Hunter's Vow, Hunting Rig, Photo Contacts**

## WARGEAR

**Boosted Pulse Lasers:** The Patriarch is armed with a set of laser weapons based on the same technology as the Yeld's laser gauntlets. In the case of the Patriarch, the weapons are fitted to two of the cybernetically controlled arms of his combat armour.

Boosted pulse lasers may be fired in one of two configurations. When shooting, choose one of the following profiles:

Range	Strength	AP	Type
24"	5	4	Assault 2, Twin-Linked
48"	9	2	Heavy 1

**Power Claws:** Two of the arms that belong to the Patriarch's combat armour are fitted with power claws. These deadly weapons can whip round to attack any enemy that moves close to the Patriarch. They are surrounded by a shimmering blue power field, and are perfectly capable of punching through solid steel if need be.

The power claws may be used as either a pair of power weapons or a single power fist, which must be declared before any blows are struck in an Assault.



## POWER BOOSTS

**Iron Will:** The Patriarch is possessed of an extraordinarily strong will, and he is able to keep his cool under pressure, and inspire others to do the same. The Patriarch, and any Spyrers within 6", may choose whether to pass or fail any Morale or Pinning Test they are required to make, even if failure is normally automatic.

**Marksman:** The Patriarch is an exceptional marksman, able to pick out his target unerringly, even amidst the swirling chaos of battle. Whenever the Patriarch fires his boosted pulse lasers on the Assault 2 configuration, he may force his opponent to apply a single wound to a specific model in the target unit.

# MATRIARCH

	WS	BS	S	T	W	I	A	Ld	Sv
Matriarch	6	6	5	4	3	7	3	10	3+

Spyrer Matriarchs are feared throughout the Underhive as grim-faced reapers that slay from the shadows. The Matriarch wears a special 'chameleon cloak' that allows her to blend in with her surroundings. She will stalk her prey and then suddenly appear, her chainscythe in one hand, a deadly sharp monomolecular sword in the other. Matriarchs are hugely experienced fighters, and able to wield both weapons with deadly efficiency. Within moments their prey will be dead and the Matriarch will disappear back into the shadows.

## SPECIAL RULES

**Bio-booster, Hunter's Vow, Hunting Rig, Photo Contacts**

**Chameleon (Cloak):** A Matriarch's cloak is wired with crystalline circuitry so that it can change colour and meld into the wearer's surroundings as part of the Matriarch's defences.

The Matriarch improves any of her Cover Saves by +2 (but not better than 2+). If he is out in the open, he has a 5+ Cover Save.

## WARGEAR

**Chainscythe:** When not in use, the chainscythe can be folded down into a small baton carried on the Matriarch's hip or in her hand. At the touch of a button it quickly expands out into a deadly close combat weapon that is capable of slicing a man, or a bulkhead, in two.

The chainscythe is treated as an additional close combat weapon, and allows the Matriarch to roll an additional D3 for Armour Penetration.

**Sharpened Monomolecular Sword:** This is basically the same as the Jakara's sword, but even sharper and more deadly.

The sharpened monomolecular sword is treated as a power weapon. In addition, on any To Wound rolls of 5+, the sharpened monomolecular sword also negates any Invulnerable Save a model may have.



## POWER BOOSTS

**Combat Master:** The Matriarch swings her chainscythe and mono sword in great sweeping arcs, using the enemies' numbers against them such that the more opponents she faces the more devastating her attacks will be. When she attacks, for each enemy model in base contact with the Matriarch beyond the first, she adds +1 Attack.

**Silent Stalker:** Using her chameleon cloak and her deadly skills, the Matriarch is able to stalk the enemy unseen behind their own lines. The Matriarch gains the *Infiltrate* Universal Special Rule.

# HELPER DRONES

	WS	BS	S	T	W	I	A	Ld	Sv
Helper Drone	3	3	3	X	1	2	1	5	X

Spyrers may be accompanied by specialised Helper Drones, which are small mechanical devices that follow their masters around, either providing some sort of benefit to the Spyrers or else actively attacking the enemy.

## SPECIAL RULES

**Drones:** As they are merely mechanical constructs, the destruction of Drones does not affect their Spyrers in the same way as losing comrades to enemy fire. The unit formed by a Spyrer and his Drones will never take Morale Tests or Pinning Tests due to the Drones being destroyed. If a Spyrer is removed from play for any reason, his Drones will be removed from play at the end of the current Player Turn. They will otherwise act as normal as they continue enacting their most recent commands. Each Drone is equipped with a single close combat weapon.

