



CODEX SSLYTH

Written by Collin M. O'Brien for Warhammer 40,000

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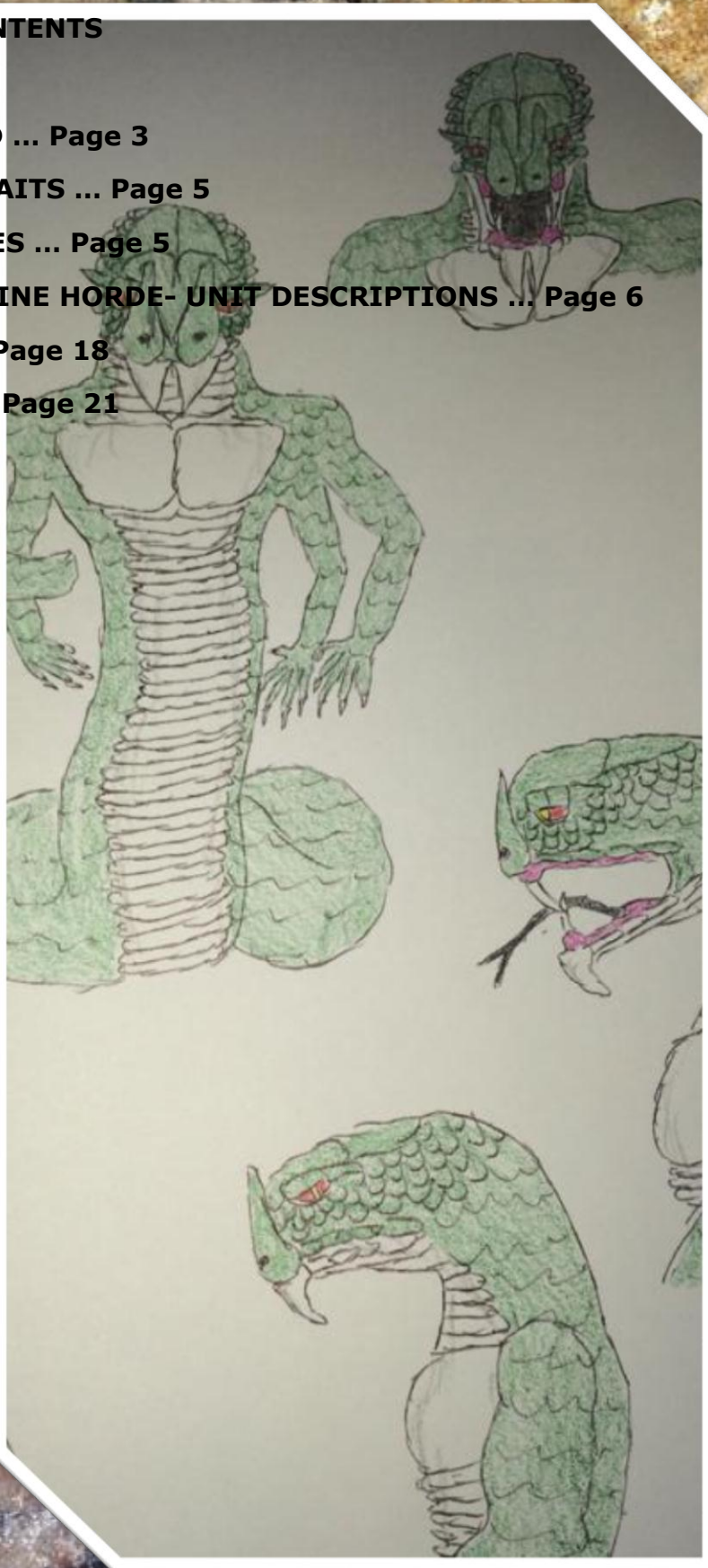
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CODEX SSLYTH
VERSION 2

BACKGROUND

Sslyth are hulking, four-armed, serpent-bodied warrior-fiends that originate from a desert planet long-ago destroyed by a certain space marine legion before the infamous Horus Heresy. Two races existed upon this planet, the Sslyth and the Laer. The planet was known as Laeran by the Laer and Sslythar by the Sslyth.

The Sslyth were the more traditional of the two races, worshipping and communing with the planet's gods and desert spirits with little scientific progress. The Laer, on the other hand, had access to great technology, including advanced genetic modification used to alter their populace toward societal roles, and worshipped only themselves. Both of these traits were blasphemous and repellant to the Sslyth, and the two engaged in open warfare.

This culminated with the Laer unleashing terraforming engines upon the planet, covering the vast majority of the planet in water and causing the deaths of millions of Sslyth. Unknown to the Laer, however, the Sslyth had been bartering with Dark Eldar Archons for decades, seeking the aid of these beings the Sslyth perceived as divine. A deal was finally struck, trading millions of their own souls for "protection from this calamity and the destruction of the Laer".

Numerous Dark Eldar of various Kabals descended from the skies, capturing as many of the remaining Sslyth as they could with little resistance and leaving behind a certain sword for the Laer to discover. Thus were both promises kept; the Sslyth had been saved at the cost of their freedom and generations of servitude within Commorragh, and the Laer, in fervent worship of their newfound sword, had lost access to technology that could have better protected them when the Emperor's Children finally invaded.

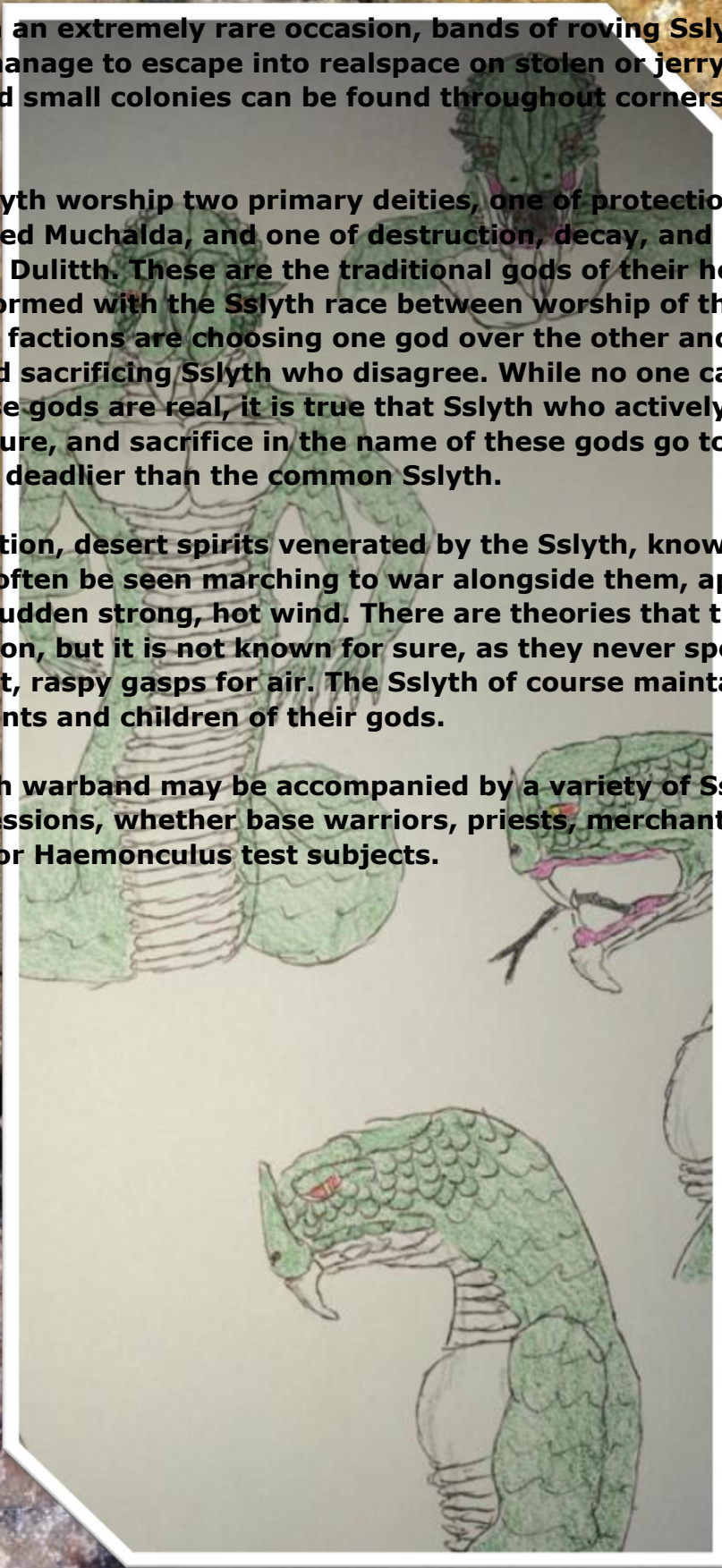
The Sslyth race is now mostly bound to the lower districts of Commorragh, with a select few becoming bodyguards for Dark Eldar Archons. Sslyth society, hierarchy, and culture still persists within these districts, though like the Dark Eldar themselves they too have fallen to the temptations of unbridled excess. The Sslyth are viewed by the Dark Eldar, naturally, as a lesser race, but one worth keeping around both for defense of their territories and for eventual grooming into elite bodyguards.

