



CODEX

DARK ELDAR

WARHAMMER
40,000
FANMADE CODEX

THE ANGRY
INITIATIVE

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Introduction

Gather your forces from the wicked Wych Cults, wretched Haemonculus Covens and the merciless Dark Eldar Kabals and let the lesser races know that despite their best efforts at survival, they will never be more than your personal playthings!

Angry codices are an attempt to improve internal and external balance. Check out [the Angry Codex hub](#) for the other angry codices.

The change to flickerfields and nightshields were made to encourage a combined arms approach instead of the more common purely mechanised approach which has been very common in the most competitive Dark Eldar armies, note most, not actually competitive.

For the change to dark lances imagine them being either fired as continual laser (twin-linked) or as a single burst (lance). The change was made as part of an effort to make Dark Eldar better against AV 10-12 and worse against AV 13-14.

Shard weapons were made to make Dark Eldar worse against MCs.

Blasters and blastpistols were changed to provide an effective counter to GMCs.

Trueborn were changed to make them more distinct from warriors and to make them something other than Dark Eldar Devastators, which isn't very fitting for the elites of a kabal.

Bloodbrides were changed to make them more distinct.

Disclaimer

Games Workshop in no way endorses this codex nor any of the other Angry Codices. No infringement is intended with this work, nor any other of the Angry Codices. The intent of the angry codices is NOT to make GW go out of business, but rather to improve the quality of the hobby, which leads to a happier and larger player base.

Allies

Sworn Enemies: Units with Sworn Enemies are treated exactly like Come the Apocalypse but the One Eye Open special rule has a range of 12" and is failed on a roll of 1,2 or 3.

Army	Level of Alliance
------	-------------------

Dark Eldar	Battle Brothers
Harlequins	Battle Brothers
Craftworld Eldar	Allies of Convenience
Armies of the Imperium	Desperate Allies
Ordo Xenos	Sworn Enemies
Forces of Chaos	Sworn Enemies
Necrons	Sworn Enemies
Orks	Come the Apocalypse
Tau	Desperate Allies
The Relentless Swarm	Sworn Enemies

- Armies of the Imperium includes: Imperial Knights, Space Wolves, Space Marines, Legion of the Damned, Officio Assasinorum, Ordo Malleus, Ordo Hereticus, Grey Knights and Adepta Sororitas.
- Forces of Chaos includes: Daemons of Chaos, Chaos Space Marines, Mutants and Heretics.
- The Relentless Swarm includes: Tyranids and Genestealer Cults

DARK ELDAR LISTS

HEAVY WEAPONS

- Dark Lance ...*10 pts*
- Haywire Blaster* ...*5 pts*
- Heat Lance* ...*10 pts*
- Shard Cannon ...*15 pts'*

MELEE WEAPONS

A model may replace its Melee Weapon with one of the following:

- Agoniser ...*25 pts*
- Power sword ...*15 pts*

RELICS OF AFFLICTION

- Crucible of Malediction ...*30pts*
- Syndriq's Sump ...*10 pts*
- The Vexator Mask ...*5 pts*
- The Orbs of Despair ...*15 pts*
- Khaidesi Haemovores ...*10 pts*
- The Panacea Perverted ...*15 pts*
- The Nightmare Doll ...*30 pts*

RELICS OF CRUELTY

Each Artefact of Cruelty may only be taken once per army.

- Djinn Blade ...*30 pts*
- The Archangel of Pain ...*30 pts*
- The Animus Vitae ...*30 pts*
- The Armour of Misery ...*15 pts*
- The Helm of Spite ...*25 pts*

SPECIAL WEAPONS

A model may replace its ranged weapon with one of the following:

- Blaster ...*15 pts*
- Shredder ...*10 pts*

TOOLS OF TORMENT

A model may replace their ranged and/or Melee Weapon with one of the following:

- Hexrifle ...*5 pts*
- Liquifier Gun ...*15 pts*
- Stinger Pistol ...*5 pts*

WEAPONS OF TORTURE

A model may replace their close combat weapon with one of the following:

- Agoniser ...*25 pts*
- Electrocorrosive Whip*3 ...*20 pts*
- Flesh Gauntlet ...*10 pts*
- Mindphase Gauntlet ...*5 pts*
- Scissorhand ...*10 pts*
- Venom Blade*3 ...*10 pts*

WYCH CULT WEAPONS

A model may replace their close combat weapon and splinter pistol with one of the following:

- Shardnet and Impaler ...5 pts
 - Two Hydra Gauntlets ...5 pts
 - Two Razorflails ...5 pts
- 1: Scourges only
 - 2: Acothyst only
 - 3: Replaces a model's ranged weapon or Melee Weapon.

FORCES OF THE DARK CITY

HQ

ARCHON

	WS	BS	S	T	W	I	A	Ld	Sv
Archon	8	7	3	3	3	7	4	10	4+
Scourge Archon	8	8	3	3	3	7	4	10	4+
Reaver Archon	8	7	3	3	3	7	4	10	4+

UNIT TYPE

Infantry (Character). The Scourge Archon is **Jump Infantry (Character).** **The Reaver Archon is Eldar Jetbike (Character)**

UNIT COMPOSITION

1 Archon ...60 pts

WARGEAR:

- **Ghostplate armour**
- **Close combat weapon**
- **Shard pistol**
- **Plasma grenades**
- **Shard rifle** (Reaver Archon only)

SPECIAL RULES:

- **Night Vision**
- **Power from Pain**

- **Fleet**
- **Independent Character**

OPTIONS:

- May replace his shard pistol with a blast pistol ...*15pts*
- May replace his close combat weapon with a huskblade ...*25pts*
- May take a phantasm grenade launcher ...*15pts*
- May take the Combat Drugs special rule ...*5pts*
- May take items from the **Melee Weapons** and **Relics of Cruelty** lists.
- The Archon may take one of each of the following:
 - Haywire grenades ...*5 pts*
 - Soul-trap ...*10 pts*
 - Phantasm grenade launcher ...*15 pts*
 - Webway portal ...*10 pts*
- May take one of the following:
 - Clone field ...*20 pts*
 - Shadow field ...*40 pts*
- May replace shard pistol with one of the following:
 - Blast pistol ...*15 pts*
 - Blaster ...*15 pts*
- May be upgraded to one of the following:
 - May be upgraded to a Scourge Archon: ...*20 pts*
 - May be upgraded to a Reaver Archon: ...*30 pts*
- May take one of the following Warlord Traits:
 - Drug Lord** ...*20 pts*

Roll two dice whenever you determine the effect of Combat Drugs and choose which result applies.

-**Night Attacker** ...*free*

If you choose to use the Night Fighting rules in your game, there is no need to roll – it is Night on the first turn, and all models in your army have the Night Vision special rule.

-Murderous Assailant ...free

The Warlord may re-roll failed To Hit and To Wound rolls of 1 while fighting in a Challenge

-Malignant Mastermind ...free

After Infiltration and Scout moves but before the game begins you may redeploy D3 units in your army, including placing them in reserve.

-Paragon of Evil ...10 pts

All Splinter Rifles, Shard Weaponry, and weapons with the Melee type, and not the Unwieldy type, carried by models in a unit joined by the Warlord gain the Master-Crafted Special Rule

HAEMONCULUS

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

UNIT TYPE

Infantry (Character)

UNIT COMPOSITION

1 Haemonculus ...30 pts

WARGEAR:

- **Splinter pistol**
- **Two close combat weapons**

SPECIAL RULES:

- **Feel No Pain**
- **Independent Character**
- **Night Vision**
- **Agony Unleashed**
- **Architect of Agony:** The model and his unit treat the current turn as being one higher than it actually is when determining what special rules they benefit from as the result of the Power from Pain and/or Agony Unleashed special rules. This is cumulative with the Agonising and/or Architect of Agony special rules.

