

KILL TEAM

DARK ELДАР

The Dark Eldar are pure evil in its most sickening and elemental sense. Sadists and murderers all, they infest the hidden city of Commorragh, a hellish realm far from the eyes of mortal men. The Dark Eldar have steeped themselves in depravity for so long that they can only ensure their continued survival by inflicting pain and suffering upon the material dimension.



Power from Pain

Use the rules for Power from Pain as normal, treating every model in your team as separate units. In addition, a model may only gain a maximum of one Pain Token per turn. Ignore all references to Sharing the Pain.

Piratical Raiders

Dark Eldar will always be the attackers in any mission that has an attacker and defender.

Model Availability

You must follow the following model requirements when building your Kill Team:

- 1 Team Leader model
- 1-25 Core models
- 0-3 Special models

TEAM LEADERS

Hekatrix – 20 pts

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	2	6	2	9	6+

Equipment:

Combat Drugs, Close Combat Weapon, Splinter Pistol, Wychsuit

Special Rules:

Inspiring Presence, Fleet, Night Vision, Power from Pain, Dodge (4+)

Speciality:

The Hekatrix may upgrade to one of the following:

- *Helliarch* for 6 pts – lose the Dodge (4+) special rule but gain the Hit and Run special rule and a Skyboard (with all associated rules).
- *Arena Champion* for 5 pts – lose the Dodge (4+) special rule but gain the Skilled Riders special rule and a Reaver Jetbike (with all associated rules) and Bladevanes.
- *Syren* for 3 pts – gain +1 Attack.

Options:

- A Hekatrix or Syren may replace their Splinter Pistol with a Blast Pistol for 15 pts.
- A Helliarch or Arena Champion may replace its Close Combat Weapon with a Stunclaw for 5 pts.
- A Helliarch may replace its Close Combat Weapon and Splinter Pistol with a Hellglaive for free.
- A Hekatrix, Syren, Helliarch or Arena Champion may replace its Close Combat Weapon with:
 - Venom Blade 5 pts
 - Power Weapon 10 pts
 - Agoniser 20 pts
 - Electrocorrosive Whip 20 pts
- A Hekatrix or Syren may replace both its Close Combat Weapon and Splinter Pistol with:
 - Hydra Gauntlets 10 pts
 - Shardnet and Impaler 10 pts
 - Razorflails 10 pts
- A Hekatrix or Syren may take:
 - Plasma Grenades Free
 - Haywire Grenades 2 pts
- *May take any wargear from the Dark Eldar armoury including Leader only items.*

Sybarite – 19 pts

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	2	5	2	9	5+

Equipment:

Close Combat Weapon, Splinter Pistol, Kabalite Armour

Special Rules:

Inspiring Presence, Fleet, Night Vision, Power from Pain

Speciality:

The Sybarite may upgrade to one of the following:

- *Solarite* for 13 pts – become Jump Infantry, exchange Splinter Pistol for a Shardcarbine and gain Ghostplate Armour and Plasma Grenades.
- *Dracon* for 3 pts – gain +1 Attack.

Options:

- A Sybarite or Dracon may replace its Splinter Pistol with:
 - Splinter Rifle Free
 - Shardcarbine 5 pts
 - Shredder 5 pts
 - Blaster 15 pts
 - Blast Pistol 15 pts
- A Solarite may replace its Shardcarbine with:
 - Splinter Pistol Free
 - Blast Pistol 15 pts
- A Sybarite, Dracon or Solarite may replace its Close Combat Weapon with:
 - Venom Blade 5 pts
 - Power Weapon 10 pts
 - Agoniser 20 pts
 - Electrocorrosive Whip 20 pts
- A Sybarite or Dracon may take:
 - Plasma Grenades 1 pt
 - Haywire Grenades 2 pts
 - Ghostplate 10 pts
- *May take any wargear from the Dark Eldar armoury including Leader only items.*

Klaivex – 47 pts

WS	BS	S	T	W	I	A	Ld	Sv
6	5	3	3	2	6	3	9	3+

Equipment:

Klaive, Incubus Warsuit

Special Rules:

Inspiring Presence, Fleet, Night Vision, Power from Pain

Special Rule – Master Duellist

The Klaivex gains the Preferred Enemy special rule when in a challenge with an enemy Team Leader.

