

KILL TEAM DARK ELДАР

Codex: Dark Eldar

This team list uses the special rules and wargear found in Codex: Dark Eldar. If a rule differs from the Codex, it will be clearly stated.

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 adhere to the following model requirements when building your Kill Team:

- 1 Team Leader model
- 1-25 Core models
- 0-5 Special models

TEAM LEADERS

Sybarite

19 points

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

Wargear:

- Close Combat Weapon
- Splinter Pistol
- Kabalite Armour

Special Rules:

- Inspiring Presence
- Fleet
- Night Vision
- Power from Pain

Upgrade:

The Sybarite may upgrade to one of the following:

- *Solarite* for 13 pts – become Jump Infantry, replace Splinter Pistol with 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 any of the following:
 - Plasma Grenades 1 pt
 - Haywire Grenades 2 pts
 - Ghostplate 10 pts
 - Combat Drugs 10 pts
- May take wargear from the Dark Eldar armoury including Leader only items.

Klaivex

37 points

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

Wargear:

- Klaive
- Incubus Warsuit

Special Rules:

- Inspiring Presence
- Fleet
- Night Vision
- Power from Pain

Options:

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

Hekatrix

20 points

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

Wargear:

- Combat Drugs
- Close Combat Weapon
- Splinter Pistol
- Wychsuit

Special Rules:

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

Upgrade:

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.
- *Arena Champion* for 5 pts – lose the Dodge (4+) special rule but gain the Skilled Riders special rule and a Reaver Jetbike 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 Hellglave 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 all weapons with:
 - Hydra Gauntlets 10 pts
 - Shardnet and Impaler 10 pts
 - Razorflails 10 pts
- A *Hekatrix* or *Syren* may take any of the following:
 - Plasma Grenades Free
 - Haywire Grenades 2 pts
- *May take wargear from the Dark Eldar armoury including Leader only items.*

Acothyst

20 points

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

Wargear:

- Gnarlskin
- Two Poisoned (4+) Weapons

Special Rules:

- Inspiring Presence
- Altered Physique
- Night Vision
- Power from Pain
- Wrack Master*

Wrack Master:

In a team lead by an Acothyst, Wracks may be taken as Core.

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 wargear from the Dark Eldar armoury including Leader only items.*

Nightfiend

25 points

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

Wargear:

- Close Combat Weapon

Special Rules:

- Inspiring Presence
- Fleet
- Night Vision
- Power from Pain
- Move Through Cover
- Stealth
- Baleblast
- Invulnerable Save (5+)



CORE

Kabalite Warrior

9 points

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

Wargear:

- 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 points

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

Wargear:

- 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 the following:
 - Haywire Grenades 2 pts

SPECIAL

Incubi

22 points

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

Wargear:

- Klaive
- Incubus Warsuit

Special Rules:

- Fleet
- Night Vision
- Power from Pain

Options:

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

Scourge

22 points

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

Wargear:

- Shardcarbine
- Ghostplate Armour
- Plasma Grenades

Unit Type: Jump Infantry**Special Rules:**

- Fleet
- Night Vision
- Power from Pain

Options:

- For every two Scourges in your team, one model may replace its 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 wargear from the Dark Eldar armoury.*

Wrack

10 points

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

Wargear:

- Gnarlskin
- Two Poisoned (4+) Weapons

Special Rules:

- Altered Physique
- Night Vision
- Power from Pain

Options:

- One Wrack in your Kill Team may replace its Close Combat Weapon with:

- Liquifier Gun

10 pts

Aberration

45 points

You may only ever take one Aberration in your Kill Team.

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

Wargear:

- Gnarlskin
- Close Combat Weapon

Special Rules:

- Altered Physique
- Night Vision
- Power from Pain
- Berserk Rampage*
- Bulky

Berserk Rampage:

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

Options:

- May take one of the following:

- Venom Blade

5 pts

- Mindphase Gauntlet

10 pts

- Scissorhand

15 pts

- Flesh Gauntlet

20 pts

Grotesque

35 points

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

Wargear:

- Gnarlskin
- Close Combat Weapon

Special Rules:

- Altered Physique
- Night Vision
- Power from Pain
- Berserk Rampage*
- Bulky

Berserk Rampage:

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

Options:

- One Grotesque in your Kill Team may replace its Close Combat Weapon with:

- Liquifier Gun

10 pts

Mandrake

15 points

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

Wargear:

- Close Combat Weapon

Special Rules:

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

Hellion

16 points

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

Unit Type: Jump Infantry**Wargear:**

- Combat Drugs
- Wychsuit
- Skyboard
- Hellglave

Special Rules:

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

Kabalite Trueborn

12 points

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

Wargear:

- Splinter Rifle
- Kabalite Armour

Special Rules:

- Fleet
- Night Vision
- Power from Pain

**Options:**

- May replace Splinter Rifle with:
 - Splinter Pistol and Close Combat Weapon Free
 - Shardcarbine 5 pts
- For every two Kabalite Trueborn in your team, one model may replace its Splinter Rifle with:
 - Shredder 5 pts
 - Blaster 15 pts
- One Kabalite Trueborn in your team may replace its Splinter Rifle with:
 - Splinter Cannon 10 pts
 - Dark Lance 25 pts
- May take any of the following:
 - Plasma Grenades 1 pt
 - Haywire Grenades 2 pts
- *May take wargear from the Dark Eldar armoury.*

Hekatrix Bloodbride

13 points

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

Wargear:

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

Special Rules:

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

Options:

- For every two Hekatrix Bloodbrides in your team, one model 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 the following:
 - Haywire Grenades 2 pts
- *May take wargear from the Dark Eldar armoury.*

Reaver

22 points

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

Wargear:

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

Unit Type:

Bike (Eldar Jetbike)

Special Rules:

- Skilled Riders
- Night Vision
- Power from Pain

Options:

- For every two Reavers in your team, one model may replace its jetbike's Splinter Rifle with:
 - Heat Lance 12 pts
 - Blaster 15 pts
- One Reaver in your team may take one of the following:
 - Grav-talon 10 pts
 - Cluster Caltrops 20 pts
- *May take wargear from the Dark Eldar armoury.*

Ur-Ghul

15 points

WS	BS	S	T	W	I	A	Ld	Sv
4	0	4	3	1	5	3	3	-

Wargear:

- Close Combat Weapon

Special Rules:

- Fleet
- Feel No Pain
- Furious Charge

Medusae

15 points

You may only take a maximum of two Medusae in your Kill Team.

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

Wargear:

- Kabalite Armour

Special Rules:

- Fleet
- Power from Pain
- Eye Burst

Lhamaean

10 points

You may only take a maximum of two Lhamaeans in your Kill Team.

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

Mistress of Poisons

Rule Amendment: All poisoned weapons carried by this model and the Team Leader are raised to Poisoned (2+).

Wargear:

- Kabalite Armour
- Splinter Pistol
- Poisoned (2+) Weapon

Special Rules:

- Fleet
- Night Vision
- Power from Pain
- Mistress of Poisons*

Sslyth

35 points

You may only take a maximum of three Sslyth in your Kill Team.

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

Wargear:

- Kabalite Armour
- Splinter Pistol
- Shardcarbine
- Close Combat Weapon

Special Rules:

- Fleet
- Feel No Pain

Beastmaster Squad

Points Varies

You may take a maximum of two Beastmaster units in your Kill Team.

Use the Beastmasters unit entry on page 90 of Codex: Dark Eldar. In addition, give the unit the Squad special rule – the entire unit (including the Beastmaster and all beasts) acts as a single unit in Kill Team games. All models in a Beastmaster Squad, except for the Beastmaster himself, gain the Non-Learning special rule.



ARMOURY

Hell Mask (Leader Only) - 20pts

A terrifying mask that causes unnatural dread in those around it. Any enemy model engaged in close combat 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 are unlimited, but may not be used 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. This bonus lasts for the rest of the game. In addition, once he has seized a head any enemy models in base contact with the model suffer a -1 penalty to Leadership.

Murderous Assault (Klaivex Only) – 10pts

Rule Amendment: The Klaivex gains the Preferred Enemy (Team Leader) special rule.

Punisher (Incubi Only) – 10pts

Replace one weapon of your choice.

The Punisher is a two-handed power weapon resembling a halberd and has the following profile:

	Range	S	AP	Type
Punisher	-	+2	3	Melee, Two-handed, Sweep*

*Sweep: Instead of making its normal attacks, the model may choose to make a single Attack against every model in base contact with it.

Tormenter Helm (Incubi Only) – 5pts

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

Obsidian Stone (Incubi Only) – 5pts

The model passes Deny the Witch rolls on a 3+.

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.

Modified Biology – 5 pts

The model gains the Feel No pain (6+) special rule.