

ARCHON COST: 70 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Archon	6	6	3	3	3	7	3	10	4+

Unit Type: Infantry

Models/Unit: 1

Wargear:

- Plasma Grenades
- Splinter Pistol
- Power Field

Special Rules:

- Fleet of Foot
- Tyrant

Options:

- They may purchase one of the following:
 - Reaver Jetbike for +30 points.
 - Scourge Wings for +20 points.
 - Hellion Skyboard for +15 points.
 - Incubi Armour for +10 points.

- They may purchase one of the following:
 - Poisoned Blade for +10 points.
 - Agoniser for +20 points.
 - Power Weapon for +10 points.
 - Close Combat Weapon for +1 point.
- They may purchase one of the following:
 - Punisher for +20 points.
 - Hellglaive for +15 points.
 - Slavemaker for +10 points.
 - Splinter Cannon for +20 points.
 - Particle Rifle for +15 points.
 - Splinter Rifle for +2 points.
- Or they may replace all of their weapons with a pair of Dark Talons for +25 points.

- They may purchase one of the following:
 - Dreadmask for +10 points.
 - Hellmask for +5 points.
 - Tormentor Helm for +10 points.
- They may purchase any of the following:
 - Soulseeker Ammunition for +10 points.
 - Haywire Grenades for +5 points.
 - Trophy Rack for +10 points
 - Gruesome Talisman for +5 points.
 - Shadowfield for +15 points.

COVEN MISTRESS COST: 80 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Coven Mistress	7	5	3	3	3	8	3	10	5+

Unit Type: Infantry

Models/Unit: 1

Wargear:

- Plasma Grenades
- Wych Weapon
- Splinter Pistol
- Power Field

Special Rules:

- Tyrant
- Agile
- Fleet of Foot
- Adaptive Combat Drugs

Options:

- They may purchase one of the following:
 - Reaver Jetbike for +30 points.
 - Hellion Skyboard for +15 points.

- They may choose to either purchase one of the following:

- Poisoned Blade for +10 points.
- Agoniser for +20 points.
- Power Weapon for +10 points.

- Or they may replace their Splinter Pistol and Wych Weapon with one of the following:

- Wychglaive for +20 points.
- Hydraknives for +10 points.
- Neural Whips for +20 points.
- Power Weapon and Stranglenet for +15 points.
- Poisoned Weapon and Stranglenet for +15 points.

- They may purchase one of the following:

- Dreadmask for +10 points.
- Hellmask for +5 points.

- They may purchase any of the following:

- Soulseeker Ammunition for +10 points.
- Haywire Grenades for +5 points.
- Dosage Controller for +25 points.
- Trophy Rack for +10 points
- Gruesome Talisman for +5 points.
- Shadowfield for +15 points.

MASTER HAEMONCULUS COST: 60 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Master Haemonculus	5	5	3	4	3	6	2	10	5+

Options:

Unit Type: Infantry

Models/Unit: 1

Wargear:

- Poisoned Blade
- Splinter Pistol
- Power Field

Special Rules:

- Fleet of Foot
- Feel No Pain
- Fearless
- Master Craftsman

- They may replace their Poisoned Blade with one of the following:
 - Scissor Hand for +5 points.
 - Agoniser for +10 points.
- They may purchase one of the following:
 - Destructor for +15 points.
 - Needler for +10 points.

- They may replace their Poisoned Blade and Splinter Pistol with a pair of Dark Talons for +15 points.
- They may purchase any of the following:
 - Soulseeker Ammunition for +10 points.
 - Plasma & Haywire Grenades for +5 points.
 - Trophy Rack for +10 points
 - Gruesome Talisman for +5 points.
 - Shadowfield for +15 points.

