

# KILL TEAM

# DARK ELДАР

## CODEx: DARK ELДАР

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

## PIRATICAL RAIDERS

Dark Eldar will always be the Attackers in scenarios with an Attacker and Defender (unless both players agree otherwise for narrative purposes etc).

## MODEL AVAILABILITY

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

- 1 Team Leader model
- 1-20 Core models
- 0-5 Special models

## TEAM LEADERS

Leaders count towards their respective model types for weapon/wargear availability.

See the table below to see which Leader counts towards which restriction.

Sybarite*/Dracon	Kabalites, Trueborn
Hekatrix*/Syren	Wyches, Bloodbrides
Arena Champion/Legend	Reavers
Klaivex	Incubi
Helliarch/Kingpin	Hellions
Acothyst	Wracks
Solarite	Scourge

Eg. A Sybarite leader allows 9 Kabalite Warriors to take 2 Special or Heavy Weapons (5 Warriors for the first weapon, 4 plus the Sybarite for the second).

\*Sybarite and Hekatrix may only count as the basic troop type, while Dracon and Syren may count as either, but *not* both at the same time.

## WEBWAY PORTALS

The Dark Eldar often use these easily carried crystals to open routes into the webway for their kill teams to conduct terror raids and other foul missions.

A Team Leader who takes a webway portal follows its rules as normal, but may choose up to five other members of its team to be held in reserve (before deployment) and arrive via Deep Strike at the same time, within 2" of the Team Leader.

Do not roll for Reserves for these models separately, roll once for the Team Leader, all models in the webway arrive at the same time.

# TEAM LEADERS

## SYBARITE

18 points

### Sybarite:

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

### Dracon:

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

### Unit Type:

Infantry (Character)

### Wargear:

- Kabalite Armour
- Splinter Rifle
- Close Combat Weapon

### Special Rules:

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

### Options:

- May upgrade to a Dracon 3 pts
- May take items from the *Melee Weapons* list
- May replace Close Combat Weapon with a Huskblade 25 pts
- May replace Splinter Rifle with:
  - Splinter Pistol Free
  - Blast Pistol 10 pts
- May take any of the following:
  - Plasma Grenade 5 pts
  - Haywire Grenade 5 pts
  - Ghostplate Armour 10 pts
  - Soul Trap 10 pts
  - Phantasm Grenade Launcher 10 pts
  - Webway Portal 35 pts
- May take items from the *Dark Eldar armoury including Leader and Sybarite Only items.*

## HEKATRIX

20 points

### Hekatrix:

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

### Syren:

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

### Unit Type:

Infantry (Character)

### Wargear:

- Wychsuit
- Splinter Pistol
- Close Combat Weapon
- Plasma Grenade

### Special Rules:

- Inspiring Presence
- Fleet
- Night Vision
- Power from Pain
- Combat Drugs
- Dodge
- Gladiatorial Pride\*

\*Gladiatorial Pride: If your Leader takes Wych Cult weapons, any Wyches and Bloodbrides who are able to take Wych Cult weapons may do so for free.

### Options:

- May upgrade to a Syren 3 pts
- May take items from the *Melee Weapons* and *Wych Cult Weapons* list
- May replace close combat weapon with an archite glaive 20 pts
- May replace splinter pistol with blast pistol 10 pts
- May take any of the following:
  - Haywire grenade 5 pts
  - Phantasm grenade launcher 10 pts
  - Webway portal 35 pts
- May take items from the *Dark Eldar armoury including Leader and Hekatrix Only items.*

**HELLIARCH**

23 points

*Helliarch:*

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	2	6	2	9	5+

*Helliarch Kingpin:*

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	2	6	3	9	5+

**Unit Type:**Jump Infantry  
(Character)**Wargear:**

- Hellion Skyboard
- Hellglaive
- Close Combat Weapon

**Special Rules:**

- Inspiring Presence
- Fleet
- Night Vision
- Power from Pain
- Combat Drugs
- Hit & Run
- Gang Leader\*
- Kingpin\*\*

\*Gang Leader: In a team led by a Helliarch or Helliarch Kingpin, you may take more than five Hellions.