Though an extremely rare occasion, bands of roving Sslyth sometimes manage to escape into realspace on stolen or jerry-rigged skimmers and small colonies can be found throughout corners of the galaxy.

The Sslyth worship two primary deities, one of protection, creation, and life, named Muchalda, and one of destruction, decay, and death, named Amon Dulith. These are the traditional gods of their home planet. A schism has formed with the Sslyth race between worship of these gods, where Sslyth factions are choosing one god over the other and actively capturing and sacrificing Sslyth who disagree. While no one can say whether these gods are real, it is true that Sslyth who actively engage in worship, torture, and sacrifice in the name of these gods go to war far stronger and deadlier than the common Sslyth.

In addition, desert spirits venerated by the Sslyth, known as the Nagath, can often be seen marching to war alongside them, appearing in the midst a sudden strong, hot wind. There are theories that they are some type of daemon, but it is not known for sure, as they never speak, only uttering short, raspy gasps for air. The Sslyth of course maintain that these are the servants and children of their gods.

A Sslyth warband may be accompanied by a variety of Sslyth from various professions, whether base warriors, priests, merchants, kabal supplicants, or Haemonculus test subjects.



WARLORD TRAITS

1 Favor of Muchalda- The Warlord and its accompanying unit may re-roll failed invulnerable saves. This result has no effect if the Warlord has the Bringer of Death special rule.

2 Spite of Amon Dulith- Enemy units attacking the Warlord or its accompanying unit do so at -1 Weapon and Ballistic Skill. This result has no effect if the Warlord has the Bringer of Life special rule.

3 Ambush From Shadows- Night Fighting will automatically be in effect during the first 1d3 turns of the game, rolled after deployment.

4 Hypnotic Assault- In close combats involving your Warlord, you choose which models make and accept challenges.

5 Courage in Numbers- Your Warlord and any accompanying unit gain the Fearless special rule.

6 Slithering Terror- Your Warlord gains the Fear special rule.

SPECIAL RULES

Bringer of Death- A model with this ability is devoted to the worship of Amon Dulith, and usually opposed to those who worship Muchalda. This model gains +1 base Strength and Hatred (any model with Bringer of Life). If you have no model with Bringer of Life in your army, this model instead gains a 6+ invulnerable save, +1 base Attack, +1 base Strength, and Hatred (any model with Bringer of Life).

Bringer of Life- A model with this ability is devoted to the worship of Muchalda, and usually opposed to those who worship Amon Dulith. This model gains +1 base Toughness and Hatred (any model with Bringer of Death). If you have no model with Bringer of Death in your army, this model instead gains a 6+ invulnerable save, +1 base Toughness, +1 base Initiative, and Hatred (any model with Bringer of Death).

Clutch Ego- A unit that contains one or more models with this special rule treats its Leadership score as +1 higher for each non-Character model in the unit, to a maximum of Ld 10.



THE SERPENTINE HORDE

WARRIOR CLUTCH

The most populous among Sslyth, most Warriors have only recently reached maturity, yet are already skilled in melee or ranged combatants, able to fight on par with the deadliest enemy soldiers so long as they do not get caught by heavy fields of fire. No Sslyth warband can be found without a strong core of Warriors doing most of the fighting, flanked and supported by other, more varied Clutches.

	WS	BS	S	T	W	I	A	Ld	Sv
Sslyth Warrior	4	4	5	5	2	4	3	2	6+
Clutch Director	4	4	5	5	2	4	4	3	6+

Composition: 2 Sslyth Warriors, 1 Clutch Director

Unit Type: Infantry

Wargear: pair of Close Combat Weapons, Scaly Skin

Special Rules: Clutch Ego, Feel No Pain, Fleet

STALKER CLUTCH

Some Clutches of Sslyth Warriors, born with darker-hued scales, are trained to scout ahead of the warband during realspace raids, providing enemy intelligence for either the kabal or colony and ambushing enemy forces. These Stalkers, as they are known, are infamous for burrowing under the ground and bursting to attack when enemies tread over them, catching them by complete surprise.

	WS	BS	S	T	W	I	A	Ld	Sv
Sslyth Stalker	4	4	5	5	2	4	3	2	6+
Clutch Director	4	4	5	5	2	4	4	3	6+

Composition: 2 Sslyth Stalkers, 1 Clutch Director

Unit Type: Infantry

Wargear: Autopistol, Close Combat Weapon, Scaly Skin

Special Rules: Clutch Ego, Deepstrike, Feel No Pain, Fleet, Lie In Wait

Lie In Wait- Whenever an entire unit with this special rule enters play by Deep Strike, you may have it enter play in base contact with an enemy unit rather than rolling for scatter. Place the first model in base contact, then the other models in concentric layers around it. They cannot move or fire that turn but gain a bonus attack as though they had charged. The enemy unit may not fire Overwatch, and this unit ignores cover for the purposes of Initiative in the ensuing assault phase.

GUNNER CLUTCH

Heavily armed Clutches of Warriors, Clutches of Sslyth Gunners are tasked with bringing down the largest targets the colony or kabal must face during raids or defense of territory. Sslyth Gunners, like most other Sslyth, take their arms and ammunition from captured slaves or killed enemies, commonly Imperial.

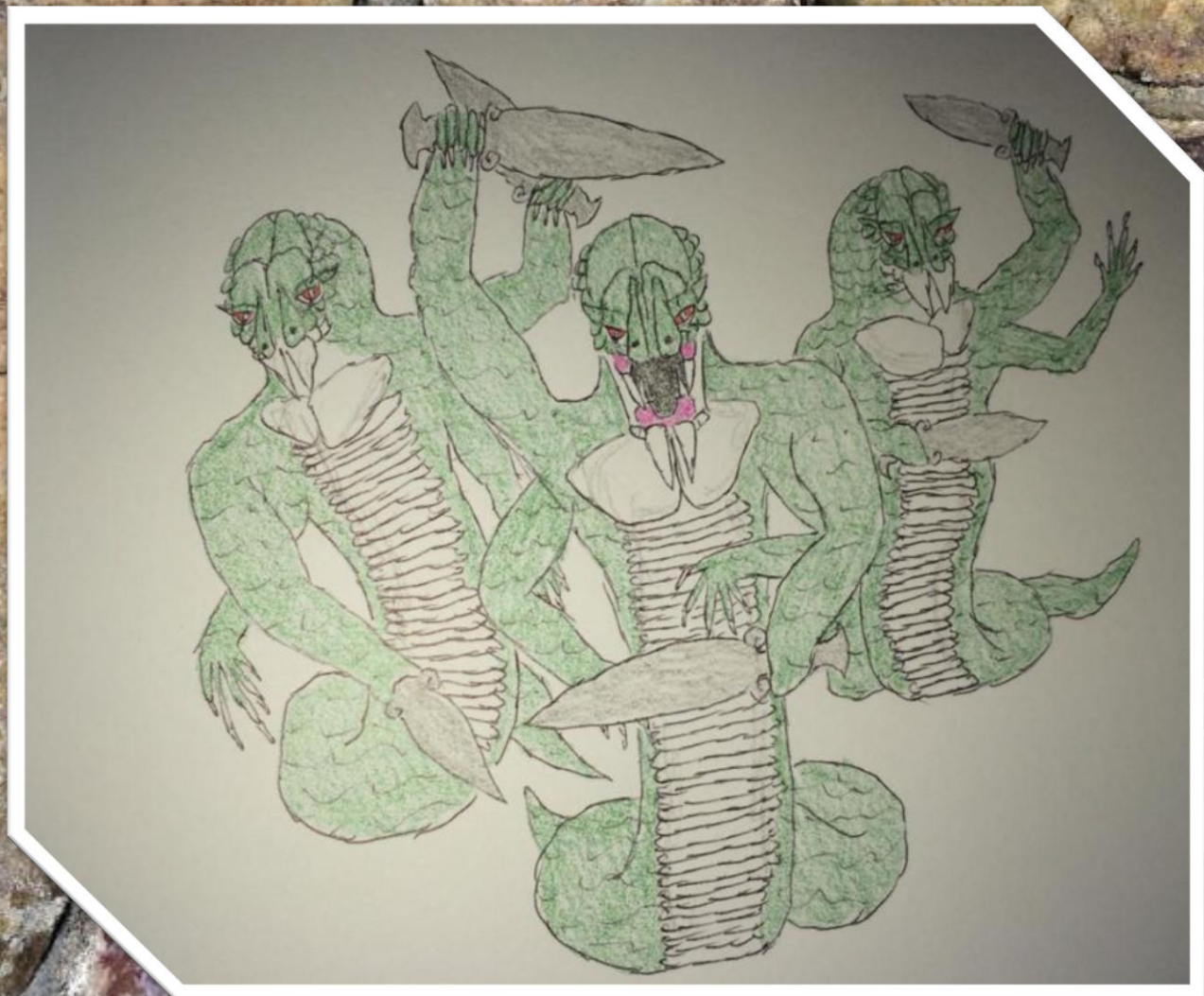
	WS	BS	S	T	W	I	A	Ld	Sv
Sslyth Gunner	4	4	5	5	2	4	3	2	6+
Clutch Director	4	4	5	5	2	4	4	3	6+