SHADOW STALKER COST: 80 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Shadow Stalker	6	6	3	3	3	7	3	10	6+

Options:

Unit Type: Infantry

Models/Unit: 1

Wargear:

- Splinter Pistol
- Power Field
- Plasma Grenades

Special Rules:

- Fleet of Foot
- Infiltrator
- Surprise Assault
- Shadowkin
- Pathfinder
- Psyker

- They may choose to purchase one of the following:
 - Shadowblade for +5 points.
 - Power Weapon for +10 points.
 - Poisoned Weapon for +10 points.
 - Agoniser for +20 points.
 - Close Combat Weapon for +1 point.
- Or they may swap their Splinter Pistol for a pair of Dark Talons for +25 points.
- They may purchase a Particle Rifle for +15 points.

- They may purchase any of the following:
 - Soulseeker Ammunition for +10 points.
 - Haywire & Blackout Grenades for +10 points.
 - Trophy Rack for +10 points
 - Gruesome Talisman for +5 points.
 - Shadowfield for +15 points.
- They must purchase one of the following Psychic powers:
 - Hateful Bolt for +10 points
 - Well of Shadows for +20 points.
 - Spatial Distortion for +20 points.
 - Apparition for +15 points.
 - Shroud of Darkness for +10 points.

ELITES

DREADGUARD COST: 12 POINTS EACH

	WS	BS	S	T	W	I	A	Ld	Sv
Dreadguard	5	4	3	3	1	5	1	9	4+
Blackguard	5	4	3	3	1	6	2	9	4+

Unit Type: Infantry

Models/Unit: 5-12

Wargear:

- Plasma & Haywire Grenades
- Splinter Rifle
- Close Combat Weapon

Special Rules:

- Fleet of Foot
- Infiltrators

Transport: A Dreadguard unit may purchase a Raider transport for 40 points.

Options:

- One model may be upgraded to a Blackguard for +12 points.

- They may replace their Close Combat Weapon with one of the following:

- Punisher for +15 points.
- Poisoned Blade for +10 points.
- Power Weapon for +10 points.
- Agoniser for +20 points.

- They may replace their Splinter Rifle and Close Combat Weapon with a pair of Dark Talons for +20 points.

- They may purchase any of the following:
 - Soulseeker Ammunition for +10 points.
 - Dreadmask for +10 points.
 - Trophy Rack for +10 points.
 - Gruesome Talisman for +5 points.

- Up to 3 models in the unit may choose one of the following:

Either replace their Splinter Rifle with one of the following:

- Blaster +10 points
- Shredder +10 points
- Slavemaker +5 points

Or replace their Close Combat Weapon with one of the following:

- Power Weapon +10 points
- Poisoned Blade +10 points
- Punisher +15 points

- Up to 2 models in the unit may replace their Splinter Rifle with one of the following:

- Blaster +10 points
- Shredder +10 points
- Slavemaker +5 points
- Splinter Cannon +10 points
- Dark Lance +20 points

ELITES

GROTESQUES COST: 13 POINTS EACH HAEMONCULI COST: 32 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Grotesque	4	0	4	4	1	4	2	6	5+
Haemonculi	4	4	3	4	1	5	2	9	5+

Unit Type: Infantry

Special Rules:

- Feel No Pain
- Meatshield
- Fearless
- Fearsome
- Abomination
- Stupid

Models/Unit: 1 Haemonculus and 4-29 Grotesques

Wargear:

- Grotesques:
 - Claws and Fangs (Single Close Combat Weapon)
- Haemonculi:
 - Poisoned Blade
 - Splinter Pistol

Transport: A Grotesque unit numbering 12 models or less may purchase a Raider transport for 40 points.

Options:

- A Haemonculi may replace their Poisoned Blade with a Scissor Hand for +5 points.
- A Haemonculi may purchase either a Destructor or Needler for +10 points.
- They may purchase any of the following:
 - Soulseeker Ammunition for +10 points.
 - Plasma & Haywire Grenades for +5 points.
 - Trophy Rack for +10 points.
 - Gruesome Talisman for +5 points.

