Eldar

"Would that it were not this way, but for our people to survive we must all tread the darkest of paths!

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What are the Eldar? The Eldar are one of the oldest races in the galaxy. Remnants of their once great Empire, they clashed with gods and what is now known as Necrons in the War of Heavens. Despite their tremendous loss of their once galactic wide empire, they are still a formidable and slippery foe, capable of intense trickery and elaborate traps to ensare their foe with limited loss to their own dwindling forces. To field the Eldar is to field finesse like a fine tool, well honed and capable of incredibly precision strikes.

Army Difficulty 1-5: 5. Eldar are incredibly specialized. When in their designed element they can massively inflict damage and chaos with terrifying ease. However, when caught in less ideal circumstances they tend to fall quickly. Learning to use this army can be tough but highly rewarding to a patient student of the Exarchs.

Strengths: This army boasts some of the fastest units in the game. Highly versatile weapons ensure that every shot counts or can inflict moderate damage in most situations. Highly elite infantry ensure that you can easily cut off and destroy outlying enemy units, peeling them like and onion until there is nothing left.

Weaknesses: The army does not have any sacrificial models. Instead of using weaker units as bait for setting up a devastating charge and other sacrificial tactics, you will have to find ways to use their maneuvering and crippling dual purpose spells to keep the enemy unable to charge and hit you. When they do, if the needed unit is not in the right place to assist it can be catastrophic.

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.

- **Blind –** All charges against this model are considered Disorganized Charges.
- **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.
- **Pheonix Lord –** This model has a 3+ Invulnerability Save.
- **Wraith –** A keyword for denoting Wraith units.

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

- **Flip Belt –** This model ignores Terrain and Models for the purposes of Moving, Advancing, Charging, and Falling Back.
- **Force Field –** This model gains a 4+ Invulnerability Save.
- **Ghosthelm –** This model is immune to Perils of the Warp.
- **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.
- **Rune Armour –** This model gains a 4+ Invulnerability Save.
- **Spirit Stones -** This model may treat Crew Stun as Weapon Disabled results.
- **Vectored Engines -** This model may Pivot immediately after resolving Shooting attacks in your Shooting Phase.

Spells – The following Spells are used by many Datasheets in this codex and are listed here to prevent redundancies.

Spell +7 points	Force Lightning Cast 7+	18	5	-	Assault 4, Tesla
Spell +10 points	Horrify Cast 6+	18	-	-	Target unit must cancel an ongoing friendly Aura of their choice.

Spell +10 points	Quicken and Restrain Cast 6+	18	-	-	Target unit may reroll failed Charges until your next Psychic Phase. Target unit moves at half speed in the Movement Phase until your next Psychic Phase.
Spell +15 points	Conceal and Reveal Cast 6+	18	-	-	Target unit gains Stealth until your next Psychic Phase. Target unit suffers -1 to Cover Saves until your next Psychic Phase.
Spell +30 points	Impair Senses Cast 7+	18	-	-	Place a 10" Blast Template to represent an Impairing Cloud. Any non Eldar (Dark Eldar are still affected) shooting in to, out of, or through this cloud suffers -1 To Hit and +1 to the distance Scattered for Blast Templates. Remove at the start of your next Psychic Phase.
Spell +37 points	Enhance and Drain Cast 7+	18	-	-	Target unit gains +1 To Hit in Melee until your next Psychic Phase. Target NonTitanic unit suffers -1 To Hit in Melee until your next Psychic Phase.

Craft Worlds

Eldar hail from different Craft Worlds. Some are ancient civilizations and others are massive ships that act as the center of their culture. Each is laced with the souls of those who have fallen and each has their own style of fighting and surviving in the dark future. The following are army rules you can use to build your force. The entire army must draw from one Craft World, and datasheets unique to specific Craft Worlds will have the keyword in blue, as well as any stat changes from the Craft World rules baked into the profile.

Alaitoc:

- Ambushers: All Infantry models in your army gain Infiltrate. If they already have Infiltrate they gain Outflank instead.
- Indirect Tactics: All Infantry models in your army cannot Claim or Contest Objective Markers in your Deployment Zone.

Average:

- This army is fielded exactly as presented in this Codex with no changes.

Biel-Tan:

- Lost Home World: Models in your army count as half a model for Contesting Objective Markers and suffer Ld-1.
- Swordwind: All models in your army may reroll 1s To Hit. Models that can already reroll 1s To Hit instead reroll 2s To Hit.

Iyanden:

- Lost Home World: Models in your army count as half a model for Contesting Objective Markers and suffer Ld-1.
- Reliance on the Dead: Wraith models in your army gain Objective Secured.

Mymeara:

- Isolationists: All infantry models in your army gain Stealth. If they already had Stealth, they swap it for Shroud instead.
- Lost Home World: Models in your army count as half a model for Contesting Objective Markers and suffer Ld-1.

Saim-Hann:

- Wild Riders: Models with Steed may be taken as a Troop Choice.
- Reckless Assault: Models with Steed that Declare a Charge against models in Cover must take a Dangerous Terrain test after they move into Base Contact. If they have to Consolidate during the Melee, each Consolidating model must take a Dangerous Terrain test each time.

Ulthwe:

- Prescience: For every 1000 points your force is allotted, you may redeploy 1 unit after Deployment but before Infiltrators are placed.
- Psychic Dependence: If a model with Psychic Mastery Level # is slain, all friendly units within 6" must take a Pinning Test.

HQ Slots 1-2 Slots

Generic

Autarch Autarch	**M WS BS S T W I A Ld Sv** 8 2+ 2+ 3 3 5 5 4 10 3+	**Points: 166** **Composition:** **1 Autarch**
Wargear Autarch: 2 Shuriken Pistols Haywire Grenades Plasma Grenades Force Shield	**Options** May swap one Shuriken Pistol for R May swap any Shuriken Pistol for P or M May take one B	**Rules** Autarch: Independent Character Infantry The Path of Command – 6" Aura, this model and target unit may reroll 1s To Hit.
Special Wargear:	**Special Wargear Upgrades:** B Warp Jump Generator - +8 points	Warp Jump Generator – This model ignores Terrain and

		models for Moving, Advancing, Charging, and Falling Back. This model may choose to move up to +2d6" instead of its normal Movement in the Movement Phase. If it does so, the unit makes a Dangerous Terrain Test.
	B Swooping Hawk Wings +16 points	M+4, gain Deepstrike, Flying. If this model is not engaged in Melee it may go back into Reserves at the end of your Movement Phase.
	B Jetbike +22 points	M+4, T+1, W+1, gain Steed, Deepstrike, Fly, Very Bulky

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P	Shuriken Pistol	12	3	-	Pistol 1, Rending
R +2 points	Avenger Shuriken Catapult	18	3	-	Assault 2, Rending
R +5 points	Lasblaster	24	3	3+	Assault 3
R +8 points	Death Spinner	12	6	-	Assault 2, Rending
R +24 points	Reaper Launcher	48 Or 48	8 Or 5	3+ Or 3+	Heavy 1, Monsterbane Or Heavy 2
P +26 points	Fusion Pistol	6	8	1+	Pistol 1, Melta, (Monsterbane)
M +0 points	Scorpion Chainsword	Melee	+1	6+	Rending
M +5 points	Power Sword	Melee	+1	3+	None
M +6 points	Power Axe	Melee	+2	4+	None
M +8 points	Power Maul	Melee	+2	4+	Concussion
M +9 points	Starglaive	Melee	+1	3+	Counterattack
M +17 points	Laser Lance	6 Or Melee	6 Or 6	3+ Or 3+	Assault 1 Or None
G	Haywire Grenades	8	3	3+	Grenade 1, Nonblast, Haywire (3+)
G	Plasma Grenades	8	4	4+	Grenade 1, Nonblast, Blind

Farseer Farseer	**M WS BS S T W I A Ld Sv** 8 2+ 2+ 3 3 5 5 3 10 -	**Points: 213** **Composition:** **1 Farseer**
Wargear Farseer: Shuriken Pistol Witchblade Rune Armour Ghosthelm	**Options** May swap Witchblade for M May take up to one Spell for each level of Psychic Mastery May take one B	**Rules** Farseer: Independent Character Infantry Psychic Mastery Level 3
Special Wargear:	**Special Wargear Upgrades:** B Jetbike +22 points	M+4, T+1, W+1, gain Steed, Deepstrike, Fly, Very Bulky

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P	Shuriken Pistol	12	3	-	Pistol 1, Rending
M	Witchblade	Melee	User	3+	Extra Attack 1, Poisoned (3+)
M +1 point	Singing Spear	12 Or Melee	3 Or User	3+ Or 3+	Assault 1, Poisoned (3+) Or Poisoned (3+)

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.

