

2nd Edition backporting project (Warhammer 40k: The Lost Battles)

Table of Contents

Preamble.....	4
Introduction:.....	4
Important info.....	4
2nd edition rules:.....	4
As Str:.....	5
Special:.....	6
Armour:.....	6
Army 1: Necrons.....	7
Intro:.....	7
Special Rules:.....	7
UNITS:.....	8
Necron War gear cards:.....	42
Necron Weapons:.....	43
Ranged weapons:.....	43
Ranged weapon special rules:.....	45
Melee weapons:.....	46
Melee weapon special rule:.....	46
Army 2: Dark Eldar [Strategy Rating: 4].....	47
Intro:.....	47
Special rules:.....	47
UNITS:.....	48
Dark Eldar wargear cards:.....	70
Dark Eldar Weapons:.....	71
Ranged weapons:.....	71
Ranged special rules:.....	72
Melee weapons:.....	73
Melee special rules:.....	75
Army 3: Tyranids [Mild wip].....	76
Intro:.....	76
CHANGES:.....	76
UNITS:.....	77
New Weapons.....	98
Ranged weapons:.....	98
Ranged Special rules:.....	99
Melee Weapons:.....	100
Melee Special rules:.....	100
Army 4: All flavours of chaos [HEAVY WIP].....	101
Intro:.....	101
Changes:.....	101
UNITS:.....	103
Chaos Cult:.....	103
Chaos Space Marines:.....	110
New weapons:.....	114
Chaos Cult Ranged.....	114
Chaos cult ranged special rules:.....	114
Chaos Space Marine Ranged.....	114

Chaos Space Marine ranged special rules:.....	114
Chaos Space Marine Melee.....	114
Chaos Space Marine melee special rules:.....	115
Army X: Space Marines [HEAVY WIP].....	116
INTRO:.....	116
UNITS:.....	117

Preamble

Introduction:

You have probably found this pdf because I shilled it around and asking for feedback, continually growing it as the game grows, if so, thanks for taking the time to read. The purpose of this pdf is to backport units and entire armies to 2nd edition 40k, an edition I have always found interesting and always up to play a game of. Throughout the years, I've heard many of people say they would love to play the edition but they want to play with their newer models and armies that don't have a strict 1:1 translation in the old game. While fun to come up with one-off stats and datafaxes for units, it grows increasingly complicated to remember what stats were came up with and with growing number of models people want to play, it is increasingly harder to even call it one-offs anymore! As such, I've started to make this document to have a reliable source of all things new 40k to play in old 40k. As of time of writing, it is still work in progress, using ideas and stat-lines that friends and I have experimented with over the years, soon to branch out to newer ideas and unfamiliar territory to me as a Necron, Chaos, Nid and Dark Eldar player. Always up for feedback and hope you enjoy what I have done. I am more than certain I've misremembered a rule or interpreted it in a wrong way, so don't be afraid to critique me on that. Any way, before we start with the fun part of the units and armies themselves, I want to lay some ground rules:

Important info

Here will contain important info when using this pdf for games of 2nd edition 40k, first and foremost:

2nd edition rules:

Baseline 2nd edition rules are so extensive and so long that I won't have time to reorganize them into this document, however, I highly recommend the 2nd edition battle bible, it has everything that you would want to know about baseline 2nd edition. I've used it to cross-reference my details and stats. If a rule refers to something as "As the same as [x]" more than likely I am referencing something in the battle bible.

As Str:

You might see in here a few times "as str" when it comes to save modifiers or AP. This is using the same convention as the battle bible but I will reiterate it here. For weapons that don't list a sv mod:

Strength	Save Modifier
3 or less	0
4	-1
5	-2
6	-3
7	-4
8	-5
9 or more	-6

This is used for melee weapons but I will explain it can also be used for ranged ones:

Attacker's Strength	1-3	4-5	6-7	8-10
Bonus Penetration Value	None	+1D6	+1D12	+1D20

This is important for especially the tyrannid weapons that use the Str of the user, ranged or melee. A reminder that armour penetration is $d6 + str$ of attack + damage (+any other modifiers as listed). As such, the tyrannid weapons or indeed any other weapon that references user strength will use this standard formula plus the modifiers that are only given to melee weapons. Not many ranged weapons will have this convention but keep it in mind when you are reading the weapons.

An example of this is the Thoraic Bio-weapons from the nids, which uses the str of the user and no special AP or save modifier. Despite being a ranged weapon it will use the formula as if it was a purely close combat weapon. If equipped on a str 4 model it would be:

Weapon	Short Range	Long Range	To hit short	To hit long	Strength	Damage	Save Mod	AP	Special
Thoraic bio-weapons	0-6	6-12	-	-	4	1	-1	2d6+4	-

But on a stronger monster that is str 6 then it comes to:

Weapon	Short Range	Long Range	To hit short	To hit long	Strength	Damage	Save Mod	AP	Special
Thoraic bio-weapons	0-6	6-12	-	-	6	1	-3	d6+d12+6	-

Special:

Some weapons have special properties and this is listed in the special part of a weapon's profile. Most rules will be familiar to those that played 2nd edition, but for weapon specific rules, they will be listed individually in their own section of each army.

Armour:

To make things simpler to myself and those reading it, I've listed the required save on each of the unit's profiles. If they have a special effect attached to them (Like Flak jackets saving against blast on a 4+ when the save is a 5+), then I will make note of it in the units' special rules.

Army 1: Necrons

(This army has a base strategy rating of 3)

Intro:

Ah Necrons, the army that got me into 40k seriously. I've dabbled in the game before with other people's models, but Necrons were my first true army and I've wanted to represent them properly in the game. The necrons that already existed (barely) in 2nd edition weren't scratching the itch and the army didn't hit their stride until 3rd, 5th and 9th edition. This army rewrite will attempt to cover those editions in this backport and even make room for the Monolith. Unfortunately, I don't see the C'tan being able to be commanders of the army, shard or not they probably let the necrons do their bidding without much oversight. If you want me to change this I can, I just need good arguments to do so as well. Let the tesla crackle and the gauss melt you to your basic building blocks, it is the necrons!

Special Rules:

We'll be back!

When a Necron fighter has fallen in battle it will attempt to reassemble itself. To do so, roll a d6 after a necron model with this rule has been killed and is not the last member of their squad. On a 6, the model returns to the squad with 1 wound remaining. If it does not reassemble, leave it on the table. During the start of each turn, the model can attempt to reanimate again if a unit of the same type is within 3" and a necron character outside of C'tan is on the battlefield. If it does so, it will join that squad. If a character has this rule, they can attempt to reanimate even though they only have one member of the squad if they fall. They only have one chance at this, however, they return with full wounds. Any We'll be back! roll of 1 automatically transports the model away from the battlefield back to the tombs, counting it as a casualty.

Gauss: Gauss weapons gain an additional d6 to their AP rolls

Empowered Star God: The C'tan are enigmatic gods long since shattered by the forces of the Necrontyr, their power a mere fraction of what they once were, unleashed only in the most dire of times for the dynasties, but still influencing over the maddened machines. This unit is not deployed onto the battlefield normally, instead, it must be summoned by an Overlord, Lord or Cryptek giving up their turn to unleash their shard. This unit may exist on the battlefield as long as the unit that summoned it is still alive. This unit also cannot be affected by physical or reality altering weaponry such as flames, melta or psychic powers. This unit cannot have a save worse than 3+ and ignore terrain as they move. Cannot have more than one model with this rule in your army.

Tesla: Tesla weapons arc between models and thus wound two models every time a successful wound is scored. If there is only one model in a unit, proceed wounding as normal.

Ancient Machines: During their revival process, Necrons are not at full strength and must conserve themselves. If less than 25% of Necrons are alive after We'll be back! tests are taken at the start of a turn, the remaining Necrons fade away, automatically forfeiting the battle. However, Necrons cannot be set on fire nor experience the effects of toxin grenades or poison weapons.

UNITS:

Overlord (100 pts) [Strategy rating: 3] (Can be commander) [Character]

M	WS	BS	S	T	W	I	A	LD	SV
4	5	4	5	5	4	5	3	10	3

Composition: 1xOverlord with Staff of Light

Special Rules:

We'll be back! (See Army rule)

My Will Be Done: The Overlord commands his army to disintegrate their enemies. At the start of a new turn, choose one enemy unit that is visible to the overlord. When attacking that unit, the necrons have advanced targeting relays, adding +1 to their hit rolls against the unit.

Immune To Psychology (See Core Rules)

War gear:

This model can replace their Staff of Light with Void Scythe (20 pts) or Overlord's Blade (16 pts). If they have an Overlord's blade or Void Scythe, they can equip a Tachyon Arrow (18 pts). This unit can equip a Resurrection Orb (40 pts) if they do not have a Tachyon Arrow and can equip up to two Necron war gear cards. This model can be upgraded to a Phaeron (20 pts) which increases Weapon Skill, Initiative and attacks by 1 and allows this unit to take one more Necron War gear card. Cannot have more than one phaeron. This unit can take a Catacomb Command Barge (+125 points) [See Catacomb Command Barge for details]

Resurrection orb: Once per game, a unit with this war gear can unleash a pulsating power to reinvigorate fallen necrons at the start of the turn. Any fallen Necron models within 6" automatically pass We'll be back!. If there is none of their original unit type in range, they become a unit of 1.

Lord (84 pts) [Strategy rating: 3] (Can be army commander) [Character]

M	WS	BS	S	T	W	I	A	LD	SV
4	4	4	4	4	3	5	3	10	3

Composition: 1x Lord with Staff of Light

Special rules:

We'll be back! (See Army rule)

The Lord's Will: A lord demands greater focus and battlefield control. At the start of a new turn, choose one Necron infantry unit within 6". Each model in that unit improves their movement by 1"

Immune To Psychology (See Core Rules)

War gear:

This model can replace their Staff of Light with a Warscythe (12 pts), can equip a Ressurrection Orb (40pts) and up to 2 Necron War gear cards. This Lord can be given a Skorpekh body (50 pts) or Lokhust Skiff (30 points) and gain the United in Destruction rule [See Destroyer Cultists] and can give The Lord's Will to Destroyer Cultists.

Resurrection orb: Once per game, a unit with this war gear can unleash a pulsating power to reinvigorate fallen necrons at the start of the turn. Any fallen eligible Necron models within 6" automatically pass We'll be back!

Skorpekh Body: +1 toughness, +1 Wound, +1 Attack, gains Frenzy. Replaces weapons with Hyperphase Harvester and Gauss Blaster.

Lokhust Skiff: See Destroyer Cultist Lokhust Skiff

Cryptek (75 pts) [Character]

Cryptek Statline:

M	WS	BS	S	T	W	I	A	LD	SV
4"	3	3	4	4	2	3	2	10	3

Cryptothrall statline:

M	WS	BS	S	T	W	I	A	LD	SV
4"	3	3	3	3	2	3	3	10	4

Composition: 1x Cryptek equipped with Staff of Light. This unit can include up to 2x cryptothralls equipped with Eye beams for an additional 25 points each

Special Rules:

We'll be back! (See army rule)

Immune to Psychology (See Core rule)

Adviser to the Royal Court: For each Cryptek that you include in your army, increase the Strategy rating of your Overlord or Lord by 1.

Bound Creation: If this unit includes any Cryptothralls, they are considered separate units and can use We'll Be Back! as long as the Cryptek they are bound to is still alive and within 3" of them.

Wargear:

The cryptek may replace their Staff of Light with an Aeonstave (10 pts), Plasmic Lance (10 pts) or Abyssal Lance (15 pts). They may also choose one of the following on the next page and up to 1 Necron war gear card.

Canoptek Control Node (11 pts): Once per turn, a Wraith, Cryptothrall, Doomstalker, Reanimator, Scarab swarm or Spyder may be chosen before they attack to gain +d6 to their armour penetration for that one attack.

Chromenometron (18 pts): While an enemy is within 9" of this Cryptek, they lose the ability to charge or run unless if they pass a leadership test.

Nightmare shroud (13 pts): When an enemy unit makes a break test within 6" of this unit, once per game, the cryptek activates the shroud making them automatically fail the test. Gives the Cryptek the "Causes Fear" rule.

Disruption Field (17 pts): When this Cryptek is chosen as the target for a charge, once per game, it can use this ancient technology to deal s4 -1sv 1 damage attacks to each model that is charging them and gain an additional d6 to their save in the ensuing assault phase.

Canoptek Cloak (24 pts): This cryptek can ignore cover and units when performing movement and moves at double speed. Once per game, it can cause a Wraith, Doomstalker, Reanimator, scarab swarm or Spyder unit within 3" pass any We'll Be Back! tests. If the Cryptek chooses this war gear, it cannot have Cryptothralls join it.

Royal Warden (55 points) [Character]

M	WS	BS	S	T	W	I	A	LD	SV
4"	3	4	4	4	1	3	1	10	3

Composition: 1x Royal Warden equipped with a Gauss Blaster

Special Rules:

We'll be back! (See army rule)

Immune to Psychology (See Core rule)

Hand of the Ovelord: When this unit is within 3" of an Overlord, Lord and Cryptek that is targeted for a ranged attack (Or when this unit itself is targeted for a ranged attack), after those attacks are resolved, this unit can fire back against the attacking unit if eligible to do so.

Wargear:

This unit can be upgraded to a Hexmark body (+25 points), gaining Hyperspace Hunters (See Deathmarks), United in Destruction (See Destroyer Cultists) and 6 Gauss Pistols

Hexmark body: +1 BS, +1 Wound, +1 Initiative. Can spot hidden units.

Necron Warriors (41 ppm) [Troop]

M	WS	BS	S	T	W	I	A	LD	SV
4	3	3	4	4	1	2	1	10	3

Composition: 10x Necron Warriors equipped with Gauss Flayers

Special Rules:

We'll be back! (See Army Rule)

Immune to Psychology (See Core Rules)

Rapid Fire: If they remain stationary, the Warriors may fire their Gauss Flayers or Gauss Reapers twice in a turn

War gear:

Any warrior in this squad can replace their Gauss Flayers with a Gauss Reaper (+1 point per equip).

Transport:

This squad can be brought in via a Ghost Ark (75 pts) [See Ghost Ark for Details]

Immortals (44 ppm) [Troop]

M	WS	BS	S	T	W	I	A	LD	SV
4	3	4	4	4	1	2	1	10	3

Composition: 5x Immortals with Gauss Blasters

Special Rules:

We'll be back! (See Army Rule)

Immune to Psychology (See Core Rules)

Rapid Fire: If they remain stationary, the Immortals may fire their Gauss Blasters twice in a turn.

War gear:

Any Immortal in this squad can replace their Gauss Blaster with a Tesla Carbine (+5 pts)

Destroyer Cultists (65 ppm) [Support]

M	WS	BS	S	T	W	I	A	LD	SV
7"	4	4	4	5	2	4	2	10	3

Composition: 3-6x Destroyer Cultists equipped with Skorpekh Bodies and 2x Hyperphase Cleavers

Special Rules:

We'll be back! (See army rule)

Immune to Psychology (See core rules)

Frenzy (See core rules)

United in destruction: Destroyers want nothing but the utter destruction of all things living and will work together to achieve that goal. When this unit targets an enemy infantry unit already damaged by another friendly unit with this rule this turn for a ranged attack, improve this unit's ballistic skill by one until the end of the phase. When this unit declares a charge to an enemy infantry unit under the same circumstances, improve the Weapon Skill and initiative by 1 until the end of the assault phase.

