

**EPIC UK PRESENTS**

# **CODEX: DARK ELДАР**

**An unofficial codex for use with Games Workshop's  
Epic Armageddon rule set**

**Version: 050615**

# **INFORMATION**

## **MORE INFORMATION ABOUT THE DARK ELДАР**

For more information into the background of the Dark Eldar, please purchase the Warhammer 40,000 Dark Eldar Codex © from Games Workshop. Alternatively you can visit Games Workshop's website for more information.

## **THANK YOU**

A big thank you has to go to the EPIC UK committee; without their enthusiasm, for a game that they love, this army book wouldn't be a reality. The wish and will to improve a fantastic tournament wargame, within the UK, has been their only payment.

A big thank you also has to go to Games Workshop; without their imagination, creativeness and support this game would not be around today. A special thank you has to go to Jervis Johnson and all the Fanatic team, both past and present.

Also a big thank you has to go to all the independent EPIC developers, especially the army developers on the Tactical Command internet forum. Without their ideas some of the developments within this book would not be a reality.

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# **DARK ELДАР SPECIAL RULES**

## **HIT AND RUN**

Dark Eldar formations that select an advance or double action may choose to shoot either before or after each move, but may still only shoot once. If the formation chooses to double the -1 to hit penalty applies even if the shot is taken before moving.

Dark Eldar formations that win an assault may consolidate up to their speed value rather than the normal 5cms.

## **FLEET OF FOOT**

Dark Eldar formations do not suffer the usual penalties when taking a march action, so may still lend support fire in assaults, help claim a crossfire bonus, and even fire flak shots.

## **WEBWAY PORTAL**

A Dark Eldar army that includes any webway portals may place up to three formations in reserve, infantry units in these reserve formations may count as mounted in their transports. These formations may enter play by activating and moving onto the table through a friendly webway portal during the game, measuring their first move from any part of the position the portal occupies on the battlefield.

A webway portal may only be used once per turn, and if the formation fails to activate and chooses not to enter play this still counts as using the portal that turn.

Only infantry, light vehicles or armoured vehicles with the walker ability may use webway portals.

## **SHADOWFIELDS**

Each shadowfield will automatically stop one point of damage and then go down. Do not make armour saves for damage stopped by shadowfields, or allocate blast markers. Once all of a vehicle or war engine's shadowfields have been knocked down, it may be damaged normally and you may make saving throws against any hits that are scored. Hits from close combat ignore shadowfields but units using their firefight values must first knock down any shadowfields before they can cause any damage.

While a vehicle or war engine has at least one operating shadowfield it counts as being obscured (1.8.2) and so weapons (including AA) without the ignore cover ability shooting at it receive a -1 to hit modifier.

## **LANCE**

When units with reinforced armour are hit by a weapon with the lance ability they do not get to re-roll a failed armour save.

## **SUPPORT CRAFT**

Support craft are skimmers, which for all line of sight and terrain purposes count as 'popped up' at all times. If the support craft has a transport option, it may embark and disembark units as normal. Embarked units are allowed a save (see 1.7.5) if the support craft is destroyed.

Support craft do not block line of sight, must always use their skimmer ability to force a firefight in engagements and Infantry in base contact with a support craft may not use it to count as being in cover.

## **KABAL COTERIE**

A Dark Eldar army must include a Kabal Coterie. The enemy count as having achieved the 'Break Their Spirit' victory condition if they destroy this formation or the most expensive formation in the army (6.1.7).

## **MAY NOT GARRISON**

Only Mandrake formations may set up using the tournament game garrison rule (6.1.5).

## DARK ELDAR UNITS

DARK ELDAR ARCHON				
Type	Speed	Armour	Close Combat	Fire Fight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Fire Power	Notes	
Agonizer	(base contact)	Assault Weapons	Macro Weapon, Extra Attack (+1)	

**Notes:** *Character, Inspiring, Invulnerable Save, Supreme Commander.*

DARK ELDAR DRACON / SUCCUBUS				
Type	Speed	Armour	Close Combat	Fire Fight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Fire Power	Notes	
Agonizer	(base contact)	Assault Weapons	Macro Weapon, Extra Attack (+1)	

