

WARHAMMER

# EPIC 40,000

ARMIES BOOK II





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# ARMIES BOOK II

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## What You Will Need to Play

In addition to the original Epic 40,000 game components you'll need new miniatures for your model armies. The army lists provided in this book present new unit types based on rich and diverse fiction. You will have to use conversions of existing miniatures or proper proxies.

## Word from the Author

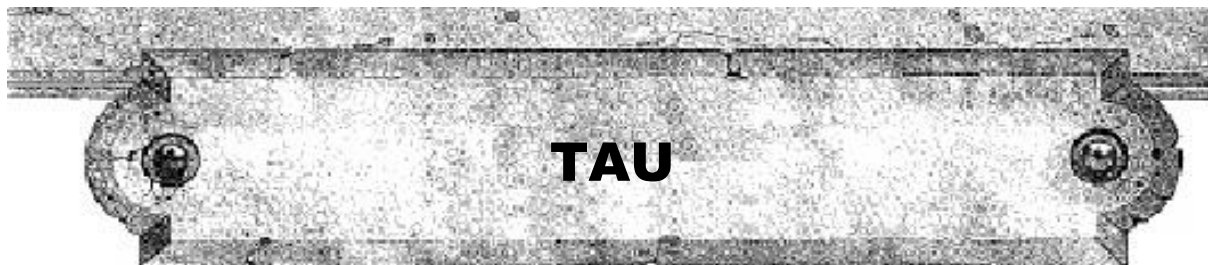
All units from the army lists have been designed after the original idea behind the Epic 40,000 game system. Abstraction of various weapon types and skills has been very important in order to merge Armies Book II seamlessly with the official Epic 40,000 Armies Book. All point values have been calculated by a complex reverse engineered point value matrix. Variations on existing units have been designed by using the official Vehicle Variants rules. Few new special abilities were invented. By using this methodology it was possible to keep the overall game balanced.

## Addendums

Two types of army lists are provided in the book; addendum lists and army lists. An addendum list should be merged with the original army list from Epic 40,000 Armies. New units or options will be inserted to provide more choices. The army lists are complete sets of detachment options based on one army or organization.



Fenrisian Wolves are fast and deadly allies.



**"To follow any path other than the Tau'va is to doom us all. Only together, and with courage and discipline, shall we stand victorious. Fight with fire and courage, and nothing can stand against us." -- Commander Shadowsun.**

## SPECIAL RULES

**Strategy Rating:** Tau have a strategy rating of 3.

**Jungle World of Pech:** Kroot and Kroot creatures gain a +2 Armour value when in jungles and woods instead of the usual +1.

**Medic:** During the rally phase a detachment that has at least one medic counts as having one less blast marker for the purposes of morale loss.

**Cluster Cadres:** If a detachment contains Sun Shark Bombers then you can only take other Sun Shark Bombers in that detachment. If a detachment contains Razorsharks then you can only take other Razorsharks in that detachment.

## SUMMARY

INFANTRY						
Unit	Speed	Range	Firepower	Assault	Armour	Special
Kroot	10cm	30cm	1	2	3+	
Shaper			As Kroot			+ Hero
Master Shaper			As Kroot			+ Hero, Commander
Stalkers			As Kroot			+ Infiltrate
Vultures			As Kroot			+ Jump Packs
Kroot Hounds	20cm	n/a	0	3	3+	Cavalry
Krootox	10cm	45cm	2	3	4+	
Fire Warriors	10cm	30cm	1	1	4+	Rapid Fire
Pathfinders	10cm	15cm	1	1	4+	Rapid Fire, Infiltrate
Ethereal	10cm	15cm	1	1	4+	Commander
Stealth Team	10cm	30cm	2	2	5+	Infiltrate, Jump Packs
Gun Drones	10cm	15cm	1	1	4+	Skimmer
Missile Drones	10cm	15-30cm	1	1	4+	Skimmer, Artillery
Heavy Gun Drones	10cm	15cm	2	1	3+	Skimmer
Shield Drones	10cm	n/a	0	0	5+	Skimmer, Save
Defensive Weapons	n/a	30	2	0	4+	Rapid Fire, Close Support
Tau Axiliaries	10cm	30cm	1	1	3+	
Human Auxiliaries			As Tau Auxiliaries			+ Rapid Fire
Vespid Squad			As Tau Auxiliaries			+ Jump Packs, Assault
Nagi Axiliaries	15cm	n/a	0	0	3+	Medic, Psyker
Galg Necalli			As Tau Auxiliaries			+ Jump Packs, Heavy Weapons



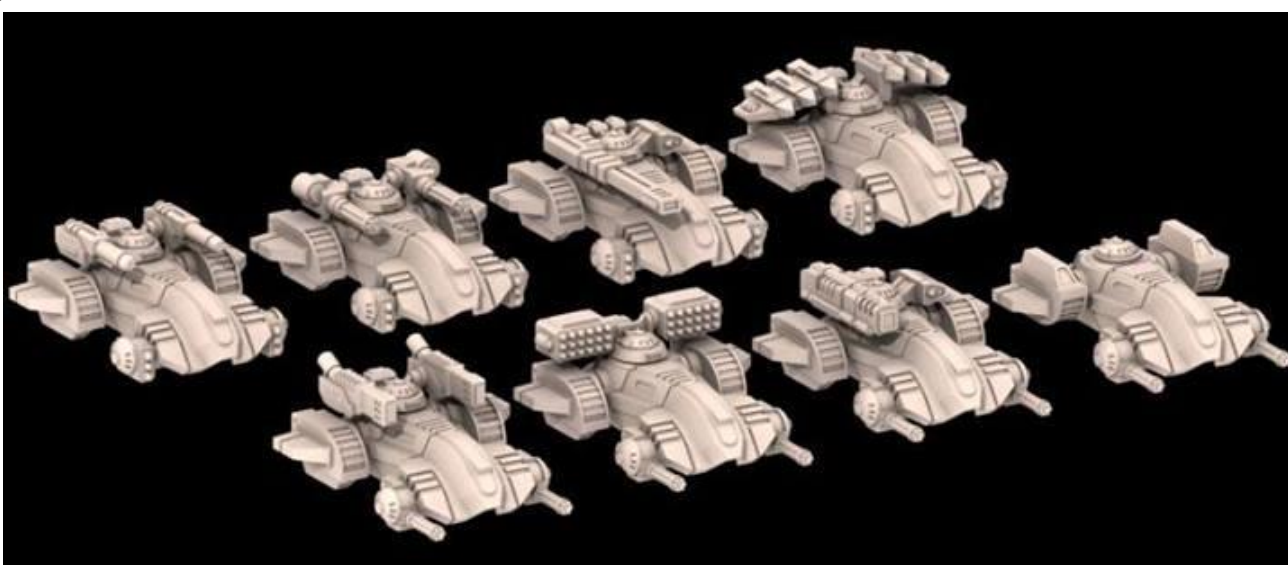
# SUMMARY

## VEHICLES

Unit	Speed	Range	Firepower	Assault	Armour	Special
Crisis Battlesuit	10cm	30cm	3	2	6+	Walker, Jump Packs
Broadside	10cm	45cm	1 x AT	1	6+	Walker
Riptide	15cm	45cm	4	3	6+	Jump Packs, Save
Devilfish	25cm	30cm	1	1	5+	Skimmer, Transport (2)
Railgun Hammerhead	25cm	45cm	1 x AT	1	6+	Skimmer
Ion Cannon Hammerhead	25cm	45cm	3	1	6+	Skimmer
Stingray	25cm	45-90cm	3	1	6+	Skimmer, Artillery
Burst Cannons Hammerhead	25cm	15cm	3	1	6+	Skimmer, Close Support
Sky Ray	25cm	45cm	2	1	6+	Skimmer, Flak
Tetra Scout Speeder	10cm	15cm	1	1	4+	Skimmer, Rapid Fire, Infiltrate
Piranha Skimmer	10cm	30cm	1	1	4+	Skimmer, Rapid Fire
Great Knarloc	15cm	15cm	2	1+D6	5+	Rampage, Close Support
Remora	30cm	45cm	1	1	5+	Skimmer, Flak

## FLYERS

Unit	Speed	Range	Firepower	Assault	Armour	Special
Barracuda	Flyer	30cm	2	3/2	5+	
Tiger Shark	Flyer	30cm	6	2/2	5+	
Orca Dropship	Flyer	30cm	1	1/2	6+	Transport (8)
Sun Shark Bomber	Flyer	45cm	1 x AT	3/2	5+	
Razorshark	Flyer	45cm	2	3/2	5+	



Various weapon options for Tau armour provides tanks for each and every battlefield.

# TAU MANTA

The Manta Missile Destroyer is a super-heavy vessel used by the Tau Empire for the transportation of whole Hunter Cadres. On the borderline between an Attack Craft and a full starship, these small spacecraft are useful in a variety of roles. In space they are used to attack enemy starships and are a match for entire squadrons of Imperial starfighters, while during planetary assaults they function as drop ships and heavy fire support for Tau ground forces. ( Cost: 674 points )

Speed	Armour	Void Shields	Damage Capacity	Assault	Special
15cm	6+	6	8	4	Skimmer
<b>Transport</b>					
Upper Deck: up to 10 infantry units			Lower Deck: up to 4 vehicle units**		

## WEAPON TABLE

WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
2 Heavy Railguns	Front	60cm	(2)	2 x Death Ray
2 Ion Cannon Batteries	All Around	45cm	3 each	-
Burst Cannon Turrets	All Around	45cm	4	Flak. Flak special orders only prevent this weapon to be fired in the shooting phase. It does not prevent movement of the Manta.
Seeker Missiles	Front	30-90cm	heavy barrage	Artillery

## CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Heavy Hit	+0 Points	The Manta is immobilized for the rest of the turn.
3	Propulsion Damaged	+1 Point	The Manta is immobilized until the damage is repaired.
4	Launch Ports Hit	+2 Points	The Seeker Missiles may not be fired.
5	Right Wing Weapons Damaged	+2 Points	One of the Heavy Railguns and one of the Ion Cannon Batteries may not be fired until repaired.*
6	Left Wing Weapons Damaged	+2 Points	One of the Heavy Railguns and one of the Ion Cannon Batteries may not be fired until repaired.* (*Cumulative.)
7	Hull Damaged	+3 Points	The Manta is immobilized for the rest of the turn and its Armour value is permanently reduced to 5+.
8	Lower Transport Deck Damaged	+3 Points	All units being transported in the lower deck take a hit. Any surviving units must dismount next turn.
9	Upper Transport Deck Damaged	+3 Points	All units being transported in the upper deck take a hit. Any surviving units must dismount next turn.
10	Propulsion Destroyed	+4 Points	The Manta is permanently immobilized. Transported Vehicles are (considered) destroyed (because they too are immobilized).
11-12	Catastrophic Damage	See table below.	