War gear:

One model in this unit of destroyers may replace their Hyperphase Cleavers with one Hyperphase Harvester (24 pts). This unit of Destroyer Cultists may trade their Skorpekh bodies with Ophydian bodies (10 pts per equip) or Lokust Hover Skiffs (20 pts per equip). If they choose Ophydian bodies, they gain +1 movement, initiative and attack but lose one toughness and cannot equip Hyperphase Harvesters. If they choose Lokhust Hover Skiffs, they gain the following attributes on the next page, are considered a skimmer, and must equip Gauss cannons with one model able to equip a Gauss Destructor (30 pts). They lose their Hyperphase Cleavers and the Frenzy rule.

LOKHUST SKIFF DETAILS:

Slow movement: 8"

Combat speed: 12"

Fast Speed: 18"

Ram value: S4, D3 damage, -2 save

Armour:

D6	Location	Front	Rear/Side
1-2	Destroyer Cultist	See Below	See Below
3-6	Lokhust Hover Skiff	12	10

Lokhust Hover Skiff damage table:

D6	Effect
1	<i>The sub-routine that allows for the stabilisation of the Gauss weaponry is damaged, disabling the use of the ranged weapon of the Destroyer</i>
2	<i>The skiff's engines are badly damaged, causing the Destroyer to only move at slow speed</i>
3	<i>Volatile energies build up that need to be dispersed causing the Destroyer to move out of control until it crashes or moves off the board.</i>
4	<i>One of the engines bursts, launching the Destroyer upwards and destroying the Destroyer. The skiff lands back down and deals d3 s4 -2sv damage d3 damage attacks to whoever it lands on using scatter dice. Can use We'll Be Back!</i>
5	<i>While trying to regain control of the system, the skiff detaches from the Destroyer, killing it instantly and the skiff drops where it stands, dealing a s4 -2sv damage d3 attack onto whoever is below the destroyer. Cannot use We'll Be Back!</i>
6	<i>The skiff explodes in a mighty flame, instantly killing the destroyer and dealing a s6 -4sv damage d6 attack to those within 3" of it. Cannot use We'll Be Back!</i>

Destroyer Cultist Damage

Roll for normal shooting rules against the Destroyer cultist using the stat-line of a regular Destroyer cultist. If the Destroyer is killed, the skiff will move out of control until it hits a wall or moves off the board. If the Destroyer makes a successful "We'll be Back!" test, it regains control of the skiff.

Deathmarks (55 ppm) [Support]

M	WS	BS	S	T	W	I	A	LD	SV
4"	3	5	4	4	1	2	1	10	3

Composition: 5x Deathmarks equipped with Synaptic Disintegrators

Special Rules:

We'll be back! (See army rules)

Immune to Psychology (See core rules)

Infiltration and Dispersed Formation (Core rules)

Hyperspace Hunters: Deathmarks are highly trained assassins of the Necrons and will stop at nothing to destroy their targets. At the beginning of the battle, choose one enemy character to be their mark. Deathmarks may target this character no matter the circumstance as long as they are in sight of the model. When the mark is slain, the Deathmarks temporarily return to their pocket dimension immediately. At the start of the Necron's next turn, they may redeploy on the battlefield using the Deep Strike rule and choose a new mark. When there is no more mark for them to hunt, they are taken off the battlefield but do not count as casualties for the sake of points. They can only target their mark for attacks unless if they cannot be targeted at all.

War gear:

This squad may equip Emergency Recall Engrams (50 pts) which allow them to slip into their pocket dimension when in danger. Once per game, when this unit is targeted for a charge, remove them off the table and redeploy them after all charges have been completed using the deep strike rules.

Flayed Ones (48 ppm) [Support]

M	WS	BS	S	T	W	I	A	LD	SV
4"	4	2	4	4	1	2	3	10	3

Composition: 5-10x Flayed Ones

Special Rules:

We'll be back! (See army rule)

Immune to Psychology (See Core rule)

Causes Fear (See Core Rule)

Frenzy (See Core Rule)

Infiltration and Dispersed Formation (Core rules)

Flesh eaters: Flayed Ones feast on the remains of their biological enemies and wear their skins. As such, when combat has finished against a non-mechanical enemy, this unit may not make a consolidation move.

Viral hunger: Flayed Ones have deep down in them a virus which threatens the Necron mind. This unit counts as the same unit as any infantry model making a We'll be back! test, however, if that model comes back, they must come back as a Flayed one and added to the squad. In the case of the original squad and the flayed one squad being within the same range, roll to see which squad the fallen model returns to. Can have more models in the squad this way than usual maximum.

C'tan Shard of the Nightbringer (330 pts) [Strategy rating 4] [Character]

M	WS	BS	S	T	W	I	A	LD	SV
6"	10	4	7	8	8	4	6	10	2

Composition: 1x C'tan Shard of the Nightbringer equipped with Gaze of Death and Scythe of the Nightbringer

Special Rules:

Immune to Psychology (Core rules)

Causes Terror (Core Rules)

Drain Life: When this character attacks any living model, no save is possible against those attacks

Empowered Star God (See Special rules)

C'tan Shard of the Deceiver (300 pts) [Strategy rating 4] [Character]

M	WS	BS	S	T	W	I	A	LD	SV
7"	6	8	6	8	8	4	6	10	2

Composition: 1x C'tan Shard of the Deceiver equipped with Cosmic Insanity and Golden Fists

Special Rules:

Immune to Psychology (Core Rules)

Grand Illusion: Whenever the last model of a unit is destroyed, the Deceiver can choose to unveil their trickery. The model can use its 'We'll be Back!' rule even though it is the last of its' unit. If it succeeds, the bodies of all the fallen fade away revealing they were never there. The full unit is set up on any edge of the battlefield at full strength. This effect occurs once per game.

Empowered Star God (See Special Rules)

C'tan Shard of the Void Dragon (300 pts) [Strategy rating 4] [Character]

M	WS	BS	S	T	W	I	A	LD	SV
6"	8	4	5	8	8	4	6	10	2

Composition: 1x C'tan Shard of the Void Dragon equipped with Spear of the Void Dragon, Canoptek Tail and Voltaic Storm

Special Rules:

Immune to Psychology (Core Rules)

Material Absorption: When this character performs an attack that causes a damage table roll on a vehicle, increase the result of that roll by 1 and heal this character 1 wound. If the vehicle explodes, it does not affect this character. If a vehicle is destroyed as a result of an attack and this character does not have their Spear of the Void Dragon, remove the spear of the void dragon that is on the field and re-equip it to this character.

Empowered Star God (See Special Rules)

Lychguard (47 pts) [Support]

M	WS	BS	S	T	W	I	A	LD	SV
4"	4	3	4	4	1	3	2	10	3

Composition: 5x Lychguard equipped with Warscythes

Special Rules:

We'll be back! (See Special Rules)

Immune to Psychology (Core rules)

Guardian Protocols: These ancient servants give over their lives to their royal court. While this unit is within 12" of an Overlord, Lord (Without Destroyer upgrades) or Cryptek, they link themselves to that unit using neurological engrams. Whenever a linked receives a wound due to an attack, a model in this unit can be chosen to take the wound and attempt to save it instead. Due to the stress of these engrams, a model killed this way can only attempt We'll be back! once unless if a linked unit has a Resurrection Orb

War gear:

This unit can replace their Warscythes with a Dispersion Shield and Hyperphase cleavers (+125 pts). This unit can be changed into a unit of Pariahs instead, which lose Guardian Protocols but gain Soulless Monstrosities and Causes Fear. They can also be changed into Triarch Praetorians, losing Guardian Protocols but gaining Will of the Triarch and gain +1" M. Pariahs can only use Warscythes. Triarch Praetorians use a Hyperphase Cleaver and a Particle Beamer.

Dispersion Shield: A model with this equipped gains a terminator save using the shield rules described in the core book (2d6 on a save, 90 degrees from the front)

Soulless Monstrosities: Made from the flesh of human Blanks, the Pariahs are indeed one of the most evil creations of the Necrons and their nefarious Cryptek experiments. In the psychic phase, each time an enemy psyker draws a power within 6" of this unit, increase the force rating of that power by 1. This unit cannot be affected by psychic powers.

Will of the Triarch: The ever protectors of the Silent King and the last Triarch, the Praetorians do not recognise any master but him and thus carry his will exclusively. Each time a model in this unit performs a melee attack, they gain +1 to their combat score for each model they are in base contact with. They also add 1 to any We'll Be Back! tests they make.

Doomsday Ark (235 pts)

M	Armour (Front Side/back)
Slow: 5" Combat: 8" Fast: 12"	Hull: 20 18 Doomsday Cannon: 25 20 Flayer Array: 16 12

Crew: Lychguard (Driver and Gunner)

Weapons: This vehicle is equipped with a Doomsday Cannon and 2 flayer arrays

Special Rules:

Immune to Psychology (Core Rules)

Quantum Shield: When this vehicle has received a penetrating hit, roll a d6. On a 5+, the attack does not penetrate.

Skimmer

Ram Value: S8, D20 damage, -5 save

Damage Location (d6):

1: Lychguard Pilot

2-3: Hull

4-5: Flayer arrays

6: Doomsday Cannon

Hull damage table

D6	Effect
1	<i>The Stabilising engine of the Ark is damaged, causing the Ark to move only at slow speed or else risk losing control of the vehicle.</i>
2	<i>The core engine is heavily damaged, causing the vehicle to drive aimlessly until hitting a wall, being destroyed or the driver unleashing repair scarabs at the start of each movement on a 4+ to save it.</i>
3	<i>The crackling energies of the core engine destroys the repair scarab module, causing the vehicle to lose control until hitting a wall, being destroyed or be brought back into temporary hovering by the driver on a 4+ each movement phase, causing it to stay still instead.</i>
4	<i>The core engine sputters and unleashes a wave of gauss energy. The vehicle moves out of control, kills the driver and unleashes a Str 4, Damage 1, Sv mod -2 attack to each unit within 6" of it.</i>
5	<i>The core engine explodes in a violent crackle of green lighting, making the vehicle unusable, killing the driver and dealing a S8, Damage d3, SV mod -4 attack to each model within 6"</i>
6	<i>The ancient machine implodes in onto itself, creating a vortex-like explosion. Remove the vehicle and refer to the Vortex grenade rules.</i>

Flayer array (Choose closest one):

D3	Effect
1	<i>The arrays crackle as the servos stiffen, preventing any sustained fire</i>
2	<i>The array leaks volatile energies, preventing them from firing</i>
3	<i>The array is destroyed, rending it useless and damaging the main hull. Roll for pierce against the main hull.</i>

Doomsday Cannon damage table:

D3	Effect
1	<i>The battery of the Cannon has been assaulted, preventing it from using the charged profile</i>
2	<i>The gauss replicators of the cannon are heavily damaged, preventing it from firing at all.</i>
3	<i>The cannon explodes, destroying the vehicle and dealing 3 Str 6, Damage 1, Sv mod -3 attacks to each unit within 3".</i>

Lychguard Pilot Damage

Roll for normal shooting rules against the Lychguard using the stat-line of a Lychguard. If the pilot is killed, the Ark will move out of control until it hits a wall or moves off the board. If the Pilot makes a successful "We'll be Back!" test, it regains control of the Ark.

Triarch Stalker (160 pts) [Support]

M	WS	BS	S	Armour (Front Side/back)	I	A	LD
8"	4	4	7	Hull: 18 16 Stable legs (x4): 12 10 Massive Forelimbs (x2): 16 12 Weapon Hold: 18 14	3	3	10

Crew: Triarch Praetorian (Driver and gunner)

Weapon: This vehicle is equipped with Twin Gauss Cannons

Special Rules:

Immune to Psychology (Core Rules)

Quantum Shield: When this vehicle has received a penetrating hit, roll a d6. On a 5+, the attack does not penetrate.

Firing arc: Each ranged weapon of the stalker has a 90 degree firing arc

Walker

Ram Value: S6, d10 damage, SV mod -3

War gear:

This vehicle can replace its' Twin Gauss Cannons with a Heat Ray (15 pts) or a Particle Shredder (40 pts).

Damage Location (D6)

1-2: Pilot

3: Main Hull

4: Weapon

5: Closest Stable Leg

6: Closest Massive Forelimb

Hull Damage table:

D3	Effect
1	<i>The shield generator is destroyed, preventing the use of Void Shields.</i>
2	<i>The hull explodes in a fiery blaze, dealing a S8 Sv mod -3 damage 1 2" blast around it and destroying the vehicle and pilot.</i>
3	<i>The Hull explodes in a fiery gauss explosion, dealing S10 Sv mod -5 damage d3 large blast around it, destroying vehicle and pilot.</i>

Weapon Damage Table:

D3	Effect
1	<i>The weapon becomes loose, making the weapon only hit on 6</i>
2	<i>The Weapon becomes unusable as it disconnects from the vehicle.</i>
3	<i>The weapon explodes, instantly killing the driver of this vehicle. The vehicle itself is still usable.</i>

Stable Leg Table:

D6	Effect
1-4	<i>The leg is severely damaged, decreasing movement by 2" and decreasing weapon accuracy by 1.</i>
5	<i>The Leg is blown clean off, forcing this vehicle to stay stationary.</i>
6	<i>The leg in the process of being blown off flies into the weapon of the vehicle. Roll for damage against the weapon.</i>

Massive Forelimb Table:

D3	Effect
1	<i>The Leg locks in place, decreasing the attack stat by 1 and forcing this vehicle to stay still.</i>
2	<i>The leg swings into the weapon. Roll for weapon damage.</i>
3	<i>The leg swings into the hull. Roll for hull damage.</i>

Praetorian Pilot Damage

Roll for normal shooting rules against the Praetorian using the stat-line of a Praetorian. If the pilot is killed, the Stalker will stay still inactive. If the Pilot makes a successful "We'll be Back!" test, it regains control of the Stalker.

Canoptek Scarabs (40 pts per base)

[Support]

M	WS	BS	S	T	W	I	A	LD	SV
8"	3	2	3	2	3	1	4	10	3

Composition: 3-9x Scarab swarms

Special Rules:

We'll be back! (Special rules)

Immune to Psychology (Core Rules)

Ignores terrain

Feeding swarm: This unit can charge and attach themselves to enemy vehicles, moving with them. After finishing charges, make note how many swarms are touching which part of the vehicle. For each swarm attached to a vehicle armour location, reduce the armour of that location by 3. Moving at fast speed will shake the scarabs off of it and they can be targeted while they are on the attached vehicle.

Canoptek Wraiths (47 pts each) [Support]

M	WS	BS	S	T	W	I	A	LD	SV
8"	4	3	4	4	1	5	3	10	3

Composition: 3-9x Canoptek Wraiths

Special Rules:

We'll be back! (Special rules)

Immune to Psychology (Core Rules)

Ignores terrain for movement

Wraith Form: At the start of the movement phase, this unit can slip into a shadowy form which prevents them from being targeted for attacks, allows them to slip out of combat with no penalty and gain a save that cannot be worse than 4. However, they cannot attack or charge. Any unit with a mean to reveal concealed units can target them normally.

