

WARHAMMER
40,000



HAEMONCULUS COVENS™

A CODEX: DARK ELDAR SUPPLEMENT

FORCES OF THE COVENS



On these pages you will find additional special rules, Warlord Traits, Relics, a Detachment and Formations that reflect the composition and fighting style of the Haemonculus Covens. You can add the Detachment and Formations from this section to an existing army, or use them to field an army from the Covens themselves.

HAEMONCULUS COVENS SPECIAL RULES

If you use the Formations or the Covenite Coterie Detachment in this book, the following supplemental special rules apply to all of the units they contain.

POWER FROM PAIN

Though all Dark Eldar feed on the pain and suffering of their victims, the vile agents of the Haemonculus Covens savour this delicacy in a very different manner; the more of their victims' fear and torment they imbibe, the more horrifying and implacable the twisted denizens of Commorragh's underworld become.

At the start of each game turn, look up the game turn number on the Power from Pain table below. All models with the Power from Pain special rule gain the special rules listed on this table instead of those found in *Codex: Dark Eldar*, in addition to any other special rules they have.

POWER FROM PAIN TABLE

TURN	SPECIAL RULES
1	None.
2	Fearless.
3	Fear, Fearless.
4	Fear, Fearless, It Will Not Die.
5	Fear, It Will Not Die, Zealot.
6+	Eternal Warrior, Fear, It Will Not Die, Zealot.

DIABOLICAL PLAYTHINGS

Any units from a Detachment or Formation presented in this book that can select Artefacts of Cruelty cannot select from those listed in *Codex: Dark Eldar*, but can instead select Diabolical Playthings, presented opposite, at the points costs shown.

WARLORD TRAITS

If your Warlord is a Haemonculus, you may choose to roll on the table to the right instead of those found in *Warhammer 40,000: The Rules* or *Codex: Dark Eldar*.

COMBINED UNITS

Some Formations allow you to combine several units together into a single, combined unit. Where Victory Points are awarded for units that have been completely destroyed, a combined unit awards a number of Victory Points equal to its constituent number of units if it is completely destroyed. For example, if the combined unit from a Dark Artisan Formation, was completely destroyed, your opponent would count as having destroyed 3 units.



WARLORD TRAITS TABLE

D6 WARLORD TRAIT

1. Master Artisan: *The Haemonculus is not only gifted in the art of metallosculpture, but also in the more metaphysical arts – all of his creations are works of dark genius.*

All friendly Talos and Cronos models within 12" of the Warlord re-roll failed Feel No Pain rolls of a 1.

2. Master Regenesist: *The Haemonculus' flesh, and that of his monstrous Grotesque creations, regenerates at a frightening rate.*

Your Warlord and any Grotesque models in a unit he is part of have the It Will Not Die special rule.

3. Master Symphoneus: *The Haemonculus is the orchestrator of a symphony of disaster, and considers his realspace raids to be an expression of his talents.*

As long as your Warlord is alive, you can add or subtract 1 from your Reserve Rolls.

4. Master Epicurean: *Some Coven lords have been slain and later resurrected so many times they relish the experience of a new death, seeking out unusual foes in order to better appreciate an interesting end.*

If your Warlord was slain by an attack or weapon that has either AP1, AP2 or the Instant Death special rule during the course of the game, you score D3 Victory Points.

5. Master of Apotheosis: *Some Haemonculi prefer to reward their favoured Wracks with 'improvements' whilst still punishing them harshly for their lapses.*

Your Warlord and any Wrack models in a unit he is part of have the Feel No Pain (4+) special rule.

6. Master Nemesine: *Out of a twisted scientific curiosity, the Haemonculus knows a variety of ways to kill every realspace species he has ever discovered.*

Your Warlord has the Preferred Enemy special rule.



DIABOLICAL PLAYTHINGS



Diabolical Playthings are unique and incredibly powerful artefacts of the Haemonculus Covens that have served the twisted masters of the Commorrite underworld for many millennia. Only one of each of the following relics can be chosen per army – there is only one of each these items in the entire galaxy!

SYNDRIQ'S SUMP...10 POINTS

Viscount Syndriq was a toweringly arrogant fiend whose thirst for vengeance was his undoing. Since suffering not one but two violent deaths at the hands of the Raven Guard, Syndriq has not been regenerated, but instead has experienced new life as a fashionable augmentation for his peers. When threatened, a Haemonculus wearing Syndriq's Sump can rely on the finest of augmentative potions being dumped into his bloodstream, for the fleshy remnant will do anything it can to preserve its miserable existence in the hope it can one day be regrown.

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

THE VEXATOR MASK...10 POINTS

Sutured to the withered visage of an elder Haemonculus, the Vexator Mask can play horrifying tricks on the mind. The legends say that the mask was fashioned from the flayed face of a Shadowseer. Those who approach the wearer with intent to harm find themselves staring into the face of their most beloved leader, a cherished parent, or even their lover. The moment of hesitation this affords the wearer is enough – the Haemonculus plunges a surgical blade into the gaping viewer's heart as the illusory face twists from grateful recognition to hateful spite.

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

THE ORBS OF DESPAIR...25 POINTS

As black and pitted as the souls of those who wield them, the Orbs of Despair are fist-sized spheres of wraithbone carved with runes of hopelessness. Each is left on a plinth in the owning Coven's deepest dungeon to soak up a measure of the boundless negative energy that pools there, sometimes for millennia. The Haemonculi only take up these artefacts once they are replete with the black energies swilling through their lairs. When hurled to the ground, the Orbs of Despair send out all the pain they have absorbed in a blast of pure trauma that can still the heart of any sentient organism in a single agonising moment.

When a model armed with the Orbs of Despair makes a shooting attack, the controlling player can choose to throw a grenade with the following profile, rather than using another shooting weapon. Vehicles hit by an Orb of Despair are unaffected. The Orbs of Despair cannot be used in close combat.

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

THE KHAÏDESI HAEMOVORES...10 POINTS

The cartilaginous worm-things that writhe beneath the most fastidious Haemonculi are repulsive to look upon, though they play a valued role in the culture of the Covens. Haemovores feed on the messy by-products of the Coven's craft, guzzling down morsels of forgotten flesh and sucking up blood wherever it is spilt until not so much as a stain is left. The Khaïdesi Haemovores, grown strong on the vile tides of the River Khaïdes, are the largest of their kind. They dart out from beneath their master to drain blood and devour flesh whenever it comes too close, allowing him to remain fashionably spotless.

A model equipped with the Khaïdesi Haemovores makes D6 additional Attacks and are resolved at Strength 3 with AP-. These Attacks does not benefit from any of the model's special rules (such as Furious Charge, Rending etc.). These Attacks are resolved during the Fight sub-phase at the Initiative 10 step, and grant the model an additional Pile In move.

THE PANACEA PERVERTED...20 POINTS

The Panacea Perverted is a triumph of dark alchemy. The Panacea – an ancient STC that healed human diseases and genetic flaws – was stolen from the world of Verdigris IX by Lady Aurelia Malys. The master Haemonculus Trelexis was inspired to create a far more powerful version for his own use. One who is invested with this fluid is practically invulnerable to poison and toxin alike, his flesh healing at an astonishing rate.

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

THE NIGHTMARE DOLL...35 POINTS

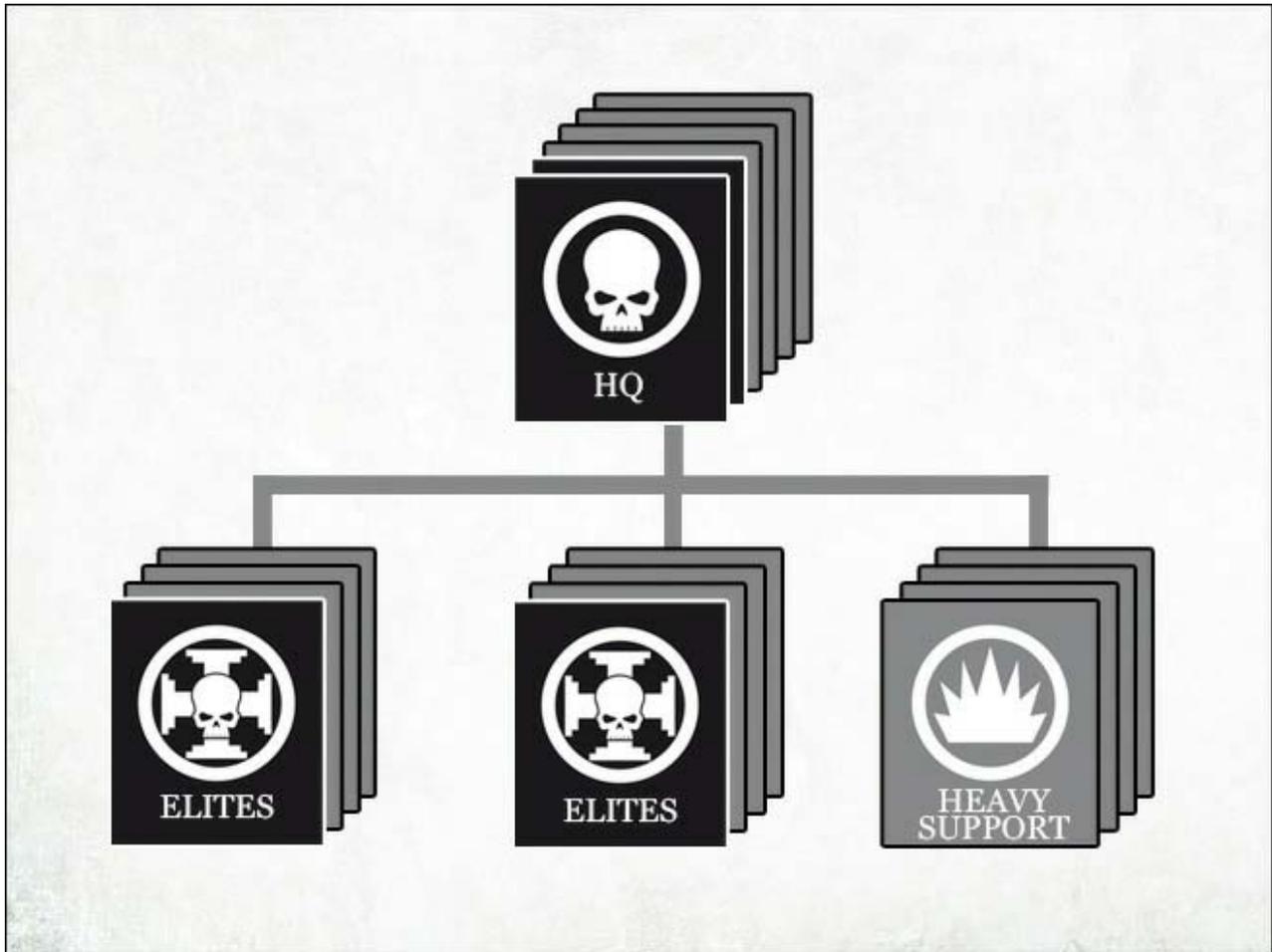
When a drop of blood is passed from the owner's withered finger into the Nightmare Doll's red slash of a mouth, the creature forms a sympathetic link with its parent Haemonculus. Should the owner be harmed in battle, his injuries are absorbed by the Nightmare Doll. If its owner is riddled with bullets, tiny holes appear in the thing's writhing body whilst its master remains whole. Should the Haemonculus be hit by a decapitating strike, the foe's blade will pass through his gnarled neck without leaving so much as a scratch. The doll's mewling, disembodied head will require restitching; an interesting challenge in itself.