**Notes:** *Character, Inspiring, Leader.*

DARK ELDAR HAEMONCULUS ANCIENT				
Type	Speed	Armour	Close Combat	Fire Fight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Fire Power	Notes	
Arcane Terrors	(15cm)	Small Arms	Extra Attack (+1)	
Scissor Hands	(base contact)	Assault Weapons	Extra Attack (+1)	

**Notes:** *Character, Invulnerable Save.*

DARK ELDAR INCUBI				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	4+	3+	6+
Weapon	Range	Fire Power	Notes	
Tormentors	(15cm)	Small Arms	-	
Klaives	(base contact)	Assault Weapons	Extra Attack (+1)	

**Notes:**

DARK ELDAR WARRIORS				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	-	5+	4+
Weapon	Range	Fire Power	Notes	
Splinter Rifles	(15cm)	Small Arms	-	
Splinter Cannon	15cm	AP5+	-	

**Notes:**

DARK ELDAR MANDRAKE				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	5+	4+	5+
Weapon	Range	Fire Power	Notes	
Balefire	(15cm)	Small Arms	-	
Blades	(base contact)	Assault Weapons	-	

**Notes:** *First Strike, Infiltrators, Invulnerable Save, Scouts, Teleport.*

DARK ELDAR SCOURGE				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	35cm	5+	6+	3+
Weapon	Range	Fire Power	Notes	
Dark Lance	30cm	AT5+	Lance	
Splinter Cannon	15cm	AP5+	-	
Splinter Carbines	(15cm)	Small Arms	-	

**Notes:** *Jump Packs, Teleport*

DARK ELDAR HAEMONCULI				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	4+	3+	5+
Weapon	Range	Fire Power	Notes	
Liquefiers	15cm	AP3+	Disrupt	
Poison Blades	(base contact)	Assault Weapons	-	

**Notes:** *Fearless, Leader.*

DARK ELDAR WRACKS				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	5+	3+	-
Weapon	Range	Fire Power	Notes	
Poison Blades	(base contact)	Assault Weapons	-	

**Notes:** *Fearless.*

GROTESQUES				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	3+	4+	-
Weapon	Range	Fire Power	Notes	
Heavy Blades	(base contact)	Assault Weapons	Extra Attack (+1)	

**Notes:** *Fearless.*

TALOS				
Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	15cm	5+	4+	5+
Weapon	Range	Fire Power	Notes	
Massive Blades	(base contact)	Assault Weapons	Macro Weapons, Extra Attack (+1)	
Twin Splinter Cannons	15cm	AP4+	-	

**Notes:** *Fearless. Reinforced Armour, Walker.*

DARK ELDAR WYCH				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	6+	3+	5+
Weapon	Range	Fire Power	Notes	
Splinter Pistols	(15cm)	Small Arms	-	
Wych Weapons	(base contact)	Assault Weapons	-	

**Notes:** *First Strike, Infiltrators.*

### WARP BEASTS

Type	Speed	Armour	Close Combat	Fire Fight
Infantry	20cm	6+	4+	-
Weapon	Range	Fire Power	Notes	
Teeth and Claws	(base contact)	Assault Weapons	Extra Attack (+1)	

**Notes:** *First Strike, Infiltrators.*

### DARK ELDAR HELLION

Type	Speed	Armour	Close Combat	Fire Fight
Infantry	30cm	5+	3+	5+
Weapon	Range	Fire Power	Notes	
Hellglaives	(base contact)	Assault Weapons	-	
Splinter Pods	(15cm)	Small Arms	-	

**Notes:** *Jump Packs, Scouts.*

### DARK ELDAR REAVERS

Type	Speed	Armour	Close Combat	Fire Fight
Infantry	40cm	4+	4+	5+
Weapon	Range	Fire Power	Notes	
Splinter Rifles	(15cm)	Small Arms	-	
Blades	(close combat)	Assault Weapons	-	

**Notes:** *Skimmer, Mounted.*

### DARK ELDAR VENOM

Type	Speed	Armour	Close Combat	Fire Fight
Light Vehicle	35cm	4+	6+	5+
Weapon	Range	Fire Power	Notes	
Splinter Cannon	15cm	AP5+	-	
Twin Splinter Rifles	(15cm)	Small Arms	-	