OPTIONS:

- May be upgraded to a Haemonculus Ancient ...15 pts
- May take items from the **Weapons of Torture** and/or **Tools of Torment**
- May take a single item from the **Relics of Affliction** list.

URIEN RAKARTH

	WS	BS	S	T	W	I	A	Ld	Sv
Urien Rakarth	5	5	3	5	3	5	3	9	6+

UNIT TYPE

Infantry (Character)

UNIT COMPOSITION

1 (Unique) ...140 pts

WARGEAR:

- **Close combat weapon**
- **Ichor injector**
- **Clone field**
- **Casket of flensing**

Range	S	AP	Type
12"	3	3	Assault 2D6, One Use Only

Warlord Trait:

- **Ancient Evil**

SPECIAL RULES:

- **Fleet**
- **Feel No Pain (4+)**
- **Independent Character**
- **Night Vision**
- **Unleashed Agony**
- **Father of Pain:** The model and all friendly units within 12" treat the current turn as being one higher than it actually is when determining

what special rules they benefit from as the result of the Power from Pain and/or Agony Unleashed special rules. This special rule has no effect on units which include a Haemonculus or a Haemonculus Ancient.

SUCCUBUS

	WS	BS	S	T	W	I	A	Ld	Sv
Succubus	8	6	3	3	3	8	4	9	6+

UNIT TYPE

Infantry (Character)

UNIT COMPOSITION

1 Succubus ...90 pts

WARGEAR:

- **Shardpistol**
- **Close combat weapon**
- **Plasma grenades**

Range	S	AP	Type
8	4	4	Assault 1, Blast

SPECIAL RULES:

- **Combat Drugs**
- **Independent Character**
- **Fleet**
- **Night Vision**
- **Power from Pain**
- **Rampage**
- **Crusader**
- **Dodge:** A model with this rule has a 4+ invulnerable in the fight sub-phase. While within 6" of a model with a flickerfield, this save is changed to 4+ invulnerable save against shooting attacks and 3+ invulnerable save against close combat attacks.
- **Swiftstride:** Units with one or more models with this rule may run twice during the shooting phase.

OPTIONS:

- May take one of the following special rules:

- **Dance of Doom** ...10 pts

Close Combat Attacks made by a model with this special rule gain the Instant Death special rule on to wound rolls of 6 while fighting in a challenge.

- **Dance of Air** ...5 pts

A model with this special rule may move during the Movement and Shooting phase, despite being locked in combat, ignoring intervening models. She must, if possible, end her move in base contact with an enemy model.

- **Dance of Shadows** ...10 pts

At the start of the Close Combat Phase, a model with this special rule may choose one enemy model in base contact. That model loses D3 Attacks to a minimum of 1.

- **Dance of Blood** ...15 pts

A model with this special rule gains D6 attacks instead of D3 from the Rampage special rule.

- **Dance of Death** ...5 pts

Close combat attacks made by a model with this special rule are resolved at AP 5.

- May replace Close Combat Weapon with an Archite Glaive ...20 pts
- May replace Shard Pistol with Blast Pistol ...15 pts
- May take Haywire Grenades ...5 pts
- May take a Webway Portal ...10 pts
- May take items from the **Relics of Cruelty, Melee Weapons** and/or **Wych Cult Weapons** lists.

LELITH HESPERAX

	WS	BS	S	T	W	I	A	Ld	Sv
Lelith Hesperax	9	9	3	3	3	9	5	9	6+

UNIT TYPE

Infantry (Character)

UNIT COMPOSITION

1 (Unique) ...150 pts

WARGEAR:

- **Two close combat weapons**
- **Plasma grenades**

Warlord Trait:

- **Blood Dancer**

SPECIAL RULES:

- **Fleet**
- **Independent Character**
- **Night Vision**
- **Power from Pain**
- **Rampage**
- **Swiftstride**
- **A League Apart:** Lelith Hesperax re-rolls all failed to Hit and To Wound rolls whilst fighting a Challenge.
- **The Penetrating Blade:** Lelith's close combat weapons are AP 2.
- **Quicksilver Dodge:** Lelith Hesperax has a 4+ Invulnerable save. This is increased to a 3+ invulnerable save against all wounds inflicted in close combat. It is further increased by a point, (Both against close combat attacks and shooting attacks), if Lelith Hesperax is within 6" of a model with a Flickerfield.

Options:

- May take an impaler ...15 pts

DRAZHAR

	WS	BS	S	T	W	I	A	Ld	Sv
Drazhar	10	7	4	4	3	7	4	10	2+

UNIT TYPE

Infantry (Character)

UNIT COMPOSITION

1 (Unique) ...190 pts

WARGEAR:

- **Demiklaives**

SPECIAL RULES:

- **Eternal Warrior**
- **Independent Character**
- **Fleet**
- **Night Vision**
- **Power from Pain**
- **Rampage**
- **Master of Blades:** Drazhar can only join Incubi Brotherhoods. Whilst Drazhar is part of an Incubi unit, all Incubus and Klaivex models in the unit add +2 to their Weapon Skill.

TROOPS

KABALITE WARRIOR GANG

	WS	BS	S	T	W	I	A	Ld	Sv
Kabalite Warrior	4	4	3	3	1	5	1	8	5+
Sybarite	4	4	3	3	1	5	2	8	5+

UNIT TYPE

Infantry. The Sybarite is **Infantry (Character)**

UNIT COMPOSITION

5 Kabalite Warriors ...40 pts

WARGEAR:

- **Shard rifle**
- **Close combat weapon**

SPECIAL RULES:

- **Fleet**
- **Night Vision**
- **Power from Pain**

OPTIONS:

- May include up to 15 additional Kabalite Warriors ...8 pts/model

- One Kabalite Warrior may be upgraded to a Sybarite ...*5 pts*
- The Sybarite may take items from the **Melee Weapons** list.
- The Sybarite may take haywire grenades ...*5pts*
- The Sybarite may take a phantasm grenade launcher ...*10 pts*
- The Sybarite may replace his Shard Rifle with one of the following:
 - Shard pistol ...*free*
 - Blast Pistol ...*15 pts*
- One Kabalite Warrior may take items from the **Special Weapons** list. If the Squad numbers 20 models then up to two Kabalite Warriors may do so.
- If the squad numbers 10 models a model may replace his Shard Rifle with an item from the **Heavy Weapons List**, if the squad numbers 20 models up to five models may replace their Shard Rifles with an item from the **Heavy Weapons List**.
- The squad may select a Raider or Venom as a Dedicated Transport

WRACK CELL

	WS	BS	S	T	W	I	A	Ld	Sv
Wracks	3	3	3	4	1	4	1	8	6+
Acothyst	3	3	3	4	1	4	2	9	6+

UNIT TYPE

Infantry

UNIT COMPOSITION

5 Wracks ...*35 pts*

WARGEAR:

- **Two Wrack Tools**

SPECIAL RULES:

- **Feel no Pain**
- **Night Vision**
- **Agony Unleashed**
- **Combat Drugs**

OPTIONS:

- May include up to fifteen additional Wracks ...*7 pts/model*
- For every five models in the unit one Wrack may replace one wrack tool with one of the following:
 - Liquifier gun ...*15 pts/model*
 - Ossefactor ...*15 pts/model*
- One model may be upgraded to an Acothyst ...*10 pts*
- The Acothyst may take items from the **Weapons of Torture** and/or **Tools of Torment** lists.
- The unit may select a Raider or Venom as a Dedicated Transport

