

Voidhammer's 40k 2nd Ed Army Rules for Dark Eldar (version 2.0)

This document includes fan-made rules for using Dark Eldar in 2nd Edition 40k. These rules were originally found on the Voidhammer Geocities page.

<http://www.geocities.com/roguetraderheresy/darkeldar2.htm>

<https://web.archive.org/web/20080916235035/http://www.geocities.com/roguetraderheresy/darkeldar2.htm>

I've copied them below to make sure they're not lost in case the Wayback Machine ever loses this content. For now, I've added the entire "codex" to this page, with minimal cleanup and reformatting to the original work. In the future, I hope to come back and revise these rules to improve readability or even to address how the army plays.

I've labeled this republishing of the rules as version 2.0 to keep it distinct in the event any edits I've made result in changes to the rules (wittingly or unwittingly). No challenge to the original author(s) is intended by reposting these rules here. I am deeply indebted to their work.

CODEX DARK ELДАР

The following rules for using Dark Eldar in 2nd Edition are based on the original 3rd Edition range of Dark Eldar models. As such, this army differs from the modern incarnation of the DE in terms of the available units and weapon options. These rules also differ by featuring psychic powers for the army.

This "codex" is divided into the following sections:

Section	Description
Army Rules	<i>Rules for Dark Eldar anti-grav vehicles</i>
Equipment	<i>Points costs for Dark Eldar weapons and equipment</i>
Armylist	<i>Unit options and points for creating Dark Eldar armies</i>
Weapon Rules	<i>Rules for weapons unique to the Dark Eldar</i>
Wargear Card	<i>Rules for wargear cards unique to the Dark Eldar</i>
Vehicle Cards	<i>Rules for vehicle cards unique to the Dark Eldar</i>
Psychic Powers	<i>Rules for the Lore of the Dark Lords</i>
Special Characters	<i>Rules for the army's special characters</i>

This armylist is intended for narrative games of 2nd Edition 40k, and should be used with the permission of your opponents. As a fan-written army, the intent of this document is to enable use of Dark Eldar models in games of Warhammer 40k 2nd Edition.

For certain items and rules, you will need a copy of the Warhammer 40k 2nd Edition *Rulebook* and *Wargear* books.

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1. Dark Eldar Army Rules

Dark Eldar are experts at anti-grav technology, using it as the drive system for their transports and tanks. The following rules apply to all Dark Eldar vehicles:

Heavy Skimmers

Raiders and Ravagers are 'heavy' skimmers due to their natures. While flying at Fast speed, these vehicles follow the normal rules for skimmers and may fly over terrain and obstacles. When moving at Slow or Combat speed, however, they cannot fly over terrain more than 3" high without colliding with it.

As heavy skimmers, Raiders and Ravagers may make pop-up attacks as normal.

Open Topped

Due to the speed and open-air nature of Dark Eldar vehicles, any time that a pilot is killed, and a gunner is forced to take his place, roll 1D6 and subtract -1 from the roll if the vehicle is traveling at Fast speed. On a 4+ the selected model does this safely.

A model who fails this roll is thrown violently from the vehicle and takes a Strength hit as if disembarking from a vehicle travelling more than 10". For example, if the vehicle was travelling at 15" previously, the victim takes a Str 5 hit. If the vehicle in question traveled at or less than 10" on the previous turn, then no damage is taken by the crew member.

Surviving crew members may either fight independently or wait for pickup by their vehicle.

Transports

Dark Eldar vehicles do not have to land to deploy or take on troops. However, models embarking onto or disembarking from a vehicle that has moved more than 10" will each receive a hit whose Strength is based on the excess speed (i.e. a Strength 1 hit for 11", Strength 5 for 15", etc.).

Close Combat

Enemy models may attack an anti-grav tank (such as the Ravager and Raider) in hand-to-hand combat only if it is moving at Slow or Combat speed as they are heavy skimmer vehicles.

While this rule does not apply to jetbikes (such as the Reaver), which are always considered to be too fast to be hit in close combat, please note that jetbikes may perform a hit-and-run on an opponent's jetbike, in accordance with the hit-and-run rules.

In addition, attackers only get a single attack against an anti-grav tank, regardless of their Attack characteristic.

Hit and Run Attacks

Reaver jetbikes, Raiders, and Ravagers may all make hit and run attacks as per standard rules. Talos models, however, may not.

Vehicle Crashes

If an anti-grav vehicle is flying at Slow speed when it crashes, it will simply hit the ground. If any models aboard are alive, they may disembark using normal rules.

At other speeds, the vehicle will crash into the ground and plough forward 3D6" before coming to a halt. Any models in the path of the swerving wreck will be hit as if the vehicle had collided with them, using the standard rules for models being rammed by a vehicle.

Once the wreck comes to a stop, any model on-board takes D4 wounds each, at a -2 armour save modifier (no field saves allowed). Surviving models may dismount using normal rules.

2. Dark Eldar Equipment

The following equipment can be taken by Dark Eldar units, as indicated, for the associated points costs. For rules on using these items, please refer to the relevant section of this document or to the 40k 2nd Edition *Wargear* book (for general items not specific to the Dark Eldar).

Assault Weapons

Models picking from this list may select as many items as they wish.

Blades and Saws	1pt
Swords and Hand Arms	1pt
Agoniser	10pts
Needle Pistol	5pts
Power Blades	6pts
Shredder	10pts
Splinter Pistol	2pts

Special Weapons

Models picking from this list may select only one item.

Terrorfex	30pts
Blaster	8pts
Hell glaive and Hellion Skyboard	20pts
Needle Rifle	10pts
Splinter Rifle	3pts

Wych Wargear

Models picking from this list may select only one item.

Hydraknives	Free
Razorsnare and Falchion	Free
Shardnet and Impaler	Free

Haemonculus Wargear

Models picking from this list may select only one item.

Poisoned Blades	3pts
Scissorhands	5pts

Stinger	5pts
Destructor	15pts

Grenades

Models picking from this list may select as many items as they wish. Models are assumed to have enough grenades to last the entire battle.

Blind	2pts
Frag	2pts
Krak	3pts
Melta Bombs	5pts
Plasma	3pts
Photon Flash Flares	2pts

Heavy Weapons

Models picking from this list may select only one item. All weapons come with a Targeter (+1 to hit).

Dark Lance	30pts
Disintegrator	35pts
Splinter Cannon	10pts

3. Dark Eldar Armylist

Army Selection

The following army selection requirements apply to Dark Eldar armies:

Characters	Up to 50% of the army's points value may be chosen from Characters
Squads	At least 25% of the army's points must be chosen from Units
Support	Up to 50% of the army's points value may be chosen from Support

Any Special Characters chosen from the Special Characters section of this Codex count as part of your points allowance for Characters.

In addition, up to 25% of your army's points can be spent on Allies. Any points spent on Allies count towards their own separate Allies category.

Dark Eldar Characters

Up to 50% of your army's points allowance can be spent on units taken from the Characters section of the Dark Eldar Armylist.

This includes any points spent on wargear, equipment, and other items.

0-1 Archon

170 points

Archons serve as the lords and commanders of Dark Eldar armies, and those who serve them often do so out of a combination of fear and respect – emotions which are often viewed as the same thing to the cruel and twisted souls of the Dark Eldar.

As Archons do not suffer the presence of equals, only up to one Archon can be taken in a standard Dark Eldar force.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Archon	5	7	7	5	5	4	9	4	10

Weapons: Splinter Pistol

Armour: Dragon Armour (4+ unmodified save)

Options:

- May purchase from the Armour, Assault, Special, and Grenades lists
- May carry up to 4 Wargear Cards

Strategy: The Archon has a Strategy rating of 4

Special Rules:

- The Archon is a Level 4 psyker and may select their powers from the Lore of the Dark Lords
- The Archon's chilling presence causes fear.
- The Archon may ride a Reaver for +20 pts.