\*\*Kingpin: In a team led by a Helliarch Kingpin, Helliarch and Hellions may roll a second time on the Combat Drugs table (re-rolling duplicates) and benefit from both results.

**Options:**

- May upgrade to a Helliarch Kingpin 10 pts
- May replace Hellglaive with:
  - Splinter Pistol and Stunclaw 5 pts
  - Splinter Pistol and Power Sword 15 pts
  - Splinter Pistol and Power Lance 20 pts
  - Splinter Pistol and Agoniser 20 pts
- May take a Plasma Grenade 5 pts
- May take a Phantasm Grenade Launcher 10 pts
- May take items from the Dark Eldar armoury including Leader and Helliarch Only items.

**ARENA CHAMPION**

26 points

*Arena Champion:*

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	4	2	6	2	9	5+

*Arena Legend:*

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	4	2	7	3	9	5+

**Unit Type:**Eldar JetBike  
(Character)**Wargear:**

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

**Special Rules:**

- Inspiring Presence
- Skilled Rider
- Night Vision
- Power from Pain
- Combat Drugs
- Hit & Run
- Pack Leader\*

\*Pack Leader: In a team led by an Arena Champion or Legend, Reavers may be taken as Core.

**Options:**

- May upgrade to an Arena Legend 10 pts
- May take items from the *Melee Weapons* list
- May take a Power Lance 20 pts
- May take one of the following:
  - Cluster Caltrops 5 pts
  - Grav-talon 5 pts
- May take items from the Dark Eldar armoury including Leader and Arena Champion Only items.

**ACOTHYST**

20 points

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

**Unit Type:**

Infantry (Character)

**Wargear:**

- Gnarlskin
- Two Wrack Tools

**Special Rules:**

- Inspiring Presence
- Night Vision
- Power from Pain
- Feel No Pain
- Coven Delegate\*

\*Coven Delegate: In a team led by an Acothyst, you may take more than five Wracks

**Options:**

- May take items from the *Weapons of Torture* and *Tools of Torment* lists

- May take items from the *Dark Eldar armoury* including *Leader* and *Acothyst Only* items.

**KLAIVEX**

30 points

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

**Unit Type:**

Infantry (Character)

**Wargear:**

- Incubus Warsuit
- Klaive

**Special Rules:**

- Inspiring Presence
- Fleet
- Night Vision
- Power from Pain
- Rampage
- Shrine Champion\*

\*Shrine Champion: In a team led by a Klaivex, Incubi may be taken as core

**Options:**

- May take items from the *Melee Weapons* list
- May replace Klaive with Demiklaives 15 pts

- May take items from the *Dark Eldar armoury* including *Leader*, *Incubus*, and *Klaivex Only* items.

**SOLARITE**

26 points

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

**Unit Type:**

Jump Infantry (Character)

**Wargear:**

- Ghostplate Armor
- Shardcarbine
- Plasma Grenade
- Close Combat Weapon

**Special Rules:**

- Inspiring Presence
- Fleet
- Night Vision
- Power from Pain
- Mercenary Leader\*

\*Mercenary Leader: In a team led by a Solarite, Scourges may be taken as core

**Options:**

- May replace Shardcarbine with:
  - Splinter Pistol Free
  - Splinter Pistol and Venom Blade 5 pts
  - Splinter Pistol and Power Lance 10 pts
  - Splinter Pistol and Agoniser 15 pts

- May replace Splinter Pistol with Blast Pistol 10 pts

- May take items from the *Dark Eldar armoury* including *Leader* and *Solarite Only* items.

**NIGHTFIEND**

22 points

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

**Unit Type:**

Infantry (Character)

**Wargear:**

- Baleblast
- Close Combat Weapon

**Special Rules:**

- Inspiring Presence
- Fleet
- Night Vision
- Power from Pain
- Fear
- Infiltrate
- Stealth
- Shrouded
- Move Through Cover
- Lead Hunter

\*Lead Hunter: In a team led by a Nightfiend,  
Mandrakes may be taken as Core

**Options:**

- May take items from the Dark Eldar armoury including Leader and Nightfiend Only items.