Composition: 2 Sslyth Gunners, 1 Clutch Director

Unit Type: Infantry

Wargear: Scaly Skin, Shotgun

Special Rules: Clutch Ego, Feel No Pain, Fleet



SERPENT CULT PRIESTHOOD

Serpent cults are made up of Sslyths who fervently worship the gods and desert spirits of the fallen Sslyth homeworld. The cults are made up of priests raised apart from other Sslyth and given rounds of thorough sensory deprivation and schooling in ancient Sslyth rituals and traditions. These Priests, once grown, are formidable warriors fueled by the suffering of others in the name of their gods, able to embolden other Sslyth and allow them to ignore their grievous wounds.

	WS	BS	S	T	W	I	A	Ld	Sv
Sslyth Priest	4	4	5	5	2	4	4	10	6+
Elder Priest	4	4	5	5	2	4	5	10	6+

Composition: 2 Sslyth Priests, 1 Elder Priest

Unit Type: Infantry

Wargear: Close Combat Weapon, Scaly Skin

Special Rules: Boon of Worship, Fearless, Feel No Pain, Fleet

Boon of Worship- At the beginning of each of your turns, if a unit that contains one or more models with this special ability does not move or run during your turn, and is not currently locked in close combat, you may select one unit within 12" of this unit (you may select this model's unit). The selected unit re-rolls its failed Feel No Pain saves until the start of your next turn. A unit containing a model with this special rule cannot go to ground, in its overconfidence.

SERPENT CULT MASTER

The wisest Sslyth and those most fervently dedicated to the Sslyth gods lead the serpent cults in their worship and act as advisors, soothsayers, and a source of divine aid in service of the Hierarchs. All Serpent Cult Masters fully devote themselves to either Amon Dulith or Muchalda during a varying time in their training for various reasons, often to unify and focus their warband in a time of great need.

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

Composition: 1 Serpent Cult Master

Unit Type: Infantry

Wargear: Close Combat Weapon, Scaly Skin

Special Rules: Boon of Worship, Fearless, Feel No Pain, Fleet, Independent Character

KABALITE ENFORCER CLUTCH

Older Sslyth within Commoragh, trained by Kabalite Overseers from the age they mature, form Clutches of Kabalite Enforcers. Enforcers are tasked by the Overseer of a Sslyth district to either serve as its personal bodyguards and assistants, or to patrol the district and ensure that its will and that of its Kabal is being obeyed. Sslyth Enforcers often go missing as they overstep their bounds and disturb decently-armed Sslyth families, but in the opinions of most Overseers, this merely culls weak and unprepared Enforcers from the ranks and leads to a stronger Clutch overall.

	WS	BS	S	T	W	I	A	Ld	Sv
Sslyth Enforcer	4	4	5	5	2	4	3	2	5+
Clutch Director	4	4	5	5	2	4	4	3	5+

Composition: 2 Sslyth Warriors, 1 Clutch Director

Unit Type: Infantry

Wargear: Close Combat Weapon, Kabalite Armour, Splinter Pistol

Special Rules: Clutch Ego, Feel No Pain, Fleet

KABALITE OVERSEER

Solely found within Commoragh, Kabalite Overseers are old and experienced Kabalite Enforcers who have been put in charge of a district of Sslyth, ensuring that none rise against the Dark Eldar, and that young Sslyth in the district are trained and grow into able-bodied mercenaries that willingly serve their Kabal. Aloof and cold, Kabalite Overseers are typically well-armored and equipped by their Kabals and surrounded by their toughest Enforcers, the better to ensure that their authority is never in question.

	WS	BS	S	T	W	I	A	Ld	Sv
Kabalite Overseer	4	5	5	5	3	5	5	10	6+

Composition: 1 Kabalite Overseer

Unit Type: Infantry

Wargear: Close Combat Weapon, Scaly Skin, Splinter Pistol

Special Rules: Fearless, Feel No Pain, Fleet, Independent Character, Field of Fire

Field of Fire- A model with this special rule may fire all of its Ranged Weapons during its Shooting Phase, regardless of type.

ALTERED CLUTCH

Sslyth families within Commorragh will, in desperate times, sell their young to Haemonculi covens in return for food or arms. These young are used for a variety of purposes, whether it be immediate dissection, tortured for months on end to fuel cloning vats and other nefarious devices, or for other unspeakable pastimes of the Haemonculi. The lucky ones are used as experiments or for testing Wrack creation procedures by Haemonculi new to their field, then discarded into the sewers. These wretches often find their way back to their original district, forming small clutches who are generally welcomed back with little reluctance. Fitted with blades or torture instruments instead of arms and hooked up to regenerative poultice IVs, there is little that these Altered Sslyth cannot endure.

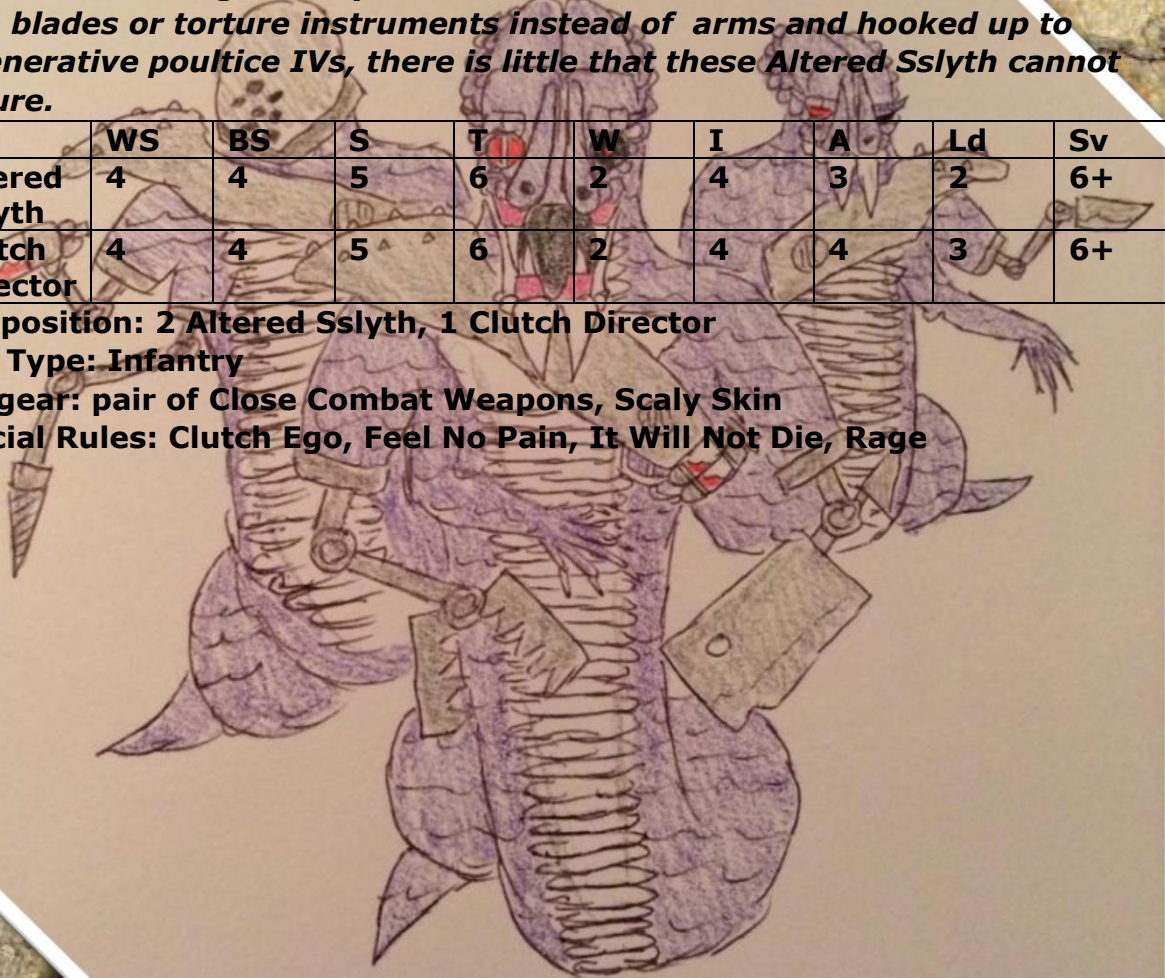
	WS	BS	S	T	W	I	A	Ld	Sv
Altered Sslyth	4	4	5	6	2	4	3	2	6+
Clutch Director	4	4	5	6	2	4	4	3	6+