Drachon

Drachon — 51 points

Drachon Pain Champion — 97 points

Drachon Malevolence Master — 152 points

Drachons serve as the lieutenants, advisors, and usurpers of their Archons. Vicious and calculating, Drachons enforce the will of their lords and keep discipline amongst their lesser kin, selecting (or stealing) the choicest victims to suffer upon their cruel blades and torturous chains.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Drachon	5	4	4	3	4	1	7	1	9
Champion	5	5	5	4	5	2	7	2	9
Master	5	6	6	5	5	3	8	3	9

Weapons: Splinter Pistol

Armour: Dragon Armour (4+ unmodified save)

Options:

- May purchase from the Armour, Assault, Special, and Grenades lists
- May carry up to 3 Wargear Cards

Special Rules:

- Drachons are powerful psykers with the following levels of mastery:
 - Drachon Mastery Level 1
 - Champion Mastery Level 2
 - Master Mastery Level 3

A Drachon (any level) may ride a Reaver jetbike for an additional cost of +20 pts.

Haemonculus

50 points

Twisted and savage – even by the inhumane standards of the Dark Eldar – the Haemonculi follow the armies of the Dark Eldar into battle like feral dogs attracted to the battlefield. Amidst the corpses of the dead and the bodies of those who will soon wish they were, the butcher-surgeons of the Dark Eldar seek fresh victims for their laboratories and the horrific experience conducted within them.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Haemonculus	5	6	6	4	5	2	8	3	10

Weapons: None

Armour: Scale Armour (5+ save)

Options:

- May purchase items from the Assault, Armour, Grenades, Special, and Haemonculi lists
- May carry up to 3 Wargear Cards

Special Rules:

- Up to 1 Haemonculus may be taken for every Dark Eldar Warrior Squad included in your army
- At least one Haemonculus must be taken to include any Grotesques or Talos units in your army
- The Haemonculus' chilling presence causes *Fear*

Dark Eldar Squads

At least 25% of your army's points allowance must be spent on units taken from the Squads section of the Dark Eldar Armylist.

This includes any points spent on wargear, equipment, and other items for these units.

Incubi Squad

Incubi — 35 points

Incubi Master — 53 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Incubi	4	5	4	3	3	1	5	1	8
Master	4	6	5	3	3	1	6	2	8

Squad: An Incubi squad is composed of 3 to 10 models, including an Incubi Master

Weapons: Punisher and Tormentor Helm

Armour: Shade Armour (2+ save)

Options:

- Up to two Incubi may be armed with a Shredder or a Blaster at the points cost indicated in the Equipment list
- The entire squad may be given Refractor Fields for 6pts per model
- The Incubi Master may purchase from the Assault, Special, and Grenades lists
- The Incubi Master may take a single Wargear Card

Special Rules:

- Incubi are masters of the Punisher weapon; as a result, any Incubi or Incubi Master may Parry with this weapon
- Up to 1 Incubi Squad may be taken for every Dark Eldar Warrior Squad included in your army

Warrior Squad

Warrior — 15 points

Sybarite — 21 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Warrior	5	4	3	3	3	1	4	1	8
Sybarite	5	5	4	3	3	1	5	2	8

Squad: A Warrior squad is composed of 5 to 20 models, including up to one optional Sybarite per squad

Weapons: Splinter Rifle or Splinter Pistol

Armour: Scale Armour (5+ save)

Options:

- Up to 2 Warriors may be armed with a Shredder or a Blaster at the points cost indicated in the Equipment list
- Up to 2 Warriors may be armed with either a Dark Lance or a Splinter Cannon at the points cost indicated in the equipment list
- Any number of Warriors can take either a basic hand weapon (Swords and Hand Arms) or, if they have a non-pistol ranged weapon, a basic weapon attachment (Blades and Saws) at 1pt per model
- The Sybarite may take additional equipment from the Assault, Special, and Grenades lists

0-1 Mandrake Squad

Mandrake — 24 points

Haunt — 29 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Mandrake	5	4	4	3	3	1	4	1	8
Haunt	5	5	5	3	3	1	4	1	8

Squad: A Mandrake squad is composed of 5 to 10 models, including up to one optional Haunt

Weapons: Splinter Pistol

Armour: Scale Armour (5+ save)

Options:

- Mandrakes may take additional equipment from the Assault and Grenades lists
- The Haunt may take up to 1 Wargear Card

Special Rules:

- Shadow Skinned: Due to their chameleonic nature, Mandrakes are always -1 to hit from shooting at them (this modifier is in addition to any other save modifiers, including for being in cover)
- When hidden, Mandrakes may only be detected, not revealed
- Mandrakes may *Infiltrate*
- A Dark Eldar army can only take up to one Mandrake Squad

Grotesques

17pts

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Grotesque	4	3	0	4	3	2	3	2	5

Squad: A Grotesque squad is composed of 3 to 10 models

Weapons: None

Armour: None

Options: None

Special:

- *Feel No Pain:* Grotesques ignore all hits (and cannot be harmed) from shooting attacks that are Strength 4 or less
- *The Flesh is Weak:* Any shooting attack that is Strength 5 or higher will automatically destroy a Grotesque if it wounds
- Your army must have at least one Haemonculus in order to field any Grotesques
- Grotesques cause *Fear* due to their insane pain-induced shrieking
- Grotesques suffer from *Stupidity*

Wych Squad

Wych — 21 points

Succubus — 29 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Wych	6	4	4	3	3	1	6	1	8
Succubus	6	5	5	3	3	1	7	2	8

Squad: A Wych squad is composed of 5 to 20 models, including up to one optional Succubus

Weapons: Splinter Pistol and Sword / Hand Arm

Armour: Talon Armour (6+ save)

Options:

- Any Wych may take additional equipment from the Assault list
- The squad may take additional equipment from the Wych Weapons list as follows:
 - Up to one Wych may replace their weapons with a Shardnet and Impaler
 - Up to one Wych may replace their weapons with a Razorsnare and Falchion
 - Up to one Wych may replace their weapons with Hydraknives
- The entire squad may take additional equipment from the Grenades list (all Wyches must be equipped with the same grenades)
- Up to 2 Wyches may be armed with a Shredder or Blaster at the points cost indicated in the Equipment list
- The Succubus may take additional equipment from the Assault, Special, and Grenades lists

Special Rules:

- *Combat Drugs:* The entire Wych Squad is equipped with Combat Drugs – when used, roll once and apply the result to the entire squad (including their Succubus)

Warp Beast Pack

Warp Beast — 12 points

Beastmistress — 29 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Warp Beast	11	4	0	4	3	1	5	3	3
Beastmistress	5	5	4	3	3	2	6	2	8

Squad: The pack consists of a Beastmistress and between 3 and 10 Warp Beasts

Weapons: Splinter Pistol and Sword / Hand Arm (Beastmistress), Claws and Jaws (Warp Beasts)

Armour: The Beastmistress has Talon Armour (6+ save), the Warp Beasts have Tough Hides (6+ save)

Options:

- The Beastmistress may replace her weapons with one of the following options:
 - Shardnet and Impaler
 - Razorsnare and Falchion
 - Hydraknives

Special Rules:

- *Combat Drugs:* The Beastmistress is equipped with Combat Drugs, but always and only receives the 12" move result when taking them – both her and the Warp Beasts have a 4" follow-up move in close combat when using Combat Drugs
- The Beastmistress may take additional equipment from the Assault, Armour, and Special lists
- The Beastmistress may take up to 1 Wargear Card
- Note that Warp Beasts are not Daemons and are not treated as Daemonic models

Hellions

Hellion — 34 points

Succubus — 50 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Hellion	5	4	4	3	3	1	5	1	8
Succubus	5	5	5	3	3	1	6	2	8

Squad: A Hellion squad is composed of between 3 and 10 models, including up to one optional Succubus

Weapons: Hellglaive

Armour: Wild Ride (5+ unmodified *dodge* save)

Wargear: Hellion Skyboards

Options:

- Up to two Hellions may be armed with either a Shredder or a Blaster at the points cost indicated
- The Hellion Succubus may take additional equipment from the Assault, Special, and Grenades lists

Special Rules:

- *Combat Drugs:* The entire Hellion Squad is equipped with Combat Drugs (Flyers) – when used, roll once and apply the result to the entire squad (including their Succubus)
- Up to one Hellion Squad can be taken per Wych Squad in the army

Scourges

Scourge — 32 points

Sybarite — 42 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Scourge	5	4	4	3	3	1	5	1	8
Sybarite	5	5	5	3	3	1	6	2	8

Squad: A Scourge squad is composed of between 5 and 10 models, including up to one optional Sybarite

Weapons: Splinter Rifle

Armour: Scale Armour (5+ save).