**Notes:** *Skimmer, Transport (may carry one of the following: Warrior, Incubi, Haemonculi, Wrack and Wych units).*

### DARK ELDAR RAIDER

Type	Speed	Armour	Close Combat	Fire Fight
Light Vehicle	35cm	4+	6+	6+
Weapon	Range	Fire Power	Notes	
Dark Lance	30cm	AT5+	Lance	

**Notes:** *Skimmer, Transport (may carry up to two of the following: Warrior, Incubi, Haemonculi, Wrack and Wych units).*

### DARK ELDAR RAVAGER

Type	Speed	Armour	Close Combat	Fire Fight
Light Vehicle	35cm	4+	6+	4+
Weapon	Range	Fire Power	Notes	
2 × Dark Lance	30cm	AT5+	Lance	
Disintegrator	30cm	AP4+/AT5+	-	

**Notes:** *Skimmer.*

DARK ELDAR BARGE				
Type	Speed	Armour	Close Combat	Fire Fight
War Engine	30cm	5+	6+	4+
Weapon	Range	Fire Power	Notes	
Dark Lance	30cm	AT5+	Lance, Right Arc	
Dark Lance	30cm	AT5+	Lance, Left Arc	
2 × Splinter Cannon	15cm	AP5+	Forward Arc	
Torment Grenades	(15cm)	Small Arms	-	

Damage Capacity: 3  
Shadowfields: 2  
Critical Hit Effect: Gun crew killed, may no longer fire weapons and its fire fight value is reduced to 6+. Any further critical hit will destroy the Barge.

**Notes:** *Skimmer, Transport (may carry up to four of the following: Warrior, Incubi, Grotisque, Haemonculi, Warp Beast, Wrack and Wych units). May only transport units from its own formation.*

DARK ELDAR VESSEL OF PAIN				
Type	Speed	Armour	Close Combat	Fire Fight
War Engine	30cm	4+	6+	4+
Weapon	Range	Fire Power	Notes	
Phantom Lance	45cm	2 × MW3+	Titan Killer (1), Fixed Forward Arc	
2 × Splinter Cannon	15cm	AP5+	Forward Arc	
Desolator	30cm	2BP	Disrupt, Forward Arc	

Damage Capacity: 3  
Shadowfields: 2  
Critical Hit Effect: The Vessel's phantom generators explode, destroying the Vessel of Pain and causing a hit to any unit within 5cm on a D6 roll of 6.

**Notes:** *Skimmer.*

DARK ELDAR RAZORWING FIGHTER				
Type	Speed	Armour	Close Combat	Fire Fight
Aircraft	Fighter	4+	-	-
Weapon	Range	Fire Power	Notes	
Twin Dark Lances	30cm	AT4+/AA5+	Lance, Fixed Forward Arc	
Monoscythe Missiles	30cm	AP4+	Disrupt, Fixed Forward Arc	
Splinter Cannon	15cm	AP5+/AA5+	Fixed Forward Arc	

**Notes:**

DARK ELDAR VOIDRAVEN BOMBER				
Type	Speed	Armour	Close Combat	Fire Fight
Aircraft	Fighter-Bomber	4+	-	-
Weapon	Range	Fire Power	Notes	
Void Mines	15cm	2BP	Lance, Fixed Forward Arc	
Twin Void Lances	30cm	AT3+/AA5+	Lance, Fixed Forward Arc	

**Notes:**



DARK ELДАР SLAVEBRINGER ASSAULT BOAT				
Type	Speed	Armour	Close Combat	Fire Fight
War Engine, Aircraft	Bomber	4+	6+	5+
Weapon	Range	Fire Power	Notes	
2 × Twin Dark Lances	30cm	AT4+/AA5+	Lance, Fixed Forward Arc	
Turreted Splinter Cannon	15cm	AP5+/AA5+	-	
Damage Capacity: 2 Shadowfields: 1 Critical Hit Effect: The Slavebringer crashes to the ground and is destroyed along with all on board.				
<b>Notes:</b> Planetfall, Transport (may carry up to eight of the following: Warrior, Incubi, Haemonculi, Grotisque, Mandrake, Warp Beast, Wrack, Wych, Hellion and Scourge units).				