Composition: 2 Altered Sslyth, 1 Clutch Director

Unit Type: Infantry

Wargear: pair of Close Combat Weapons, Scaly Skin

Special Rules: Clutch Ego, Feel No Pain, It Will Not Die, Rage



NOMADIC CLUTCH

Young Sslyth may break off from their warbands and families for a time, using their great combat prowess and training to join armies throughout realspace as mercenaries. After many years they sometimes find their way back, returning with fantastic weaponry, spoils of war, and tales of bloodshed in the name of the Sslyth gods. Most of these Nomads come from backgrounds that include service in the Imperial Guard, or among the Tau empire, or even within Chaos warbands, though the latter might see them return with extra heads, limbs, or other bizarre mutations.

	WS	BS	S	T	W	I	A	Ld	Sv
Sslyth Nomad	4	4	5	5	2	4	4	3	6+
Modded Gun Drone	3	3	3	3	1	3	1	3	4+

Composition: 3 Sslyth Nomads

Unit Type: Infantry

Wargear:

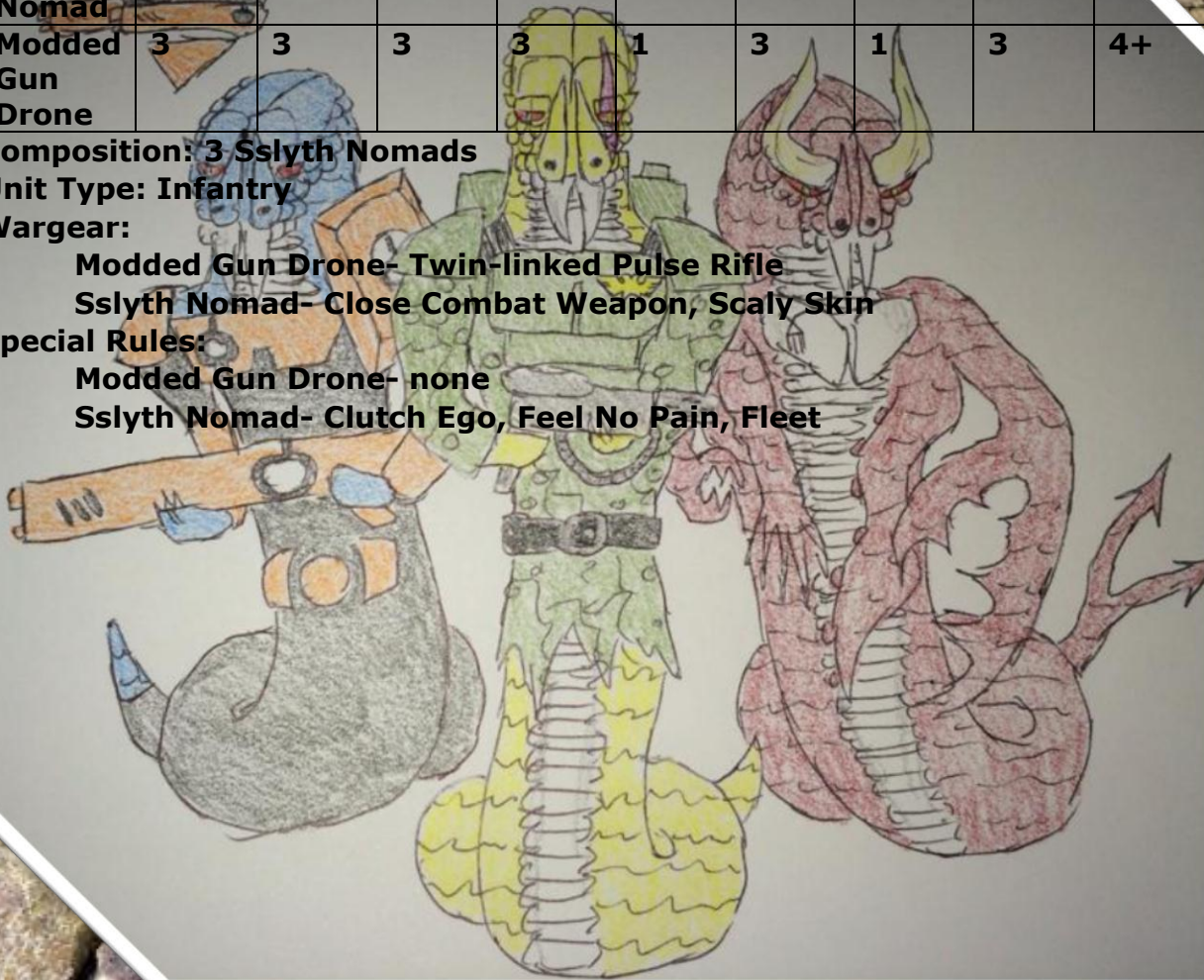
Modded Gun Drone- Twin-linked Pulse Rifle

Sslyth Nomad- Close Combat Weapon, Scaly Skin

Special Rules:

Modded Gun Drone- none

Sslyth Nomad- Clutch Ego, Feel No Pain, Fleet



COBBLED SKIFF

Sslyth are skilled tinkerers and craftsmen, and the Skiffs formed of collected scrap they ride to war on are no exception. Stylized in forms that appeal to Sslyth culture and art, Skiffs of all kinds carry the Sslyth race both into war and across the webway, allowing those who are crafty enough to sneak past Overseers, Enforcers, and various kabalite spies, to form their own colonies in realspace. Most Skiffs are fitted with stabilizing weapons platforms, long scopes, and strange measuring instruments, allowing Clutches armed with ranged weaponry to accurately aim them at enemy aircraft. Such vehicles may be modified to suit a variety of roles, including as recovery vehicles for downed skimmers and discovered scrap.

	BS	Front Armour	Side Armour	Rear Armour	Hull Points
Cobbled Skiff	4	10	10	10	3

Composition: 1 Cobbled Skiff

Unit Type: Vehicle (Open-Topped, Skimmer)

Transport Capacity: 10 models

Wargear: None

Special Rules: Strike Platform

Strike Platform- Any model embarked upon a transport with this special rule may choose to have the Skyfire special rule as long as it has a ranged weapon. This vehicle also may choose whether or not to have the Skyfire special rule whenever it fires any of its ranged weapons.

COBBLED ASSAULT SKIFF

Skiffs fitted with heavy weaponry, leaving less space for Sslyth troops. Assault Skiffs have been converted into effective mobile anti-air, anti-armor, or anti-infantry platforms, designed as best the Sslyth are able to ensure the protection of the warband and elimination of threats.

	BS	Front Armour	Side Armour	Rear Armour	Hull Points
Cobbled Assault Skiff	4	10	10	10	3

Composition: 1 Cobbled Skiff

Unit Type: Vehicle (Open-Topped, Skimmer)

Transport Capacity: 3 models

Wargear: Heavy Bolter, Missile Launcher

Special Rules: Strike Platform

NAGATH WARRIORS

Mysterious creatures who have lived alongside the Sslyth for millennia, the Nagath are said to be spirits of the deserts that the Sslyth once dwelled in, and children of their gods. Nagath do not speak, but appear whenever the Sslyth can be found in battle or are in dire need of protection from outside forces. Even the aid of the Nagath, however, was not enough to defeat the Laer, resulting in the eventual forced migration of the Sslyth into Commorrhagh. Nagath vary in appearance but all of them appear as small, thin, four-armed humanoids with wiry hair and no facial features save for a snakelike nose. They emit a rasping gasp that makes one's skin crawl as they charge into battle, ancient blades appearing from thin air. Some bear bat-like wings that carry them into battle.