Wargear:

Each model in this unit can equip Whip Coils (+2 points). Each model in this unit can equip a particle beamer (+4 points)

Canoptek Spyder (85 pts) [Support]

M	WS	BS	S	T	W	I	A	LD	SV
6"	4	4	5	4	3	5	2	10	3

Composition: 1x Canoptek Spyder

Special Rules:

We'll be back! (Special rules)

Immune to Psychology (Core Rules)

Ignores terrain

Recycled Necrodermis: At the start of each turn, after a fallen necron model fails or cannot perform We'll be Back! test, this unit can instead absorb their metallic skin to recycle if they are within 6". It can then use that metal to bring a unit of 1 of the following onto the table for each recycled necrodermis it has.

Metal absorbed	Unit
1	Canoptek Scarabs
2	Cryptothrall (Must be near a Cryptek to attach it to)
3	Canoptek Wraith (Default weapons)

It also has the choice to use that metal to heal a character below starting wounds instead within 6"

Wargear:

This unit can equip a Twin Particle Beamer (+6 pts). This unit can also equip one of the following: Gloom Prism (10 pts) or Fabricator Claw Array (10 pts)

Gloom Prism: Each time an enemy psyker attempts to cast a power targeting this unit, increase the force rating of that power by 1.

Fabricator Claw Array: Each time a friendly vehicle within 3" is damaged and is not destroyed, once per turn this unit can make advanced repairs to degrade the results of the damage table by 1.

Canoptek Reanimator (95 pts) [Support]

M	WS	BS	S	T	W	I	A	LD	SV
5"	3	3	4	5	3	2	1	10	3

Composition: 1x Canoptek Reanimator equipped with Twin Gauss Flayers

Special Rules:

We'll be back! (Special rules)

Immune to Psychology (Core Rules)

Reanimator beam: At the start of the turn, after any model has failed or cannot attempt their We'll be back! test within 3" of this unit, it will fire a special beam at the fallen model to instantly reanimate it. If an eligible unit is not within range for the model to return to, it will instead be a unit of 1 until it can find a compatible unit to join in cohesion range.

Canoptek Doomstalker (100 pts) [Support]

M	WS	BS	S	T	W	I	A	LD	SV
5"	3	3	4	5	3	2	1	10	3

Composition: 1x Canoptek Doomstalker equipped with a Doomsday Cannon

Special Rules:

We'll be back! (Special rules)

Immune to Psychology (Core Rules)

Catacomb Command Barge (See Overlord)

M	Armour (Front Side/back)
Slow: 6" Combat: 12" Fast: 18"	Hull: 18 14 Weapon: 20 15

Crew: 2x Warriors (Drivers and Gunners), 1x Overlord

Weapon: This vehicle is equipped with a Gauss Cannon

Special Rules:

Immune to Psychology (Core Rules)

Quantum Shield: When this vehicle has received a penetrating hit, roll a d6. On a 5+, the attack does not penetrate.

Skimmer

Ram Value: S6, D12 damage, -4 save

Wargear:

This unit can replace their Gauss Cannon with a Tesla Cannon (15 points)

Damage Location (d6):

1-3: Drivers

4: Main Hull

5: Weapon

6: Overlord

Main Hull Damage table:

D3	Effect
1	<i>The shield generator is destroyed, preventing the use of Quantum Shields.</i>
2	<i>The hull explodes in a fiery blaze, dealing a S8 Sv mod -3 damage 1 2" blast around it and destroying the vehicle, both pilots and the overlord</i>
3	<i>The Hull explodes in a fiery gauss explosion, dealing S10 Sv mod -5 damage d3 large blast around it, destroying vehicle, both pilots and the overlord</i>

Weapon Damage table (Choose closest):

D3	Effect
1	<i>The weapon becomes loose, making the weapon only hit on 6</i>
2	<i>The Weapon becomes unusable as it disconnects from the vehicle.</i>
3	<i>The weapon explodes, instantly killing the drivers of this vehicle. The vehicle itself is still usable and the Overlord lives</i>

Warrior Pilot Damage

Roll for normal shooting rules against the Warrior using the stat-line of a Necron Warrior against the closest warrior. If both pilots are killed, the barge will start to move out of control. If one pilot makes a successful "We'll be Back!" test, it regains control of the barge.

Overlord Damage

Roll for normal shooting rules against the Overlord using the stat-line of the Overlord. If the Overlord is killed, the warriors shut down making the barge move out of control. If the Overlord makes a successful "We'll be Back!" test, the pilots wake up and regain control of the barge.

Ghost Ark (See Necron Warriors)

M	Armour (Front Side/back)
Slow: 5" Combat: 8" Fast: 12"	Hull: 20 18 Flayer Arrays: 16 12

Crew: Lychguard (Driver and gunner)

Weapon: This vehicle is equipped with 2x Flayer Arrays.

Special rules:

Immune to Psychology (Core Rules)

Quantum Shield: When this vehicle has received a penetrating hit, roll a d6. On a 5+, the attack does not penetrate.

Transport: This vehicle can transport up to 10 Necron Warriors

Repair Barge: This unit counts as a Necron Warrior unit for the sake of We'll Be Back! tests. Any models revived this way are counted as units of 1.

Skimmer

Ram Value: S8, D20 damage, -5 save

Damage location (d6):

1-3: Main Hull

4-5: Flayer Array

6: Driver

Main Hull:

D3	Effect
1	<i>The shield generator is destroyed, preventing the use of Quantum Shields.</i>
2	<i>The hull explodes in a fiery blaze, dealing a S8 Sv mod -3 damage 1 2" blast around it and destroying the vehicle, pilot and any passengers.</i>
3	<i>The Hull explodes in a fiery gauss explosion, dealing S10 Sv mod -5 damage d3 large blast around it, destroying vehicle, pilot and any passengers.</i>

Flayer array (Choose closest one):

D3	Effect
1	<i>The arrays crackle as the servos stiffen, preventing any sustained fire</i>
2	<i>The array leaks volatile energies, preventing them from firing</i>
3	<i>The array is destroyed, rending it useless and damaging the main hull. Roll for pierce against the main hull.</i>

Driver Damage

Roll for normal shooting rules against the Lychguard using the stat-line of a Lychguard. If the pilot is killed, the ark will start to move out of control. If the pilot makes a successful "We'll be Back!" test, it regains control of the barge.

Annihilation Barge (145 pts) [Support]

M	Armour (Front Side/back)
Slow: 6" Combat: 12" Fast: 18"	Hull: 18 14 Twin Tesla Destructor: 20 15 Under-Weapon: 20 15

Crew: 2x Necron Warriors (Drivers and Gunners)

Weapons: This vehicle is equipped with a Gauss Cannon and a Twin-Tesla Destructor.

Special Rules:

Immune to Psychology (Core Rules)

Quantum Shield: When this vehicle has received a penetrating hit, roll a d6. On a 5+, the attack does not penetrate.

Skimmer

Ram Value: S6, D12 damage, -4 save

Wargear:

This unit can replace its' Gauss Cannon with a Tesla Cannon

Damage Location (d6):

1-3: Drivers

4: Main Hull

5: Under-weapon

6: Twin-Tesla Destructor

Main Hull Damage table:

D3	Effect
1	<i>The shield generator is destroyed, preventing the use of Quantum Shields.</i>
2	<i>The hull explodes in a fiery blaze, dealing a S8 Sv mod -3 damage 1 2" blast around it and destroying the vehicle and both pilots</i>
3	<i>The Hull explodes in a fiery gauss explosion, dealing S10 Sv mod -5 damage d3 large blast around it, destroying vehicle and both pilots</i>

Under weapon (Choose closest):

D3	Effect
1	<i>The weapon becomes loose, making the weapon only hit on 6</i>
2	<i>The Weapon becomes unusable as it disconnects from the vehicle.</i>
3	<i>The weapon explodes, instantly killing the drivers of this vehicle. The vehicle itself is still usable</i>

Twin Tesla Destructor:

D3	Effect
1	<i>The weapon arcs become uncontrollable, when firing choose a random unit within the firing arc, friend or foe to be targets for the attack.</i>
2	<i>The weapon fizzles out, preventing it from being used at all</i>
3	<i>The weapon explodes violently, creating a 2" S6 Save mod -3 explosion around itself, piercing the main hull of the vehicle.</i>

Warrior Pilot Damage

Roll for normal shooting rules against the Warrior using the stat-line of a Necron Warrior against the closest warrior. If both pilots are killed, the barge will start to move out of control. If one pilot makes a successful "We'll be Back!" test, it regains control of the barge.

Monolith (750 points) [Support]

M	Armour (Front Side/back)
Slow: 4" Combat: 8" Fast: 12"	Main Hull: 25 25 Weapon system: 20 15 Power Crystal: 20 20

Crew: None

Weapons: This vehicle is equipped with 4x Gauss Cannon Arrays and 1x Particle Whip

Special Rules:

Void Shield: When this vehicle has received a penetrating hit, roll a d6. On a 5+, the attack does not penetrate.

Ancient Tomb System: One of the greatest creations of the Necrons, coveted on any tomb world. This unit can only be brought in with the agreement of your opponent and in games over 2500 points. This unit will always hit on a 3+, regardless of any modifiers.

Death From Above: This unit can deepstrike onto the table

Portal of Exile: At the end of the enemy movement phase, if any enemy infantry units end within 6" of the front of the Monolith, roll for an armour save with a -2 modifier. Any model that fails this save is instantly killed as the portal unleashes a wave of energy. If any vehicles are in the same vicinity, they are struck by an AP 2d6+d20+d10 attack with the target location being whatever is closest to the portal.

Transport: This unit can transport an unlimited number of Necron infantry models, however, they can only summon three units at a time and if this monolith is destroyed or disarmed in any way, the portal closes and any unit being transported are counted as casualties.

Particle Whip: This weapon emanates from the power crystal, so has a 360 degree firing arc. Each time a unit is targeted for an attack, it hits all models in that unit on a single hit roll of 3+ and always wounds a 2+ with no save possible. It will always pierce a vehicle on a d6 roll of 4 or more. This weapon takes two turns to fire.

Skimmer

Ram Value: S10, D10 damage, -6 save

War gear:

This unit can replace each individual Gauss Cannon Array with a Death Ray (+25 points each)

Damage locations (d6):

1-3: Main Hull

4-5: Weapon System (Closest)

6: Power Crystal

Main Hull damage table:

D3	Effect
1	<i>The shield generator is destroyed, preventing the use of Quantum Shields.</i>
2	<i>The hull explodes in a fiery blaze, dealing a S8 Sv mod -3 damage 1 2" blast around it and destroying this vehicle</i>
3	<i>The Hull explodes in a fiery gauss explosion, dealing S10 Sv mod -5 damage d3 large blast around it, destroying this vehicle</i>

Weapon System damage table:

D3	Effect
1	<i>The arrays crackle as the servos stiffen, preventing any sustained fire. If using the death ray, worsen the S by half.</i>
2	<i>The array leaks volatile energies, preventing them from firing</i>
3	<i>The array is destroyed, rending it useless and damaging the main hull. Roll for pierce against the main hull.</i>

Power Crystal damage table:

D6	Effect
1-5	<i>The power crystal cracks, adding +1 to any further damage rolls against this location.</i>
6+	<i>The crystal violently collapses the entire monolith into itself, creating three vortex like effects hurtling in random directions (Use scatter dice). The Monolith is fully destroyed. Refer to vortex grenade rules.</i>

Necron War gear cards:

Phylactery (35 pts): A unit with this equipped cannot have a save worse than 4

Veil of Darkness (20 pts): Once per game, a unit with this war gear card equipped can teleport out of reality and into combat range of an enemy unit at the start of the movement phase

Phase Shifter (10 pts): A unit with this equipped can use the Wraith Form ability from Canoptek Wraiths

Solar Pulse (40 pts): Once per game, a unit with this war gear card equipped unleashes a devastating blinding pulse of light around it in a 6" range. Any necron models caught in this range become hidden while any enemy models within the same range have a Ballistic Skill and Weapon Skill of 1 for the remainder of the turn.

Nano-scarab casket (50 pts): At the start of each turn, a unit with this wargear card can unleash a swarm of nano-scarabs to attempt to take control of an enemy unit within 9". The unit must pass a leadership test or else fall under the control of the necrons for that turn. The unit automatically regains control of their bodies during their rally phase.

Flayer Virus Injector (45 pts): A unit with this war gear card equipped gains the Frenzy and Causes Fear rule, plus the Flesh Eaters and the Viral Hunger rules of the Flayed Ones. Any vehicle penetrated but not destroyed by this unit will gain stupidity and move out of control. Cannot be used with any Destroyer Cultist or a model using a Catacomb Command Barge

Necron Weapons:

Ranged weapons:

Weapon	Short Range	Long Range	To hit short	To hit long	Strength	Damage	Save Mod	AP	Special
Abyssal Lance	0-24	24-48	-1	-2	7	d3	-4	d6+d12+d3+8	Close Combat
Cosmic Insanity	0-24	24-48	-	-1	6	D3	-3	d6+d3+6	Cosmic Insanity
Death Ray	0-48	48-72	-	-	10	d10	-6	d6+d10+10	Move or Fire
Doomsday Cannon charged	0-36	36-72	-	-	10	2d6	-6	4d6+10	Move Or Fire 3" Blast Gauss Doomsday Cannon (Charged)
Doomsday Cannon uncharged	0-36	36-72	+1	-	8	d3	-5	2d6+d3+8	Move or Fire 2" Blast Gauss
Eye Beam	0-6	6-18	-	-	4	1	-1	d6+4	-
Flayer Array	0-12	12-24	+1	-	4	1	-1	2d6+4	Gauss Sus. Fire 2D Flayer Array
Gauss Blaster	0-18	18-24	-	-	5	1	-2	2d6+5	Gauss Twin-link
Gauss cannon	0-12	12-24	+1	-	5	d3	-2	2d6+d3+5	Gauss
Gauss Cannon Arrays	0-24	24-48	+1	-	5	d3	-2	2d6+d3+5	Gauss Sus. Fire 2D Gauss cannon array
Gauss Destructor	0-24	24-48	-	-1	10	d6	-6	3d6+10	Gauss Move or Fire
Gauss Flayer	0-18	18-24	-	-	4	1	-1	2d6+4	Gauss
Gauss Pistol	0-6	6-12	+2	-	4	1	-1	2d6+4	Gauss Close Combat
Gauss Reaper	0-6	6-12	-	-	5	1	-2	2d6+5	Gauss

Gaze of Death	0-6	6-12	-	-	8	D3	-5	d6+d3+8	3" Blast
Heat Ray	-	-	-	-	6	1	-3	D6+6	Heavy Flamer Template
Particle Beamer	0-6	6-18	+2	-	5	1	-2	d6+5	Close Combat
Particle Shredder	0-24	24-48	-	-1	-	1	-1	See Special Rule	Move Or Fire Sustain Fire D2 Particle Shredder
Particle Whip	0-48	48-72	-	-	-	d10	See Special Rule	See Special rule	Move or Fire Particle Whip
Plasmic Lance	0-12	12-18	+1	-	4	1	-1	d6+3	Close Combat 1.5" Blast
Spear of the Void Dragon	0-6	6-12	+1	-	+5	D3	-6	2d6+ d20 + d3+ 10	Gauss Close Combat Spear of the Void Dragon
Staff of Light	0-12	12-18	+1	-	5	1	-2	3d6+5	Gauss Close Combat
Synaptic Disintegrators	0-24	24-48	-	-1	4	1	-1	d6+4	Synaptic Disintegrators
Tachyon Arrow	0-24"	24-72	+1	-	10	2d6	-6	3d6+10	One Use
Tesla Cannon	0-12	12-24	-	-	4	1	-1	d6+4	Sus. Fire 1D Tesla
Tesla Carbine	0-12	12-18	-	-	4	1	-1	d6+4	Tesla
Twin Gauss Cannons	0-12	12-24	+1	-	5	d3	-2	2d6+ +d3+5	Gauss Twin-link
Twin Gauss Flayer	0-18	18-24	-	-	4	1	-1	2d6+4	Gauss Twin-link
Twin-Tesla Destructor	0-24	24-48	-	-1	4	d3	-1	d6+d3+4	Sus. Fire 2D Twin-Link Tesla
Voltaic Storm	0-12	12-24	-	-1	8	D3	-5	3d6+d3+8	Gauss Voltaic Storm

Ranged weapon special rules:

Doomsday Cannon: Has a 45 degree firing arc. It has two firing modes. If using the Charged profile, any misfires will cause the cannon to be hit itself with a penetrating hit automatically if a vehicle (See Damage table for Doomsday Cannon). If not a vehicle and a misfire occurs, deal 5 str 10 attacks to the user with no saves possible.