WYCH CLIQUE

	WS	BS	S	T	W	I	A	Ld	Sv	
Wych	5	4	3	3	1	6	1	8	6+	
Hekatrix		5	4	3	3	1	6	2	9	6+

UNIT TYPE

Infantry. The Hekatrix is **Infantry (Character)**

UNIT COMPOSITION

5 Wyches ...*50 pts*

WARGEAR:

- **Shard pistol**
- **Close combat weapon**
- **Plasma grenades**

SPECIAL RULES:

- **Crusader**
- **Combat Drugs**
- **Fleet**
- **Night Vision**
- **Power from Pain**
- **Rampage**
- **Swiftstride**
- **Dodge**

OPTIONS:

- The squad may include up to 10 additional Wyches ...10 pts/model
- One Wych may be upgraded to a Hekatrix ...5 pts/model
- The Hekatrix may take items from the **Melee Weapons List**
- The Hekatrix may replace her Shard Pistol with a Blast Pistol ...15 pts
- The Hekatrix may take haywire grenades ...5 pts
- The Hekatrix may take a phantasm grenade launcher ...10 pts
- One Wych may take an item from the **Wych Cult Weapons List**. If the squad numbers ten or more models then up to three Wyches may do so.
- The unit may select a Raider or Venom as a Dedicated Transport

ELITES

COURT OF THE ARCHON

	WS	BS	S	T	W	I	A	Ld	Sv
Lhamaean	5	4	3	3	1	5	2	9	5+
Ur-Ghul	4	0	4	3	1	5	3	3	-
Medusae	4	4	3	3	1	5	1	9	4+
Sslyth	4	4	5	5	2	4	3	3	5+

UNIT TYPE

Infantry

UNIT COMPOSITION

1 Lhamaean, 1 Ur-Ghul, 1 Medusae, 1 Sslyth ...65 pts

WARGEAR:

Lhamaean

- **Splinter pistol**
- **Shaimeshi blade**

Medusae

- **Eye burst**

Range	S	AP	Type
Template	4	3	Assault 1

Sslyth

- **Shardcarbine**
- **Shard pistol**
- **Sslyth Blade**

Range	S	AP	Type
-	User	4	Melee, Rending

SPECIAL RULES:

Lhamaean

- **Fleet**
- **Night Vision**
- **Power from Pain**

Medusae

- **Fleet**
- **Power from Pain**

Ur-Ghul

- **Fear**
- **Feel No Pain**
- **Fleet**
- **Furious Charge**

Sslyth

- **Feel No Pain**
- **Fleet**

OPTIONS:

- May add up to 8 of the following in any combination:
 - Lhamaean ...8 pts/model
 - Ur-Ghul ...7 pts/model
 - Medusae ...25 pts/model
 - Sslyth ...25 pts/model
- May take a Raider or Venom as a Dedicated Transport.

KABALITE TRUEBORN GANG

	WS	BS	S	T	W	I	A	Ld	Sv	
Kabalite Trueborn	4	4	3	3	1	5	2	9	4+	
Dracon		5	5	3	3	2	5	3	9	4+

UNIT TYPE

Infantry. The Dracon is **Infantry (Character)**

UNIT COMPOSITION

5 Trueborn ...70 pts

WARGEAR:

- **Ghostplate armour**
- **Splinter rifle**
- **Splinter pistol**
- **Lightbane blade** (power sword)

SPECIAL RULES:

- **Fleet**
- **Night Vision**
- **Power from Pain**
- **Stubborn** (Dracon Only)

OPTIONS:

- May include up to 5 extra Kabalite Trueborn ...*14 pts/model*
- The entire unit may take the Combat Drugs special rule ...*2 pts/model*
- The entire unit may take haywire grenades ...*20 pts*
- Up to four Kabalite Trueborn may take items from the **Special Weapons** list.
- Up to two Kabalite Trueborn may take items from the **Heavy Weapons** list.
- For every Scourge Archon in a Detachment/Formation, one unit of Trueborn in the same Detachment/Formation may be upgraded with the Scourge Modifications special rule ...*5 pts/model*

A model with the Scourge Modifications special rule changes its unit type to Jump Infantry and adds +1 to its Ballistic Skill characteristic.

- One Kabalite Trueborn may be upgraded to a Dracon ...20 pts
- The Dracon may take a shadow field ...40 pts

A shadow field confers a 2+ invulnerable save. The shadow field save is lost for the rest of the battle at the end of any phase in which the model suffers one or more unsaved Wounds.

- The Dracon may replace his splinter pistol with a blast pistol ...15 pts
- The Dracon may replace his lightbane blade with an agoniser ...5 pts
- The Dracon may take a phantasm grenade launcher ...10 pts
- If the unit includes a Dracon it may select one of the following upgrades:
 - **Sons of Darkness** ...20 pts

Models with this special rule gain the Shrouded special rule.

- **Xeriak Ammunition** ...20 pts

Any ranged weapons with the Poison (4+) special rule fired by models with this upgrade gain the Poison (2+) special rule.

- **Cold-Blooded Killers** ...10 pts

All models in a unit with this upgrade re-roll failed To Hit rolls when firing Overwatch.

- **Murderous Prowess** ...25 pts

All models in a unit with this upgrade gain the Preferred Enemy (Infantry) Special rule.

- **Interceptors** ...10 pts

All models in a unit with this upgrade gain the Interceptor special rule.

- **Superior Resources** ...5 pts

Two additional models in a unit with this upgrade may take items from the **Heavy Weapons** list.

MANDRAKE PACK

	WS	BS	S	T	W	I	A	Ld	Sv
Mandrake	4	4	4	3	1	5	3	8	5++

Nightfiend	5	4	4	3	1	5	4	9	5++
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UNIT TYPE

Infantry. The Nightfiend is **Infantry (Character)**

UNIT COMPOSITION

3 Mandrakes ...36 pts

WARGEAR:

- **Close combat weapon**
- **Baleblast**

SPECIAL RULES:

- **Daemon**
- **Stealth**
- **Night Vision**
- **Power from Pain**
- **Fear**
- **Fleet**
- **Infiltrate**
- **Move Through Cover**
- **Rending**

OPTIONS:

- May include up to seven additional Mandrakes ...*12 pts/model*
- One model may be upgraded to a Nightfiend ...*10 pts/model*

GROTESQUE CELL

	WS	BS	S	T	W	I	A	Ld	Sv			
Grotesque	105 pts	4	1	5	5	3	4	3	3	6+	Infantry	3 Grotesques
Abarration		4	1	5	5	3	4	4	4	6+	Infantry (Character)	

UNIT TYPE

Infantry. The Abarration is **Infantry (Character)**

UNIT COMPOSITION

3 Grotesques ...105 pts

WARGEAR:

- **Close combat weapon**
- **Flesh gauntlet**

SPECIAL RULES:

- **Bulky**
- **Feel no Pain**
- **Night Vision**
- **Agony Unleashed**
- **Combat Drugs**
- **Rampage**

OPTIONS:

- May include up to seven additional Grotesques ...105 pts/model
- Any model may replace their close combat weapon with a liquifier gun ...15 pts
- One model may be upgraded to an Aberration ...10 pts
- The Aberration may take items from the **Weapons of Torture** list.
- The unit may select a Raider as a Dedicated Transport.