**Single-Purpose:** Helper Drones are only capable of performing the purpose for which they are intended, and defending themselves with basic combat routines. All types of Helper Drones have the profile given above, except where modified by the type of Helper Drone chosen. With the exception of the Combat Drone, Helper Drones do not gain the bonus +1 Attack when Charging.

**Purpose-Built:** Each Helper Drone is constructed especially for the Spyrer who will be using it. As such, it is constructed with the specific Spyrer's needs and abilities in mind. All Helper Drones form a unit with the Spyrer they are purchased for, with Unit Coherency rules applying as normal. All Helper Drones are considered to be the same Unit Type as the Spyrer they are purchased for, will have the same Toughness and Save values as the Spyrer they are purchased for, and will benefit from the *Chameleon*, *Deep Strike*, *Fleet*, *Hit and Run*, *Infiltrate*, *Move Through Cover* and *Scout* special rules if their Spyrer has them.

## DRONE TYPES

**Ablation Drone:** May be allocated two wounds for each "pass" of wound allocation. (i.e. allocate two wounds to the Ablation Drone, then one wound to each additional model in the unit, then two more wounds to the Ablation drone, etc.) Ablation Drones increase their Wounds characteristic to 2 and have the *Eternal Warriors* Universal Special Rule.

**Adrenaline Drone:** The Adrenaline Drone is tethered to the Spyrer by a thin line through which it feeds a chemical mix that boosts the Spyrer's adrenaline levels and enhances the hunting rig's already powerful systems to allow for quicker movement. A Spyrer who is accompanied by an Adrenaline Drone may roll 2D6 and pick the highest when Running

**Combat Drone:** Combat Drones bristle with sharp hooks and blades. They follow their masters into battle and work to tear apart their enemies whenever they come within reach. A Combat Drone increases their Strength characteristic to 4, and their Attacks characteristic to 2. Combat Drones are the only type which receive the bonus +1 Attack for charging.

**Demolition Drone:** These brutal little drones carry stacks of thermal explosives which they attach to enemy vehicles as they move about under the direction of their Spyrer. The Demolition Drone is considered to be equipped with Melta Bombs.

**Frag Drone:** The Frag Drone is fitted with a set of frag auto-launchers which it uses whenever its Spyrer closes with the enemy, forcing them deeper into cover and allowing its master to approach in relative safety. The entire unit is considered to be equipped with Assault Grenades as long as the Frag Drone is on the table.

**Flachette Drone:** The Flachette Drone is fitted with a set of flachette auto-launchers which it uses to spread clouds of sharpened metal filings at the enemy as they advance, slowing them down and robbing them of their momentum. The entire unit is considered to be equipped with Defensive Grenades as long as the Flachette Drone is on the table.

**Gun Drone:** Each Gun Drone is fitted with a ranged weapon which it fires in concert with its controlling Spyrer, adding weight of fire as they work together to bring down their prey. Each Gun Drone's weapon will have one of the following profiles, chosen at the start of the game, just after deployment is finished.

Range	Strength	AP	Type
12"	3	6	Assault 1
24"	3	6	Rapid Fire
36"	5	4	Heavy 2
48"	7	3	Heavy 1

**Medicae Drone:** Supplemental to the Spyrer's Bio-Booster, the Medicae Drone carries a supply of emergency medical supplies, advanced stimulants and other equipment that help to keep the Spyrer combat-ready even under the heaviest fire. The Spyrer gains the *Feel No Pain* Universal Special Rule as long as the Medicae Drone is on the table.

**Seeker Drone:** Each Seeker Drone contains a special programmable warhead which is capable of detonating in various ways depending upon the intended target – either a large-radius airburst, a higher-impact blast or an armour-piercing penetrator blast. During the Shooting Phase, you may choose to activate the Seeker Drone, which allows it to be used as one of the following weapons, which hits automatically (Blast weapons count as having BS 6 instead). After use, the Seeker Drone is removed as a casualty. (The type of weapon is chosen at time of use, representing a different warhead type arming.)