DARK ELДАР EXECUTIONER LANDING MODULE				
Type	Speed	Armour	Close Combat	Fire Fight
War Engine	25cm	5+	6+	4+
Weapon	Range	Fire Power	Notes	
Twin Heavy Phantom Lances	60cm	2 × MW2+	Titan Killer (1), Fixed Forward Arc	
Heavy Disintegrator Array	45cm	3 × AP3+/AT4+	Forward Arc	
Twin Heavy Desolators	30cm	4BP	Disrupt, Forward Arc	
Splinter Storm	30cm	4 × AP5+/AA5+	-	
Damage Capacity: 6 Shadowfields: 4 Critical Hit Effect: The Executioner's Phantom Lances are damaged and may no longer be fired. Any further critical hits will cause an additional point of damage.				
<b>Notes:</b> Fearless, Planetfall, Reinforced Armour, Support Craft, Transport (may carry up to sixteen of the following: Warrior, Incubi, Haemonculi, Grotisque, Mandrake, Warp Beast, Wrack, Wych, Hellion and Scourge units. In addition may carry up to eight of the following: Talos, Raiders, Venoms and Ravagers <u>or</u> up to two of the following: Barges and Vessels of Pain.)				

DARK ELДАР TORTURE CLASS CRUISER				
Type	Speed	Armour	Close Combat	Fire Fight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Fire Power	Notes	
Pin-point Attack	n/a	MW2+	Titan Killer (D3)	
Orbital Bombardment	n/a	6BP	Macro Weapon	
<b>Notes:</b> Transport (May carry up to one Executioner Landing Module <u>or</u> up to four Slavebringer Assault Boats, plus the troops carried in them).				

## DARK ELДАР ARMY LIST

Dark Eldar armies have a strategy rating of 4. Dark Eldar Kabal formations and the Executioner Landing Module have an initiative rating of 1+. All other formations have an initiative rating of 2+.

DARK ELДАР INDIVIDUALS		
FORMATION	UNITS	POINTS
0-1 Wraithgate	Replace one objective marker in the Dark Eldar players half of the table with a Wraithgate, this counts as an objective marker and a webway portal which may not be attacked or damaged in any way.	50
0-1 Portable Webway Portal	Add a portable webway portal to an Archon, Dracon, Succubus or Ancient character in the army. This portable webway portal may be used once in the game. After the characters formation completes an action you may place a barrage template marker completely within 15cm of the character and outside any enemy zones of control. This marker counts as a webway portal which may not be attacked or damaged in any way. Remove this webway portal marker in the end phase of the turn before any rallying.	50

DARK ELДАР KABALS			
FORMATION	UNITS	UPGRADES	POINTS
1 Kabal Coterie	Four Incubi units and one Archon character	Barges, Incubi, Ravager, Transport, Warriors	250
Kabal Flotilla	Four Ravagers	Ravager	225
Kabal Syndicate	Six Dark Eldar Warrior units	Barges, Dracon, Ravager, Transport	200

DARK ELДАР PARTISANS (Up to two for each Dark Eldar Kabal taken)			
FORMATION	UNITS	UPGRADES	POINTS
Haemonculi Coven	Two Haemonculi units and four Wrack units	Ancient, Barges, Grotesques, Talos, Transport	250
Heavy Barge	One Vessel of Pain	-	250
Hellions	Six Hellion units	Succubus	200
Mandrakes	Six Mandrake units	-	200
Reavers	Six Reaver units	Succubus	200
Scourges	Six Scourge units	-	250
Talos	Four Talos	Talos	225
Wych Cult	Six Wych units	Barges, Beasts, Succubus, Transport	200

DARK ELДАР UPGRADES (Any number of allowed upgrades may be taken, each different allowed upgrade may be taken once by each formation)			
UPGRADE	UNITS		POINTS
Ancient	Add one Dark Eldar Haemonculus Ancient character to a unit in the formation		25
Barges	One or two Dark Eldar Barges		100 each
Beasts	Two Warp Beast units		50
Dracon / Succubus	Add one Dark Eldar Dracon or Dark Eldar Succubus character to a unit in the formation		50
Grotesques	Two Grotesque units		75
Incubi	Two Dark Eldar Incubi units		75
Ravager	One Dark Eldar Ravager		50
Talos	One or two Dark Eldar Talos		50 each
Transport	Up to four Raiders (To carry any Incubi, Warrior, Wych, Haemonculi and Wrack units with no transport spaces left over after any upgrades have been added to the formation) Any number of these Raiders may be replaced by two Dark Eldar Venoms each, for 25 points each Raider replaced		0
Warriors	Two Dark Eldar Warrior units		50

AIRCRAFT AND SPACECRAFT		
FORMATION	UNITS	POINTS
Razorwings	Two Razorwing Fighters	200
Voidravens	Two Voidraven Bombers	225
Slavebringer	One Slavebringer Assault Boat	200
Executioner	One Executioner Landing Module	650
0-1 Spacecraft	One Torture Class Cruiser	250

### USING THE ARMY LIST

- One Kabal Coterie formation must be taken.
- A maximum of up to a third of the points available to the army may be spent on Aircraft and Spacecraft.