Spiritseer Spiritseer	**M WS BS S T W I A Ld Sv** 8 2+ 2+ 3 3 5 5 3 10 -	**Points: 262** **Composition:** **1 Spiritseer**
Wargear Spiritseer: Shuriken Pistol Witch Staff Rune Armour Ghosthelm	**Options** May take up to one Spell for each level of Psychic Mastery	**Rules** Spiritseer: Independent Character Infantry Psychic Mastery Level 2 Communion with the Dead – 6" Aura, target Wraith unit gains 5+ Feel No Pain.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
P	Shuriken Pistol	12	3	-	Pistol 1, Rending
M	Witch Staff	Melee	User	-	Poisoned (2+)

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:**	

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

Bel-Annath Bel-Annath	**M WS BS S T W I A Ld Sv** 8 2+ 2+ 3 3 5 5 3 9 -	**Points: 313** **Composition:** **1 Bel-Annath**
Wargear Bel-Annath: Fusion Pistol The Sundered Spear Plasma Grenades Rune Armour Ghosthelm	**Options** May take up to one Spell for each level of Psychic Mastery	**Rules** Bel-Annath: Independent Character Infantry Unique Mymeara Psychic Mastery Level 3 Stealth Autarch of Mymeara – 6" Aura, this model and target unit may move d6" after Shooting in the Shooting Phase.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P	Fusion Pistol	6	8	1+	Pistol 1, Melta, (Monsterbane)
M	The Sundered Spear	Flame Or Melee	3 Or User	3+ Or 3+	Assault 1, Poisoned (3+) Or Poisoned (3+)
G	Plasma Grenades	8	4	4+	Grenade 1, Nonblast, Blind

Eldrad Ulthran Eldrad	**M WS BS S T W I A Ld Sv** 8 2+ 2+ 3 3 5 5 3 10 -	**Points: 302** **Composition:** **1 Eldrad**
Wargear Eldrad: Precognition Shuriken Pistol Witchblade Staff of Ulthamar Rune Armour Ghosthelm Spiritlink	**Options** May take up to one Spell for each level of Psychic Mastery	**Rules** Eldrad: Independent Character Infantry Unique Psychic Mastery Level 4
Special Wargear: Spiritlink - +1 to Deny the Witch.	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
S	Precognition Cast 8+	240	-	-	Target unit may reroll all failed Saves (Feel No Pains are not

					Saves) until your next Psychic Mastery Phase
P	Shuriken Pistol	12	3	-	Pistol 1, Rending
M	Witchblade	Melee	User	3+	Extra Attack 1, Poisoned (3+)
M	Staff of Ulthamar	Melee	User	3+	Haywire (2+)
G	Plasma Grenades	8	4	4+	Grenade 1, Nonblast, Blind

Prince Yriel Yriel	**M WS BS S T W I A Ld Sv** 8 2+ 2+ 3 3 5 5 4 10 3+	**Points: 208** **Composition:** **1 Yriel**
Wargear Autarch: The Spear of Twilight Plasma Grenades Force Shield	**Options**	**Rules** Yriel: Independent Character Infantry Unique Cursed – Saves of natural 6s this model makes against Melee attacks must be rerolled. Reckless Tactics – 6" Aura, this model and target unit gain Counterattack. The Path of Command – 6" Aura, this model and target unit may reroll 1s To Hit. Daemonic Thirst - A weapon with this rule inflicts a Mortal Wound on its bearer in each of your Command Phases if you did not cause a Wound with the weapon during the last Turn. This does not trigger on Turn 1. If you roll a 1 for Extra Attack you may make no attacks this Melee phase and suffer 1 Mortal Wound.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
M	The Spear of Twilight	Melee	+1	2+	Extra Attack d6, Daemonic Thirst
G	Plasma Grenades	8	4	4+	Grenade 1, Nonblast, Blind

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 Force Field 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 Craft World rules. Herald of Ynnead - 6" Aura, this model and target unit may reroll 1s To Hit and Wound.
Special Wargear: Grynx Familiar – This model gains +1 To Cast.	**Special Wargear Upgrades:**	

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

Bonesinger Bonesinger	**M WS BS S T W I A Ld Sv** 8 3+ 3+ 3 3 4 5 3 10 -	**Points: 81** **Composition:** **1 Bonesinger**
Wargear Bonesinger: None Rune Armour	**Options** May take Psychic Mastery Level +1 for +15 points May take up to one Spell for each level of Psychic Mastery May take up to one of each E	**Rules** Bonesinger: Independent Character Infantry Psychic Mastery Level 1 Bonesing – 12" Aura, target Vehicle or Wraith model Repairs or Heals 1 Wound. Roll a d6, on a 5+ restore secondary service from a Vehicle Penetration Result, but not the additional lost Wounds.

Special Wargear:	Special Wargear Upgrades: E Ghosthelm +20 points	

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:	

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

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:	

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

Warlock Warlock	**M WS BS S T W I A Ld Sv** 8 3+ 3+ 3 3 4 5 3 10 -	**Points: 80** **Composition:** **1 Warlock**
Wargear Warlock: Shuriken Pistol Witchblade Rune Armour	**Options** May swap Witchblade for M May take Psychic Mastery Level +1 for +15 points May take up to one Spell for each level of Psychic Mastery May take one B May take up to one of each E	**Rules** Warlock: Independent Character Infantry Psychic Mastery Level 1
Special Wargear:	**Special Wargear Upgrades:** B Jetbike +17 points E Ghosthelm +20 points	M+4, T+1, W+1, gain Steed, Deepstrike, Fly, Very Bulky

Selection	Name	Range	S	AP	Rules
P	Shuriken Pistol	12	3	-	Pistol 1, Rending
M	Witchblade	Melee	User	3+	Extra Attack 1, Poisoned (3+)
M +1 point	Singing Spear	12 Or Melee	3 Or User	3+ Or 3+	Assault 1, Poisoned (3+) Or Poisoned (3+)

Unique

Illic Nightspear Illic	**M WS BS S T W I A Ld Sv** 8 2+ 2+ 3 3 4 5 3 10 4+	**Points: 145** **Composition:** **1 Illic**
Wargear Illic: Voidbringer Shuriken Pistol Power Sword	**Options**	**Rules** Illic: Independent Character Infantry Unique Infiltrate Stealth Master of Pathfinders – 6" Aura, this model and target unit may reroll 1s To Wound with ranged attacks. Sharpshot – This model may reroll all failed To Hit rolls with ranged attacks.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
S	Voidbringer	48	3	2+	Heavy 1, Sniper (2+)
P	Shuriken Pistol	12	3	-	Pistol 1, Rending
M	Power Sword	Melee	+1	3+	None

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:	**Special Wargear Upgrades:**	

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

Troops 2-6 Slots

Dire Avengers Exarch Dire Avenger	**M WS BS S T W I A Ld Sv** 8 3+ 3+ 3 3 3 5 2 10 3+ 8 3+ 3+ 3 3 2 5 1 8 3+	**Points: 143** **Composition:** **1 Exarch** **4-9 Dire Avengers**
Wargear Exarch: 2 Shuriken Pistols Power Sword Plasma Grenades Battle Fortune Dire Avenger: Avenger Shuriken Catapult Combat Knife Plasma Grenades	**Options** May take up to 5 more Dire Avengers for +24 points each Exarch may swap any Shuriken Pistols for OR Exarch may swap Power Sword for M Exarch may take one E	**Rules** Exarch: Character Infantry Protectors – This model Overwatches on a 5+. With Pistols it Overwatches on a 4+. Dire Avenger: Infantry Protectors – This model Overwatches on a 5+. With Pistols it Overwatches on a 4+.
Special Wargear:	**Special Wargear Upgrades:**	

Battle Fortune – 4+ Invulnerability Save.	E Simmerfield +36 points	This model's unit gains a 5+ Invulnerability Save.

Selection	Name	Range	S	AP	Rules
OP	Shuriken Pistol	12	3	-	Pistol 1, Rending
OR +2 points	Avenger Shuriken Catapult	18	4	-	Assault 2, Rending
M	Combat Knife	Melee	User	-	Extra Attack 1
M	Power Sword	Melee	+1	3+	None
M +5 points	Diresword	Melee	User	2+	Ignores Invulnerability Saves
R	Avenger Shuriken Catapult	18	3	-	Assault 2, Rending
G	Plasma Grenades	8	4	4+	Grenade 1, Nonblast, Blind

Guardian Defenders Defender Platform	**M WS BS S T W I A Ld Sv** 8 4+ 4+ 3 3 1 5 1 7 4+ 8 4+ 4+ 3 3 2 5 1 7 4+	**Points: 80** **Composition:** **10-20 Defenders** **0-1 Platforms**
Wargear Defender: Lasgun Plasma Grenades Platform: Starcannon Plasma Grenades	**Options** May take up to 10 more Defenders for +8 points each Any model may swap Lasgun for R or P May swap one Defender for a Platform for +14 points Platform may swap Starcannon for H	**Rules** Defender: Infantry Platform: Infantry Weapons Platform – This model is considered to be a Monstrous Infantry for the purpose of Moving and Shooting or Shooting in Melee.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
R	Lasgun	12	3	-	Rapid Fire 1
R +2 points	Shuriken Catapult	18	3	-	Assault 2, Rending
P +1 point	Dual Laspistols	12	3	-	Pistol 1 x2
H	Starcannon	36	6	2+	Heavy 2
H +1 point	Shuriken Cannon	24	6	5+	Assault 3, Rending
H +5 points	Scatter Laser	36	7	6+	Heavy 4, Monsterbane
H +10 points	Plasma Missile Launcher	48 Or 48	8 Or 4	3+ Or 4+	Heavy 1, Monsterbane Or Heavy 1, 3" Blast

H +18 points	Bright Lance	36	9	2+	Heavy 1, Lance, Monsterbane
G	Plasma Grenades	8	4	4+	Grenade 1, Nonblast, Blind

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:**	

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

Rangers Ranger	**M WS BS S T W I A Ld Sv** 8 3+ 3+ 3 3 1 5 1 8 4+	**Points: 120** **Composition:** **5-10 Rangers**
Wargear Ranger: Ranger Long Rifle Shuriken Pistol	**Options** May take up to 5 more Rangers for +24 points each	**Rules** Ranger: Infantry Infiltrate Stealth
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
S	Ranger Long Rifle	36	3	6+	Heavy 1, Sniper (3+)
P	Shuriken Pistol	12	3	-	Pistol 1, Rending