Options:

- Up to 4 Scourges may be armed with weapons chosen from the Heavy Weapons list at the points cost indicated
- The Sybarite may take additional equipment from the Assault, Special, and Grenades lists
- The Sybarite may take up to 1 Wargear Card

Special Rules:

- *Jump Packs:* Scourges can jump between 6" -36", as well as *Fly High* – note that Scourges who have used their jump packs cannot use *move or fire* weapons such as Dark Lances and Disintegrators, but may still fire Splinter Cannon and Splinter Rifles

Reaver Jetbike Squad

Reaver — 41 points (includes rider and jetbike)

Succubus — 57 points (includes rider and jetbike)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Reaver	5	4	4	3	3	1	6	1	8
Succubus	5	5	5	3	3	1	7	2	9

Squad: A Reaver squad is composed of between 3 and 10 Reaver Jetbikes, including up to one optional Succubus

Weapons: Splinter Pistol (rider), Splinter Rifle (jetbike)

Armour: The rider wears Scale Armour (5+ save)

Wargear: Reaver Jetbike

Options:

- Up to 2 Reaver Jetbikes may replace their splinter rifles with a Shredder or a Blaster at the points cost indicated in the list
- The Succubus may take additional equipment from the Assault, Special, and Grenades lists
- The Succubus may take up to 1 Wargear Card or Vehicle Card (but not both)

Special Rules:

- *Combat Drugs:* The entire Reaver Jetbike Squad is equipped with Combat Drugs (Flyers) – when used, roll once and apply the result to the entire squad (including their Succubus)

Dark Eldar Vehicle Crews

Free - included in cost of Raiders and Ravagers

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Warrior	5	4	3	3	3	1	4	1	8

Dark Eldar Raiders and Ravagers have Warrior crews, with each Warrior armed a Splinter Pistol and equipped with Scale Armour (5+ save).

Dark Eldar Support

Up to 50% of your army's points allowance can be spent on units taken from the Support section of the Dark Eldar Armylist.

This includes any points spent on wargear, equipment, and other items.

Reaver Jetbike

20 points + cost of rider

Crew: 1 rider

Weapons:

- Splinter Rifle (with Targeter)
- Blades: All attacks from the bike-mounted blades are resolved based on the vehicle's speed:

Speed	Strength	Save Mod
Slow	5	-2
Combat	6	-3
Fast	7	-4

Special Rules:

- **Booster:** During the jetbike's movement phase, the player may select to use its booster. This doubles the jetbike's speed for the turn.
 - A bike that has been boosted (including its rider) cannot make shooting or close combat attacks that turn.
 - A jetbike that has boosted must roll a 3+ on a D6 when attempting to turn during its movement phase. A failed roll results in the jetbike going out of control per the Skimmer rules for one turn.

Dark Eldar Reaver Jetbike – Ram Speed

Str	Dmg	Save Mod	Slow	Combat	Fast
6	D6	-4	15"	25"	35"

Dark Eldar Reaver Jetbike – Armour Values

D6	Location	Front	Side/Rear
1-2	Dark Eldar Rider	-	-
3-6	Jetbike	10	9

Dark Eldar Reaver Jetbike Damage Table

D6	Result
1	Weapon is destroyed
2	Maximum speed is Slow for the rest of the game
3	Controls are damaged – roll a D6 at the start of each subsequent movement phase: 1-3: jetbike moves <i>out of control</i> for the turn 4-6: jetbike may move and fire as normal
4	Engine destroyed – jetbike crashes D6” away in a random direction Models hit when it lands take D3 Str 6 hits with a -2 Save Mod Rider is treated as dismounting from a fast-moving vehicle
5	Engine explodes – rider is killed and jetbike crashes 2D6” away in a random direction Models hit when it lands take D3 Str 6 hits with a -2 Save Mod
6	Fuel explodes – rider is killed, and the flaming wreck hurtles out of control next turn After moving next turn, it explodes Explosion causes D3 Str 8 hits with -3 Save Mod to all models within 3” (friend or foe)

Dark Eldar Rider Damage Table

Roll to see if the rider is slain as normal. If the driver is slain, then the bike will move out of control for the remainder of the game or until it crashes or is destroyed.

Dark Eldar Raider

85 points

Crew:

- 1 Warrior Driver
- 1 Warrior Gunner

Weapons:

- 1 Dark Lance
- The Dark Lance may be replaced with a Disintegrator for +5 pts

Special Rules:

- The Raider is a skimmer and follows all the rules for such
- The engine may only be hit from the side or rear
- The Raider may transport up to 12 Dark Eldar into battle

Dark Eldar Raider – Ram Speed

Str	Dmg	Save Mod	Slow	Combat	Fast
7	D12	-5	15"	25"	35"

Dark Eldar Raider – Armour Values

D6	Location	Front	Side/Rear
1-2	Crew/Passengers	-	-
3-5	Hull	14	12
6	Engine	*	10

Note: Any hit to the “front” of the Engine counts as a Hull hit instead.

Dark Eldar Raider – Hull Damage Table

D6	Result
1	Hull weapon is destroyed
2	Piloting system is damaged – roll a D6 at the start of each subsequent Dark Eldar turn: 1-3: vehicle goes <i>out of control</i> for the turn 4-6: vehicle may move normally
3	Energy cells on fire – passengers are killed on a 4+ on a D6 roll per model (crew exempt)
4	Energy cells explode – everyone (crew and passengers) is killed The Raider is turned to face a random direction and then crashes D6” away Any models hit when it land suffer D3 Str 8 hits with -3 Save Mod
5	The Raider bursts into flames – everyone (crew and passengers) is killed The Raider moves D6” forward and crashes before exploding Any models within 3” of the explosion suffer D3 hits using the Heavy Flamer profile
6	The Raider detonates – everyone (crew and passengers) is killed Any models within 3” suffer D6 Str 10 hits with a -3 save modifier

Dark Eldar Raider – Engine Damage Table

D6	Result
1-4	Maximum speed is Slow for the rest of the game, and cannot make pop-up attacks
5-6	Raider crashes – all models (crew and passengers) are treated as dismounting at fast speed

Crew/Passenger Damage Table

- Randomize hits between the crew and any passengers and take saving throws as appropriate
- If the pilot is killed, the Raider will go out of control for the next turn until the gunner takes his place
- Please refer to the Dark Eldar Army Rules section for rules on how the gunner can replace the pilot

Dark Eldar Ravager

190 points

Crew:

- 1 Warrior Driver
- 3 Warrior Gunners

Weapons:

- 3 Dark Lances
- Any/all of the Dark Lances may be replaced by a Disintegrator for 5 points each

Special Rules:

- The Ravager is a skimmer and follows all the rules for such
- The engine may only be hit from the side or rear
- The Ravager can transport up to 6 Dark Eldar

Dark Eldar Ravager – Ram Speed

Str	Dmg	Save Mod	Slow	Combat	Fast
9	D20	-6	15"	25"	35"

Dark Eldar Ravager – Armour Values

D6	Location	Front	Side/Rear
1-2	Crew	-	-
3-5	Hull	18	14
6	Engine	*	10

Note: Any hit to the "front" of the Engine counts as a Hull hit instead.