MANDRAKES COST: 15 POINTS EACH

	WS	BS	S	T	W	I	A	Ld	Sv
Mandrake	4	4	3	3	1	6	1	8	6+
Shadow Master	5	5	3	3	1	6	2	9	6+

Unit Type: Infantry

Options:

- One model may be upgraded to a Shadow Master for +12 points.
- They may purchase any of the following:
 - Trophy Rack for +10 points.
 - Gruesome Talisman for +5 points.
 - Blackout Grenades for +10 points.

Models/Unit: 3-12

Wargear:

- Plasma & Haywire Grenades
- Splinter Pistol
- Close Combat Weapon

Special Rules:

- Fleet of Foot
- Infiltrators
- Scouts
- Move Through Cover
- Surprise Assault
- Ambush
- Shadowkin
- Dodge

- They may swap their Close Combat Weapon for one of the following:
 - Power Weapon for +10 points.
 - Poisoned Blade for +10 points.

Or they may swap their Splinter Pistol and Close Combat Weapon for a pair of Dark Talons for +20 points.

- Any model in the unit may swap their Splinter Pistol and Close Combat Weapon for a pair of Shadow Blades for +2 points.

ELITES

INCUBI COST: 25 POINTS EACH

	WS	BS	S	T	W	I	A	Ld	Sv
Incubus	5	4	3	3	1	5	1	9	3+
Master Incubus	5	4	3	3	1	6	2	10	3+

Unit Type: Infantry

Models/Unit: 5-12

Wargear:

- Punisher
- Tormentor Helm
- Plasma & Haywire Grenades

Special Rules:

- Fleet of Foot
- Bodyguard

Transport: An Incubi unit may purchase a Raider transport for 40 points.

Options:

- One model may be upgraded to a Master Incubus for +12 points.

- They may replace their Punisher with one of the following:
 - Agoniser and Splinter pistol for free.
 - Pair of Dark Talons for +5 points.
- They may purchase any of the following:
 - Soulseeker Ammunition for +10 points.
 - Trophy Rack for +10 points.
 - Gruesome Talisman for +5 points.

- 1 model may replace their Punisher with one of the following:
 - Blaster and Power Weapon +10 points
 - Shredder and Power Weapon +5 points
 - Slave Maker and Power Weapon +5 points
 - Splinter Cannon and Power Weapon +10 points
- 1 model may replace their Punisher with one of the following:
 - Blaster and Power Weapon +10 points
 - Shredder and Power Weapon +5 points
 - Slave Maker and Power Weapon +5 points

TROOPS

RAIDER COST: 40 POINTS

	BS	Front Armour	Side Armour	Rear Armour
Raider	4	11	10	10

Unit Type: Vehicle, Open-topped, Fast, **Options:** Skimmer.

Wargear:

- Splinter Cannon

Special Rules:

- Rapid Assault Vehicle
- Transports 12 models
- Warp Beasts, Talos, and models on Reaver Jetbikes or Hellion Skyboards may not be transported.

- Each Raider may upgrade it's Splinter Cannon to one of the following:
 - Dark Lance +20 points
 - Disintegrator +15 points

- Each Raider may take any of the following vehicle upgrades:
 - Horrorfex +15 points
 - Nightshield +10 points
 - Trophy Rack +10 points
 - Torture Amp +5 points
 - Screaming Jets +10 points
 - Vectored Engines +20 points

WARRIORS COST: 9 POINTS EACH

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

Unit Type: Infantry

Models/Unit: 10-20

Wargear:

- Plasma Grenades
- Splinter Rifle
- Close Combat Weapon

Special Rules:

- Fleet of Foot

Transport: A Warrior squad numbering 12 models or less may purchase a Raider transport for 40 points.

Options:

- One model may be upgraded to a Sybarite for +10 points.

- They may purchase any of the following:
 - Soulseeker Ammunition for +10 points.
 - Haywire Grenades for +5 points.
- They may purchase one of the following:
 - Trophy Rack for +10 points.
 - Dreadmask for +10 points.
 - Gruesome Talisman for +5 points.