Storm Guardians Guardian Serpent's Scale Platform	**M WS BS S T W I A Ld Sv** 8 3+ 3+ 3 3 1 5 1 8 4+ 8 - - 3 3 2 - - - 4+	**Points: 160** **Composition:** **10-20 Guardians** **0-2 Serpent's Scale Platforms**
Wargear Guardian: Shuriken Pistol Chainsword Plasma Grenades Serpent's Scale Platform: None	**Options** May take up to 10 more Guardians for +16 points each Up to 2 Guardians may swap Shuriken Pistol for S May take up to two Shield Platform for +40 points each	**Rules** Guardian: Infantry Serpent's Scale Platform: Infantry Shield Generator – 6" Aura, target unit gains a 5+ Invulnerability Save.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
P	Shuriken Pistol	12	3	-	Pistol 1, Rending
S +7 points	Flamer	Flame	4	5+	Assault 1
S +24 points	Fusion Gun	12	8	1+	Assault 1, Melta, (Monsterbane)
M	Chainsword	Melee	User	6+	Rending
G	Plasma Grenades	8	4	4+	Grenade 1, Nonblast, Blind

Elite 0-3 Slots

Fire Dragons Exarch Dragon	**M WS BS S T W I A Ld Sv** 8 3+ 3+ 3 3 3 5 2 10 3+ 8 3+ 3+ 3 3 2 5 1 8 3+	**Points: 235** **Composition:** **1 Exarch** **4-9 Dragons**
Wargear Exarch: Heavy Flamer Meltabombs Dragons: Fusion Gun Meltabombs	**Options** May take up to 5 more Dragons for +48 points each Exarch may swap Heavy Flamer for OS Exarch may take a OM	**Rules** Exarch: Character Infantry Dragons: Infantry
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
OH	Heavy Flamer	Flame	5	4+	Assault 1
OS +13 points	Fusion Pistol	6	8	1+	Pistol 1, Melta, (Monsterbane)
OS +14 points	Fusion Gun	12	8	1+	Assault 1, Melta, (Monsterbane)
OS +20 points	Fire Pike	36	8	1+	Rapid Fire 1, Melta, (Monsterbane)
OM +19 points	Dragon Axe	Melee	8	1+	Extra Attack 1
S	Fusion Gun	12	8	1+	Assault 1, Melta, (Monsterbane)
G	Meltabombs	6	8	1+	Grenade 1, Nonblast, Armourbane, Monsterbane

Ghost Warriors Warrior	**M WS BS S T W I A Ld Sv** 6 4+ 4+ 5 5 4 4 3 10 3+	**Points: 330** **Composition:** **5-10 Warriors**
Wargear Warrior: Dual Ghost Swords	**Options** May take up to 5 more Warriors for +66 points each Any model may swap Dual Ghost Swords for M	**Rules** Warrior: Monstrous Infantry Wraith Fearless Shock Assault Very Bulky
Special Wargear:	**Special Wargear Upgrades:** Shield	 4+ Invulnerability Save

Selection	Name	Range	S	AP	Rules
M	Dual Ghost Swords	Melee	+1	3+	Extra Attack 1
M +10 points	Wraith Cannon	18	8	1+	Assault 1, Monsterbane
M +15 points	D-Scythe	Flame	6	-	Assault 1
M +33 points	Ghost Axe	Melee	X2	2+	Slow, Monsterbane, Shield

Howling Banshees Exarch Banshee	**M WS BS S T W I A Ld Sv** 8 3+ 3+ 3 3 3 6 3 10 4+ 8 3+ 3+ 3 3 2 6 2 8 4+	**Points: 152** **Composition:** **1 Exarch** **4-9 Banshees**
Wargear Exarch: 2 Shuriken Pistols Flip Belt Banshee: Shuriken Pistol Banshee Blade Flip Belt	**Options** May take up to 5 more Banshee for +30 points each Exarch may swap any Shuriken Pistol for OM	**Rules** Exarch: Character Infantry Counterattack Fleet Fear – 6" Aura, target unit must take a Fear Test. This is cast as a unit. Unnatural Agility – This model inflicts a -1 To Hit penalty when attacking it. Banshee: Infantry Fleet Fear – 6" Aura, target unit must take a Fear Test. This is cast as a unit. Unnatural Agility – This model inflicts a -1 To Hit penalty when attacking it.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P	Shuriken Pistol	12	3	-	Pistol 1, Rending
OM +3 points	Banshee Blade	Melee	User	3+	Poison (3+)
OM +3 points	Mirrorsword	Melee	User	3+	Extra Attack 1
OM +7 points	Executioner	Melee	+2	2+	None
OM +8 points	Triskele	12 And Melee	3 Or User	3+ Or 3+	Assault 3 Or None
M	Banshee Blade	Melee	User	3+	Poison (3+)

Pathfinders Pathfinder	**M WS BS S T W I A Ld Sv** 8 3+ 2+ 3 3 1 5 1 9 4+	**Points: 175** **Composition:** **5-10 Pathfinders**
Wargear Pathfinder: Ranger Long Rifle Shuriken Pistol	**Options** May take up to 5 more Pathfinders for +35 points each	**Rules** Pathfinder: Infantry Infiltrate Stealth Pinpoint Marksman – Enemy units must reroll successful Saves from Ranged Attacks from this model.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
S	Ranger Long Rifle	36	3	6+	Heavy 1, Sniper (3+)
P	Shuriken Pistol	12	3	-	Pistol 1, Rending

Shadow Spectres Exarch Spectre	**M WS BS S T W I A Ld Sv** 12 3+ 3+ 3 3 3 5 2 10 3+ 12 3+ 3+ 3 3 2 5 1 8 3+	**Points: 246** **Composition:** **1 Exarch** **4-9 Spectres**
Wargear Exarch: Haywire Launcher Haywire Grenades Plasma Grenades Spectre Holo Field Spectre: Prism Rifle Haywire Grenades Plasma Grenades Spectre Holo Field	**Options** May take up to 5 more Spectres for +49 points each Exarch may swap Haywire Launcher for OS	**Rules** Exarch: Character Infantry Fly Infiltrate Spectre: Infantry Fly Infiltrate
Special Wargear: Spectre Holo Field – 5+ Cover Save.	**Special Wargear Upgrades:** Ghostlight	Each weapon in the squad with this rule may choose to join fire with another of its kind. For each weapon joining together, the lead designated weapon gains Range+6, S+1, and Heavy +1.

Selection	Name	Range	S	AP	Rules
OS	Haywire Launcher	24	3	3+	Heavy 2, Haywire (3+)

OS +8 points	Prism Rifle	36	6	2+	Assault 1, Ghostlight
OS +21 points	Prism Blaster	18	8	2+	Heavy 2, Lance, Monsterbane
S	Prism Rifle	36	6	2+	Assault 1, Ghostlight
G	Haywire Grenades	8	3	3+	Grenade 1, Nonblast, Haywire (3+)
G	Plasma Grenades	8	4	4+	Grenade 1, Nonblast, Blind

Striking Scorpions Exarch Scorpion	**M WS BS S T W I A Ld Sv** 8 3+ 3+ 3 3 3 5 3 10 3+ 8 3+ 3+ 3 3 2 5 2 8 3+	**Points: 145** **Composition:** **1 Exarch** **4-9 Scorpions**
Wargear Exarch: 2 Shuriken Pistols Mandiblasters Plasma Grenades Scorpion: Shuriken Pistol Mandiblasters Scorpion Chainsword Plasma Grenades	**Options** May take up to 5 more Scorpions for +28 points each Exarch may swap any Shuriken Pistol for OM	**Rules** Exarch: Character Infantry Infiltrate Stealth Scorpion: Infantry Infiltrate Stealth
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
P	Shuriken Pistol	12	3	-	Pistol 1, Rending
OM +0 points	Scorpion Chainsword	Melee	+1	6+	Rending
OM +1 point	Chain Saber	Melee	User	6+	Extra Attack 1, Rending
OM +6 points	Biting Blade	Melee	+2	4+	Rending
OM +6 points	Scorpion's Claw	Melee	X2	2+	Slow, Monsterbane
P	Mandiblasters	6	2	-	Pistol 2
M	Scorpion Chainsword	Melee	+1	6+	Rending
G	Plasma Grenades	8	4	4+	Grenade 1, Nonblast, Blind

Fast Attack 0-3 Slots

Bikes

Shining Spears Exarch Shining Spear	**M WS BS S T W I A Ld Sv** 12 2+ 2+ 3 4 4 5 4 10 3+ 12 2+ 2+ 3 4 3 5 3 9 3+	**Points: 204** **Composition:** **1 Exarch** **2-9 Shining Spears**
Wargear Exarch: Power Sword 2 Linked Shuriken Catapults Shining Spear: Laser Lance 2 Linked Shuriken Catapults	**Options** May take up to 7 more Shining Spears for +68 points each Exarch may swap Power Sword for OM	**Rules** Exarch: Character Infantry Steed Deepstrike Fly Hit and Run Very Bulky Aerobatic Grace – 4+ Cover Save. Shining Spear: Infantry Steed Deepstrike Fly Hit and Run Very Bulky Aerobatic Grace – 4+ Cover Save.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
OM	Power Sword	Melee	+1	3+	None
OM +1 point	Power Axe	Melee	+2	4+	None
OM +2 points	Power Maul	Melee	+2	4+	Concussion
OM +14 points	Laser Lance	6 Or Melee	6 Or 6	2+ Or 2+	Assault 1 Or None
OM +37 points	Star Lance	6 Or Melee	9 Or 9	2+ Or 2+	Assault 1, Lance, Monsterbane OR Lance, Monsterbane
R	2 Linked Shuriken Catapults	12	3	-	Assault 2 x2, Rending
M	Laser Lance	6 Or Melee	6 Or 6	2+ Or 2+	Assault 1 Or None