## CATASTROPHIC DAMAGE TABLE

1D6 ROLL	DAMAGE	NOTES
1 - 3	Internal Explosions	Wrecked All transported units are destroyed. The Manta is wrecked.
4 - 5	Weapon Detonation	Destroyed All transported units are destroyed. The explosion hits all units within 5cm with a D6.
6	Massive Explosion	Destroyed All transported units are destroyed. The explosion causes an automatic hit on all units within 5cm.

\*\* Crisis Battlesuits, Broadsides, Piranha and Tetra Speeders only use ½ of vehicle transport space each. (Thus allowing transport of up to 8 units.)

# TAU ARMY LIST

## KROOT KINDRED

### Command

Choose a commander.

**0-1 Master Shaper . . . 50 points**

Consists of 1 Kroot unit (*Commander, Hero*)

### Main Force

Make up to 10 choices from the following list.

**Kroot Carnivore Squad . . . 7 points per unit**

Consists of 1 to 4 Kroot units

Extra cost to:

Upgrade 1 unit to include a Shaper (*Hero*) . . . +5 pts

**Kroot Hounds Pack . . . 6 points per unit**

Consists of 1 to 2 Kroot Hound units

### Support

**Great Knarloc . . . 19 points per unit**

Consists of 1 Great Knarloc unit

### Support

Make up to 10 choices from the following list, but you may not exceed the number of choices made on the main force list.

**Stalkers . . . 12 points per unit**

Consists of 1 Stalker unit

Extra cost to:

Upgrade unit to include a Shaper (*Hero*)\* . . . +5 pts

**Vultures . . . 12 points per unit**

Consists of 1 Vulture unit

Extra cost to:

Upgrade unit to include a Shaper (*Hero*)\* . . . +5 pts

**Krootox. . . 13 points per unit**

Consists of 1 Krootox unit

**Chain of Command:** Master Shaper > Stalker > Carnivore Squad > any other unit

## TAU AIR CADRE

### Command

You must choose a commander.

**1 Detachment HQ . . . +25 points**

### Main Force

Make up to 10 choices from the following list.

**Orca Dropship . . . 52 points per unit**

**Tiger Shark . . . 50 points per unit**

**Barracuda . . . 35 points per unit**

**Sun Shark Bomber\* . . . 35 points per unit**

\* See Cluster Cadres special rules

**Razorshark\* . . . 35 points per unit**

\* See Cluster Cadres special rules

**Chain of Command:** HQ > any other unit

# TAU HUNTER CADRE

## Command

You must choose at least 1 commander.

### Up to one Ethereal Caste . . . 50 points

Consists of 1 Ethereal unit

### Up to one Tau Commander . . . 50 points

Consists of 1 Crisis Battlesuit unit (*Hero*)

## Main Force

Make up to 10 choices from the Main Force list. Make up to 10 choices from the Support list, but you may not exceed the number of choices made on the Main Force list.

### Fire Warrior Team . . . 11 points per unit

Consists of 1 to 2 Fire Warriors units

Extra cost to:

Mount in a Devilfish\* . . . +12 pts

Upgrade to Piranha Skimmers\* . . . Free

(\* Choose one option only)

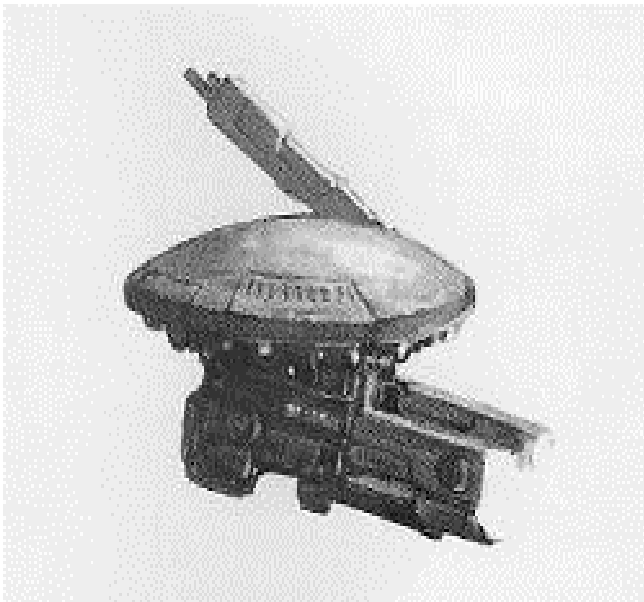
### Crisis Battlesuit . . . 23 points per unit

### Kroot Carnivore Squad . . . 7 points per unit

Consists of 1 to 4 Kroot units

### Gun Drones unit . . . 7 points per unit

Consists of 1 Gun Drone unit



## Support

### Missile Drones unit . . . 7 points per unit

### Shield Drones unit . . . 6 points per unit

### Heavy Gun Drones unit . . . 7 points per unit

### Defensive Weapon System . . . 10 points per unit

### Broadside . . . 23 points per unit

### Riptide . . . 42 points per unit

### Pathfinders Team . . . 14 points per unit

Consists of 1 Pathfinder unit

Extra cost to:

Mount in a Devilfish\* . . . +12 pts

Upgrade to Tetra Speeders\* . . . Free

(\* Choose one option only)

### Stealth Team . . . 15 points per unit

Consists of 1 Stealth Team unit

### Hammerhead unit

Extra cost to:

Equip with Railgun\* . . . +31 pts

Equip with Ion Cannons\* . . . +29 pts

Equip with Burst Cannons\* . . . +29 pts

Upgrade to Stingray\* . . . +29 pts

Upgrade to Sky Ray\* . . . +29 pts

(\* Choose only one mandatory option)

### Krootox. . . 13 points per unit

Consists of 1 Krootox unit

### Kroot Hounds Pack . . . 6 points per unit

Consists of 1 Kroot Hound unit

### Remora Drone . . . 30 points per unit

Consists of 1 Remora unit

**Chain of Command:** Ethereal > Tau Commander > Crisis Battlesuit > any other unit



# TAU AUXILIARIES

## Command

You must choose a commander.

**1 Detachment HQ . . . +25 points**

## Main Force

Make up to 5 choices from the following list.

**Vespid Stingwings . . . 12 points per unit**

Consists of 1 Vespid Squad unit

**Human Auxiliaries . . . 8 points per unit**

Consists of 1 to 2 Human Auxiliaries units

**Nagi Auxiliaries . . . 20 points per unit**

Consists of 1 Nagi unit

**Galg Necalli . . . 18 points per unit**

Consists of 1 to 2 Galg units

**Chain of Command:** HQ > Any Galg unit > Any other unit

# SUPREME COMMANDER

## Command

You must choose at least 1 unique commander.

*(The special ability Unique allows only one unit with the same name per game.)*

**Darkstrider . . . 44 points**

Consists of 1 Pathfinders unit (*Hero, Commander, Unique*)

Extra cost to:

Add a Pathfinders unit . . . +15 pts

**Commander Shadowsun . . . 45 points**

Consists of 1 Stealth Team unit (*Hero, Commander, Unique*)

Extra cost to:

Add a Shield Drones unit . . . +6 pts

**Commander Farsight . . . 53 points**

Consists of 1 Crisis Battlesuit unit (*Hero, Commander, Unique*)

Extra cost to:

Add a Crisis Battlesuit \*\* . . . +23 pts

Add a Broadside \*\*\* . . . +23 pts

Add a Riptide \*\*\* . . . +42 pts

(\*\* Add maximum five units)

(\*\*\* Add maximum one unit)

**Master Longstrike . . . 61 points**

Consists of 1 Railgun Hammerhead unit

(*Hero, Commander, Long Range, Unique*)

Extra cost to:

Add a Railgun Hammerhead unit . . . +31 pts

**Aun Shi . . . 55 points**

Consists of 1 Ethereal unit (*Hero, Unique*)

Extra cost to:

Add a Fire Warriors unit . . . +11 pts

Add a Devilfish . . . +12 pts

# SPACE MARINES

## SPECIAL RULES

**Chapter HQ:** The Space Marine Addendum lists are using the Chapter HQ rules. A detachment HQ can optionally be upgraded to a named chapter. This option unlocks new units that can be chosen in this detachment only. The new units will have a special ability with the name of a chapter.

*i.e. The Cyberwolf unit can only be chosen in a detachment with a Space Wolves HQ.*



Space Marines Terminators against the odds.

# SUMMARY

## FLYERS

Unit	Speed	Range	Firepower	Assault	Armour	Special
Stormraven	Flyer	30	7	2/5	6+	Transport (6)
Stormwolf Assault Craft	Flyer	30	2	2/2	5+	Space Wolves, Transport (3)
Stormfang Gunship	Flyer	30	AT	2/2	5+	Space Wolves, Transport (1)

## INFANTRY

Unit	Speed	Range	Firepower	Assault	Armour	Special
Tyrannic War Veterans	10	30	AP	3	5+	Stubborn, Ultramarines
Death Company Tactical	10	30	1	3	5+	Stubborn, Rampage, Blood Angels, Rapid Fire
Death Company Assault	10	30	1	3	5+	Stubborn, Rapid Fire, Assault, Jump Packs, Blood Angels, Rampage
Sternguard Veterans	10	30	AT	3	5+	Stubborn, Rapid Fire
Vanguard Veterans	10	30	1	3	5+	Stubborn, Rapid Fire, Assault, Jump Packs, Hit and Run
Fenrisian Wolves	15	n/a	0	4	4+	Cavalry, Space Wolves
Cyberwolf	15	n/a	0	4	4+	Cavalry, Save, Space Wolves
Deathwing Knights	10	30	1	3	5+	Stubborn, Rapid Fire, Hero, Dark Angels
Thunderwolf Squad	10	30	1	3	5+	Stubborn, Rapid Fire, Infiltrators, Cavalry, Space Wolves
Grey Knights	10	15	1	4	5+	Stubborn, Rapid Fire, Psyker, Grey Knights
Grey Knight Terminators	10	15	1	4	5+	Stubborn, Rapid Fire, Save, Grey Knights*, Psyker
Centurions	10	30	1	3	5+	Save, Stubborn, Heavy Weapons

\* An Ordo Malleus Inquisitor Supreme Commander detachment may include this unit without having the HQ Chapter upgrade.

