Dark Eldar

“Fetch me another plaything. This one seems to have broken.”

These rules are unofficial and are not associated with Games Workshop and its affiliates in any way. These rules are dedicated to the fans of Warhammer 40k and the decades shared together.

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What are the Dark Eldar? The Dark Eldar are pirates. Striking out suddenly from hidden Webway Gates to capture slaves and resources before vanishing just as suddenly as they arrived. They are amongst the cruelest species in the galaxy, torturing those they capture for no other reason than the pleasure of doing so.

Army Difficulty 1-5: 5. The Dark Eldar are incredibly strong at alpha striking, but struggle with attrition. They are a powerful and fast-moving army that is very rewarding but takes a lot of coordination to maximize their effectiveness.

Strengths: The Dark Eldar bring some of the fastest moving units to the game. Their large array of poisoned weapons and Lances ensure that they can always reliably hurt the foe as they dart away or dart in for a finishing strike. Their transports are covered in Firing Ports, allowing them to circle and punish the foe until they can take them head on.

Weaknesses: The Dark Eldar have some of the lightest Vehicles in the game. Though fast and very customizable, they are susceptible to almost any heavy weapon. Strategic care must be planned to keep them from being caught in a compromising situation. Their nearly army wide Feel No Pain is very useful, but not powerful enough to be depended on by itself. Keeping units out of incoming fire until the time for the strike arrives is crucial.

Army Abilities: The Dark Eldar have a series of special rules that set them apart from the rest of the Codexes in the 40k settings. You will find them listed here to save on repetitive sections. Reference this section when consulting their rules.

- **Beasts –** A keyword for interacting with some Codex abilities.
- **Combat Stimulants** – This model has Furious Charge and a 5+ Feel No Pain.
- **Exposed Transport** - For each Unsaved Glance or Penetration against this model, roll a d6. On a 4+ one Embarked model suffers 1 Mortal Wound instead. If there are no Embarked models, this model suffers damage like normal. In Melee, models Embarked on this one may fight as if they were no Embarked, and enemy units can target them in Melee as if they were not Embarked.
- **Harlequin –** This model does not use the Kabal rules your army follows.
- **Sudden Descent –** When this model Deepstrikes, it gains Stealth until your next Command Phase.

Common Wargear: The following selection is condensed for frequent Wargear to cut down on wasted space in the Codex.

- **Clone Field –** This model has a 4+ Invulnerability Save.
- **Enhanced Aethersails –** This model gains Hover and High Altitude. This model must move 12" instead of 20+" when using High Altitude.
- **Flip Belt –** This model ignores Terrain and Models for the purposes of Moving, Advancing, Charging, and Falling Back.
- **Grisly Trophies –** 6" Aura, this model and target unit may reroll failed Ld Tests.
- **Holo Fields -** This model gains a 5+ Invulnerability Save.
- **Holosuit –** This model has a 4+ Invulnerability Save.
- **Night Shields –** This model gains a 5+ Invulnerability Save.
- **Phantasm Grenade Launcher –** 6" Aura, this model and target unit are treated as having Grenades for the purpose of Charging Cover.
- **Soul Trap –** This model may choose the target of its Challenge. The target may not Deny the Challenge.
- **Spirit Stones -** This model may treat Crew Stun as Weapon Disabled results.
- **Splinter Racks –** This model may reroll 1s To Hit with ranged attacks.
- **Vectored Engines -** This model may Pivot immediately after resolving Shooting attacks in your Shooting Phase.

Kabals

The following are Kabals you can play with to change the play style of your forces. If you wish to play the Codex with no modifications, select the Average Kabal.

Average:

- The army is fielded exactly as it is presented in this Codex.

Kabal of the Black Heart:

- Agents of Vect: All Infantry in your army gain Objective Secured.
- Obsession for Power: All models in your army must declare Charges if able to do so and may only arrive from Reserves attempting to be within 3" of an Objective Marker. 3

Kabal of the Flayed Skull:

- Skyborne Kabal: All models in your army must start in Reserve.
- Sudden Strike: All nonbuilding models in your army gain Deepstrike. If they already have Deepstrike, they may reroll the Scatter dice when arriving from Deepstrike.

Kabal of the Obsidian Rose:

- Flawless Craftsmanship: All weapons in your army gain Rending. If they already have Rending, they trigger on a 4+ instead if it would still be a success.
- Failure is not Tolerated: All models in your army suffer 1 Mortal Wound for each point they fail Ld tests by (excluding Ld tests that go beyond 2d6 for the roll, such as 3d6).

Kabal of the Poisoned Tongue:

- Insidious Misdirection: You may redeploy one unit per 1000 points of your roster after Deployment is done, but before Infiltrators and Scouts do their ability.
- Towering Arrogance: All models in your army suffer Ld-1.

Cult of Strife:

- Must Strike First: All models in your army must declare a Charge if they are able to do so.
- The Spectacle of Murder: Units in your army gain A+1 if there is an ongoing Challenge involving their Melee. This only applies to units engaged in the same Melee as the Challenge.

Cult of the Cursed Blade:

- Only the Strong Will Thrive: All T3 models in your army gain T+1, and all models in your army inflict a -1 To Wound penalty with Poison weapons used against them.
- Internal Treachery: All units in your army may only ever have one friendly Aura cast on each of them per Turn. All models in your army suffer Ld-2.

Cult of the Red Grief:

- Obsession with Speed: All Infantry models in your army suffer Sv-1.
- The Speed of the Kill: All models in your army may reroll failed Charge rolls.

Coven of Twelve:

- Butchers of Flesh: All models in your army gain Shock Assault.
- Flesh Samplers: All models in your army automatically Restrain when pursuing in Melee.

The Dark Creed:

- Distillers of Fear: All enemy models in base contact with one or more of your models suffers Ld-2.
- Tormentor's Delight: All Infantry models in your army only count as half a model for the purpose of Contesting Objective Markers.

The Prophets of Flesh:

- Connoisseurs of Pain: All models in your army inflict a -1 penalty on Feel No Pains resulting from Wounds they cause.
- Fleshcraft Pursuits: Your army cannot Claim or Contest Objective Markers in the enemy Deployment Zone.

HQ Slots 1-2 Slots

Generic

Archon Archon	**M WS BS S T W I A Ld Sv** 8 2+ 2+ 3 3 5 5 4 10 3+	**Points: 193** **Composition:** **1 Archon**
Wargear Archon: Splinter Pistol Venom Blade Clone Field Soul Trap	**Options** May swap Splinter Pistol for P or S May swap Venom Blade for M May take one L	**Rules** Archon: Independent Character Infantry Combat Stimulants Fleet Overlord – 6" Aura, this model and target unit may reroll 1s To Hit.
Special Wargear:	**Special Wargear Upgrades:** L Phantasm Grenade Launcher +10 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P	Splinter Pistol	12	3	-	Pistol 1, Poisoned (3+)
P +25 points	Blast Pistol	6	9	2+	Pistol 1, Lance, Monsterbane
S +26 points	Blaster	18	9	2+	Assault 1, Lance, Monsterbane
M	Venom Blade	Melee	User	-	Poisoned (2+)
M +3 points	Power Sword	Melee	+1	3+	None
M +3 points	Agonizer	Melee	User	3+	Poisoned (3+)
M +9 points	Huskblade	Melee	User	2+	Ignores Feel No Pain and Invulnerability Saves

Haemonculus Haemonculus	**M WS BS S T W I A Ld Sv** 8 2+ 2+ 3 4 5 5 4 10 -	**Points: 188** **Composition:** **1 Haemonculus**
Wargear Haemonculus: Splinter Pistol Flesh Gauntlet Clone Field	**Options** May swap Splinter Pistol for P or S May swap Flesh Gauntlet for M	**Rules** Haemonculus: Independent Character Infantry Fleet Jump Master of Flesh – 6" Aura, this model and target unit may reroll 1s or Feel No Pain. Spinal Stimulants – This model has a 4+ Feel No Pain and Furious Charge.

Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
P	Splinter Pistol	12	3	-	Pistol 1, Poisoned (3+)
P +3 points	Stinger Pistol	12	3	5+	Pistol 1, Poisoned (2+)
S +4 points	Liquefier Gun	Flame	3	6+	Assault 1
S +13 points	Hexfire Rifle	36	3	4+	Heavy 1, Sniper (3+), Psychicbane
M	Flesh Gauntlet	Melee	User	-	Poisoned (3+)
M +1 point	Ichor Injector	Melee	User	-	Extra Attack 1, Poisoned (2+)
M +4 points	Mind Phase Gauntlet	Melee	User	-	Tesla
M +4 points	Agonizer	Melee	User	3+	Poisoned (3+)
M +4 points	Scissorhand	Melee	User	3+	Extra Attack 1

Succubus Succubus	**M WS BS S T W I A Ld Sv** 8 2+ 2+ 3 3 5 5 4 10 -	**Points: 188** **Composition:** **1 Succubus**
Wargear Succubus: Splinter Pistol Venom Blade Clone Field Soul Trap	**Options** May swap Splinter Pistol for P May swap Venom Blade for M May take one L	**Rules** Succubus: Independent Character Infantry Combat Stimulants Fleet Bride of Death – 6" Aura, this model and target unit may reroll 1s To Wound. No Escape – 6" Aura, target unit attempting to Fall Back must perform an Initiative Test against this model. If this model wins the test, the unit cannot Fall Back.
Special Wargear:	**Special Wargear Upgrades:** L Phantasm Grenade Launcher +10 points	

Selection	Name	Range	S	AP	Rules
P	Splinter Pistol	12	3	-	Pistol 1, Poisoned (3+)
P +25 points	Blast Pistol	6	9	2+	Pistol 1, Lance, Monsterbane
M	Venom Blade	Melee	User	-	Poisoned (2+)
M +2 points	Hydra Gauntlet	Melee	User	5+	Extra Attack 1, Rending
M +2 points	Razor Flails	Melee	User	5+	Extra Attack 1, Reroll failed To Hit Rolls.
M +3 points	Power Sword	Melee	+1	3+	None

M +3 points	Agonizer	Melee	User	3+	Poisoned (3+)
M +4 points	Sharnet and Impaler	Melee	User	5+	Extra Attack 1, Reroll 1s To Hit and To Wound
M +13 points	Archite Glaive	Melee	+2	2+	Counterattack

Shadowseer Shadowseer	**M WS BS S T W I A Ld Sv** 8 2+ 2+ 3 3 5 6 5 10 -	**Points: 172** **Composition:** **1 Shadowseer**
Wargear Shadowseer: Shuriken Pistol Miststave Plasma Grenades Flip Belt Holosuit	**Options** May swap Shuriken Pistol for P May swap Power Sword for M May take up to one S for each level of Psychic Mastery	**Rules** Shadowseer: Independent Character Infantry Harlequin Fleet Psychic Mastery Level 2 Outflank
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
P	Shuriken Pistol	12	3	-	Pistol 1, Rending
P +8 points	Neuro Disrupter	12	3	2+	Pistol 1, Poisoned (2+)
M	Miststave	Melee	+2	4+	Psychicbane, Concussion
G	Plasma Grenades	8	4	4+	Grenade 1, Nonblast, Blind
S +5 points	Twilight Pathways Cast 6+	18	-	-	Target unit may reroll failed Charges until your next Psychic Phase.
S +10 points	Fog of Dreams Cast 6+	18	-	-	Target unit suffers Ld-2.
S +10 points	Mirror of Minds Cast 6+	18	-	-	Target one model. Both models roll a d6 and add their Ld to it. If this model's score is higher, target model suffers 2 Mortal Wound.
S +15 points	Shard of Light Cast 8+	18	-	-	Target nonTitanic unit suffers -1 To Hit until your next Psychic Phase.
S +15 points	Veil of Tears Cast 5+	18	-	-	Target unit gains a 4+ Cover Save until your next Psychic Phase.
S +30 points	Webway Dance Cast 8+	18	-	-	Target friendly unit with Deepstrike or Outflank is placed back in Reserves.

Troupe Master Master	**M WS BS S T W I A Ld Sv** 8 2+ 2+ 3 3 5 6 5 10 -	**Points: 164** **Composition:** **1 Master**
Wargear Master: Shuriken Pistol Power Sword Plasma Grenades Flip Belt Holosuit	**Options** May swap Shuriken Pistol for P May swap Power Sword for M	**Rules** Master: Independent Character Infantry Harlequin Fleet Outflank Choreographer of War – 6" Aura, this model and target unit may reroll all failed To Wound rolls in Melee.
Special Wargear:	**Special Wargear Upgrades:** Blind	All Charges against this model are considered Disorganized.

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P	Shuriken Pistol	12	3	-	Pistol 1, Rending
P +8 points	Neuro Disrupter	12	3	2+	Pistol 1, Poisoned (2+)
P +26 points	Fusion Pistol	6	8	1+	Pistol 1, Melta, (Monsterbane)
M	Power Sword	Melee	+1	3+	None
M +0 points	Harlequin's Blade	Melee	User	4+	Extra Attack 1
M +0 points	Harlequin's Kiss	Melee	User	3+	Poisoned (3+)
M +2 points	Harlequin's Caress	Melee	+2	3+	None
M +2 points	Harlequin's Embrace	Melee	+1	2+	None
G	Plasma Grenades	8	4	4+	Grenade 1, Nonblast, Blind

Unique

Kruellagh Kruellagh	**M WS BS S T W I A Ld Sv** 8 2+ 2+ 3 3 5 5 4 10 4+	**Points: 229** **Composition:** **1 Kruellagh**
Wargear Kruellagh: Damnation Grenades Soul Flayer Clone Field Soul Trap	**Options**	**Rules** Kruellagh: Independent Character Kabal of the Flayed Skull Unique Infantry Combat Stimulants Fleet Stolen Precious Fluids – For each Infantry, Monstrous Infantry, or Monster kill this model makes in Melee, she gains M+1, I+1, and A+1 to a maximum of +4. Overlord – 6" Aura, this model and target unit may reroll 1s To Hit.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
S	Damnation Grenades	18	4	6+	Assault 1, 3" Blast
M	Soul Flayer	Melee	User	3+	Extra Attack 1, Poisoned (2+)

Lady Malys Malys	**M WS BS S T W I A Ld Sv** 8 2+ 2+ 3 3 5 5 4 10 3+	**Points: 227** **Composition:** **1 Malys**
Wargear Archon: The Lady's Blade Steel Fan Clone Field Soul Trap	**Options**	**Rules** Archon: Independent Character Kabal of the Poisoned Tongue Unique Infantry Combat Stimulants Fleet Crystal Heart – This model and her unit cannot be targeted or affected by Spells. Overlord – 6" Aura, this model and target unit may reroll 1s To Hit.

		Semi-Sentient – At the beginning of each Melee Phase, you may roll 1d6 and gain that many extra Attacks with this weapon this phase. If you roll a 1, this model suffers 1 Mortal Wound instead and cannot make any Attacks this Phase.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
M	The Lady's Blade	Melee	User	3+	Semi-Sentient
M	Steel Fan	Melee	User	5+	Auxiliary, Extra Attack 2, Rending

Lelith Hesperax Lelith	**M WS BS S T W I A Ld Sv** 8 2+ 2+ 3 3 5 5 4 10 3+	**Points: 246** **Composition:** **1 Lelith**
Wargear Lelith: Penetrating Blades Hair Razors Soul Trap	**Options**	**Rules** Lelith: Independent Character Infantry Unique Combat Stimulants Counterattack Fleet Hit and Run Bride of Death – 6" Aura, this model and target unit may reroll 1s To Wound. Quicksilver – This model has a 4+ Invulnerability Save. When in a Challenge, it improves to a 3+. No Escape – 6" Aura, target unit attempting to Fall Back must perform an Initiative Test against this model. If this model wins the test, the unit cannot Fall Back. Out of their League – This model rerolls all failed To Hit and To Wound rolls when in a Challenge.