Shroud Runners Exarch Shroud Runner	**M WS BS S T W I A Ld Sv** 12 3+ 3+ 3 4 4 5 2 10 4+ 12 3+ 3+ 3 4 3 5 1 8 4+	**Points:** **Composition:** **1 Exarch** **2-9 Shroud Runners**
Wargear Exarch: Scatter Laser Ranger Long Rifle Shuriken Pistol Shroud Runner: Scatter Laser Ranger Long Rifle Shuriken Pistol	**Options** May take up to 7 more Shroud Runners for + points each	**Rules** Exarch: Character Infantry Steed Deepstrike Fly Stealth Very Bulky Weapon Platform – This model may move and shoot this weapon without penalty. Shroud Runner: Infantry Steed Deepstrike Fly Stealth Very Bulky Weapon Platform – This model may move and shoot this weapon without penalty.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
H	Scatter Laser	36	7	6+	Heavy 4, Monsterbane, Weapon Platform
S	Ranger Long Rifle	36	3	6+	Heavy 1, Sniper (3+), Ignore Cover
P	Shuriken Pistol	12	3	-	Pistol 1, Rending

Skyweavers Skyweaver	**M WS BS S T W I A Ld Sv** 12 3+ 3+ 3 4 5 5 2 9 -	**Points: 138** **Composition:** **2-6 Skyweavers**
Wargear Skyweaver: Haywire Cannon Zepherglaive Holo Suit	**Options** May take up to 4 more Skyweavers for +69 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:	**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

Vypers Vyper	**M WS BS S T W I A Ld Sv** 12 3+ 3+ 3 4 6 5 2 9 3+	**Points: 77** **Composition:** **1-3 Vypers**
Wargear Vyper: Starcannon 2 Linked Shuriken Catapults	**Options** May take up to 2 more Vypers for +77 points each Any model may swap Starcannon for T Any model may swap 2 Linked Shuriken Catapults for H	**Rules** Vyper: Character Infantry Steed Deepstrike Fly Very Bulky Weapons Platform – This model is considered to be a Monstrous Infantry for the purpose of Moving and Shooting or Shooting in Melee.

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
T	Starcannon	36	6	2+	Heavy 2
T +2 point	Shuriken Cannon	24	6	5+	Assault 3, Rending
T +5 points	Scatter Laser	36	7	6+	Heavy 4, Monsterbane
T +10 points	Plasma Missile Launcher	48 Or 48	8 Or 4	3+ Or 4+	Heavy 1, Monsterbane Or Heavy 1, 3 Blast
T +18 points	Bright Lance	36	9	2+	Heavy 1, Lance, Monsterbane

H	2 Linked Shuriken Catapults	12	3	-	Assault 2, Rending
H +13 points	Starcannon	36	6	2+	Heavy 2

Windriders Windrider	**M WS BS S T W I A Ld Sv** 12 3+ 3+ 3 4 2 5 1 8 3+	**Points: 84** **Composition:** **3-9 Windriders**
Wargear Windrider: 2 Linked Shuriken Catapults	**Options** May take up to 7 more Windriders for +28 points each Any model may swap 2 Linked Shuriken Catapults for H	**Rules** Windrider: Infantry Steed Deepstrike Fly Very Bulky Weapon Platform – This model may move and shoot this weapon without penalty.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
R	2 Linked Shuriken Catapults	12	3	-	Assault 2 x2, Rending
H +13 points	Shuriken Cannon	24	6	5+	Assault 3, Rending
H +23 points	Scatter Laser	36	7	6+	Heavy 4, Monsterbane, Weapon Platform

Infantry

Swooping Hawks Exarch Hawk	**M WS BS S T W I A Ld Sv** 12 3+ 3+ 3 3 3 5 2 10 4+ 12 3+ 3+ 3 3 2 5 1 8 4+	**Points: 190** **Composition:** **1 Exarch** **4-9 Hawks**
Wargear Exarch: Lasblaster Power Sword Haywire Grenades Plasma Grenades Hawk: Lasblaster Haywire Grenades Plasma Grenades	**Options** May take up to 5 more Hawks for +35 points each Exarch may swap Lasblaster for OS Exarch may swap Power Sword for M	**Rules** Exarch: Character Infantry Deepstrike Fly Skyleap – If this unit is not engaged in Melee it may go back into Reserves at the end of your Movement Phase. Unnatural Agility – This model inflicts a -1 To Hit penalty when attacking it. Hawk: Infantry Deepstrike Fly Skyleap – If this unit is not engaged in Melee it may go back into Reserves at the end of your Movement Phase. Unnatural Agility – This model inflicts a -1 To Hit penalty when attacking it.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
OS	Lasblaster	24	3	5+	Assault 3
OS +2 points	Sun Rifle	24	3	3+	Assault 3
OS +6 points	Hawk's Talon	24	5	5+	Assault 3
M	Power Sword	Melee	+1	3+	None
M +1 point	Power Axe	Melee	+2	4+	None
M +2 points	Power Maul	Melee	+2	4+	Concussion
R	Lasblaster	24	3	5+	Assault 3
G	Haywire Grenades	8	3	3+	Grenade 1, Nonblast, Haywire (3+)
G	Plasma Grenades	8	4	4+	Grenade 1, Nonblast, Blind

Warp Spiders Exarch Spider	**M WS BS S T W I A Ld Sv** 8 3+ 3+ 3 3 3 5 2 10 3+ 8 3+ 3+ 3 3 2 5 1 8 3+	**Points: 181** **Composition:** **1 Exarch** **4-9 Spiders**
Wargear Exarch: 2 Power Blades Warp Jump Generator Spider: Death Spinner Warp Jump Generator	**Options** May take up to 5 more Spiders for +35 points each Exarch may swap any Power Blade for OR Exarch may take one OP	**Rules** Exarch: Character Infantry Deepstrike Spider: Infantry Deepstrike
Special Wargear: Warp Jump Generator – This model ignores Terrain and models for Moving, Advancing, Charging, and Falling Back. This model may choose to move up to +2d6" instead of its normal Movement in the Movement Phase. If it does so, the unit makes a Dangerous Terrain Test.	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
M	Power Blade	Melee	User	3+	Extra Attack 1
OR +11 points	Death Spinner	12	*	-	Assault 2, Grav
OR +15 points	Spinneret Rifle	18	*	2+	Rapid Fire 1, Grav
OP +44 points	Two Linked Death Weavers	Flame	3	-	Pistol 1 (x2), Grav
R	Death Spinner	12	*	-	Assault 2, Grav

Vehicles

Hornets Hornet	**M WS BS S FA SA RA W I A Ld Sv** 16 5+ 3+ 5 11 11 10 8 1 3 9 3+	**Points: 122** **Composition:** **1-3 Hornets**
Wargear Hornet: 2 Linked Starcannons 2 Linked Shuriken Cannons	**Options** May add up to two more Hornets for +122 points each Any model may swap 2 Linked Starcannons for T Any model may take up to one of each E	**Rules** Hornet: Vehicle Tank Deepstrike Flying
Special Wargear:	**Special Wargear Upgrades:** E Spirit Stones +5 points E Vectored Engines +5 points	

	E Holo Fields +12 points	

Selection	Name	Range	S	AP	Rules
T	2 Linked Starcannons	36	6	2+	Heavy 2 x2, Hull, Primary
T +6 points	2 Linked Scatter Lasers	36	7	6+	Heavy 4 x2, Monsterbane, Hull, Primary
T +10 points	2 Linked Plasma Missile Launchers	48 Or 48	8 Or 4	3+ Or 4+	Heavy 1 x2, Monsterbane, Hull, Primary Or Heavy 1 x2, 3 Blast, Hull, Primary
T +18 points	2 Linked Bright Lances	36	9	2+	Heavy 1 x2, Lance, Monsterbane, Hull, Primary
H	2 linked Shuriken Cannons	24	6	5+	Assault 3 x2, Rending, Hull, Primary

War Walkers War Walker	**M WS BS S FA SA RA W I A Ld Sv** 12 3+ 3+ 5 10 10 10 5 5 2 8 3+	**Points: 216** **Composition:** **3-10 War Walkers**
Wargear War Walker: 2 Starcannons Powerfield	**Options** May add up to seven more War Walkers for +72 points each Any model may swap any Starcannon for H Any model may take up to one of each E	**Rules** War Walker: Vehicle Combat Walker Open Topped Scout
Special Wargear: Powerfield – 5+ Invulnerability Save.	**Special Wargear Upgrades:** E Spirit Stones +5 points	

Selection	Name	Range	S	AP	Rules
H	Starcannon	36	6	2+	Heavy 2, Hull, Primary
H +1 point	Shuriken Cannon	24	6	5+	Assault 3, Rending, Hull, Primary
H +3 points	Scatter Laser	36	7	6+	Heavy 4, Monsterbane, Hull, Primary
H +5 points	Plasma Missile Launcher	48 Or 48	8 Or 4	3+ Or 4+	Heavy 1, Monsterbane, Hull, Primary Or Heavy 1, 3 Blast, Hull, Primary
H +9 points	Bright Lance	36	9	2+	Heavy 1, Lance, Monsterbane, Hull, Primary

Wasps Wasp	**M WS BS S FA SA RA W I A Ld Sv** 12 3+ 3+ 5 10 10 10 6 5 2 8 3+	**Points: 255** **Composition:** **3-10 Wasps**
Wargear Wasp: 2 Starcannons Powerfield	**Options** May add up to seven more Wasps for +89 points each Any model may swap any Starcannon for H Any model may take up to one of each E	**Rules** Wasp: Vehicle Combat Walker Deepstrike
Special Wargear: Powerfield – 5+ Invulnerability Save.	**Special Wargear Upgrades:** E Spirit Stones +5 points	

