

Heavy Weapons

Splinter Cannon: The largest of the man-portable splinter weapons, the Splinter Cannon fires a blistering hail of powerful razor shards, shredding infantry formations.

Range	S	AP	Type
24"	5	5	Assault 4

Disintegrator: <fluff>

</fluff> May be fired in one of two modes. Declare which mode before measuring range or placing templates.

Range	S	AP	Type
36"	7	2	Heavy 1, Blast
24"	5	3	Heavy 3

Dark Lance: <fluff>

</fluff>

Range	S	AP	Type
36"	8	2	Heavy 1, Lance

Ranged Weapons

Splinter Pistol: The smallest of the Splinter weaponry, designed for close-quarter use.

Range	S	AP	Type
12"	3	5	Pistol

Splinter Rifle: The most common of the splinter weaponry, the splinter rifle is a powerful mid-range anti-infantry weapon. It also is equipped with close combat attachments allowing it to be counted as an additional close combat weapon during the assault phase.

Range	S	AP	Type
18"	3	5	Assault 2

Blaster: <fluff>

</fluff>

Range	S	AP	Type
12"	8	2	Assault 1, Lance

Shredder: <fluff>

</fluff> May

be fired in one of two modes. Declare which mode before measuring range or placing templates.

Range	S	AP	Type
18"	6	4	Assault 1, Blast
T	4	4	Assault 1

Slaver Maker: The slave maker is a cruel weapon that inflicts as much psychological damage as it does physical. It releases a series of warp-infused charges that detonate on impact, inflicting only light physical damage, but emanating waves of fear and despair. This causes just enough doubt and fear in the enemy for the Dark Eldar to move in before the enemy can ready their defenses, allowing them to be subdued with ease and taken back to Commorragh in chains. It uses the following profile:

Range	S	AP	Type
12"	2	2	Assault 3, Pinning

A unit fired upon by 1 or more Slave Makers in the same unit must make a pinning check if a hit is scored (even if no casualties are caused). This check is taken at a penalty of -1 for each additional Slave Maker in the firing unit that scores a hit.

A unit that suffers any casualties from a Slave Maker does not gain the bonus attack from wielding an additional close combat weapon in the subsequent assault phase.

Close Combat Weapons

Punisher: A two-handed power weapon that increases the strength of the users melee attacks by 1. May also be fired with the following profile:

Range	S	AP	Type
24"	4	4	Assault 1

Hellglaive: A two-handed melee weapon that doubles the users base strength and ignores armour saves during any assault phase in which they charge. May be fired with the following profile:

Range	S	AP	Type
18"	3	5	Assault 2

Poisoned Blade: Dripping with vile poison, this weapon will successfully wound a target on a roll of 2+ in close combat, regardless of the targets Toughness.

Power Weapon: See Warhammer 40,000 rulebook.

Dark Talons: A pair of wicked gauntlets, Dark Talons look like an ordinary armoured glove to the uninitiated. In truth, each is a deadly close combat weapon waiting to be unleashed by the users mental command. With a thought each finger releases a long retractable blade sheathed in a sophisticated power field. In the blink of an eye the simple armoured fist now resembles a hellish counterpart to an imperial lightning claw. Combined with the lightweight construction and skill of the user, Dark Talons ignore armour saves and allow the wielder to re-roll all to-hit and to-wound rolls in close combat.

Agoniser: An Agoniser is a power weapon that never needs a to-wound roll of worse than 4+, regardless of the targets toughness. Multi-wound models wounded by an Agoniser must pass a leadership test or suffer Instant Death. Vehicles suffer a glancing hit on a armour penetration roll of 6.

Special Equipment / Abilities

Incubi Armour: Grants a 3+ Armour Save.

Surprise Assault / Furious Assault: Model gains +2 attacks when charging instead of the usual +1.

Dreadmask: If this model kills another with a ranged attack, that unit must pass a morale test in their next turn or fall back as if they had lost 25% of their numbers.

Hellmask: Enemy units attempting to assault a unit with a model equipped with a Hellmask must first pass a leadership test. If they fail, they may not do anything in that assault phase.

Soulseeker Ammunition: If this model successfully hits its target with a ranged attack, all ranged attacks made by the user and their unit may ignore cover saves for this turn. Vehicles hit in this manner cannot claim any benefit from cover.

Shadowfield: Allows the user to re-roll their first failed armour, cover or invulnerable saving throw. When this model would suffer instant death, instead they only suffer 1 wound but the Shadowfield is destroyed.

Trophy Rack: Each wound caused in close combat by this model counts as two for the purpose of determining the winner.

Gruesome Talisman: When determining outnumbering in close combat, shift the result 2 grades in your favor if you have one or more models with a Gruesome Talisman. When losing an assault, reduce the overall penalty to this model/unit's morale test by up to 2.

Weapon	Range	S	AP	Notes
Blaster	12"	8	2	Assault 1, Lance
Dark Lance	36"	8	2	Heavy 1, Lance
Destructor	T	4	3	Assault 1
Disintegrater	36"	7	2	Heavy 1, Blast
	24"	5	3	Heavy 3
Hellglave*	18"	3	5	Assault 2
Needler*	24"	x	5	Assault 3
Particle Rifle*	36"	6	1	Heavy 1, Lance Pinning
Punisher*	24"	4	4	Assault 1
Scourge Lance	24"	8	2	Assault 1, Lance
Shredder	18"	6	4	Assault 1, Blast
	T	4	4	Assault 1
Slavemaker*	12"	2	2	Assault 3
Splinter Pistol	12"	3	5	Pistol
Splinter Rifle	18"	3	5	Assault 2
Splinter Cannon	24"	5	5	Assault 4
Talos Sting*	24"	4	5	Assault 6
Wychglave*	18"	3	5	Assault 3

* Indicates the weapon has additional rules. See their respective entries for details.