		Rampage – This model gains A+d3 when outnumbered in Melee.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
M	Penetrating Blades	6 Or Melee	3 Or User	2+ Or 2+	Pistol 2 Or Extra Attack 1
M	Hair Razors	Melee	User -1	-	Auxiliary, Extra Attack 3, Rending

Urien Rakarth Urien	**M WS BS S T W I A Ld Sv** 8 2+ 2+ 3 5 5 5 4 10 -	**Points: 211** **Composition:** **1 Urien**
Wargear Urien: Casket of Flensing Ichor Injector Clone Field	**Options**	**Rules** Urien: Independent Character Infantry Unique Fleet Heal Jump Fresh Meat – 6” Aura, for each point target unit loses Combat Resolution by, they suffer 1 Auto Wound. Master of Flesh – 6” Aura, this model and target unit may reroll 1s or Feel No Pain. Spinal Stimulants – This model has a 4+ Feel No Pain and Furious Charge.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
S	Casket of Flensing	Flame	3	3+	Assault 1
M	Ichor Injector	Melee	User	-	Extra Attack 1, Poisoned (2+)

Yvraine Yvraine	**M WS BS S T W I A Ld Sv** 8 2+ 2+ 3 3 5 8 5 10 -	**Points: 199** **Composition:** **1 Yvraine**
Wargear Yvraine: Kha-Vir The Sword of Shadows Plasma Grenades Forcefield Grynx Familiar	**Options** May take up to one Spell for each level of Psychic Mastery	**Rules** Yvraine: Independent Character Infantry Unique Fleet Psychic Mastery Level 2 Stubborn Follower of Ynnead – This model is not affected by your Kabal rules. Herald of Ynnead - 6" Aura, this model and target unit may reroll 1s To Hit and Wound.
Special Wargear: Forcefield – This model has a 4+ Invulnerability Save. Grynx Familiar – This model gains +1 To Cast.	**Special Wargear Upgrades:** Blind	All Charges against this model are considered Disorganized.

Selection	Name	Range	S	AP	Rules
M	Kha-Vir The Sword of Shadows	Melee	+1	3+	Ignores Invulnerability Saves
G	Plasma Grenades	8	4	4+	Grenade 1, Nonblast, Blind

Advisors 0-3/Troop Slot Purchased

Generic

Beast Master Beast Master	**M WS BS S T W I A Ld Sv** 8 3+ 3+ 3 3 4 5 3 9 -	**Points: 115** **Composition:** **1 Beast Master**
Wargear Beast Master:	**Options** May take up to one of each E	**Rules** Beast Master: Independent Character Infantry Combat Stimulants Fleet Beast Master – 6" Aura, target unit with the Beast keyword may reroll 1s To Hit and To Wound.
Special Wargear:	**Special Wargear Upgrades:** E Hover Pod+23 points	M+4, Gains Deepstrike, Fly, Splinter Pods

Selection	Name	Range	S	AP	Rules
R	Splinter Pods	18	3	-	Assault 2, Poisoned (3+)

Death Jester Death Jester	**M WS BS S T W I A Ld Sv** 8 3+ 3+ 3 3 4 6 3 9 -	**Points: 108** **Composition:** **1 Death Jester**
Wargear Death Jester: Shrieker Cannon Plasma Grenades Flip Belt Holosuit	**Options**	**Rules** Death Jester: Independent Character Infantry Harlequin Fearless Fleet Outflank Jester of Death – 6" Aura, target unit must take a Fear Test.
Special Wargear:	**Special Wargear Upgrades:** Blind	All Charges against this model are considered Disorganized.

Selection	Name	Range	S	AP	Rules
R	Shrieker Cannon	24	3	4+	Assault 3, Rending, Poisoned (2+)

G	Plasma Grenades	8	4	4+	Grenade 1, Nonblast, Blind

Lhamean Lhamean	**M WS BS S T W I A Ld Sv** 8 3+ 3+ 3 3 4 5 3 9 5+	**Points: 106** **Composition:** **1 Lhamean**
Wargear Lhamean: Splinter Pistol Venom Blade	**Options** May swap Splinter Pistol for M	**Rules** Lhamean: Independent Character Infantry Combat Stimulants Fleet Master of Poisons – 6" Aura, this model and target unit gains Poison (-1) (Improves by 1) to a maximum of Poison (2+).
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
P	Splinter Pistol	12	3	-	Pistol 1, Poisoned (3+)
K	Venom Blade	Melee	User	-	Poisoned (2+)
M +1 point	Venom Blade	Melee	User	-	Poisoned (2+)

Medusae Medusae	**M WS BS S T W I A Ld Sv** 8 3+ 5+ 3 3 4 5 3 9 5+	**Points: 68** **Composition:** **1 Medusae**
Wargear Medusae: Eyeburst	**Options**	**Rules** Medusae: Independent Character Infantry Combat Stimulants Fleet Brain Fruit – 6" Aura, this model suffers 1 Mortal Wound and target Infantry model Heals 1 Wound. This ability can be used multiple times per Turn, but cannot affect the same model more than once per Turn.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
S	Eyeburst	Flame	4	4+	Assault 1

Solitaire Solitaire	**M WS BS S T W I A Ld Sv** 8 3+ 3+ 3 3 4 6 4 9 -	**Points: 108** **Composition:** **1 Solitaire**
Wargear Solitaire: Harlequin's Kiss Harlequin's Caress Haywire Grenades Plasma Grenades Flip Belt Holosuit	**Options**	**Rules** Solitaire: Independent Character Infantry Harlequin Counterattack Fearless Fleet Infiltrate Outflank Stealth Role of Slaanesh – This model cannot join units and may not be targeted by any Auras. This model may reroll failed Charge rolls.
Special Wargear:	**Special Wargear Upgrades:** Blind	All Charges against this model are considered Disorganized.

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Harlequin's Kiss	Melee	User	3+	Poisoned (3+)
M	Harlequin's Caress	Melee	+2	3+	Auxiliary
G	Haywire Grenades	8	3	3+	Grenade 1, Haywire (3+), Nonblast
G	Plasma Grenades	8	4	4+	Grenade 1, Nonblast, Blind

Sslyth Sslyth	**M WS BS S T W I A Ld Sv** 8 3+ 3+ 4 4 4 4 3 5 4+	**Points: 70** **Composition:** **1 Sslyth**
Wargear Sslyth: Shard Carbine Splinter Pistol Battle Blade	**Options**	**Rules** Sslyth: Independent Character Infantry Combat Stimulants Bodyguard Four Armed Combatant – This model may fire Pistols when nominating other Ranged weapons as well, instead of Ranged weapons OR Pistols.

Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
R	Shard Carbine	18	3	-	Assault 3, Poisoned (3+)
P	Splinter Pistol	12	3	-	Pistol 1, Poisoned (3+)
M	Battle Blade	Melee	User	4+	None

Ur-Ghul Ur-Ghul	**M WS BS S T W I A Ld Sv** 8 3+ 5+ 4 4 4 4 3 5 -	**Points: 57** **Composition:** **1 Medusae**
Wargear Ur-Ghul: Claws	**Options**	**Rules** Ur-Ghul: Independent Character Infantry Combat Stimulants Fleet Tracker – 6" Aura, this model and target unit may reroll failed Charges.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
M	Claws	Melee	User	-	Extra Attack 1, Rending

Unique

Drazhar Master of Blades Drazhar	**M WS BS S T W I A Ld Sv** 8 2+ 5+ 4 4 6 7 5 10 3+	**Points: 192** **Composition:** **1 Drazhar**
Wargear Drazhar: Demiklaives Soul Trap	**Options**	**Rules** Drazhar: Independent Character Infantry Unique Combat Stimulants Counterattack Fearless Murderous Assault – Each unsaved Wound this model inflicts grants another immediate attack. These extra attacks do not generate further attacks. Rampage – If this model is outnumbered in Melee it gains A+d3.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
M	Demiklaives	Melee	+1 Or User	2+ Or 3+	None Or Extra Attack 1

