

# ~ ARCHON ~

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

## SPECIAL RULES:

### Fleet of Foot.

**Tyrant:** A vicious leader that inflicts horrendous punishments on those who fail, an Archon's presence will push nearby Dark Eldar to face even the most hopeless odds for fear of punishment should they fail their Archon and survive. Any Dark Eldar unit with a model within 12" of an Archon may re-roll any failed morale tests.

## WARGEAR:

**Power Field:** Grants a 4+ Invulnerable Save.

# ~ INCUBI ~

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

## WARGEAR:

**Punisher:** A two handed power weapon than increases the users strength by 1 in close combat. It may also be fired with the following profile in the shooting phase:

## SPECIAL RULES:

### Fleet of Foot.

Range: 24" S: 4 AP: 4 Assault 1

**Bodyguard:** If at any time an Independent Character that has joined the unit would suffer a wound, you may instead remove an Incubus or Master Incubus within 2" of the Independent Character.

**Tormentor Helm:** Adds an additional attack in close combat.

# ~ DREADGUARD ~

</fluff> *think somewhere between warriors and incubi*

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

## SPECIAL RULES:

**Infiltrators, Fleet of Foot.**

# ~ WARRIORS ~

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	WS	BS	S	T	W	I	A	Ld	Sv	SPECIAL RULES:
Warrior	4	4	3	3	1	5	1	8	5+	
Sybarite	4	4	3	3	1	5	2	9	5+	<b>Fleet of Foot.</b>

# ~ RAIDER ~

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

**Type:** Fast, Skimmer, Open Topped.

## SPECIAL RULES:

**Transport:** Each raider may transport up to 12 models. Warp Beasts, Talos, and models on Reaver Jetbikes or Hellion Skyboards may not be transported.

**Rapid Assault Vehicle:** Until the beginning of your first turn, any deployed Raiders count as having moved over 12" for the purposes of the 'Skimmers moving fast' special rule.

# ~ SCOURGES ~

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

## WARGEAR:

**Scourge Wings:** Models equipped with Scourge Wings count as Jump Infantry.

## SPECIAL RULES:

### Fleet of Foot.

**Terror From Above:** A Scourge Unit may use the Deep Strike and Reserves rule, even on missions that do not normally allow it. Shots they fire on the turn in which they deep strike cause pinning●

**Scourge Lance:** A smaller, more easily portable version of the Dark Lance, the Scourge Lance allows the user to maintain a deadly torrent of energy blasts while constantly on the move.

Range: 24" S: 8 AP: 2 Assault 1, Lance

# ~ RAVAGER ~

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

**Type:** Vehicle, Fast, Skimmer, Open Topped.

**Rapid Assault Vehicle:** Until the beginning of your first turn, any deployed Ravagers count as having moved over 12" for the purposes of the 'Skimmers moving fast' special rule.

## Vehicle Upgrades

**Screaming Jets:** Allows the vehicle to deep strike in missions where Deep Strike is allowed. For one round after deploying via Deep Strike all attacks against the vehicle require a to-hit roll of 6 and all penetrating hits count as glancing hits. Transported models may not disembark in this movement phase.

**Horrorfex:** Attaches a Horrorfex to one of the vehicles weapons, which unleashes a mind-ravaging barrage against the target of the main weapon. Select one of the vehicles weapons - this weapon now causes pinning.

**Nightshield:** When measuring the range of shooting attacks against the vehicle, add 6" to the distance measured when determining if the vehicle is in range. Where Night Fight rules are being used, add 12" to the measurement.

**Vectored Engines:** If the vehicle would be destroyed from being immobilised when moving, treat the immobilised result as if the vehicle hadn't moved in its previous turn.

**Trophy Rack:** All friendly Dark Eldar units with a model within 12" of this vehicle count as having caused 1 extra wound for the purposes of winning an assault. If within 6" they count as having inflicted 2 extra wounds.

**Torture Amp:** This vehicle is now allowed to perform Tank Shock attacks.

# ~ RAVEN ~

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

**Type:** Vehicle, Fast, Skimmer, Open Topped.

## SPECIAL RULES:

**Scouts.**

**Rapid Assault Vehicle:** Until the beginning of your first turn, any deployed Ravens count has having moved over 12" for the purposes of the 'Skimmers moving fast' special rule.

# ~ COVEN MISTRESS ~

</fluff> command-level wych

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	WS	BS	S	T	W	I	A	Ld	Sv
Coven Mistress	7	6	3	3	3	8	3	10	5+

## SPECIAL RULES:

### Fleet of Foot.

**Tyrant:** A vicious leader that inflicts horrendous punishments on those who fail, a Coven Mistresses presence will push nearby Dark Eldar to face even the most hopeless odds for fear of punishment should they fail their Mistress and survive. Any Dark Eldar unit with a model within 12" of a Coven Mistress may re-roll any failed morale tests.