Dark Eldar Ravager – Hull Damage Table

D6	Result
1	Center weapon is destroyed – the gunner may continue shooting with his Splinter Pistol
2	Right-side weapon is destroyed – the gunner may continue shooting with his Splinter Pistol
3	Left-side weapon is destroyed – the gunner may continue shooting with his Splinter Pistol
4	Engine explodes – everyone (crew and passengers) is killed The Ravager is turned to face a random direction and then crashes D6" away Any models hit when it land suffer D3 Str 8 hits with -3 Save Mod
5	The Ravager bursts into flames – everyone (crew and passengers) is killed The Ravager moves D6" forward and crashes before exploding Any models within 3" of the explosion suffer D3 hits using the Heavy Flamer profile
6	The Ravager detonates – everyone (crew and passengers) is killed Any models within 3" suffer D6 Str 10 hits with a -3 save modifier

Dark Eldar Ravager – Engine Damage Table

D6	Result
1-4	Maximum speed is Slow for the rest of the game, and cannot make pop-up attacks
5-6	Ravager crashes – all models (crew and passengers) are treated as dismounting at fast speed

Dark Eldar Ravager – Crew Damage Table

- Randomize hits between the crew and any passengers and take saving throws as appropriate
- If the pilot is killed, the Ravager will go out of control for the next turn until the gunner takes his place
- Please refer to the Dark Eldar Army Rules section for rules on how the gunner can replace the pilot

Dark Eldar Talos

200 points

Dark Eldar Talos – Model Profile

Strength	Damage	Save	Mod	M	WS	BS	S	I	A	Ld
6	D8	-3	10	6	3	5	7	3	(*)	8

Note: The Talos gets 1D3 attacks per functioning Talos Claw.

Crew:

- Flesh Puppet

Weapons:

- 2 Talos Claws
- 1 Talos Sting

Weapon Profile – Talos Sting

Range		To Hit		Strength	Dam	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-12	12-24	-	-	4	1	-2	D6+4	Sustained Fire 4D

Weapon Profile – Talos Claws

Range		To Hit		Strength	Dam	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
close combat	only			8	1	-5	D20+D6+8	+1D3 Attacks (2)

Special Rules:

- The Talos is a skimmer, and follows all the rules for such, except that it is always possible to engage the Talos in close combat
- *Suffer Not*: The Talos is a machine that thrives on fear and pain, and the more it gets, the more it wants. As more and more suffer around it, the Screamer Cells gather the pain and feed it into the Torture-Engines. To represent this, the Talos suffers no penalties for engaging multiple combatants at the same time, and they do not get their bonus to WS and A for mobbing it.
- *Natural Born Killer*: If the Talos kills at least 1 thing in close combat, the Talos gets +1 to its Weapon Skill for the next combat phase only.
- Your army must contain at least one Haemonculus in order to include any Talos engines

Dark Eldar Talos – Armour Values

D6	Location	Front	Side/Rear
1	Tail	14	14
2-3	Hull	14	14
4-5	Head	18	18
6	Flesh Puppet	*	*

Dark Eldar Talos – Tail Damage Table

D6	Result
1	The Talos Sting is destroyed

- 2 Engine malfunction – the Talos goes *out of control* next turn
- 3-4 Engine damaged – the Talos can only move D3” per turn and cannot make pop-up attacks
- 5-6 Vehicle destroyed – the Talos crashes to the ground

Dark Eldar Talos – Hull Damage Table

D6	Result
1	Talos Claw destroyed – Talos no longer gains D3 attacks from that claw If both claws are lost, the Talos has no attacks and can only use its Weapon Skill
2-3	Energy Cells malfunction – the Talos must pass a Ld test on 2D6 to fire weapons, move, or fight
4-5	Electrical fire – at the start of each turn, roll a D6 – on a 1-2 the Talos explodes All models within 3” of the explosion suffer D6 Strength 8 hits with a -5 Save Mod
6	Screamer Cells overload – Talos crashes instantly in place All models within 3” must roll under their Ld on 3D6 or are killed instantly No saving throws of any kind are permitted

Dark Eldar Talos – Head Damage Table

D6	Result
1	Controls disrupted – the Talos may only move or attack if it rolls a 4+ on a D6
2	Controls damaged – all Talos’ characteristics are halved (rounding up) for the rest of the game
3	Cooling system damaged – at the start of each turn, roll a D6 – on a 1-2 the Talos explodes Any models within 3” of the explosion suffer D6 Strength 10 hits with a -3 Save Mod
4-5	Controls disabled – Talos suffers from <i>Stupidity</i> and will charge nearest unit (friend or foe)
6	Controls destroyed – the Talos swerves D3” randomly and crashes All psykers within D6” suffers D3 auto wounds (no saves of any kind allowed)

Dark Eldar Talos – Flesh Puppet Damage Table

- The Flesh Puppet’s exposed body is protected by a power field
- Any hits to the Puppet are negated on a roll of 2+ on a D6, unmodified
- The Puppet has a Toughness of 5, and any wounding hits will kill him, causing the Talos to fall silent and dead

4. Dark Eldar Weapon Rules

The following rules apply to weapons and other equipment whose rules are not covered in the Wargear book.

Close Combat Weapons

The following weapons are unique to the Dark Eldar. For rules on 'general' close combat weapons available to the Dark Eldar, please refer to the Warhammer 40k 2nd Ed. *Wargear* book.

Agoniser

The Agoniser is an invention of the Haemonculi and is the insidious combination of a needle weapon system and a powerfist.

No Strength/Toughness role is required for hits made against living targets. Tyranids (including Genestealers), Daemons, and Eldar Avatars ignore this effect – against such models, as well as against all vehicles, simply count the Agoniser as a standard powerfist.

Note that this weapon may also take the form of a spiked whip, but its effects are the same.

Strength	Damage	Save Mod	Armour Pen	Special
special	D3	-5	D6+D20+8	see above

Hellglave

Strength	Damage	Save Mod	Armour Pen	Special
User+3	D2	-3	D6+D2+6	may also be used as a Splinter Rifle

Hydraknives

Wych Only

The flashing blades of the Hydraknives are difficult to control but well worth the effort as they slice opponents open. A Wych using these blades subtracts -1 from her WS and -1 from her Initiative due to the difficulty of wielding such a weapon, but adds +1 to her Attack Dice and Strength, and doubles any hits scored in close combat.

Users also count as having two parries. Note this item takes both hands to use, and thus cannot be combined with other close combat weapons (e.g., such as for gaining a bonus attack dice).

Poisoned Blades

Haemonculus Only

Any fumbles with this weapon wound the Haemonculus, but only on 4+ as he is somewhat immune to his own poisons.

Strength	Damage	Save Mod	Armour Pen	Special
special	D6	-	n/a	automatically wounds

Power Blades

This weapon can be taken as a hand weapon, or as an attachment to another weapon (such as on a splinter rifle). Please refer to the 'Blades and Saws' and 'Swords and Hand Arms' entries in the Warhammer 40k 2nd Ed. *Wargear* book for additional information.

Strength	Damage	Save Mod	Armour Pen	Special
5	1	-3	2D6+5	see above

Punisher

Incubi Only

This item takes both hands to use, and thus cannot be combined with other close combat weapons (e.g., such as for gaining a bonus attack dice).

Strength	Damage	Save Mod	Armour Pen	Special
10	D6	-6	1D20+2D6+10	see above

Razorsnare and Falchion

Wych Only

Whipping the Razorsnare around, a Wych can pull her opponent onto the Falchion she carries at her side.

The Razorsnare and Falchion count as a pair of 'hand arms' as defined by the 'Swords and Hand Arms' entry in the Warhammer 40k 2nd Ed. *Wargear* book. They both use the Wych's Strength characteristic (including any bonuses) for resolving wounds, save modifiers, and armour penetration related to any hits made by them. A model equipped with these weapons counts as having two close combat weapons for the purpose of gaining an extra attack. The Falchion grants the model a parry.

The Razorsnare can be used to hook and drag models from up to 2" away into close combat, even if the Wych is already in close combat. This is done in the close combat phase by allocating one or more attacks against the selected model or models using the Razorsnare. Roll only to hit – if successful, the target is physically moved by the Wych player into or as close as possible to base-to-base contact with the Wych who targeted the model(s).