BLOODBRIDE CLIQUE

	WS	BS	S	T	W	I	A	Ld	Sv	
Bloodbride	6	4	3	3	1	8	2	9	6+	
Syren		6	4	3	3	1	8	3	9	6+

UNIT TYPE

Infantry. The Syren is **Infantry (Character)**

UNIT COMPOSITION

5 Bloodbrides ...80 pts

WARGEAR:

- **Shard pistol**
- **Monomolecular dagger**
- **Plasma grenades**

SPECIAL RULES:

- **Combat Drugs**
- **Fleet**
- **Night Vision**
- **Power from Pain**
- **Rampage**
- **Swiftstride**
- **Crusader**
- **Dodge**
- **Rampage**

OPTIONS:

- The squad may include up to 5 additional Bloodbrides ...*16 pts/model*
- The entire unit may take haywire grenades ...*20 pts*
- One Wych may be upgraded to a Syren ...*10 pts/model*
- The Syren may take items from the **Melee Weapons List**
- The Syren may replace her shard pistol with a blast pistol ...*15 pts*
- The Syren may take a Phantasm Grenade Launcher ...*10 pts*
- One Bloodbride may take an item from the **Wych Cult Weapons** list. If the squad numbers ten or more models then up to three Bloodbrides may do so.
- The unit may select a Raider or Venom as a Dedicated Transport

INCUBI BROTHERHOOD

	WS	BS	S	T	W	I	A	Ld	Sv
Incubi	7	4	3	3	1	5	2	9	3+
Klaivex	8	5	3	3	1	6	3	9	3+

UNIT TYPE

Infantry. The Klaivex is **Infantry (Character)**

UNIT COMPOSITION

3 Incubi ...*66 pts*

WARGEAR:

- **Klaive**
- **Tormentor**

Models striking a unit which contains one or more models armed with a tormentor reduce their WS to 3 while making To Hit rolls.

SPECIAL RULES:

- **Fleet**
- **Night Vision**
- **Power from Pain**
- **Stubborn**
- **Rampage** (Klaivex only)

OPTIONS:

- May include up to seven additional Incubi ...*22 pts/model*
- One model may be upgraded to a Klaivex ...*15 pts*
- The Klaivex may replace his Klaive with Demiklaives ...*5 pts*
- The Klaivex may take a Bloodstone ...*15 pts*
- The unit may select a Raider or Venom as a Dedicated Transport

FAST ATTACK

BEASTMASTER HUNT

	WS	BS	S	T	W	I	A	Ld	Sv	
Beastmaster	4	4	3	3	1	6	1	8	5+	
Khymerae		4	0	4	4	1	6	3	5	5++
Razorwing Flock		3	0	2	2	4	6	4	5	-
Clawed Fiend		3	0	5	5	3	5	4	5	4+

UNIT TYPE

Beasts. Beastmasters and Razorwing Flocks are **Jet Pack Beasts**

UNIT COMPOSITION

1 Beastmaster ...*10 pts*

WARGEAR:

Beastmaster

- **Close combat weapon**
- **Shard pod**

SPECIAL RULES:

Beastmaster

- **Night Vision**
- **Power from Pain**
- **Jink**

Khymerae

- **Daemon**
- **Flicker Attacks:** While within 6" of a model with a Flickerfield, models with this Special Rule gain the Rending special rule.

Razorwing Flock

- **Eternal Warrior**
- **Furious Charge**
- **Rending**
- **Swarms**

Clawed Fiend

- **Rage**

OPTIONS:

- May take up to 12 of the following:

- Beastmaster ...10 pts
- Khymerae ...10 pts/model
- Razorwing Flock ...18 pts/model
- Clawed Fiend ...30 pts/model

- Beastmasters may take items from the **Melee Weapons** list.

REAVER CLIQUE

	WS	BS	S	T	W	I	A	Ld	Sv	
Reaver	4	4	3	4	1	6	1	8	5+	
Arena Champion		4	4	3	4	1	6	2	9	5+

UNIT TYPE

Eldar Jetbike. The Arena Champion is **Eldar Jetbike (Character)**

UNIT COMPOSITION

3 Reavers ...48 pts

WARGEAR:

- **Blade vanes**
- **Close combat weapon**
- **Shard rifle**
- **Shard pistol**

SPECIAL RULES:

- **Night Vision**
- **Power from Pain**
- **Combat drugs**
- **Hit & Run**
- **Skilled Rider**

OPTIONS:

- May include up to 9 additional Reavers ...*16 pts/model*
- One Reaver may be upgraded to an Arena Champion ...*10 pts*
- The Arena Champion may take items from the **Melee Weapons** list.
- For every three models in the unit, one Reaver may replace their splinter rifle with one of the following:
 - Heat lance ...*10 pts/model*
 - Blaster ...*15 pts/model*
- For every three models in the unit, one Reaver may replace their blade vanes with one of the following:
 - Grav-talon ...*15 pts/model*
 - Cluster caltrops ...*15 pts/model*

SCOURGE FLOCK

	WS	BS	S	T	W	I	A	Ld	Sv
Scourge	4	5	3	3	1	5	1	8	4+
Solarite	4	5	3	3	1	5	2	9	4+

UNIT TYPE

Jump Infantry. The Solarite is **Jump Infantry (Character)**

UNIT COMPOSITION

5 Scourges ...75 pts

WARGEAR:

- **Ghostplate armour**
- **Splinter carbine**
- **Close combat weapon**
- **Plasma grenades**

SPECIAL RULES:

- **Fleet**
- **Night Vision**
- **Power from Pain**
- **Outflank**
- **Acute Senses**
- **Avian Hunters:** While a unit with this special rule shoots at a Flying Monstrous Creature or a Flyer it gains the Skyfire special rule.

OPTIONS:

- May include up to 5 additional Scourges ...*15 pts/model*
- Up to two Scourges may take items from the **Special Weapons** and/or **Heavy Weapons** lists, if the squad numbers ten models, two additional Scourges may take items from the **Special Weapons** and/or **Heavy Weapons** lists.
- One Scourge may be upgraded to a Solarite ...*5pts*
- The Solarite may replace its splintercarbine with one of the following:
 - Splinter pistol ...*free*
 - Splinter pistol and venom blade ...*5 pts*
 - Splinter pistol and power lance ...*10 pts*
 - Splinter pistol and agonizer ...*15 pts*
- The Solarite may replace its splinter pistol with a blast pistol ...*10 pts*

RAIDER

		BS	FA	SA	RA	HP
Raider	4	11	10	10	3	

UNIT TYPE

Vehicle (Skimmer, Fast, Open-topped, Transport)

UNIT COMPOSITION

1 Raider ...85 pts

WARGEAR:

- **Night shield**
- **Disintegrator cannon**

SPECIAL RULES:

- **Night Vision**
- **Wild Ride**

TRANSPORT:

- **Transport Capacity:** Ten models.

OPTIONS:

- May exchange disintegrator cannon with dark lance ...*5 pts*
- May take one of each of the following:
 - Webway Strike ...*5 pts*
 - Chain-snares ...*2 pts*
 - Enhanced Aethersails ...*5 pts*
 - Grisly Trophies ...*10 pts*
 - Shock Prow ...*5 pts*
 - Torment Grenade Launcher ...*15 pts*
 - Weapon Storage ...*15 pts*

VENOM

	BS	FA	SA	RA	HP
Venom	4	11	10	10	2

UNIT TYPE

Vehicle (Skimmer, Fast, Open-topped, Transport)

UNIT COMPOSITION

1 Venom ...*75 pts*

WARGEAR:

- **Flickerfield:**
- **Shard cannon**
- **Shard rifle**

SPECIAL RULES:

- **Night Vision**
- **Wild Ride**

TRANSPORT:

- **Transport Capacity:** Five models.