Selection	Name	Range	S	AP	Rules
H	Starcannon	36	6	2+	Heavy 2, Hull, Primary
H +1 point	Shuriken Cannon	24	6	5+	Assault 3, Rending, Hull, Primary
H +3 points	Scatter Laser	36	7	6+	Heavy 4, Monsterbane, Hull, Primary
H +5 points	Plasma Missile Launcher	48 Or 48	8 Or 4	3+ Or 4+	Heavy 1, Monsterbane, Hull, Primary Or Heavy 1, 3 Blast, Hull, Primary
H +9 points	Bright Lance	36	9	2+	Heavy 1, Lance, Monsterbane, Hull, Primary

Heavy Support 0-3 Slots

Infantry

Dark Reapers Exarch Reaper	**M WS BS S T W I A Ld Sv** 8 3+ 3+ 3 3 3 5 2 10 3+ 8 3+ 3+ 3 3 2 5 1 8 3+	**Points: 210** **Composition:** **1 Exarch** **4-9 Reapers**
Wargear Exarch: Shuriken Cannon Reaper: Reaper Launcher	**Options** May take up to 5 more Reapers for +42 points each Exarch may swap Shuriken Cannon for OH or H	**Rules** Exarch: Character Infantry Inescapable Accuracy – This model inflicts a -1 Cover Save against its attacks. Reaper: Infantry Inescapable Accuracy – This model inflicts a -1 Cover Save against its attacks.

Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
OH	Shuriken Cannon	24	6	5+	Assault 3, Rending
OH +9 points	Plasma Missile Launcher	48 Or 48	8 Or 4	3+ Or 4+	Heavy 1, Monsterbane Or Heavy 1, 3” Blast
OH +9 points	Reaper Launcher	48 Or 48	8 Or 5	3+ Or 3+	Heavy 1, Monsterbane Or Heavy 2
OH +12 points	Tempest Launcher	36	4	3+	Heavy 2, Indirect Fire, 3” Blast
H	Reaper Launcher	48 Or 48	8 Or 5	3+ Or 3+	Heavy 1, Monsterbane Or Heavy 2

Monsters

Vaul’s Wrath Battery Vaul’s Wrath	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 3 5 5 5 1 8 4+	**Points: 80** **Composition:** **1-6 Vaul’s Wraths**
Wargear Vaul’s Wrath: Vibro Cannon Shuriken Catapult	**Options** May take up to 2 more Vaul’s Wraths for +80 points each Any model may swap Vibro Cannon for H	**Rules** Vaul’s Wrath: Monster
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
H	Vibro Cannon	48	9	2+	Heavy 1, Monsterbane, Pinning
H +6 points	Shadow Weaver	48	6	6+	Heavy 1, Indirect Fire, 5” Blast, Rending
H +26 points	D Cannon	48	10	1+	Heavy 1, Indirect Fire, 3” Blast, Monsterbane
R	Shuriken Catapult	12	3	-	Assault 2, Rending

Wraithlord Wraithlord	**M WS BS S T W I A Ld Sv** 8 4+ 4+ 7 8 12 4 4 10 3+	**Points: 244** **Composition:** **1-2 Wraithlords**
Wargear Wraithlord: 2 Starcannons 2 Shuriken Catapults Wraith Fists	**Options** May take up to one more Wraithlord for +244 points each Any model may swap any Starcannon for H Any model may swap any Shuriken Catapult for S Any model may swap Wraith Fists for M	**Rules** Wraithlord: Monster Wraith Fearless Shock Assault Steady
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
H	Starcannon	36	6	2+	Heavy 2
H +1 point	Shuriken Cannon	24	6	5+	Assault 3, Rending
H +5 points	Scatter Laser	36	7	6+	Heavy 4, Monsterbane
H +10 points	Plasma Missile Launcher	48 Or 48	8 Or 4+	3+ Or 4+	Heavy 1, Monsterbane Or Heavy 1, 3” Blast
H +18 points	Bright Lance	36	9	2+	Heavy 1, Lance, Monsterbane
S	Shuriken Catapult	12	3	-	Assault 2, Rending
S +7 points	Flamer	Flame	4	5+	Assault 1
M	Wraith Fists	Melee	User	2+	Extra Attack 1
M +4 points	Wraith Sword	Melee	+2	2+	None

Wraithseer Wraithseer	**M WS BS S T W I A Ld Sv** 8 4+ 4+ 7 8 12 4 4 10 3+	**Points: 264** **Composition:** **1-2 Wraithseers**
Wargear Wraithseer: Starcannon Ghost Spear Wraithshield	**Options** May take up to one more Wraithseer for +264 points each Any model may swap Starcannon for H Any model may take up to one Spell for each level of Psychic Mastery	**Rules** Wraithseer: Monster Wraith Fearless Psychic Mastery Level 2 Shock Assault Steady
Special Wargear: Wraithshield – 5+ Invulnerability Save.	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
H	Starcannon	36	6	2+	Heavy 2

H +1 point	Shuriken Cannon	24	6	5+	Assault 3, Rending
H +5 points	Scatter Laser	36	7	6+	Heavy 4, Monsterbane
H +10 points	Plasma Missile Launcher	48 Or 48	8 Or 4+	3+ Or 4+	Heavy 1, Monsterbane Or Heavy 1, 3" Blast
H +18 points	Bright Lance	36	9	2+	Heavy 1, Lance, Monsterbane
M	Ghost Spear	Melee	+1	3+	Counterattack

Vehicles

Falcons Falcon	**M WS BS S FA SA RA W I A Ld Sv** 16 5+ 3+ 6 12 12 10 12 1 3 9 3+	**Points: 182** **Composition:** **1-3 Falcons**
Wargear Falcon: Pulse Laser and Starcannon 2 Linked Shuriken Catapults	**Options** May add up to two more Falcons for +182 points each Any model may swap Pulse Laser and Starcannon for T Any model may swap 2 Linked Shuriken Catapults for H Any model may take up to one of each E	**Rules** Falcon: Vehicle Tank Deepstrike Flying Transport 6 – Access Rear. Linked Fire – Any other Prism Cannon within weapons range and Line of Sight to this Prism Cannon may give up its shot to add S+2 Heavy +1 to this Prism Cannon. If the S his 13+ instead make it Destroyer.
Special Wargear:	**Special Wargear Upgrades:** E Spirit Stones +5 points E Vectored Engines +5 points E Holo Fields +12 points	

Selection	Name	Range	S	AP	Rules
T	Pulse Laser and Starcannon	48 And 36	8 And 6	2+ And 2+	Heavy 2, Monsterbane, Turret, Primary And Heavy 2 x2, Turret, Primary
T +1 point	Pulse Laser and Shuriken Cannon	48 And 24	8 And 6	2+ And 5+	Heavy 2, Monsterbane, Turret, Primary And Assault 3, Rending, Turret, Primary
T +5 points	Pulse Laser and Scatter Laser	48 And 36	8 And 7	2+ And 6+	Heavy 2, Monsterbane, Turret, Primary And Heavy 4, Monsterbane, Turret, Primary

T +10 points	Pulse Laser and Plasma Missile Launcher	48 And 48 Or 48	8 And 8 Or 4	2+ And 3+ Or 4+	Heavy 2, Monsterbane, Turret, Primary And Heavy 1, Monsterbane, Turret, Primary Or Heavy 1, 3" Blast, Turret, Primary
T +18 points	Pulse Laser and Bright Lance	48 And 48	8 And 9	2+ And 2+	Heavy 2, Monsterbane, Turret, Primary And Heavy 1, Lance, Monsterbane, Turret, Primary
T +23 points	3 Linked Scatter Lasers	36	7	4+	Heavy 4 x3, AA, Monsterbane, Turret, Primary
T +39 points	Prism Cannon	60 Or 60	9 Or 5	1+ Or 3+	Heavy 1, Lance, Monsterbane, Linked Fire, Turret, Primary Or Heavy 1, 5" Blast, Turret, Primary
T +110 points	2 Linked Doomweavers	48 Or Flame	* Or *	- Or -	Heavy 1 x2, 5" Blast, Grav Or Assault 1 x2, Grav
H	2 Linked Shuriken Catapults	12	3	-	Assault 2 x2, Rending, Hull
H +6 points	Shuriken Cannon	24	6	5+	Assault 3, Rending, Hull

Lynx Lynx	**M WS BS S FA SA RA W I A Ld Sv** 16 5+ 3+ 6 12 12 10 16 1 3 9 3+	**Points: 194** **Composition:** **1 Lynx**
Wargear Lynx: Lynx Pulsar Starcannon Distortion Field	**Options** May swap Starcannon for H May take up to one of each E	**Rules** Lynx: Vehicle Tank Deepstrike Flying
Special Wargear: Distortion Field – Shrouded.	**Special Wargear Upgrades:** E Spirit Stones +5 points E Vectored Engines +5 points E Holo Fields +12 points	 May treat Crew Stun results as Weapon Disabled instead. This model may Pivot immediately after firing its ranged weapons in your Shooting Phase. 5+ Invulnerability Save.