In each combat phase, a Wych equipped with a Razorsnare can select one enemy model to disrupt that model's secondary weapon (if they have one). If effected, the model loses the +1 Attack Dice they would normally get for a second close combat weapon. If the Wych successfully used their Razorsnare to hook and drag a model, for that combat phase the hooked model is the one whose secondary weapon is disrupted. If multiple models were hooked, the Wych player designates which one is disrupted (if desired). If the model's hook attempt(s) failed, for that combat phase it cannot disrupt any model's secondary weapon.

Scissorhands

Haemonculus Only

This weapon wounds on 2+. This weapon counts as two close combat weapons for the purpose of gaining an extra attack dice and cannot be combined with other close combat weapons. User also counts as having 2 parries. (*continued next page*)

Strength	Damage	Save Mod	Armour Pen	Special
-	D6	-	2D6	see above

Shardnet and Impaler

Wych Only

The Shardnet allows Wyches to tangle up their opponents, which gives them an opportunity to use the swiftness of the Impaler to disembowel their foes.

The Shardnet and Impaler count as a pair of ‘hand arms’ as defined by the ‘Swords and Hand Arms’ entry in the Warhammer 40k 2nd Ed. *Wargear* book. They both use the Wych’s Strength characteristic (including bonuses) for resolving wounds, save modifiers, and armour penetration related to any hits made by them. A model equipped with these weapons counts as having two close combat weapons for the purpose of gaining an extra attack.

Opponents of Wyches armed with these weapons subtract -1 from their WS, and the Wych adds +2 to her Initiative and Strength from the speed and ferocity of the Impaler.

Pistols

The following weapons count as pistols and are unique to the Dark Eldar. For rules on ‘general’ pistols available to the Dark Eldar, please refer to the Warhammer 40k 2nd Ed. *Wargear* book.

Needle Pistol

Hits against living targets automatically wound – no Strength/Toughness roll is needed. Saving throws are still made as normal.

Daemons, Eldar Avatars, and Tyranids (including Genestealers) ignore this effect – they instead take a Str 3 hit from the targeting laser and take wound and armour save rolls as normal. Note the save mod and armour pen below are still used for such hits.

Range		To Hit		Strength	Damage	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-8	8-16	+2	-	3	1	-1	D6+3	see above

Shredder

The Shredder is an insidious Dark Eldar weapon that fires a monofilament mass of wire that wraps around the target, similar to (but far deadlier than) the web pistol used by the Imperium and other forces.

To hit the target, the Dark Eldar player must roll equal to or over the target’s Initiative (6’s always hit). If hit, the target must make its basic armour saving throw or it will be killed, no matter how many wounds it has. To penetrate vehicles, roll 1D6 - if a 6 is rolled, roll another, and so on. If the armour of the vehicle is breached the wire unwinds inside it, slicing both circuitry and flesh and destroying all crew and/or electronics.

Range	To Hit
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Short	Long	Short	Long	Strength	Damage	Save Mod	Armour Pen	Special
small flamer	template			-	-	-	-	see above

Splinter Pistol

Range		To Hit		Strength	Damage	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-8	8-16	+2	-1	3	1	-	D6+3	

Stinger

Haemonculus Only

The Stinger fires a dart of very virulent poison into the victim's bloodstream, causing them to explode. It always wounds its victims on 2+. If the target does not make their armour saving throw, a 2" blast marker is placed where they died. The Strength of the blast is equal to the Toughness of the victim, and the Save Modifier is equal to the maximum dice roll for the victim's armour minus their armour save.

For example, Space Marine power armour saves are 3+ on 1D6, so the maximum dice roll is 6. Thus, the save modifier would be -3 (6-3). For Terminator armour (3+ save on 2D6), it would be -9 (12-3).

Tyrannids, Daemons, and Avatars are immune to this poison, and thus cannot be harmed by this weapon.

Range		To Hit		Strength	Damage	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-6	6-12	+2	-	-	-	-	D6+3	see above

Special Weapons

The following special weapons are unique to the Dark Eldar. For rules on 'general' special weapons available to the Dark Eldar, please refer to the Warhammer 40k 2nd Ed. *Wargear* book.

Blaster

Range		To Hit		Strength	Damage	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-6	6-12	+1	-	8	D4	-4	D6+D4+8	

Destructor

Haemonculus Only

Range		To Hit		Strength	Damage	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
flamer	template			5	D3	-D6	D6+D3+5	

Needle Rifle

Hits against living targets automatically wound – no Strength/Toughness roll is needed. Saving throws are still made as normal.

Daemons, Eldar Avatars, and Tyranids (including Genestealers) ignore this effect – they instead take a Str 3 hit from the targeting laser and take wound and armour save rolls as normal. Note the save mod and armour pen below are still used for such hits.

Range		To Hit		Strength	Damage	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-16	16-32	+1	-	3	1	-1	D6+3	see above

Splinter Rifle

Instead of a single shot, the user may select to roll a single Sustained Fire dice instead. Please refer to the rules for Sustained Fire dice in the Warhammer 40k 2nd Ed. Rulebook for additional information.

Range		To Hit		Strength	Damage	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-12	12-24	+1	-	3	1	-1	D6+3 S	Sustained Fire 1

Terrorfex

The Terrorfex is a grenade launcher that fires ammunition composed of warped wraithbone. It can be fired directly at a unit or at a point on the ground - normal targeting rules apply. Any units hit by the blast must take a Break test at -1 per model hit. For example, if 3 models were hit, the unit would test at -3 LD.

Space Marines will follow their standard rules for becoming Shaken, but will Break if they are already Shaken. Tyranids are immune to this weapon if they are within the range of a synapse creature. Vehicle crew members are also affected by this, and if they break, they will abandon the vehicle and run until they rally.

Range		To Hit		Strength	Damage	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-6	6-12	-	-	-	-	-	Auto	2" blast, see above

Heavy Weapons

The following heavy weapons are unique to the Dark Eldar. For rules on 'general' heavy weapons available to the Dark Eldar, please refer to the Warhammer 40k 2nd Ed. *Wargear* book.

Dark Lance

Move or fire for foot troops.

Range		To Hit		Strength	Damage	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-24	24-48	-	-	9	D12	-6	D6+D12+9	

Disintegrator

Move or fire for foot troops. User selects which power mode to use prior to firing the weapon.

When using this weapon on low power, instead of a single shot, the user may select to roll up to two Sustained Fire dice instead. Please refer to the rules for Sustained Fire dice in the Warhammer 40k 2nd Ed. Rulebook for additional information.

Range		To Hit		Strength	Dam	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-20	20-40	-	-	5	D4	-2	D6+D4+5	low power, Sustained Fire 2
0-20	20-72	-	-	10	D10	-6	D6+D10+10	max power, 2" blast radius

Splinter Cannon

Move or fire for foot troops.

Range		To Hit		Strength	Damage	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-24	24-36	+1	-	4	D3	-2	D6+D3+4	Sustained Fire 2D

5. Dark Eldar Wargear Cards

The following Wargear Cards are **Dark Eldar Only** and may be given to any eligible Dark Eldar model except where noted. Such models can also take the standard Wargear Cards available to all armies.

Please note that the same model can be equipped with multiple types of Helms and Masks – it is assumed that the model in question has fashioned or otherwise obtained a single unique item with the combined effects of the purchased separate wargear cards.

In addition, any Leadership-based tests called for are taken after all modifiers from all applicable Dark Eldar rules within range are combined and applied.

Combat Drugs

25 points - common

Dark Eldar Wyches and characters have access to a wide range of horrid drugs, which affect their physical being. Combat Drugs may be taken at the start of any of the Dark Eldar player's turns.

In the case of Wych squads and their subsets, the result that occurs is randomly rolled.

In the case of characters, they may choose any number of options to use but must roll 1D6 for each option chosen.