	WS	BS	S	T	W	I	A	Ld	Sv
Nagath Warrior	4	4	4	4	1	4	2	10	-
Desert Entity	4	4	4	4	1	4	3	10	-

Composition: 4 Nagath Warriors, 1 Desert Entity

Unit Type: Infantry

Wargear: Close Combat Weapon

Special Rules: 5+ Invulnerable Save, Deep Strike, Fear, Fearless, Vorpall Assault

Vorpall Assault- Whenever a unit that contains one or more models with this special rule enters play by Deep Strike, re-roll any scatter results of 1. Any models within the unit cannot shoot during the same turn but may run or assault.

GRAND NAGATH

The most powerful among the Nagath are known as Grand. Almost as large as a Sslyth Warrior but infinitely more deadly, Grand Nagaths are mysterious and powerful warriors capable of taking on ranks of enemy soldiers by themselves and go on swinging, calling out its pale gasp as it cleaves through warrior after warrior. Like all Nagath, little is known of them. Each Grand bears similar characteristics to all other Nagath but is clearly unique, and even should one be "killed" or "destroyed", they can still be seen on the battlefield afterward.

	WS	BS	S	T	W	I	A	Ld	Sv
Grand Nagath	6	0	6	6	4	4	5	10	-

Composition: 1 Grand Nagath

Unit Type: Infantry

Wargear: Close Combat Weapon

Special Rules: 4+ Invulnerable Save, Deep Strike, Fear, Fearless, Hammer of Wrath, Vorpall Assault

SSLYTH HIERARCH

High-ranking and well-respected within their communities outside and inside Commorrhagh, Sslyth Hierarchs can often be found at the head of their warbands, acting as a sort of chief or council of chiefs. Hierarchs are among the oldest and most experienced of the Sslyth, bearing trophies, mementos, and weapons from any periods of time they have spent as mercenaries. They are also, due to their age, the most resilient and skilled in close combat.

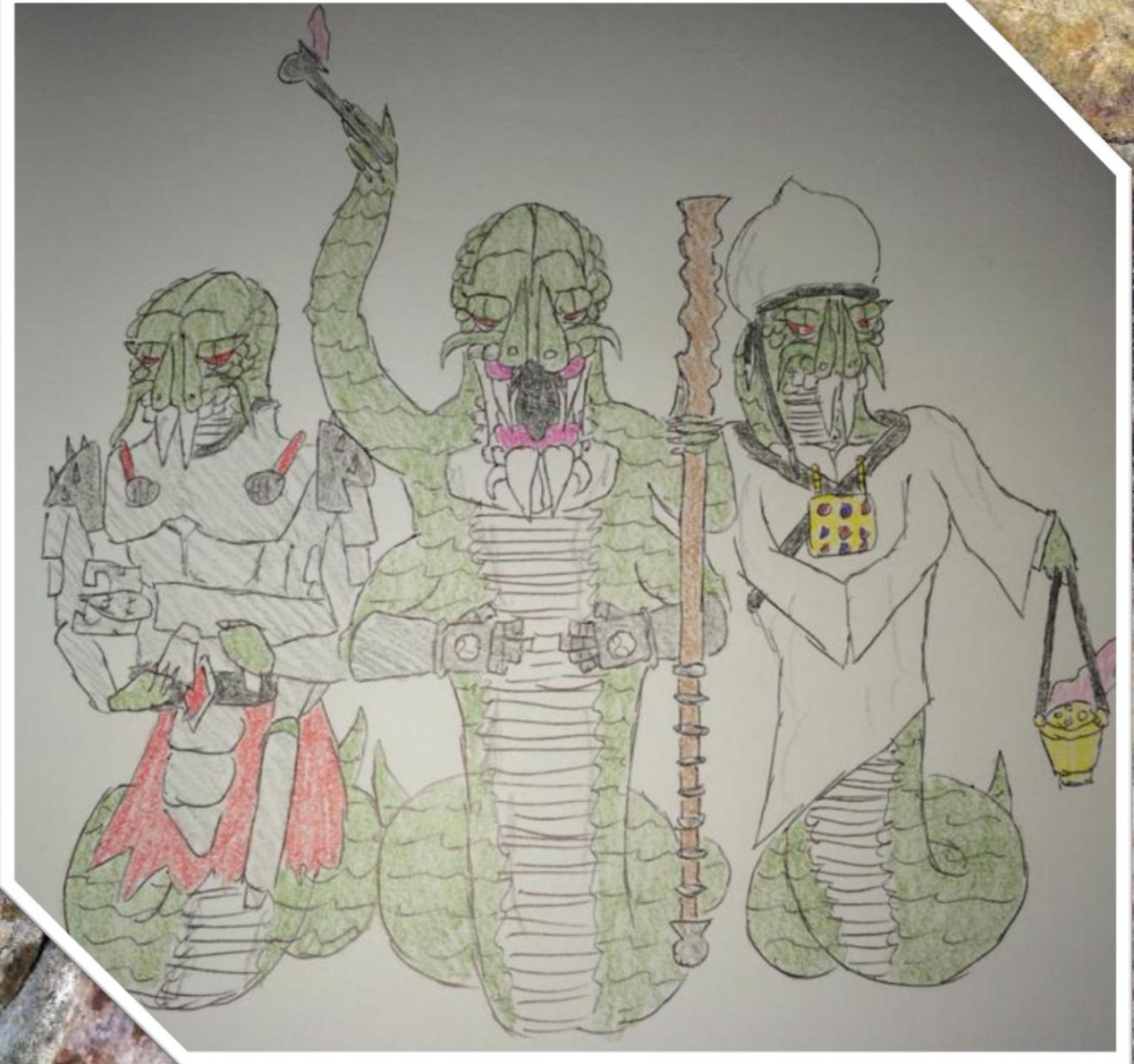
	WS	BS	S	T	W	I	A	Ld	Sv
Sslyth Hierarch	5	4	5	5	4	5	5	10	6+

Composition: 1 Sslyth Hierarch

Unit Type: Infantry

Wargear: Close Combat Weapon, Scaly Skin, Autopistol

Special Rules: Fearless, Feel No Pain, Fleet, Independent Character



PIATHION SMEKTOOF, WAAGH MONGERER

It is common for Sslyth to leave their families and warbands, performing mercenary service for a time. One such Sslyth Nomad famous among the Ork tribes (and infamous among the Imperium) is known as Piathion Smektoof. Uniting other Nomads and joining in an Ork Waagh, after suitably impressing its Warboss, Smektoof led numerous charges against the Imperial manufacturing planets that had displaced his original colony, and saw anything not salvageable razed to the ground. Smektoof is still at large and can be found in the midst of any number of different Ork tribes. He is highly sought after by the Imperium as a direct threat, with numerous assassins sent to eliminate him turning up dead, riddled with bullets from his modified Deffgun. His combat prowess is prized both inside and outside Commorragh; when not leading the charge against Imperial forces he can often be found training in Dark Eldar arenas, where he can fight for sheer enjoyment and hefty sums of money.

	WS	BS	S	T	W	I	A	Ld	Sv
Piathion Smektoof	5	4	5	5	4	5	5	10	6+

Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Power Klaw*, Scaly Skin, Deffgun*

Modded Deffgun- Ranged Weapon. R48", S7, AP4, Heavy d3, Master Crafted.

Power Klaw- Melee Weapon. S User x2, AP2, Specialist Weapon, Unwieldy.

Special Rules: Fearless, Feel No Pain, Fleet, Independent Character, Lead the Charge*

Lead the Charge- Piathion Smektoof and any squad he joins gains Furious Charge.

Warlord Trait: Courage in Numbers

***In any detachment that contains Piathion Smektoof, Waagh Mongerer, Nomadic Clutches are Troops choices.**

ARTEMITH EN'SASHATH

Ancient and powerful, the Serpent Cult Master known as Artemith En'sashath has guided realspace colonies of Sslyth for a thousand years. Her aging form is covered in rags and bandages soaked in ancient preservative fluids, and she is only mobile due to telepathy. She actively disguises herself in a younger form when defending the colony she happens to be with, unleashing her full complement of psychic attacks

when a foe arises strong enough to see through it. Artemith is a master of mental disciplines and a shrewd advisor; colonies she wanders into in her nomadic life never question her judgment. She is a firm believer in and certainly the most powerful disciple of M'chalda, roaming the galaxy in defense of her race.

