

DARK ELDAR ARMY LIST 2017 PLAYTESTING v1.0

Dark Eldar armies have a strategy rating of 4. Dark Eldar Kabal, Tormentor, and Executioner formations have an initiative of 1+. All other formations have an initiative rating of 2+. Partisans receive a +1 modifier when attempting an Engage action.

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 may be used once in a 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

One Kabal Coterie must be taken.

FORMATION	UNITS	UPGRADES	POINTS
1 Kabal Coterie	Four Incubi and one Archon character	Barge, Haemonculi, Incubi, Scourges, Ravager, Transport, Warriors, Wyches	250
Kabal Flotilla	Four Ravagers	Dracon, Ravager	225
Kabal Syndicate	Six Dark Eldar Warrior units	Barge, Dracon, Haemonculi, Scourges, Ravager, Transport, Warriors, Wyches	200

DARK ELDAR PARTISANS

Up to two Dark Eldar Partisan formations may be selected for each Dark Eldar Kabal taken. Dark Eldar Partisan formations have an initiative of 2+. Dark Eldar Partisan formations receive a +1 modifier to their action test roll when they are attempting to carry out an Engage action.

COVENS

FORMATION	UNITS	UPGRADES	POINTS
Haemonculi Coven	Two Haemonculi units and four Wracks units	Ancient, Barges, Grotesques, Talos, Transport	250
Heavy Barge	One Vessel of Pain	-	250
Mandrakes	Six Mandrake units	-	200
Scourges	Six Scourge units	Succubus	250
Talos	Four Talos	Talos, Perditors	225

CULTS

FORMATION	UNITS	UPGRADES	POINTS
Hellions	Six Hellion units	Succubus	200
Reavers	Six Reaver units	Succubus	200
Wych Cult	Six Wych units	Barges, Beasts, Succubus, Transport, Wyches	200

DARK ELDAR UPGRADES

Up to two upgrades may be chosen for each Kabal or Partisan formation. Each upgrade may only be chosen once by each formation.

FORMATION	UNITS	POINTS
Ancient	Add one Dark Eldar Haemonculus Ancient Character to a unit in the formation	50
Beasts	Two Warp Beast units	50
Dracon/Succubus	Add one Dark Eldar Dracon or Dark Eldar Succubus to a unit in the formation	50
Grotesques	Two Grotesque units	75
Haemonculi	One Haemonculi unit and One Grotesques unit	100
Incubi	Two Dark Eldar Incubi units	75
Perditor	One or two Perditors	150 each
Ravager	One or two Dark Eldar Ravager	50 each
Scourges	Two Scourges units	75
Talos	Add up to four Dark Eldar Talos	50 each
Warriors	Two Dark Eldar Warrior units	50
Wyches	Two Dark Eldar Wych units	50

DARK ELDAR TRANSPORT

Any combination of transport options may be taken to transport a formation. Not all units in a formation require a transport vehicle. Transport options selected may only transport units from the same formation.

FORMATION	UNITS	POINTS
Barges	Up to three Dark Eldar Barge of Pleasure	100 each
Transport	Any combination of transport options may be taken to transport a formation, as long as no vehicle has an empty transport slot. Not all units in a formation require a transport vehicle. Transport options selected may only transport units from the same formation. Up to three Raiders may be added to a formation for free to carry any Incubi, Warrior, Wych, Haemonculi and/or Wrack units. One or two Raiders may be added to transport Dark Eldar upgrades to the formation for 25 points per Raider. Any number of Raiders may be replaced by two Dark Eldar Venoms, for 25 points per Raider replaced.	Free or 25 each

DARK ELDAR TITANS, AIRCRAFT, AND SPACECRAFT

A maximum of up to 1/3 of the points available to the army may be spent on Dark Eldar Titans, Aircraft, and Spacecraft

FORMATION	UNITS	POINTS
Razorwings	Two Razorwing Fighters	200
Voidravens	Two Void Raven Bombers	225
Slavebringer	One Slavebringer Assault Boat	200
Executioner	One Executioner Assault Ship	500
0-1 Spacecraft	One Torture Class Cruiser	250
Tormentor	One Tormentor Titan	500

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Strategy Rating: 4 Initiative: Kabals, Tormentor, and Executioner 1+; Partisans 2+ (Partisans receive a +1 modifier when attempting an Engage action)