The bearer of the Nightmare Doll adds 1 to any Feel No Pain rolls he makes. Furthermore, the Nightmare Doll automatically negates the first unsaved Wound with the Instant Death special rule that the bearer suffers, though as soon as it does so, the Nightmare Doll will immediately cease to work for the rest of the battle.

COVENITE COTERIE DETACHMENT



This book details a unique Detachment – the Covenite Coterie Detachment – that reflects the fighting style of the twisted Haemonculi. This follows all the Detachment rules presented in *Warhammer 40,000: The Rules*.



COMPULSORY

2 HQ
2 Elites

OPTIONAL

4 HQ
6 Elites
4 Heavy Support

RESTRICTIONS

Only units from the following list may be selected as part of this Detachment:

- Urien Rakarth
- Haemonculus
- Raider (must be taken as a Dedicated Transport)
- Venom (must be taken as a Dedicated Transport)
- Wracks
- Grotosques
- Talos
- Cronos

COMMAND BENEFITS

Seeker of Torment: If this Detachment is chosen as your Primary Detachment, you can re-roll the result when rolling on the Warlord Traits Table.

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



FORMATION DATASHEETS



The following section details background and rules information for a number of Formations commonly used by the Haemonculus Covens. Each Formation grants the units within it powerful bonuses, which can really enhance their effectiveness on the battlefield. You may include these in your army as described in *Warhammer 40,000: The Rules*.

Each datasheet contains the following information:

- 1. Faction:** *The unit's Faction is shown here by a symbol.*
- 2. Formation Symbol:** *Formation datasheets are identified by this symbol.*
- 3. Formation Name:** *Here you will find the name of the Formation.*
- 4. Formation Description:** *This section provides a background description of the Formation, detailing its particular strengths along with the tactics and methods it employs to wage war in the grim darkness of the 41st Millennium.*
- 5. Formation Composition:** *This section shows the number and type of units that make up the Formation.*
- 6. Formation Restrictions:** *This section details specific unit sizes, equipment, transport options and any further restrictions that you may be required to adhere to in order to include the Formation in your army.*
- 7. Formation Special Rules:** *Every Formation includes one or more special rules associated with the units that make up that Formation. The special rules for a Formation only apply to the units that make it up (even if there are other units of the same type in your army). Special rules that are unique to the Formation are described in full here, whilst others may be detailed earlier in this section or in the Special Rules section of Warhammer 40,000: The Rules.*



GROTESQUERIE

Many Haemonculi believe the creation of fleshy horrors to be the pinnacle of their esoteric craft. They maintain that to take an uninspiring form and transform it into a work of dark magnificence is to prove oneself superior to the idiot biology of nature. These master fleshcrafters constantly try to outdo each other by crafting ever more violent and outlandish Grotesques. Some of their creations are seething hulks of muscle and hypersteroid, others living weapons platforms that boast a variety of large-scale torture implements. These musclebound horrors are gathered together into loose cells and led into battle by their creator, their destructive capabilities thoroughly field-tested upon their master's chosen victims. Once their killing fury abates, they are gathered up and returned to the slab for further 'modifications'.



FORMATION:

- Urien Rakarth or 1 Haemonculus
 - 2 units of Grotesques

RESTRICTIONS:

None.

SPECIAL RULES:

Freakish Spectacle.

Latest Experiments: After determining Warlord Traits, but before deploying the first unit in your army, roll a D6 and look up the result on the table to the right. All units of Grotesques in this Formation receive the characteristics bonus or special rule listed on the table for the duration of the battle.

LATEST EXPERIMENTS TABLE

D6	RESULT
1	Mauler Steroids: +1 Strength
2	Subcutaneous Chitin: +1 Toughness
3	Hyperstimm Glands: Fleet
4	Flensing Claw: Shred
5	Elixir of Distilled Fury: Rage
6	Restructured Nervous System: Feel No Pain (4+)



SCARLET EPICUREANS

Where their craven craftworld cousins shy away from tasting the fruits of the galaxy, many Haemonculi love to dive into the surreal extremes of sensation-seeking within the relative safety of their lairs. Having long ago grown bored of such home-brewed thrills, the Scarlet Epicureans take esoteric pleasures from the wider realms of realspace, each rapacious experience enhanced by the spirit syphon of a nearby Cronos. They may seek to taste the cerebral fluids of a visionary strategist, to feel the electric kiss of psychic lightning, to smell the pheromonal stink of mass panic, or to indulge in a thousand stranger quests besides. Eager to give the gifts of experience as well as to receive, these Haemonculi flay the skin from their Wrack attendants so they can better feel the hot kiss of uninhibited sensation.



FORMATION:

- 1 Haemonculus
- 1 Cronos
- 2 units of Wracks

RESTRICTIONS:

None.

SPECIAL RULES:

Freakish Spectacle.

Macabre Collectors: All units of Wracks from this Formation that are within 12" of this Formation's Haemonculus have the Precision Strikes special rule.

Master of Epicureans: The units of Wracks in this Formation treat the current turn as being one higher than it actually is when determining what special rules they benefit from as the result of the Power from Pain special rule. This is cumulative with the Master of Pain or Father of Pain special rules (see *Codex: Dark Eldar*).

Furthermore, if this Formation's Haemonculus is your army's Warlord, do not roll to determine his Warlord Trait; he automatically has the Master Epicurean Warlord Trait.



SCALPEL SQUADRON

Haemonculi find it most irritating to be killed before they have had a chance to fulfil their dire agenda. Where a sniper shot or rifle volley can be confounded, a megatonne explosion is not so easily dodged. In answer to the indiscriminate firepower of Man and Ork, the Haemonculi devised Scalpel Squadrons – Venom-borne cells of Wracks that soar ahead of their main advance to excise the offending organ from the military body that opposes them. These forces cut across the battlefield at unseemly speed, debarking from their skimmers to slice into gun crews and weapons teams. Though they are usually killed by the resultant counter-attack, those Wracks that did their duty to the Coven are later reconstituted – and perhaps even raised to another circle of subservience as a reward for their selflessness.



FORMATION:

- 2 units of Wracks
- 2 Venoms

RESTRICTIONS:

Each unit of Wracks in the Formation must be given one of the Formation's Venoms as a Dedicated Transport.

SPECIAL RULES:

Freakish Spectacle.

First Pickings: If a unit from this Formation completes the First Blood Secondary Objective, the controlling player scores D3 Victory Points instead of the usual 1.

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



CORPSETHIEF CLAW

The undercity gets through a great deal of raw materials. Though the influx of experimental subjects is maintained at a constant pace, there are times when very particular specimens are required. On these occasions the Covens' Talos are released from their duty as guard-creatures and sent forth to strip out specific biological components from their unfortunate targets. Realspace raids represent unparalleled opportunities for such a grisly harvest. These 'corpsethieves' are fitted with extra flasks and plundervials, gathered together and set upon the enemy battle line with instructions to bring back a variety of quivering organs and bubbling distillations. To the parasitic Haemonculi, the carnage their Pain Engines leave behind is a feast in itself.



FORMATION:

- 1 unit of Talos

RESTRICTIONS:

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

SPECIAL RULES:

Freakish Spectacle, Scout.

Let the Harvest Begin: Each time a unit from this Formation completely destroys an enemy non-vehicle unit in close combat, the controlling player scores 1 Victory Point. In missions where players earn Victory Points for completely destroying enemy units, the controlling player will score 1 additional Victory Point each time a unit from this Formation completely destroys an enemy non-vehicle unit in close combat.