## VEHICLES

Unit	Speed	Range	Firepower	Assault	Armour	Special
Ravenwing Landspeeder	40	30	1	1	4+	Dark Angels, Skimmer
Ravenwing Bikes	40	15	1	2	3+	Dark Angels
Ravenwing Attack Bike	35	30	1	1	4+	Dark Angels
Furioso Librarian Dreadnought	15	15	2	4	6+	Blood Angels, Close Support, Psyker
Furioso Death Company Dread	15	45	1	5	6+	Blood Angels, Rampage
Darkshroud Landspeeder	40	30	1	1	4+	Dark Angels, Save, Skimmer
Nemesis Dreadknight	15	15	2	5	6+	Grey Knights, Psyker
Sabre Tank	25	30	2 x AT	1	6+	Close Support
Helios	20	45	barrage	2	6+	Artillery, Transport (1)

# SPACE MARINES ARMY LIST

## SPACE MARINE DETACHMENT ADDENDUM

### Command

Following HQ options are added to Space Marine Detachments. A detachment with the new Chapter HQ may contain units from the same chapter. This special membership will be indicated as a special ability.

#### Detachment HQ

Extra cost to:

- Include an Apothecary (*Medic*) . . . +10 points
- Include an Tech Marine (*Engineer*) . . . +13 points
- Upgrade to Chapter HQ\*
  - Upgrade to Blood Angels HQ . . . +15 points
  - Upgrade to Ultramarines HQ . . . +15 points
  - Upgrade to Space Wolves HQ . . . +15 points
  - Upgrade to Grey Knights HQ . . . +15 points
  - Upgrade to Dark Angels HQ . . . +15 points

(\*An HQ can have only one Chapter upgrade)

#### Space Marine Captain

Extra cost to:

- Upgrade to Wolf Lord on Thunderwolf . . . +15 points  
(*Cavalry, Space Wolves*)\*\*

(\*\*Cannot upgrade to Jump Packs or Bikes)  
(\*\*Cannot mount in Rhino, Razorback or Land Raider)

### Main Force

Following units are new optional choices for the Main Force list. Check chapter membership requirements in the unit summary.

#### Tyrannic War Veteran Squad . . . 30 points

Consists of 2 units

#### Death Company Tactical Squad . . . 30 points

Consists of 2 units

#### Grey Knights Squad . . . 60 points

Consists of 2 units

Extra cost to:

- Mount in Rhino . . . +7 points

#### Grey Knight Terminators . . . 34 points

Consists of 1 unit

Extra cost to:

- Mount in Land Raider . . . +45 points

#### Ravenwing Landspeeder . . . 20 points

#### Ravenwing Bikes . . . 10 points

#### Ravenwing Attack Bike . . . 10 points

#### Thunderwolf Squad . . . 16 points

Consists of 1 unit

### Support

Following units are new optional choices for the Support list. Check chapter membership requirements in the unit summary.

#### Sternguard Veterans unit . . . 15 points

#### Vanguard Veterans unit . . . 17 points

#### Furioso Librarian Dreadnought . . . 37 points

#### Furioso Death Company Dread . . . 24 points

#### Darkshroud Landspeeder . . . 24 points

#### Fenrisian Wolves . . . 13 points

#### Cyberwolf . . . 16 points

#### Nemesis Dreadknight . . . 52 points

#### Centurions . . . 24 points

#### Sabre . . . 32 points

**Chain of command:** Chapter HQ > Wolf Lord > Captain > ...

## SPACE MARINE ARMOUR DETACHMENT ADDENDUM

### Support

Following units are new optional choices for the Support list.  
Check chapter membership requirements in the unit summary.

**Land Raider Helios . . . 32 points**

## IMPERIAL AIR DETACHMENT ADDENDUM

### Command

Following HQ options are added to Imperial Air Detachments. A detachment with the new Chapter HQ may contain units from the same chapter. This special membership will be indicated as a special ability.

#### Detachment HQ

Extra cost to:

Upgrade to Chapter HQ\*

Upgrade to Blood Angels HQ . . . +15 points

Upgrade to Ultramarines HQ . . . +15 points

Upgrade to Space Wolves HQ . . . +15 points

Upgrade to Grey Knights HQ . . . +15 points

Upgrade to Dark Angels HQ . . . +15 points

(\*An HQ can have only one Chapter upgrade)

### Main Force

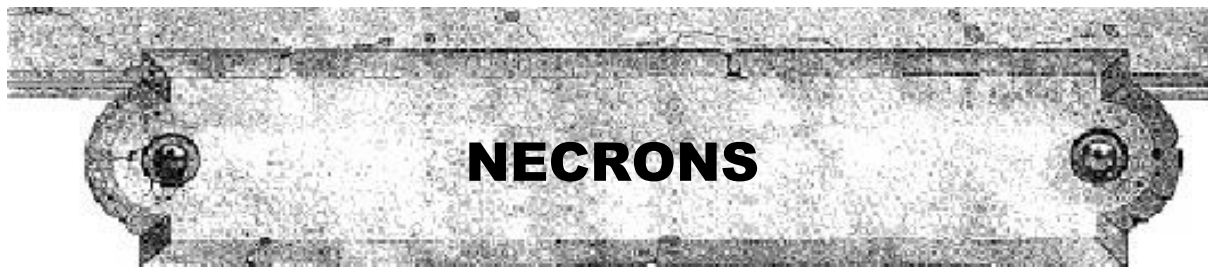
Following units are new optional choices for the Main Force list.  
Check chapter membership requirements in the unit summary.

**Stormfang Gunship . . . 45 points**

**Stormwolf Assault Craft . . . 45 points**

**Stormraven . . . 80 points**

**Chain of command:** Chapter HQ > HQ > Any other unit in the detachment



Necrons are implacable, emotionless and terrifying soldiers - the inexorable emissaries of death itself. What Necron Warriors lack in intuition they more than make up for in determination and durability. Once orders have been received, they are completely single-minded and will follow commands through to conclusion without question. Even wounds that would prove fatal to other races are not enough to stop a Necron Warrior from achieving their goal as they can often repair themselves as quickly as they are damaged.

## SPECIAL RULES

**Strategy Rating:** Necrons have a strategy rating of 3.

**Implacable Advance:** The Necron are an offensive army, always on the advance, stopping only to eliminate enemy positions before moving on to harvest others. While subject to disruption from losses and enemy fire, the mechanical nature of the Necrons permits them to easily reorganize to maintain the offensive momentum. All vehicles in Necron detachments receive Stubborn. Due to their steady, deliberate nature, Necron and Necron Commander detachments cannot take a March order.

## NECRON SUMMARY

### INFANTRY

Unit	Speed	Range	Firepower	Assault	Armour	Special
Necron Warriors	10	30	2	1	5+	Save, Stubborn
Scarab Swarm	10	30	disrupt	1	5+	Save, Stubborn
Necron Elites	10	30	2	1	6+	Save, Stubborn
Immortals			As Necron Elites			+ Heavy Weapons
Deathmarks			As Necron Elites			+ Infiltrators, Jump Packs
Lychguard			As Necron Elites			+ Assault
Praetorians			As Necron Elites			+ Assault, Jump Packs
Flayed Ones	10	n/a	0	4	5+	Save, Stubborn
Destroyer			As Necron Warriors			+ Cavalry, Skimmer
Heavy Destroyer	10	30	anti-tank	1	5+	Save, Stubborn, Cavalry, Skimmer
Canoptek Wraiths	10	n/a	0	4	5+	Save, Stubborn, Jump Packs
C'tan Shard	25	30	disrupt	10	6+	Save, Skimmer, Psyker

### FLYERS

Unit	Speed	Range	Firepower	Assault	Armour	Special
Night Scythe	Flyer	15	barrage	4/1	5+	Transport (2)
Doom Scythe	Flyer	15	barrage	5/3	5+	



# NECRON SUMMARY

## VEHICLES

Unit	Speed	Range	Firepower	Assault	Armour	Special
Ghost Ark	20	30	anti-personnel	1	6+	Skimmer, Open Top, Transport (2)
Doomsday Ark	20	30	death ray	1	6+	Skimmer
Annihilation Barge	20	30	anti-personnel	1	5+	Skimmer
Tesseract Ark	20	30	distortion cannon	1	5+	Skimmer
Canoptek Acanthrites	25	30	1	4	5+	Skimmer
Sentry Pylon	0	100	death ray	1	5+	
Canoptek Stalker	25	30	anti-tank	4	5+	Walker, Stubborn
Canoptek Spyder	25	30	disrupt	4	5+	Walker, Stubborn
Obelisk	10	45	3	0	5+	Save, Skimmer, Flak



Dormant Necron tombworlds are spread across the galaxy, waiting to be awoken.

# NECRON MONOLITH

Nothing is so emblematic of Necron implacability than the Monolith. Energy beams are absorbed and dispersed, whilst tank-busting missiles simply ricochet of the Monolith's armored hide. Indeed, the only way to truly halt the advance of a Monolith is to target it with a sustained period of focused fire, though few enemies have the discipline to bring it down, especially when the Monolith brings its own firepower to bear in return. Armed with the tank-shattering particle whip it can turn enemy tanks into smoldering wrecks in a split second, or reduce infantrymen into molecular vapor. Those lucky enough to survive this ferocious attack will find themselves caught within the Monolith's gauss flux arcs - a pre-programmed defense system that can preempt even the random movements of panicked foes. Yet these weapons are nothing compared to the eternity gate. This shimmering energy field is nothing less than a captive wormhole, bound into the very heart of the Monolith, and those who stray to close could well disappear forever.