Options:

- May replace Klaive with Demiklaives for 20 pts.
- May take any of the following:
 - Onslaught 5 pts
 - Bloodstone 15 pts
- *May take any wargear from the Dark Eldar armoury including Incubi and Leader only items.*

Acothyst – 20 pts

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	4	2	4	2	9	6+

Equipment:

Gnarlskin, Two Poisoned (4+) Weapons

Special Rules:

Inspiring Presence, Night Vision, Power from Pain, Altered Physique

Options:

- May take one of the following:
 - Stinger Pistol 5 pts
 - Venom Blade 5 pts
 - Mindphase Gauntlet 10 pts
 - Hexrifle 15 pts
 - Scissorhand 15 pts
 - Flesh Gauntlet 20 pts
 - Agoniser 20 pts
 - Electrocorrosive Whip 20 pts
- *May take any wargear from the Dark Eldar armoury including Leader only items.*

CORE

Kabalite Warrior – 9 pts

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	1	5	1	8	5+

Equipment:

Splinter Rifle, Kabalite Armour

Special Rules:

Fleet, Night Vision, Power from Pain

Options:

- For every five Kabalite Warriors in your Kill Team, one may replace its Splinter Rifle with:
 - Shredder 5 pts
 - Blaster 15 pts
- For every ten Kabalite Warriors in your Kill Team, one may replace its Splinter Rifle with:
 - Splinter Cannon 10 pts
 - Dark Lance 25 pts

Wych – 10 pts

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	1	6	1	8	6+

Equipment:

Close Combat Weapon, Splinter Pistol, Combat Drugs, Plasma Grenades, Wychsuit

Special Rules:

Fleet, Night Vision, Power from Pain, Dodge (4+)

Options:

- For every five Wyches in your Kill Team, one may replace its Splinter Pistol and Close Combat Weapon with:
 - Razorflails 10 pts
 - Hydra Gauntlets 10 pts
 - Shardnet and Impaler 10 pts
- Any Wych may take:
 - Haywire Grenades 2 pts

SPECIAL

Wrack – 10 pts

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	4	1	4	1	8	6+

Equipment:

Gnarlskin, Two Poisoned (4+) Weapons

Special Rules:

Night Vision, Power from Pain, Altered Physique

Options:

- May replace a single Poisoned Weapon with:
 - Liquifier Gun 10 pts

Incubi – 22 pts

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

Equipment:

Incubus Warsuit, Klaive

Special Rules:

Fleet, Night Vision, Power from Pain

Options:

- *May take any wargear from the Dark Eldar armoury including Incubi only items.*

Grotesque – 35 pts

WS	BS	S	T	W	I	A	Ld	Sv
4	1	5	5	3	4	3	3	6+

Equipment:

Gnarlskin, Close Combat Weapon

Special Rules:

Night Vision, Power from Pain, Altered Physique, Bulky

Special Rule – Berserk Rampage:

Rule Adjustment: If the Team Leader is not within 12" of the Grotesque at the beginning of the Movement phase, roll a D6. On a 1, the Grotesque goes on a rampage, inflicting a S5 AP- hit on every model (friend or foe) within 2D6". The Grotesque is then removed from play.

Options:

- May take:
 - Liquifier Gun 10 pts

Mandrake – 15 pts

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	5	2	8	-

Equipment:

Close Combat Weapon

Special Rules:

Fleet, Night Vision, Power from Pain, Infiltrate, Move Through Cover, Stealth, Baleblast, Invulnerable Save (5+)

Hellion – 16 pts

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

Unit Type: Jump Infantry

Equipment:

Combat Drugs, Wychsuit, Skyboard, Hellglaive

Special Rules:

Fleet, Night Vision, Power from Pain, Hit and Run

Options:

- *May take any wargear from the Dark Eldar armoury*

Kabalite Trueborn – 12 pts

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

Equipment:

Splinter Rifle, Kabalite Armour

Special Rules:

Fleet, Night Vision, Power from Pain

Options:

- May replace Splinter Rifle with:
 - Splinter Pistol and CCW Free
 - Shardcarbine 5 pts
 - Shredder 5 pts
 - Blaster 15 pts
 - Splinter Cannon 10 pts
 - Dark Lance 25 pts
- May take:
 - Plasma Grenades 1 pt
 - Haywire Grenades 2 pts
- *May take any wargear from the Dark Eldar armoury.*

Hekatrix Bloodbride – 13 pts

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

Equipment:

Combat Drugs, Close Combat Weapon, Splinter Pistol, Wychsuit, Plasma Grenades

Special Rules:

Fleet, Night Vision, Power from Pain, Dodge (4+)