Range	Strength	AP	Type
24"	4	5	Assault 1, Large Blast
24"	6	3	Assault 1, Blast
24"	10	1	Assault 1

# SPYRER HUNTING PARTY ARMY LIST

The following pages contain an army list that enables you to field a Spyrer Hunting Party and fight battles using the scenarios included in the Warhammer 40,000 Rulebook. It also provides you with the basic information you'll need in order to field a Spyrer Hunting Party in scenarios you've devised yourself, or that form part of a campaign.

The army list allows you to pick an army based on the troops that could be fielded by a Spyrer Hunting Party, including their attached helper drones. Each model is given a points value, which varies depending on how effective that model is in battle. Before you choose an army, you will need to agree with your opponent upon a scenario and the total number of points each of you will spend. Then you can proceed to pick your army. It is recommended that, when using the Spyrer Hunting Party Army List that you not exceed 1000 points, as the list was not designed with higher points-limit games in mind, and you may run into strange happenings at higher points.

## FORCE ORGANISATION

Unlike most armies in the Warhammer 40,000 game, the Spyrer Hunting Party is never chosen using the Force Organisation Chart. Instead the following rules apply.

Regardless of the points limit, your army may never include more than one Patriarch and one Matriarch.

You must select the remainder of your army from the four standard types of Spyrers: Jakara, Malcadon, Orrus and Yeld. You must select your army in such a way that you have as close to the same number of each type of Spyrer as possible – i.e. one of each type before selecting a second of any type, two of each type before selecting a third of one type, etc.

For example, you may select one Jakara, one Malcadon, two Orrus and two Yeld, but you may not then select a third Orrus or Yeld until you have selected a second Jakara and Malcadon.

If for any reason you need to know which Force Organisation chart slot a particular Spyrer comes from (i.e. special deployment rules, etc.), use the following guidelines. Any Spyrer which is treated as a Scoring Unit (regardless of which type of Spyrer, see “Scoring Units” below) will count as a Troops choice. All other Spyrers will count as being the following types of choices:

<b>HQ</b>	Patriarch, Matriarch
<b>Elites</b>	Jakara, Malcadon
<b>Fast Attack</b>	Yeld
<b>Heavy Support</b>	Orrus

## MISSIONS & POINTS

This army list is primarily designed for use with the Standard Missions from the Warhammer 40,000 Rulebook. They may also be used with any other missions that you wish to play.

## USING THE ARMY LIST

Before putting your army together for a game, agree with your opponent on the size of each force. Look at the army list and decide which Spyrer you want to have in your army, and which (if any) Power Boosts and Helper Drones they will be accompanied by. Once this is done, subtract the points value of the model or unit from your total points, and then go back and make another choice. Continue doing this until you have spent all your points. Then you are ready to do battle.

Note that each Power Boost may only be chosen once per Spyrer. Each Spyrer may select up to two of each type of Helper Drone, to a maximum of four total Helper Drones.

## SCORING UNITS

At the start of the game, before deployment, you must designate up to half of your Spyrers (rounding up) to count as Scoring Units. Note that the Patriarch and Matriarch may never count as scoring units unless there are no other Spyrers in your force, though they are counted among the total number of Spyrers when determining how many scoring units you will have. If your force consists solely of the Patriarch and Matriarch (and any attached Helper Drones), then they will both count as scoring units.

## KILL POINTS

In an Annihilation game, each Spyrer counts as ½ of a kill point, with the final total being rounded up. Helper Drones are not worth any kill points – you must kill the Spyrers to score.

	WS	BS	S	T	W	I	A	Ld	Sv
Jakara	6	5	4	4	2	5	3	9	5+

**Unit Composition:**

- 1 Jakara

**Unit Type:**

- Infantry

**Wargear:**

- Monomolecular Sword
- Mirror Shield

**Special Rules:**

- Bio-Booster
- Fleet
- Hunter's Vow
- Hunting Rig
- Photo Contacts

**Options**

- May take any of the following Power Boosts:
  - Enhanced Mirror Shield.....+5 pts
  - Improved Motive Power.....+5 pts
  - Sharpened Mono Sword.....+5 pts
  - Sound Dampeners.....+5 pts
- May select up to two each of the following Helper Drones, to a maximum of four Helper Drones:
  - Ablation Drone.....+20 pts
  - Adrenaline Drone.....+10 pts
  - Combat Drone.....+15 pts
  - Demolition Drone.....+10 pts
  - Frag Drone.....+10 pts
  - Flachette Drone.....+10 pts
  - Gun Drone.....+15 pts
  - Medicae Drone.....+15 pts
  - Seeker Drone.....+15 pts
- Up to one Combat Drone per Spyzer may upgrade its close combat weapon to a Rending weapon:.....+5 pts