Speed	Armour	Void Shields	Damage Capacity	Assault	Transport
20cm	6	4	8	6	6

## WEAPON TABLE

WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
Particle Whip	Front	60cm	(1)	Mega Cannon Super Heavy Weapon
2 x Gauss Flux Arcs	All Around	45cm	(10)	5 x Anti-Personnel each

## CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Heavy Hit	+0 Points	The Monolith is immobilized for the rest of the turn.
3	Anti-Grav Damaged	+1 Point	The Monolith is immobilized until the damage is repaired.
4	Gauss Flux Arc Damaged	+2 Points	One of the Gauss Flux Arcs may not be fired until it is repaired.
5	Particle Whip Damaged	+2 Points	The Particle Whip may not be fired until it is repaired.
6	Hull Damaged	+3 Points	The Monolith is immobilized for the rest of the turn and its Armour value is permanently reduced to 5+.
7	Anti-Grav Destroyed	+3 Points	The Monolith is permanently immobilized.
8	Dark Portal Damaged	+3 Points	The Monolith is immobilized for the rest of the turn. D6 random units being transported take a hit. Any surviving units must dismount next turn.
9	Space-Time Ripple	+4 Points	The Monolith moves at half Speed and suffers 1 extra point of damage at the end of each rally phase until the Ripple is repaired.
10	Space-Time Distortion	+4 Points	D6 Ripples are affecting the Monolith. (See above.)
11	Eternity Gate Instability	+4 Points	The Monolith is immobilized and may not fire any weapons until the damage is repaired.
12	Catastrophic Damage	See table below.	

## CATASTROPHIC DAMAGE TABLE

1D6 ROLL	DAMAGE	NOTES
1 - 3	Implosion	Wrecked A wormhole implosion wrecks the war engine, killing all the crew.
4 - 5	Explosions	Destroyed Explosions destroy the Monolith and scatters debris over a wide area. Roll a D6 to hit any units within 5cm.
6	Eternity Gate Explosion	Destroyed The Eternity Gate explodes, destroying it in a huge inferno. Roll a D6 to hit any units within 2D6cm.

# NECRONS ARMY LIST

## NECRON COMMANDER

### Command

You must choose 1 or 2 commanders.

**Up to one C'tan Shard . . . . . 60 points**  
Consists of 1 C'tan Shard unit

**Up to one Necron Overlord . . . . . 50 points**  
Consists of 1 Necron Elites unit (*Hero, Commander*)

Extra cost to:  
Upgrade to a Command Barge (*Skimmer, Cavalry, Assault*) . . . +10 points

### Bodyguard

You may choose up to 4 bodyguards for a commander.

**Necron Warriors . . . . . 15 points per unit**  
Consists of 1 or 2 Necron Warriors units

Extra cost to:  
Include a Scarab Swarm in up to one unit (*Disrupt*) . . . Free  
Mount in a Ghost Ark . . . +20 points

**Necron Lychguard squad . . . . . 16 points**  
Consists of 1 Lychguard unit

**Necron Praetorians squad . . . . . 21 points**  
Consists of 1 Praetorians unit

**Chain of command:** C'tan Shard > Necron Overlord > Lychguard unit > Any other Bodyguard unit.

## NECRON FLEET

### Command

You must choose a commander.

**1 Detachment HQ . . . +25 points**

### Main Force

Make up to 10 choices from the following list.

**Doom Scythe . . . . . 55 points**

**Night Scythe . . . . . 55 points**

**Chain of command:** Any Night Scythe > Any Doom Scythe.

# NECRON DETACHMENT

## Command

You must choose a commander.

**1 Detachment HQ (See notes) +25 points**

**Up to one Destroyer Lord . . . . . 30 points**

Consists of 1 Necron Warriors unit (*Hero, Cavalry, Skimmer*)

**Up to one Necron Lord . . . . . 25 points**

Consists of 1 Necron Elites unit (*Hero*)

Extra cost to:

Upgrade to a Command Barge (*Skimmer, Cavalry, Assault*) . . . +10 points

## Main Force

Make up to 10 choices from the following list.

**Necron Warriors . . . . . 15 points per unit**

Consists of 1 or 2 Necron Warriors units

Extra cost to:

Include a Scarab Swarm in up to one unit (*Disrupt*) . . . Free

Mount in a Ghost Ark . . . +20 points

**Immortals . . . . . 23 points**

Consists of 1 Necron Elites (*Heavy Weapons*) unit

**Deathmarks . . . . . 23 points**

Consists of 1 Necron Elites (*Jump Packs, Infiltrators*) unit

**Flayed Ones . . . . . 11 points per unit**

Consists of 1 or 2 Flayed Ones units

**Destroyer . . . . . 25 points**

**Canoptek Wraiths . . . . . 15 points**

## Support

Make up to 10 choices from the support list, but you may not exceed the number of choices made on the main force list.

**Heavy Destroyer . . . . . 25 points**

**Ghost Ark . . . . . 20 points**

**Doomsday Ark . . . . . 20 points**

**Tesseract Ark . . . . . 17 points**

**Annihilation Barge . . . . . 15 points**

**Canoptek Spyder . . . . . 35 points**

**Canoptek Acanthrites . . . . . 30 points**

**Chain of command:** Destroyer Lord > Lord > Any Destroyer unit > Any Necron Warriors unit > Any unit.

# NECRON GUARDIANS

## Command

You must choose a commander.

**1 Detachment HQ (See notes) +25 points**

## Main Force

Make up to 5 choices from the following list.

**Sentry Pylon . . . . . 45 points**

**Canoptek Spyder . . . . . 35 points**

**Obelisk . . . . . 43 points**

**Necron Praetorians squad . . . . . 21 points**

Consists of 1 Praetorians unit

**Canoptek Stalker . . . . . 40 points**

**Chain of command:** Any Praetorians unit > Obelisk > Any Stalker > Any unit.

# NECRON WAR ENGINES

## Command

You must choose a commander.

**1 Detachment HQ (See notes) +25 points**

## Main Force

Make up to 5 choices from the following list.

**Monolith . . . . . 330 points**

Extra cost to: Upgrade to a Tesseract Vault (2 x *Psyker*) . . . +20 points

**Chain of command:** Any Monolith > Any Tesseract Vault.



Necron Monoliths are massive war machines able to cripple entire armies.

# SISTERHOOD ORDER MILITANT

The Sisterhood is an all-female subdivision of the religious organisation known as the Ecclesiarchy or Ministorum. The Sisterhood's Orders Militant serve as the Ecclesiarchy's fighting arm, mercilessly rooting out corruption and heresy within humanity and every organisation of the Adeptus Terra.

## SPECIAL RULES

**Strategy Rating:** Sisterhood armies have a strategy rating of 4.

**Medic:** During the rally phase, when morale loss is calculated, a detachment that has at least one medic counts as having one less blast markers for the purposes of morale loss.

## SISTERHOOD SUMMARY

### INFANTRY

Unit	Speed	Range	Firepower	Assault	Armour	Special
Sisters of Battle	10	30	1	2	4+	Rapid Fire
Rebributors			As Sisters of Battle			+ Heavy Weapons, No Rapid Fire
Dominions			As Sisters of Battle			+ Assault
Seraphim			As Sisters of Battle			+ Jump Packs
Sisters Repentia			As Sisters of Battle			+ Rampage
Saint Celestine			As Sisters of Battle			+ Jump Packs, Hero, Commander
Canoness			As Sisters of Battle			+ Hero
Ministorum Priest			As Sisters of Battle			+ Commander
Inquisitor	10	30	1	(3)6	5+	Commander, Rapid Fire, Psyker, Stubborn, Hero
Hospitaller	10	15	1	1	3+	Medic
Celestians	10	30	1	2	5+	Rapid Fire, Save
Assault Celestians			As Celestians			+ Assault
Defender Celestians			As Celestians			+ Assault, Stubborn
Destroyer Celestians			As Celestians			+ Heavy Weapons, No Rapid Fire

### VEHICLES

Unit	Speed	Range	Firepower	Assault	Armour	Special
Rhino	30	n/a	0	0	5+	Stubborn, Transport(2)
Exorcist Rocket Tank	30	45	Barrage	0	5+	Stubborn, Artillery
Nemesis Bike Squad	35	15	1	2	4+	
Hospitaller Ambulance	30	n/a	0	0	4+	Medic
Immolator	25	15	2	1	5+	Transport(1), Close Support



# SISTERHOOD ARMY LIST

## SISTERHOOD COMMANDER

### Command

You must choose 1 or 2 commanders.

**Up to one Abbess . . . . . 50 points**

Consists of 1 Canoness unit (*Commander*)

Extra cost to:

Mount in a Rhino . . . +7 points

Mount in a Immolator . . . +15 points

**Up to one Saint Celestine . . . . . 54 points**

Consists of 1 Abbess unit (*Jump Packs*)

**Up to one Ministorum Priest . . . . . 45 points**

Consists of 1 Sisters of Battle unit (*Commander*)

Extra cost to:

Mount in a Rhino . . . +7 points

Mount in a Immolator . . . +15 points

**Up to one Ordo Hereticus Inquisitor . . . . . 60 points**

Consists of 1 Space Marine unit (*Hero, Commander, Psyker*)

Extra cost to:

Mount in a Land Raider . . . +45 points

### Bodyguard

You may choose up to 1 bodyguard.

**Angelic Host . . . . . 15 points per unit**

Consists of 1 to 4 Seraphim units

**Celestians Battle Squad . . . . . 32 points**

Consists of 2 Celestians units

Extra cost to:

Upgrade both units to Assaulters (Assault)\* . . . +2 points

Upgrade both units to Defenders (Assault, Stubborn)\* . . +4 points

Mount in a Rhino . . . +7 points

(\*Choose only one upgrade)

**Chain of command:** Saint > Inquisitor > Abbess > Priest > Celestians unit > Seraphim unit.



Onslaught Miniatures.

# SISTERS OF BATTLE DETACHMENT

## Command

You must choose a commander.

**1 Detachment HQ (See notes) +25 points**

**Up to one Canoness . . . . . 17 points**

Consists of 1 Sisters of Battle unit (*Hero*)

Extra cost to:

Mount in a Rhino . . . +7 points

Mount in a Immolator . . . +15 points

## Main Force

## Support

Make up to 10 choices from the following list.

Make up to 10 choices from the support list, but you may not exceed the number of choices made on the main force list.