Visarch Visarch	**M WS BS S T W I A Ld Sv** 8 2+ 5+ 3 3 5 5 4 10 3+	**Points: 191** **Composition:** **1 Visarch**
Wargear Visarch: Asu-Var Forcefield	**Options**	**Rules** Visarch: Independent Character Infantry Unique Fleet Stubborn Champion of Ynnead – 6" Aura, this model and target unit gains a 5+ Feel No Pain. Follower of Ynnead – This model is not affected by your Craft World rules. Rampage – This model gains A+d3 if outnumbered in Melee. Warden of Yvraine – This model may gains Bodyguard, but only for the purpose taking damage for Yvraine.
Special Wargear: Forcefield – This model has a 4+ Invulnerability Save.	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
M	Asu-Var	Melee	+2	2+	Ignores Feel No Pain

Troops 2-6 Slots

Harlequin Troupe Lead Player Player	**M WS BS S T W I A Ld Sv** 8 3+ 3+ 3 3 3 6 3 9 - 8 3+ 3+ 3 3 2 6 2 8 -	**Points: 178** **Composition:** **1 Lead Player** **4-9 Players**
Wargear Lead Player: Shuriken Pistol Harlequin Blade Plasma Grenades Flip Belt Holosuit Player: Shuriken Pistol Harlequin Blade Plasma Grenades Flip Belt Holosuit	**Options** May add up to 5 more Players for +34 points each Any model may swap Shuriken Pistol for P Any model may swap Harlequin Blade for M	**Rules** Lead Player: Character Infantry Harlequin Fleet Outflank Player: Infantry Harlequin Fleet Outflank
Special Wargear:	**Special Wargear Upgrades:** Blind	All Charges against this model are considered Disorganized.

Selection	Name	Range	S	AP	Rules
P	Shuriken Pistol	12	3	-	Pistol 1, Rending
P +8 points	Neuro Disrupter	12	3	2+	Pistol 1, Poisoned (2+)
P +26 points	Fusion Pistol	6	8	1+	Pistol 1, Melta, (Monsterbane)
M	Harlequin Blade	Melee	User	4+	Extra Attack 1
M +0 points	Harlequin's Kiss	Melee	User	3+	Poisoned (3+)
M +2 points	Harlequin's Caress	Melee	+2	3+	None
M +2 points	Harlequin's Embrace	Melee	+1	2+	None
G	Plasma Grenades	8	4	4+	Grenade 1, Nonblast, Blind

Kabalite Warriors Sybarite Kabalite	**M WS BS S T W I A Ld Sv** 8 3+ 3+ 3 3 2 5 2 10 3+ 8 3+ 3+ 3 3 1 5 1 8 3+	**Points: 122** **Composition:** **1 Sybarite** **4-9 Kabalites**
Wargear Sybarite: Splinter Rifle Kabalite: Splinter Rifle	**Options** May add up to 5 more Kabalites for +23 points each Sybarite may swap Splinter Rifle for P Sybarite may take one M Sybarite may take one L One Kabalite may swap Splinter Rifle for S One Kabalite may swap Splinter Rifle for H	**Rules** Sybarite: Character Infantry Combat Stimulants Kabalite: Infantry Combat Stimulants
Special Wargear:	**Special Wargear Upgrades:** L Phantasm Grenade Launcher +10 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
R	Splinter Rifle	18	3	-	Assault 2, Poisoned (3+)
P +25 points	Blast Pistol	6	9	2+	Pistol 1, Lance, Monsterbane
M +4 points	Agonizer	Melee	User	3+	Poisoned (3+)
M +4 points	Power Sword	Melee	+1	3+	None
S +4 points	Shredder	12	6	-	Assault 1, 3” Blast, Rending
S +24 points	Blaster	18	9	2+	Assault 1, Lance, Monsterbane
H +14 points	Splinter Cannon	36	3	5+	Rapid Fire 3, Poisoned (3+)
H +29 points	Dark Lance	36	9	2+	Heavy 1, Lance, Monsterbane

Wyches Hekatrix Wyche	**M WS BS S T W I A Ld Sv** 8 3+ 3+ 3 3 2 5 2 10 5+ 8 3+ 3+ 3 3 1 5 1 8 5+	**Points: 117** **Composition:** **1 Hekatrix** **4-9 Wyches**
Wargear Hekatrix: Splinter Pistol Knives Wyche: Splinter Pistol Knives	**Options** May add up to 5 more Wyches for +22 points each Hekatrix may swap Splinter Pistol for P Hekatrix may swap Knives for OM Hekatrix may take one L Up to two Wyches may swap Knives for M	**Rules** Hekatrix: Character Infantry Combat Stimulants Fleet Wyche: Infantry Combat Stimulants Fleet
Special Wargear:	**Special Wargear Upgrades:**	

	L Phantasm Grenade Launcher +10 points	

Selection	Name	Range	S	AP	Rules
R	Splinter Pistol	12	3	-	Pistol 1, Poisoned (3+)
P +27 points	Blast Pistol	6	9	2+	Pistol 1, Lance, Monsterbane
M	Knives	Melee	User	-	Extra Attack 2
OM +1 points	Agonizer	Melee	User	3+	Poisoned (3+)
OM +1 points	Power Sword	Melee	+1	3+	None
M +0 points	Hydra Gauntlets	Melee	User	5+	Extra Attack 1, Rending
M +0 points	Razor Flails	Melee	User	5+	Extra Attack 1, Reroll failed To Hit rolls
M +3 points	Shardnet and Impaler	Melee	User	5+	Extra Attack 1, Reroll 1s To Hit and To Wound

Elites 0-3 Slots

Infantry

Bloodbrides Syren Hekatrix	**M WS BS S T W I A Ld Sv** 8 2+ 2+ 3 3 3 5 3 10 5+ 8 3+ 3+ 3 3 2 5 2 10 5+	**Points: 152** **Composition:** **1 Syren** **4-9 Hekatrix**
Wargear Syren: Splinter Pistol Knives Hekatrix: Splinter Pistol Knives	**Options** May add up to 5 more Hekatrix for +29 points each Syren may swap Splinter Pistol for P Syren may swap Knives for OM Syren may take one L Any model may swap Knives for M	**Rules** Syren: Character Infantry Combat Stimulants Fleet Chosen Escort – This unit may reroll failed Charges. Hekatrix: Infantry Combat Stimulants Fleet Chosen Escort – This unit may reroll failed Charges.
Special Wargear:	**Special Wargear Upgrades:** L Phantasm Grenade Launcher +10 points	

Selection	Name	Range	S	AP	Rules
R	Splinter Pistol	12	3	-	Pistol 1, Poisoned (3+)
P +27 points	Blast Pistol	6	9	2+	Pistol 1, Lance, Monsterbane

M	Knives	Melee	User	-	Extra Attack 2
OM +1 points	Agonizer	Melee	User	3+	Poisoned (3+)
OM +1 points	Power Sword	Melee	+1	3+	None
M +0 points	Hydra Gauntlets	Melee	User	5+	Extra Attack 1, Rending
M +0 points	Razor Flails	Melee	User	5+	Extra Attack 1, Reroll failed To Hit rolls
M +3 points	Shardnet and Impaler	Melee	User	5+	Extra Attack 1, Reroll 1s To Hit and To Wound

Incubi Klaivex Incubi	**M WS BS S T W I A Ld Sv** 8 2+ 2+ 3 3 3 5 3 10 3+ 8 3+ 3+ 3 3 2 5 2 10 3+	**Points: 186** **Composition:** **1 Klaivex** **4-9 Incubi**
Wargear Klaivex: Demiklaives Incubi: Demiklaives	**Options** May add up to 5 more Incubi for +37 points each Klaivex may swap Demiklaives for M	**Rules** Klaivex: Character Infantry Combat Stimulants Bodyguard Incubi: Infantry Combat Stimulants Bodyguard
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
M	Demiklaives	Melee	+1 Or User	2+ Or 3+	None Or Extra Attack 1
M +0 points	Klaive	Melee	+2	2+	None