	WS	BS	S	T	W	I	A	Ld	Sv
Malcadon	6	5	4	4	2	6	3	9	4+

**Unit Composition:**

- 1 Malcadon

**Unit Type:**

- Infantry

**Wargear:**

- Venom Claws
- Web Spinner

**Special Rules:**

- Bio-Booster
- Fleet
- Hunter's Vow
- Hunting Rig
- Photo Contacts

**Options**

- May take any of the following Power Boosts:
  - Enhanced Venom.....+5 pts
  - Increased Motive Capacity.....+5 pts
  - Razor Claws.....+5 pts
  - Reinforced Webbing.....+5 pts
- May select up to two each of the following Helper Drones, to a maximum of four Helper Drones:
  - Ablation Drone.....+20 pts
  - Adrenaline Drone.....+10 pts
  - Combat Drone.....+15 pts
  - Demolition Drone.....+10 pts
  - Frag Drone.....+10 pts
  - Flachette Drone.....+10 pts
  - Gun Drone.....+15 pts
  - Medicae Drone.....+15 pts
  - Seeker Drone.....+15 pts
- Up to one Combat Drone per Spyzer may upgrade its close combat weapon to a Rending weapon:.....+5 pts



	WS	BS	S	T	W	I	A	Ld	Sv
Orrus	5	6	4	5	2	4	2	9	3+

**Unit Composition:**

- 1 Orrus

**Unit Type:**

- Infantry

**Wargear:**

- Bolt Launchers
- Crushing Claws
- Power Field

**Special Rules:**

- Bio-Booster
- Hunter's Vow
- Hunting Rig
- Photo Contacts

**Options**

- May take any of the following Power Boosts:
  - Advanced Target Analyzer.....+5 pts
  - Heavy Bolt Ammo.....+5 pts
  - Power Field Strengthened.....+5 pts
  - Sustained Fire Control.....+5 pts
- May select up to two each of the following Helper Drones, to a maximum of four Helper Drones:
  - Ablation Drone.....+20 pts
  - Adrenaline Drone.....+10 pts
  - Combat Drone.....+15 pts
  - Demolition Drone.....+10 pts
  - Frag Drone.....+10 pts
  - Flachette Drone.....+10 pts
  - Gun Drone.....+15 pts
  - Medicae Drone.....+15 pts
  - Seeker Drone.....+15 pts
- Up to one Combat Drone per Spyrer may upgrade its close combat weapon to a Rending weapon:.....+5 pts



	WS	BS	S	T	W	I	A	Ld	Sv
Yeld	5	6	4	4	2	5	2	9	4+

**Unit Composition:**

- 1 Yeld

**Unit Type:**

- Jump Infantry

**Wargear:**

- Laser Gauntlets

**Special Rules:**

- Bio-Booster
- Chameleon (Wings)
- Hunter's Vow
- Hunting Rig
- Photo Contacts

**Options**

- May take any of the following Power Boosts:
  - Accentuated Maneuverability.....+5 pts
  - Boosted Laser Power.....+5 pts
  - Enhanced Chameleon Ability.....+5 pts
  - Improved Flight Stability.....+5 pts
- May select up to two each of the following Helper Drones, to a maximum of four Helper Drones:
  - Ablation Drone.....+20 pts
  - Adrenaline Drone.....+10 pts
  - Combat Drone.....+15 pts
  - Demolition Drone.....+10 pts
  - Frag Drone.....+10 pts
  - Flachette Drone.....+10 pts
  - Gun Drone.....+15 pts
  - Medicae Drone.....+15 pts
  - Seeker Drone.....+15 pts
- Up to one Combat Drone per Spyrer may upgrade its close combat weapon to a Rending weapon:.....+5 pts