**Dosage Controller:** Dosage Controllers can be used once per game at the beginning of any player's assault phase. When used, all friendly Wych, Reaver Jetbike and Hellion units with a model within 12" become fearless and receive an additional attack in this assault phase. The model using the Dosage Controller has their base attack characteristic doubled for this assault phase.

**Agile:** A Coven Mistress ignores any tests associated with being forced to disembark a transport, and only suffer damage on a roll of 6 if their transport is wrecked or destroyed.

## WARGEAR:

**Power Field:** Grants a 4+ Invulnerable Save.

**Adaptive Combat Drugs:** When joining any Wych or Reaver Jetbike unit the Coven Mistress gains whichever Combat Drug benefit the unit receives. When joining a Hellion unit the Coven Mistress gains the 'Hit & Run' special rule. When not in a unit, the Coven Mistress gains +1 Attacks.

# ~ WYCHES ~

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

## SPECIAL RULES:

### Fleet of Foot.

**Agile:** Wyches have a 4+ Invulnerable save against close combat attacks. Wyches ignore any tests associated with being forced to disembark a transport, and only suffer damage on a roll of a 6 if their transport is wrecked or destroyed.

## WARGEAR:

**Wych Weapons:** Enemies attacking a model equipped with Wych Weapons that would normally hit on a 3+ with a close combat attack instead hit on a 4+. Enemies that have a lower Weapon Skill than a model equipped with Wych Weapons require a 5+ to hit in close combat against a model using Wych weapons. A Wych Weapon counts as a close combat weapon. The entire unit must be using Wych weapons to gain any benefit.

**Wych Combat Drugs:** Roll at the beginning of the game to determine which effect the Wych unit gains:

- Furious Assault
- Furious Charge
- Fearless
- Feel No Pain
- +1 WS +1 I
- Roll 2 Dice for Fleet of Foot, choose highest

**Hydra Knives:** A pair of deadly, razor sharp close combat weapons. Grant +2 Attacks for wielding 2 weapons instead of the usual +1, and allow the user to re-roll failed to-hit rolls. Each knife also counts as a Wych Weapon.

**Neural Whips:** A pair of vicious whips, each a Power Weapon. A to-wound roll of 6 will always wound a target, even those the wielder would not normally be able to damage. Against Psykers a to-wound roll of 2+ will always cause a wound. Each whip also counts as a Wych Weapon.

**Stranglenet & Close Combat Weapon:** A unit that includes one model with a Stranglenet counts as being equipped with defensive grenades. Each Close Combat round, any model in base to base contact with a model equipped with a Stranglenet has their attacks reduced by 1, to a minimum of 1. The Stranglenet also counts as a Wych Weapon.

**Wychglaive:** A Wychglaive is a two-handed Wych Weapon that causes Rending. On any turn in which the user charges, their base strength is doubled and their close combat attacks ignore armour saves. It may also be fired with the following profile:

Range: 18" S: 3 AP: 5 Assault 3

**Chem Injectors:** A model with Chem Injectors allows a unit to roll 2 dice when determining the Wych or Reaver Combat Drug result, discarding one die of the players choice.



# ~ REAVER JETBIKES ~

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

## SPECIAL RULES:

### Eldar Jetbike.

### WARGEAR:

**Reaver Jetbike:** Reaver Jetbikes confer a 3+ Armour Save, and incorporate a twin-linked splinter rifle in their hull. They also confer all the normal rules for Eldar Jetbikes.

**Reaver Combat Drugs:** Roll at the beginning of the game to determine which effect the Reaver Jetbike unit gains:

- Furious Assault
- Furious Charge
- Fearless
- Feel No Pain
- +1 WS +1 I
- Hit and Run.

# ~ HELLIONS ~

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

## SPECIAL RULES:

### Hit and Run.

**Reckless:** Hellions ignore pinning tests and morale tests caused by shooting casualties. This extends to any Independent Characters that join the unit.

## WARGEAR:

**Hellglaive:** A Hellglaive is a two-handed close combat weapon. On any turn in which the user charges, their strength is doubled and their close combat attacks ignore armour saves. It may also be fired with the following profile:

Range: 18" S: 3 AP: 5 Assault 2

**Hellion Skyboard:** Models equipped with a Hellion Skyboard count as Jump Infantry and gain a 5+ Armour save if they do not already have better. This saving throw becomes Invulnerable against wounds caused in the enemies shooting phase.

Models equipped with a Hellion Skyboard may choose to move up to 18" in the movement phase, but in doing so forfeit any action in their Shooting and Assault phase this turn. Models mounted on Hellion Skyboards may not use the Fleet of Foot special rule.