## CORE

### KABALITE WARRIOR

8 points

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

**Unit Type:**

Infantry

**Wargear:**

- Kabalite Armour
- Splinter Rifle
- Close Combat Weapon

**Special Rules:**

- Fleet
- Night Vision
- Power from Pain

**Options:**

- For every five Kabalite Warriors you take in your team, one model may take one item from the *Heavy Weapons* or *Special Weapons* lists

### WYCH

10 points

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

**Unit Type:**

Infantry

**Wargear:**

- Wychsuit
- Splinter Pistol
- Close Combat Weapon
- Plasma Grenade

**Special Rules:**

- Fleet
- Night Vision
- Power from Pain
- Combat Drugs
- Dodge

**Options:**

- For every three Wyches you take in your team, one model may take one item from the *Wych Cult Weapons* list

### HELLION

13 points

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

**Unit Type:**

Jump Infantry

**Wargear:**

- Hellion Skyboard
- Hellglaive
- Close Combat Weapon

**Special Rules:**

- Fleet
- Night Vision
- Power from Pain
- Combat Drugs
- Hit & Run

**Options:**

- Restriction: You may take a maximum of five Hellions in your team
- For every five Hellions you take in your team, one may replace his Hellglaive with:
  - Shredder 5 pts
  - Blaster 15 pts

### WRACK

10 points

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

**Unit Type:**

Infantry

**Wargear:**

- Gnarlskin
- Two Wrack Tools

**Special Rules:**

- Night Vision
- Power from Pain
- Feel No Pain

**Options:**

- Restriction: You may take a maximum of five Wracks in your team.
- For every five Wracks in your team, one model may replace one of its Wrack Tools with one of the following:
  - Ossefactor 15 pts
  - Liquefier Gun 15 pts

**BEASTMASTER PACK**

10 points + beasts

*Beastmaster:*

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

*Khymera:*

WS	BS	S	T	W	I	A	Ld	Sv
4	0	4	4	1	6	3	5	6+

*Razorwing Flock:*

WS	BS	S	T	W	I	A	Ld	Sv
2	0	3	3	3	5	4	5	6+

*Clawed Fiend:*

WS	BS	S	T	W	I	A	Ld	Sv
3	0	5	5	3	5	4	5	6+

**Options:**

• Restriction: You may take a maximum of two Beastmaster Packs in your team

• The Beastmaster may take items from the *Melee Weapons* list

• A Beastmaster Pack is a Squad (see Kill Team rules) that consists of one Beastmaster and up to four of the following Beast models, in any combination:

- Khymera 10 pts
- Razorwing Flock 20 pts
- Clawed Fiend 30 pts

**Unit Type:**

Beast

**Special Rules:**

- Squad
- Non-Learning (except Beastmaster)
- Night Vision
- Beastmaster: Power From Pain
- Khymera: Daemon
- Razorwing Flock: Swarm, Rending
- Clawed Fiend: Rage

**Wargear (Beastmaster):**

- Wychsuit
- Beastmaster Skyboard
- Close Combat Weapon

**UR-GHUL**

15 points

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

**Options:**

• Restriction: You may take a maximum of five Ur-Ghul in your team.

\*Ur-Ghul follow Dark Eldar raiding teams like hungry seabirds following a fishing boat. They do not count toward your model allowance when building a team.