Selection	Name	Range	S	AP	Rules
H	Starcannon	36	6	2+	Heavy 2, Hull, Primary

H +3 points	Scatter Laser	36	7	6+	Heavy 4, Monsterbane, Hull, Primary
H +5 points	Plasma Missile Launcher	48 Or 48	8 Or 4	3+ Or 4+	Heavy 1, Monsterbane, Hull, Primary Or Heavy 1, 3 Blast, Hull, Primary
H +9 points	Bright Lance	36	9	2+	Heavy 1, Lance, Monsterbane, Hull, Primary
T	Lynx Pulsar	72	D	1+	Heavy 1, 3" Blast, Destroyer, Monsterbane, Hull, Primary

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

Warp Hunters Hunter	**M WS BS S FA SA RA W I A Ld Sv** 16 5+ 3+ 6 12 12 10 12 1 3 9 3+	**Points: 170** **Composition:** **1-3 Hunters**
Wargear Hunter: Dispersion Flail 2 Linked Shuriken Catapults	**Options** May add up to two more Hunters for +170 points each Any model may swap 2 Linked Shuriken Catapults for H Any model may take up to one of each E	**Rules** Hunter: Vehicle Tank Deepstrike Flying
Special Wargear:	**Special Wargear Upgrades:** E Spirit Stones +5 points E Vectored Engines +5 points E Holo Fields +12 points	

Selection	Name	Range	S	AP	Rules
T	Dispersion Flail	36	10	2+	Heavy 1, 5” Blast, Monsterbane, Hull
H	2 Linked Shuriken Catapults	12	3	-	Assault 2 x2, Rending, Hull
H +6 points	Shuriken Cannon	24	6	5+	Assault 3, Rending, Hull

Flyer 0-2 Slots

Crimson Hunters Hunter	**M WS BS S FA SA RA W I A Ld Sv** 60 5+ 3+ 6 10 10 10 12 1 3 9 3+	**Points: 183** **Composition:** **1-3 Hunters**
Wargear Hunter: 2 Linked Bright Lances Pulse Laser	**Options** May add up to two more Hunters for +183 points each Any model may take up to one of each E	**Rules** Hunter: Vehicle Deepstrike High Altitude Interceptor
Special Wargear:	**Special Wargear Upgrades:** E Vectored Engines +5 points E Holo Fields +12 points	

Selection	Name	Range	S	AP	Rules
H	2 Linked Bright Lances	36	9	2+	Heavy 1 x2, Lance, Monsterbane, Hull, Primary
H	Pulse Laser	48	8	2+	Heavy 2, Monsterbane, Hull, Primary

Hemlock Wraithfighters Wraithfighter	**M WS BS S FA SA RA W I A Ld Sv** 60 5+ 3+ 6 10 10 10 12 1 3 9 3+	**Points: 216** **Composition:** **1-3 Wraithfighters**
Wargear Wraithfighters: 2 Linked Heavy D Scythes	**Options** May add up to two more Wraithfighters for +216 points each Any model may take up to one of each E	**Rules** Wraithfighter: Vehicle Deepstrike High Altitude Mindshock Probes – 12" Aura, target unit suffers Ld-2. Cast per model instead of per unit.
Special Wargear:	**Special Wargear Upgrades:** E Spirit Stones +5 points E Vectored Engines +5 points E Holo Fields +12 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
H	2 Linked Heavy D Scythes	Hell Storm	6	-	Assault 1 x2, Hull, Primary

Nightwings Nightwing	**M WS BS S FA SA RA W I A Ld Sv** 60 5+ 3+ 6 10 10 10 14 1 3 9 3+	**Points: 198** **Composition:** **1-3 Nightwings**
Wargear Nightwing: 2 Linked Bright Lances 2 linked Shuriken Cannons	**Options** May add up to two more Nightwings for +198 points each Any model may take up to one of each E	**Rules** Nightwing: Vehicle Deepstrike High Altitude Interceptor
Special Wargear:	**Special Wargear Upgrades:** E Vectored Engines +5 points E Holo Fields +12 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
H	2 Linked Bright Lances	36	9	2+	Heavy 1 x2, Lance, Monsterbane, Hull, Primary
H	2 Linked Shuriken Cannons	24	6	5+	Assault 3 x2, Rending, Hull, Primary

Phoenix Bomber Bomber	**M WS BS S FA SA RA W I A Ld Sv** 50 5+ 3+ 6 10 10 10 16 1 3 9 3+	**Points: 203** **Composition:** **1-3 Bombers**
Wargear Bomber: Pulse Laser 2 Linked Shuriken Cannons 2 Linked Phoenix Missile Launchers	**Options** May take up to two more Bombers for +203 points each Any model may swap Pulse Laser for T Any model may swap 2 Linked Phoenix Missile Launchers for M Any model may take up to one of each E	**Rules** Bomber: Vehicle Deepstrike High Altitude
Special Wargear:	**Special Wargear Upgrades:** E Vectored Engines +5 points E Holo Fields +12 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
T	Pulse Laser	48	8	2+	Heavy 2, Monsterbane, Hull, Primary
T +5 points	2 Linked Starcannons	36	6	2+	Heavy 2 x2, Hull, Primary
T +21 points	2 Linked Bright Lances	36	9	2+	Heavy 1 x2, Lance, Monsterbane, Hull, Primary
H	2 Linked Shuriken Cannons	24	6	5+	Assault 3 x2, Rending, Hull, Primary
M	2 Linked Pheonix Missile Launchers	48	5	3+	Heavy 3 x2, Hull, Primary
M +0 points	2 Linked Nightfire Missile Launchers	48	4	5+	Heavy 1 x2, 3” Blast, Ignores cover, Pinning, Hull, Primary

Dedicated Transport 0-1/Legal Slot

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

Wave Serpent Serpent	**M WS BS S FA SA RA W I A Ld Sv** 16 5+ 3+ 6 12 12 10 12 1 3 9 3+	**Points: 186** **Composition:** **1 Serpent**
Wargear Serpent: 2 Linked Starcannons 2 Linked Shuriken Catapults	**Options** May swap 2 Linked Starcannons for T May swap 2 Linked Shuriken Catapults for H Any model may take up to one of each E	**Rules** Serpent: Vehicle Tank Deepstrike Flying Transport 12 – Access Rear.
Special Wargear:	**Special Wargear Upgrades:** E Spirit Stones +5 points E Vectored Engines +5 points E Holo Fields +12 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
T	2 Linked Starcannons	36	6	2+	Heavy 2 x2, Turret, Primary

T +2 points	2 Linked Shuriken Cannons	24	6	5+	Assault 3 x2, Rending, Turret, Primary
T +10 points	2 Linked Scatter Lasers	36	7	6+	Heavy 4 x2, Monsterbane, Turret, Primary
T +20 points	2 Linked Plasma Missile Launchers	48 Or 48	8 Or 4	3+ Or 4+	Heavy 1 x2, Monsterbane, Turret, Primary Or Heavy 1 x2, 3" Blast, Turret, Primary
T +36 points	2 Linked Bright Lances	48	9	2+	Heavy 1 x2, Lance, Monsterbane, Turret, Primary
H	2 Linked Shuriken Catapults	12	3	-	Assault 2 x2, Rending, Hull
H +6 points	Shuriken Cannon	24	6	5+	Assault 3, Rending, Hull

Lord of War 0-1 Slots

Pheonix Lords

Asurmen Asurmen	**M WS BS S T W I A Ld Sv** 8 2+ 2+ 4 4 6 7 5 10 3+	**Points: 471** **Composition:** **1 Asurmen**
Wargear Asurmen: Bloody Twins Shuriken Pistol The Sword of Asur Plasma Grenades	**Options**	**Rules** Asurmen: Independent Character Infantry Unique Pheonix Lord Counterattack Fearless Stubborn Defense Tactics – 12" True Aura, all Eldar Troop Slots may shoot as if not engaged in Melee so long as they target units within their Melee range. The Path of the Warrior – 12" True Aura, this model and all Dire Avenger units Overwatch on 4+, or 3+ if using Pistols. Hand of Asuryan – 6" Aura, target unit gain 5+ Feel No Pain.

		The Path of Command – 6" Aura, this model and target unit may reroll 1s To Hit.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
R	Bloody Twins	18	4	5+	Pistol 2 x2, Rending
P	Shuriken Pistol	12	3	-	Pistol 1, Rending
M	The Sword of Asur	Melee	User	2+	Poisoned (2+)
G	Plasma Grenades	8	4	4+	Grenade 1, Nonblast, Blind

Baharroth Baharroth	**M WS BS S T W I A Ld Sv** 12 2+ 2+ 4 4 6 7 5 10 3+	**Points: 341** **Composition:** **1 Baharroth**
Wargear Baharroth: Fury of the Tempest The Shining Blade Haywire Grenades Plasma Grenades	**Options**	**Rules** Baharroth: Independent Character Infantry Unique Pheonix Lord Deepstrike Fearless Flying Baharroth's Tempest – 6" Aura, this model and target Swooping Hawks gain Hit and Run. All Swooping Hawks gain Pinning on Ranged Attacks. First to Master Flight – This model and its unit do not Scatter when Deepstriking. Skyleap – If this model is not engaged in Melee it may go back into Reserves at the end of your Movement Phase. The Path of Command – 6" Aura, this model and target unit may reroll 1s To Hit.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
R	Fury of the Tempest	24	6	5+	Assault 4, Rending, Pinning

M	The Shining Blade	Melee	+1	3+	Concussion
G	Haywire Grenades	8	3	3+	Grenade 1, Nonblast, Haywire (3+)
G	Plasma Grenades	8	4	4+	Grenade 1, Nonblast, Blind