# ~ WARP BEASTS ~

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

## SPECIAL RULES:

### Fleet of Foot.

**Frenzy:** Independent Characters may never join a Warp Beast unit. If the Pack Mistress is dead at the start of your turn, the remaining Warp Beasts will frenzy. They must move their maximum movement possible directly towards the nearest enemy unit in the movement phase and attempt to assault them in the assault phase.

**Reckless:** Warp Beasts and their Pack Mistress ignore pinning tests and morale tests caused by shooting casualties.

**Meatshield:** If at any time the Pack Mistress should be removed as a casualty during the shooting phase, you may instead remove a Warp Beast within 2" of the Pack Mistress.

**Stimulants:** (Pack Mistress only) The Pack Mistress is constantly under the effect of a stable chemical stimulant that greatly increases her speed and endurance. She counts as a Beast model.

**Agile:** (Pack Mistress only) The pack mistress has a 4+ invulnerable save against close combat attacks.

# ~ SHADOW STALKER ~

</fluff> *command-level mandrake lord sort of thing*

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

## SPECIAL RULES:

**Infiltrator, Surprise Assault, Fleet of Foot, Hit and Run.**

**Shadowkin:** A Shadow Stalker benefits from the Stealth special rule, however such is their expertise that they receive +2 to cover saves, rather than the usual +1. When firing at a Shadow Stalker, enemy models must test to see them as if in Night Fight conditions. When on open ground a Shadow Stalker count as having a 5+ cover save.

**Pathfinder:** A Shadow Stalker ignores all difficult terrain penalties when moving through difficult terrain. This is extended to any Mandrake units joined by a Shadow Stalker, but the Shadow Stalked gains no benefit while they are part of a non-mandrake unit.

**Psyker:** Shadow Stalkers are psykers.

## WARGEAR:

**Power Field:** Grants a 4+ Invulnerable Save.

## PSYCHIC POWERS:

**Hateful Bolt:** Channeling murderous intent through a psychic focus, the Shadow Stalker unleashes a barrage of psychic energy. Hateful Bolt counts as S8 when calculating Instant Death. Counts as firing a weapon with the following profile:

Range: 18" S: 5 AP: 2 Assault 2

**Apparition:** Target enemy unit is subject to nightmarish visions and hallucinations, sowing panic and confusion. Choose a visible enemy unit with 24" – that unit must test for pinning on three dice, discarding the lowest die. Use this power during the shooting phase, but it does not count as firing a weapon nor do any other rules associated with firing a weapon apply (such as Target Priority, assaulting units fired upon etc.).

**Distortion:** Drawing in light around him, the Shadow Stalker effortlessly evades incoming blows while easily striking his target. Used at the beginning of your turn, he may then re-roll all to-hit rolls until the beginning of your next turn, and all successful attacks against him and any unit he joins must be re-rolled.

**Shroud of Darkness:** Shrouds allies in darkness, protecting them from incoming attacks. Target friendly visible unit within 12" gains the Stealth special rule and count as being equipped with defensive grenades until your next turn.

**Well of Shadows:** Unleashing his psychic presence on the material plane, nearby matter begins to transform to reflect the Shadow Stalker's dark nature. Place a 5" template centered over the Shadow Stalker before he makes any attacks in close combat – all enemy models touched suffer a single S4 hit. Models yet to fight from a unit hit by Well of Shadows suffer a penalty of -2 Initiative until the end of this assault phase.

# ~ MANDRAKES ~

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

## SPECIAL RULES:

**Infiltrators, Scouts, Move Through Cover, Surprise Assault, Fleet of Foot.**

**Ambush:** At the start of the deployment phase, choose to either deploy the Mandrake unit through normal rules, or use their special Ambush deployment rules. When using Ambush, select a terrain piece after deployment zones have been decided before any models have been placed. The Mandrake unit is held in reserve, and when they become available they must be placed immediately anywhere on the selected terrain piece. After being deployed, they may act normally that round.

**Shadowkin:** Mandrakes benefit from the Stealth special rule, however such is their expertise that they receive +2 to cover saves, rather than the usual +1. When firing at a Mandrake unit, enemy models must test to see them as if in Night Fight conditions. When on open ground Mandrakes count as having a 5+ cover save.

**Dodge:** Mandrakes have a 4+ Invulnerable save against close combat attacks.

## WARGEAR:

**Blackout Grenades:** When deployed, blackout grenades release a dense cloud of light-absorbing gas, effectively turning the air itself black. This gives the user ample time to retreat, regroup, and prepare for the next assault. A unit containing one or more models with Blackout Grenades gains the 'Hit & Run' special rule.