**Unit Type:**

Infantry

**Special Rules:**

- Fleet
- Night Vision
- Furious Change
- Fear
- Feel No Pain
- The Scent of Suffering\*

**Wargear:**

None

## SPECIAL

### REAYER

16 points

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

**Unit Type:**

Eldar Jetbike

**Wargear:**

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

**Special Rules:**

- Skilled Rider
- Night Vision
- Power from Pain
- Combat Drugs
- Hit & Run

**Options:**

- Restriction: You may take a maximum of three Reayers in your team

- For every three Reayers in your team, one may replace its Splinter Rifle with:

- Heat Lance 10 pts
- Blaster 10 pts

- For every three Reayers in your team, one may take one of the following:

- Cluster Caltrops\* 5 pts
- Grav-Talon 5 pts

\*Cluster Caltrops are One Use Only, additional uses may be purchased for 5pt

### MANDRAKE

12 points

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

**Unit Type:**

Infantry

**Wargear:**

- Baleblast
- Close Combat Weapon

**Special Rules:**

- Fleet
- Night Vision
- Power from Pain
- Fear
- Infiltrate
- Move Through Cover
- Stealth
- Shrouded

**Options:**

- Restriction: You may take a maximum of three Mandrakes in your team.

- May take items from the Armoury

### GROTESQUE

35 points

*Grotesque:*

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

*Aberration:*

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

**Unit Type:**

Infantry

**Wargear:**

- Gnarlskin
- Flesh Gauntlet
- Close Combat Weapon

**Special Rules:**

- Feel No Pain
- Power from Pain
- Night Vision
- Rampage
- Bulky

**Options:**

- Any model may replace its Close Combat Weapon with a Liquifier Gun 15 pts

- One Grotesque may be upgraded to an Aberration 10 pts

- The Aberration may take items from the *Weapons of Torture* list



**INCUBUS**

20 points

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

**Unit Type:**

Infantry

**Wargear:**

- Incubus Warsuit
- Klaive

**Special Rules:**

- Fleet
- Night Vision
- Power from Pain
- Murderous Ambition\*

\*Murderous Ambition: Incubi are ruthless even by Dark Eldar standards, and will not risk their lives to come to the aid of a powerful rival.

An Incubus Bodyguard may not fight in challenges or accept Look Out, Sir! Wounds for a Klaivex.

**Options:**

- Restriction: You may take a maximum of five Incubi in your team.
- For every two Incubi in your team, one model may take an item from the *Special Weapons* list
- An Incubus can be made a Bodyguard 10pt  
An Incubus Bodyguard can fight in place of a friendly model\* within 6" who issues or accepts a challenge, and has Look Out, Sir! Wounds allocated to him\* on a 3+.
- *May take items from the Armoury, including Incubus Only items*

**SCOURGE**

16 points

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

**Unit Type:**

Jump Infantry

**Wargear:**

- Ghostplate Armor
- Shardcarbine
- Plasma Grenade
- Close Combat Weapon

**Special Rules:**

- Fleet
- Night Vision
- Power from Pain

**Options:**

- For every two Scourge in your team, one model may take an item from the *Special Weapons* or *Heavy Weapons* lists.
- *May take items from the Armoury*

**KABALITE TRUEBORN**

11 points

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

**Unit Type:**

Infantry

**Wargear:**

- Kabalite Armour
- Splinter Rifle
- Close Combat Weapon

**Special Rules:**

- Fleet
- Night Vision
- Power from Pain

**Options:**

- For every two Kabalite Trueborn in your team, one model may take an item from the *Special Weapons* or *Heavy Weapons* lists.
- *May take items from the Armoury*

**BLOODBRIDE**

13 points

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

**Unit Type:**

Infantry

**Wargear:**

- Wychsuit
- Splinter Pistol
- Close Combat Weapon
- Plasma Grenade

**Special Rules:**

- Fleet
- Night Vision
- Power from Pain
- Combat Drugs
- Dodge

**Options:**

- Up to three Bloodbrides in your team may take items from the *Wych Cult Weapons* list.
- For every three Bloodbrides in your team, one model may take an item from the *Melee Weapons* list.
- *May take items from the Armoury*

**LHAMAEAN**

10 points

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

**Unit Type:**

Infantry

**Wargear:**

- Kabalite Armour
- Splinter Pistol
- Shaimeshi Blade

**Special Rules:**

- Fleet
- Night Vision
- Power from Pain

**Options:**

- Restriction: You may take a maximum of two Lhamaeans in your team.