- 1 model in the unit may swap their Splinter Rifle for a weapon from the following list:

- Shredder +10 points
- Blaster +10 points
- Slave Maker +5 points

- 1 model in the unit may swap their Splinter Rifle for a weapon from the following list:

- Splinter Cannon +10 points
- Dark Lance +15 points

- If the unit contains 16 models or more they may purchase a second weapon from each of the above lists.

- They may purchase one of the following:
 - Power Weapon for +10 points.
 - Poisoned Blade for +10 points.

TROOPS

WYCHES COST: 12 POINTS EACH

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

Unit Type: Infantry

Models/Unit: 10–20

Wargear:

- Plasma Grenades
- Splinter Pistol
- Wych Weapons
- Wych Combat Drugs

Special Rules:

- Fleet of Foot
- Agile

Transport: A Wych squad numbering 12 models or less may purchase a Raider transport for 40 points.

Options:

- One model may be upgraded to a Succubus for +10 points.

- They may replace their Wych Weapon and Splinter Pistol with one of the following:

- Wychglaive for +20 points.
- Hydra Knives for +8 points.
- Neural Whips for +15 points.
- Wych Weapon and Stranglenet for +8 points.

- They may purchase one of the following:
 - Trophy Rack for +10 points.
 - Hellmask for +5 points.
 - Gruesome Talisman for +5 points.

- They may purchase any of the following:

- Chem Injectors for +5 points.
- Haywire Grenades for +5 points.

- Up to 2 models in the unit may replace their weapons with one of the following:

- Hydra Knives +6 points
- Neural Whips +10 points
- Wych Weapon and Stranglenet +6 points

- 1 model in the unit may replace their weapons with one of the following:

- Blaster and Wych Weapon +10 points
- Shredder and Wych Weapon +10 points
- Hydra Knives +6 points
- Neural Whips +10 points
- Wych Weapon and Stranglenet +6 points

TROOPS

REAYER JETBIKES COST: 28 POINTS EACH

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

Unit Type: Jetbikes

Models/Unit: 3-12

Wargear:

- Twin-Linked Splinter Rifle
- Reaver Combat Drugs
- Close Combat Weapon
- Splinter Pistol
- Plasma Grenades

Special Rules:

- None

Options:

- One model may be upgraded to a Reaver Succubus for +10 points.

- They may replace their Close Combat Weapon with one of the following:
 - Stranglenet for +6 points.
 - Power Weapon for +10 points.
 - Poisoned Blade for +10 points.
 - Wychglaive for +20 points.

- They may purchase one of the following:
 - Trophy Rack for +10 points.
 - Hellmask for +5 points.
 - Gruesome Talisman for +5 points.

- They may purchase any of the following:

- Chem Injectors for +5 points.
- Haywire Grenades for +5 points.

- 1 model may upgrade their Twin-Linked Splinter Rifle to a single Splinter Cannon for +10 points. If the unit numbers 8 models or more a second upgrade may be purchased.

- Up to 2 models may replace their Close Combat Weapon with one of the following:
 - Blaster +10 points
 - Shredder +10 points
 - Hellglaive +5 points

FAST ATTACK

HELLIONS COST: 18 POINTS EACH

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

Unit Type: Jump Infantry

Options:

Models/Unit: 3-12

Wargear:

- Plasma Grenades
- Hellglaive
- Hellion Skyboard

Special Rules:

- Hit & Run
- Reckless

- One model may be upgraded to a Hellion Succubus for +10 points.
- They may swap their Hellglaive for either a Wychglaive for +10 points, or a Power Weapon and Stranglenet for +5 points.
- They may purchase Haywire Grenades for +5 points.

- They may purchase one of the following:
 - Hellmask for +5 points.
 - Trophy Rack for +10 points.
 - Gruesome Talisman for +5 points.