- If a double is rolled, then the character takes a wound with no saving throws allowed
- If a triple is rolled, the lethal concoctions have reacted violently with each other and the character explodes, instantly killing him (no saving throws allowed) – any models in base-to-base contact (friend or foe) take automatic hits as if they were hit by frag grenade

Note that this means a character that chooses only 1 effect from the table will not be at risk of taking a wound or being killed by the above.

All effects last until the start of the Dark Eldar player's next turn (apart from any self-inflicted drug wounds or deaths, which are permanent!).

D6	Effect
1	Extra 2" move (also applies to follow-up movement after close combat)
2	+1 Weapon Skill
3	+1 Strength (may be added to any weapon except poisons)
4	+5 Initiative
5	Re-roll any failed to-wound rolls
6	+2 Attack Dice

Combat Drugs (Flyers)

25 points - common

A slightly different mixture of the combat drugs above taken by those that are piloting Reaver Jetbikes and Hellion Skyboards. The above rules apply but models with this version of Combat Drugs use the following effects table instead.

D6	Effect
1	+1 Strength to all close combat hits
2	+1 Weapon Skill
3	Jetbike: +1 to both skid turn rolls and boost control rolls Hellion Skyboard: immune to psychology and break tests
4	+5 Initiative
5	Re-roll any failed to-wound rolls
6	+1 to Ballistic Skill

Corpse Violator

30 points - uncommon

The Violator appears to be a small gold box with alien markings all over it. When activated near one or more corpses, a nauseous green glow will briefly obscure the corpses. Out of this there is sometimes seen chains, hooks, and medical apparatus rising occasionally. Sickening sounds of cutting and other sounds more unmentionable may be heard.

If a Haemonculus moves into contact with any downed models (friend or foe) and does nothing else for the entire round, he may activate this arcane device. At the end of the turn, the glow will recede, and all corpses (friend or foe) that are wholly or partially within 3" of the bearer will rise as a new Grotesque, following all the standard rules for them and attaching to the Haemonculus as a single bodyguard unit. This item can be used once per each of the Dark Eldar player's turns.

While this evil device works on 'non-living' models (e.g., daemons), it does not work on vehicles (including robots and Wraithguard constructs). Nor will it work on models killed by weapons whose strength was double the victim's toughness - there simply isn't enough left of them after such a gruesome death to reconstruct!

As a final note, keep in mind that opponents will earn Victory Points as normal for destroying any raised Grotesques, and both players still receive any relevant VPs for destroying the original models that were resurrected.

Crucible of Malediction

20 points - one use (rare)

Each horrid Crucible contains the trapped spirits of psykers captured and tortured by the Dark Eldar. When released, these spirits hurtle across the battlefield unleashing a psychic cacophony that can drive an enemy psyker insane.

The Crucible can be used at the start of any psychic phase, after force cards are dealt. Every enemy psyker within 24" must take a Ld test on 2D6, subtracting -1 from their Leadership if they are 12" or closer of the Crucible or adding +1 to their Leadership if they are more than 12" away.

Those that roll at or below their Leadership are fine. Any psykers that fail are immediately removed as casualties, with no saving throws of any kind allowed.

Gruesome Talisman

5 points - common

These terrifying talismans are proof of owner's past kills and the end of captives they have taken. Due to the unsettling nature of these objects and their implications, any unit in close combat with a bearer of a Gruesome Talisman subtracts -1 from their Leadership.

Tyranids are immune to this effect, regardless if they are in range of a synapse creature or not.

Hellion Skyboard (including Hellglaive)

20 points - common

This item counts as a standard jump pack with the following additional rules.

- All ranged attacks against the rider are always at -1 to hit, regardless of how far the model moved in the movement phase (this is in addition to normal to hit modifiers for movement, and can be combined with such additional modifiers)
- The model may make pop-up attacks as described in the rules for skimmers in the Warhammer 40k 2nd Ed. Rulebook
- The model may also make hit-and-run attacks as described in the rules for bikes in the Warhammer 40k 2nd Ed. Rulebook

This item also includes a hellglaive weapon for the rider.

Hell Mask

8 points - common

The changing faces of this mask distract and frighten opponents in close combat. Opponents must take a Leadership test on 2D6 in every round of close combat – if they fail, they lose 1 Attack Dice.

Note that this can reduce some opponents to 0 attack dice, in which case they do not get to roll and must use their basic WS only to generate their combat score.

Tormentor Helm

5 points - common

Small lasers lance out beams of short-ranged energy against opponents every round.

Users receive a bonus attack dice in addition to their standard attacks and any other bonus attacks they're eligible for (i.e., this is not the bonus attack dice for having a second close combat weapon).

This item can be taken as a third close combat weapon and can be combined with two other close combat weapons as it does not require any hands to use.

Trophy Rack

5 points - common

Many Dark Eldar take trophies from every battle, and they serve as a reminder to the bearer of their past victories and the opponents they have bested.

This item grants a +1 to the bearer's Leadership.

Webway Portal

50 points - rare

A portable link to the Dark Eldar Webway, this device may be used in the shooting phase to open a Portal on the battlefield.

Prior to the start of the game, the player must allocate the units being held behind in the Webway for deployment via this device. Eligible units are any non-vehicle units, and no more than 25% of your total points.

The model carrying this may activate it at the beginning of any of the Dark Eldar player's turns, including the first turn. Place a 2" blast marker in base-to-base contact with the model carrying the device. Any models in the Webway may enter through this Portal on the Dark Eldar player's next movement phase. Units deployed through this portal must be set up within 5" of the blast marker. Not all units must be deployed immediately – the Dark Eldar player can choose to retain any number of their Webway units for deployment in later turns (including all).

Once activated, the model that carried the device may move away – the Portal will stay in place and stay open until it's destroyed.

Dark Eldar units on the tabletop, including those deployed through the Webway Portal, cannot enter or reenter the Webway through this device.

The Warp Portal may be fired at to close it down, but it is counted as having an armour value of 25. The Portal has shielding against the Warp, and Daemons may not enter the material universe through it, nor possess models within the Webway.

Note that if the model carrying the portal is killed, the troops in the Webway are unable to ever come onto the board, and they count as "destroyed" for purposes of VP calculation. Similarly, any units that are not deployed prior to the portal's destruction or the end of the game are also counted as destroyed.

6. Dark Eldar Vehicle Cards

The following Vehicle Cards are **Dark Eldar Only** and may be added to any Dark Eldar vehicle except where noted.

Dark Eldar vehicles can also take the standard Vehicle Cards available to all armies.

Flesh Puppet

7 points – Non-Talos Vehicles Only

Similar to the Talos's pilot organism, this upgrade allows a Haemonculus to graft a victim into the navigational system of any vehicle. The result is a type of backup pilot that engages if the original pilot dies, allowing the vehicle to continue movement as normal without the need for a gunner to take over as pilot.

In addition, any tests that the pilot takes for the Reaver boosting turn gets 1 free re-roll to avoid flying out of control. This bonus no longer applies if the Flesh Puppet has taken over for the pilot.

Power Blades

10 points

An electrical field surrounds the blades of this vehicle, crackling with energy. All hits caused by the vehicle are at +1 Strength, and the ram value is also increased by +1 Strength.

Shrieker Prow

5 points

The front hull of this vehicle has been modified to incorporate a series of air funnels through the front not unlike a set of musical pipes. However, rather than sweet music, these pipes sound as if all the demons of the warp are screaming in pain.

Any enemy squad or character that the vehicle passes within 6" of at any point in its movement phase suffers a -1 to their Leadership this turn

Soul Cells

20 points

Similar to the Talos's Screamer Cells, this vehicle has been given converted power cells that improve the vehicle's performance as the suffering around it increases.

The Soul Cells are activated whenever a model is killed within 12" of this vehicle, regardless of who killed the model or how. When this happens, roll a D6 – on a 4+ the victim's soul is caught by the Soul Cells. The number of such souls collected by this vehicle should be tracked by the Dark Eldar player.

Whenever this vehicle declares a shooting attack, before rolling to hit the Dark Eldar player can choose to supercharge the selected weapon(s). This is done by expending a soul for each weapon involved – e.g., a single Splinter Cannon will require a single soul, a pair of Disintegrators will require two souls to supercharge both. The player can select to boost none, some, or all of the vehicle's shots.