Options:

- May replace both its Close Combat Weapon and Splinter Pistol with:
 - Hydra Gauntlets 10 pts
 - Shardnet and Impaler 10 pts
 - Razorflails 10 pts
- May take:
 - Haywire Grenades 2 pts
- *May take any wargear from the Dark Eldar armoury*

Scourge – 22 pts

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	1	5	1	8	4+

Unit Type: Jump Infantry

Equipment:

Shardcarbine, Ghostplate Armour, Plasma Grenades

Special Rules:

Fleet, Night Vision, Power from Pain

Options:

- May replace Shardcarbine with:
 - Shredder 5 pts
 - Splinter Cannon 10 pts
 - Haywire Blaster 10 pts
 - Heat Lance 12 pts
 - Blaster 15 pts
 - Dark Lance 15 pts
- *May take any wargear from the Dark Eldar armoury*

Reaver – 22 pts

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

Unit Type: Bike (Eldar Jetbike)

Equipment:

Combat Drugs, Wychsuit, Splinter Pistol, Close Combat Weapon, Reaver Jetbike, Bladevanes

Special Rules:

Night Vision, Power from Pain, Skilled Riders

Options:

- May replace jetbike's Splinter Rifle with:
 - Heat Lance 12 pts
 - Blaster 15 pts
- May take one of the following:
 - Grav-talon 10 pts
 - Cluster Caltrops 20 pts
- *May take any wargear from the Dark Eldar armoury*



DARK ELДАР ARMOURY

Hell Mask (Leader Only) - 20pts

A terrifying mask that causes unnatural dread in those around it. Any enemy model engaged in melee with a model with a Hell Mask suffers a -1 penalty to their Leadership. Additionally, the wearer causes Fear.

Screams of the Damned (Leader Only) – 15 pts

The leader starts every battle with a single Pain Token.

Terrorfex (Leader Only) – 15pts

A wrist-mounted grenade launcher that fires a warped grenade made from Eldar wraithbone. The grenades are treated so as to create an overwhelming sense of fear and despair. The Terrorfex has the following profile:

	Range	S	AP	Type
Terrorfex	8"	-	-	Assault 1, Blast, Terrify*, Unlimited*

*Terrify: Instead of rolling to wound, any unit hit must immediately take a pinning test with a -2 penalty to their Ld.

*Unlimited: In contradiction with the normal Kill team rules for grenades, the Terrorfex has an unlimited amount of uses.

Xenospasm (Leader Only) – 10pts

A Xenospasm is a rare variant of the Terrorfex grenade launcher that shoots pitted obsidian spheres laced with tortured wraithbone. The Xenospasm has the following profile:

	Range	S	AP	Type
Xenospasm	8"	3	3	Assault 1, Blast, One Shot

Vile Reputation (Leader Only) – 10 pts

Enemy models within the Inspiring Presence radius of this model may not be affected by their own leader's Inspiring Presence special rule.

Phantasm Grenade Launcher (Leader Only) – 10 pts

Rule Adjustment: The leader, as well as any friendly model within 6", counts as having both assault and defensive grenades. These grenades may not be fired in the shooting phase.

Trophy Rack (Leader Only) - 10pts

Many Dark Eldar take trophies from their most powerful foes, including heads. If a model with a Trophy Rack slays an enemy Team Leader in a challenge, he seizes the head and gains a +1 leadership bonus, and any enemy models in base contact with him then suffers a -1 penalty to Leadership. This bonus lasts for the rest of the game.

Tormenter Helm (Incubi Only) – 5pts

Counts as a Splinter Pistol with the Twin-linked special rule.

Adept-slave Forged Weapon – 10 pts

Choose a single weapon the model has to gain the Master-crafted special rule.

Gloom Grenade – 10 pts

A Darkness Grenade emits deep black smog, and has the following weapons profile:

	Range	S	AP	Type
Gloom Grenade	8"	-	-	Assault 1, One Shot, Blast, Blind

Gruesome Talismans – 10pts

Many of the Dark Eldar wear gruesome trophies or talismans taken from their victims. Any enemy models engaged in melee with one or more models with Gruesome Talismans will suffer a -1 penalty to any Morale test. This modifier is not cumulative with a Trophy Rack or other Gruesome Talismans.

Soulseeker Ammunition – 5pts

Soulseeker ammunition is crafted from wraithbone seized from the Eldar. It allows the bearer to reroll to hit rolls of 1 when using any 'splinter' weapons.