Particle Whip: This weapon emanates from the power crystal, so has a 360 degree firing arc. Each time a unit is targeted for an attack, it hits all models in that unit on a single hit roll of 3+ and always wounds a 2+ with no save possible. It will always pierce a vehicle on a d6 roll of 4 or more. This weapon takes two turns to fire.

Particle Shredder: This weapon will always wound on a 3+. The AP of this weapon is equal to $d6+6+\text{half the armour value of the target location (Rounding up)}$. When this weapon jams, it counts as a piercing attack against the weapon.

Voltaic Storm: When this attack kills an enemy model, it will jump and spear into another member of the same unit. When this is done, roll for wounds again and perform saves as usual with decreased strength based on how many models it has already jumped through before reaching that model. If it kills the last member of an enemy unit, it will instead jump to a random unit within 6" of the destroyed unit. Do this each time the attack is forced to jump to another unit. When designating where it attacks a vehicle, location targeted is based on where the Void Dragon is relative to the vehicle.

Spear of the Void Dragon: This weapon can be thrown. On a miss, roll scatter dice to see where the spear lands. This weapon cannot be used until picked up again in the movement phase.

Cosmic Insanity: Each time an infantry model is targeted for this attack but makes their armour save, make a break test. If they fail this break test, roll for damage according to weapon profile. This attack can target characters regardless of any restriction. Against a vehicle, if the attack doesn't pierce, perform this against the pilot instead.

Syanptic Disintegrators: This weapon automatically wounds infantry with a toughness less than 5.

Gauss Cannon Arrays: This vehicle is equipped with 4 of these in a 45 degree arc each. Due to the systems this unit has, ignore the first jam for each array.

Flayer Arrays: Has a 180 degree firing arc. Flayer Arrays are located at the side of the vehicle and thus are two different locations.

Melee weapons:

Weapon	Short Range	Long Range	To hit short	To hit long	Strength	Damage	Save Mod	AP	Special
Aeonstave	-	-	-	-	+2	1	-2	d6+d12 +6	Close combat
Canoptek Tail	-	-	-	-	User	1	-2	2d6+5	Close combat
Golden Fists	-	-	-	-	+2	D3	-5	d6+d12 +d3+6	Close Combat
Hyperphase Cleavers	-	-	-	-	+2	1	-3	d6+d12 +7	Close combat
Hyperphase Harvester	-	-	-	-	+5	d3	-6	d6+d20 +d3+9	Close Combat
Overlord's blade	-	-	-	-	+3	3	-5	d6+d20 +8	Close Combat Parry
Scythe of the Nightbringer	-	-	-	-	+2	D3	-6	d6+d20 +d3+9	Close Combat
Void Scythe	-	-	-	-	+5	-	-6	d6+d20 +10	Instant death Close Combat Immune to Parry
Warscythe	-	-	-	-	+3	d3	-4	d6+d12 +d3+6	Close Combat Parry
Whip Coils	-	-	-	-	User	D3	-1	2d6+d3 +4	Close combat

Melee weapon special rule:

Whip Coils: Each time this weapon wounds an enemy infantry model, roll a leadership test. On failing the test, the whips constrict the enemy model, preventing it from leaving combat at all and making fumbles occur on a roll of 1 or 2.

Army 2: Dark Eldar [Strategy Rating: 4]

Intro:

Dark eldar, the most early 2000's thing to come out of GW, evil space elves that torture and turn victims inside out, staving off She Who Thirsts through sadistic torture. My kind of army. Going into this, I was worried about an army based around poison and how it would do against my necron back port, but the more I kept going the more I realized that yes the low Str is a bummer for most of their weapons, but their heavier weapons more than make up for it. Their poison arsenal made for a good burst of inspiration for their rule "Agonizing Poison" which opened up a world of possibilities for me. This is the one I am most worried about since I've never got a chance to play this backport entirely, only basic things like Incubi and Kabalites with an Archon, but I hope it would fit into larger games of the time and hope you enjoy them.

Special rules:

Agonising Poison: Certain weapons of the Dark Eldar have a nasty effect to those that survive the initial onslaught of attacks. When a weapon with this rule makes wound rolls, do not discard any attacks fail to wound. Instead, roll a separate armour save for them. Any of those attacks that pierce the armour do not harm the individual, instead injects them with a poison that slowly turns into excruciating pain. Roll a d6 for each poisoned wound sustained at the start of the next turn. If it is lower than the model's toughness, the poison reduces the target's Ballistic Skill, Weapon Skill and Toughness by 1 to a minimum of 2 until the end of the turn. If it is higher, the model is not affected by the poison. The reason it works this way is because Dark Eldar love to bring the supposedly tough and strong to their knees with cruel pain than a simple grot. Against poisoned models, weapons with agonizing poison will automatically wound on a 3+ no matter how tough the model is. This can only affect living creatures, so vehicles and robots are not affected by it.

UNITS:

Archon (60 pts) [Character]

M	WS	BS	S	T	W	I	A	LD	SV
5"	6	4	3	3	3	6	4	8	4

Composition: 1xArchon equipped with Splinter Pistol and Power Sword

Special Rules:

Power From Pain: Archons, much like all of their underlings, gain a sadistic pleasure from pain, however, they also gain power from it. Each time this model poisons another model with Agonising Poison, restore 1 lost wound to this model.

War gear:

An Archon may replace their Splinter Pistol with a Blast Pistol (+6 points). An Archon may also replace their Power Sword with an Agonizer (+3 points). The Archon may pick up to 3 Dark Eldar or standard War gear Cards

Succubus (56 pts) [Character]

M	WS	BS	S	T	W	I	A	LD	SV
7"	7	3	3	3	3	7	5	8	6

Composition: 1x Succubus equipped with Splinter Pistol and Agonizer.

Special rules:

Lead of the show: The Succubus must always perform the best of her abilities, in the arena or on the battlefield, dodging sloppy blows. As such, enemies fumble on melee combat score rolls of 1 or 2 and this unit can disengage from combat with no penalty.

Wargear:

This model can replace its' Splinter pistol with a Blast Pistol. This model can replace its' agonizer and Splinter pistol with a Shardnet and Impaler or Hydra Gauntlets. This unit can be given a reaver jetbike [see Reavers] (x pts). This unit can equip up to two Dark Eldar or standard war gear cards.

Haemonculus (45 pts) [Character]

M	WS	BS	S	T	W	I	A	LD	SV
7"	3	3	3	3	3	5	3	8	5

Composition: 1x Haemonculus equipped with Splinter pistol and Scissor-Hands

Special Rules:

Experimentation demands Sadism: The Haemonculus is the apex of the dark sciences that have let the Dark Eldar to live and thrive as long as they have, which requires breaking a few eggs. When an enemy champion within 6" of this model dies while experiencing Agonising Poison, roll for one of the following effects to apply to any units within 3" of the Haemonculus at the time of the roll. This can only be applied to living creatures.

Result (D3)	Effect
1	<i>The Haemonculus gets minor info about their enemy, especially how to hit them better. Whenever targeting an enemy with the same move characteristic as the fallen model, gain +1 to hit.</i>
2	<i>The Haemonculus studies the flesh and weakness of their enemy, finding out their weakest points. Whenever targeting an enemy with the same Toughness and poisoned, any Agonising Poison weapon now wounds on a 2+ not a 3+.</i>
3	<i>The Haemonculus has perfected a formula to doom those that oppose him and his work. When targeting any enemy with the same Toughness, they need to take an automatic Agonising Poison test if any Agonising Poison weapon lands a hit on them.</i>

Wargear:

This Haemonculus exchange their Splinter Pistol with a Stinger Pistol and can exchange their scissor hands with Haemonculus Tools. This unit can equip up to two war gear cards.

Incubi (35 ppm) [Counts as a character unit since can only be taken with characters]

Incubus

M	WS	BS	S	T	W	I	A	LD	SV
5"	5	3	3	3	1	6	3	7	4

Klaivex

M	WS	BS	S	T	W	I	A	LD	SV
5"	6	4	3	3	3	6	3	7	4

Composition: 4-9x Incubi and 1x Klaivex equipped with Klaives.

Special Rules:

Whirlwind of Death: Incubi are masters of the blade and the Klaives they carry are of high quality. As such, they can reroll fumbles and cannot be parried.

Hired Guard: Incubi cannot be included in lists normally, they must be brought by an Archon, Succubus or Haemonculus, joining them and becoming one squad.

Wargear:

The Klaivex of this squad can replace their Klaive with Demi-Klaives, which increases their number of attacks by 1 since they now hold two weapons and letting them be able to parry (+7 points). The entire squad can equip tormentors, which allows them to cause Terror and allow them to carry Splinter Pistols (Since the pistols will be equipped into the tormentors themselves, they do not get the bonus +1 attack from them) (+45 points)

Kabalite Warriors (26 ppm) [Troop]

Warrior

M	WS	BS	S	T	W	I	A	LD	SV
5"	3	4	3	3	1	4	1	6	4

Sybarite Warrior

M	WS	BS	S	T	W	I	A	LD	SV
5"	4	4	3	3	1	5	2	7	4

Composition: 9x Warriors and 1x Sybarite Warrior equipped with Splinter Rifles

Wargear:

Up to one Warrior in this squad may replace their Splinter Rifle with either a Dark Lance (45 pts) or a Blaster (35 points). Up to one Warrior in this squad may replace their Splinter Rifle with either a Splinter Cannon (20 pts) or a Shredder (25 points). The Sybarite of this squad may replace their Splinter Rifle with a Phantasm Grenade Launcher (30 pts) or any combination of either the Splinter Pistol or Blast pistol (+6 pts) and either a power sword (+6 points) or an Agonizer (+9 points). The entire squad may equip fear or plasma grenades.

Wyches (20 ppm) [Troop]

Wyche

M	WS	BS	S	T	W	I	A	LD	SV
6"	5	3	3	3	1	5	2	6	6

Hekatrix

M	WS	BS	S	T	W	I	A	LD	SV
6"	5	3	3	3	1	5	3	7	6

Composition: 4-9x Wyches and 1x Hekatrix equipped with Splinter Pistols and Wyche Knives.

Special Rules:

Share the Thrill: If the Hekatrix of this Wyches unit equips and uses combat drugs, each member of the squad also has the effects of the drug. Normal rules apply per model. If the Hekatrix is ever lost, the squad loses the effects of Combat Drugs

Acrobatic entertainers: This group of Dark Eldar love putting on a show with their lightning reflexes. Each time an enemy is attacking a model from this unit, -1 off their combat score.

Wargear:

Up to two Wyches can replace their Splinter Pistol and Wyche Knife with either a Shardnet and Impaler (8 pts) or Hydra Gauntlets (4pts). The Hekatrix can replace their Splinter Pistol with a Blast Pistol (6 pts). They can also replace their Wyche Knife with an Agonizer (9 pts) or Power Sword (6 pts). They can also equip a Phantasm Grenade Launcher (30 pts) and one war gear card. Can equip the entire squad with Helion Hover pads, which allows them to ignore terrain and increase movement to 10" as they move.

Wracks (20 ppm) [Troop]

Wrack

M	WS	BS	S	T	W	I	A	LD	SV
5"	3	3	3	3	2	3	1	6	6

Acothyst

M	WS	BS	S	T	W	I	A	LD	SV
5"	3	3	3	3	3	4	2	7	6

Composition: 4-9x Wracks and 1x Acothyst equipped with Wrack blades

War gear:

For every 5 models in this squad, one Wrack can replace their Wrack blades with either a Liquifier Gun, Hex-rifle, Ossefacator, Scissor-Hands or Electro-whip. The Acothyst of this unit can replace its' wrack blades with a Stinger Pistol and Agonizer.

Grotesques (40 ppm) [Support]

M	WS	BS	S	T	W	I	A	LD	SV
5"	3	3	3	3	3	3	2	6	-

Composition: 3-6x Grotesques equipped with Monstrous Cleavers

Special Rules:

Feel No Pain: Grotesques are specifically designed to ignore their own pain to inflict as much pain onto others as possible. As such, Grotesques cannot be wounded by conventional arms fire, only weapons with double their own strength can incite the long dead pain receptors. This only applies to ranged weaponry, as in close combat you don't need to inflict pain to cut off limbs. They are also under the effects of stupidity unless if they are within 3" of a Haemonculus.

Wargear:

Each Grotesque may equip a Liquifier gun (+5 pts per equip)

Raider (80 ppm) [Support]

M	Armour (Front Side/back)
Slow: 10" Combat: 24" Fast: 36"	Hull: 16 12 Sail: 14 10 Jets: 16 12

Crew: Kabalite Warrior (Gunner and pilot)

Weapons: This vehicle is equipped with one Dark Lance.

Special Rules:

Transport: This vehicle can transport up to 12 Dark Eldar infantry models. Grotesques count as 3.

Open Topped: This vehicle is completely open topped, any models transported on this vehicle can shoot their ranged weapons.

Main Weapon: The main weapon of this vehicle has a 45 degree firing arc.

Skimmer

Ram Value: S8, D20 damage, -5 save

War gear:

This vehicle may replace its' Dark Lance with a Disintergrator Cannon (+10 points). This vehicle can also equip flying hooks (25 pts), Shock Prod (35 pts) and Grizzly Trophies (20 pts)

Flying Hooks: When an enemy model jumps out of the way of this vehicle, they are instead snagged by the hooks and are dragged behind it. At the start of their turn, the model may attempt to untangle themselves on a d6 roll. If the roll is lower than their toughness, the model is set free. If it is higher or equal, they sustain a S6, 1 damage, Sv mod -2 hit and are continued to be dragged along.