	WS	BS	S	T	W	I	A	Ld	Sv
Patriarch	6	6	5	4	3	6	3	10	2+

**Unit Composition:**

- 1 Patriarch

**Unit Type:**

- Infantry

**Wargear:**

- Boosted Pulse Lasers
- Power Claws

**Special Rules:**

- Bio-Booster
- Hunter's Vow
- Hunting Rig
- Photo Contacts

**Options**

- May take any of the following Power Boosts:
    - Iron Will.....+10 pts
    - Marksman.....+10 pts
  - May select up to two each of the following Helper Drones, to a maximum of four Helper Drones:
    - Ablation Drone.....+20 pts
    - Adrenaline Drone.....+10 pts
    - Combat Drone.....+15 pts
    - Demolition Drone.....+10 pts
    - Frag Drone.....+10 pts
    - Flachette Drone.....+10 pts
    - Gun Drone.....+15 pts
    - Medicae Drone.....+15 pts
    - Seeker Drone.....+15 pts
- to one Combat Drone per Spyrer may upgrade its e combat weapon to a Rending weapon:.....+5 pts



	WS	BS	S	T	W	I	A	Ld	Sv
Matriarch	6	6	5	4	3	7	3	10	3+

**Unit Composition:**

- 1 Matriarch

**Unit Type:**

- Infantry

**Wargear:**

- Chainscythe
- Sharpened Monomolecular Sword

**Special Rules:**

- Bio-Booster
- Chameleon (Cloak)
- Hunter's Vow
- Hunting Rig
- Photo Contacts

**Options**

- May take any of the following Power Boosts:
    - Combat Master.....+10 pts
    - Silent Stalker.....+10 pts
  - May select up to two each of the following Helper Drones, to a maximum of four Helper Drones:
    - Ablation Drone.....+20 pts
    - Adrenaline Drone.....+10 pts
    - Combat Drone.....+15 pts
    - Demolition Drone.....+10 pts
    - Frag Drone.....+10 pts
    - Flachette Drone.....+10 pts
    - Gun Drone.....+15 pts
    - Medicae Drone.....+15 pts
    - Seeker Drone.....+15 pts
- Up to one Combat Drone per Spyrer may upgrade its close combat weapon to a Rending weapon:.....+5 pts





# RULES SUMMARY

## Helper Drones

**Adrenaline Drone:** Allows the Spyrrer to roll 2D6 and pick the highest when Running.

**Combat Drone:** Strength 4, Attacks 1.

**Demolition Drone:** Considered to be equipped with Melta Bombs.

**Frag Drone:** Entire unit is considered to be equipped with Assault Grenades.

**Flachette Drone:** Entire unit is considered to be equipped with Defensive Grenades.

**Gun Drone:** Carries one of the Gun Drone Weapons, chosen after deployment.

**Medicae Drone:** Grants the Spyrrer the *Feel No Pain* Universal Special Rule.

**Seeker Drone:** One use only, selects one of the Seeker Drone Weapons at the time it is used.

## Special Rules and Wargear

### Common

**Bio-Booster:** Grants the Spyrrer the *Eternal Warrior* Universal Special Rule.

**Hunter's Vow:** Grants the Spyrrer the *Stubborn* Universal Special Rule.

**Hunting Rig:** The AP rating of a weapon must be lower than the model's Armour Save in order to negate the Armour Save.

**Photo Contacts:** Grants the Spyrrer the *Night Vision* Universal Special Rule.

### Jakara

**Monomolecular Sword:** Treated as a power weapon that ignores Invulnerable Saves on a To Wound roll of 6.

**Mirror Shield:** 5+ Invulnerable Save in addition to Armour Save. Success allows the Jakara to reflect the shot back at the firing unit using its own BS.