- Up to 2 models in the unit may purchase a weapon from the following list:
 - Shredder +10 points
 - Blaster +10 points

SCOURGES COST: 13 POINTS EACH

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

Unit Type: Jump Infantry

Options:

Models/Unit: 6-12

Wargear:

- Scourge Wings
- Splinter Rifle
- Close Combat Weapon
- Plasma Grenades

Special Rules:

- Terror From Above
- Fleet of Foot

- One model may be upgraded to a Scourge Sybarite for +10 points.
- They may purchase any of the following:
 - Soulseeker Ammunition for +10 points.
 - Dreadmask for +10 points.
 - Haywire Grenades for +5 points.
- They may purchase one of the following:
 - Power Weapon for +10 points.
 - Poisoned Blade for +10 points.

- Up to 3 models in the unit may swap their Splinter Rifle for a weapon from the following list:
 - Splinter Cannon +15 points
 - Scourge Lance +15 points
 - Shredder +10 points
 - Slave Maker +5 points

FAST ATTACK

RAVEN COST: 60 POINTS EACH

	BS	Front Armour	Side Armour	Rear Armour
Raven	4	10	10	10

Unit Type: Vehicle, Open-topped, Fast, **Options:** Skimmer.

Models/Unit: 1-3

Wargear:

- Twin-Linked Splinter Cannon
- Twin-Linked Splinter Rifle

Special Rules:

- Scouts
- Rapid Assault Vehicle

- Each Raven may upgrade their Twin-Linked Splinter Cannon to one of the following:

- Dark Lance +20 points
- Disintegrator +15 points

- Each Raven may upgrade its Twin-Linked Splinter Rifle to either of the following:

- Shredder +5 points
- Spinter Cannon +15 points

- Each Raven may take any of the following vehicle upgrades:

- Horrorfex +15 points
- Nightshield +10 points
- Screaming Jets +10 points
- Vectored Engines +20 points

WARP BEASTS COST: 7 POINTS EACH PACK MISTRESS COST: 45 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Warp Beast	4	0	4	3	1	5	2	6	6+
Pack Mistress	4	4	3	3	1	6	2	9	6+

Unit Type: Cavalry

Models/Unit: 1 Pack Mistress and 4-29

Warp Beasts

Wargear:

- Warp Beasts:
 - Claws and Fangs (single close combat weapon)
- Pack Mistress:
 - Pair of Neural Whips
 - Hellmask
 - Haywire Grenades

Special Rules:

- Fleet of Foot
- Frenzy
- Reckless
- Meatshield
- Stimulants

Options:

- None

TALOS COST: 110 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Talos	4	3	7	7	4	4	D6	10	3+

Unit Type: Monstrous Creature

Special Rules:

- Fearless
- Monstrous Creature
- Floating

Models/Unit: 1

Wargear:

- Talos Sting
- Talos Claws

Options:

- None

RAVAGER COST: 70 POINTS

	BS	Front Armour	Side Armour	Rear Armour
Ravager	4	11	11	10

Unit Type: Vehicle, Fast, Open-topped, Skimmer.

Special Rules:

- Rapid Assault Vehicle

Models/Unit: 1

Options: Ravagers may upgrade any of their Splinter Cannons to any of the following:

Wargear:

- 3 Splinter Cannons

- Dark Lance +25 points
- Disintegrator +20 points

- Ravagers may purchase any of the following vehicle upgrades:
 - Horrorfex +15 points
 - Nightshield +15 points
 - Trophy Rack +5 points
 - Torture Amp +5 points
 - Screaming Jets +10 points
 - Vectored Engines +20 points

SHADES COST: 40 POINTS EACH

	WS	BS	S	T	W	I	A	Ld	Sv
Shade	4	4	3	3	1	6	1	9	6+

Unit Type: Infantry.

Special Rules:

- Scouts
- Infiltrators
- Fleet of Foot
- Pathfinder
- Shadowkin
- Loner
- Stalker

Models/Unit: 1-5

Wargear:

- Particle Rifle
- Shadow Blade
- Plasma Grenades
- Haywire Grenades
- Blackout Grenades

Options:

- None