Kabalite Trueborns Dracon Kabalite	**M WS BS S T W I A Ld Sv** 8 3+ 3+ 3 3 2 5 2 10 3+ 8 3+ 3+ 3 3 1 5 1 8 3+	**Points: 132** **Composition:** **1 Dracon** **4-9 Kabalites**
Wargear Dracon: Splinter Rifle Kabalite: Splinter Rifle	**Options** May add up to 5 more Kabalites for +23 points each Dracon may swap Splinter Rifle for P or R Dracon may take one M Dracon may take one L Any Kabalite may swap Splinter Rifle for R, H, or S	**Rules** Dracon: Character Infantry Combat Stimulants Stubborn Kabalite: Infantry Combat Stimulants Stubborn
Special Wargear:	**Special Wargear Upgrades:** L Phantasm Grenade Launcher +10 points	

Selection	Name	Range	S	AP	Rules
R	Splinter Rifle	18	3	-	Assault 2, Poisoned (3+)
R +3 points	Shard Carbine	18	3	-	Assault 3, Poisoned (3+)
P +25 points	Blast Pistol	6	9	2+	Pistol 1, Lance, Monsterbane
M +4 points	Agonizer	Melee	User	3+	Poisoned (3+)
M +4 points	Power Sword	Melee	+1	3+	None
S +4 points	Shredder	12	6	-	Assault 1, 3” Blast, Rending
S +24 points	Blaster	18	9	2+	Assault 1, Lance, Monsterbane
H +14 points	Splinter Cannon	36	3	5+	Rapid Fire 3, Poisoned (3+)
H +29 points	Dark Lance	36	9	2+	Heavy 1, Lance, Monsterbane

Mandrakes Nightfiend Mandrake	**M WS BS S T W I A Ld Sv** 8 3+ 3+ 4 3 2 5 2 10 - 8 3+ 3+ 4 3 1 5 1 8 -	**Points: 132** **Composition:** **1 Nightfiend** **4-9 Mandrakes**
Wargear Nightfiend: Baleblast Glimmersteel Blade Mandrake: Baleblast Glimmersteel Blade	**Options** May add up to 5 more Mandrakes for +25 points each	**Rules** Nightfiend: Character Infantry Stealth Faceless Terror – 6” Aura, target unit must make a Fear Test. This is cast as a unit. Shadow Crawl – This unit may be held in Reserve. It arrives on table in Combat with one

		enemy unit, treated as On Going Combat. The Mandrake unit must still be at least 1" away from all other units. Terrifying Presence – No Independent Characters may join this unit. Mandrake: Infantry Stealth Faceless Terror – 6" Aura, target unit must make a Fear Test. This is cast as a unit. Shadow Crawl – This unit may be held in Reserve. It arrives on table in Combat with one enemy unit, treated as On Going Combat. The Mandrake unit must still be at least 1" away from all other units. Terrifying Presence – No Independent Characters may join this unit.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
R	Bale Blast	18	4	-	Assault 2
M	Glimmersteel Blade	Melee	User	4+	None

Wracks Acothyst Wrack	**M WS BS S T W I A Ld Sv** 8 3+ 3+ 3 4 2 4 2 8 - 8 3+ 3+ 3 4 1 4 1 5 -	**Points: 69** **Composition:** **1 Acothyst** **4-9 Wracks**
Wargear Acothyst: 2 Wrack Tools Wrack: Wrack Tool	**Options** May add up to 5 more Wracks for +13 points each Acothyst may swap any Wrack Tool for P or S Up to two Wracks may take one R	**Rules** Acothyst: Character Infantry Combat Stimulants Bodyguard Wrack: Infantry Combat Stimulants Bodyguard
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
M	Wrack Tool	Melee	User	-	Poisoned (3+)
M +1 point	Mind Phase Gauntlet	Melee	User	-	Tesla
M +1 point	Venom Blade	Melee	User	-	Poisoned (2+)
M +3 points	Agonizer	Melee	User	3+	Poisoned (3+)
M +3 points	Scissorhand	Melee	User	3+	Extra Attack 1
P +7 points	Stinger Pistol	12	3	5+	Pistol 1, Poisoned (5+)
S +5 points	Liquefier Gun	Flame	3	6+	Assault 1
S +14 points	Ossefactor	24	3	2+	Assault 1, Poisoned (3+)
S +17 points	Hexfire Rifle	36	3	4+	Heavy 1, Sniper (3+), Psychicbane
R +6 points	Liquefier Gun	Flame	3	6+	Assault 1
R +15 points	Ossefactor	24	3	2+	Assault 1, Poisoned (3+)

Monstrous Infantry

Grotesques Aberration Grotesque	**M WS BS S T W I A Ld Sv** 8 3+ 3+ 5 5 3 4 4 6 - 8 3+ 3+ 5 5 3 4 3 5 -	**Points: 172** **Composition:** **1 Aberration** **2-5 Grotesques**
Wargear Aberration: 2 Cleavers Grotesque: 2 Cleavers	**Options** May add up to 3 more Grotesques for +55 points each Any model may swap any Cleaver for M or S	**Rules** Aberration: Character Monstrous Infantry Furious Charge Very Bulky Psychotic Rampage – In each of your Command Phases, perform a Ld Test. I this unit fails, it treats all units on the table as enemy units, and all units on the table may treat this unit as an enemy unit. During the Movement Phase, it must Move as much as possible to the closest enemy unit. In the Shooting Phase it must shoot the closest enemy unit, or if cannot do that, Advance towards the closest enemy unit so long as its further than 12" away. In the Assault Phase, this unit must Declare a Charge against the closest enemy unit if possible. If it is

		Embarked during your Command Phase it does not have to Test. Spinal Stimulants – This model has a 4+ Feel No Pain. Grotesque: Monstrous Infantry Furious Charge Very Bulky Psychotic Rampage – In each of your Command Phases, perform a Ld Test. I this unit fails, it treats all units on the table as enemy units, and all units on the table may treat this unit as an enemy unit. During the Movement Phase, it must Move as much as possible to the closest enemy unit. In the Shooting Phase it must shoot the closest enemy unit, or if cannot do that, Advance towards the closest enemy unit so long as its further than 12" away. In the Assault Phase, this unit must Declare a Charge against the closest enemy unit if possible. If it is Embarked during your Command Phase it does not have to Test. Spinal Stimulants – This model has a 4+ Feel No Pain.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
M	Cleaver	Melee	User	-	Extra Attack 1
M +2 points	Flesh Gauntlet	Melee	User	-	Poisoned (3+)
M +5 points	Mind Phase Gauntlet	Melee	User	-	Tesla
M +5 points	Scissorhand	Melee	User	3+	Extra Attack 1
M +6 points	Agonizer	Melee	User	3+	Poisoned (3+)
S +5 points	Liquefier Gun	Flame	3	6+	Assault 1

Fast Attack 0-3 Slots

Swarms

Razorwing Flock Razorwing	**M WS BS S T W I A Ld Sv** 12 4+ 5+ 3 3 3 5 3 5 -	**Points: 75** **Composition:** **3-10 Razorwings**
Wargear Razorwing: Razor Feathers	**Options** May add up to 7 more Razorwings for +25 points each	**Rules** Razorwing: Swarm Beasts Sudden Descent Clog the Barrels Deepstrike Flying
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
M	Razor Feathers	Melee	User	-	Rending

Infantry

Corsair Cloud Dancers Felarch Cloud Dancer	**M WS BS S T W I A Ld Sv** 12 3+ 3+ 3 4 3 5 2 10 3+ 12 3+ 3+ 3 4 2 5 1 8 3+	**Points: 219** **Composition:** **1 Felarch** **4-9 Cloud Dancers**
Wargear Felarch: 2 Linked Splinter Rifles 2 Linked Splinter Pistols Cloud Dancer: 2 Linked Splinter Rifles 2 Linked Splinter Pistols	**Options** May add up to 5 more Cloud Dancers for +42 points each Felarch may swap 2 Linked Splinter Rifles for S or H Felarch may take one M Up to two Cloud Dancers may swap 2 Linked Splinter Rifles for S or H	**Rules** Felarch: Character Infantry Steed Combat Stimulants Sudden Descent Deepstrike Flying Very Bulky Cloud Dancer: Infantry Steed Combat Stimulants Sudden Descent Deepstrike Flying Very Bulky
Special Wargear:	**Special Wargear Upgrades:** Repulsor	This weapon grants Steady to the user