### Malcadon

**Venom Claws:** Treated as a single poisoned weapon (4+)

**Web Spinner:** Grants the Malcadon the *Move Through Cover* Universal Special Rule.

### Orrus

**Crushing Claws:** Treated as a single power fist.

**Power Field:** 5+ Invulnerable Save.

### Yeld

**Chameleon (Wings):** +1 to all Cover Saves, 6+ Cover Save in the open.

### Patriarch

**Power Claws:** Treated as either a pair of power weapons or a single power fist.

### Matriarch

**Chainscythe:** Close combat weapon, adds D3 to Armour Penetration.

**Chameleon (Cloak):** +2 to all Cover Saves, 5+ Cover Save in the open.

**Sharpened Monomolecular Sword:** Treated as a power weapon that ignores invulnerable saves on a To Wound roll of 5+.

## Power Boosts

### Jakara

**Enhanced Mirror Shield:** The Jakara's mirror shield save improved to 4+.

**Improved Motive Power:** The Jakara gains the *Furious Charge* Universal Special Rule.

**Sharpened Mono Sword:** The Jakara's monomolecular sword now adds +1 to the Jakara's Strength in close combat.

**Sound Dampeners:** The Jakara gains the *Infiltrate* Universal Special Rule.

### Malcadon

**Enhanced Venom:** The Malcadon's venom claws are now treated as a single Poisoned Weapon (3+).

**Increased Motive Capacity:** The Malcadon gains the *Scout* Universal Special Rule.

**Razor Claws:** The Malcadon's venom claws gain the Rending special rule in addition to being a Poisoned Weapon.

**Reinforced Webbing:** The Malcadon's web spinner increases its Strength to 4.

### Orrus

**Advanced Target Analyzer:** The Orrus gains the *Tank Hunter* Universal Special Rule.

**Heavy Bolt Ammo:** The Orrus's bolt launchers improve their Strength to 5 and their AP to 4.

**Power Field Strengthened:** The Orrus's power field Save is improved to 4+.

**Sustained Fire Control:** The Orrus's bolt launchers are now treated as being Assault 3/Heavy 4.

### Yeld

**Accentuated Maneuverability:** The Yeld gains the *Hit & Run* Universal Special Rule.

**Boosted Laser Power:** The Yeld's laser gauntlets use the following profiles:

Range	Strength	AP	Type
24"	4	5	Assault 2, Twin-Linked
48"	8	3	Heavy 1

**Enhanced Chameleon Ability:** The Yeld now improves any of his Cover Saves by +2 (but not better than 2+). If he is out in the open, he has a 5+ Cover Save.

**Improved Flight Stability:** The Yeld gains the *Deep Strike* Universal Special Rule.

### Patriarch

**Iron Will:** The Patriarch, and any Spyrrers within 6", may choose whether to pass or fail any Morale or Pinning Test they are required to make, even if failure is normally automatic.

**Marksman:** Whenever the Patriarch fires his boosted pulse lasers on the Assault 2 configuration, he may force his opponent to apply a single wound to a specific model in the target unit.

### Matriarch

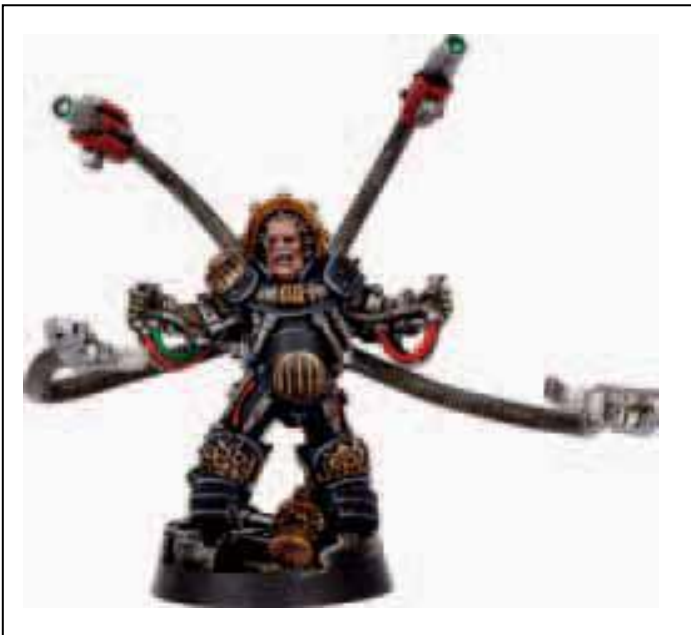
**Combat Master:** When she attacks, for each enemy model in base contact with the Matriarch beyond the first, she adds +1 Attack.

