

DARK ELDAR 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 ELDAR 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 ELDAR 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 ELDAR 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.

CODEX DARK ELДАР

Strategy Rating: 4

Initiative: 2+ (Kabals and Executioner 1+)

Name	Type	Speed	Armour	C	F	Weapons	Range	Firepower	Notes
Dark Eldar Archon	CH	n/a	n/a	n/a	n/a	Agonizer	(base contact)	Assault Wpns, MW, EA (+1)	Inspiring, Invulnerable Save, Supreme Commander
Dark Eldar Dracon / Succubus	CH	n/a	n/a	n/a	n/a	Agonizer	(base contact)	Assault Wpns, MW, EA (+1)	Inspiring, Leader
Dark Eldar Haemonculus Ancient	CH	n/a	n/a	n/a	n/a	Scissor hands Arcane terrors	(base contact) (15cm)	Assault Wpns, EA (+1) Small Arms, EA (+1)	Invulnerable Save
Dark Eldar Incubi	Inf	15cm	4+	3+	6+	Tormentors Klaives	(15cm) (base contact)	Small Arms Assault Wpns, EA (+1)	
Dark Eldar Warriors	Inf	15cm	-	5+	4+	Splinter rifles Splinter cannon	(15cm) 15cm	Small Arms AP5+	
Dark Eldar Mandrake	Inf	15cm	5+	4+	5+	Balefire Blades	(15cm) (base contact)	Small Arms Assault Wpns	First Strike, Infiltrators, Invulnerable Save, Scouts, Teleport
Dark Eldar Scourge	Inf	35cm	5+	6+	3+	Splinter carbines Splinter cannon Dark lance	(15cm) 15cm 30cm	Small Arms AP5+ AT5+, Lance	Jump Packs, Teleport
Dark Eldar Wych	Inf	15cm	6+	3+	5+	Wych weapons Splinter pistols	(base contact) (15cm)	Assault Wpns Small Arms	First Strike, Infiltrators
Warp Beasts	Inf	20cm	6+	4+	-	Teeth & Claws	(base contact)	Assault Wpns, EA (+1)	First Strike, Infiltrators
Dark Eldar Hellion	Inf	30cm	5+	3+	5+	Hellglaives Splinter pods	(base contact) (15cm)	Assault Wpns Small Arms	Jump Packs, Scouts
Dark Eldar Reavers	Inf	40cm	4+	4+	5+	Blades Splinter rifles	(base contact) (15cm)	Assault Wpns Small Arms	Mounted, Skimmer
Dark Eldar Haemonculi	Inf	15cm	4+	3+	5+	Poison blades Liquefiers	(base contact) 15cm	Assault Wpns AP3+, Disrupt	Fearless, Leader
Dark Eldar Wracks	Inf	15cm	5+	3+	-	Poison blades	(base contact)	Assault Wpns	Fearless
Grotesques	Inf	15cm	3+	4+	-	Heavy blades	(base contact)	Assault Wpns, EA (+1)	Fearless
Talos	AV	15cm	5+	4+	5+	Massive blades Twin Splinter cannons	(base contact) 15cm	Assault Wpns, MW, EA (+1) AP4+	Fearless, Reinforced Armour, Walker
Dark Eldar Venom	LV	35cm	4+	6+	5+	Twin splinter rifles Splinter cannon	(15cm) 15cm	Small Arms AP5+	Skimmer, Transport (one: Warrior, Incubi, Haemonculi, Wrack and Wych units)
Dark Eldar Raider	LV	35cm	4+	6+	6+	Dark lance	30cm	AT5+, Lance	Skimmer, Transport (one or two: Warrior, Incubi, Haemonculi, Wrack and Wych units)
Dark Eldar Ravager	LV	35cm	4+	6+	4+	2 × Dark lance Disintegrator	30cm 30cm	AT5+, Lance AP4+/AT5+	Skimmer
Dark Eldar Barge	WE	30cm	5+	6+	4+	Dark lance Dark lance 2 × Splinter cannon Torment grenades	30cm 30cm 15cm (15cm)	AT5+, Lance, R Arc AT5+, Lance, L Arc AP5+, F Arc Small Arms	Skimmer, Dam Cap: 3, Shadow Field: 2 Crit: FF reduced to 6+, Further critical Barge destroyed Transport (up to four: Warrior, Incubi, Haemonculi, Grotesque, Warp Beast, Wrack, Wych units)
Dark Eldar Vessel of Pain	WE	30cm	4+	6+	4+	Phantom lance 2 × Splinter cannon Desolator	45cm 15cm 30cm	2 × MW3+, TK (1), FF Arc AP5+, F Arc 2BP, Disrupt, F Arc	Skimmer, Dam Cap: 3, Shadow Field: 2 Crit: Destroyed, units within 5cm hit on 6
Dark Eldar Executioner Landing Module	WE	25cm	5+	6+	4+	Twin Heavy Phantom lances Heavy Disintegrator Array Twin Desolators Splinter storm	60cm 45cm 30cm 30cm	2 × MW2+, TK (1), FF Arc 3 × AP3+/AT4+, F Arc 4BP, Disrupt, F Arc 4 × AP5+/AA5+	Fearless, Planetfall, Reinforced Armour, Support Craft, Transport (up to sixteen: Warrior, Incubi, Haemonculi, Grotesque, Mandrake, Warp Beast, Wrack, Wych, Hellion, Reaver, Scourge and up to eight: Talos, Raiders, Venoms, Ravagers or up to two: Barges, Vessels of Pain) Dam Cap: 6, Shadow Field: 4 Crit: Phantom lances dest, further crit 1 extra dam.
Dark Eldar Slavebringer Assault Boat	WE, Air	B	4+	6+	5+	2 × Twin Dark lances Turreted Splinter cannon	30cm 15cm	AT4+, Lance, FF Arc AP5+/AA5+	Planetfall, Transport (up to eight: Warrior, Incubi, Haemonculi, Grotesque, Mandrake, Warp Beast, Wrack, Wych, Hellion, Scourge units) Dam Cap: 2, Shadow Field: 1 Crit: Destroyed.
Dark Eldar Razorwing Fighter	Air	F	4+	-	-	Twin Dark lances Monoscythe missiles Splinter cannon	30cm 30cm 15cm	AT4+/AA5+, Lance, FF Arc AP4+, Disrupt, FF Arc AP5+/AA5+, FF Arc	
Dark Eldar Voidraven Bomber	Air	FB	4+	-	-	Twin Void lances Void mines	30cm 15cm	AT3+/AA5+, Lance, FF Arc 2BP, Lance, FF Arc	
Dark Eldar Torture Class Cruiser	Space	n/a	n/a	n/a	/a	Pin-point Attack Orbital Bombardment	n/a n/a	MW2+, TK (D3) 6BP, Macro Weapon	Transport (up to one Executioner or up to four Slavebringers, plus the troops carried in them)

Dark Eldar 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).

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