	WS	BS	S	T	W	I	A	Ld	Sv
Artemith Past	4	4	5	6	3	5(6*)	5	10	6+
Artemith Unveiled	2	6	3	3	3	3	3	10	6+

Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Force Spear, Scaly Skin

Special Rules: Boon of Worship, Fearless, Feel No Pain, Fleet, Independent Character, Psyker*, Bringer of Life (statistics modifications included in profile), Altered Form*

Altered Form- Artemith En'Sashath begins the game with the profile labelled Artemith Past and its accompanying model. At the beginning of each of your turns, each Character within 18" and line of sight to Artemith En'Sashath must take 1d3 Leadership tests. If any are failed, replace the Artemith Past model on the board with that of Artemith Unveiled. Her profile is changed as shown above, and in addition, she generates an extra 1d3 Warp Charge each turn. In this form, Artemith may cast any number of Witchfire powers during a single turn and at any number of different targets.

Psyker- Artemith En'Sashath is a Psyker, Mastery Level 3. She may select from the Divination, Telekinesis, and Telepathy Disciplines.

Warlord Trait: Ambush From Shadows

***In any detachment that contains Artemith En'sashath, Serpent Cult Priesthoods are Troops choices. Artemith En'sashath counts as a Serpent Cult Master.**

EKAN'SUL, PATRON OF DISCORD

Ekan'sul is a unique Nomad who has been specifically banned from Comorragh. Leading a monstrous warband of corrupted Sslyth in the name of She Who Thirsts, Ekan'sul strives to offer each and every Eldar soul to it, including Exodites and Dark Eldar. To this end, he and his warped cronies have launched numerous attacks against the webway itself, causing disjunctions and opening warp gates within Commorragh. Despite several close calls, Ekan'sul has never been captured by any Eldar force. His

service to Slaanesh has granted him a number of useful mutations, including psychic powers. He wields a sonic weapon granted as a gift by a certain Chaos Lord of Slaanesh, heavily modified by Ekan'sul into a stringed instrument capable of roiling the organs of foes at a distance.

	WS	BS	S	T	W	I	A	Ld	Sv
Ekan'sul	5	4	5	5	4	5	5	10	6+

Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Close Combat Weapon, Scaly Skin, Autopistol, Chaos Mutation, Dark Dedication (Slaanesh), Aura of Dark Glory, Sonic Strings*

Sonic Strings: Ranged Weapon. Three profiles:

R Template, S5, AP3, Assault 1, Ignores Cover.

R 48", S4, AP5, Heavy 4, Ignores Cover.

R 24", S8, AP3, Heavy 1, Blast, Ignores Cover.

Special Rules: Fearless, Feel No Pain, Fleet, Not Welcome Here*, Psyker*, Discord*

Discord- Units that suffer one or more wounds from Ekan'sul's Sonic Strings cannot fire Overwatch for the remainder of the current player turn.

Not Welcome Here- Ekan'sul may never be placed in a detachment that includes one or more Kabalite Enforcers and/or a Kabalite Overseer.

Psyker- Ekan'sul is a Psyker, Mastery Level 2. He must select powers from the Slaanesh Discipline available to Codex Chaos Space Marines.

Warlord Trait: Hypnotic Assault

***In any detachment that contains Ekan'sul, Patron of Discord, every Clutch Director must be upgraded with Chaos Mutation for +10pts/model, and may be given Dark Dedication (Slaanesh) for +7pts/model.**

WARGEAR

Weapons:

Autopistol- Ranged Weapon. R12", S3, AP-, Pistol.

Blaster- Ranged Weapon. R18", S8, AP2, Assault 1, Lance.

Flamer- Ranged Weapon. R Template, S4, AP5, Assault 1.

Heavy Bolter- Ranged Weapon. R36", S5, AP4, Heavy 3.

Meltagun- Ranged Weapon. R12", S8, AP1, Assault 1, Melta.

Missile Launcher- Ranged Weapon. Two profiles:

R48", S8, AP3, Heavy 1.

R48", S4, AP5, Heavy 1, Small Blast.

Plasma Gun- Ranged Weapon. R24", S7, AP2, Rapid-Fire, Gets

Hot!

Pulse Rifle- Ranged Weapon. R30", S5, AP5, Rapid-Fire.

Reaper Autocannon- Ranged Weapon. R36", S7, AP4, Heavy 2,

Twin-Linked.

Relic Laer Gauntlets- Ranged Weapon. R12", S5, AP2, Heavy 3,

Master-Crafted.

Shardcarbine- Ranged Weapon. R18", SX, AP5, Assault 3,

Poisoned (4+).

Shotgun- Ranged Weapon. R12", S4, AP-, Assault 2.

Shredder- Ranged Weapon. R12", S6, AP-, Assault 1, Blast.

Splinter Pistol-Ranged Weapon. R12", SX, AP5, Pistol, Poisoned

(4+).

Staff of Hierarchy- Melee Weapon. S As user +2, AP-, Master-Crafted. Enemy units struck by a Staff of Hierarchy treat their armour save as 1 worse than its base value (A unit with a 3+ armour save would then have 4+) to a minimum of 6+.

Armour:

Carapace Armour- Provides a 4+ armour save.

Flak Armour- Provides a 5+ armour save.

Kabalite Armour- Provides a 5+ armour save.

Scaly Skin- Provides 6+ armour save.

Other:

Aura of Dark Glory- Provides a 5+ invulnerable save.

Chaos Mutation- Roll 1d6 at the beginning of each of your turns in which a model with this special rule is on the battlefield, then consult the following chart, applying the effect until the beginning of your next turn:

1	This model must re-roll successful Feel No Pain saves.
2-3	This model treats its Unit Type as Jump Infantry.

4-5	This model gains +d3 Attacks when charging instead of +1.
6	Treat this model's Close Combat Weapon(s) as Power Weapon(s).

Dark Dedication- This model has dedicated itself towards one of the ruinous powers in addition to the gods of the Sslyth homeworld. It gains your choice of one of the following four benefits, chosen during force creation:

Khorne- +1 base Attack

Slaanesh- +1 base Initiative

Nurgle- +1 base Toughness

Tzeentch- +1 to its invulnerable save

Desert Wings- This model's unit type is treated as Jump Infantry.

Fuum Pipe- This model, and all models in base contact with it, treat their Initiative as 1 less than its base value, to a minimum of 1.

Hypnotic Gaze- During close combat, when this model's Initiative step is reached, you may select one model in base contact with it. That model takes 1d3 Leadership tests. If any are failed, the chosen model may not make any further close combat attacks during this turn.

Modded Markerlight- This model may forego firing a weapon during its shooting phase. If it does, choose another model in its unit. That model is treated as having Ballistic Skill 6 until the end of the shooting phase.

Serpentine Charm- Once per game, this model may re-roll any single die rolled on its behalf, whether it be an armour save, a to-hit roll, or a reserves roll, for example.

Venom Fangs- This model may give up all of its attacks in close combat to make a single Poisoned (2+) attack.

Vehicles:

Chain Snares- This vehicle inflicts d3+1 S4 AP- hits on all unengaged non-vehicle enemy units that it passes over during the Movement or Shooting phases.

Energy Field- You may choose to have this vehicle ignore any damage caused by one Glancing or Penetrating hit during the game.

Retrofire Jets- This vehicle may Deep Strike. Its passengers may not disembark during the turn it does so.

Smoke Launchers- As per the main rulebook.

Searchlights- As per the main rulebook.

Tow Cables- This vehicle may drag any destroyed or immobilized vehicle (friend or foe) that it starts its movement phase in base contact with. Both move up to d6" and must remain in base contact at the end of the move (The destroyed or immobilized vehicle must move the shortest distance possible).