OPTIONS:

- May exchange shard cannon and shard rifle for twin-linked shard cannon ...5 pts
- May take one of each of the following:

- Webway Strike ...5 pts
- Chain-snares ...2 pts
- Grisly Trophies ...5 pts

HELLION COURT

	WS	BS	S	T	W	I	A	Ld	Sv
Hellion	4	4	3	3	1	6	2	8	5+
Helliarch	5	4	3	3	1	6	3	9	5+
Baron Sathonyx	6	6	3	3	2	6	4	9	5+

UNIT TYPE

Jump Infantry. The Helliarch and Baron Sathonyx are **Jump Infantry (Character)**

UNIT COMPOSITION

5 Hellions ...75 pts

WARGEAR:

- **Hellglave**
- **Shard pod**
- **Phantasm grenade launcher** (Baron Sathonyx only)

SPECIAL RULES:

- **Combat Drugs**
- **Fleet**
- **Hit & Run**
- **Night Vision**
- **Power from Pain**

- **Precision Strikes**
- **Precision Shots**
- **Jink**
- **Skilled Rider**
- **Dodge**
- **Bones of the Seer:** (Baron Sathonyx only) An army including Baron Sathonyx may re-roll the dice to determine which player chooses sides.
- **Night Shroud:** (Baron Sathonyx only) All models in Sathonyx' unit have the Stealth special rule.
- **Master of the Skies:** (Baron Sathonyx only) Baron Sathonyx and his unit may re-roll their Initiative test when trying to make a Hit and Run move and may re-roll the distance when they perform their Hit and Run move, the second result stands, even if it is worse.

OPTIONS:

- May include up to fifteen additional Hellions ...*15 pts/model*
- One model may be upgraded to one of the following:
 - Helliarch ...*5 pts*
 - Baron Sathonyx ...*90 pts*
- The Helliarch may take a phantasm grenade launcher ...*15 pts*
- The Helliarch may replace their Hellglaive with one of the following:
 - Splinter pistol and stunclaw ...*10 pts*
 - Splinter pistol and power sword ...*15 pts*
 - Splinter pistol and agoniser ...*20 pts*

RAZORWING JETFIGHTER

	BS	FA	SA	RA	HP
Razorwing Jetfighter	4	11	11	10	3

UNIT TYPE

Vehicle (Flyer)

UNIT COMPOSITION

1 Razorwing Jetfighter ...130 pts

WARGEAR:

- **Night Shield**

- **Four Implosion Missiles**
- **Two Disintegrator Cannons**
- **Twin-linked Shard Rifle**

SPECIAL RULES:

- **Deep Strike**
- **Night Vision**
- **Supersonic**

OPTIONS:

- May exchange four implosion missiles with four necrotoxin missiles ...*20 pts*
- May exchange twin-linked shard rifle with shard cannon ...*30 pts*
- May replace both disintegrator cannons with two dark lance ...*20 pts*

HEAVY SUPPORT

CRONOS CELL

	WS	BS	S	T	W	I	A	Ld	Sv
Cronos	3	3	5	7	3	2	3	10	3+

UNIT TYPE

Monstrous Creature

UNIT COMPOSITION

1 Cronos ...100 pts

WARGEAR:

- **Spirit trendrils**
- **Spirit syphon**

SPECIAL RULES:

- **Fearless**
- **Feel No Pain**
- **Night Vision**
- **Agony Unleashed**

OPTIONS:

- May include up to two additional Cronos ...*100 pts/model*
- Any model may take one of the following:
 - Spirit probe ...*40 pts/model*

All friendly units with the **Feel No Pain (6+)** and/or **Feel No Pain (5+)** special rules within 12” of a model armed with a Spirit Probe gain the **Feel No Pain (4+)** special rule.

- Spirit vortex ...*25 pts/model*

TALOS CELL

	WS	BS	S	T	W	I	A	Ld	Sv
Talos	5	3	7	7	3	2	3	10	3+

UNIT TYPE

Monstrous Creature

UNIT COMPOSITION

1 Talos ...*120 pts*

WARGEAR:

- **Two close combat weapons**
- **Twin-linked splinter cannon**

SPECIAL RULES:

- **Fearless**
- **Feel No Pain**
- **Night Vision**
- **Agony Unleashed**

OPTIONS:

- May include up to two additional Talos ...*120 pts/model*
- Any model may replace one of its close combat weapons with one of the following:
 - Twin-linked liquifier gun ...*5 pts/model*
 - Ichor injector ...*10 pts/model*
 - Chain-flails ...*25 pts/model*

- Any model may replace its twin-linked splinter cannon with one of the following:
 - Stinger pod ...*free*
 - Twin-linked heat lance ...*free*
 - Twin-linked haywire blaster ...*5 pts/model*
- The entire unit may take one of the following:
 - **Hunter Pattern:** ...*10 pts/model*

All models in the unit gain the **Precision Strikes** and Preferred Enemy (characters) special rule.

- **Riaxos Pattern:** ...*30 pts/model*

All models in the unit change their unit type to Jump Monstrous Creature.

- **Chainghoul Pattern:** ...*5 pts/model*

All models in the unit gain the Hatred special rule.

- **Ironback Pattern:** ...*25 pts/model*

All models in the unit change their Sv to 2+.

- **Behemoth Pattern:** ...*30 pts/model*

All models in the unit add +3 to their Strength characteristic.

RAVAGER

	BS	FA	SA	RA	HP
4	11	11	10	3	

UNIT TYPE

Vehicle (Skimmer, Fast, Open-topped)

UNIT COMPOSITION

1 Ravager ...*115 pts*

WARGEAR:

- **Night Shield**

- **Three Disintegrator Cannons**

SPECIAL RULES:

- **Night Vision**

OPTIONS:

- May exchange three disintegrator cannons with three dark lances ...15 *pts*
- May take any of the following:
 - Webway Strike ...5 *pts*
 - Chain-snares ...1 *pts*
 - Enhanced Aethersails ...2 *pts*
 - Shock Prow ...2 *pts*
 - Torment Grenade Launcher ...5 *pts*

VOIDRAVEN BOMBER

	BS	FA	SA	RA	HP
Voidraven Bomber	3	12	11	10	3

UNIT TYPE

Vehicle (Flyer)

UNIT COMPOSITION

1 Voidraven Bomber ...180 pts

WARGEAR:

- **Flickerfield:**
- **Void Mine**
- **Two Void Pulses**

SPECIAL RULES:

- **Deep Strike**
- **Night Vision**
- **Strafing Run**
- **Supersonic**

OPTIONS:

- May exchange two void pulses with two dark scythes ...*20 pts*
- May take one of the following:

- Four necrotoxin missiles ...*40 pts*
- Four monoscythe missiles ...*50 pts*

DETACHMENTS AND FORMATIONS

DETACHMENTS

REALSPACE RAID

RESTRICTIONS:

This Detachment must include 0-3 Command, 1+ Core and 1+ Auxiliary.

Command Benefits:

- **Four Dimensional Schemes:** All units in this Detachment have the Outflank special rule.

Command

Legends of Murder and Torture

- 1 of the following:
 - Drazhar
 - Lelith Hesperax
 - Urien Rakarth

Core

Kabalite Raiding Party

- 1 Archon
- 1 Court of the Archon
- 1-3 Kabalite Trueborn Gangs
- 2-6 Kabalite Warrior Gangs

Wych Cult

- 1-3 Bloodbride Cliques
- 2-6 Wych Cliques
- 3 Succubi

Scarlet Epicureans

- 1 Cronos Cell
- 1 Haemonculus or Haemonculus Ancient
- 2 Wrack Cells

Auxiliary

Arena Fighters

- 1 Beastmaster Hunt or Reaver Clique

Corpsethief Claw

- 1 Talos Cell

Covenite Fleshcorps

- 1 Haemonculus or Haemonculus Ancient
- 3 Wrack Cells

Dark Artisan

- 1 Haemonculus or Haemonculus Ancient
- 1 Talos Cell
- 1 Cronos Cell

Grotesquerie

- 1 Haemonculus or Haemonculus Ancient
- 2 Grotesque Cells

Kabbalite Fire Sypport

- 1 Razorwing Jetfighter, Ravager or Voidraven Bomber

Scalpel Squadron

- 2 Wrack Cells

Shadow Daemons of Commorragh

- 1 Mandrake Pack

The Exalted Court of Baron Sathonyx

- 3 Hellion Courts

Twisted Mercenaries

- 1 Hellion Court, Scourge Flock or Incubi Brotherhood

FORMATIONS

WYCH CULT

FORMATION:

- 1 Succubus
- 2-6 Wyche Clique
- 1-3 Bloodbride Clique

RESTRICTIONS:

None.