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Dark Eldar Archon	Cha	n/a	n/a	n/a	n/a	Agonizer	Base Contact	Assault Weapon, MW EA +1	Character, Inspiring, Invulnerable Save, Supreme Commander
Dark Eldar Dracon/Succubus	Cha	n/a	n/a	n/a	n/a	Agonizer	Base Contact	Assault Weapon, MW EA +1	Character, Inspiring, Leader
Dark Eldar Haemonoculus	Cha	n/a	n/a	n/a	n/a	Arcane Terrors	(15cm)	Small Arms, EA +1	Character, Inspiring, Leader
Ancient	Cha	n/a	n/a	n/a	n/a	Scissor Hands	Base Contact	Assault Weapons EA +1	
Dark Eldar Incubi	Inf	15cm	4+	3+	6+	Tormentors Klaives	(15cm) Base Contact	Small Arms Assault Weapons, MW 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) 15cm	Small arms Assault Weapons	First Strike, Invulnerable Save, Scouts, Teleport
Dark Eldar Scourge	Inf	35cm	5+	6+	3+	Dark Lance Splinter Cannon Splinter Carbines	30cm 15cm (15cm)	AT5+ Lance AP5+ Small arms	Jump Packs, Teleport
Dark Eldar Haemonculi	Inf	15cm	4+	3+	5+	Liquefiers Poison Blades	15cm Base Contact	AP3+ Disrupt Assault Weapons	Fearless, Leader
Dark Eldar Wracks	Inf	15cm	5+	3+	-	Poison Blades	Base Contact	Assault Weapons	Fearless
Dark Eldar Grotesques	Inf	15cm	3+	4+	-	Heavy Blades	Base Contact	Assault Weapons, EA +1	Fearless
Dark Eldar Talos	AV	15cm	4+	4+	5+	Massive Blades Paralyzer	Base Contact 15 cm	Assault Weapons, MW EA +1 AP 5+, Disrupt	Fearless, Reinforced Armour, Walker
Dark Eldar Perditor	WE	15cm	4+	3+	4+	Widowmaker Perditor Claws	30cm Base Contact	2BP, Disrupt, Indirect Assault Weapons, MW EA +1	DC2, Fearless, Reinforced Armour, Walker, Critical Hit Effect: The unit is destroyed.
Dark Eldar Wych	Inf	15cm	6+	3+	5+	Splinter Pistols	(15cm)	Small Arms	First Strike, Infiltrators
Dark Eldar Warp Beasts	Inf	20cm	6+	4+	-	Teeth and Claws	Base Contact	Assault Weapons, EA +1	First Strike Infiltrators
Dark Eldar Hellion	Inf	30cm	5+	3+	5+	Hellglaives Splinter Pods	Base Contact (15cm)	Assault Weapons Small arms	Jump Packs, Scouts
Dark Eldar Reavers	Inf	40cm	4+	4+	5+	Splinter Rifles Blades	(15cm) Base Contact	Small Arms Assault Weapons	Skimmer, Mounted
Dark Eldar Venom	LV	35cm	4+	6+	5+	Splinter Cannon Twin Splinter Rifles	15cm (15cm)	AP5+ Small arms	Skimmer, Transport may carry one of the following: Warrior, Incubi, Haemonculi, Wrack, and Wych units
Dark Eldar Raider	LV	35cm	4+	6+	6+	Dark Lance	30cm	AT5+ Lance	Skimmer, Transport may carry two of the following: Warrior, Incubi, Haemonculi, Wrack, Grotesques, and Wych units.
Dark Eldar Ravager	LV	35cm	4+	6+	4+	2 x Dark Lance Disintegrator	30cm 30cm	AT5+ Lance AP4+/AT5+	Skimmer
Dark Eldar Barge of Pleasure	WE	30cm	5+	6+	4+	Dark Lance Dark Lance 2 x Long Barrelled Splinter Cannons Torment Grenades	30 cm 30 cm 45cm (15cm)	AT5+ Lance, Right Arc AT5+ Lance, Left Arc AP5+ Forward Arc Small Arms	DC 3, Shadowfields 3, Critical Hit Effect: The Barge of Pleasure's shield generators explode, destroying the barge and causing a hit to any unit within 5cm on a 5+. Skimmer, Transport (may carry up to to four of the following units: Warrior, Incubi, Haemonculi, Grotesques, Wrack, Warp Beasts and Wych units). May only Transport units from its own formation.