**Sisters Of Battle Squad . . . . . 24 points**

Consists of 2 Sisters of Battle units

**Exorcist Rocket Tank . . . . . 10 points**

**Rhino . . . . . 7 points**

**Retributors Squad . . . . . 17 points**

Consists of 1 Sisters of Battle unit (*Heavy Weapons*)

**Immolator . . . . . 15 points**

**Dominions Squad . . . . . 26 points**

Consists of 2 Sisters of Battle units (*Assault*)

**Sisters Repentia Squad . . . . . 13 points per unit**

Consists of 1 or 2 Sisters Repentia units

**Seraphim Squad . . . . . 15 points**

Consists of 1 Sisters of Battle unit (*Jump Packs*)

**Sisters Hospitaller . . . . . 10 points**

Consists of 1 Sisters Hospitaller unit

**Nemesis Bikers . . . . . 10 points per unit**

Consists of 1 to 3 Nemesis Bike Squad units

Extra cost to:

Upgrade to Ambulance . . . +2 points per unit

**Celestians Battle Squad . . . . . 16 points**

Consists of 1 Celestians unit

**Assault Celestians Squad . . . . . 17 points per unit**

Consists of 1 or 2 Celestians units (*Assault*)

Extra cost to:

Upgrade to Defenders (*Stubborn*) . . . +1 points per unit

**Destroyer Celestians Squad . . . . . 21 points per unit**

Consists of 1 or 2 Celestians units (*Heavy Weapons*)

**Chain of command:** Canoness > Celestians unit > Any unit.

# TRIBES OF THE EXODITES

To some Eldar the Exodites are the groundwork of a new Eldar Empire on the edge of the galaxy, composed of the descendants of those far-sighted and strong-willed enough to escape the touch of Slaanesh. Biel-Tan and Iyanden are known to be chief proponents of the Exodite potential, and will often mobilise their forces in defence of one of the scattered worlds. The following special rules apply to Exodite armies.



## SPECIAL RULES

**Strategy Rating:** Exodites have a strategy rating of 4.

**Dying Race:** Exodites suffer the same rules as Eldar Craftworld armies regarding morale.

**Hit and Run:** Airwing detachments can always make a retreat move after a close combat or firefight, even if they win. This enables them to attack the enemy and then withdraw to safety to avoid an unfavorable assault or firefight from other enemy detachments close by. Note that if they choose to make a retreat move they will be destroyed as normal if they end their move within 15cm of the enemy.

**Allied Fleet:** An Exodite army may include up to one Eldar Fleet from the Craftworld army list. This allied fleet can only contain Night Wing Interceptors and Nightshades. This allied detachment does not use the Dying Race special rules, but when brought to half strength then subtract twice the morale value of this allied detachment from the Exodite army's total morale value.

## EXODITES SUMMARY

### INFANTRY

Unit	Speed	Range	Firepower	Assault	Armour	Special
Exodites	15	15	2	1	3+	
Worldsinger			As Exodites			+ Psyker
Dragon Prince			As Exodites			+ Hero
Dragon King			As Exodites			+ Hero, Commander
Dragon Singer			As Exodites			+ Hero, Commander, Psyker
Dragon Rider			As Exodites			+ Cavalry
Kindred Guard			As Exodites			+ Assault
Storm Guardians	15	15	1	4	4+	
Raptor Pack	20	n/a	0	3	3+	Cavalry
Megasaur	10	30	1	4	4+	Cavalry, Rampage, Transport (1)

### VEHICLES

Unit	Speed	Range	Firepower	Assault	Armour	Special
Drover	20	45	2	0	6+	Walker
Pterosaur Drake Wing	35	30	1	1	4+	Skimmer, Flak, Hit and Run
Pterosaur Queen's Wing	35	30	2 x anti-tank	1	4+	Skimmer, Hit and Run
Eldar Knight	25	45	2	4	5+	Save, Psyker

# EXODITES ARMY LIST

## EXODITES COMMANDER

### Command

You must choose 1 or 2 commanders.

**Up to one Dragon King . . . . . 40 points**

Consists of 1 Exodites unit (*Hero, Commander*)

Extra cost to:

- Upgrade to a Megasaur (*Hero, Commander*) . . . +15 points
- Upgrade to an Eldar Knight (*Hero, Commander*) . . . +43 points

**Up to one Dragonsinger . . . . . 50 points**

Consists of 1 Exodites unit (*Hero, Commander, Psyker*)

Extra cost to:

- Mount on a Megasaur . . . + variable points\*
- (\*See Exodite Tribe detachment for options)

### Bodyguard

You may choose up to 4 bodyguards.

**Exodites Squad . . . . . 8 points per unit**

Consists of 1 or 2 Exodites units

Extra cost to:

- Upgrade to a Dragon Rider\* unit (*Cavalry*) . . . +2 points per unit
- Upgrade to a Kindred Guard\* unit (*Assault*) . . . +1 point per unit
- (\*Choose only one upgrade.)

**Storm Guardian squad . . . . . 10 points**

Consists of 1 Storm Guardian unit

**Eldar Knight . . . . . 48 points**

**Chain of command:** Commander > Dragon Rider Unit > Storm Guardian Unit > Any other Bodyguard unit.

## EXODITES AIRWING

### Command

You must choose a commander.

**1 Detachment HQ  
+30 points**

**Up to one Pterosaur Queen's Wing  
26 points**

### Main Force

Make up to 5 choices from the following list.

**Pterosaur Drake Wing . . . . . 15 points**

**Chain of command:** Queen's Wing unit > Any Drake Wing unit.



# EXODITES TRIBE

## Command

You must choose a commander.

**1 Detachment HQ (See notes) +25 points**

**Up to one Dragon Prince . . . . . 15 points**

Consists of 1 Exodites unit (*Hero*)

Extra cost to:

Upgrade to a Dragon Rider\* unit (*Hero*) . . . +2 points

Upgrade to an Eldar Knight\* unit (*Hero*) . . . +43 points

(\*Choose only one upgrade.)

## Main Force

Make up to 5 choices from the following list.

**Exodites Squad . . . . . 8 points per unit**

Consists of 1 or 2 Exodites units

Extra cost to:

Include a Worldsinger in up to one unit (*Psyker*) . . . +10 points

Include a Baron in up to one unit (*Hero*) . . . +5 points

Upgrade to a Dragon Rider unit (*Cavalry*) . . . +2 points per unit

**Drovers . . . . . 24 points per unit**

Consists of 1 or 2 War Walkers

## Support

Make up to 5 choices from the support list, but you may not exceed the number of choices made on the main force list.

**Storm Guardian Squad . . . . . 10 points**

Consists of 1 Storm Guardian unit

**Outcast Ranger Squad . . . . . 10 points per unit**

Consists of 1 or 2 Eldar Scouts units

**Eldar Guardian Squad . . . . . 8 points per unit**

Consists of 1 Eldar Guardian unit

Extra cost to:

Mount in a Iyanden Falcon\* . . . +29 points

Mount in a Biel-Tan Wave Serpent\* . . . +28 points

(\*Choose only one option.)

## Support

**Megasaur . . . . . 15 points**

Extra cost to:

Upgrade to have Disrupt\* . . . Free

Upgrade to have Anti-Personnel\* . . . Free

Upgrade to have Anti-Tank\* . . . +5 points

Upgrade to have Flak\* . . . +6 points

Upgrade to have Transport (2)\* . . . +7 points

Upgrade to have Heavy Weapons\* . . . +10 points

Upgrade to have Barrage\* . . . +11 points

Add Self-Propelled Artillery ability\*\* . . . Free

Mount a Super Heavy Weapon platform:

Pick 1: Distort Cannon or Pulsar . . . +70 points

(\*Choose only one upgrade.)

(\*\*Option only available with Barrage upgrade)

**Harlequin Squad . . . . . 10 points**

Consists of 1 Harlequin unit

Extra cost to:

Include a Death Jester (*Heavy Weapons*) . . . +10 points

**Raptor Pack . . . . . 6 points per unit**

Consists of 1 or 2 Raptor Pack units

**Eldar Knight . . . . . 48 points**

**Chain of command:** Dragon Prince > Any unit including a Baron > Any unit including a Psyker > Any unit.

# DARK ELDAR

As a direct result of foul depravity, a new Chaos God was spawned, Slaanesh, formed mainly by the Eldar's lusts and desires. Years before, the Eldar race had been plagued with the images of the sleeping entity. The Eldar slew each other and feasted on the corpses of their fellow kin, while the worlds around them burned. As Slaanesh was born, there was not a single Eldar who did not feel the pain.

## SPECIAL RULES

**Strategy Rating:** Dark Eldar have a strategy rating of 5.

**Harlequins:** A Dark Eldar army may include up to one Harlequins detachment from the Craftworld army list.

**Scaling Nets:** Dark Eldar infantry units can hitch a lift on Barges and Venoms by hanging on to the outside of the vehicle. Dark Eldar can't move on their own in the same phase if they hitch a lift, but the vehicle's move is unaffected. Units hitching a lift in this manner are simply picked up and dropped down as the vehicle makes its move. A unit of Dark Eldar can only hitch a lift once per phase. Venoms and Ravager Barges can carry one unit, Raider Barges can carry up to two.

## DARK ELDAR SUMMARY

### INFANTRY

Unit	Speed	Range	Firepower	Assault	Armour	Special
Kabalite Warriors	15	15	1	2	3+	
Slayer Wyches			As Kabalite Warriors			+ Assault
Scourges			As Kabalite Warriors			+ Assault, Jump Packs
Mandrakes			As Kabalite Warriors			+ Assault, Infiltrators
Carving Wracks			As Kabalite Warriors			+ Assault, Rampage
Incubi			As Kabalite Warriors			+ Assault, Save
Hell Banshees			As Kabalite Warriors			+ Fast, Cavalry
Daemonettes	15	n/a	0	4	4+	Psyker, Save
Grotesques	15	n/a	0	3	5+	Rampage, Save
Warp Beasts	20	n/a	0	3	3+	Rampage, Cavalry
Razorwing Flock	20	n/a	0	3	3+	Rampage, Jump Packs

### VEHICLES

Unit	Speed	Range	Firepower	Assault	Armour	Special
Reaver	40	15	2	1	4+	Skimmer
Venom	35	15	2	1	4+	Skimmer, Close Support, Lift (1)
Raider Barge	35	30	1	1	4+	Skimmer, Lift (2)
Ravager Barge	35	30	3	1	5+	Skimmer, Close Support, Lift (1)
Talos Pain Rig	15	30	2	5	6+	Rampage

### FLYERS

Unit	Speed	Range	Firepower	Assault	Armour	Special
Razorwing Jetfighter	Flyer	15	2	4/2	5+	
Slavebringer	Flyer	30	Heavy Barrage	2/3	5+	Transport (4), Save
Voidraven Bomber	Flyer	30	6	3/1	5+	Save



# DARK ELDAR ARMY LIST

## DARK ELDAR COMMANDER

### Command

You must choose 1 commander.