DARK ARTISAN

The Haemonculi known as Dark Artisans consider themselves masters of sculpting not only the physical, but also the metaphysical. Creators of living miracles, it is they who specialise in the strange birth of the Talos, the Cronos, and a dozen other Engines of Pain besides. They are accompanied at all times by the finest of their creations, true works of dark genius that escort their masters with an air silent menace. These sculptors of the esoteric walk a tightrope between pride and anxiety. Though a Dark Artisan desperately wants to show off the superiority of his beloved children in as dramatic a theatre as possible, he cares for them like a proud father, and will wreak a terrible vengeance on any who so much as dents their perfection.



FORMATION:

- 1 Haemonculus
 - 1 Talos
 - 1 Cronos

RESTRICTIONS:

None.

SPECIAL RULES:

Freakish Spectacle.

Follow Me, My Children!: All units in this Formation must be fielded as a single unit, even though this is not normally allowed. Models with the Independent Character special rule cannot join this unit.

Master of Diabolical Machines: This Formation's Talos and Cronos add 1 to the Weapon Skill and Initiative characteristics on their profile.

Furthermore, if this Formation's Haemonculus is your army's Warlord, do not roll to determine his Warlord Trait; he automatically has the Master Artisan Warlord Trait.



COVENITE FLESHCORPS

When pillaging realspace, each Coven, regardless of its goals, will ensure that it is accompanied by a great many Wracks. Some Haemonculi prefer to foster the proper air of terror by sending their minions into battle on foot, each cell advancing towards the foe in a slow but implacable coterie of killers that cannot be stopped by anything short of total annihilation. When such theatrics are impractical, the Coven lords will instead bid their Fleshcorps ride anti-gravity skimmers adorned with the remains of their previous conquests. Striking from hidden webway portals like spiders bursting from burrows to pounce on their prey, the Covenites dive into the enemy battleline, maim or kill the choicest foes, and seize the rest to suffer a far darker fate.



FORMATION:

- 1 Haemonculus
- 3 units of Wracks
- 3 Raiders

RESTRICTIONS:

Each unit of Wracks in the Formation must be given one of the Formation's Raiders as a Dedicated Transport.

SPECIAL RULES:

Freakish Spectacle.

Master of Flesh: As long as the Formation's Haemonculus is alive, his Master of Pain special rule affects all units of Wracks in this Formation within 12", not just his own unit.

Furthermore, if this Formation's Haemonculus is your army's Warlord, do not roll to determine his Warlord Trait; he automatically has the Master of Apotheosis Warlord Trait.



CARNIVAL OF PAIN

Only events of great import will see a Coven gather its cells, cliques and coteries into a Carnival of Pain. Named for the riotous assembly of freaks that make up its number, the Carnival boasts anatomies from the rake-thin to the colossal. Bursting from the labyrinth dimension in an explosion of dagger-sharp craft, the Coven lords hover over the battlefield, savouring every nuance of the bone-freezing terror they inspire. Their finest creations fall upon their prey like a madman's worst fears thrust into the waking world. The massacre that follows is considered high art by the Dark Eldar, and even the most jaded Archon will pay handsomely to witness it.



There was a burst of jade lightning as the spiral in the skies yawned wide. Three jagged craft darted out at shocking speed, hurtling over Mentz's squad before he had a chance to fire. Masked and pallid xenos clung to the crafts' fuselage, bare feet steadying them on their splayed wings. He turned to see them dropping down amongst the artillery, curved blades glinting in the gloom. Mentz shouldered his lasgun and squinted one eye shut before taking his shot. The bolt cracked into one of the invader's backs, ripping it open to the bone. The creature turned to look at him briefly, its head cocked in amusement. Then it was gone, and the screaming of the artillery crews began.

Mentz turned back to the sky-portal to see a flotilla of knife-like xenos skimmers carving overhead. More of the twisted things were leaping down from their barbed hulls, their hollow laughter audible over the storm of lasfire searing up to intercept. One of the craft came in low, a trio of Ogryn-sized horrors dropping directly into Beta Platoon and picking up infantrymen as if they weighed nothing at all. Green light glinted from the bubbling flasks jutting from the monsters' mountainous shoulders, and the masked brutes fell into a frenzy, lashing and stamping and raging against the bayonet charge Sergeant Weiss had led to put them down.

Running over to aid his comrades, Mentz pulled up short when a nameless construction of blades and pale flesh descended from the skies. He stood agog, his shaking hands desperately raising his lasgun. The thing was a nightmare made flesh; part giant, part insect, part machine. It reached for him, and as he levelled a shot point-blank at its impassive mask, he found himself plucked by the legs from the ground.

Suspended upside down in the thing's pincer grip, Mentz fumbled at his waist for his last grenade. There was nothing there. A wizened face swam into his tear-blurred vision, its visage the purest expression of evil he had ever seen. He felt the trickle of his bladder betraying him as the leering creature ran its fingers over his eyes. He opened his mouth to scream, and the thing delicately placed his pinless grenade in his mouth a moment before its pet monstrosity hurled him aside. The sky swirled a moment before he struck Sergeant Weiss, bearing him bodily to the ground. Then there was only light.



FORMATION:

- Grotesquerie
- Scarlet Epicureans

- Scalpel Squadron
- Corpsethief Claw
 - Dark Artisan
- Covenite Fleshcorps

RESTRICTIONS:

The units in this Formation must adhere to all of the restrictions detailed in each of the corresponding Formation datasheets.

The units in this Formation retain all of the special rules specified in the corresponding Formation datasheets. In addition, the following special rules apply:

SPECIAL RULES:

Lord of Pain: As long as Urien Rakarth (or the Haemonculus from the Grotesquerie Formation) is alive, his Father/Master of Pain special rule affects all non-vehicle units in this Formation.

The Torturer's Art: All non-vehicle models from the Carnival of Pain re-roll failed To Wound rolls of a 1 in close combat.



MISSIONS



This book includes eight new missions which are themed around the Haemonculus Covens and the way they fight. This gives you a chance to discover more about the strategies used by these degenerate warriors, and then to enact them on the tabletop with your own army. It also means that the composition of the army you command can affect the types of battle you are likely to fight. This is highly appropriate – after all, you would expect to fight a very different sort of battle as a Haemonculus than you would as any other commander.

The missions in this book are split into two sections: Altar of War missions and Echoes of War missions.



ALTAR OF WAR MISSIONS

The three Altar of War missions illustrate the different sorts of strategies used by the Haemonculus Covens and provide new tests of your tactical ability as a commander.

It is very straightforward to use an Altar of War mission – these can be selected at The Mission step described in Preparing for Battle in *Warhammer 40,000: The Rules*. Like the missions presented there, Altar of War missions are ‘pick up and play’ missions – it is not necessary to know which of these missions you will be playing before selecting an army, only the agreed points value of the two armies.

If you (or your opponent) have a Warlord that is a Haemonculus with the Dark Eldar Faction, you can select one of these missions just as you would any other, as explained in the Preparing for Battle section in *Warhammer 40,000: The Rules*.

HOW TO USE ALTAR OF WAR MISSIONS

If either you or your opponent wish to use an Altar of War mission, then you must make a ‘Choose a Mission’ roll-off at the start of The Mission step of Preparing for Battle in *Warhammer 40,000: The Rules*.

The winner of the roll-off can choose either to roll on the Eternal War or Maelstrom of War mission tables, or instead roll on the Altar of War mission table for their army. Other supplements also have new types of mission tables, and the winner of the dice roll-off could choose to roll on one of those, if they prefer and are allowed to do so. These rolls will determine which mission is used for the battle. Note that each set of Altar of War missions is linked to a specific Faction; in order to use Altar of War missions, your army’s Warlord must have the appropriate Faction. Occasionally, further restrictions may apply. In the case of *Altar of War: Haemonculus Covens*, the player rolling on the mission table must choose a Warlord with the Dark Eldar Faction, and in addition the Warlord must be a Haemonculus model.

THE ENEMY

The player that won the roll-off and rolled on the Altar of War mission table is known as ‘the Haemonculus Covens player’ in the rules and missions that follow; their opponent is known as ‘the enemy player’, even if they have a Haemonculus Covens army too.

ALTAR OF WAR: HAEMONCULUS COVENS MISSION TABLE

D6 MISSION

1-2	Fear the Reaper
3-4	Glorious Slaughter
5-6	Vanish in the Gloom

ECHOES OF WAR MISSIONS

After the Altar of War missions, you will find a selection of Echoes of War missions inspired by the battles fought by the Haemonculus Covens. The Armies section of each of these missions provides guidance on the forces present so that you can replay the pivotal events using the armies and characters described in this book. Many of the Echoes of War missions include a map that depicts the battlefield on which the conflicts were fought.

If you wish to fight an Echoes of War mission, you and your opponent must agree which mission you wish to fight, ensuring that you have the appropriate armies and models you will need.

Designer's Note: *Whilst the Echoes of War missions have been inspired by specific events, with a little imagination they can easily be repurposed to recreate battles of your own invention. If you choose to go down this route, you can modify these missions so that they can be fought using any combination of forces and terrain in your collection.*

ALTAR OF WAR: FEAR THE REAPER

Every Haemonculus Coven has an insatiable need for fresh materials to be used in experiments and to make their unholy constructions. Raiding parties are despatched from Commorragh with specific orders about what type of materials are needed; these are often quite general – a few dozen Ork Boyz, for example – but can often be arcane specific – every individual born on a specific planet on a specific date. When an ingredient or material is especially important, then the lord of the Haemonculus Coven is not above leading the raid himself, carefully directing the operations of his minions to ensure that he gets exactly what is needed for his next vile experiment.