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Strategy Rating: 4 Initiative: Kabals, Tormentor, and Executioner 1+; Partisans 2+ (Partisans receive a +1 modifier when attempting an Engage action)

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Dark Eldar Vessel of Pain	WE	30cm	4+	6+	4+	Phantom Lance 2 x Long Barrelled Splinter Cannon Desolator	45cm 45cm 30cm	2 x MW3+ (TK1), Fixed Forward AP5+ Forward Arc 2BP, Disrupt, Forward Arc	DC 3, Shadowfields 2, Critical Hit Effect: The Vessel's phantom generator explodes, destroying the Vessel of Pain and causing a hit to any unit within 5cm on a 6+. Skimmer.
Dark Eldar Razorwing Fighter	AC	Fighter	4+	-	-	Twin Dark Lances Moonscythe Missiles Splinter Cannon	30cm 30cm 15cm	AT4+/AA5+ Lance, Fixed Forward AP4+ Disrupt, Fixed Forward AP5+/AA5+ Fixed Forward	
Dark Eldar Voidraven Bomber	AC	Fighter-Bomber	4+	-	-	Void Mines Twin Void Lances	15cm 30cm	2BP, Lance, Fixed Forward AT3+/AA5+ Lance, Fixed Forward	
Dark Eldar Slavebringer Assault Boat	AC	Bomber	4+	6+	5+	2x Twin Dark Lances Turreted Splinter Cannon	30cm 15cm	AT4+/AA5+ Lance, Fixed Forward AP5+/AA5+	DC 2, Shadowfields 1, Critical Hit Effect: The Slavebringer crashes to the ground and is destroyed along with all on board. Planetfall, Transport (may carry up to eight of the following units: Warrior, Incubi, Haemonculi, Hellion, Mandrakes, Grotesques, Scourge, Wrack, Warp Beasts and Wych units).
Dark Eldar Executioner Assault Ship	AC/WE	Bomber	4+	6+	4+	Phantom Lance Desolator Hail of Splinters Disintegrator Array and	45cm 30cm 30cm 45cm (15cm)	2 x MW3+ (TK1), Fixed Forward 2BP, Disrupt, Forward Arc 3 x AP4+/AT6+ 2 x AA4+ Small Arms, EA +2	DC 4, Shadowfields 3, Critical Hit Effect: The Executioner's shield generator is breached, the ship is wracked with explosions, destroying the ship and any units on board. Any units within 5cm of the ship suffer one hit on a 5+. Fearless, Reinforced Armour, Self Planetfall, Transport (may carry up to 12 of the following units: Warrior, Incubi, Haemonculi, Hellion, Mandrakes, Grotesques, Scourge, Wrack, Warp Beasts and Wych units. In addition may carry up to six armoured vehicles or light vehicles; or up to two of the following: Barge of Pleasure and Vessel of Pain, in any combination (warengines count as a number of units equal to their starting DC).
Dark Eldar Torture Class Cruiser	Space craft	-	-	-	-	Pin-point Attack Orbital Bombardment	- -	MW2+ (TKD3) 6BP, MW	Transport (may carry up to one Executioner Assault Ship and two Slavebringer Assault Boats; or up to four Slavebringer Assault Boats, plus the troops carried in them.
Dark Eldar Tormentor Titan	WE	35cm	5+	3+	4+	2x Phantom Lances Hail of Splinters and Tormentor Blades Splinter Missiles	45cm 45cm (15cm) Base Contact 30cm	2xMW3+ (TK1) 3 x AP4+/AT6+ Small arms, EA+2 Assault Weapons, EA+3 (TK1) 2 x AA5+	DC 4, Shadowfields 6, Critical Hit Effect: Tormentor loses Jump Packs ability and speed is reduced to 25cm. Additional Criticals cause an additional 1 DC of damage. Fearless, Jump Packs, Reinforced Armour, Walker.

Dark Eldar Special Rules 2017 Playtesting v1.0

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 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.

KABAL COTERIE: A Dark Eldar army must include a Kabal Coterie.

MAY NOT GARRISON: Only Mandrake formations may set up using the tournament game garrison rule (6.1.5).

TRANSPORT: Any combination of transport options may be taken to transport a formation, as long as no vehicle has an empty transport slot. Not all units in a formation require a transport vehicle. Transport options selected may only transport units from the same formation. Up to three Raiders may be added to a formation for free to carry any Incubi, Warrior, Wych, Haemonculi and/or Wrack units. One or two Raiders may be added to transport Dark Eldar upgrades to the formation for 25 points per Raider. Any number of Raiders may be replaced by two Dark Eldar Venoms, for 25 points per Raider replaced.