Selection	Name	Range	S	AP	Rules
R	2 Linked Splinter Rifles	18	3	-	Assault 2 x2, Poisoned (3+)
S +0 points	Shredder	12	6	-	Assault 1, 3” Blast, Rending
S +20 points	Blaster	18	9	2+	Assault 1, Lance, Monsterbane
H +13 points	Splinter Cannon	36	3	5+	Rapid Fire 3, Poisoned (3+), Repulsor
H +28 points	Dark Lance	36	9	2+	Heavy 1, Lance, Monsterbane, Repulsor
P	2 Linked Splinter Pistols	12	3	-	Pistol 1 x2, Poisoned (3+)
M +5 points	Void Sabre	Melee	User	2+	None

Hellions Helliarch Hellion	**M WS BS S T W I A Ld Sv** 12 3+ 3+ 3 3 2 5 2 10 5+ 12 3+ 3+ 3 3 1 5 1 8 5+	**Points: 158** **Composition:** **1 Helliarch** **4-19 Hellions**
Wargear Helliarch: Splinter Pistol Hellglaive Splinter Pod Hellion: Splinter Pistol Hellglaive Splinter Pod	**Options** May add up to 15 more Hellions for +30 points each Helliarch may swap Splinter Pistol for P Helliarch may swap Hellglaive for M Helliarch may take one L	**Rules** Helliarch: Character Infantry Combat Stimulants Sudden Descent Deepstrike Flying Bulky Hellion: Infantry Combat Stimulants Sudden Descent Deepstrike Flying Bulky
Special Wargear:	**Special Wargear Upgrades:** L Phantasm Grenade Launcher +10 points	

Selection	Name	Range	S	AP	Rules
P	Splinter Pistol	12	3	-	Pistol 1, Poisoned (3+)
P +25 points	Blast Pistol	6	9	2+	Pistol 1, Lance, Monsterbane
M	Hellglaive	Melee	+1	5+	Extra Attack 1, Rending
M +1 point	Agonizer	Melee	User	3+	Poisoned (3+)
M +1 point	Power Sword	Melee	+1	3+	None
R	Splinter Pod	18	3	-	Assault 2, Poisoned (3+)

Khymeras Khymera	**M WS BS S T W I A Ld Sv** 10 3+ 5+ 4 4 2 6 2 5 -	**Points: 100** **Composition:** **5-10 Khymeras**
Wargear Khymera: Claws	**Options** May add up to 5 more Khymeras for +20 points each	**Rules** Khymera: Infantry Beasts Fearless Daemonic – This model has a 5+ Invulnerability Save. Savage Animal – This model cannot Claim or Contest Objective Markers.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
M	Claws	Melee	User	-	Extra Attack 1

Reavers Arena Champion Reaver	**M WS BS S T W I A Ld Sv** 12 3+ 3+ 3 4 3 5 2 10 5+ 12 3+ 3+ 3 4 2 5 1 8 5+	**Points: 179** **Composition:** **1 Arena Champion** **4-9 Reavers**
Wargear Arena Champion: Splinter Rifle Splinter Pistol Bladevane Reaver: Splinter Rifle Splinter Pistol Bladevane	**Options** May add up to 5 more Reavers for +37 points each Arena Champion may swap Splinter Rifle for O Arena Champion may take one M Up to three Reavers may take one S	**Rules** Arena Champion: Character Infantry Steed Combat Stimulants Sudden Descent Deepstrike Flying Very Bulky Reaver: Infantry Steed Combat Stimulants Sudden Descent Deepstrike Flying Very Bulky
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
R	Splinter Rifle	18	3	-	Assault 2, Poisoned (3+)

O +24 points	Blaster	18	9	2+	Assault 1, Lance, Monsterbane
O +33 points	Heat Lance	12	10	1+	Assault 1, Lance, Monsterbane
P	Splinter Pistol	12	3	-	Pistol 1, Poisoned (3+)
M	Bladevane	Melee	+1	-	Rending
M +4 points	Power Sword	Melee	+1	3+	None
M +6 points	Agonizer	Melee	User	3+	Poisoned (3+)
S +9 points	Cluster Caltrops	Melee	+2	-	Auxiliary, 1d6 Impact Hits, Rending

Scourges Solarite Scourge	**M WS BS S T W I A Ld Sv** 12 3+ 3+ 3 3 2 5 2 10 3+ 12 3+ 3+ 3 3 1 5 1 8 3+	**Points: 190** **Composition:** **1 Solarite** **4-9 Scourges**
Wargear Solarite: Splinter Pistol Scourge: Shard Carbine	**Options** May add up to 5 more Scourges for +38 points each Solarite may swap Splinter Pistol for P Solarite may take one M One Scourge may swap Shard Carbine for S One Scourge may swap Shard Carbine for H	**Rules** Solarite: Character Infantry Combat Stimulants Sudden Descent Deepstrike Flying Bulky Spire Messengers – 12” Aura, target model or unit gains +6” to their Auras. Cast as a unit. Scourge: Infantry Combat Stimulants Sudden Descent Deepstrike Flying Bulky Spire Messengers – 12” Aura, target model or unit gains +6” to their Auras. Cast as a unit.
Special Wargear:	**Special Wargear Upgrades:** L Phantasm Grenade Launcher +10 points	

Selection	Name	Range	S	AP	Rules
P	Splinter Pistol	12	3	-	Pistol 1, Poisoned (3+)
P +7 points	Shard Carbine	18	3	-	Assault 3, Poisoned (3+)
P +25 points	Blast Pistol	6	9	2+	Pistol 1, Lance, Monsterbane

M +2 points	Venom Blade	Melee	User	-	Poisoned (2+)
M +4 point	Agonizer	Melee	User	3+	Poisoned (3+)
R	Shard Carbine	18	3	-	Assault 3, Poisoned (3+)
S +0 points	Haywire Blaster	24	3	3+	Assault 1, Haywire (3+)
S +0 points	Shredder	12	6	-	Assault 1, 3" Blast, Rending
S +20 points	Blaster	18	9	2+	Assault 1, Lance, Monsterbane
H +13 points	Splinter Cannon	36	3	5+	Rapid Fire 3, Poisoned (3+), Repulsor
H +28 points	Dark Lance	36	9	2+	Heavy 1, Lance, Monsterbane, Repulsor

Skyweavers Skyweaver	**M WS BS S T W I A Ld Sv** 12 3+ 3+ 3 4 3 5 2 9 -	**Points: 104** **Composition:** **2-6 Skyweavers**
Wargear Skyweaver: Haywire Cannon Zepherglaive Holo Suit	**Options** May take up to 4 more Skyweavers for +52 points each Any model may swap Haywire Cannon for H Any model may swap Zepherglaive for G	**Rules** Skyweaver: Infantry Steed Harlequin Deepstrike Fly Outflank Very Bulky
Special Wargear: Holo Suit – 4+ Invulnerability Save.	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
H	Haywire Cannon	24	3	3+	Assault 2, Haywire (3+)
H +10 points	Shuriken Cannon	24	6	5+	Assault 3, Rending
M	Zepherglaive	Melee	+1	3+	Counterattack
G +4 points	Star Bolas	12	6	2+	Grenade 1, 3" Blast

Monstrous Infantry

Clawed Fiends Clawed Fiend	**M WS BS S T W I A Ld Sv** 8 4+ 5+ 5 5 3 5 3 5 -	**Points: 96** **Composition:** **3-6 Clawed Fiends**
Wargear Clawed Fiend: Clawed Fists	**Options** May add up to 3 more Clawed Fiends for +32 points each	**Rules** Clawed Fiend: Monstrous Infantry Beasts Furious Charge Very Bulky
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
M	Clawed Fists	Melee	User	4+	Extra Attack 1

Heavy Support 0-3 Slots

Monsters

Cronos Cronos	**M WS BS S T W I A Ld Sv** 8 3+ 3+ 6 7 8 4 4 10 3+	**Points: 176** **Composition:** **1-3 Cronos**
Wargear Cronos: Spirit Syphon Spirit Leech Tentacles	**Options** May add up to two more Cronos for +176 points each Any model may take one S or E	**Rules** Solarite: Monster Combat Stimulants Sudden Descent Deepstrike Fearless Flying
Special Wargear:	**Special Wargear Upgrades:** E Spirit Probes +5 points	This model's Melee Attacks ignore Feel No Pain.