Characters Wargear Options List:

***May replace one Close Combat Weapon with one of the following:**

***Splinter Pistol ... +5pts**

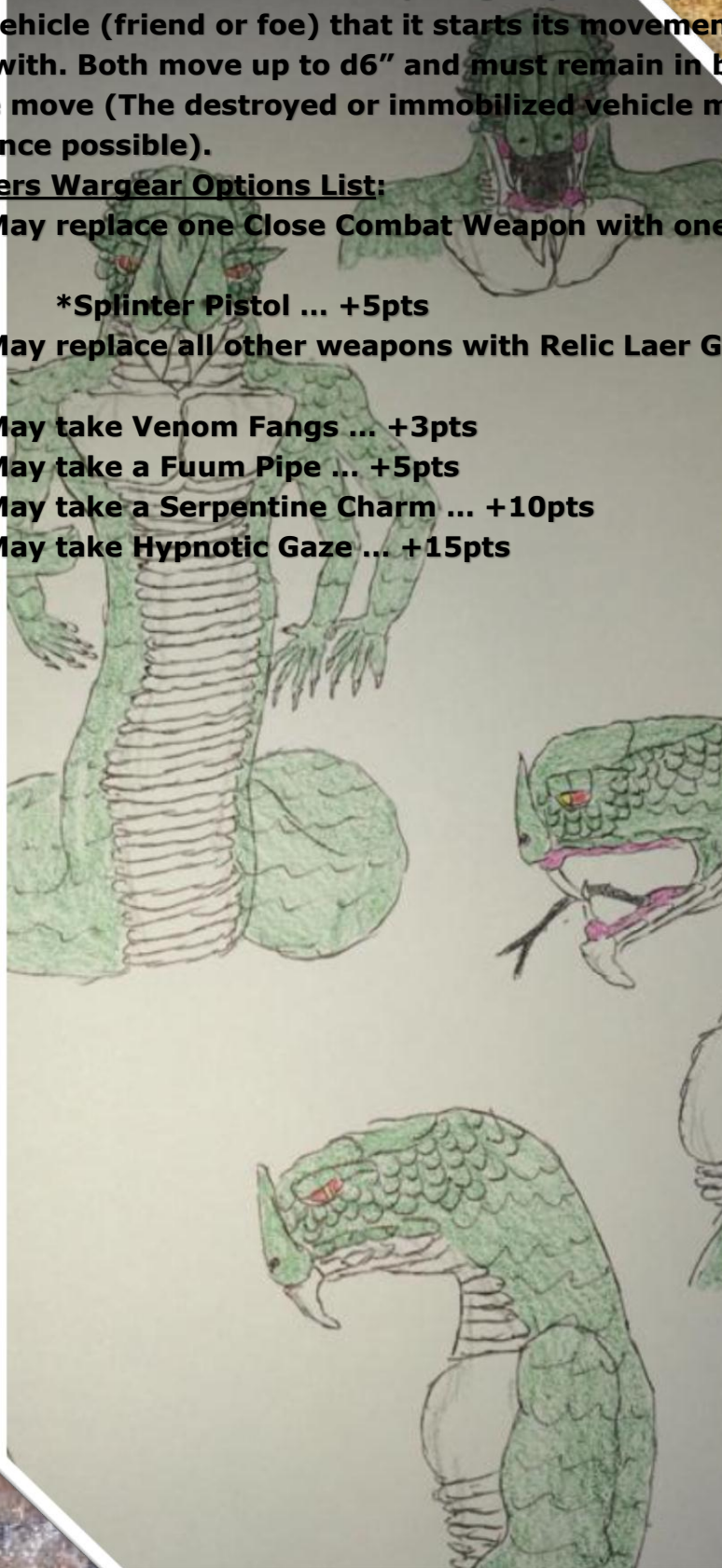
***May replace all other weapons with Relic Laer Gauntlets ... +15pts**

***May take Venom Fangs ... +3pts**

***May take a Fuum Pipe ... +5pts**

***May take a Serpentine Charm ... +10pts**

***May take Hypnotic Gaze ... +15pts**



ARMY LIST

HQ

PIATHION SMEKTOOF, WAAGH MONGERER (175 Points)

	WS	BS	S	T	W	I	A	Ld	Sv
Piathion Smektoof	5	4	5	5	4	5	5	10	6+

Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Power Klaw, Scaly Skin, Deffgun

Warlord Trait: Courage in Numbers

*In any detachment that contains Piathion Smektoof, Waagh Mongerer, Nomadic Clutches are Troops choices.

ARTEMITH EN'SASHATH (202 Points)

	WS	BS	S	T	W	I	A	Ld	Sv
Artemith Past	4	4	5	6	3	5(6*)	5	10	6+
Artemith Unveiled	2	6	3	3	3	3	3	10	6+

Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Force Spear, Scaly Skin

Special Rules: Boon of Worship, Fearless, Feel No Pain, Fleet, Independent Character, Psyker, Bringer of Life (statistics modifications included in profile), Altered Form

*In any detachment that contains Artemith En'sashath, Serpent Cult Priesthoods are Troops choices. Artemith En'sashath counts as a Serpent Cult Master.

EKAN'SUL, PATRON OF DISCORD (212 Points)

	WS	BS	S	T	W	I	A	Ld	Sv
Ekan'sul	5	4	5	5	4	5	5	10	6+

Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Close Combat Weapon, Scaly Skin, Autopistol, Chaos Mutation, Dark Dedication (Slaanesh), Aura of Dark Glory, Sonic Strings

Special Rules: Fearless, Feel No Pain, Fleet, Not Welcome Here, Psyker, Discord

Warlord Trait: Hypnotic Assault

*In any detachment that contains Ekan'sul, Patron of Discord, every Clutch Director must be upgraded with Chaos Mutation for +10pts/model, and may be given Dark Dedication (Slaanesh) for +7pts/model.

SSLYTH HIERARCH (100 Points)

	WS	BS	S	T	W	I	A	Ld	Sv
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Sslyth Hierarchy	5	4	5	5	4	5	5	10	6+
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Composition: 1 Sslyth Hierarchy

Unit Type: Infantry

Wargear: Close Combat Weapon, Scaly Skin, Autopistol

Special Rules: Fearless, Feel No Pain, Fleet, Independent Character

Options:

*May replace its Close Combat Weapon with one of the following:

*Staff of Hierarchy ... +7pts

*May replace its Shotgun with one of the following:

*Flamer or Pulse Rifle ... +2pts

*Relic Laer Gauntlets ... +10pts

*Plasma Gun ... +15pts

*Missile Launcher or Heavy Bolter ... +15pts

*Reaper Autocannon ... +20pts

*May take any of the following:

*Venom Fangs ... +5pts

*Dark Dedication ... +7pts

*Flak Armour ... +10pts

*Fuum Pipe ... +10pts

*Serpentine Charm ... +15pts

*Hypnotic Gaze ... +25pts

SERPENT CULT MASTER (87 Points)

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

Composition: 1 Serpent Cult Master

Unit Type: Infantry

Wargear: Close Combat Weapon, Scaly Skin

Special Rules: Boon of Worship, Fearless, Feel No Pain, Fleet, Independent Character

Options:

*MUST be given either the Bringer of Life or the Bringer of Death special rule ... free; factored into base points cost

*May be upgraded to be a Psyker, Mastery Level 1, selecting from the Divination, Telekinesis, or Telepathy Discipline ... +25pts

*May take any of the following:

*Venom Fangs ... +5pts

*Fuum Pipe ... +10pts

*Serpentine Charm ... +15pts

*Hypnotic Gaze ... +25pts

KABALITE OVERSEER (81 Points)

	WS	BS	S	T	W	I	A	Ld	Sv
Kabalite Overseer	4	5	5	5	3	5	5	10	6+

Composition: 1 Kabalite Overseer

Unit Type: Infantry

Wargear: Close Combat Weapon, Scaly Skin, Splinter Pistol

Special Rules: Fearless, Feel No Pain, Fleet, Independent Character, Field of Fire

Options:

*May be given Kabalite Armour ... +10pts

*May take one of the following:

*Shotgun ... +5pts

*Shardcarbine ... +10pts

*Shredder ... +10pts

*Blaster ... +15pts

*May replace Close Combat Weapon and Splinter Pistol with one of the following:

*Shotgun ... +5pts

*Shardcarbine ... +10pts

*Shredder ... +10pts

*Blaster ... +15pts

*May take any of the following:

*Venom Fangs ... +5pts

*Fuum Pipe ... +10pts

*Serpentine Charm ... +15pts

*Hypnotic Gaze ... +25pts

ELITES

SERPENT CULT PRIESTHOOD (80 Points)

	WS	BS	S	T	W	I	A	Ld	Sv
Sslyth Priest	4	4	5	5	2	4	4	10	6+
Elder Priest	4	4	5	5	2	4	5	10	6+

Composition: 2 Sslyth Priests, 1 Elder Priest

Unit Type: Infantry

Wargear: Close Combat Weapon, Scaly Skin

Special Rules: Boon of Worship, Fearless, Feel No Pain, Fleet

Options:

*May include up to 7 additional Sslyth Priests ... +25pts/model

*The entire Priesthood may be given either the Bringer of Life or the Bringer of Death special rule ... +15pts/model

*The Clutch may take a Cobbled Skiff Dedicated Transport

*The Elder Priest has access to the Characters Wargear Options List

KABALITE ENFORCER CLUTCH (95 Points)

	WS	BS	S	T	W	I	A	Ld	Sv
Sslyth Enforcer	4	4	5	5	2	4	3	2	5+
Clutch Director	4	4	5	5	2	4	4	3	5+