THE ARMIES

Choose armies as described in *Warhammer 40,000: The Rules*. One player is the Haemonculus Covens player, and his opponent is the enemy player. The Haemonculus Covens player must choose a Warlord as described in the Altar of War Mission instructions. There are no restrictions on what can be taken in the enemy player's army.

THE BATTLEFIELD

Set up terrain as described in *Warhammer 40,000: The Rules*. Use the Deployment Map included with this mission. Each player rolls a D6, re-rolling ties. Whoever scores higher decides which half of the table they wish to deploy in. The opposing player deploys in the opposite half.

OBJECTIVE MARKERS

No Objective Markers are set up at the start of the battle. Instead they are placed when enemy units are destroyed (see the Mission Special Rules).

DEPLOYMENT

The enemy player deploys first, anywhere in his deployment zone. The Haemonculus Covens player deploys second, anywhere in his deployment zone.

FIRST TURN

The Haemonculus Covens player can choose to take the first or second turn. If they decide to take the first turn, their opponent can attempt to Seize the Initiative as described in *Warhammer 40,000: The Rules*.

GAME LENGTH

The mission uses Variable Game Length as described in *Warhammer 40,000: The Rules*.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points wins the game. If players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVE

At the end of the game, each Objective Marker is worth 3 Victory Points to the player that controls it.

SECONDARY OBJECTIVES

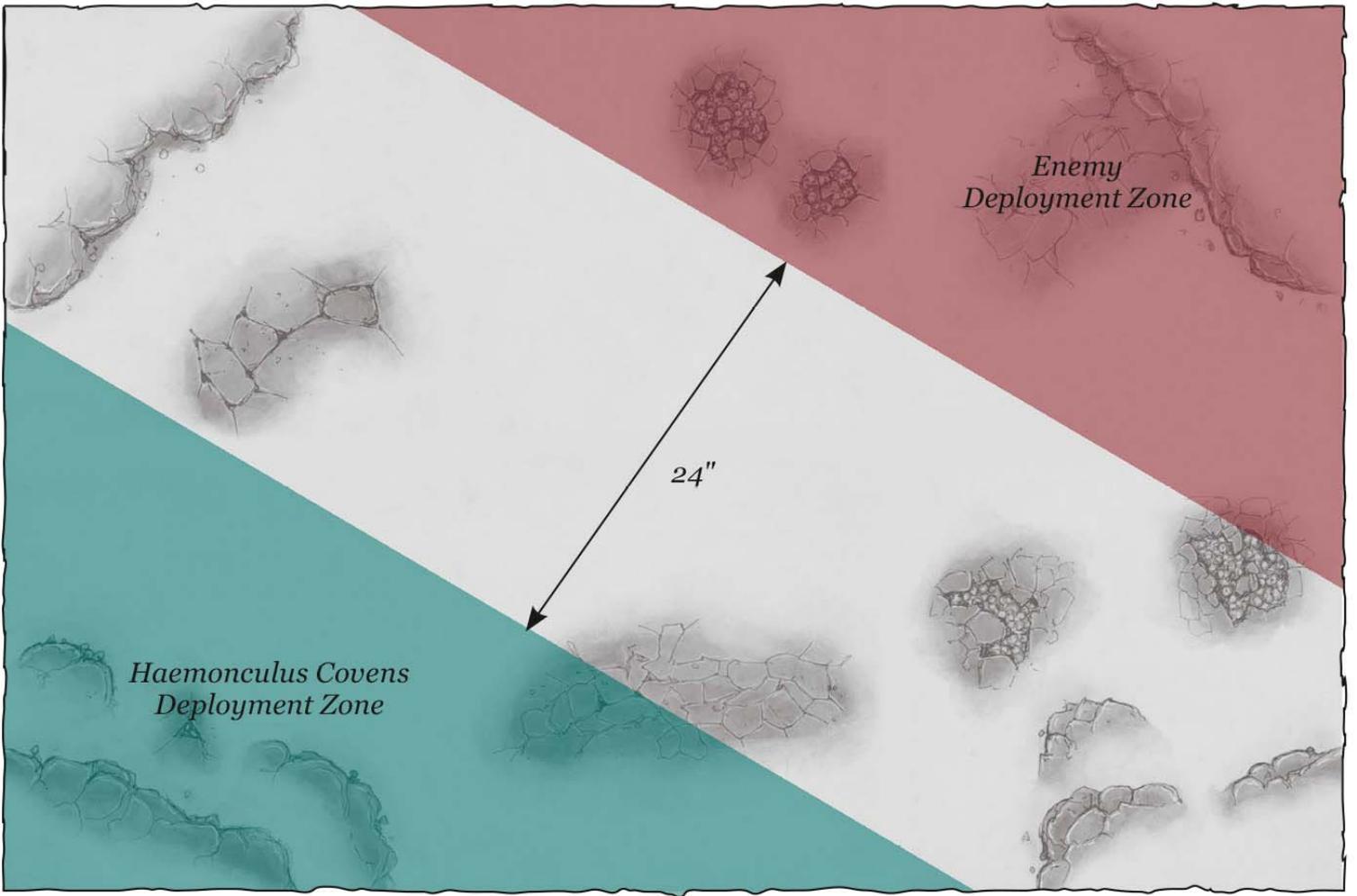
First Blood, Linebreaker, Slay the Warlord.

MISSION SPECIAL RULES

Night Fighting, Reserves.

Flesh Harvest: No Objective Markers are set up at the start of the battle. Instead, each time a unit from the enemy player's army is completely destroyed, an Objective Marker is placed by the enemy player within 1" of the location occupied by the last model from the destroyed unit to be removed as a casualty (but not in impassable terrain). The normal restrictions that apply to placing Objective Markers are not used in this mission, which can result in an Objective Marker being placed within 6" of a table edge or 12" of another Objective Marker. Note that only units from the enemy player's army generate Objective Markers; units from the Haemonculus Covens player's army do not.

Enemy Table Edge



*Haemonculus Covens
Deployment Zone*

*Enemy
Deployment Zone*

24"

Haemonculus Covens Table Edge

ALTAR OF WAR: GLORIOUS SLAUGHTER

Haemonculus Covens are haughtily proud of their achievements, and are always searching for ways to prove their superiority over rival Covens. One of the most observable ways for them to do so is by showing their prowess in battle. A raiding party will be sent through the webway in search of a worthy foe. At the forefront of this force will be the Haemonculus Coven's latest and most powerful creations. The resulting conflict will be carefully choreographed to show the qualities of these creations in the best possible light, and recordings of the battles will be flaunted in the faces of the Coven's most hated rivals.

THE ARMIES

Choose armies as described in *Warhammer 40,000: The Rules*. One player is the Haemonculus Covens player, and his opponent is the enemy player. The Haemonculus Covens player must choose a Warlord as described in the Altar of War Mission instructions.

THE BATTLEFIELD

Set up terrain as described in *Warhammer 40,000: The Rules*. Use the Deployment Map included with this mission. Each player rolls a D6, re-rolling ties. Whoever scores higher decides which half of the table they wish to deploy in. The opposing player deploys in the opposite half.

DEPLOYMENT

The enemy player deploys first, anywhere in his deployment zone. The Haemonculus Covens player deploys second, anywhere in his deployment zone.

FIRST TURN

The Haemonculus Covens player can choose to take the first or second turn. If they decide to take the first turn, their opponent can attempt to Seize the Initiative as described in *Warhammer 40,000: The Rules*.

GAME LENGTH

The mission uses Variable Game Length as described in *Warhammer 40,000: The Rules*.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points wins the game. If players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVE

At the end of the game, each player receives 1 Victory Point for each enemy unit that has been completely destroyed. Units that are Falling Back at the end of the game, and units that are not on the board at the end of the game, count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed. Furthermore, both players have the chance to earn additional Victory Points (see the Mission Special Rules).