SPECIAL RULES:

- **Blood Dancers:** Infantry models from this Formation may re-roll invulnerable saving throw results of 1 and have the Move Through Cover special rule.

KABALITE RAIDING PARTY

FORMATION:

- 1 Archon
- 0-1 Court of the Archon
- 2-6 Kabalite Warrior Gangs
- 1-3 Kabalite Trueborn Gangs

RESTRICTIONS:

- All units in this formation which can take a dedicated transport must do so.

SPECIAL RULES:

- **Hunt from the Shadows:** If you choose to use the Night Fighting rules in your game they are in effect one turn more than they otherwise would be, meaning if a the Night Fighting rules would normally be in play only on the first turn they are instead in effect in the first two turns, if the Night Fighting rules would normally not be used they are instead used on the first game turn.
- **Ruler of the Kabal:** If the Archon in this formation is your warlord you may re-roll the result on any of the Warlord Traits tables.

THE EXALTED COURT OF BARON SATHONYX

FORMATION:

- 3+ Hellion Courts

RESTRICTIONS:

- One unit must include Baron Sathonyx, all other units must include a Helliarch.

SPECIAL RULES:

- **Skymasters:** Units with this special rule may re-roll their Initiative test when trying to make a Hit and Run move and may re-roll the distance when they perform their Hit and Run move, the second result stands, even if it is worse.

GROTESQUERIE

FORMATION:

- 1 Haemonculus or Haemonculus Ancient
- 2 units of Grotesques

RESTRICTIONS:

None.

SPECIAL RULES:

- **Freakish Spectacle:** Enemy units within 12" of one or more models with this special rule suffer a -1 penalty to their Leadership value.
- **Latest Experiments:** After determining Warlord Traits, but before deploying the first unit in your army, roll a D6 and look up the result on the table to the right. All units of Grotesques in this Formation receive the characteristics bonus or special rule listed on the table for the duration of the battle.

D6	Result
1	+1 Strength
2	+1 Toughness
3	Fleet
4	Shred
5	Rage

SCARLET EPICUREANS

FORMATION:

- 1 Haemonculus or Haemonculus Ancient
- 1 Cronos Parasite Engine
- 2 units of Wracks

RESTRICTIONS:

None.

SPECIAL RULES:

- **Freakish Spectacle:** Enemy units within 12" of one or more models with this special rule suffer a -1 penalty to their Leadership value.
- **Macabre Collectors:** All units of Wracks from this Formation that are within 12" of this Formation's Haemonculus or Haemonculus Ancient have the Precision Strikes special rule.
- **Master of Epicureans:** The units of Wracks in this Formation treat the current turn as being one higher than it actually is when determining what special rules they benefit from as the result of the Power from Pain special rule. This is cumulative with the Master of Pain or Father of Pain special rules.

SCALPEL SQUADRON

FORMATION:

- 2 Wrack Cells

RESTRICTIONS:

All units of Wracks in this Formation must take a Venom as a Dedicated Transport.

SPECIAL RULES:

- **Freakish Spectacle:** Enemy units within 12" of one or more models with this special rule suffer a -1 penalty to their Leadership value.
- **First Pickings:** If a unit from this Formation completes the First Blood Secondary Objective, the controlling player scores 1 additional Victory Point.

- **Surgical Excision:** All of the Wrack units in this Formation begin the game embarked upon their Venom transports, and must be placed in Reserve. All units in this Formation arrive automatically in the controlling player's first turn, and must deploy by Deep Strike.

CORPSETHIEF CLAW

FORMATION:

- 1 Talos Cell

RESTRICTIONS:

The unit of Talos must include 5 models, even though this is not normally allowed.

SPECIAL RULES:

- **Freakish Spectacle:** Enemy units within 12" of one or more models with this special rule suffer a -1 penalty to their Leadership value.
- **Let the Harvest Begin:** Each time a unit from this Formation completely destroys an enemy non-vehicle unit in close combat, the controlling player scores 1 Victory Point. In missions where players earn Victory Points for completely destroying enemy units, the controlling player will score 1 additional Victory Point each time a unit from this Formation completely destroys an enemy non-vehicle unit in close combat.

DARK ARTISAN

FORMATION:

- 1 Haemonculus or Haemonculus Ancient
- 1 Talos Cell
- 1 Cronos Cell

RESTRICTIONS:

The Talos Cell as well as the Cronos Cell may not add any additional models.

SPECIAL RULES:

- **Freakish Spectacle:** Enemy units within 12" of one or more models with this special rule suffer a -1 penalty to their Leadership value.

- **Follow Me, My Children!:** All units in this Formation must be fielded as a single unit, even though this is not normally allowed. Models with the Independent Character special rule cannot join this unit.
- **Master of Diabolical Machines:** This Formation's Talos and Cronos add 1 to the Weapon Skill and Initiative characteristics on their profile.

COVENITE FLESHCORPS

FORMATION:

- 1 Haemonculus or Haemonculus Ancient
- 3 Wrack Cells

RESTRICTIONS:

All Wrack Cells in this Formation must take a Raider as a Dedicated Transport.

SPECIAL RULES:

- **Freakish Spectacle:** Enemy units within 12" of one or more models with this special rule suffer a -1 penalty to their Leadership value.
- **Master of Flesh:** As long as the Formation's Haemonculus or Haemonculus Ancient is alive, his Master of Pain special rule affects all units of Wracks in this Formation within 12", not just his own unit.

SPECIAL RULES

AGONY UNLEASHED AND POWER FROM PAIN

At the start of each game turn, look up the game turn number on the relevant table. All models with the relevant special rule gain the special rules listed on the table, in addition to any other special rules they have.

Agony Unleashed Table

Turn Number	Special Rules
1	None
2	Fearless.
3	Fearless, It Will Not Die.

4	Fearless, It Will Not Die, Zealot.
5	Fearless, It Will Not Die, Zealot, Furious Charge.
6+	Fearless, It Will Not Die, Zealot, Furious Charge, Eternal Warrior.

Power From Pain Table

Turn Number	Special Rules
1	None
2	Feel no Pain (6+)
3	Feel no Pain
4	Feel no Pain, Furious Charge
5	Feel no Pain, Furious Charge, Fearless
6+	Feel no Pain, Furious Charge, Rage, Fearless

COMBAT DRUGS

If you have any models with the Combat Drugs special rule, roll a dice at the start of the game, before deployment and consult the combat drugs table below. All models with the Combat Drugs special rule add +1 to the relevant characteristic:

D6	Bonus
1	Adrenalight: Attack
2	Grave Lotus: Strength
3	Hypex: Initiative
4	Painbringer: Toughness
5	Serpentin: Weapon Skill
6+	Splintermind: The model gains the Stubborn special rule, in addition you may roll once more on the Combat Drugs table.

WILD RIDE

Models inside a vehicle with this special rule can fire at full ballistic skill after a turn in which the vehicle with this special rule Jinked.