Selection	Name	Range	S	AP	Rules
F	Spirit Syphon	Flame	3	3+	Assault 1
M	Spirit Leech Tentacles	Melee	User	3+	Counterattack
S +9 points	Spirit Vortex	18	3	3+	Assault 1, 5" Blast

Talos Talos	**M WS BS S T W I A Ld Sv** 8 3+ 3+ 6 7 8 4 4 10 3+	**Points: 154** **Composition:** **1-3 Talos**
Wargear Talos: Stinger Pod Ichor Injectors	**Options** May add up to two more Talos for +154 points each Any model may swap Stinger Pod for H Any model may swap Ichor Injectors for M	**Rules** Talos: Monster Combat Stimulants Sudden Descent Deepstrike Fearless Flying
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
H	Stinger Pod	24	5	5+	Assault 2, 3” Blast
H +2 points	2 Linked Haywire Blasters	24	3	3+	Assault 1 x2, Haywire (3+)
H +16 points	2 Linked Splinter Cannons	36	3	5+	Rapid Fire 3 x2, Poisoned (3+)
H +64 points	2 Linked Heat Lances	12	10	1+	Assault 1 x2, Lance, Monsterbane
M	Ichor Injectors	Melee	User	-	Extra Attack 1, Poisoned (3+)
M +1 point	Chain Flails	Melee	User	-	Extra Attack 1, Rending
M +3 points	2 Linked Liquefier Guns	Flame	3	6+	Assault 1 x2
M +7 points	Macro Scalpel	Melee	+1	3+	Extra Attack 1
M +12 points	Talos Gauntlet	Melee	+3	3+	Extra Attack 1, Slow, Monsterbane

Vehicles

Ravagers Ravager	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 3+ 6 10 10 10 10 1 3 9 3+	**Points: 98** **Composition:** **1-3 Ravagers**
Wargear Ravager: Disintegrator Cannon 2 Disintegrator Cannons	**Options** May add up to two more Ravagers for +98 points each Any model may swap Disintegrator Cannon for H Any model may swap 2 Linked Disintegrator Cannons for S Any model may take one M Any model may take one D Any model may take one L Any model may take up to one of each E	**Rules** Ravager: Vehicle Tank Sudden Descent Deepstrike Flying Open Topped
Special Wargear:	**Special Wargear Upgrades:** L Phantasm Grenade Launcher +10 points E Splinter Racks +5 points E Grisly Trophies +10 points E Night Shields +12 points E Enhanced Aethersails +20 points	

Selection	Name	Range	S	AP	Rules
H	Disintegrator Cannons	36	5	2+	Heavy 3, Hull, Primary
H +8 points	Dark Lance	36	9	2+	Heavy 1, Lance, Monsterbane, Hull, Primary
S	2 Disintegrator Cannons	36	5	2+	Heavy 3 x2, Sponson, Primary
S +24 points	2 Dark Lances	36	9	2+	Heavy 1 x2, Lance, Monsterbane, Sponson, Primary
M +1 point	Chain Snares	Melee	User	5+	Auxiliary, Accurate, Rending
D +7 points	Shock Prow	Melee	User	-	Accurate, Tesla

Reapers Reaper	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 3+ 6 10 10 10 10 1 3 9 3+	**Points: 78** **Composition:** **1-3 Reapers**
Wargear Reaper: Storm Vortex Projector	**Options** May add up to two more Reapers for +78 points each Any model may swap Any model may take one M Any model may take one D Any model may take one L Any model may take up to one of each E	**Rules** Reaper: Vehicle Tank Sudden Descent Deepstrike Flying Open Topped
Special Wargear:	**Special Wargear Upgrades:** L Phantasm Grenade Launcher +10 points E Splinter Racks +5 points E Grisly Trophies +10 points E Night Shields +12 points E Enhanced Aethersails +20 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
H	Storm Vortex Projector	36	3	3+	Heavy 3, Tesla, Haywire (3+), Hull, Primary
M +1 point	Chain Snares	Melee	User	5+	Auxiliary, Accurate, Rending
D +7 points	Shock Prow	Melee	User	-	Accurate, Tesla

Voidweavers Voidweaver	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 3+ 5 10 10 10 6 1 3 9 3+	**Points: 45** **Composition:** **1-3 Voidweavers**
Wargear Voidweaver: Haywire Cannon 2 Linked Shuriken Catapults	**Options** May add up to two more Voidweavers for +45 points each Any model may swap Haywire Cannon for T Any model may take one S Any model may take up to one of each E	**Rules** Voidweaver: Vehicle Tank Harlequin Deepstrike Flying Open Topped
Special Wargear:	**Special Wargear Upgrades:** E Vectored Engines +5 points E Spirit Stones +5 points E Holo Fields +12 points	

Selection	Name	Range	S	AP	Rules
T	Haywire Cannon	24	3	3+	Assault 2, Haywire (3+), Sponson, Primary
T +32 points	Prismatic Cannon	24 Or 24	9 Or 4	1+ Or 3+	Assault 1, Lance, Monsterbane, Sponson, Primary Or Assault 1, 5' Blast, Sponson, Primary
S +6 points	Haywire Cannon	24	3	3+	Assault 2, Haywire (3+), Sponson
S +38 points	Prismatic Cannon	24 Or 24	9 Or 4	1+ Or 3+	Assault 1, Lance, Monsterbane, Sponson, Primary Or Assault 1, 5' Blast, Sponson, Primary
H	2 Linked Shuriken Catapults	18	3	-	Assault 2 x2, Rending, Hull

Flyers 0-2 Slots

Raven Strike Fighters Raven	**M WS BS S FA SA RA W I A Ld Sv** 60 5+ 3+ 6 10 10 10 10 1 3 9 3+	**Points: 212** **Composition:** **1-3 Ravens**
Wargear Raven: Splinterstorm Cannon 2 Linked Dark Lances	**Options** May add up to two more Ravens for +212 points each	**Rules** Raven: Vehicle Sudden Descent Deepstrike High Altitude Acrobatic Maneuvers – This model has a 4+ Invulnerability Save.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
H	Splinterstorm Cannon	36	3	-	Heavy 10, Poisoned (3+), Hull, Primary
H	2 Linked Dark Lances	36	9	2+	Heavy 1 x2, Lance, Monsterbane, Hull, Primary

Razorwing Fighters Razorwing	**M WS BS S FA SA RA W I A Ld Sv** 60 5+ 3+ 6 10 10 10 10 1 3 9 3+	**Points: 170** **Composition:** **1-3 Razorwings**
Wargear Razorwing: 2 Linked Splinter Rifles 2 Linked Disintegrator Cannons 2 Linked Necrotoxin Missiles	**Options** May add up to two more Razorwings for +170 points each Any model may swap 2 Linked Splinter Rifles for H Any model may swap 2 Linked Disintegrator Cannons for W Any model may swap 2 Linked Necrotoxin Missiles for M Any model may take up to one of each E	**Rules** Razorwing: Vehicle Sudden Descent Deepstrike High Altitude
Special Wargear:	**Special Wargear Upgrades:** E Night Shields +12 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
H	2 Linked Splinter Rifles	18	3	-	Assault 2 x2, Poisoned (3+), Hull, Primary
H +5 points	Splinter Cannon	36	3	5+	Rapid Fire 3, Poisoned (3+), Hull, Primary
W	2 Linked Disintegrator Cannons	36	5	2+	Heavy 3 x2, Hull, Primary
W +16 points	2 Linked Dark Lances	36	9	2+	Heavy 1 x2, Lance, Monsterbane, Hull, Primary
M	2 Linked Necrotoxin Missiles	48	3	3+	Heavy 1 x2, 5” Blast, Poisoned (3+), One Use Only, Hull, Primary
M +0 points	2 Linked Monoscythe Missiles	48	6	5+	Heavy 1 x2, 5” Blast, One Use Only, Hull, Primary
M +6 points	2 Linked Shatterfield Missiles	48	7	-	Heavy 1 x2, 5” Blast, Rending, One Use Only, Hull, Primary