**Silent Stalker:** The Matriarch gains the *Infiltrate* Universal Special Rule.

## PROFILE AND WEAPONS SUMMARY

	WS	BS	S	T	W	I	A	Ld	Sv
Jakara	6	5	4	4	2	5	3	9	5+
Malcadon	6	5	4	4	2	6	3	9	4+
Orrus	5	6	4	5	2	4	2	9	3+
Yeld	5	6	4	4	2	5	2	9	4+
Patriarch	6	6	5	4	3	6	3	10	2+
Matriarch	6	6	5	4	3	7	3	10	3+
Helper Drone	3	3	3	X	1	2	1	5	X

Weapon	Range	Strength	AP	Type
Web Spinner	12"	3	-	Assault 1, Blast, Pinning
Bolt Launchers	18"	4	5	Assault 2, Twin-Linked
	36"	4	5	Heavy 3, Twin Linked
Laser Gauntlets	24"	3	6	Assault 2, Twin-Linked
	48"	7	4	Heavy 1
Boosted Laser Gauntlets	24"	5	4	Assault 2, Twin-Linked
	48"	9	2	Heavy 1
Gun Drone Weapons	12"	3	6	Assault 1
	24"	3	6	Rapid Fire
	36"	5	4	Heavy 2
	48"	7	3	Heavy 1
Seeker Drone Weapons	24"	4	5	Assault 1, Large Blast
	24"	6	3	Assault 1, Blast
	24"	10	1	Assault 1



The Patriarch is the most heavily armoured of the Spyrers, and his hunting rig incorporates a pair of nasty power claws capable of ripping apart a battle tank, as well as a set of boosted pulse lasers to blast his enemies from afar.



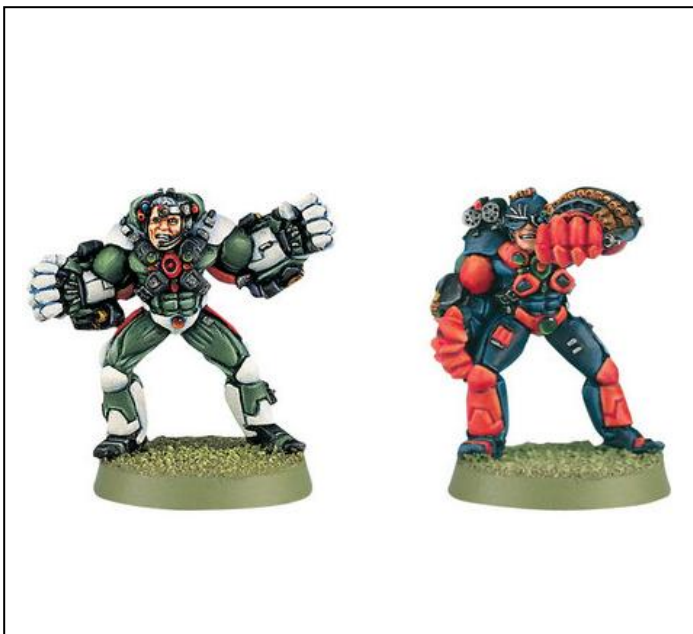
The Matriarch is a silent hunter, the most sinister of all Spyrers. She stalks unseen through the shadows, pouncing on her unsuspecting prey in an unstoppable flurry, her mono sword and chainscythe cutting their way through nearly anything.



Jakara Spyders are adept at close quarters combat, deflecting and reflecting their opponents' shots as they close, and slicing them apart in close combat with their monomolecular swords.



Malcadon Spyders are skilled at maneuvering over and through densely-packed terrain with their web spinners, capturing their prey in a web of iron-hard filaments before cutting them down with their poisoned venom claws.



Orrus Spyders are able to withstand a withering hail of enemy fire unscathed, returning the favor with volleys of devastating bolts from their wrist-mounted launchers and pummeling their foes with their massive crushing claws.



Yeld Spyders possess wings with which they soar over the heads of their enemies, raining down bursts of deadly laser fire on those below. When they land, their wings wrap about them and conceal them in a cloak of chameleon scales.



## SPYRER HUNTING PARTY

Even in the living nightmare of a hive-world's Underhive, the Spyrers are spoken of with a shudder. Parents scare small children in to obedience with a mention of their name and grown men fall silent at tales of their attacks. To Underhive dwellers they are demons of the darkness, blood-soaked fiends who prey upon the warring gangs without compunction or pity.

### Inside you will find:

Spyrer Hunting Party. Information about the Spyrers, their strange habits and their deadly hunts through the Underhives.

The Spyrers. Information about the different types of Spyrers, from the up-close deadly attacks and strange web spinners of the Malcadon to the heavy armour and ranged power of the Orrus. Also detailed are the various Helper Drones that accompany the Spyrers on their hunts.

Spyrer Hunting Party Army List. An army list that allows you to field your Spyrer models in games of Warhammer 40,000.



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