WARLORD TRAITS TABLE

D6	WARLORD TRAIT
1	Soulthirst: At the end of each round of combat the Warlord has participated in the Warlord immediately gains 1 wound, to a maximum of 5 wounds. At the end of each of your turns, the Warlord suffers a single wound with no saves of any kind allowed, Feel No Pain is still allowed though.
2	Labyrinthine Cunning: The Dark Eldar player can re-roll the dice when they attempt to Seize the Initiative, determine if the Night Fighting rules are in effect, and when they make Reserve Rolls.
3	Ancient Evil: The Warlord and his unit have the Fear, Eternal Warrior and It Will Not Die special rules.
4	Hatred Eternal: The Warlord has the Hatred and Rage special rules.
5	Arena Champion: The Warlord has the Monster Hunter and Instant Death special rules while fighting in close combat.
6	Towering Arrogance: As long as the Warlord is alive, your entire army has the stubborn special rule.

ARMOURY OF THE DARK CITY

RELICS OF AFFLICTION

Each Relic of Affliction may only be taken once per army.

CRUCIBLE OF MALEDICTION

One use only. The Haemonculus may choose to use the Crucible of Malediction at the start of the Shooting Phase. If he does, all psykers within 9" take a single strength D AP 2 hit, Brotherhoods of Psykers within 9" suffer a single hit.

SYNDRIQ'S SUMP

At the beginning of each of his turns, the controlling player nominates one of the following special rules to apply to the bearer of Syndriq's Sump: Fleet, It Will Not Die, Poisoned (4+) or Rage. The effects last until the start of the controlling player's next turn.

THE VEXATOR MASK

When fighting in a challenge, the bearer's opponent suffers a -5 penalty to their initiative (to a minimum of 1)

THE ORBS OF DESPAIR

Range	S	AP	Type
8"	1	2	Assault 1, Blast, Instant Death

KHAIDESI HERMAVORES

A model equipped with the Khaidesi Haemovores makes D6 additional Attacks and are resolved at Strength 3 with AP-. These attacks do not benefit from any of the model's special rules (such as Furious Charge, Rending etc.). These Attacks are resolved during the Fight-sub-phase at the Initiative 4 step, and do not grant the model an additional pile-in move.

THE PANACEA PERVERTED

The bearer of the Panacea Perverted has the It Will Not Die special rule but passes these rolls on a 4+. Furthermore, attacks with the Poisoned special rule only ever inflict wounds on the bearer on the roll of a 6.

THE NIGHTMARE DOLL

The bearer of The Nightmare Doll adds +1 the Feel no Pain special he and his unit has (if it has one), to a maximum of Feel No Pain (4+). Furthermore, The Nightmare Doll automatically negates the first unsaved wound with the Instant Death special rule. However, once it has negated this wound, it ceases to function for the rest of the battle.

RELICS OF CRUELTY

Each Artefact of Cruelty may only be taken once per army.

DJINN BLADE

Range	S	AP	Type
-	User	3	Melee, Two-handed, Master-crafted, Shred, Betrayal, Sentient Blade

Sentient Blade: While the bearer fights with the Djinn Blade the bearer has +3 WS and +3 Initiative and the Counter-attack special rule.

Betrayal: When the character wielding the Djinn Blade has lost all but 1 wound, it is immediately removed from the table as the Djinn Blade betrays its bearer and kills him!

THE HELM OF SPITE

All friendly units within 12" of a model armed with The Helm of Spite gain the Adamantium Will special rule. If an enemy psyker attempts to manifest a psychic power within 12" of a model armed with the Helm of Spite, the psyker will suffer a Perils of the Warp on the roll of any double when manifesting warp charges.

THE ARCHANGEL OF PAIN

Once per game, the bearer can open the Archangel of Pain instead of firing a weapon in the shooting phase. When he does so, each enemy unit within 9" of him must take a leadership test with a -2 penalty; a unit suffers a single wound with no armour or cover saves allowed for each point this test is failed by. Hits cannot be allocated to models with the Fearless special rule.

THE ANIMUS VITAE

Range	S	AP	Type
8	6	3	Assault 1, Share the Pain, One Use Only

Share the Pain: If any unsaved Wound is inflicted with the Animus Vitae, all models with the Power from Pain special rule (friend or foe) treat the current turn as being one higher than it actually is when determining what special rules they benefit from. This benefit applies for the remainder of the battle and is cumulative with the Architect of Agony/Master of Pain Special rules.

THE ARMOUR OF MISERY

The Armour of Misery confers a 4+ Armour Save a 6+ Invulnerable save and the Fear Special rule. All enemy units within 6" of the bearer suffer a -2 Leadership penalty

VEHICLE WARGEAR

AETHERSAILS

A vehicle with enhanced aethersails can move up to 24" when it moves Flat Out.

CHAIN-SNARES

A vehicle with chain-snares is allowed to Tank Shock even if it is not a Tank. This does not allow the vehicle to Ram.

FLICKERFIELD

A model with a flickerfield has a 5+ invulnerable save. All friendly infantry, jump infantry, jetbike, monstrous creature and beast units within 6" gains a 6+ invulnerable save.

GRISLY TROPHIES

Units which disembarking from a vehicle with Grisly Trophies gain the Fear special rule until the end of the turn.

NIGHT SHIELD

A model with night shield has the Stealth special rule. All friendly infantry, jump infantry, jetbike, monstrous creature and beast units within 6" counts as obscured and gain a 5+ cover save.

SHOCK PROW

A vehicle with a shock prow can Tank Shock and Ram even if it is not a Tank. In addition, when the vehicle executes a Ram, it is treated as having a front Armour Value of 14 when working out the effect of the Ram upon both the vehicle and its target.

TORMENT GRENADE LAUNCHER

All enemy units within 6" of a vehicle with a torment grenade launcher must re-roll successful Morale checks.

WEBWAY STRIKE

Models armed with Webway Strike gain the **Deep Strike** special rule, when they Deep Strike after turn 2 they do not scatter when arriving from Deep Strike reserve.

WEAPONS STORAGE

Whilst a model is embarked on a vehicle with a weapons storage, all its splinter- and shard weapons have the Twin-linked special rule.

ARCANE WARGEAR

BLADE VANES

All Hammer of Wrath attacks made by a model with blade vanes are resolved at Strength 4 and have the Rending special rule.

CLONE FIELD

A clone field confers a 4+ invulnerable save.

CLUSTER CALTROPS

A model armed with cluster caltrops makes D6 Hammer of Wrath attacks instead of just one. These are resolved at Strength 6 and have the Rending special rule.

GRAV-TALON

All Hammer of Wrath attacks made by a model with a grav-talon are resolved at Strength x AP 1 and have the **Concussive** and Graviton special rules.

HAYWIRE GRENADES

Shooting

Haywire grenades may be fired as a shooting attack using the following profile, only one model per phase in each unit may make use of the ranged profile.

Range	S	AP	Type
8"	1	-	Assault 1, Haywire

Assault

When fighting a unit including a Vehicle any number of models armed with haywire grenades may make a single attack with the profile below instead of attacking normally:

Range	S	AP	Type
-	1	x	Melee, Haywire

SHADOW FIELD

A shadow field confers a 2+ invulnerable save. The shadow field save is lost for the rest of the battle at the end of any phase in which the model suffers one or more unsaved Wounds.

SOUL TRAP

A model with a soul-trap receives +1 Strength (up to a maximum of Strength 10) for the rest of the battle for each unsaved Wound it inflicts in a challenge on an enemy character.

WEBWAY PORTAL

If a model with a webway portal is in Reserves or Ongoing Reserves, then the model and any unit it has joined or is embarked upon has the Deep Strike special rule. This model, and his unit, will not scatter if arriving from Deep Strike Reserve.

ARMOUR

GHOSTPLATE ARMOUR

Ghostplate armour confers a 4+ Armour Save and a 6+ invulnerable save.