SECONDARY OBJECTIVES

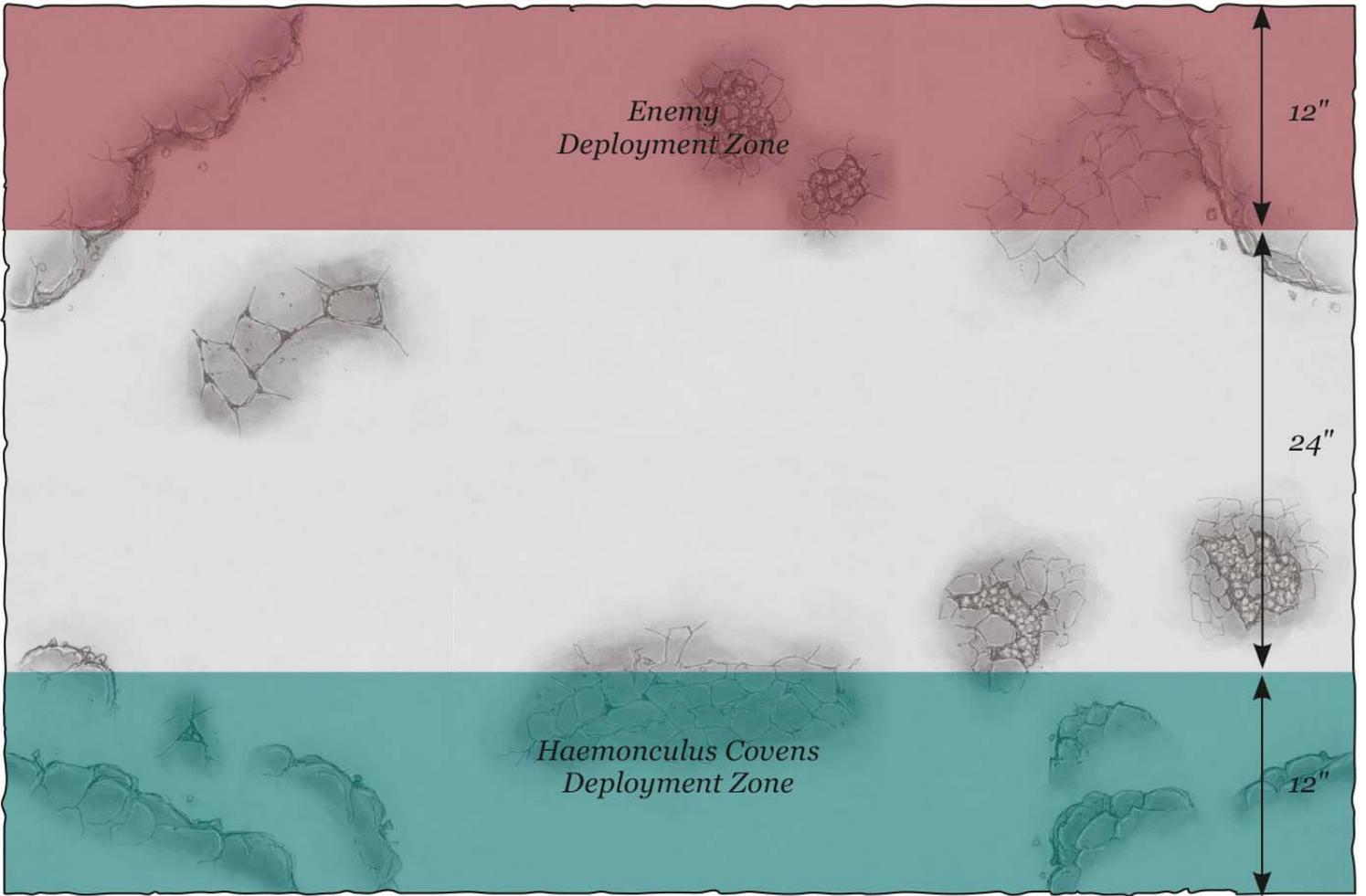
First Blood, Linebreaker, Slay the Warlord.

MISSION SPECIAL RULES

Night Fighting, Reserves.

Exhibitionist Talent: At the start of the first turn, after both sides have deployed, the Haemonculus Covens player must pick one unit in his army. That unit is the Principal Unit in the Haemonculus Covens player's army. Each enemy unit that is completely destroyed is worth D3 Victory Points instead of only 1 Victory Point, providing the last model to be removed as a casualty from the unit was removed because of an attack made by the Principal Unit. However, if the Principal Unit is itself completely destroyed, then the enemy player receives D6 Victory Points instead of only 1 Victory Point.

Enemy Table Edge



Haemonculus Covers Table Edge

ALTAR OF WAR: VANISH IN THE GLOOM

The raids and exhibitions of violence carried out by the Dark Eldar are lightning fast, and usually completely unexpected. An enemy subject to such an attack will usually be caught completely by surprise, and at first can do little but fight for survival. However, once the initial shock of the attack starts to fade, the embattled prey will start to mobilise their forces and strike back against the invaders. When this happens, a Haemonculus Coven will quickly find itself heavily outnumbered, and will be forced to withdraw back to the webway.

THE ARMIES

Choose armies as described in *Warhammer 40,000: The Rules*. One player is the Haemonculus Covens player, and his opponent is the enemy player. The Haemonculus Covens player must choose a Warlord as described in the Altar of War Mission instructions.

THE BATTLEFIELD

Set up terrain as described in *Warhammer 40,000: The Rules*. Use the Deployment Map included with this mission. Each player rolls a D6, re-rolling ties. Whoever scores higher decides which half of the table they wish to deploy in. The opposing player deploys in the opposite half.

DEPLOYMENT

The Haemonculus Covens player deploys first, anywhere in their deployment zone that is more than 12" away from their own table edge. The enemy player deploys second, anywhere in their deployment zone that is more than 12" from the centre line.

FIRST TURN

The Haemonculus Covens player can choose to take the first or second turn. If they decide to take the first turn, their opponent can attempt to Seize the Initiative as described in *Warhammer 40,000: The Rules*.

GAME LENGTH

The mission uses Variable Game Length as described in *Warhammer 40,000: The Rules*.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points wins the game. If players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVE

At the end of the game, each player receives 1 Victory Point for each enemy unit that has been completely destroyed. Units that are Falling Back at the end of the game, and units belonging to the enemy player that are not on the board at the end of the game, count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed. Furthermore, both players have the chance to earn additional Victory Points (see below).

SECONDARY OBJECTIVES

First Blood, Linebreaker, Slay the Warlord.

In addition to the Secondary Objectives listed above, **if any models from the Haemonculus Covens army are still on the battlefield when the game ends, then the enemy player receives 1 Victory Point. If no models from the Haemonculus Covens army are still on the battlefield when the game ends, then the Haemonculus Covens player receives 1 Victory Point.**

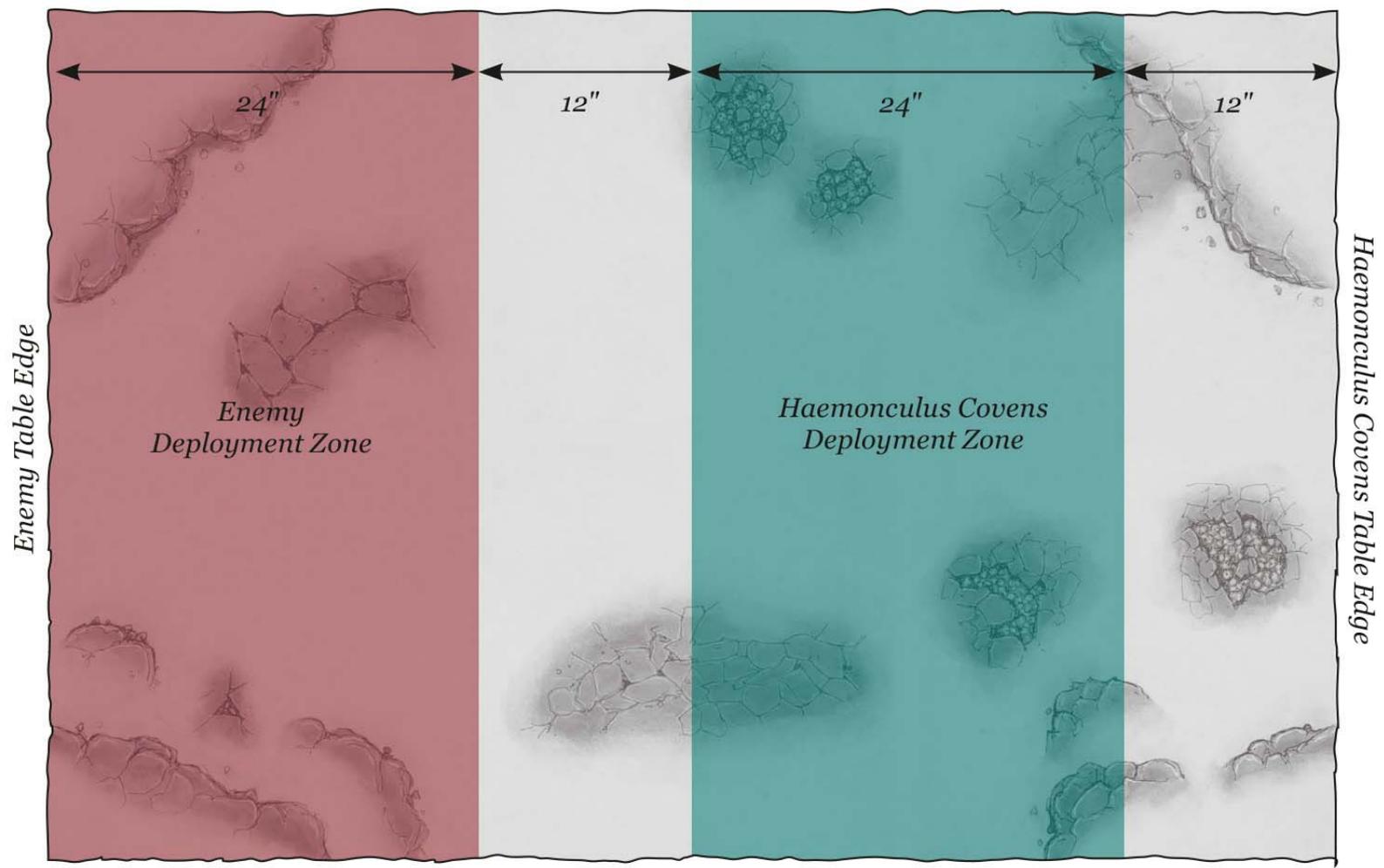
MISSION SPECIAL RULES

Night Fighting, Reserves.

Got Them On The Run: All enemy units have the Stubborn special rule.

We'll Be Back: In this mission, all units in the Haemonculus Covens player's army have the Hit & Run special rule. In addition, starting from Game Turn 3, units in the Haemonculus Covens player's army are allowed to exit the table by moving off their own

table edge. These units do not count as destroyed unless they were Falling Back when they moved off the table.