A supercharged shot receives an additional -1 to its save modifier, and an additional +1 to its armour penetration roll. This bonus lasts for the duration of that shooting attack, and do not apply if the weapon fires again even in the same shooting phase.

Note that Eldar spirit stones make Eldar models immune to this item's effects – do not roll when such models are killed within range of this vehicle.

Torture Engines

10 points – Non-Talos Vehicles Only

If this vehicle kills at least one model by collision, ramming, or by a hit-and-run attack, in its next movement phase the vehicle may add +5" to its movement and may also make a single 45 degree turn for 'free' regardless of the vehicle's speed.

7. Dark Eldar Psychic Powers

The Dark Eldar have perfected the arts of backstabbing and fear for so long that it has imprinted itself onto the very psyche of the Dark Lords. As a result, their powers have been warped far from their cousins.

To generate your army's psychic powers, you can either roll a D8 on the Lore of the Dark Lords table below for each psychic level your psykers have or print out and randomly select the required number of powers.

No power may be duplicated by the Dark Lords – if a power is selected that has already been taken, simply re-roll.

Lore of the Dark Lords

D8	Roll Power
1	Luck of the Damned
2	Shadowfield
3	Banshee
4	Soul Feast
5	Coward's Way
6	Bone Shivers
7	Marionette
8	Phantom's Jest

1. Luck of the Damned

Force 1, Range 72" — Archon Only

The skeins of fate have their dark sides. The Archon reaches out and shreds the fate of one of the weaves in the pattern for a moment. Pick a single enemy squad or vehicle within range: a -1 modifier is applied to that unit's BS and WS for the next turn. This remains until the beginning of the next psychic phase.

2. Shadowfield

Force 2, Range 6"

Summoning the dark powers of the soul, the Dark Lord surrounds herself or another model within 6" with the sweet cold protection of pure darkness. This gives the model an unmodified 2+ save versus any attack except psychic and las-based (laspistols, lasguns, lascannon) – against those attacks the model gains a 5+ unmodified save.

If the field successfully saves against a psychic or las-based attack, the field is lost as the shadows flee.

Note that if the Dark Lord casts it onto another model he may move away more than 6" from the affected model after casting without the Shadowfield going down. Shadowfield lasts until it is either nullified or the Dark Lord ceases it.

3. Banshee

Force 2, Range 3D6+12"

The Dark Lord draws on the terrifying legends of Eldar myth to create a screeching banshee that flies across the battlefield into foes, scattering them to the winds.

Using the Heavy Flamer template, draw a path from the Dark Lord and roll 3D6+12" inches for its distance. Any unit in the template's path, friend or foe, takes D6 Strength 3 hits and has its members scattered D6" randomly (roll for each model).

Any unit taking casualties from this horrific power must take a Break test, even if they have already taken one that round. This power has no effect on vehicles but will affect Tyranids normally.

4. Soul Feast

Force 3, Range 12"

Dark whispers speak of the ability of the psychic Dark Eldar to feast on the pain and suffering of their victims. Outside of Commorragh, only the most powerful can muster the energy needed to perform the most dread of powers, that of soul feasting.

When cast, the target model must pass a Leadership test on 2D6 or have their soul sucked out, with no non-psychic saving throws allowed (e.g., Aegis Suit and the like). If this Leadership test is failed, the target is killed instantly and the caster of this power gains +1 to their Movement, Weapon Skill, Strength, Toughness, Initiative, and Attacks.

These bonuses to the caster last until the next psychic phase (either player).

5. Coward's Way

Force 1, Range 36"

Many a brave soldier has felt the icy grip of terror gnawing at their guts – even heroes fear something. By reaching inside their souls briefly, the Dark Lord is able to cause feelings of doubt and fear to surface in the target.

The selected unit or character suffer -1 to their Leadership until the next psychic phase (either player).

6. Bone Shivers

Force 1, Range 12"

Supernatural cold floods the bones of the target, inflicting a Strength 4 hit that bypasses all armour and field saves, as well as dodge saves (other 'special' saves such as Makari's or medi-squigs are allowed).

7. Marionette

Force 1-3, Range 24"

Shadowy fingers of the Dark Lord invade the target's mind, causing him to hallucinate. In his deluded state, the target can easily be convinced to kill their own kind.

This power can be used against a single character or unit, including a single vehicle, with the Dark Eldar player rolling 1D6 for each Force card expended into this power, adding the results together, and comparing his total to the target's Leadership. Unlike many Leadership contests, the caster does not add their own Leadership value to the total – only the results of the dice rolled are added together.

If the Dark Lord beats the target's Leadership, then she can force the target to fire at any model or unit that is within its line of sight. Use the target's own BS to determine whether they hit or not.

If the caster's target was a squad or vehicle, the Dark Eldar player can select which individual model (or weapon in the case of a vehicle) will be forced to fire.

8. Phantom's Jest

Force 2, Range 36"

Capturing psykers and torturing them to death with their own powers is a rare but popular pastime for the Dark Lords. With this power, the Dark Lord reaches out as she laughs and twists another psyker's power back onto itself, rendering it dangerous to even try to exert their willpower.

For every Force card played by the target psyker, they must roll 1D6. On a roll of 6 they die, no saving throw allowed, as the backlash overwhelms them. If Ultimate Force is played by the affected psyker, then they must roll three times for the effect as if they had played 3 Force cards.

The psyker remains cursed until the power is nullified, or the Dark Lord is slain.

8. Dark Eldar Special Characters

Note: Your opponent's permission must be received for you to field any special characters. These characters must be fielded with exactly the weapons and armour shown and cannot be altered by other choices unless otherwise noted.

Asdrubael Vect, Supreme Lord of the Kabal of the Black Heart

170pts (563pts with required wargear and crewmembers)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Asdrubael	5	6	8	5	5	4	9	4	10
Incubi	4	5	5	3	3	1	5	1	8
Warrior	5	4	4	3	3	1	4	1	8

Weapons:

Asdrubael:	Splinter Pistol, Terrorfex
Incubi:	Punishers, Tormentor Helms, and Splinter Pistols
Warriors:	Splinter Pistols

Armour:

Asdrubael:	Dragon Armour (4+ unmodified save)
Incubi:	Shade Armour (2+ save)
Warriors:	Scale Armour (5+ save)

Options:

Asdrubael may carry up to two Wargear Cards. These are always a **Force Rod** and **Psychic Hood**. Asdrubael is also equipped with the **Dais of Destruction**, a modified Ravager he is always mounted in. It is always equipped with an **Energy Field** Vehicle Card and cannot be modified with any additional items.

Asdrubael and the Incubi will only dismount if the vehicle is permanently destroyed.

Strategy:

Asdrubael has a Strategy rating of 4 and must lead your army. No other Archons may be chosen if Asdrubael is fielded.

Special Rules:

- Asdrubael is a Level 4 psyker.
- Asdrubael's chilling presence causes *Fear*.
- Asdrubael can only be joined with his entourage. He can never be attached to another unit or model, nor can any other unit or model be attached to him or his entourage.

Wargear:

The following wargear is available only to Asdrubael:

Dais of Destruction

+218 pts

A specially modified Ravager that Asdrubael always rides into battle. Use the Ravager chart for hit locations and damage. Crew hits are randomly allocated between Asdrubael, his Incubi, the Warrior gunners, and the slaves. The Dais is also protected by the Energy Field wargear card.

The Dais is armed with two disintegrators and a dark lance, which are all equipped with targeters. Note that the gunners are handpicked and thus have a higher BS than other Warriors.

Energy Field

+50 pts

This energy field is projected from the hull itself and provides an armour value of 22 in all locations. This does not apply to hand-to-hand combat, which ignores the field.

Note that because the Ravager is a heavy skimmer it may be engaged in hand-to-hand combat unless it is going at Fast speed. Attackers have the option of attacking the Ravager or the crew in hand to hand. If they attack the crew, the Incubi bodyguard will be the first to fight.