## **EPIC UK DARK ELДАР**

### **WHAT, HOW AND WHY**

So you've just finished reading through the new EPIC UK Dark Eldar codex, however you have some questions; what has EPIC UK done? How have we done it and why? Well this part of the army book is here to help you out!

Below you will find out what we've done, how and why we did it. Have a read though this and find out what was in the EPIC UK team's head when we designed the Dark Eldar army list.

### **DARK ELДАР**

This list is based on the Epic: Raiders Dark Eldar army list and so special thanks must be given to all the NetEA Dark Eldar play testers on the tactical command forums which can be found at <http://www.taccmd.tacticalwargames.net/index.php> and to William L. Sturtevant for his work.

Most changes made to the list are cosmetic in nature and designed to simplify the list for tournament play and to move the list very much towards a swift but lightly equipped raider style of play.

To this end the main changes made to the list are the removal of the **Kashnarak**, **Tormentor Titan** and **Perditor**. Also the strategy rating of the list has been increased to four to represent such a fast and deadly raiding force attacking with the element of surprise.

The **Executor** has been renamed the **Executioner** and kept in the list as it fits the planetary raid theme and gives the list access to a large war engine choice. It has seen some modifications to bring its cost down.

As the Dark Eldar are one of the newer additions to the background it was decided to try and modify the Raiders list with a few changes to bring it more in line with the recent Dark Eldar codex, this has mostly been achieved with a few weapon name changes.

However this has seen the **Venom** added to the list as an alternative transport option, also the **Raven Fighter** has been replaced with the **Razorwing Fighter** and the **Razorwing Bomber** has been replaced with the **Voidraven Bomber**.

The squad level **Sybarite** character has been removed from the list and the **Succubus** character has merged with the **Dracon** option, so that Kabal formations may add a **Dracon** and Wych formations may add a **Succubus**. Both these characters have also lost the commander ability but gained inspiring to represent their deadly nature as warriors and the fear of failure they induce in their own followers. An **Ancient Haemonculus** character has also been added as an option for Haemonculus formations.

The **Grotesques** have been renamed **Wracks** in keeping with more recent background, In addition a new more monstrous **Grotesque** unit has been added to the list. The rules for the **Talos** have also been modified to better represent this deadly torture device, but this has seen it removed from the list of transport options for the **Slavebringer** for balance reasons.

**Scourges** have received a slight speed and armour increase and also a Splinter Cannon attack in addition to their Dark Lance but their fire fight ability has been reduced slightly. They have also received a slight points increase.

**Hellions** have proven a poor choice in the list and so have received a small boost with a slight increase in their close combat value. Also **Mandrakes** have received an invulnerable save and the scout ability.

Both the **Raider** and **Ravager** have lost their Horrorfex. This has seen a slight reduction in their fire fight values and in the case of the **Ravager** formation a small points decrease.

The **Torture Class Cruiser** has also been modified slightly to follow its Battlefleet Gothic stats more closely and has received a points drop accordingly. For simplicity the option to take **Corsair Class Escorts** has been removed from the list.

To focus the list on the importance and power of its leading **Archon**, the **Kabal Coterie** has been made compulsory and also an automatic 'Break their Spirit' target but has also received a points drop.

To highlight Dark Eldar mastery of the webway an option for a portable webway portal has been added to the list.

Final changes to the list are a general reduction in the number of available upgrade options to keep formations relatively specialised and fragile to highlight the raiding nature of the list. Where upgrades are available the cost has often been reduced, following a theme in EPIC UK army lists and reviews.

Well I hope this answers your questions of What, How and Why. If not please send the EPIC UK team an email and we will try to answer any queries you may have.

Thank you

The EPIC UK Team