ECHOES OF WAR: REFUSAL TO DIE

The fortress world of Refusal stands ready for war, and the joint realspace raid of the Prophets of Flesh and the Red Grief is poised to deliver it. However, the planet's Cadian defenders – though ready for combat at a moment's notice – are expecting to face the Eldar of Craftworld Saim-Hann, not the abominable Haemonculus Coven and their murderous Hekatarii allies. Will the Cadians stand before the merciless onslaught of the Dark Eldar, or will their regiment be consigned to history, butchered for the entertainment of the Commorrite masses?

THE ARMIES

Choose armies as described in *Warhammer 40,000: The Rules*.

All units in the Haemonculus Covens player's army must have the Dark Eldar Faction. He must include one Succubus (to represent Yctria the Flayer Queen) and one unit of Hekatrix Bloodbrides in his army.

All units in the enemy player's army must have the Astra Militarum Faction.

THE BATTLEFIELD

Set up terrain as described in *Warhammer 40,000: The Rules*. Use the Deployment Map included with this mission. The enemy player can place any number of fortifications anywhere within his deployment zone. He does not pay any points for these fortifications, and none start the game dilapidated. All fortifications deployed in this manner start the game claimed by the enemy player. Set up any remaining terrain as described in *Warhammer 40,000: The Rules*.

Designer's Note: When setting up the terrain, bear in mind that the Astra Militarum are defending the high ground along a fortified ridge, so try to ensure that the their side of the table has plenty of hills to represent this.

DEPLOYMENT

Players should first roll to determine their Warlord Traits and then deploy their armies as described in *Warhammer 40,000: The Rules*.

FIRST TURN

The Haemonculus Covens player has the first turn unless his opponent can Seize the Initiative as described in *Warhammer 40,000: The Rules*.

GAME LENGTH

The mission uses Variable Game Length as described in *Warhammer 40,000: The Rules*.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points wins the game. If players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVE

At the end of the game, each player receives 1 Victory Point for each enemy unit that has been completely destroyed. Units that are Falling Back at the end of the game, and units that are not on the board at the end of the game, count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

SECONDARY OBJECTIVES

First Blood, Linebreaker, Slay the Warlord.

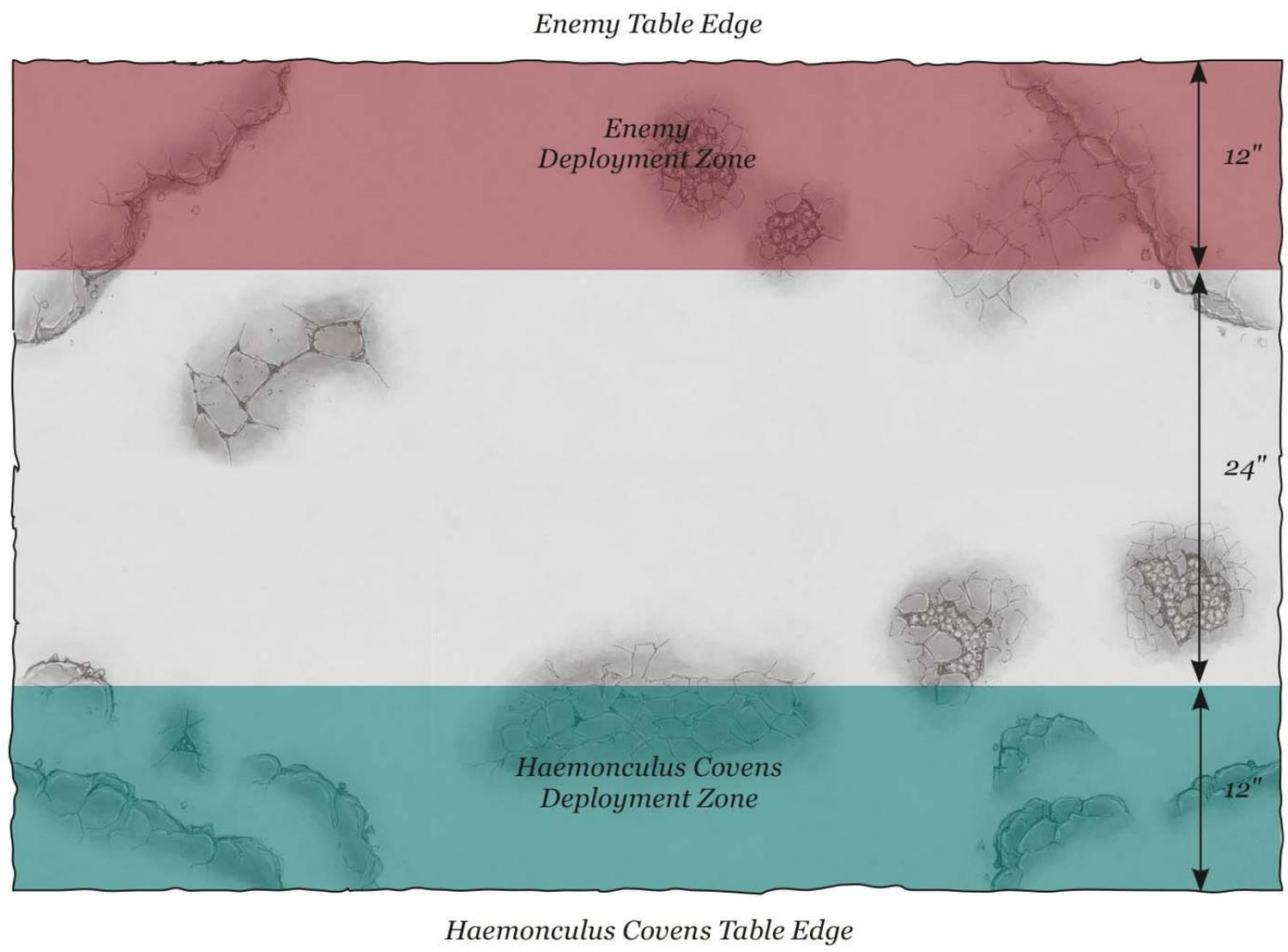
MISSION SPECIAL RULES

Night Fighting, Reserves.

Elixir Barghesi: During deployment, the Haemonculus Covens player must nominate one Succubus and one unit of Hekatrix Bloodbrides in his army. These units lose their Combat Drugs and Dodge special rules; instead, all models in the nominated units

add 1 to the Weapon Skill and Strength characteristics on their profiles, and gain a 4+ invulnerable save.

Shadow Mirages: In the first turn of the game, when making shooting attacks, all units in the enemy player's army can only make Snap Shots.



ECHOES OF WAR: STARVING THE SWARM

The maiden world of Lethidia lies at the mercy of a Tyranid hive fleet, though its hapless Exodite population does not stand alone. An unlikely coalition of Wild Riders from Craftworld Saim-Hann and the macabre forces of the Commorrite Haemonculus Covens have swiftly moved to counter the threat. Yet little do the unsuspecting 'allies' of the Haemonculus Covens realise that the intervention of the Commorrites is driven by a purpose that is far from benevolent. For now, the Covens have turned their attention to the Tyranid digestion pools in a bid to delay the hive fleet's consumption of the planet before their secret plan reaches fruition.

THE ARMIES

Choose armies as described in *Warhammer 40,000: The Rules*.

All units in the Haemonculus Covens player's army must have the Dark Eldar or Eldar Faction. He must include at least 3 Razorwing Jetfighters or Voidraven Bombers (in any combination) in his army. All units in the enemy player's army must have the Tyranids Faction.

THE BATTLEFIELD

Set up terrain as described in *Warhammer 40,000: The Rules*, using the Deployment Map included with this mission.

OBJECTIVE MARKERS

After setting up the terrain, the enemy player places a total of 6 Objective Markers to represent the Tyranid Digestion Pools (see the Tyranid Digestion Pools mission special rule). No Objective Marker can be placed within 6" of any battlefield edge or 12" of another Objective Marker.

DEPLOYMENT

The players should first roll to determine their Warlord Traits.

The enemy player selects any one table edge to be his. The Haemonculus Covens player's table edge is the one opposite the enemy player's table edge.

The enemy player deploys his force anywhere on the battlefield. All of the Haemonculus Covens player's units start the game in Reserve (see the Commencing the Attack mission special rule).

FIRST TURN

The Haemonculus Covens player has the first turn.

GAME LENGTH

The mission uses Variable Game Length as described in *Warhammer 40,000: The Rules*.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points wins the game. If players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVE

At the end of the game, the Haemonculus Covens player receives 3 Victory Points for each Tyranid Digestion Pool that has been successfully rendered inert before the end of the game (see the Necrotoxin Missiles mission special rule). The enemy player receives 3 Victory Points for each Tyranid Digestion Pool that remains active at the end of the game (see the Necrotoxin Missiles mission special rule).

SECONDARY OBJECTIVES

First Blood, Slay the Warlord.

MISSION SPECIAL RULES

Night Fighting, Reserves.