Shock Prod: When this vehicle rams into another vehicle, it will strike with a shock prod to try and disable the vehicle's systems. On a d6 roll with a 6+ result, the rammed vehicle is disabled until the crew pass a leadership test to get the systems back online and this vehicle expertly avoids the damage of their own ramming stunt. If at combat speed or Fast speed, increase the result of the d6 roll by 1 or 2 respectively.

Grizzly Trophies: This vehicle causes fear.

Damage locations (d6):

1-3: Hull

4: Sail

5: Jets

6: Crew member

Hull damage table

D6	Effect
1	<i>The boat rocks, disorientating the pilot, forcing them to go down to slow speed for a turn and -1 to hit rolls</i>
2	<i>The hull absorbs most of the impact but is thrown off course. For the next turn, this vehicle is out of control at a speed chosen by the owner of this vehicle (Follow all rules regarding speed still)</i>
3	<i>A piece of the hull snaps impacting a weapon on this vehicle. Choose one weapon, it can no longer be used.</i>
4	<i>CRACK goes one of the bridges, damaging and disorientating those on it. Roll for leadership for each unit embarked on this vehicle including crew. On a fail, roll a d6 for each member of the unit. On a 5+, they are swallowed by the internals of the vehicle, instantly dying.</i>
5	<i>It isn't supposed to buckle like that. Reduce the hull armour to 10/8 and roll for damage against the sail.</i>
6	<i>And thus in a fiery blaze the ship goes down. Instantly destroy this vehicle and create a 2" blast that does S8 save mod -3 damage to those that are caught in it</i>

Sail damage table:

D3	Effect
1	<i>The sail swings wildly. The crew are still in control of the vehicle but must roll for which direction it is moving in.</i>
2	<i>The sail is blown completely off, causing the vehicle to only move in a straight line</i>
3	<i>The sail is blown off, taking the internal engine with it. The vehicle can no longer move or fire.</i>

Jet damage table:

D3	Effect
1	<i>The jets sputter at half power, only allowing this vehicle to move at slow speed</i>
2	<i>The jets are shoved and have their servos lock, causing this vehicle to move out of control</i>
3	<i>The jet explodes, causing this vehicle to no longer move and dealing a piercing attack against the hull.</i>

Crew member:

If this vehicle has multiple crew members and/or has units being transported, randomize who the attack is going to strike. Use the stats of the struck unit to resolve the attack.

Ravager (120 ppm) [Support]

M	Armour (Front Side/back)
Slow: 10" Combat: 24" Fast: 36"	Hull: 16 12 Sail: 14 10 Jets: 16 12

Crew: 3x Kabalite Warriors (All three are gunners, one is pilot)

Weapons: This vehicle is equipped with 3x Dark Lances with two being on the side.

Special Rules:

Main Weapon: The main weapon of this vehicle has a 45 degree firing arc.

Side Weapons: Side weapons have a 180 degree firing arc.

Skimmer

Ram Value: S8, D20 damage, -5 save

War gear:

This vehicle can replace each equipped dark lance with a Disintegrator cannon (+10 points per equip). This vehicle can also equip flying hooks (25 pts), Shock Prod (35 pts) and Grizzly Trophies (20 pts)

Flying Hooks: When an enemy model jumps out of the way of this vehicle, they are instead snagged by the hooks and are dragged behind it. At the start of their turn, the model may attempt to untangle themselves on a d6 roll. If the roll is lower than their toughness, the model is set free. If it is higher or equal, they sustain a S6, 1 damage, Sv mod -2 hit and are continued to be dragged along.

Shock Prod: When this vehicle rams into another vehicle, it will strike with a shock prod to try and disable the vehicle's systems. On a d6 roll with a 6+ result, the rammed vehicle is disabled until the crew pass a leadership test to get the systems back online and this vehicle expertly avoids the damage of their own ramming stunt. If at combat speed or Fast speed, increase the result of the d6 roll by 1 or 2 respectively.

Grizzly Trophies: This vehicle causes fear.

Damage locations (d6):

1-3: Hull

4: Sail

5: Jets

6: Crew member

Hull damage table

D6	Effect
1	<i>The boat rocks, disorientating the pilot, forcing them to go down to slow speed for a turn and -1 to hit rolls</i>
2	<i>The hull absorbs most of the impact but is thrown off course. For the next turn, this vehicle is out of control at a speed chosen by the owner of this vehicle (Follow all rules regarding speed still)</i>
3	<i>A piece of the hull snaps impacting a weapon on this vehicle. Choose one weapon, it can no longer be used.</i>
4	<i>CRACK goes one of the bridges, damaging and disorientating those on it. Roll for leadership for each unit embarked on this vehicle including crew. On a fail, roll a d6 for each member of the unit. On a 5+, they are swallowed by the internals of the vehicle, instantly dying.</i>
5	<i>It isn't supposed to buckle like that. Reduce the hull armour to 10/8 and roll for damage against the sail.</i>
6	<i>And thus in a fiery blaze the ship goes down. Instantly destroy this vehicle and create a 2" blast that does S8 save mod -3 damage to those that are caught in it</i>

Sail damage table:

D3	Effect
1	<i>The sail swings wildly. The crew are still in control of the vehicle but must roll for which direction it is moving in.</i>
2	<i>The sail is blown completely off, causing the vehicle to only move in a straight line</i>
3	<i>The sail is blown off, taking the internal engine with it. The vehicle can no longer move or fire.</i>

Jet damage table:

D3	Effect
1	<i>The jets sputter at half power, only allowing this vehicle to move at slow speed</i>
2	<i>The jets are shoved and have their servos lock, causing this vehicle to move out of control</i>
3	<i>The jet explodes, causing this vehicle to no longer move and dealing a piercing attack against the hull.</i>

Crew member:

If this vehicle has multiple crew members and/or has units being transported, randomize who the attack is going to strike. Use the stats of the struck unit to resolve the attack.

Venom (65 ppm) [Support]

M	Armour (Front Side/back)
Slow: 12" Combat: 28" Fast: 44"	Hull: 14 10 Weapon: 12 8 Jets: 14 14

Crew: 2 Wyches (1 Driver and gunner, 1 Gunner)

Weapon: This vehicle is equipped with one Twin-splinter rifle and one Splinter Cannon.

Special rules:

Underside weapon: The Underside weapon (Defaults to Twin-Splinter Rifle) has a 45 degree firing arc

Gunner weapon: The gunner Splinter Cannon has a 90 degree firing arc

Transport: This vehicle can transport up to 5 Dark Eldar infantry. Cannot transport Grotesques.

Skimmer

Ram Value: S6, D12 damage, -4 save

War gear:

This vehicle can replace its' Twin-splinter Rifles with a Splinter Cannon (20pts). It can also take Blade-vanes (15) , Flaying Hooks (25) and Grizzly Trophies (20)

Blade vanes: Upgrade the Ramming value of this vehicle by +2 strength, +1 save mod.

Flaying Hooks: When an enemy model jumps out of the way of this vehicle, they are instead snagged by the hooks and are dragged behind it. At the start of their turn, the model may attempt to untangle themselves on a d6 roll. If the roll is lower than their toughness, the model is set free. If it is higher or equal, they sustain a S6, 1 damage, Sv mod -2 hit and are continued to be dragged along.

Grizzly Trophies: This vehicle causes fear.

Damage locations (d6):

1-3: Hull

4: Weapon

5: Jets

6: Crew member

Hull damage table

D6	Effect
1	<i>The boat rocks, disorientating the pilot, forcing them to go down to slow speed for a turn and -1 to hit rolls</i>
2	<i>The hull absorbs most of the impact but is thrown off course. For the next turn, this vehicle is out of control at a speed chosen by the owner of this vehicle (Follow all rules regarding speed still)</i>
3	<i>A piece of the hull snaps impacting a weapon on this vehicle. Choose one weapon, roll for its' damage table</i>
4	<i>CRACK goes one of the bridges, damaging and disorientating those on it. Roll for leadership for each unit embarked on this vehicle including crew. On a fail, roll a d6 for each member of the unit. On a 5+, they are swallowed by the internals of the vehicle, instantly dying.</i>
5	<i>It isn't supposed to buckle like that. Reduce the hull armour to 10/8 and roll for damage against the sail.</i>
6	<i>And thus in a fiery blaze the ship goes down. Instantly destroy this vehicle and create a 2" blast that does S8 save mod -3 damage to those that are caught in it</i>

Weapon damage table:

D3	Effect
1	<i>The weapon's ammunition becomes jammed. If it is a sustained fire weapon, treat it like a normal jam. If it isn't, -3 for the next time it fires, then it can fire normally.</i>
2	<i>The weapon is blown clean off, making it unable to be used.</i>
3	<i>The weapon shoots wildly as it is blown off, roll for an attack against the hull using the weapon's profile.</i>

Jet damage table:

D3	Effect
1	<i>The jets sputter at half power, only allowing this vehicle to move at slow speed</i>
2	<i>The jets are shoved and have their servos lock, causing this vehicle to move out of control</i>
3	<i>The jet explodes, causing this vehicle to no longer move and dealing a piercing attack against the hull.</i>

Crew member:

If this vehicle has multiple crew members and/or has units being transported, randomize who the attack is going to strike. Use the stats of the struck unit to resolve the attack.

Scourges (30 ppm) [Support]

Scourge

M	WS	BS	S	T	W	I	A	LD	SV
6"	4	4	3	3	1	3	1	6	4

Sybarite

M	WS	BS	S	T	W	I	A	LD	SV
6"	4	4	3	3	1	4	2	7	4

Composition: 4x Scourges and 1x Sybarite equipped with Splinter Rifles.

Special Rules:

Use the rules for the Swooping Hawks for eldar in this edition

War gear:

Each Scourge in this squad can replace their splinter rifle with a Dark Lance (+45 pts), Splinter Cannon (+20), Blaster (+35) or Shredder (+25). The Sybarite can replace their splinter rifle with either a Splinter Pistol or Blast Pistol (+6 pts) and either an Agonizer (9 pts) or Power sword (6 pts).

Pain Engine (67 pts) [Support]

M	WS	BS	S	T	W	I	A	LD	SV
7"	4	4	6	3	5	4	2	10	4

Composition: 1xPain Engine equipped with 2x Macro-scalpels and Twin-Splinter Rifles

Special Rules:

Ignores terrain when moving

Well of Pain: Pain engines are an amalgamation of flesh in a grotesque fashion to siphon the pain out of the enemies of the Dark Eldar. Whenever an enemy model falls within 3" of this monstrosity, it will absorb their dying breaths and agony, storing it into itself. Whenever it goes into combat, it can spend any number of "souls" it has locked inside of it to gain +1 to the combat score for the current combat for each "soul" used. It is also a stupid creature unless within 6" of a Haemonculus.

War gear:

This unit can replace their Twin-splinter Rifles with a Haywire Blaster (35 pts) or Spirit Siphon (20 pts). If it equips the Spirit Siphon, it can also equip a Spirit Vortex (15 pts)

Spirit Vortex: At the start of the turn, this unit can give any number of their Well of Pain souls to a Dark Eldar unit within 6" to be used the same way this unit would use theirs.

Mandrakes (16 ppm) [Support]

M	WS	BS	S	T	W	I	A	LD	SV
6"	4	3	3	3	1	5	3	7	-

Composition: 5-10x Mandrakes equipped with Bale Blast and Glimersteel blades

Special rules:

Fade Away: The Mandrakes are beings of pure shadow, being able to slip into away into the darkness to reappear somewhere else. You can use this ability instead of choosing to charge in the movement phase. This unit is taken off of the battlefield and can appear in any terrain piece. Doing so, you can be in contact range of an enemy unit. The shadows obscure the Mandrakes and in the turn this was performed, a -3 hit modifier is applied to any enemy that chooses to target them for any attack. This does not affect combat scores.

Reavers (45 ppm) [Support]

M	Armour (Front Side/back)
Slow: 18" Combat: 34" Fast: 48"	Hull: 10 8 Jets: 8 6

Composition: 3x reavers equipped with twin-splinter rifles and driven by Wyches

Special rules:

Seekers of speed: Due to their proficiency at high speeds, drivers of reaver bikes add +2 to their out of control checks when doing sharp turns. This unit can also ignore Move or Fire restrictions but have -2 to their hit rolls when doing so.

Wargear:

This squad of Reavers may replace their Twin-Splinter Rifles with a Blaster (35 pts) or Heat Lance (40 pts). One Wych driver may be replaced with a Hekatrix driver.

Court of the Archon (25 ppm) [Support]

Sslyth

M	WS	BS	S	T	W	I	A	LD	SV
6"	4	4	3	3	1	5	3	7	4

Lhamean

M	WS	BS	S	T	W	I	A	LD	SV
6"	5	3	3	3	1	5	5	7	5

Medusae

M	WS	BS	S	T	W	I	A	LD	SV
6"	3	5	3	3	1	5	2	7	4

Ur-Ghul

M	WS	BS	S	T	W	I	A	LD	SV
6"	3	3	4	5	2	4	5	7	-

Composition: This unit can contain 0-3 Sslyth equipped with Shardcarbine and Sslyth battle blades, 0-3 Lhamean equipped with Shaimeshi blades, 0-3 Medusae equipped with Eyeburst and 0-3 Ur-ghul. Must have a minimum of 4 models and a maximum of 10.

Special rules:

Composite unit: When determining hits to assign wounds to when performing wound rolls, for each hit, choose one model in this unit who has not been assigned a hit roll dice to and assign that hit to them. If every model has been assigned a hit dice to, choose one model that has been hit already. Once that is done, roll for wounds and saves individually. Must have an Archon be your army commander to take this unit.

Contorted form: When a Sslyth model in this unit is assigned to take a hit, it contorts itself, therefore causing that hit roll to be re-rolled. If it scores another hit, it cannot be avoided again.

Shaimeshi blades: Re-roll fumbles

Eyeburst: As a parasite, the Medusae will spread it's influence into the mind of those it gazes upon. On a successful hit but no wound from this weapon on any affected model, the affected unit must make a break test with -1 leadership for every affected model. This effect can only occur once per enemy unit and therefore cannot stack with other Medusae Eyebursts.

Ur-Ghul rampage: Each Ur-Ghul model has frenzy but does not have to charge if there are models other than Ur-Ghul in this unit.

Dark Eldar wargear cards:

Shadowfield (40 pts): A model with this equipped cannot have a save that is worse than 2+, even if their save on their profile is worse. After the first time this save is failed, it cannot be used again.

Crucible of Malediction (35 pts): A dark force to drive psykers insane. Once per battle, the owner of this wargear can unleash a cacophony of spiritual energy to use the "Destroy Mind" spell on every psyker on the battlefield. Each instance requires a d6 roll of 4+ to initiate.

Gruesome Talisman (9 pts): Gives the wielder the "Causes Fear" rule and forces enemies in combat with the wielder to reroll successful break tests.

Terrorfex (10 pts): Wrist mounted version of the Phantasm grenade launcher, so does not take up a hand but also does not give a bonus in melee combat

Hell Mask (25 pts): When performing close combat against the user of this war gear, enemies need to make a leadership test. Failing causes those enemies to never count any 6's as bonuses to their combat score.