Fuegan Fuegan	**M WS BS S T W I A Ld Sv** 8 2+ 2+ 4 4 6 7 5 10 3+	**Points: 366** **Composition:** **1 Fuegan**
Wargear Fuegan: Searsong The Fire Axe Meltabombs Plasma Grenades	**Options**	**Rules** Fuegan: Independent Character Infantry Unique Pheonix Lord Fearless Assured Destruction – 6" Aura, This model and target Fire Dragons gain +1 on Vehicle Damage Tables. The Path of Command – 6" Aura, this model and target unit may reroll 1s To Hit. Unquenchable Resolve – For each unsaved Wound this model suffers, it gains S+1 and A+1. It cannot Heal from any source.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
S	Searsong	36	8	1+	Assault 2, Melta, (Monsterbane)
M	The Fire Axe	Melee	User	1+	Armourbane
G	Meltabombs	6	8	1+	Grenade 1, Nonblast, Armourbane, Monsterbane
G	Plasma Grenades	8	4	4+	Grenade 1, Nonblast, Blind

Irillyth the Shade of Twilight Irillyth	**M WS BS S T W I A Ld Sv** 12 2+ 2+ 4 4 6 7 5 10 3+	**Points: 301** **Composition:** **1 Irillyth**
Wargear Irillyth: The Spear of Twilight	**Options**	**Rules** Irillyth: Independent Character Infantry Unique Pheonix Lord Fearless Focused Fire – 6" Aura, this model and Shadow Spectre unit inflict a -1 to Cover Saves from their attacks. The Path of Command – 6" Aura, this model and target unit may reroll 1s To Hit. Visions of Doom – 6" Aura, this model and target unit force all Chargers to reroll successful Charge rolls against them.
Special Wargear:	**Special Wargear Upgrades:** Ghostlight	Each weapon in the squad with this rule may choose to join fire with another of its kind. For each weapon joining together, the lead designated weapon gains Range+6, S+1, and Heavy +1.

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
S	The Spear of Twilight	72 Or Melee	6 Or +2	1+ Or 2+	Assault 1, Ghostlight Or Counterattack

Jain Zar Jain Zar	**M WS BS S T W I A Ld Sv** 8 2+ 2+ 4 4 6 8 5 10 3+	**Points: 335** **Composition:** **1 Jain Zar**
Wargear Jain Zar: Silent Death Blade of Destruction Plasma Grenades Flip Belt	**Options**	**Rules** Jain Zar: Independent Character Infantry Unique Pheonix Lord Fearless Fleet Banshee Howl – 6" Aura, this model and target Howling Banshees roll 3d6 when determining Charge Distance, but cannot exceed 12". Duelist - This model may choose the target of its Challenge. The target may not deny the Challenge. While in a Challenge, this model may reroll all failed To Hit and Wound rolls. Fear – 6" Aura, target unit must take a Fear Test. The Path of Command – 6" Aura, this model and target unit may reroll 1s To Hit.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
S	Silent Death	12	4	2+	Assault 4
M	Blade of Destruction	Melee	+1	2+	Monsterbane
G	Plasma Grenades	8	4	4+	Grenade 1, Nonblast, Blind

Karandras Karandras	**M WS BS S T W I A Ld Sv** 8 2+ 2+ 4 4 6 7 5 10 3+	**Points: 308** **Composition:** **1 Karandras**
Wargear Karandras: Mandiblasters Scorpion's Claw Scorpion Chainsword Plasma Grenades Force Shield	**Options**	**Rules** Karandras: Independent Character Infantry Unique Fearless Fleet Infiltrate Stealth Hunter's Strike – 6" Aura, this model and target Striking Scorpions gain Scout. The Path of Command – 6" Aura, this model and target unit may reroll 1s To Hit.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P	Mandiblasters	6	2	-	Pistol 2
M	Scorpion's Claw	12 Or Melee	4 Or User	5+ Or 2+	Assault 2, Rending Or Poisoned (2+)
M	Scorpion Chainsword	Melee	+1	6+	Rending
G	Plasma Grenades	8	4	4+	Grenade 1, Nonblast, Blind

Lhykhis Lhykhis	**M WS BS S T W I A Ld Sv** 8 2+ 5+ 4 4 6 7 5 10 3+	**Points: 367** **Composition:** **1 Lhykhis**
Wargear Lhykhis: 2 Power Blades 2 Linked Death Weavers Warp Jump Generator	**Options**	**Rules** Lhykhis: Independent Character Infantry Unique Pheonix Lord Deepstrike Fearless Microrift – One friendly unit per Round in Reserve may emerge from Reserves within 6" of this model as if they had emerged from a Webway Gate. The Path of Command – 6" Aura, this model and target unit may reroll 1s To Hit. Pushing the Warp Boundaries – 6" Aura, this model and target Warp Spiders may reroll all of the Warp Jump Generator dice.
Special Wargear: Warp Jump Generator – This model ignores Terrain and models for Moving, Advancing, Charging, and Falling Back. This model may choose to move up to +2d6" instead of its normal Movement in the Movement Phase. If it does so, the unit makes a Dangerous Terrain Test.	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
M	Power Blades	Melee	User	3+	Auxiliary, Extra Attack 1
P	2 Linked Death Weavers	Flame	3	-	Pistol 1 (x2), Grav
M	Weaverender	Melee	User	2+	Poison (2+), Ignores Feel No Pain

Maugan Ra Maugan Ra	**M WS BS S T W I A Ld Sv** 8 2+ 2+ 4 4 6 7 5 10 3+	**Points: 330** **Composition:** **1 Maugan Ra**
Wargear Maugan Ra: Harvester Executioner	**Options**	**Rules** Maugan Ra: Independent Character Infantry Unique Pheonix Lord Fearless Inescapable Accuracy – This model inflicts a -1 Cover Save against its attacks. Manufactured Death – 6" Aura, this model and target Dark Reapers force targets to reroll successful cover saves with their attacks. The Path of Command – 6" Aura, this model and target unit may reroll 1s To Hit.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
H	Harvester	48	6	2+	Heavy 5, Pinning
M	Executioner	Melee	+2	2+	None

Avatars

Avatar of Khaine Avatar of Khaine Champion Exalted God of War	**M WS BS S T W I A Ld Sv** 8 2+ 2+ 4 4 6 10 5 10 3+ 8 2+ 2+ 5 5 7 10 5 10 3+ 8 2+ 2+ 7 7 10 10 5 10 3+ 8 2+ 2+ 8 8 12 10 5 10 3+	**Points: 371** **Composition:** **1 Avatar of Khaine**
Wargear Avatar of Khaine: The Wailing Doom	**Options** May upgrade Avatar of Khaine with one B, using the appropriate stat line.	**Rules** Avatar of Khaine: Independent Character Infantry Fleet Daemonic Avatar – This model has a 4+ Invulnerability Save. Khaine Awakened – 6" Aura, this model and target unit gain Counterattack, Fearless, Furious Charge, and Shock Assault. Molten Body – This model cannot be affected by Flame, Melta, or Beam weapons. Rampage – If this model is outnumbered in Melee, it gains A+d3.
Special Wargear:	**Special Wargear Upgrades:** B Champion +9 points B Exalted +86 points B God of War +135 points	 Lose Infantry. Gain Monstrous Infantry. Lose Infantry. Gain Monster. Lose Infantry. Gain Monster.

Selection	Name	Range	S	AP	Rules
M	The Wailing Doom	12 Or Melee	8 Or X2	1+ Or 1+	Assault 1, Melta, (Monsterbane) Or Slow, Monsterbane

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

Cobra Cobra	**M WS BS S FA SA RA W I A Ld Sv** 16 5+ 3+ 8 12 12 10 26 1 9 9 3+	**Points: 550** **Composition:** **1 Cobra**
Wargear Cobra: Distort Empaler Starcannon Distortion Field	**Options** May swap Starcannon for H May take up to one of each E	**Rules** Cobra: Titanic Vehicle Tank Deepstrike Flying Distortion Rift – Each time after resolving where the Template lands, place a 7" Crater that is Dangerous Terrain for the remainder of the game. Snap Shots and Overwatch do not place Craters.
Special Wargear: Distortion Field – Shrouded.	**Special Wargear Upgrades:** E Vectored Engines +5 points E Holo Fields +24 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
T	Distort Empaler	120	D	1+	Heavy 1, 7" Blast, Destroyer, Monsterbane, Distortion Rift, Hull, Primary
H	Starcannon	36	6	2+	Heavy 2, Hull, Primary
H +3 points	Scatter Laser	36	7	6+	Heavy 4, Monsterbane, Hull, Primary
H +5 points	Plasma Missile Launcher	48 Or 48	8 Or 4	3+ Or 4+	Heavy 1, Monsterbane, Hull, Primary Or Heavy 1, 3 Blast, Hull, Primary
H +9 points	Bright Lance	36	9	2+	Heavy 1, Lance, Monsterbane, Hull, Primary

Scorpion Scorpion	**M WS BS S FA SA RA W I A Ld Sv** 16 5+ 3+ 8 12 12 10 26 1 9 9 3+	**Points: 679** **Composition:** **1 Scorpion**
Wargear Scorpion: 2 Linked Pulsars Starcannon Distortion Field	**Options** May swap Distort Empaler for T May swap Starcannon for H May take up to one of each E	**Rules** Scorpion: Titanic Vehicle Tank Deepstrike Flying
Special Wargear: Distortion Field – Shrouded.	**Special Wargear Upgrades:** E Vectored Engines +5 points E Holo Fields +24 points	

Selection	Name	Range	S	AP	Rules
T	2 Linked Pulsars	60	D	2+	Heavy 1 x2, 5” Blast, Destroyer, Monsterbane, Turret, Primary
H	Starcannon	36	6	2+	Heavy 2, Hull, Primary
H +3 points	Scatter Laser	36	7	6+	Heavy 4, Monsterbane, Hull, Primary
H +5 points	Plasma Missile Launcher	48 Or 48	8 Or 4	3+ Or 4+	Heavy 1, Monsterbane, Hull, Primary Or Heavy 1, 3 Blast, Hull, Primary
H +9 points	Bright Lance	36	9	2+	Heavy 1, Lance, Monsterbane, Hull, Primary