Composition: 2 Sslyth Warriors, 1 Clutch Director

Unit Type: Infantry

Wargear: Close Combat Weapon, Kabalite Armour, Splinter Pistol

Special Rules: Clutch Ego, Feel No Pain, Fleet

Options:

*May include up to 7 additional Sslyth Enforcers ... +30pts/model

*Any number of models may replace their Splinter Pistol with a Shardcarbine ... free

*The entire Clutch may be given Assault Grenades ... +2pts/model

*The entire Clutch may be given Defensive Grenades ... +3pts/model

*The Clutch may take a Cobbled Skiff Dedicated Transport

*The Clutch Director has access to the Characters Wargear Options List

ALTERED CLUTCH (105 Points)

	WS	BS	S	T	W	I	A	Ld	Sv
Altered Sslyth	4	4	5	6	2	4	3	2	6+
Clutch Director	4	4	5	6	2	4	4	3	6+

Composition: 2 Altered Sslyth, 1 Clutch Director

Unit Type: Infantry

Wargear: pair of Close Combat Weapons, Scaly Skin

Special Rules: Clutch Ego, Feel No Pain, It Will Not Die, Rage

Options:

*May include up to 7 additional Altered Sslyth ... +33pts/model

*The Clutch may take a Cobbled Skiff Dedicated Transport

*The Clutch Director has access to the Characters Wargear Options List

NOMADIC CLUTCH (80 Points)

	WS	BS	S	T	W	I	A	Ld	Sv
Sslyth Nomad	4	4	5	5	2	4	4	3	6+
Modded Gun Drone	3	3	3	3	1	3	1	3	4+

Composition: 3 Sslyth Nomads

Unit Type: Infantry

Wargear:

Modded Gun Drone- Twin-linked Pulse Rifle

Sslyth Nomad- Close Combat Weapon, Scaly Skin

Special Rules:

Modded Gun Drone- none

Sslyth Nomad- Clutch Ego, Feel No Pain, Fleet

Options:

*Any Sslyth Nomad may take Flak Armour ... +10pts

*Any Sslyth Nomad that has may take any of the following options:

*Meltagun ... +15pts

*Flamer ... +7pts

*Plasma Gun ... +20pts

*Any Sslyth Nomad may take Carapace Armour ... +15pts

*Any Sslyth Nomad that has may take any of the following options:

*Pulse Rifle ... +5pts

*Modded Markerlight ... +15pts

*Modded Gun Drone ... +10pts

*Any Sslyth Nomad may take Aura of Dark Glory ... +15pts

*Any Sslyth Nomad that has may take any of the following options:

*Chaos Mutation ... +10pts

*Dark Dedication ... +7pts

*Reaper Autocannon ... +25pts

*The Clutch may take a Cobbled Skiff Dedicated Transport

TROOPS

SSLYTH WARRIOR CLUTCH (65 Points)

	WS	BS	S	T	W	I	A	Ld	Sv
Sslyth Warrior	4	4	5	5	2	4	3	2	6+
Clutch Director	4	4	5	5	2	4	4	3	6+

Composition: 2 Sslyth Warriors, 1 Clutch Director

Unit Type: Infantry

Wargear: pair of Close Combat Weapons, Scaly Skin

Special Rules: Clutch Ego, Feel No Pain, Fleet

Options:

- *May include up to 12 additional Sslyth Warriors ... +20pts/model
- *Any number of models may replace their pair of Close Combat Weapons with a single Shotgun ... free
- *Any number of models may replace one Close Combat Weapon with a Shotgun and an Autopistol ... +5pts/model
- *One model may replace its pair of Close Combat Weapons with a Heavy Bolter or a Missile Launcher ... +7pts
- *The entire Clutch may be given Assault Grenades ... +2pts/model
- *The entire Clutch may be given Defensive Grenades ... +3pts/model
- *The Clutch may take a Cobbled Skiff Dedicated Transport
- *The Clutch Director has access to the Characters Wargear Options List

DEDICATED TRANSPORT

COBBLED SKIFF (60 Points)

	BS	Front Armour	Side Armour	Rear Armour	Hull Points
Cobbled Skiff	4	10	10	10	3

Composition: 1 Cobbled Skiff

Unit Type: Vehicle (Open-Topped, Skimmer)

Transport Capacity: 10 models

Wargear: None

Special Rules: Strike Platform

Options:

*May take any of the following:

*Chain-snares ... +5pts

*Retrofire Jets ... +5pts

*Smoke Launchers ... +5pts

*Searchlights ... +5pts

*Tow Cables ... +5pts

*Energy Field ... +10pts

FAST ATTACK

NAGATH WARRIORS (75 Points)

	WS	BS	S	T	W	I	A	Ld	Sv
Nagath Warrior	4	4	4	4	1	4	2	10	-
Desert Entity	4	4	4	4	1	4	3	10	-

Composition: 4 Nagath Warriors, 1 Desert Entity

Unit Type: Infantry

Wargear: Close Combat Weapon

Special Rules: 5+ Invulnerable Save, Deep Strike, Fear, Fearless, Vorpal Assault

Options:

*May include up to 15 additional Nagath Warriors ... +14pts/model

*The entire unit may be given either the Bringer of Life or the Bringer of

Death special rule ... +8pts/model

*The entire unit may be given Desert Wings ... +3pts/model

*The Desert Entity may replace its Close Combat Weapon with a Power Weapon ... +15pts

SSLYTH STALKER CLUTCH (95 Points)

	WS	BS	S	T	W	I	A	Ld	Sv
Sslyth Stalker	4	4	5	5	2	4	3	2	6+
Clutch Director	4	4	5	5	2	4	4	3	6+

Composition: 2 Sslyth Stalkers, 1 Clutch Director

Unit Type: Infantry

Wargear: Autopistol, Close Combat Weapon, Scaly Skin

Special Rules: Clutch Ego, Deepstrike, Feel No Pain, Fleet, Lie In Wait

Options:

*May include up to 7 additional Sslyth Stalkers ... +30pts/model

*The entire Clutch may be given Assault Grenades ... +2pts/model

*The entire Clutch may be given Defensive Grenades ... +3pts/model

*The Clutch Director has access to the Characters Wargear Options List

HEAVY SUPPORT

GRAND NAGATH (125 Points)

	WS	BS	S	T	W	I	A	Ld	Sv
Grand Nagath	6	0	6	6	4	4	5	10	-

Composition: 1 Grand Nagath

Unit Type: Infantry

Wargear: Close Combat Weapon

Special Rules: 4+ Invulnerable Save, Deep Strike, Fear, Fearless, Hammer of Wrath, Vorpall Assault

Options:

*May include up to 2 additional Grand Nagath ... +125pts/model

*The entire unit may be given either the Bringer of Life or the Bringer of Death special rule ... +75pts/model

*Any Grand Nagath may replace its Close Combat Weapon with a Power Weapon ... +75pts

*The entire unit may be given Desert Wings ... +25pts/model

COBBLED ASSAULT SKIFF (80 Points)

	BS	Front Armour	Side Armour	Rear Armour	Hull Points
Cobbled Assault Skiff	4	10	10	10	3

Composition: 1 Cobbled Skiff

Unit Type: Vehicle (Open-Topped, Skimmer)

Transport Capacity: 3 models

Wargear: Heavy Bolter, Missile Launcher

Special Rules: Strike Platform

Options:

*May replace its Missile Launcher with a Heavy Bolter, or its Heavy Bolter with a Missile Launcher ... free

*May take any of the following:

*Chain-snares ... +5pts

*Retrofire Jets ... +5pts

*Smoke Launchers ... +5pts

*Searchlights ... +5pts

*Tow Cables ... +5pts

*Energy Field ... +10pts

GUNNER CLUTCH (65 Points)

	WS	BS	S	T	W	I	A	Ld	Sv
Sslyth Gunner	4	4	5	5	2	4	3	2	6+

Clutch Director	4	4	5	5	2	4	4	3	6+
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Composition: 2 Sslyth Gunners, 1 Clutch Director

Unit Type: Infantry

Wargear: Scaly Skin, Shotgun

Special Rules: Clutch Ego, Feel No Pain, Fleet

Options:

- *May include up to 12 additional Sslyth Gunners ... +20pts/model
- *Up to five Sslyth Gunners may replace their pair of Close Combat Weapons with a Heavy Bolter or Missile Launcher ... +7pts
- *The entire Clutch may be given Assault Grenades ... +2pts/model
- *The entire Clutch may be given Defensive Grenades ... +3pts/model
- *The Clutch may take a Cobbled Skiff Dedicated Transport
- *The Clutch Director has access to the Characters Wargear Options List