**Up to one Archon . . . . . 45 points**

Consists of 1 Kabalite Warriors unit (*Hero, Commander*)

Extra cost to:

Upgrade to a Ravager Barge\* (*Hero, Commander*) . . . +24 points  
Mount on a Venom\* . . . +17 points

**Up to one Master Haemonculus . . . . . 65 points**

Consists of 1 Kabalite Warriors unit (*Hero, Psyker, Commander*)

Extra cost to:

Upgrade to a Ravager Barge\* (*Hero, Psyker, Cmdr*) . . . +24 points  
Mount on a Venom\* . . . +17 points

### Bodyguard

You may choose up to 4 bodyguards for a commander.

**Raider Barge . . . . . 18 points**

**Venom Squad . . . . . 17 points per unit**

Consists of 1 or 2 Venoms

**Kabalite Warriors Squad . . . . . 8 points per unit**

Consists of 1 or 2 Kabalite Warriors units

Extra cost to:

Upgrade to Incubi\* (*Assault, Save*) . . . +3 points per unit  
Upgrade to Wracks\* (*Assault, Rampage*) . . . +1 points per unit  
(\*Choose only one upgrade.)

**Chain of command:** Commander > Any Incubi Unit > Any other Bodyguard unit.

## DARK ELDAR FLEET

### Command

You must choose a commander.

**1 Detachment HQ . . . +25 points**

### Main Force

Make up to 5 choices from the following list.

**Razorwing Jetfighter . . . 40 points**

**Voidraven Bomber . . . 60 points**

**Slavebringer Assault Boat . . . 85 points**

**Chain of command:** Any Slavebringer > Any Voidraven Bomber > Any Razorwing Jetfighter.

# DARK ELДАР KABAL

## Command

You must choose a commander.

**1 Detachment HQ (See notes) +25 points**

**Up to one Dracon . . . . . 40 points**

Consists of 1 Kabalite Warriors unit (*Hero*)

Extra cost to:

- Upgrade to a Ravager Barge\* (*Hero*) . . . +24 points
- Mount on a Venom\* . . . +17 points

**Up to one Haemonculus . . . . . 50 points**

Consists of 1 Kabalite Warriors unit (*Hero, Psyker*)

Extra cost to:

- Upgrade to a Ravager Barge\* (*Hero, Psyker*) . . . +24 points
- Mount on a Venom\* . . . +17 points

## Main Force

Make up to 5 choices from the following list.

**Kabalite Warriors Squad . . . . . 8 points per unit**

Consists of 1 or 2 Kabalite Warriors units

Extra cost to:

- Upgrade to Slayer Wyches\*\* (*Assault*) . . . +1 points per unit
- Upgrade to Wracks\*\* (*Assault, Rampage*) . . . +1 points per unit
- Mount on a Raider Barge\* . . . +18 points

**Hell Banshees . . . . . 12 points**

Consists of 1 Kabalite Warriors unit (*Fast, Cavalry*)

**Reaver Jetbike Squad . . . . . 15 points per unit**

Consists of 1 to 3 Reaver Jetbike units

**Beastmaster Herd . . . . . 10 points per unit**

Consists of 1 to 3 Warp Beasts units

Extra cost to:

- Upgrade to a Razorwing Flock\*\* . . . +1 points per unit
- Upgrade to a Clawed Fiend\*\* (*Assault*) . . . +1 points per unit

(\*Choose only one mount.)  
 (\*\*Choose only one upgrade.)  
 (\*\*\*)Army must have at least one Haemonculus.)

## Support

Make up to 5 choices from the support list, but you may not exceed the number of choices made on the main force list.

**Slaanesh Daemonettes . . . . . 16 points**

Consists of 1 Chaos Daemonettes unit

**Mandrakes unit . . . . . 10 points**

**Scourges . . . . . 13 points**

Consists of 1 Scourges unit

Extra cost to:

- Include a Solarite (*Save*) . . . +3 points per unit

**Ravager Barge . . . . . 24 points**

**Raider Barge . . . . . 18 points**

**Venom Squad . . . . . 17 points per unit**

Consists of 1 or 2 Venoms

**Talos Pain Rig . . . . . 30 points**

**Grotesques Squad\*\*\* . . . . . 15 points per unit**

Consists of 1 or 2 Grotesques units

**Chain of command:** Dracon > Haemonculus > Any Kabalite Warrior unit > Any unit.



# ELDAR CORSAIRS

Eldar Corsairs are bands of piratical Eldar Outcasts. They are a constant threat to merchant shipping. There are many bands of so-called Corsairs scattered across the galaxy, and all are savage and deadly raiders. Outcasts from the strict confines of the Craftworlds, the Corsairs live in self-imposed exile, seeking to explore the galaxy and experience the full gamut of emotion and sensation accessible to the Eldar's sensitive psyche.

## SPECIAL RULES

**Strategy Rating:** Corsairs have a strategy rating of 6.

**Hit and Run:** Corsair detachments can always make a retreat move after a close combat or firefight, even if they win. This enables them to attack the enemy and then withdraw to safety to avoid an unfavorable assault or firefight from other enemy detachments close by. Note that if they choose to make a retreat move they will be destroyed as normal if they end their move within 15cm of the enemy.

**Jetpacks:** If a Corsair detachment consists entirely of infantry units and/or walkers then it may be deployed in drop pods.

**Lift:** Corsair infantry units can hitch a lift on Venoms by hanging on to the outside of the vehicle. Corsairs can't move on their own in the same phase if they hitch a lift, but the vehicle's move is unaffected. Units hitching a lift in this manner are simply picked up and dropped down as the vehicle makes its move. A unit of Corsairs can only hitch a lift once per phase.

## CORSAIRS SUMMARY

### INFANTRY

Unit	Speed	Range	Firepower	Assault	Armour	Special
Corsairs	15	15	2	1	3+	Jump Packs
Prince / Princess			As Corsairs			+ Hero
Blade Sworn			As Corsairs			+ Save
Voidstorm Squad			As Corsairs			+ Assault

### VEHICLES

Unit	Speed	Range	Firepower	Assault	Armour	Special
Wasp	20cm	45cm	2	0	6+	Walker, Jump Packs
Venom	35cm	15cm	2	1	4+	Skimmer, Close Support, Lift (1)
Corsair Jetbike	40cm	15cm	2	1	4+	Skimmer, Infiltrators
Hornet	40cm	30cm	anti-tank	1	5+	Skimmer

# CORSAIRS ARMY LIST

## CORSAIR COMMANDER

### Command

You must choose 1 commander.

**Up to one Prince / Princess . . . . . 40 points**

Consists of 1 Corsairs unit (*Hero, Commander*)

Extra cost to:

Include a Void Dreamer (*Psyker*) . . . +15 points

Mount in a Falcon . . . +30 points

### Bodyguard

You may choose up to 4 bodyguards for a commander.

**Corsair Jetbike Squad . . . . . 17 points per unit**

Consists of 1 or 2 Corsair Jetbike units

**Blade Sworn Retinue . . . . . 15 points per unit**

Consists of 1 or 2 Blade Sworn units

Extra cost to:

Mount in a Falcon . . . +30 points

**Chain of command:** Commander > Any Blade Sworn unit > Any other Bodyguard unit

## CORSAIR FLEET

### Command

You must choose a commander.

**1 Detachment HQ . . . +25 points**

### Main Force

Make up to 5 choices from the following list.

**Night Wing Interceptor . . . 40 points**

**Phoenix Assault Craft . . . 50 points**

**Vampire Raider . . . 60 points**

**Chain of command:** HQ > Any other unit

# CORSAIR PIRATE BAND

## Command

You must choose a commander.

**1 Detachment HQ (See notes) . . . +25 points**

**Up to one Felarch . . . . . 15 points**

Consists of 1 Corsairs unit (*Save*)

Extra cost to:

Mount in a Falcon . . . +30 points

## Main Force

Make up to 5 choices from the following list.

**Corsair Squad . . . . . 13 points per unit**

Consists of 1 or 2 Corsairs units

Extra cost to:

Mount in a Falcon\* . . . +30 points

(\* One per squad)

**Corsair Jetbike Squad . . . . . 17 points per unit**

Consists of 1 or 2 Corsair Jetbike units

**Venom . . . . . 18 points**

**Wasp Assault Walker Squadron . . . 29 points per unit**

Consists of 1 to 3 Wasp units

## Support

Make up to 5 choices from the support list, but you may not exceed the number of choices made on the main force list.

**Corsair Heavy Weapons Squad . . . . . 23 points**

Consists of 1 Corsairs unit (*Heavy Weapons*)

Extra cost to:

Mount in a Falcon . . . +30 points

**Voidstorm Squad . . . . . 14 points**

Consists of 1 Corsairs unit (*Assault*)

Extra cost to:

Mount in a Falcon . . . +30 points

**Hornet . . . . . 28 points**

**Venom . . . . . 18 points**

**Falcon . . . . . 30 points**

**Warp Hunter . . . . . = Cobra**

**Night Spinner . . . . . 42 points**

**Chain of command:** Felarch > Any Corsair Squad unit > Any other unit



The Eldar Corsairs strike fast with hit and run tactics and deadly air support.



## SPECIAL RULES

**Recovery:** If recovery units are in play, any vehicle that are lost due to dangerous terrain are turned on their side. A unit with the recovery ability may move in contact with them. During the rally phase roll one D6. On a roll of 4-6, the vehicle is recovered and may move as normal in the following turn. On a roll of 1-3 the vehicle is lost to the dangerous terrain.