Phantom Titan Phantom	**M WS BS S FA SA RA W I A Ld Sv** 12 4+ 4+ 9 13 13 11 53 5 9 9 3+	**Points: 981** **Composition:** **1 Phantom**
Wargear Phantom: 2 Phantom Pulsars Phantom Missile Launcher Cloudburst Missile Launcher Starcannon Phantom Feet	**Options** May swap either Phantom Pulsar for T May swap Starcannon for H May take up to one of each E	**Rules** Phantom: Titanic Vehicle Combat Walker Wraith Steady Create Panic – This model displaces all models when it moves, place them up to 1” Away. Immobile units prevent this model from moving there. Titanic God Engine – This model may ignore all Non-Titanic models and Terrain for the purposes of Moving, Advancing, Falling Back, and Charging. Spatial Rift – Each time after resolving where the Template lands, place a 10” Crater that is Dangerous Terrain for the remainder of the game. Snap Shots and Overwatch do not place Craters.
Special Wargear:	**Special Wargear Upgrades:** E Holo Fields +24 points	

Selection	Name	Range	S	AP	Rules
T	Phantom Pulsar	120	D	1+	Heavy 1, 7” Blast, Destroyer, Monsterbane, Hull, Primary

T +64 points	Phantom Distort Bombard	72	D	2+	Heavy 1, 10” Blast, Destroyer, Monsterbane, Spatial Rift, Hull, Primary
T +137 points	Phantom Glaive and 2 Linked Starcannons	36 Or Melee	6 Or D	2+ Or 1+	Heavy 2 x2, Hull, Primary Or Slow, Destroyer, Monsterbane, Primary
T +144 points	Phantom Glaive and 2 Linked Pulse Lasers	48 Or Melee	8 Or D	2+ Or 1+	Heavy 2 x2, Monsterbane, Hull, Primary, Or Slow, Destroyer, Monsterbane, Primary
M	Phantom Missile Launcher	48	9	3+	Heavy 4, Ordnance, Monsterbane, Hull, Primary
M	Cloud Burst Missile Launcher	48	8	3+	Heavy 4, AA, Ordnance, Monsterbane, Hull, Primary
H	Starcannon	36	6	2+	Heavy 2, Hull, Primary
H +3 points	Scatter Laser	36	7	6+	Heavy 4, Monsterbane, Hull, Primary
H +5 points	Plasma Missile Launcher	48 Or 48	8 Or 4	3+ Or 4+	Heavy 1, Monsterbane, Hull, Primary Or Heavy 1, 3 Blast, Hull, Primary
H +9 points	Bright Lance	36	9	2+	Heavy 1, Lance, Monsterbane, Hull, Primary
B	Phantom Feet	Bomb	9	2+	Heavy 2, 3” Blast, Monsterbane, Hull, Primary

Revenant Titan Revenant	**M WS BS S FA SA RA W I A Ld Sv** 20 4+ 4+ 8 12 12 10 33 5 6 9 3+	**Points: 712** **Composition:** **1 Revenant**
Wargear Revenant: 2 Pulsars 2 Linked Cloudburst Missile Launchers Revenant Feet	**Options** May swap either Pulsar for T May take up to one of each E	**Rules** Revenant: Titanic Vehicle Combat Walker Wraith Jump Steady Create Panic – This model displaces all models when it moves, place them up to 1" Away. Immobile units prevent this model from moving there. Titanic God Engine – This model may ignore all Non-Titanic models and Terrain for the purposes of Moving, Advancing, Falling Back, and Charging.
Special Wargear:	**Special Wargear Upgrades:** E Holo Fields +24 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
T	Pulsar	60	D	2+	Heavy 1, 5" Blast, Destroyer, Monsterbane, Hull, Primary
T +1 point	Sonic Lance	Hell Storm	9	3+	Assault 1, Monsterbane, Hull, Primary
M	2 Linked Cloud Burst Missile Launchers	48	8	3+	Heavy 4 x2, AA, Ordnance, Monsterbane, Hull, Primary
B	Phantom Feet	Bomb	8	2+	Heavy 3, 3" Blast, Monsterbane, Hull, Primary

Skathach Wraithknight Wraithknight	**M WS BS S FA SA RA W I A Ld Sv** 12 4+ 4+ 8 12 12 10 27 5 6 9 3+	**Points: 468** **Composition:** **1 Wraithknight**
Wargear Wraithknight: 2 Inferno Lances Warp Jump Generator	**Options** May swap either Inferno Lance for T or A May take up to 2 H	**Rules** Wraithknight: Titanic Vehicle Combat Walker Wraith Steady God Engine – This model may ignore all Monstrous Infantry, Infantry, and Swarms for the purposes of Moving, Advancing, Falling Back, and Charging.
Special Wargear: Warp Jump Generator – This model ignores Terrain and models for Moving, Advancing, Charging, and Falling Back. This model may choose to move up to +2d6" instead of its normal Movement in the Movement Phase. If it does so, the unit makes a Dangerous Terrain Test.	**Special Wargear Upgrades:** A Scattershield -14 points	5+ Invulnerability Save.

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
T	Inferno Lance	36	9	1+	Heavy 4, Lance, Monsterbane, Sponson, Primary
T +28 points	Deathshroud Cannon	48	7	4+	Heavy 1, 7" Blast, Rending, Monsterbane, Sponson, Primary
H +15 points	Starcannon	36	6	2+	Heavy 2, Turret, Primary
H +16 points	Shuriken Cannon	24	6	5+	Assault 3, Rending, Turret, Primary
H +20 points	Scatter Laser	36	7	4+	Heavy 4, Monsterbane, Turret, Primary

Wraithknight Wraithknight	**M WS BS S FA SA RA W I A Ld Sv** 12 4+ 4+ 8 13 12 10 27 5 6 9 3+	**Points: 420** **Composition:** **1 Wraithknight**
Wargear Wraithknight: 2 Heavy Wraith Cannons	**Options** May swap either Heavy Wraith Cannon for T or A May take up to 2 H	**Rules** Wraithknight: Titanic Vehicle Combat Walker Wraith Steady God Engine – This model may ignore all Monstrous Infantry, Infantry, and Swarms for the purposes of Moving, Advancing, Falling Back, and Charging.
Special Wargear:	**Special Wargear Upgrades:** A Scattershield +0 points	5+ Invulnerability Save.

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
T	Heavy Wraith Cannon	36	D	2+	Assault 1, Destroyer, Monsterbane, Sponson, Primary
T +3 points	Suncannon	48	6	2+	Heavy 3, 3” Blast, Sponson, Primary
T +14 points	Inferno Lance	36	9	1+	Heavy 4, Lance, Monsterbane, Sponson, Primary
T +20 points	Ghostglaive	Melee	X2	2+	Slow, Monsterbane, Primary
T +42 points	Deathshroud Cannon	48	7	4+	Heavy 1, 7” Blast, Rending, Monsterbane, Sponson, Primary
H +15 points	Starcannon	36	6	2+	Heavy 2, Turret, Primary
H +16 points	Shuriken Cannon	24	6	5+	Assault 3, Rending, Turret, Primary
H +20 points	Scatter Laser	36	7	4+	Heavy 4, Monsterbane, Turret, Primary

Vampire Hunter Vampire	**M WS BS S FA SA RA W I A Ld Sv** 50 5+ 3+ 8 11 11 11 32 1 9 9 3+	**Points: 529** **Composition:** **1 Vampire**
Wargear Vampire: 4 Linked Pheonix Missile Launchers Scatter Laser	**Options** May swap 4 Linked Phoenix Missile Launchers for T May take up to one of each E	**Rules** Vampire: Vehicle Deepstrike High Altitude Hover
Special Wargear:	**Special Wargear Upgrades:** E Vectored Engines +5 points E Holo Fields +24 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
T	4 Linked Pheonix Missile Launchers	48	5	3+	Heavy 3 x4, Hull, Primary
T +14 points	2 Linked Pulse Lasers	48	8	2+	Heavy 2 x2, Monsterbane, Hull, Primary
T +92 points	2 Linked Pulsars	60	D	2+	Heavy 1 x2, 5” Blast, Destroyer, Monsterbane, Hull, Primary
H	Scatter Laser	36	7	6+	Heavy 4, Monsterbane, Hull, Primary

Vampire Raider Vampire	**M WS BS S FA SA RA W I A Ld Sv** 50 5+ 3+ 8 11 11 11 32 1 9 9 3+	**Points: 591** **Composition:** **1 Vampire**
Wargear Vampire: 4 Linked Pheonix Missile Launchers Scatter Laser	**Options** May swap 4 Linked Phoenix Missile Launchers for T May take up to one of each E	**Rules** Vampire: Vehicle Deepstrike High Altitude Hover Transport 30 – Access Rear.
Special Wargear:	**Special Wargear Upgrades:** E Vectored Engines +5 points E Holo Fields +24 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
T	4 Linked Pheonix Missile Launchers	48	5	3+	Heavy 3 x4, Hull, Primary
T +14 points	2 Linked Pulse Lasers	48	8	2+	Heavy 2 x2, Monsterbane, Hull, Primary

T +11 points	Pulsar	60	D	2+	Heavy 1, 5” Blast, Destroyer, Monsterbane, Hull, Primary, Lose 10 Transport Capacity
H	Scatter Laser	36	7	6+	Heavy 4, Monsterbane, Hull, Primary

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:**	