# ~ SHADES ~

</fluff> *mandrake-style sniper*

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

## SPECIAL RULES:

### Scouts, Infiltrators, Fleet of Foot.

**Pathfinder:** Shades ignore all difficult terrain penalties when moving through difficult terrain.

**Shadowkin:** A Shade benefits from the Stealth special rule, however such is their expertise that they receive +2 to cover saves, rather than the usual +1. When firing at a Shade, enemy models must test to see them as if in Night Fight conditions. When on open ground a Shade count as having a 5+ cover save.

**Loner:** Each Shade operates as individual unit and never counts as scoring models. Shades ignore any leadership penalties from being outnumbered in close combat. If they are ever forced to fall back, they will automatically regroup at the beginning of the next Dark Eldar turn and may act normally.

**Stalker:** Shades ignore Target Priority tests, and roll an additional die when making Night Fight tests to determine how far they can see. If a Shade fires their Particle Rifle at the same model/unit that they fired at in the previous round, they may re-roll any failed to hit rolls and ignore cover saves.

## WARGEAR:

**Particle Rifle:** A terrifying weapon combining the lethality of a Dark Lance with the function of a sniper weapon, the Dark Eldar particle rifle decimates infantry and light vehicles while sowing panic in enemy formations.

Range: 36" S: 6 AP: 1 Heavy 1, Lance Pinning

**Shadow Blade:** Perfectly balanced, razor sharp and imbued with traces of warp energy, Shadow Blades are deceptively potent for their size. Attacks made with a Shadow Blade may re-roll any failed to-wound rolls.

~ MASTER HAEMONCULI ~

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

SPECIAL RULES:

Feel No Pain, Fleet of Foot.

**Fearless:** A Master Haemonculi is Fearless, and any unit they join also becomes fearless.

**Master Craftsman:** Each Master Haemonculi is a master of their art, and will often bring to battle one of their favourite creations. Before deployment, select either one unit of Grotesques or one Talos for each Master Haemonculi to be a favoured creation.

Favoured Grotesque units gain the Fleet of Foot and Furious Charge special rules. A favoured Talos may roll an extra dice when determining the number of attacks it receives, using the higher of the two dice. If a double is rolled it adds both dice together when determining the number of attacks it receives this round.

WARGEAR:

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

**Power Field:** Grants a 4+ Invulnerable Save.

**Scissor Hand:** A vicious, razor-sharp set of blades that slice their way through flesh with diabolic ease. The touch of a scissor hand does not simply cut a victim, it shreds flesh and turns a foe into a pile of unidentifiable meat and bone. Attacks from a Scissorhand always wound a target on a roll of 2+ regardless of their toughness, and if a multi-wound target is damaged they suffer two wounds rather than one.

**Destructor:** Ranged weapon with the following profile:

Range: T    S: 4    AP: 3    Assault 1

**Needler:** The needler fires a volley of toxin-carrying needles. Models hit are wounded on a roll of a 2+ regardless of their toughness. It has no effect against vehicles.

Range: 18"    S: X    AP: 5    Assault 3

# ~ GROTESQUES ~

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

## SPECIAL RULES:

### Feel No Pain, Fearless.

**Meatshield:** If at any time the Haemonculi should be removed as a Casualty during the shooting phase, you may instead remove a Grotesque within 2" of the Haemonculi.

**Fearsome:** Any unit forced to take a morale test from losing an assault in which a Grotesque was involved must make that morale test on 3 dice, discarding the lowest.

**Abomination:** No Independent Characters other than Master Haemonculi may join a Grotesque unit. Any unit attempting to Assault a Grotesque unit must first pass a Leadership test. If they fail, they may not do anything in that Assault phase.

**Stupid:** Unless lead by a Haemonculi or Master Haemonculi, a unit of Grotesques gains the 'Slow and Purposeful' special rule, lose Fearless, and each turn must move directly towards the nearest enemy model/unit and attempt to assault it.



# ~ TALOS ~

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

**SPECIAL RULES:**

**Fearless, Monstrous Creature.**

**Floating:** Talos count as Jet-pack Infantry, but are never required to take Dangerous Terrain tests for landing in Difficult Terrain.

**WARGEAR:**

**Talos Claws:** Talos Claws provide the Talos with a random number of melee attacks each Assault Phase. Roll a D6 to determine the number of attacks each time the Talos fights in an Assault Phase, adding any bonuses for charging etc. to this number. Talos Claws count as a single close combat weapon.

**Talos Sting:** A hellish weapon designed by the Haemonculi of the Dark Eldar, the Talos Sting delivers a salvo of toxin-carrying shards into the enemy. Shots from a Talos Sting are poisoned, never needing worse than a 4+ to wound a target regardless of their toughness value.

Range: 24"   S: 4   AP: 5   Assault 6