- *May take items from the Armoury*

**MEDUSAE**

25 points

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

**Unit Type:**

Infantry

**Wargear:**

- Kabalite Armour
- Eyeburst

**Special Rules:**

- Fleet
- Power from Pain

**Options:**

- Restriction: You may take a maximum of two Medusae in your team.

- *May take items from the Armoury*

**SSLYTH**

25 points

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

**Unit Type:**

Infantry

**Wargear:**

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

**Special Rules:**

- Fleet
- Feel No Pain

**Options:**

- Restriction: You may take a maximum of two Sslyth in your team.

- A Sslyth can be made a Bodyguard 10pt  
A Sslyth Bodyguard can fight in place of a friendly model within 6" who issues or accepts a challenge, and has Look Out, Sir! Wounds allocated to him on a 3+.

## ARMOURY

### HELL MASK (Leader Only) 15 pts

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.

### GLOOM FIELD (Leader Only) 20 pts

A gloom field obscures its bearer and those nearby in deep darkness. The bearer, and all models (friend or foe) within 3" gain the Stealth and Shrouded special rules. May not be taken by an Arena Champion / Legend.

### TROPHY RACK (Leader Only) 10 pts

Many Dark Eldar take trophies from their most powerful foes, including heads. If a model with a Trophy Rack slays an enemy model 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 inside Inspiring Presence range suffer a -1 penalty to Leadership.

### CLONE FIELD (Leader Only) 20 pts

Once per Fight sub phase, at the Initiative 10 step, roll a d3. The result is the number of hits upon the bearer that you may completely nullify. Treat them as though they had missed instead. The bearer chooses which hits to nullify as they happen, but once the decision has been made there's no going back, so choose carefully!

### TERRORFEX (Leader Only) 5 pts

A wrist mounted weapon that fires spheres of tortured wraithbone, treated to create an aura of unbearable terror.

The Terrorfex has the following profile:

Range	S	AP	Type
8"	-	-	Assault 1, Blast, Terrify*, Assault Grenade, One Use Only

\*Terrify: Instead of rolling to Wound, each unit hit must take an immediate Pinning test at -2Ld.

### XENOSPASM (Leader Only) 10 pts

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
8"	3	3	Assault 1, Assault Grenade, Blast, One Use Only

### 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.

### SERPENT BLADES (Sybarite/Hekatrix Only) 20 pts

Replaces all weapons.

The Serpent Blades are a pair of venom blades that exude a cocktail of exotic alien poisons.

The Serpent Blades have the following profile:

Range	S	AP	Type
-	User	-	Melee, Paired*, Poisoned (2+), Rending

\*Paired: The model gains the +1A bonus for having two melee weapons.

### AXE OF AGONY (Sybarite Only) 20 pts

Replaces one weapon of your choice. The Axe of Agony is a vicious looking weapon that is coated with an agonising poison that ensures maximum torment for its victim, and maximum satisfaction for the wielder.

The Axe of Agony has the following profile:

Range	S	AP	Type
-	+1	2	Melee, Two-Handed, Symphony of Pain*

\*Symphony of Pain: If an unsaved Wound is inflicted with this weapon, immediately roll a D6. On a 4+ the wielder regains a Wound previously lost in battle. However, if a 1 is rolled the wielder becomes lost in the symphony of torture he is inflicting and may not attack during the next Fight sub-phase (he returns to normal after that).

You can only make this roll once per turn.

### GOBLET OF SPITE (Hekatrix Only) 20 pts

A Goblet of Spite is a device sacred to Wych cults and emits an aura of hatred and frenzy, driving those nearby to perform acts of savagery so bestial that their screams often mingle with those of their prey. The bearer and all friendly Wych and Bloodbride models within 6" gain the Rage and Hatred special rules.

### SEEKER OF TORMENT (Acothyst Only) 10 pts

The Acothyst and all friendly models within 6" treat the current turn as being one higher than it actually is when determining what special rules they benefit from as the result of the Power from Pain special rule. In addition, if you have the Haemonculus Covens supplement, the Acothyst and all Wracks and Grotesques in your team may use its rules for Power from Pain instead of the ones in Codex: Dark Eldar.