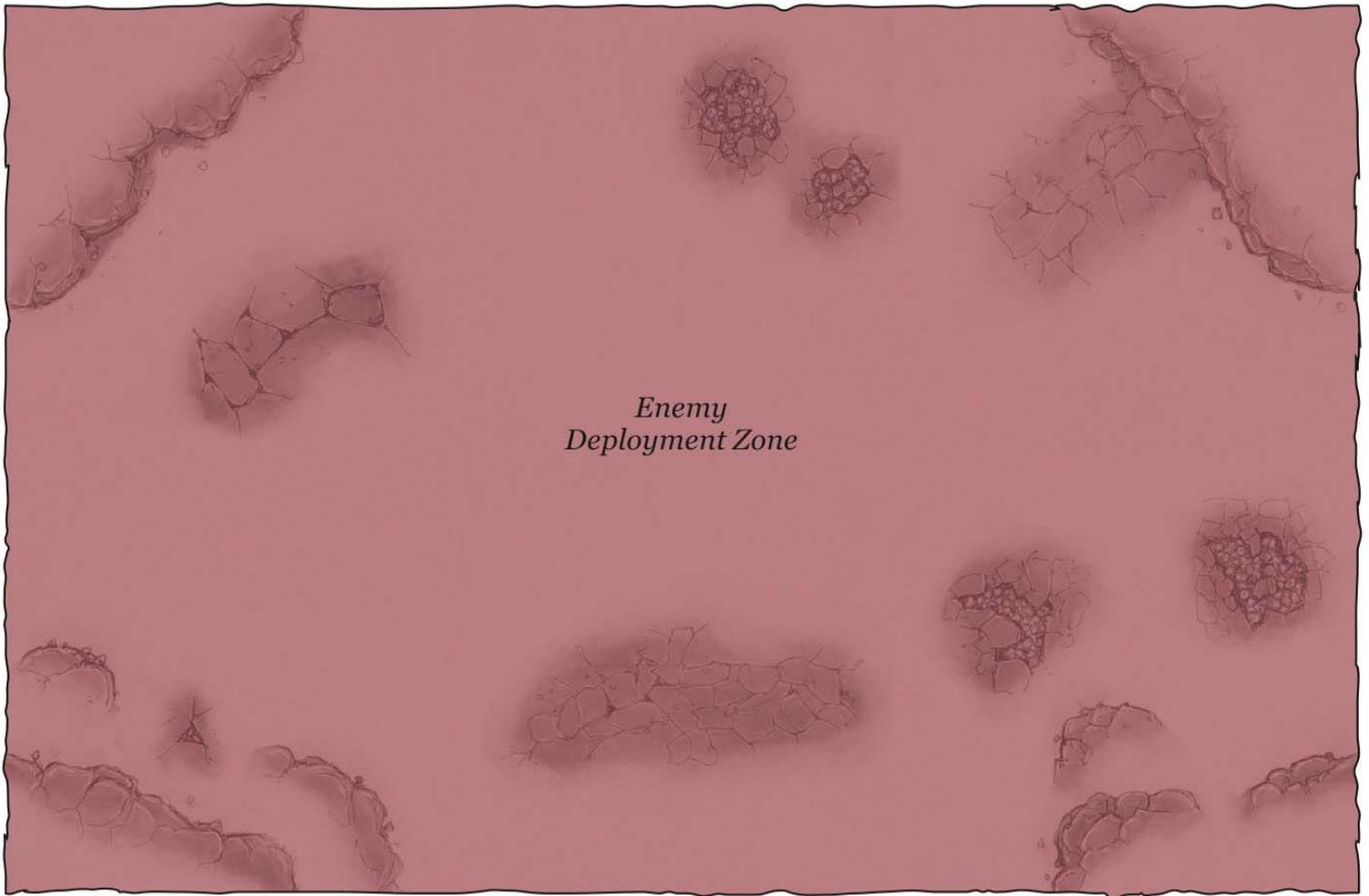
Commencing the Attack: All units in the Haemonculus Covens player's army move onto the board from his table edge at the start of his first turn. All Flyer units in the Haemonculus Covens player's automatically arrive at the start of his first turn.

Tyrannid Digestion Pools: Each Objective Marker represents a Tyrannid Digestion Pool. Until it is rendered inert (see the Necrotoxin Missiles mission special rule), all terrain within 3" of a Digestion Pool is treated as Dangerous Terrain.

Necrotoxin Missiles: Before the game, the Haemonculus Covens player can exchange any number of missiles carried by his Razorwing Jetfighters and Voidraven Bombers for necrotoxin missiles. He does not need to exchange all of his missiles in this manner, though each Razorwing or Voidraven must carry at least one necrotoxin missile.

Only one necrotoxin missile can be fired by each unit in a turn. A necrotoxin missile can only be used to target a Tyrannid Digestion Pool – it has no effect against any other target. Roll To Hit as normal. A miss has no effect, but if a hit is scored, instead of rolling To Wound, roll another D6. On a 2+, the targeted Digestion Pool has been successfully rendered inert. However, if the enemy player has an unengaged unit anywhere within 3" of the targeted Digestion Pool, he can make a 4+ cover save against the necrotoxin missile – if the cover save is successful, the necrotoxin missile has no effect.

Enemy Table Edge



Haemonculus Covens Table Edge

ECHOES OF WAR: TO STEAL A PLANET

The terrible truth behind the Haemonculus Covens' actions on war-torn Lethidia is about to be revealed. But for Urien Rakarth's diabolical scheme to work, a network of webway breachers must be positioned at specific geomantic locations across the planet's surface. Eager to impress the ancient Haemonculus patriarch, Coven lords of every persuasion descend upon these critical locus points to ensure that the webway breachers are in position for when the time comes.

THE ARMIES

Choose armies as described in *Warhammer 40,000: The Rules*.

All units in the Haemonculus Covens player's army must have the Dark Eldar Faction. All units in the enemy player's army must have the Tyranids Faction.

THE BATTLEFIELD

Use the Deployment Map included with this mission. First of all, place a single Objective Marker in the centre of the battlefield to represent the Webway Breacher placement location (see the Webway Breacher mission special rule). Players then set up terrain as described in *Warhammer 40,000: The Rules*.

DEPLOYMENT

Players deploy their armies as described in *Warhammer 40,000: The Rules*.

FIRST TURN

The player that deployed first has the first turn unless their opponent can Seize the Initiative as described in *Warhammer 40,000: The Rules*.

GAME LENGTH

The mission uses Variable Game Length as described in *Warhammer 40,000: The Rules*.

VICTORY CONDITIONS

If, at the end of the game, one or more of the Haemonculus Covens player's Haemonculus models (or Urien Rakarth), is within 3" of the Objective Marker, he wins automatically. If, at the end of the game, this condition has not been met, the enemy player wins.

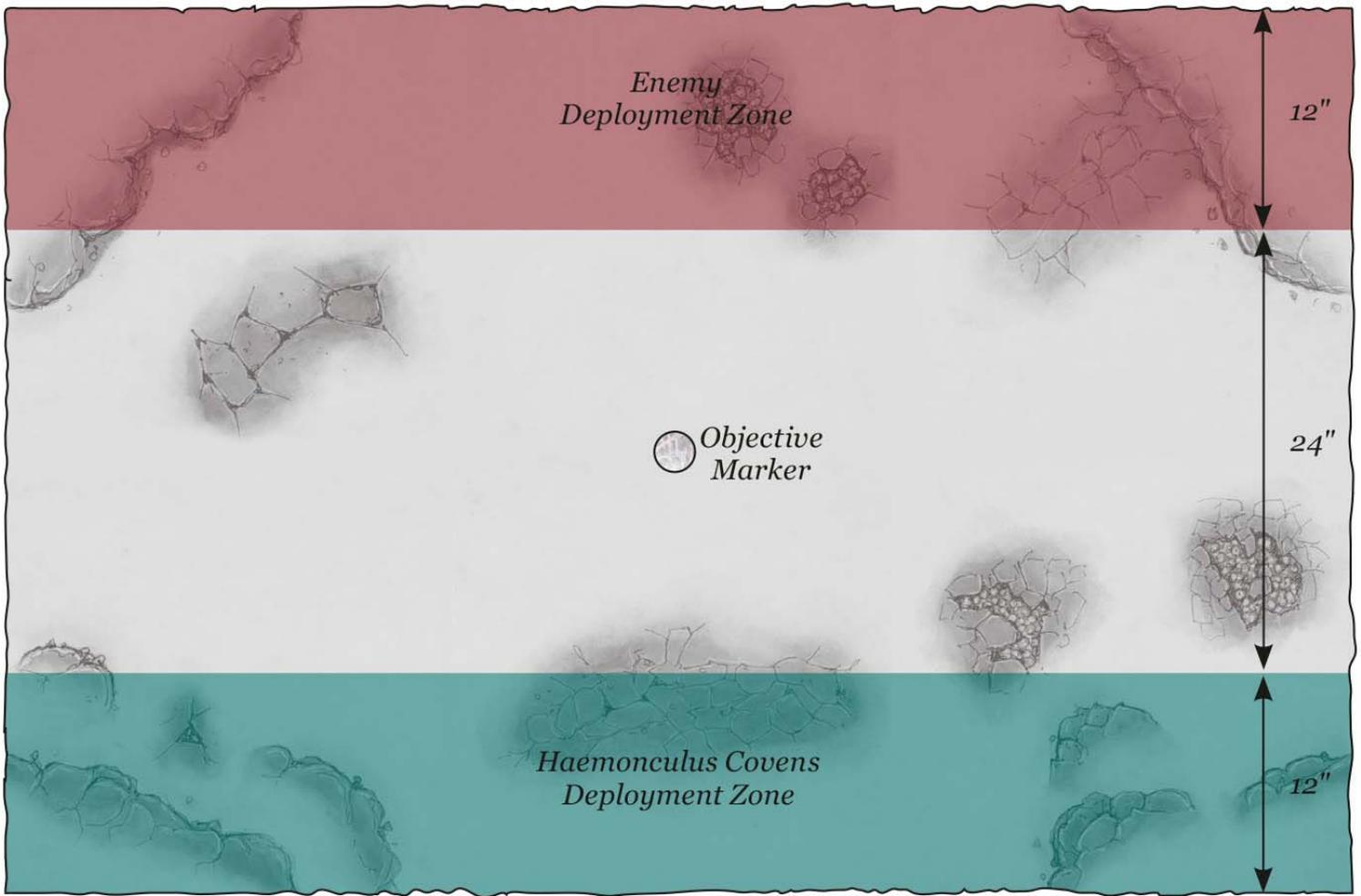
MISSION SPECIAL RULES

Night Fighting, Reserves.