Only the total destruction of the Dais itself will deactivate the Energy Field.

Kruellagh, Archon of the Emasculators

190pts (235pts with required wargear)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Kruellagh	5	7	7	5	5	4	9	4(5)	10

Weapons:

Splinter Pistol, Terrorfex

Armour:

Dragon Armour (4+ unmodified save)

Options:

Kruellagh is always equipped with the following four Wargear Cards: the **Soul Flayer**, **Hell Mask**, **Damnation Grenades**, and **Trophy Rack**.

Strategy:

Kruellagh has a Strategy rating of 4. No other Archons may be chosen if Kruellagh is fielded.

Special Rules:

- Kruellagh is a Level 4 psyker.
- Kruellagh's chilling presence causes *Fear*.

Wargear:

The following Wargear Cards are unique to Kruellagh:

Soul Flayer

+25 pts

A paired set of deadly weapons, these bloodthirsty spikes shoot out of Kruellagh's hands and impale victims, draining them of their life juices.

No other hand to hand weapons may be used by Kruellagh, but she gets +1 to her attacks for counting as having a second close combat weapon (this bonus has already been added to her stat line above).

Kruellagh counts as having two parries with this weapon.

The Soul Flayer has the following profile:

Strength	Damage	Save Mod	Armour Pen	Special
-	1	-	Use Strength Chart	Wounds on 2+ (see below), Parry x2

For every creature slain in hand-to-hand combat by Kruellagh, the Soul Flayer drains out their vital juices and invigorates her. Each time Kruellagh does this, she gains +1 to her Strength and gains an extra Attack Dice for the next turn only.

Damnation Grenades

+8 pts

Kruellagh can use these special armour-piercing fragmentation grenades in combination with her Terrorfex shooting. This is in addition to the default grenades that come with the Terrorfex, but only one grenade type may be used per turn.

Damnation Grenades have the following profile:

Strength	Damage	Save Mod	Armour Pen	Special
4	D6	-4	2D6+4	2" Blast Radius

Lelith Hesperax, Leader of the Wych Cult of Strife

140pts (160pts with required wargear)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Lelith	7	8	6	6	4	3	9	4	10

Weapons:

Hydraknives, Falchion and Razorsnare, Shardnet and Impaler, Splinter Pistol

Armour:

Talon Armour (6+ save)

Options:

Lelith may carry up to three Wargear cards, two of which must always be a **Displacer Field** and **Combat Drugs**.

Strategy:

Lelith has a strategy rating of 4.

Special Rules:

The following special rules apply to Lelith:

Combat Mistress:

Lelith is a terror in close combat, and she carries the full array of Wych weapons. At the start of each hand-to-hand combat phase, she may choose which weapons she'll be using for the rest of that phase:

- Hydraknives
- Falchion and Razorsnare
- Shardnet and Impaler

Lelith can use her Splinter Pistol with either of the latter two options, but not with the Hydraknives. Note that this means Lelith cannot mix and match individual items from any of her paired weapons – for example, she cannot use a Shardnet and Razorsnare in the same turn.

Wych Leader:

Lelith may be taken as the commander of your army if it only contains Wyches and is 1000pts or less. Units that can be included in such an army are Wych Squads, Jetbike Reaver Squads, Warp Beast Packs, and Hellion Squads.

Purity of Pain:

In any army in which Lelith is included, the following units may not be included: Haemonculus, Grotesques, and Talos units.

Drazhar, Master of Blades

93pts (108pts with required wargear)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Drazhar	5	7	5	4	3	2	7	2(4)	10

Weapons:

Disemboweler Blades

Armour:

Shade Armour (2+ save)

Options:

Drazhar is always equipped with the following two Wargear cards: a **Tormentor Helm** and the **Disemboweler Blades**.

Special Rules:

Drazhar must be assigned as a bodyguard to the Archon if one is chosen. If there are multiple Archons in the same army as Drazhar, designate which Archon he is assigned to.

If an Archon that Drazhar is assigned to is engaged in hand-to-hand combat, he may physically switch places with Drazhar by switching the two models on the tabletop. This is a voluntary move done at the beginning of any hand-to-hand combat with an opposing model and occurs without penalty before that hand-to-hand combat is resolved with Drazhar instead.

This switch can only be done once per hand-to-hand combat phase, but can be performed before any individual combat within that phase.

Any charge bonuses or similar non-weapon bonuses that had been gained by the Archon are transferred to Drazhar (e.g., Drazhar counts as having charged if the Archon had charged in the same turn that the switch takes place).

Wargear:

The following Wargear Card is unique to Drazhar:

Disemboweler Blades

+10 pts (Drazhar only)

Strength	Damage	Save Mod	Armour Pen	Special
6	D6	-3	2D6+D12+6	Parry x2

Urien Rakarth, Master Haemonculus

55pts (128pts with required wargear, add +17pts per Uber Grotisque)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Urien	5	6	6	4	5	2	8	3	10
Uber Grotisque	4	4	0	4	3	2	4	2	6

Weapons:

Destructor, Stinger, Poisoned Blades

Armour:

Scale Armour (5+ save)

Wargear:

Urien is always equipped with the following two Wargear cards: a **Crucible of Malediction** and a **Corpse Violator**.

Bodyguard:

Urien may initially be accompanied by a bodyguard of between 1-5 elite Uber Grotisques that cost 17pts each and have the profile shown above. This bodyguard forms a squad with Urien.

Special Rules:

The following special rules apply to Urien Rakarth.

Master of the Craft:

As a master of the art of pain, Urien has crafted for himself the finest tools ever created for the dispensing of it. As a result, all of Urien's weapons will automatically wound if they hit, with no need to make a to wound roll.

In addition, due to his skill at construction and pain, his Corpse Violator will raise Uber Grotesques, not normal ones

Master of Fear:

Urien's chilling presence causes *Fear*.

Master of Kin:

Urien may lead your army if desired, and if he does so he has a Strategy Rating of 4. If Urien is selected to lead your army, no Archons can be included as they refuse to be subservient to him.

Kheradruakh, Mandrake Champion

114 pts (130 pts with required wargear)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Decapitator	5	6 (7)	5	4	3	2	4	2(4)	10

Weapons:

Decapitator

Armour:

Scale Armour (5+ save)

Options:

May carry 3 wargear cards, which must be the Gruesome Talismans, Trophy Rack, and Decapitator cards.

Special Rules:

The following special rules apply to Kheradruakh.

Additional Limbs: Two additional arms have been grafted on Decapitator by a Haemonculus. They increase his WS by +1 and double his attacks (already included in his stat line).

Shadow Skinned: Due to his chameleonic nature, Kheradruakh always has a -1 to hit modifier against shooting attacks (this modifier applies in addition to cover save modifiers if he is in cover). When hidden he may only be detected, not revealed. In close combat it is difficult to follow his motions, so any opponents of Decapitator subtract -1 to their Weapon Skill.

Master Infiltrator: Decapitator is a master of the art of stealth, and rivals even the Lictor in his ability to escape detection. As a result, when Decapitator would normally be detected by something (whether it is a scanner or whenever a model moves within its initiative distance) roll 1D6. On a roll of 5 or 6, Decapitator has escaped detection. When deploying, Decapitator is not actually placed on the board; rather, the Dark Eldar player should write down secretly where he is and only reveal it when Decapitator either performs an action that would break infiltration or is discovered (i.e. by scanners, etc.).

Wargear:

The following wargear may only be taken by Decapitator:

Decapitator

+6pts (Decapitator only)

Strength	Damage	Save Mod	Armour Pen	Special
As user	1	Use Str Chart	2D6+4*	see below

Decapitator's save modifier is based on Kheradruakh's current Strength.

Decapitator automatically kills if a '6' is rolled on any to wound roll. This bypasses standard armour saves, but any field or 'special' saves may still be taken.

When attacking vehicles, any to hit roll of a '6' increases that hit's armour penetration to 1D20+1D6+8.