Voidraven Bombers Voidraven	**M WS BS S FA SA RA W I A Ld Sv** 60 5+ 3+ 6 10 10 10 10 1 3 9 3+	**Points: 209** **Composition:** **1-3 Voidravens**
Wargear Voidraven: 2 Linked Dark Lances Necrotoxin Missile Rack Void Mines	**Options** May add up to two more Voidravens for +209 points each Any model may swap 2 Linked Dark Lances for W Any model may swap Necrotoxin Missile Rack for M Any model may take up to one of each E	**Rules** Voidraven: Vehicle Sudden Descent Deepstrike High Altitude
Special Wargear:	**Special Wargear Upgrades:** E Night Shields +12 points	

Selection	Name	Range	S	AP	Rules
W	2 Linked Dark Lances	36	9	2+	Heavy 1 x2, Lance, Monsterbane, Hull, Primary
W +22 points	2 Linked Darkscythes	24	D	2+	Heavy 1 x2, 3” Blast, Destroyer, Monsterbane, Hull, Primary
M	Necrotoxin Missile Rack	48	3	3+	Heavy 1 x2, 5” Blast, Poisoned (3+), Hull, Primary
M +0 points	Monoscythe Missile Rack	48	6	5+	Heavy 1 x2, 5” Blast, Hull, Primary
M +6 points	Shatterfield Missile Rack	48	7	-	Heavy 1 x2, 5” Blast, Rending, Hull, Primary
B	Void Mines	Bomb	9	2+	Heavy 1, 5” Blast, Lance, Monsterbane, Hull, Primary

Dedicated Transport 0-1/Legal Slot

Raider Raider	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 3+ 6 10 10 10 10 1 3 9 3+	**Points: 148** **Composition:** **1 Raider**
Wargear Ravager: Disintegrator Cannon	**Options** May swap Disintegrator Cannon for H May take one M May take one D May take one L May take up to one of each E	**Rules** Ravager: Vehicle Tank Exposed Transport Sudden Descent Deepstrike Flying Open Topped Transport 12 – Access Sides and Rear. Assault Ramps. 10 360 Fire Ports.
Special Wargear:	**Special Wargear Upgrades:** L Phantasm Grenade Launcher +10 points E Splinter Racks +5 points E Grisly Trophies +10 points E Night Shields +12 points E Enhanced Aethersails +20 points	

Selection	Name	Range	S	AP	Rules
H	Disintegrator Cannons	36	5	2+	Heavy 3, Hull, Primary
H +8 points	Dark Lance	36	9	2+	Heavy 1, Lance, Monsterbane, Hull, Primary
M +1 point	Chain Snares	Melee	User	5+	Auxiliary, Accurate, Rending
D +7 points	Shock Prow	Melee	User	-	Accurate, Tesla

Venom Venom	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 3+ 6 10 10 10 6 1 3 9 3+	**Points: 98** **Composition:** **1 Venom**
Wargear Venom: 2 Linked Splinter Rifles	**Options** May swap 2 Linked Splinter Rifles for H May take up to one of each E	**Rules** Venom: Vehicle Tank Exposed Transport Sudden Descent Deepstrike Flying Open Topped Transport 6 – Access Sides and Rear. Assault Ramps. 6 360 Fire Ports.
Special Wargear:	**Special Wargear Upgrades:** E Splinter Racks +5 points E Grisly Trophies +10 points E Night Shields +12 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
H	2 Linked Splinter Rifles	18	3	-	Assault 2 x2, Poisoned (3+), Hull, Primary
H +5 points	Splinter Cannon	36	3	5+	Rapid Fire 3, Poisoned (3+), Hull, Primary

Starweaver Starweaver	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 3+ 5 10 10 10 6 1 3 9 3+	**Points: 108** **Composition:** **1 Starweaver**
Wargear Starweaver: 2 Linked Shuriken Cannons	**Options** May take up to one of each E	**Rules** Starweaver: Vehicle Tank Exposed Transport Harlequin Deepstrike Flying Open Topped Transport 6 – Access Front, Sides, and Rear. Assault Ramps. 6 360 Fire Ports.
Special Wargear:	**Special Wargear Upgrades:** E Vectored Engines +5 points E Spirit Stones +5 points E Holo Fields +12 points	

Selection	Name	Range	S	AP	Rules
H	2 Linked Shuriken Cannons	24	6	5+	Assault 3 x2, Rending, Hull, Primary

Lord of War 0-1 Slots

Avatar of Ynnead Avatar of Ynnead	**M WS BS S T W I A Ld Sv** 8 2+ 2+ 6 6 12 10 6 10 3+	**Points: 457** **Composition:** **1 Avatar of Ynnead**
Wargear Avatar of Ynnead: Vilith-Zhar	**Options** May take up to one Spell for each level of Psychic Mastery	**Rules** Avatar of Ynnead: Independent Character Monster Unique Deepstrike Fearless Fleet Psychic Mastery Level 3 Stubborn Follower of Ynnead – This model is not affected by your Kabal rules. Avatar of Ynnead – 6" True Aura, for each model slain, friend or foe, this model rolls a d6. On a 4+ it gains +1 Wound, even if it exceeds its starting Wound count. Daemonic Avatar – This model has a 4+ Invulnerability Save and a 5+ Feel No Pain. Death Avatar – 6" Aura, target unit must take a Fear Test.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
M	Vilith-Zhar	Melee	User	2+	Poisoned (2+), Ignores Invulnerability Saves

Tantalus Tantalus	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 3+ 7 12 12 10 18 1 6 9 3+	**Points: 313** **Composition:** **1 Tantalus**
Wargear Tantalus: 2 Linked Pulse Disintegrators Dire Scythe Blades	**Options** May take one L May take up to one of each E	**Rules** Tantalus: Vehicle Tank Exposed Transport Sudden Descent Deepstrike Flying Open Topped Transport 16 – Access Sides and Rear. Assault Ramps. 16 360 Fire Ports.
Special Wargear:	**Special Wargear Upgrades:** L Phantasm Grenade Launcher +10 points E Splinter Racks +5 points E Grisly Trophies +10 points E Night Shields +12 points E Enhanced Aethersails +20 points	

Selection	Name	Range	S	AP	Rules
H	2 Linked Pulse Disintegrator Cannons	36	5	2+	Assault 6 x2, Hull, Primary
M	Dire Scythe Blades	Melee	X2	2+	Slow, Accurate, Monsterbane, Primary
M +1 point	Chain Snares	Melee	User	5+	Auxiliary, Accurate, Rending
D +7 points	Shock Prow	Melee	User	-	Accurate, Tesla

Fortification 0-1/1000 points

Webway Gate Webway Gate	**M WS BS S T W I A Ld Sv** - - - - 7 20 - - - 3+	**Points: 201** **Composition:** **1 Webway Gate**
Wargear Webway Gate: Web Shielding	**Options**	**Rules** Webway Gate: Building Immobile Objective Secured Webway – Any friendly unit may arrive from Reserve as if it had Disembarked from the Webway Gate instead of normal. Access is on the Front and Back.
Special Wargear: Web Shielding – 5+ Invulnerability Save.	**Special Wargear Upgrades:**	