High on Pain: All units in the Haemonculus Covens player's army treat the current turn number as being one higher than it actually is when determining what special rules they benefit from as a result of the Power from Pain special rule. This is cumulative with any other special rules, items or wargear that have a similar effect.

Webway Breacher: The Objective Marker represents the Webway Breacher placement location. Any non-vehicle units in the Haemonculus Covens player's army within 6" of the Objective Marker have the Counter-attack special rule as long as at least one model in the unit remains in range.

Enemy Table Edge



Haemonculus Covens Table Edge

ECHOES OF WAR: RAVEN'S FALL

The Raven Guard have once more come to the aid of the stricken planet of Parocheus to save its inhabitants from the depredations of the malicious Haemonculus Coven known as the Altered. This time, however, the Covenite fiends have not come to prey upon the planet's populace – they come seeking vengeance against its saviours. As the Raven Guard emerge from the haunted tunnels of Divil's Gulch, they are assailed by the full might of the Altered's freakish hordes. But worse still for the Raven Guard, ill chance has granted the Haemonculi an even greater opportunity for revenge – corruption of the gene-seed that is the very lifeblood of their Chapter.

THE ARMIES

Choose armies as described in *Warhammer 40,000: The Rules*.

All units in the Haemonculus Covens player's army must have the Dark Eldar Faction. All units in the enemy player's army must have the Space Marines Faction and use the Raven Guard Chapter Tactics.

THE BATTLEFIELD

Set up terrain as described in *Warhammer 40,000: The Rules*. Use the Deployment Map included with this mission.

DEPLOYMENT

The enemy player deploys first, placing all of his unit anywhere in his deployment zone. The Haemonculus Covens player then deploys, dividing all of his non-Flyer units as evenly as possible between his three deployment zones, as shown on the Deployment Map.

FIRST TURN

The Haemonculus Covens player has the first turn unless the enemy player can Seize the Initiative as described in *Warhammer 40,000: The Rules*.

GAME LENGTH

The mission uses Variable Game Length as described in *Warhammer 40,000: The Rules*.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points wins the game. If players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVE

At the end of the game, each player receives 1 Victory Point for each enemy unit that has been completely destroyed. Units that are Falling Back at the end of the game, and units that are not on the board at the end of the game, count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

Furthermore, the Haemonculus Covens player earns 1 additional Victory Point for each enemy non-vehicle unit that he completely destroys in close combat.

SECONDARY OBJECTIVES

First Blood, Linebreaker, Slay the Warlord*.

* **Slay the Grinner:** In this mission, the Slay the Warlord Secondary Objective is worth 3 Victory Points to the enemy player.

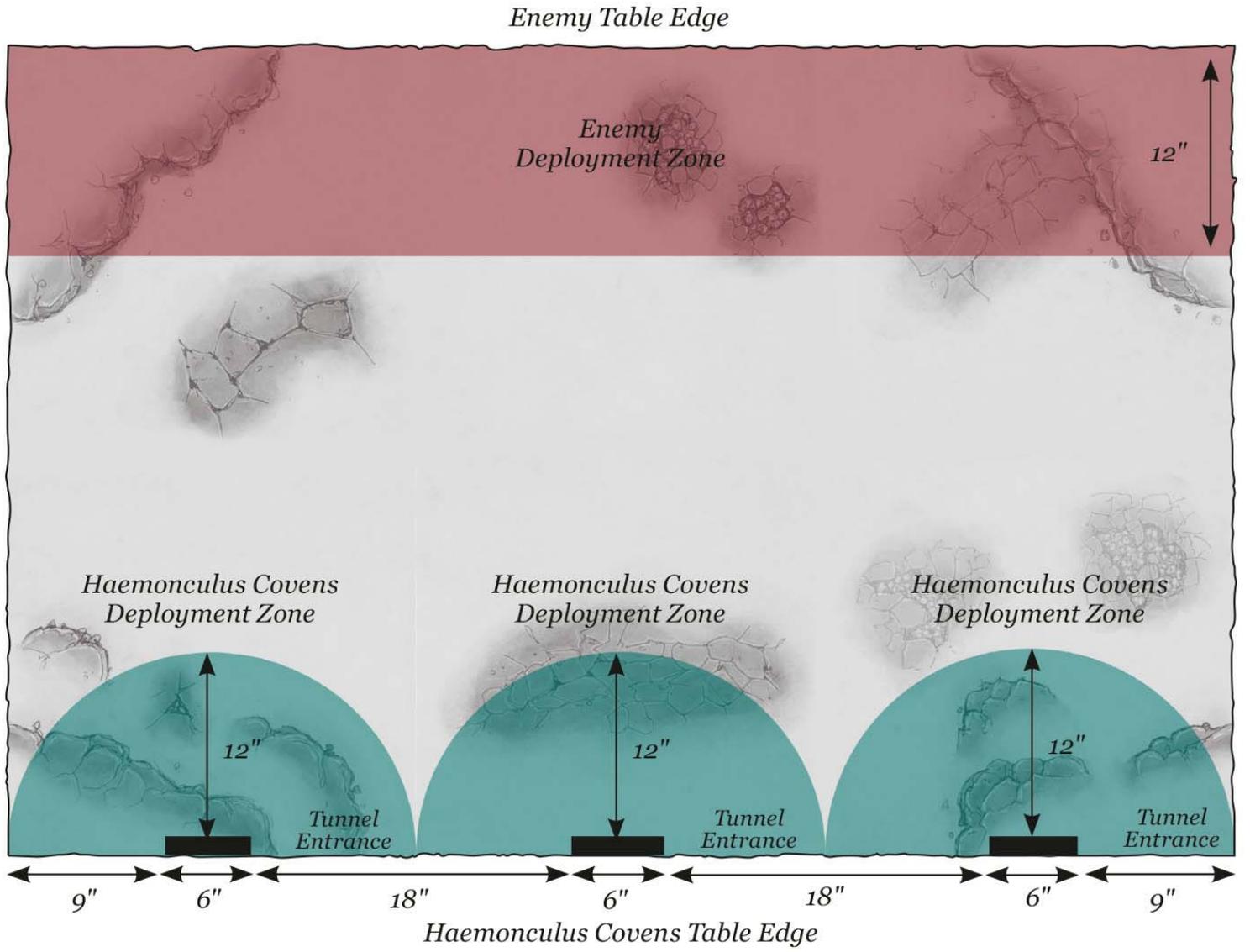
MISSION SPECIAL RULES

Reserves.

Death By Twilight: The Night Fighting rules are in effect for the entire battle.

Mountain Wall: The southern table edge is impassable terrain to all non-Skimmer and non-Flyer units. Any units belonging to

the Haemonculus player that Fall Back do so towards the nearest tunnel entrance along their table edge (see the Deployment Map).



ECHOES OF WAR: PROFOUND DARKNESS

Having used potent EMP munitions to rob the surface of power, the Night Lords have descended upon the Imperial world of Wystengrad, intent on sating their desire for torment and murder on the planet's terrified population. Yet the tables are about to turn. Seeking vengeance for a prior defeat at the hands of the Traitor Legion some months earlier, the Coven lords of the Altered strike a deal with the Aelindrachi in a bid to visit their own brand of psychological horror upon the Night Lords. With the world plunged into unnatural darkness by the Coven's antiphoton engine, the Night Lords endure many days of war in total blackness, until even they are anxious to escape.

THE ARMIES

Choose armies as described in *Warhammer 40,000: The Rules*.

All units in the Haemonculus Covens player's army must have the Dark Eldar Faction. All units in the enemy player's army must have the Chaos Space Marines Faction.

THE BATTLEFIELD

Use the Deployment Map included with this mission. First of all, the Haemonculus Covens player must place a single Objective Marker anywhere in his deployment zone to represent the antiphoton engine (see the Mission Special Rules). Players then set up terrain as described in *Warhammer 40,000: The Rules*.

DEPLOYMENT

Players deploy their armies as described in *Warhammer 40,000: The Rules*.

FIRST TURN

The player that deployed first has the first turn unless their opponent can Seize the Initiative as described in *Warhammer 40,000: The Rules*.

GAME LENGTH

The mission uses Variable Game Length as described in *Warhammer 40,000: The Rules*.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points wins the game. If players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVE

At the end of the game, each player receives 1 Victory Point for each enemy unit that has been completely destroyed. Units that are Falling Back at the end of the game, and units that are not on the board at the end of the game, count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

Furthermore, the enemy player earns 3 additional Victory Points if he completely destroys the antiphoton engine before the end of the game (see the Mission Special Rules).

SECONDARY OBJECTIVES

First Blood, Linebreaker, Slay the Warlord.

MISSION SPECIAL RULES

Reserves.

The Antiphoton Engine: The antiphoton engine is treated as an Immobile Vehicle with an Armour Value of 12 on all facings and 3 Hull Points. The engine's effects last until it has been completely destroyed.

Shadow War: The Night Fighting rules are in effect for the entire battle. Furthermore, as long as the antiphoton engine remains operational (see above), all units have the Shrouded special rule, and units belonging to the Haemonculus Covens player cannot

be targeted if they are more than 12" away from the firing unit.

Terrors in the Dark: All of the Haemonculus Covens player's non-vehicle units have the Fear special rule.