**Craftworld HQ:** The Eldar Addendum lists are using the Craftworld HQ rules. A detachment HQ can optionally be upgraded to a named craftworld. This option unlocks new units that can be chosen in this detachment only. The new units will have a special ability with the name of an Eldar craftworld. *i.e. Shadow Spectres infantry units can only be chosen in a detachment with a Mymeara HQ.*

## SUMMARY

### INFANTRY

Unit	Speed	Range	Firepower	Assault	Armour	Special
Wraithblades	10cm	-	-	4	6+	Rampage
Autarch	15cm	15cm	2	1	3+	Hero, Commander, Assault
Pathfinder	15cm	30cm	1	1	4+	Alaitoc, Hero, Infiltrators
Whisperers	15cm	15cm	2	1	3+	Altansar, Infiltrators
Bonesinger	15cm	15cm	2	1	3+	Il-Kaithe, Hero, Psyker, Recovery
Shadow Spectres	15cm	15cm	1	4	4+	Mymeara, Jump Packs, Heavy Weapons, Infiltrators

### VEHICLES

Unit	Speed	Range	Firepower	Assault	Armour	Special
Wraithguard	25cm	45cm	2	4	5+	Save, Psyker
Wild Rider	40cm	15cm	2	1	4+	Saim-Hann, Skimmer, Hero, Psyker

### FLYERS

Unit	Speed	Range	Firepower	Assault	Armour	Special
Night Wing Interceptor	Flyer	15cm	2	4/2	5+	
Nightshade	Flyer	15cm	2	4/2	5+	
Phoenix	Flyer	30cm	6	2/2	5+	
Hemlock	Flyer	30cm	6	2/2	5+	

# ENGINES OF VAUL

## WEAPON TABLE

MAIN WEAPONS (Pick 1)	FIRE ARC	RANGE	FIREPOWER	NOTES
Webway Portal (Storm Serpent)	-	-	-	Ym-Loc , Transport (5)
Void Spinner Array (Void Spinner)	All Around	60cm	(1)	Biel-tan, Mega Cannon
Sonic Lance (Lynx)	Front	45cm	D6	Mymeara. When fired, a Sonic Lance generates the equivalent of D6 anti-personnel shots, each of which may be fired against targets in range.

# CRAFTWORLD ARMY LIST

## ELDAR ENGINES OF VAUL ADDENDUM

### Command

Following HQ option is added to Eldar Engines Of Vaul Detachments. A detachment with the new Craftworld HQ may contain units from that specific Craftworld. This special membership will be indicated as a special ability.

### Detachment HQ

Extra cost to:

Upgrade to Craftworld HQ\*

Upgrade to Yme-Loc HQ . . . +15 points

Upgrade to Biel-tan HQ . . . +15 points

Upgrade to Mymeara HQ . . . +15 points

(\*An HQ can have only one Craftworld upgrade)

### Main Force

Following unit is a new optional choice for the Main Force list.

**One to three Storm Serpents . . . 110 points per unit**

Super Heavy Grav-tank (*Ym-Loc*)

**One to three Void Spinners . . . 110 points per unit**

Super Heavy Grav-tank (*Biel-tan*)

**One to three Lynxes . . . 110 points per unit**

Super Heavy Grav-tank (*Mymeara*)

# ELDAR WAR HOST ADDENDUM

## Command

Following HQ options are added to Eldar War Host Detachments. A detachment with the new Craftworld HQ may contain units from that specific Craftworld. This special membership will be indicated as a special ability.

### Detachment HQ

Extra cost to:

Upgrade to Craftworld HQ\*

Upgrade to Saim-Hann HQ . . . +1 point

Upgrade to Alaitoc HQ . . . +15 points

Upgrade to Altansar HQ . . . +15 points

Upgrade to Biel-tan HQ . . . +15 points

Upgrade to Il-Kaithe HQ . . . +15 points

Upgrade to Iyanden HQ . . . +15 points

Upgrade to Mymeara HQ . . . +15 points

Upgrade to Ulthwé HQ . . . +15 points

(\*An HQ can have only one Craftworld upgrade)

### Farseer

Consists of 1 Guardian unit (*Hero, Psyker*)

Extra cost to:

Upgrade to a Wild Rider Jetbike unit . . . Free

(*Hero, Psyker, Saim-Hann*)\*\*

## Main Force

Following units are new optional choices for the Main Force list.

### Ranger squad . . . 10 points per unit

Consists of 1 or 2 Eldar Scouts units

Extra cost to:

Include a Pathfinder (*Alaitoc, Hero*) . . . +1 point

### Ghost squad . . . 19 points per unit

Consists of 1 or 2 Wraithguard units (*Iyanden*)

Extra cost to:

Mount in a Falcon\* . . . +29 points

Mount in a Wave Serpent\* . . . +28 points

Include a Warlock in up to one unit (*Psyker*) . . . +10 points

(\* Choose one only)

### Whisperer squad . . . 8 points per unit

Consists of 1 or 2 Eldar Guardian units (*Infiltrators, Altansar*)

Extra cost to:

Mount in a Falcon\* . . . +29 points

Mount in a Wave Serpent\* . . . +28 points

Include a Warlock in up to one unit (*Psyker*) . . . +10 points

Upgrade to a Jetbike unit\* . . . +7 points per unit

(\* Choose one only)

## Support

Following units are new optional choices for the Support list.

### Wraithknight . . . 48 points

Consists of 1 Eldar Knight unit

### Wraithblade squad . . . 19 points per unit

Consists of 1 Wraithblade unit

Extra cost to:

Mount in a Falcon\* . . . +29 points

Mount in a Wave Serpent\* . . . +28 points

(\* Choose one only)

### Militancy squad . . . 10 points per unit

Consists of 1 or 2 Aspect Warrior units (*Biel-tan*)

Extra cost to:

Upgrade to have jump packs\* . . . +4 points

Upgrade to have heavy weapons\* . . . +10 points

Mount in a Wave Serpent\*\* . . . +28 points

Mount in a Falcon\*\* . . . +29 points

(\* Choose one only) (\*\* Choose one only)

### Bonesinger . . . 23 points

Consists of 1 Guardian unit (*Hero, Psyker, Recovery, Il-Kaithe*)

Extra cost to:

Mount in a Falcon\* . . . +29 points

Mount in a Wave Serpent\* . . . +28 points

(\* Choose one only)

### Farseer . . . 23 points

Consists of 1 Guardian unit (*Hero, Psyker, Ulthwé*)

Extra cost to:

Mount in a Falcon\* . . . +29 points

Mount in a Wave Serpent\* . . . +28 points

(\* Choose one only)

### Shadow Spectre squad . . . 35 points

Consists of 1 Aspect Warrior unit

(*Mymeara, Jump Packs, Heavy Weapons, Infiltrators*)

### Chain of command:

Farseer > Warlock unit > Bonesinger unit > Exarch unit > Aspect Warrior unit > Any other unit



# ELDAR COMMANDER ADDENDUM

## Commanders

Following Commanders options are added to the Eldar Commander Detachment.

### Up to one Autarch . . . . . 36 points

Consists of 1 Guardian unit (*Hero, Commander, Assault*)

Extra cost to:

Upgrade to have jump packs . . . +4 points

Mount in a Falcon\* . . . +29 points

Mount in a Wave Serpent\* . . . +28 points

(\* Choose one only)

## Bodyguard

Following units are new optional choices for the Bodyguard list.

### Wraithblade squad . . . 19 points per unit

Consists of 1 Wraithblade unit

Extra cost to:

Mount in a Falcon\* . . . +29 points

Mount in a Wave Serpent\* . . . +28 points

(\* Choose one only)

**Chain of command:** Commander > ...



Autarchs, the supreme commanders of the Eldar warhost, master the art of war.

# IMPERIAL GUARD

## SPECIAL RULES

**Cluster Cadres:** If a detachment contains Lightnings and/or Lightning Strikes then you cannot take Thunderbolts in that detachment. If a detachment contains Thunderbolts then you cannot take Lightnings and/or Lightning Strikes in that detachment.

**Legends:** The legendary status of the Elysian Drop Troopers increases the Imperial Guard Strategy Rating to 4 if you include at least one detachment in your army. Elysian Drop Troopers detachments may use the rules for deployment by drop pods.

**Astra Militarum:** The Taurox Prime may replace the Chimera anywhere it appears in the army lists, at the same cost.

## SUMMARY

### INFANTRY

Unit	Speed	Range	Firepower	Assault	Armour	Special
Bullgryns	10cm	15cm	1	4	5+	Save
Elysian Drop Troopers	10cm	15cm	2	3	4+	Rapid Fire, Infiltrators, Close Support, Stubborn
Storm Troopers	10cm	30cm	1	1	3+	Assault

### VEHICLES

Unit	Speed	Range	Firepower	Assault	Armour	Special
Taurox Prime	25cm	45cm	1	1	5+	Transport (2)
Tauros Assault Vehicle	30cm	15cm	1	1	3+	Infiltrators
Elysian Drop Sentinel	20cm	30cm	1	1	5+	Walker
Valkyrie Assault Carrier	30cm	30cm	1	0	5+	Skimmer, Transport (2), Infiltrators

### FLYERS

Unit	Speed	Range	Firepower	Assault	Armour	Special
Marauder Bomber	Flyer	30-60	5	2/2	5+	
Marauder Destroyer	Flyer	30cm	5	2/2	5+	
Valkyrie Vulture Gunship	Flyer	30cm	2	2/1	5+	
Lightning	Flyer	45cm	2	3/2	5+	
Lightning Strike	Flyer	45cm	anti-tank	3/2	5+	

# IMPERIAL GUARD ARMY LIST

## SUPREME COMMANDER ADDENDUM

### Commanders

#### Space Marine Bodyguard

#### Imperial Guard Bodyguards

Following units are new optional choices for the Main Force list.

**Imperial Guard squad . . . . . 14 points**

Consists of 2 Imperial Guard units

Extra cost to:

Upgrade to Storm Troopers (*Assault*) . . . +1 point per unit

**Chain of Command:** Commander > Bodyguard

## IMPERIAL GUARD INFANTRY DETACHMENT ADDENDUM

### Command

You must choose at least one command squad.

**Up to 3 Command Squads . . . 32 points**

Consists of 1 Imperial Guard unit

Extra cost to:

Upgrade to Storm Troopers (*Assault*) . . . +1 point

Mount in a Valkyrie Assault Carrier\* . . . +17 points

(\* Choose between Chimera or Valkyrie Assault Carrier)

### Main Force

Following units are new optional choices for the Main Force list.

**Imperial Guard Squad . . . . . 14 points**

Consists of 2 Imperial Guard units

Extra cost to:

Upgrade to Storm Troopers (*Assault*) . . . +1 point per unit

Mount in a Valkyrie Assault Carrier\* . . . +17 points

(\* Choose between Chimera or Valkyrie Assault Carrier)

### Support

Following units are new optional choices for the Support list.

**Bullgryn Squad . . . . . 12 points**

Consists of 1 Bullgryn unit

**Tauros Assault Vehicle . . . . . 11 points**

**Chain of Command:** Captain > Command Squad > ...

## IMPERIAL AIR DETACHMENT ADDENDUM

### Main Force

Following units are new optional choices for the Main Force list.