Metallic poison (32 pts): Any time the bearer of this war gear attacks an enemy vehicle or robot, that vehicle is under the effects of Agonising poison. If against a vehicle, keep a track of how many hits do not pierce the armour. The driver of the vehicle makes an armour save. Any failed save will reduce the vehicle's armour location hit by 1 per stack of poison. The effect naturally goes away at the start of the enemy's rally phase as this poison does not stick around for long. Against robots, the poisoned effects can only be acted upon by others with the same metallic poison war gear, thus is still not affected by those with regular Agonising poison.

Dark Eldar Weapons:

Ranged weapons:

Weapon	Short Range	Long Range	To hit short	To hit long	Strength	Damage	Save Mod	AP	Special
Bale-blast	0-8	8-16	-	-1	5	1	-2	d6+5	Close Combat Bale-blast
Blast Pistol	0-8	8-16	+1	-	6	d3	-3	d6+d3+6	Close Combat
Blaster	0-12	12-36	-	-	6	d4	-3	d6+d4+6	Move or Fire
Dark Lance	0-24	24-48	-	-	8	2d6	-5	3d6+8	Move or Fire
Disintergrator Cannon	0-20	20-40	-	-1	8	d6	-5	2d6+8	2" Blast Move or Fire
Eyeburst	0-6	0-24	+1	-	4	1	-1	d6+4	1" blast Eye burst
Haywire Blaster	0-24	24-48	+1	-	6	d6	-3	2d6+6	Haywire Blaster
Heat Lance	0-18	18-36	+1	-	7	d6+d3	-4	2d6+d3+7	Move or Fire
Hex-rifle	0-24	24-48	-	-1	6	d3	-3	d6+d3+6	Agonising Poison
Liquifier Gun	-	-	-	-	3	1	-	d6+3	Flamer Template Agonising Poison
Ossefacator	0-12	12-24	+1	-	3	See rules	-	See rules	Agonising Poison Ossefacator
Phantasm Grenade Launcher	0-6	6-12	-	-1	See Grenade	See Grenade	See Grenade	See Grenade	Grenade Launcher: Fear and Plasma
Shardcarbine	0-18	18-36	+2	-	3	1	-	d6+3	Agonising Poison
Shredder	Flame	Flame	-	-	6	1	-1	d6+6	Flame Template

Splinter Cannon	0-16	16-36	-	-1	3	1	-		Sus. Fire 1D Agonising Poison
Splinter Pistol	0-6	6-12	+2	-	3	1	-	d6+3	Agonising Poison Close combat
Splinter Rifle	0-12	12-24	+1	-	3	1	-	d6+3	Agonising Poison
Stinger Pistol	0-9	9-18	+1	-	3	d3	-	d6+d3+ 3	Agonising Poison Stinger Pistol
Twin-Splinter Rifles	0-12	12-24	+1	-	3	1	-	d6+3	Agonising Poison Twin-Link

Ranged special rules:

Eyeburst: As a parasite, the Medusae will spread it's influence into the mind of those it gazes upon. On a successful hit but no wound from this weapon on any affected model, the affected unit must make a break test with -1 leadership for every affected model. This effect can only occur once per enemy unit and therefore cannot stack with other Medusae Eyebursts.

Bale-blast: Each time this attack causes a model to be killed, that unit will have -1 to their combat score in the proceeding assault phase.

Haywire Blaster: When this weapon does not manage to pierce the armour of a vehicle, roll a d6. On a 4+, roll for the vehicle damage table with a -1 modifier. Otherwise, disable any targeters the vehicle has for the rest of the turn.

Stinger Pistol: No save is possible against this weapon. When an enemy dies to this weapon, they violently expand and then explode in a bloody mess. Place a 1.5 inch blast marker around where the dead model used to stand. Anything caught in the blast takes 1 hit with the strength equalling the dead model's toughness and a save modifier equalling the victim's attacks characteristic. This blast does not automatically gain the benefits of agonizing poison against poisoned models.

Ossefacator: This weapon deals half of the target's current wounds as damage (Rounding up to the nearest wound, so it can still kill 1 wound models) and can target any unit not just the closest one with no leadership roll (Including characters). Against vehicles, this adds on half of the targeted armour locations' value to the AP roll.

Melee weapons:

Weapon	Short Range	Long Range	To hit short	To hit long	Strength	Damage	Save Mod	AP	Special
Agonizer	-	-	-	-	User	1	-	d6+3	Agonising Poison Close Combat Agonizer
Demi-Klaives	-	-	-	-	User	d3	-1	d6+d3+3	Close Combat Parry Klaive
Electro-whip	-	-	-	-	User	1	-	d6+3	Close Combat Electro-whip
Glimersteel blades	-	-	-	-	5	1	-2	2d6+5	Close combat
Haemonculus Tools	-	-	-	-	User	1	-	d6+3	Agonising Poison Haemonculus tools
Hydra Gauntlets	-	-	-	-	User	d3	-1	d6+d3+3	Close Combat
Klaive	-	-	-	-	5	d3	-3	2d6+d3+5	Close combat Klaive
Macro-scalpels	-	-	-	-	User	d3	-3	d6+d12+d3+6	Close Combat
Monstrous Cleavers	-	-	-	-	4	1	-2	2d6+4	Close Combat
Power Sword	-	-	-	-	5	1	-3	2d6+5	Close Combat Parry
Scissor-Hands	-	-	-	-	User	d6	-	2d6+3	Close Combat Scissor-Hands
Shaimeshi Blades	-	-	-	-	4	d3	-1	2d6+d3+4	Close-combat Agonising Poison Shaimeshi Blade

Shardnet and Impaler	-	-	-	-	5	1	-2	2d6+5	Close Combat Shardnet and Impaler
Spirit Siphon	-	-	-	-	4	1	-1	2d6+4	Close combat Spirit Siphon
Sslyth battle blades	-	-	-	-	User	1	-2	d6+3	Close combat
Wrack Blades	-	-	-	-	4	1	-1	2d6+4	Close Combat
Wych Knives	-	-	-	-	User	1	0	d6+3	Agonising Poison Close Combat

Melee special rules:

Shardnet and Impaler: When this weapon hits but doesn't cause a wound for the first time in combat, a Shardnet is thrown onto the target. This target cannot fight further and is under effects similar to the webber (See war gear book)

Shaimeshi blades: Re-roll fumbles

Spirit Siphon: Before combat starts, perform one attack with this weapon to each enemy model in combat range. Any hits that wound, regardless if they are saved or not, count as one Well of Pain soul.

Scissor-Hands: Due to the precise nature of this weapon, any fumbles can be re-rolled

Electro-whip: The electric pulses of the weapon sends shocks to the target's system. If any hits are achieved with this weapon, the target is stunned and cannot fight any further this combat phase.

Haemonculus Tools: The precision art of the Haemonculus' work will benefit all Dark Eldar. With this weapon equipped, any time the user is in combat, any attacks made cannot be parried and gains +1 combat score for each Wrack, Grotesque or Pain Engine within 1" of this unit.

Agonizer: As a power of pure pain, the Agonizer inflicts poison automatically on any successful hit rolls, causing the affected models to roll for the Agonising Poison armour save and, if the armour save fails, perform the Agonising Poison test immediately. Still need to roll for wounds for the weapon's normal damage but the poison, if inflicted, is in effect automatically.

Klaive: Klaives slice through all flesh and metal the same. As such, the required roll to wound can never be worse than 4+ (Unless if it is impossible to wound to begin with) and Terminator Armour saves are taken with 1d6 instead of 2d6. Vehicle armour is different enough to require the AP rolls. This applies to Demi-klaives as well.

Army 3: Tyranids [Mild wip]

Intro:

Out of the armies I own, this was going to be a fun one of backporting units that didn't exist to an army that did exist and existed as such a unique specimen for the time. It is one of the few armies that I felt that has gotten a lot of unique additions as they solidified what a Tyranid is, so it was extremely fun to bring them back to a more chaotic point in the game's history. At the current time of writing, I don't know if the Haruspex and Exocrine should count towards this since their role in game has changed significantly with their modern incarnations. Carnifex to be reworked to reflect 3rd edition versions but can build the screamer killer. Any way... have fun with the new nids as they stomp and scurry across the battlefield! [As of time of writing, still WIP so feel free to berate me for what I missed]

CHANGES:

Carnifex: Can take a mix of the following with their appropriate war gear costs:

- 1x Venom Cannon (40 pts)
- 1x Barbed Strangler (31 pts)
- 1x Devourer (9 pts)
- 2x Scything Talons (No additional points)
- 2x Crusher claws (30 pts)

Other rules regarding the carnifex remain the same, including bio-morphs (The crushing attack is replaced with crusher claws). Note: Since this can have up to 4 melee weapons, it gets +3 to combat score if using 4 of them. Crusher claw rule to state that you can get up to 4 attacks with it if using 4 claws.

Hive Tyrant: Can equip a Heavy Venom Cannon for 60 pts [See new weapon for stats] or 2xScything Talons (+6 pts)

NEW BIOMORPH: Wings (35 pts): Can only be equipped on the Hive Tyrant and Tyranid Prime. This biomorph allows the creature to move as if it had a jump pack as described by the War gear book but takes up the slot of either two melee weapons or one ranged weapon option.

NEW BIOMORPH: Hive control node (26 pts): Can only be equipped by individuals or support creatures that do not have Hive Mind. The creature gains hive mind (12").

UNITS:

Norn Emissary (330 pts) [Individual]

M	WS	BS	S	T	W	I	A	LD	SV
6"	9	4	6	8	8	6	6	10	4

Composition: 1xNorn Emissary equipped with Psychic tendrils and 2x Scything Talons (Note that scything talons is now a war gear option for Hive Tyrants and Carnifexes now)

Special rules:

Hive Mind (24")(See Tyranid rules)

Causes Terror (See core rules)

Psychic level 4 (Can pick the same powers as the Hive Tyrant)

Dulled pain receptors: The Norn Emissary is a vicious assassin creature stomping across the battlefield in a hail of fire to reach their target. When this model is damaged, roll one d6 for each point of damage received. On a 4+, the damage is ignored.

Norn Assimilator (225 pts) [Individual]

M	WS	BS	S	T	W	I	A	LD	SV
6"	9	5	7	7	8	6	5	10	4

Composition: 1x Norn Assimilator equipped with 2xToxin Harpoons and 2xScything Talons

Special rules:

Hive Mind (24")(See Tyranid rules)

Causes Terror (See core rules)

Singular Purpose: The Assimilator is deployed on battlefields where one particular enemy armoured target has become a nuisance to the Hive Mind's will. At the beginning of battle, choose one enemy unit, vehicle or other wise. The Norn Assimilator is focused in the utter annihilation of this unit that the following effects apply:

- Norn Assimilator can re-roll fumbles against that unit
- The target unit cannot parry the Norn Assimilator
- Adds an extra d10 to armour penetration rolls against vehicles.
- The Norn Assmimilator must ignore all other charge opportunities to only charge their target.

Tervigon (173 pts) [Individual]

M	WS	BS	S	T	W	I	A	LD	SV
6"	6	3	6	6	5	6	4	10	4

Composition: 1x Tervigon equipped with 2x Scything Talons and Stinger Salvos

Special Rules:

Hive Mind (12") (See Tyranid rules)

Causes Terror (See core rules)

Psychic level 2 (Can use the same powers as the Hive Tyrant)

Brood Progenitor: The Tervigon is the progenitor of the Termagant and thus supplies endless waves of them. At the beginning of a new turn, this model can choose one Termagant brood and restore d6 Termagants to that brood. If the Tervigon has killed an enemy infantry unit, it can instead bring back d3+3.

Wargear:

This Tervigon can replace each of their Scything Talons with a Crusher Claw (15 pts each). It can also equip 2 biomorphs.

Broodlord (210 pts) [Individual]

M	WS	BS	S	T	W	I	A	LD	SV
7"	8	3	7	5	5	6	4	10	5

Composition: 1x Broodlord

Special rules:

Hive Mind (12")

Causes Fear

Psychic Level 3 (Must take the Hypnotic Gaze as one of the psychic powers)

Patriarch of the Genestealers: Genestealers within 3" of this unit when declaring charges can charge with 3x their movement rather than 2x.

War gear:

This unit can equip 2 bio-morphs

Neurotyrant (250 pts) [Individual]

M	WS	BS	S	T	W	I	A	LD	SV
4"	3	6	4	5	4	5	3	10	4

Composition: 1x Neurotyrant equipped with Psychic tendrils. It automatically has the Warp Field biomorph

Special Rules:

Hive Mind (18")

Causes Fear

Psychic Level 4 (Can choose the same psychic powers as the Hive Tyrant)

Shadow in the Warp: Once per game, this model unleashes a pulse within the warp dampening the psychic connection that every soulful being has. Any enemy infantry unit that is classified as living must make a break test and any psyker takes a s6 save-mod -3 hit.

Tyrant Guard (53 ppm) [Support]

M	WS	BS	S	T	W	I	A	LD	SV
6"	7	0	5	5	2	7	2	7	4

Composition: 3x Tyrant Guards equipped with 2 Boneswords

Special Rules:

Guardian Organisms: When within 3" of a character or monster, when enemies try to target at character or monster with the hive mind ability with a ranged attack or declares them as a target for a charge, this unit will instead move to be between the enemy and the Hive Mind character or monster to take the attack themselves.

Carapace Layers: This unit performs their armour saves on a 2d6 against attacks 90 degrees from the front.

Wargear:

Each model can replace each bonesword with a lash whip (+3 pts) or a Crusher Claw (+15 pts). The entire squad can equip 2 biomorphs

Parasite of Mortrex (110 pts) [Support]

M	WS	BS	S	T	W	I	A	LD	SV
8"	5	0	5	5	3	6	3	10	5

Composition: 1 Parasite of Mortrex equipped with Barbed Ovioposter

Special Rules:

Hive Mind (6")

Fly (Think Jump Pack)

It itches!: Each time this model causes a successful wound, regardless of armour save, the unit struck by those attacks has to roll for leadership each time they act. Upon failing, they spend that turn scratching their skin against the parasites crawling all over them, distracting them from the battle itself.

Wargear:

This model can take up to one biomorph.

Hive Guard (44 ppm) [Support]

M	WS	BS	S	T	W	I	A	LD	SV
6"	2	4	4	5	2	2	1	7	5

Composition: 3-6x Hive Guard equipped with Shock Cannons.

Wargear:

Each model in this unit can replace their Shock Cannons with an Impaler cannon (+7 pts)

Tyranid Prime (70 pts) [Individual]

M	WS	BS	S	T	W	I	A	LD	SV
6"	6	4	5	5	2	5	3	10	4

Composition: 1x tyranid prime equipped with a Devourer and 2x boneswords

Special Rules:

Hive Mind (18")

Wargear:

This model can replace either its' 2x boneswords or its' devourer with Bone Sword and Lash Whip (9 pts), Bonesword and Spinefist (7 pts), 2x spinefist (14 pts), Barbed Strangler (22 pts), Deathspitter (4 pts) or a Venom Cannon (31 pts). This model can also equip one biomorph.