MELEE WEAPONS

AGONISER

Range	S	AP	Type
-	User	3	Melee, Poison (4+), Concussive

ARCHITE GLAIVE

Range	S	AP	Type
-	+1	2	Melee, Two-handed

CHAIN-FLAILS

Range	S	AP	Type
-	User	2	Melee, Shred, Rampage

HELLGLAIVE

Range	S	AP	Type
-	+1	5	Melee, Two-handed

HUSKBLADE

Range	S	AP	Type
-	User	2	Melee, Dissolving Strike

Dissolving Strike: Any model suffering an unsaved wound from a weapon with this rule will suffer a -2 penalty to it's Toughness characteristic for the rest of the game. This effect can reduce a model to a Toughness of 0 which will result in the model being removed as a casualty.

HYDRA GAUNTLETS

Range	S	AP	Type
-	User	5	Melee, Shred, Specialist Weapon

ICHOR INJECTOR

Range	S	AP	Type
-	User	-	Melee, Fleshbane, Lethal Dose

Lethal Dose: Any To Wound roll of a 6 inflicted by this weapon has the Instant Death special rule.

IMPALER

Range	S	AP	Type
-	User	5	Melee, Impale

Impale: A model fighting with an impaler re-rolls all To Wound rolls of a 1 when fighting in close combat.

ELECTROCORROSIVE WHIP

Range	S	AP	Type
-	User	5	Melee, Concussive, Poisoned (2+), Precision Strikes

Monomolecular dagger

Range	S	AP	Type
-	User	-	Melee, Shred, Monomolecular Blade

Monomolecular Blade: For each To Wound roll of a 6, the target automatically suffers a Wound, regardless of its Toughness. These Wounds are resolved at AP3.

SHAIMESHI BLADE

Range	S	AP	Type
-	User	-	Melee, Poisoned (2+), Lethal Dose

Lethal Dose: Any To Wound roll of a 6 inflicted by this weapon has the Instant Death special rule.

SHARDNET AND IMPALER

Range	S	AP	Type
-	User	5	Melee, Ritual Pair

Ritual Pair: A model fighting with a shardnet and impaler always gains the +1 bonus Attack for fighting with more than one Melee weapon. A model fighting with a shardnet and impaler re-rolls all To Hit and To Wound rolls of 1 in close combat.

STUNCLAW

Range	S	AP	Type
-	+1	6	Melee, Snatched

Snatched: When fighting in a challenge, this weapon has the Instant Death special rule.

RAZORFLAIL

Range	S	AP	Type
-	User	5	Melee, Blade Whip, Precision Strikes, Specialist Weapon

Blade Whip: If a melee weapon has the Blade Whip special rule it re-rolls all failed To Hit rolls.

VENOM BLADE

Range	S	AP	Type
-	User	-	Melee, Poisoned (2+)

RANGED WEAPONS

BALEBLAST

Range	S	AP	Type
12"	4	5	Assault 1, Soul Blaze, Mark of Twilight

Mark of Twilight: Place a Stalker-counter next to any unit taking a wound by one or more weapons with this rule. Remove this marker at the end of your turn. During the assault phase, a unit firing this weapon may be removed from the table and then placed in Close Combat with a unit with a Stalker-counter. No unit count as charging in the ensuing close combat.

BLOODSTONE

Range	S	AP	Type
Template	3	3	Assault 1

DARKLIGHT WEAPONS

	Range	S	AP	Type
Blaster	12"	D	3	Assault 1, Darklight

Blast pistol	6"	D	3	Pistol, Darklight
Dark lance				
	36"	7	2	Heavy 1, Twin-linked
	36"	7	2	Heavy 1, Lance
Dark scythe	24"	D	1	Assault 1

Darklight: When rolling on the strength D table, subtract 2 from the D6 result. Treat any result below 2 as a 1.

DISINTEGRATOR CANNON

Range	S	AP	Type
36"	5	2	Assault 3

HAYWIRE BLASTER

Range	S	AP	Type
24"	4	4	Assault 1, Haywire

HEAT LANCE

Range	S	AP	Type
18"	6	1	Assault 1, Melta, Lance

HEXRIFLE

Range	S	AP	Type
36"	x	4	Assault 1, Arcane Payload, Sniper

Arcane Payload: Any Precision shot made with this weapon has the Instant Death special rule.

VOID MINE

Range	S	AP	Type
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-	D	1	Bomb 1, Blast, One Use Only
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MISSILE WEAPONS

	Range	S	AP	Type
Monoscythe missile	48	6	2	Assault 1, Blast, One Use Only
Necrotoxin missile	48	1	5	Assault 1, Fleshbane, Ignores Cover, Large Blast, One Use Only
Implosion missile	48"	7	2	Assault 1, One Use Only

OSSEFACTOR

Range	S	AP	Type
36"	1	2	Assault 1, Boneshards, Calcific Spears, Fleshbane

Boneshards: A unit which suffers an unsaved wound by this model gains a shardstorm counter. This weapon does not benefit from the Shred special rule when shooting at units with one or more shardstorm counter.

Calcific Spears: If a model is removed as a casualty due to an unsaved wound caused by this weapon, that model's unit must immediately take D6 Toughness tests. The unit suffers a single wound, saves can be taken as normal.

LIQUIFIER GUN

Range	S	AP	Type
Template	4	D6	Assault 1

PHANTASM GRENADE LAUNCHER

Range	S	AP	Type
12"	3	5	Assault 1, Blast, Poison (4+), Soulfright, Pinning

Soulfright: Any unit which suffers one or more unsaved wounds from a weapon with this special rule during your shooting phase, suffer a -2 penalty to their Leadership characteristic until the start of the Close Combat phase.

SHARD WEAPONS

	Range	S	AP	Type
Shard pistol	12"	4	-	Pistol, Shardstorm, Pinning
Shard rifle	24"	4	-	Pistol, Shardstorm, Pinning
Shard pod	18"	3	5	Assault 2, Shardstorm, Pinning
Shard cannon	36"	4	4	Heavy 1, Large Blast, Shardstorm, Pinning

Shardstorm: When a unit suffers one or more unsaved wounds, from a weapon with this rule, place a Shardstorm counter next to the unit. All other weapons with the Shardstorm type that fire at the unit gain the Shred type. Remove all Shardstorm counters at the end of each phase.

SHREDDER

Range	S	AP	Type
Template	6	-	Assault 1, Shardstorm, Shred, Pinning

Shardstorm: When a unit suffers one or more unsaved wounds, from a weapon with this rule, place a Shardstorm counter next to the unit. All other weapons with the Shardstorm special rule that fire at the unit gain the Shred special rule. Remove all Shardstorm counters at the end of each phase.

SPLINTER WEAPONS

	Range	S	AP	Type
Splinter carbine	18"	1	5	Assault 1,
Splinter cannon	36"	1	5	Salvo 4/6, Poisoned (4+)
Splinter rifle	24"	1	5	Rapid Fire,

SPIRIT WEAPONS

	Range	S	AP	Type
Spirit tendrils	-	User	2	Melee, Spirit Leech
Spirit syphon	Template	User	-	Assault 1, Torrent, Spirit Leech
Spirit vortex	30"	User	-	Assault 1, Spirit Leech

Spirit Leech: When a model, using a weapon with this rule, causes an unsaved wound(s) all Cronos in it's pass It Will Not Die rolls on a 2+ until the start of your opponents turn. In addition, all Cronos in the unit increase their Strength by 1 (to a maximum of Strength 10) until the end of the game.

STINGER POD

	Range	S	AP	Type
Stinger pod	12"	1	2	Pistol, Fleshbane
Stinger pod	12"	1	5	Assault 1, Blast, Fleshbane

VOID PULSE

Range	S	AP	Type
24"	8	2	Assault 1, Blast