**Marauder Destroyer . . . 45 points**

**Marauder Bomber . . . 45 points**

**Valkyrie Vulture Gunship . . . 30 points**

**Lightning\* . . . 35 points**

\* See Cluster Cadres special rules

**Lightning Strike\* . . . 35 points**

\* See Cluster Cadres special rules

**Chain of command:** Chapter HQ > HQ > Any other unit in the detachment

# IMPERIAL GUARD TANK DETACHMENT ADDENDUM

## Support

Following units are new optional choices for the Support list.

**Tauros Assault Vehicle . . . . . 11 points**



# ELYSIAN DROP TROOPERS DETACHMENT

## Command

You must include one HQ.

**1 Detachment HQ . . . +25 points**

## Main Force

Choose up to 10 units from the Main Force list.

**Drop Troopers Squad . . . 16 points**

Consists of 1 Elysian Drop Troopers unit

## Support

Make up to 10 choices from the support list, but you may not exceed the number of choices made on the main force list.

**Elysian Drop Sentinel . . . 20 points**

**Valkyrie Assault Carrier . . . 17 points**

**Chain of Command:** Any Drop Troopers unit > Any unit

# CAPITOL IMPERIALIS

The Capitol Imperialis is a massive vehicle which acts as a mobile command centre in much the same way as a Leviathan. While it carries only marginally more destructive weapons than the Leviathan, the Capitol Imperialis has a greatly increased transport capacity and has more Void shields to ensure the safety of those within.

The Capitol Imperialis is an addition to the Imperial Guard Super Heavy Tank Company and costs 550 points.

Speed	Armour	Void Shields	Damage Capacity	Assault	Transport
10cm	6	6	12	10	12

## WEAPON TABLE

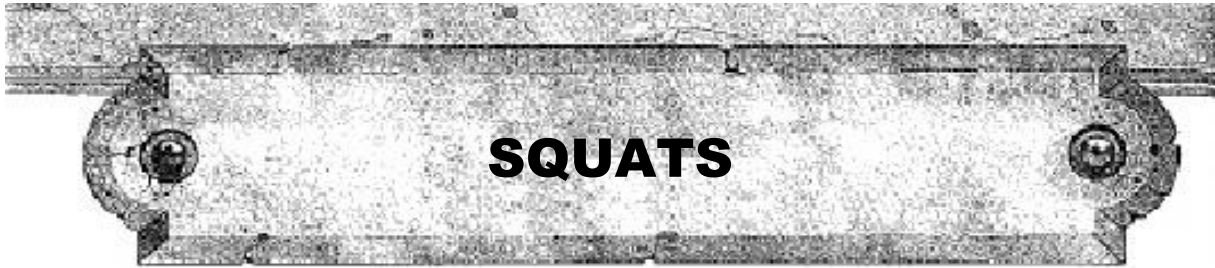
WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
Mega Cannon	Front	60cm	(1)	Mega Cannon Super Heavy Weapon
2 x Turret Batteries	All Around	45cm	2x4	-

## CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Heavy Hit	+0 Points	The Capitol Imperialis is immobilized for the rest of the turn.
3	Tracks Damaged	+1 Point	The Capitol Imperialis is immobilized until the damage is repaired.
4	Turrets Damaged	+2 Points	One Turret Battery may not be fired until it is repaired.
5	Mega Cannon Damaged	+2 Points	The Mega Cannon may not be fired until it is repaired.
6	Hull Damaged	+3 Points	The Capitol Imperialis is immobilized for the rest of the turn and its Armour value is permanently reduced to 5+.
7	Tracks Destroyed	+3 Points	The Capitol Imperialis is permanently immobilized.
8	Transport Decks Hit	+3 Points	The Capitol Imperialis is immobilized for the rest of the turn. D6 random units being transported take a hit. Any surviving units must dismount next turn.
9	Fire	+4 Points	The Capitol Imperialis moves at half Speed and suffers 1 extra point of damage at the end of each rally phase until repaired.
10	Multiple Fires	+4 Points	D6 Fires break out. (See above.)
11	System Shutdown	+4 Points	The Monolith is immobilized and may not fire any weapons until the damage is repaired.
12	Catastrophic Damage	See table below.	

## CATASTROPHIC DAMAGE TABLE

1D6 ROLL	DAMAGE	NOTES	
1 - 3	Internal Explosions	Wrecked	Explosions rip through the Capitol Imperialis, killing all the crew.
4 - 5	Magazine Explosions	Destroyed	Explosions destroy the Capitol Imperialis scattering debris over a large area. Roll a D6 to hit any units within 5cm.
6	Reactor Explosion	Destroyed	The Capitol Imperialis's reactor explodes, destroying it in a huge inferno. Roll a D6 to hit any models within 2D6cm.



**SPECIAL RULES**

**Age of Rediscovery:** You can choose one Specialist Battlecar for each normal Battlecar type. Land Trains with at least one Specialist Battlecar can pull up to seven Battlecars because they add extra power to the engine.

**LAND TRAIN**

**WEAPON TABLE**

WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
Fire Shield Battlecar	-	-	-	Specialist Battlecar. Adds 2 to void shields in addition to the regular 1 increase.
Iron Eagle Battlecar	-	-	-	Specialist Battlecar. One Stronghold or Artillery detachment may take a single Iron Eagle as support for no points cost. This Iron Eagle counts as part of that detachment (when calculation half strength etcetera) and may exceed the support choice limit.
Skyhammer Battlecar	All Around	45cm	2	Specialist Battlecar, Flak

**SQUAT STRONGHOLD ARMY LIST**

**SQUAT LAND TRAIN DETACHMENT ADDENDUM**

**War Engines**

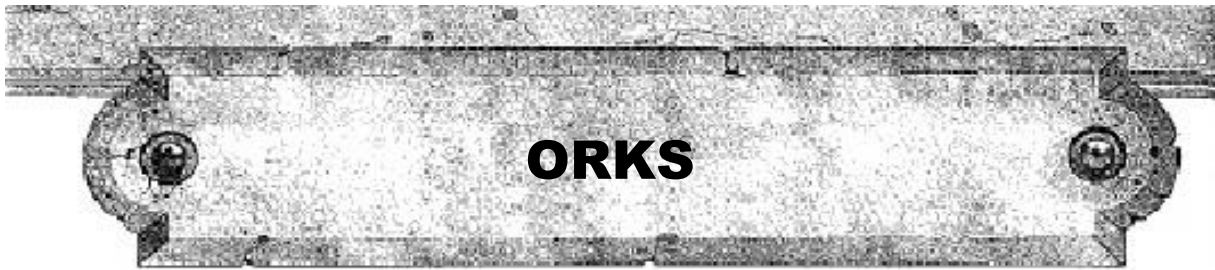
**Battlecars**

**Specialist Battlecars**

Make up to 3 choices from the following list.

- 0-1 Iron Eagle Battlecar . . . . . 35 points
- 0-1 Skyhammer Battlecar . . . . . 35 points
- 0-1 Fire Shield Battlecar . . . . . 60 points

Chain of Command: NA



## SUMMARY

### FLYERS

Unit	Speed	Range	Firepower	Assault	Armour	Special
Landa	Flyer	30	4	1/4	6+	Transport (10)

## FLYBOYZ MOB ADDENDUM

### Main Force

Choose up to 3 Landaz.

Landa . . . . . 80 points per unit

## ORKEOSAURUS

Gargantuan Squiggoths, or Orkeosauruses, are monstrous creatures the size of a small Imperial Titan, bred from the finest secret feed-formulas of the Snake Bites Clan. These beasts are high on fungi and highly experimental. ( Cost: 315 points )

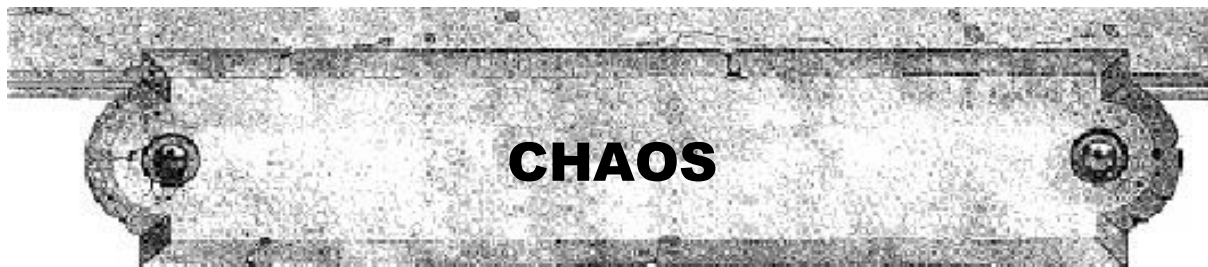
Speed	Armour	Void Shields	Damage Capacity	Assault	Transport
15cm	4+	-	6	14	8

### WEAPON TABLE

MAIN WEAPON (Pick 1)	FIRE ARC	RANGE	FIREPOWER	NOTES
Twin Big Shootas	All Around	30cm	8	-
Big Guns	All Around	30-60cm	barrage	Artillery. Firepower = 1 in firefights.
Razor Claws	Front	-	-	Close Combat Weapon.
SUPPORT WEAPON (Pick 1)	FIRE ARC	RANGE	FIREPOWER	NOTES
Goring Tusks	Front	-	-	Close Combat Weapon.
Massive Jaws	Front	-	-	Assault +6.

### CRITICAL DAMAGE TABLE

The shot enrages the Orkeosaurus. It immediately rampages 3D6cm in a random direction, stopping immediately if it encounters impassable terrain or another unit or once the move has finished. If it stops because it moved into another unit, then the unit suffers a hit that counts as having been inflicted by a Close Combat Weapon. If it crashes into impassable terrain then the Orkeosaurus is killed.



## SPECIAL RULES

### Warpsmiths:

One Chaos Space Marine unit in each Chaos Space Marine Armoured Detachment may include a Warpsmith for +1 point. This unit gains *Recovery*.

### Chaos Mounts:

All Chaos Space Marine units gain the following upgrade options:

- Upgrade to Steeds of Slaanesh (*Cavalry*)\*\* . . . +5 points per unit
- Upgrade to Juggernauts of Khorne (*Cavalry, Rampage*)\*\* . . . +5 points per unit
- Upgrade to Discs of Tzeentch (*Cavalry, Skimmer*)\*\* . . . +8 points per unit

\*\*\* Choose only one of these upgrades.

In addition all existing Juggernauts of Khorne upgrades in the army lists gain *Rampage* for no extra cost.