Neurogaunt brood (11 ppm) [Brood]

Neurogaunts:

M	WS	BS	S	T	W	I	A	LD	SV
6"	3	3	3	3	1	4	1	6	5

Neurogaunt nodebeast:

M	WS	BS	S	T	W	I	A	LD	SV
6"	3	3	3	3	1	4	1	10	5

Composition: 10-20 Neurogaunts and 1x Neurogaunt nodebeast

Special Rules:

Hive Mind nodes: While this unit is in hive mind range and the nodebeast is alive, it gains the hive mind ability itself and spreads it 12" around the nodebeast.

Barbgaunt brood (18 ppm)[Brood]

M	WS	BS	S	T	W	I	A	LD	SV
6"	2	4	3	3	1	4	1	6	5

Composition: 5-10x barbgaunts equipped with biocannons.

Neurolictor (95 pts)[Individual]

M	WS	BS	S	T	W	I	A	LD	SV
7"	6	3	6	4	3	6	3	9	5

Composition: 1x Neurolictor

Special rules:

Infiltration (Core rules)

Hive mind 18" (See Tyranid rules)

Psychic rating 2 (Can learn same powers as Hive Tyrant)

Automatically has the warp field biomorph attached to it.

War Gear:

Can have equip one biomorph in addition to warp field.

Pyrovore (39 pts) [Support]

M	WS	BS	S	T	W	I	A	LD	SV
6"	3	4	5	5	3	2	1	7	5

Composition: 1x Pyrovore equipped with Heavy flamespurt

Raveners (35 ppm) [Brood]

M	WS	BS	S	T	W	I	A	LD	SV
6"	5	3	5	4	1	8	3	7	5

Composition: 3-9x Raveners equipped with Thoraic bio-weapons

Special rules:

Infiltration (Core rules)

Dispersed formation (Core rules)

Death from below: When this unit is not in hand to hand combat at the start of a new turn, it can be removed from the board as they dig underground. At the end of the movement phase, pick an enemy infantry unit within Hive Mind range of one of the tyrannid creatures with hive mind and roll scatter dice placing a blast template above the enemy. Where the template ends up is where the unit pops up which can put them in hand to hand combat. If there is no creature with Hive mind on the board, this unit becomes lost underground and counts as a casualty.

Venomthropes (23 ppm) [Brood]

M	WS	BS	S	T	W	I	A	LD	SV
5"	4	4	3	4	1	4	1	7	5

Composition: 3-9x Venomthropes with poison sacs

Special rules:

Gaseous waste: The Venomthropes constantly invigorate a cloud around them of deadly toxins that cloud them and their allied broods while staving off potential enemies to the hive mind. This unit and any friendly tyranid unit within 2" of the model are clouded and have a -1 to hit. Any enemy unit within the same cloud are struck with attacks similar to the virus grenade.

Von Ryan's Leapers (36 ppm) [Brood]

M	WS	BS	S	T	W	I	A	LD	SV
7"	5	3	4	4	1	4	3	7	5

Composition: 3-9x Von Ryan's Leapers.

Special rules:

Infiltration (Core rules)

Dispersed Formation (Core rules)

Causes Fear (Core rules)

This unit can leap much like a hormagaunt, instead leaping an additional 7" and leaping 6" vertically while also being able to leap over models to attack ones further away.

Much like the Lictor, this unit's sv cannot be reduced lower than a 5+.

Maleceptor (125 pts) [Support]

M	WS	BS	S	T	W	I	A	LD	SV
6"	4	4	6	7	5	5	3	7	4

Composition: 1xMaleceptor equipped with 2xScything Talons

Special rules:

Hive Mind (18")

Psychic Mastery 2 (Can equip the same powers as the Hive Tyrant)

Psychic Overload: Each time an enemy psychic power is played on the field, the Maleceptor attempts to overload the power. The user of the power rolls for leadership before the power is casted. On a fail, the power overloads, killing the user while still being casted but not nullifying the power. This ability can be nullified like you would with a regular psychic power.

War gear:

This unit can equip one bio-morph.

Mawloc (125 pts) [Support]

M	WS	BS	S	T	W	I	A	LD	SV
8"	6	0	6	7	5	7	2	7	4

Composition: 1x Mawloc equipped with Distendable jaw and 2x Scything Talons

Special rules:

Death from below: When this unit is not in hand to hand combat at the start of a new turn, it can be removed from the board as they dig underground. At the end of the movement phase, pick an enemy infantry unit within Hive Mind range of one of the tyrannid creatures with hive mind and roll scatter dice placing a blast template above the enemy. Where the template ends up is where the unit pops up which can put them in hand to hand combat. If there is no creature with Hive mind on the board, this unit becomes lost underground and counts as a casualty.

Great Devourer: Each time an enemy model is slain by this creature, restore one lost wound.

War gear:

This unit can equip one bio-morph.

Trygon (130 pts) [Support]

M	WS	BS	S	T	W	I	A	LD	SV
8"	5	4	6	7	5	7	3	7	4

Composition: 1x Trygon equipped with Thoraic bio-weapon and 2x Scything talons

Special rules:

Death from below: When this unit is not in hand to hand combat at the start of a new turn, it can be removed from the board as they dig underground. At the end of the movement phase, pick an enemy infantry unit within Hive Mind range of one of the tyranid creatures with hive mind and roll scatter dice placing a blast template above the enemy. Where the template ends up is where the unit pops up which can put them in hand to hand combat. If there is no creature with Hive mind on the board, this unit becomes lost underground and counts as a casualty.

Electro-static pulse: When this unit is underground thanks to Death from Below, before it surfaces, every enemy within the template range are automatically hit with this unit's thoraic bio-weapon (Partially covered models on a 4+) as it sends a pulse to the surface to check who is in their way. Resolve that damage then surface the Trygon.

War gear:

This unit can equip one bio-morph.

Psychophage (90 pts) [Support]

M	WS	BS	S	T	W	I	A	LD	SV
6"	4	3	4	5	3	3	2	6	5

Composition: 1x Psychophage equipped with Psycho-elastic torrent

Special rules:

Nullifying presence: When this unit is within 24" of a psyker casting a power or is within 12" of something that is being affected by a power, you can attempt to nullify even if you have no nullify cards on a 5+ during the psychic phase.

Tyrannofex (155 pts) [Support]

M	WS	BS	S	T	W	I	A	LD	SV
6"	3	5	6	7	5	4	1	7	4

Composition: 1x Tyrannofex equipped with a rupture cannon.

War Gear:

This unit can replace their rupture cannon with a Fleshborer Hive (x pts) or an Acid Spray (x pts).

This unit can also equip one bio-morph.

New Weapons

Ranged weapons:

Weapon	Short Range	Long Range	To hit short	To hit long	Strength	Damage	Save Mod	AP	Special
Acid Spray	Temp	Temp	-	-	6	d3	-3	d6+d3+6	Acid Spray
Biocannon	0-18	18-36	+1	-1	5	1	-2	d6+5	Blast (1")
Fleshborer Hive	0-24	24-48	-	-	4	1	-1	d6+4	Move or Fire Sus. Fire 3D Fleshborer Hive
Heavy Flamespurt	Temp	Temp	-	-	5	D3	-3	d6+d3+5	Heavy Flamespurt
Heavy Venom Cannon	0-18	18-36	-	-	10	d12	-4	d6+d12+10	Heavy Venom Cannon
Impaler Cannon	0-24	24-36	+1	-	5	1	-2	d6+5	Move or Fire Sus. Fire 1D
Poison Sacs	0-3	3-24	+2	-	User	d3	As Str	As Str	Close-combat
Psychic Tendril	0-6	6-24	+1	-2	User	d6	-5	As Str	Psychic Tendril
Psycho-elastic torrent	Temp	Temp	-	-	4	1	-2	d6+4	Psycho-elastic torrent
Rupture Cannon	0-18	18-48	-	-1	10	d6	-6	2d6+10	Move or Fire
Shock Cannons	0-12	12-24	+1	-	7	d6	-4	2d6+7	Move or Fire
Stinger Salvos	0-12	12-24	-	-	5	1	-2	d6+5	Sus. Fire 1D
Thoraic bio-weapons	0-6	6-12	-	-	User	1	As Str	As Str	-
Toxin Harpoon	0-10	10-20	-	-1	6	d6	-2	2d6+6	Toxin Harpoon

Ranged Special rules:

Fleshborer Hive: When a jam occurs for this weapon, do not count it as a regular jam. Instead, perform a hit against the Tyrannofex with the stats of a fleshborer hive shot and continue shooting as normal. If three jams are rolled, deal three str10 no save attacks against the Tyrannofex as the hive rebels against their wielder.

Acid Spray: Uses the heavy flamer template. Any models under it are automatically hit, partial are hit on a 4+. When a wound is scored but an enemy makes their armour save, the acid splashes to models within 3" of it, causing them to have a hit scored against them. Shaking off this secondary splash does not cause any more splashes to occur. Against vehicles, if a hit is scored but the attack does not penetrate, reduce the armour of the areas hit by 1 for the rest of the game as the acid eats into the metal.

Psycho-elastic torrent: Uses the medium flamer template and travels forwards until it hits a wall or vehicle. Any psychic powers that are in effect on units hit are nullified on a successful wound roll. Psykers that are hit by it are automatically wounded and need to take an armour save.

Heavy flamespurt: Uses the heavy flamer template. Any models under are automatically hit, any partial are hit on a 4+. Any models not slain must be moved to the template's edge. If a model cannot move out of the way for any reason, they suffer a second hit, but no further. Vehicles will not be moved but this is the only exception.

Shock Cannons: Each time this weapon causes a roll on a vehicle's table, roll for it twice and the owner of that vehicle can choose which result will occur.

Impaler Cannon: A model with this weapon can fire the spike high up in the air using a nearby brood as its' eyes. As such, each time a model with this weapon fires, you can choose to target the closest enemy to a nearby brood within 12" instead of the closest unit to the model. When resolving attacks this way, -1 off of the bearer's hit roll. When measuring for weapon range, measure from the brood like they are the one firing it.

Psychic Tendril: When making an attack with this weapon, add psychic level of the user to the strength of the weapon

Toxin Harpoon: Any enemy model hit by this weapon is wrenched into melee range with the Norn Assimilator. Any vehicles whose armour is pierced by this weapon is also wrenched in. Roll for and resolve vehicle table damage before placing the model in melee range of the Assimilator. If it is an open topped vehicle and pilot is hit, the vehicle itself will remain still while the pilot is flung towards the monster.

Heavy Venom Cannon: Works the same as the regular venom cannon, using the thudd gun template and the steps as described by the venom cannon.

Melee Weapons:

Weapon	Short Range	Long Range	To hit short	To hit long	Strength	Damage	Save Mod	AP	Special
Barbed Ovioposter	-	-	-	-	User	1	-2	d6+5	Close Combat Barbed Ovioposter
Crusher Claws (+15 pts)	-	-	-	-	10	d6	-6	2d6+ d20+10	Close Combat Crusher Claws
Distendable Jaw	-	-	-	-	User	d3	As Str	As Str	Close-combat Distendable Jaw
Scything Talons (No additional points)	-	-	-	-	User	d3	As str	As str	Close Combat

Melee Special rules:

Distendable jaw: Due to the large nature of this jaw, it is considered in base to base range with those 1" of its' own base.

Barbed Ovioposter: Before close combat starts, make one attack with this weapon to a model in base contact with the model with this weapon equipped. When an enemy model is wounded by this attack, roll a d3 and compare to the table and apply that effect. Then, proceed to attack as normal, where the Barbed Ovioposter does not count as an additional weapon for close combat. Because of the precise nature of the strike, no armour save can be taken against this initial attack.

Crusher Claws: Only one attack can be performed with this weapon unless if another Crusher claw is equipped, meaning that the maximum number of attacks is 2.

Army 4: All flavours of chaos [HEAVY WIP]

Intro:

Chaos, the main bad guys of the setting according to modern GW. Not that I don't get it, I have been drawn so far into my Iron Warriors and World Eaters that I can't help being excited seeing good chaos shit happening, but let's go back to a more humble time where Chaos were just one of many antagonists instead of the primary one. This army, much like Tyranids, will be more inserting new equipment to existing units and backporting the new ones rather than wholesale new codex like the Dark Eldar and Necrons. The main thing is that this will include all of the new toys that chaos has gotten to enjoy plus the cult factions new units. As of writing, not everything about the Emperor's Children has been unleashed so it will be updated when their entire range has been shown off with stats. I will cover everything chaos here, cults, daemons and Space Marine with their own dedicated sub-sections. Without further adieu, DEATH TO THE FALSE EMPEROR.

Changes:

God based armouries: Each god will have a different armoury that those who have his mark can access. This is different to a chaos reward, this is simply normal weapons that just so happen to be used by the followers. To make this easy, this set of new weapons will include the new points costs because unlike Tyranids, a lot of units will be able to equip these new weapons. Cultists will not be able to use this armoury but instead get a list of weapons they can use based on their own marks. Speaking of which...

Cultists: Will be able to apply a mark of chaos to them with restricted effects. For ones that aren't listed in a backport, be smart and use an appropriate stand in for them.

Lord, Champion, Aspiring Champion: Can equip any weapon tagged [Khorne], [Nurgle], [Slaanesh] given that they have the correct mark of chaos. Refer to the weapon cost.

Sorcerer: Can equip any weapon tagged [Tzeentch] given they have the correct mark of chaos. Refer to weapon cost.

NEW WARGEAR: Jump pack. Let's give jump packs to Chaos characters and is a war gear equipped to the new Raptors unit, fuck it.

NEW CHAOS CULT RULE: Lesser marks of chaos: When a unit has this rule, you can choose one of the following marks of chaos to put onto them. Be warned though, these mere mortals have strong bonuses but also dire consequences if they anger their gods.

Mark	Effect
Khorne (+3 pts per model)	<i>The followers of Khorne are rabid and maddened throwing themselves into battle. Models with this mark are subject to Frenzy and increase their base armour save by 1, but during the hand to hand combat phase if not in range of an enemy unit, roll a leadership test. On a fail, the cultists will fight amongst themselves instead.</i>
Nurgle (+4 pts per model)	<i>The followers of Nurgle are slow, plodding but tough. Models with this mark gain +1 T but are slowed by 1". During the movement phase roll for a leadership test. On a fail, the model will not move at all because of the pain of their blessing.</i>
Slaanesh (+1 pt per model)	<i>The followers of Slaanesh view pain and pleasure as the same thing, seeking perfection. Models with this mark are immune to psychology, but at the start of each turn roll for a leadership test. On a fail, they lose their immunity and begin to feel paranoid, being afraid of every enemy model. If this leadership test is passed on the next turn, they regain their composure and regain their immunity to psychology.</i>
Tzeentch (+2 pts per model)	<i>The followers of Tzeentch are ever curious and are tapped into the powers of the warp. Models with this mark may attempt to nullify a warp power that is affecting them on a 4+, but at the end of the psychic phase, roll for leadership. If they fail, one model in the unit is dragged into the warp by a demon, killing them instantly.</i>
Undivided (+3 pts per model)	<i>Undivided marked followers wish to pay tribute to the gods, and are judged as such. Units with this mark roll a leadership test at the beginning of each turn. On a pass, each model receives +1WS and +1BS. On a fail, the gods are angered by their worthless tribute, causing them to have -1WS and -1BS instead.</i>

Note: Every chaos cult unit gains this rule.

UNITS:

Chaos Cult:

Cultist Firebrand (x pts)[Character]

M	WS	BS	S	T	W	I	A	LD	SV
4"	3	3	3	3	1	4	1	6	6

Composition: 1x Cultist Firebrand equipped with flak armour (See core rules) and Balefire pike.
Roll for one random Daemon Gift for this model.

Special rules:

Fiery Faith: The Firebrand tells of the coming of the gods and their gifts through his flames. Once per game, this unit can inspire a Chaos Cultist Coven unit within 12". If that unit has any marks of chaos on them, refer to the Chaos Space Marine marks of chaos when using the abilities of their marks for that turn. They return back to normal at the end of the turn.

Lesser marks of chaos (See changes)

War gear:

This unit may equip one assault weapon or one melee weapon found in the Chaos Cult armoury. It can also equip grenades.

Traitor Enforcer (x pts) [Character]

Traitor Enforcer

M	WS	BS	S	T	W	I	A	LD	SV
4"	3	3	3	3	1	4	1	6	5

Defiled Ogryn

M	WS	BS	S	T	W	I	A	LD	SV
6"	4	3	5	5	3	4	2	8	6

Composition: 1x Traitor Enforcer equipped with a Las Pistol and Sword. May attach a Defiled Ogryn equipped with Flak armour, Ripper gun (See Guard) and power fist for x pts. May only exist as the leader of a Traitor Guardsman Squad.

Special rules:

Brutal example: The enforcer will not tolerate failure to praise the gods. When the unit this model is attached to has a lesser mark of chaos and fails the leadership test according to their mark, this model may execute one Traitor Guardsman model to reroll the leadership test.

Mutated Bodyguard: If this model decides to attach a Defiled Ogryn, if the Traitor Enforcer for any reason is killed, the Defiled Ogryn becomes an independent model and rampages, gaining the frenzy rule and must always move closer to enemy units.

Lesser Mark of Chaos: Gains the same mark of chaos that is chosen for the unit it is attached to.

War gear:

The Traitor Enforcer may equip any Assault or Melee weapon found in the chaos cult armoury. It can also equip grenades. The Defiled Ogryn can equip mesh armour and a heavy weapon from the chaos cult armoury.

Traitor Guardsmen (x ppm)[Troop]

M	WS	BS	S	T	W	I	A	LD	SV
4"	3	3	3	3	1	4	1	7	5

Composition: 9-19 Traitor Guardsmen equipped with Lasguns and one Sergeant equipped with a Las Pistol and a sword

Special Rules:

Lesser Mark of Chaos (See army rules)

War Gear:

This unit can take the same war gear as regular imperial guardsmen, though it cannot take a chimera nor gain veteran abilities. This includes the heavy weapon squad which works the same as their imperial counter part without being able to take veteran skills.

Accursed Cultist (x ppm)[Support]

M	WS	BS	S	T	W	I	A	LD	SV
6"	4	4	4	4	2	3	1	7	-

Composition: 8-16 Accursed Cultists equipped with daemonic mutations.

Special rules:

Lesser Mark of Chaos: This unit cannot choose their mark, instead roll a d6 for the mark. 1:

Khorne, 2: Nurgle, 3: Slaanesh, 4: Tzeentch, 5: Undivided, 6: This unit does not gain a mark of chaos.

Hideous regeneration: At the end of the turn, the chaos gods invigorate their followers and restore them to glory, making it that any wounds that a model in this unit has sustained that has not killed them are returned back to the unit.

Jackhals (x ppm) [Troop]

Jackhal

M	WS	BS	S	T	W	I	A	LD	SV
5"	4	3	4	3	1	6	1	7	6

Dishonoured

M	WS	BS	S	T	W	I	A	LD	SV
5"	4	4	4	4	1	7	1	7	5

Composition: 9-18x Jackhals equipped with auto pistols and chainswords. Can attach up to two dishonoured equipped with power fists and bolt pistols for an additional x pts.

Special rules:

Lesser Mark of Chaos: This unit must equip the lesser mark of Khorne (Already added to their points cost). Dishonoured take the Mark of Khorne like a Chaos Space Marine would.

Chem stim: Dishonoured being Berserkers who have failed in their servitude to Khorne are given over the lowly cultists to experiment on, one of these experiments is the chemical injection tank into their brains already controlled by the butchers nails. This model cannot be outnumbered in hand to hand combat. At the start of combat, roll a d6, on a 2+ they fight like normal but on a 1, choose one Jakhal that is base to base contact with this model. This model will instead attack the Jakhal.

Poxwalkers (x ppm) [Troop]

M	WS	BS	S	T	W	I	A	LD	SV
4"	3	3	3	4	1	6	1	7	-

Composition: 10-30x Poxwalkers equipped with swords.

Special rules:

Lesser mark of chaos: Automatically has the lesser mark of nurgle (Accounted for in stats and points).

Viral horde: Whenever a living enemy model is slain by a model in this unit, roll a d6, adding 1 for every 10 poxwalkers in the unit. On a 5+, the dead model is infected and turns into a new poxwalker to be added to the squad with poxwalker stats.

Tzaangors (x ppm) [Troop]

M	WS	BS	S	T	W	I	A	LD	SV
5"	3	3	3	3	1	6	1	8	5+

Composition: 9-19 Tzaangors equipped with auto pistols and swords and 1x Twistbray equipped with a power sword. The Twistbray has a psychic rating of 1.

Special rules:

Lesser mark of chaos: Must use the lesser mark of Tzeentch (Already accounted for in unit cost)

Tzeentch's gaze: These cultists have cultivated supposed support from Tzeentch, granting them a 5+ daemon save (Cannot be reduced unless specified otherwise)

Part of the grand plan: At the start of the psychic phase just after the warp flux has been rolled, you can kill up to three models in this unit. Add the number of Tzaangors you have killed to the warp flux and continue as normal.

Chaos Space Marines:

Havocs (x ppm) [Support]

M	WS	BS	S	T	W	I	A	LD	SV
4"	4	4	4	4	1	3	1	8	3

Composition: 5x Havocs. May purchase 1x Aspiring Champion for 30 pts

War gear:

Each Havoc may purchase a Heavy weapon (This will include the new Chainreaper cannon) and purchase a mark of chaos (Cannot equip mark of Tzeentch). Can purchase Krak grenades for the entire squad at +3 points per model.

Dark Apostle (x pts) [Character]

Dark Apostle

M	WS	BS	S	T	W	I	A	LD	SV
4"	5	5	5	5	2	6	2	9	3

Dark Disciple

M	WS	BS	S	T	W	I	A	LD	SV
4"	3	3	3	3	1	3	1	7	-

Composition: 1x Dark Apostle equipped with a Desecrated Crozius (Acts the same as a Crozius Arcanum) and a bolt pistol and 2x Dark Disciples equipped with auto pistols and swords.

Special rules:

Hatred (Chaplains) (See core rules)

Mark of chaos: This entire unit can be equipped with a mark of chaos except for Mark of Tzeentch.

Praise of the gods!: This unit inspires the insane followers of chaos that the gods have not abandoned them. Once per game, when a unit fails a break test within 12" of the Dark Apostle, he can choose instead sends them in a furious rage, giving them the frenzy rule and removing the effects of the break test.

Master of Executions (x pts) [Character]

M	WS	BS	S	T	W	I	A	LD	SV
4"	7	3	5	5	3	7	2	8	3

Composition: One Master of Executions equipped with Executioner Axe and bolt pistol.

Special Rules:

Mark of chaos: Can only equip the Mark of Khorne if it is to be purchased.

Headhunter: When the Master of Executions is in hand to hand combat with a character or a squad containing a character, they gain hatred of that character until they are executed.

Eightbound (x ppm) [Support]

M	WS	BS	S	T	W	I	A	LD	SV
6"	6	0	5	5	2	9	2	8	2

Composition: 3x Eightbound equipped with 2xEviscerators

Special rules:

Mark of chaos: Must take the mark of Khorne (+30 to the final points cost of the unit)

Eternal Battle with the Daemons: Because of the constant battle that the daemons do with the berserker, any summoning points made with this unit are doubled.

War Gear:

Each member of this squad can replace any of their eviscerators with lacerators or heavy chainglaives. This squad may become exalted, which gives them a daemon save of 5+ on top of their usual save and can instead replace each their eviscerators with chainfists.

New weapons:

Chaos Cult Ranged

Weapon	Short Range	Long Range	To hit short	To hit long	Strength	Damage	Save Mod	AP	Special
Balefire Pike	Temp	Temp	-	-	3	1	-1	d6+3	Balefire pike
Daemonic mutations	0-6	6-18	-	-3	User	d3	As Str	As Str	Close-combat

Chaos cult ranged special rules:

Balefire pike: Use the hand flamer template. Do not roll to see if a model is set on fire, it automatically is. It can be put out on the next turn on a d6 roll of 3+

Chaos Space Marine Ranged

Weapon	Short Range	Long Range	To hit short	To hit long	Strength	Damage	Save Mod	AP	Special
Reaper Chaincannon (+15 pts)	0-24	24-48	-	-	4	1	-1	d6+4	Sus. Fire 3D Reaper Chaincannon

Chaos Space Marine ranged special rules:

Reaper Chaincannon: Much like the Imperium's Assault Cannon, if 3 jams occur, the weapon blows up instantly killing the user.

Chaos Space Marine Melee

Weapon	Short Range	Long Range	To hit short	To hit long	Strength	Damage	Save Mod	AP	Special
Executioner Axe [Khorne] (+10 pts)	-	-	-	-	User	Special	Special	Special	Close-Combat Executioner Axe
Eviscerator [Khorne] (+8 pts)	-	-	-	-	6	d3	-3	d6+d3+d12+6	Close-Combat Parry
Lacerator [Khorne] (+12 pts)	-	-	-	-	8	d6	-5	2d6+d20+8	Close-combat

Heavy Chainlaives [Khorne] (+14 pts)	-	-	-	-	8	d6	-5	2d6+d20 +8	Close- Combat Parry
---	---	---	---	---	---	----	----	---------------	---------------------------

Chaos Space Marine melee special rules:

Executioner Axe: When using this weapon against a character, it will instantly kill that character with no regular armour save possible if it wounds. Against others, it will deal 1 damage with a -2 save modifier. Against vehicles, the AP is 2d6+5.

Army X: Space Marines [HEAVY WIP]

INTRO:

This is more of a formality to have the poster boys of the entire franchise here. I will be chipping away at them piece by piece, slowly but surely because let's be honest, there is a lot to cover. I'm keeping them here as a sort of WIP and a progress checker, because eventually I know to myself I can't just keep putting them off. Since Space Marines got most of their rules from Codex: Ultramarines, Codex: Space Wolves and Codex: Angels of Death, use the rules from those books for the majority of units. For any units not listed here in this backport, use an appropriate approximate unit to run them as (For example: Tacticus Armoured Primaris can be ran as a mixed squad of Tactical Marines). Certain modern Space Marine units will be represented as new war gear for existing units, while others will exist as war gear for a new unit. Anything in the former camp will be listed in the war gear section with which unit it applies to and which modern unit it is representing while the latter will get a unique datasheet as you have seen here so far in other armies, so... enjoy!

UNITS:

Gravis Primaris Squad

Gravis Primaris Marine

M	WS	BS	S	T	W	I	A	LD	SV
4"	4	4	4	4	1	3	1	8	3

Gravis Primaris Sergeant

M	WS	BS	S	T	W	I	A	LD	SV
4"	4	4	4	4	1	4	2	8	3

Composition: Gravis Primaris Squad has 4-9 Gravis Primaris Marines and 1 Gravis Primaris Sergeant equipped with Heavy Bolt Rifles.

Special Rules:

Refer to any rules that space marines usually get in Codex: Ultra-Marines (Rapid Fire can apply to Heavy Bolt Rifles or Assault Bolters)

Assault Bolters: Can still rapid fire as long as the squad has moved less than half the jump pack distance.

Weapon	Short Range	Long Range	To hit short	To hit long	Strength	Damage	Save Mod	AP	Special
Heavy Bolt Rifles	0-18	18-36	+1	-	5	1	-2	d6+5	-
Bolt Storm Gauntlets	0-12	12-24	-	-	4	1	-1	d6+4	Sus. Fire 1D
Flame storm Gauntlets	-	-	-	-	5	1	-2	d6+5	Flamer template
Melta Rifle	0-9	9-18	+1	-	8	D8	-5	2d6+d8+8	-
Assault Bolters	0-12	12-24	-	-	4	1	-1	d6+4	-

Wargear: One model in this unit can replace their Heavy Bolt Rifle with a Heavy Bolter (15 pts). Up to three models in this unit can replace their Heavy Bolt Rifle with a Power Fist, Auto Launchers and either Bolt Storm Gauntlets or Flame Storm Gauntlets (+30 points per equip). Up to two models in this unit can replace their Heavy Bolt Rifle with a Melta Rifle (10 points per equip). The entire squad can be upgraded with jump packs, replacing their weapons with Assault Bolters (50 points) or Plasma Guns (+8 points per equip). The sergeant of the squad can choose any war gear in the main armoury and the Gravis Armoury, but not the Phobos armoury. The entire squad can equip Frag grenades (5 pts) and Krak Grenades (15 pts).

Phobos Primaris Squad

Phobos Primaris Marine

M	WS	BS	S	T	W	I	A	LD	SV
5"	4	4	4	4	1	4	1	10	3

Phobos Primaris Sergeant

M	WS	BS	S	T	W	I	A	LD	SV
5"	4	4	4	4	1	4	2	10	3

Composition: Phobos Primaris Squad has 4-9 Phobos Primaris Marines and 1 Phobos Primaris Sergeant equipped with Bolt Carbines

Special Rules:

Any special rules that apply to regular Space Marine infantry (Rapid Fire applies to Bolt Carbines)
Infiltration (Core Rules)

Instigator Bolt Carbine: A model with this weapon can attempt to hit hidden models with a -1 hit modifier.

Weapon	Short Range	Long Range	To hit short	To hit long	Strength	Damage	Save Mod	AP	Special
Bolt Carbine	0-24	24-48	-	-	4	1	-1	d6+4	-
Instigator Bolt Carbine	0-24	24-48	-	-	4	d3	-1	d6+d3+4	-
Sniper Bolt Rifles	0-24	24-72	+1	-	4	1	-1	d6+4	-
Las Fusil	0-24	24-48	-	-	6	d6	-3	2d6+6	-
Reiver Knife	-	-	-	-	User	1	-1	d6+4	Parry (Twice)

Wargear: Up to two models in this squad can replace their Bolt Carbine a Sniper Bolt Rifle (10 pts per equip) or Las Fusil (35 points per equip). One model in this squad can replace their Bolt Carbine with an Instigator Bolt Carbine (15 pts). The entire squad can equip a Bolt Pistol and Reiver Knife (3 pts per equip) and Reiver Masks (10 pts for the entire squad)

Reiver Masks: This squad now causes Fear.

[To be continued for Space Marine forces]