**TALISMANS OF PETRIFICATION (Acothyst Only) 10 pts**

Any enemies gazing too long upon the Acothyst's talismans seem to freeze, allowing the Acothyst time to strike. At the start of the Fight sub phase, the Acothyst may choose one enemy model in base contact. This model must pass an Leadership test or be reduced to Initiative 1 for the remainder of the sub phase.

**SPIRIT PROBE (Acothyst Only) 20 pts**

The Acothyst wields the spirit probe as a conductor for agony, boosting the resilience of nearby Dark Eldar.

See Codex: Dark Eldar for rules.

**SHADE STALKER (Nightfiend Only) 15 pts**

Once per game, in the Movement phase, you may remove the Nightfiend from a position in cover\* and place him wholly in cover\* anywhere more than 1" from an enemy model, as though arriving by Deep Strike (whether or not he would normally be allowed to Deep Strike.) He may not assault that turn, but may otherwise act normally.

\*'In Cover' means the model would receive a cover save from terrain if fired upon from all enemy positions.

**HEAD HUNTER (Nightfiend Only) 10 pts**

The model gains the Preferred Enemy (Team Leader) special rule. In addition, any To Wound rolls of 6 in close combat cause Instant Death.

**MASTER OF THE SKIES (Helliarch Only) 5 pts**

The Helliarch may re-roll dangerous terrain tests and may re-roll the Initiative test in order to Hit & Run.

**CUSTOM HELLGLAIVE (Helliarch Only) 5 pts**

Replaces all weapons.

Customised with an extended blade and all manner of spikes, the custom hellglaive adds impetus to a Helliarch's first swing.

A Custom Hellglaive counts as a hellglaive, but adds an additional +1 Strength [on top of the +1 Strength of the Hellglaive] to any attacks made by the wielder during a turn in which he charges.

**BLOODSTONE (Klaivex Only) 15 pts**

Forged from the broken soulstone of an Eldar Exarch, a bloodstone boils the blood of the Klaivex's foe, and has the following profile:

Range	S	AP	Type
Template	3	3	Assault 1

**CHOSEN FOE (Klaivex Only) 5 pts**

The Klaivex marks his chosen foe with an imperious gesture. The Klaivex gains the Preferred Enemy (Team Leader) special rule.

**MURDEROUS ASSAULT (Klaivex Only) 10 pts**

The Klaivex gains a bonus Attack, made at the same Initiative step, each time he rolls a 6 To Wound in close combat. These bonus Attacks do not themselves generate further bonus Attacks.

**TORMENTER HELM (Incubi Only) 5 pts**

An ornate helm with an inbuilt splinter projectile weapon, which the wearer can fire with but a thought. Counts as a splinter pistol with the Twin linked rule.

**PUNISHER (Incubi Only) 10 pts**

Replaces Klaive.

The Punisher is an archaic precursor to the Klaive, resembling a halberd.

The Punisher has the following profile:

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

\*Sweep: Instead of attacking normally, the model may choose to make a single attack against every model in base contact with it.

**BLADE POISON (Wych/Hellion Only) 5 pts**

The model gains Poisoned (4+) to all melee attacks.

**MODIFIED BIOLOGY 5 pts**

The model gains +1 to its Feel No Pain rule.

This item provides Feel No Pain (6+) to models without a Feel No Pain roll, and may never give a model a Feel No Pain save better than 4+.

**ADEPT SLAVE FORGED WEAPON 10 pts**

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

**GRUESOME TALISMANS 10 pts**

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.

**OBSIDIAN STONE 5 pts**

When making Deny the Witch rolls against a psychic power of which the bearer is a target, the model passes on a 3+.

**SLISCUS' LEGACY 10(15\*) pts**

Choose a single Splinter Pistol, Splinter Rifle, Splinter Pods, or Shardcarbine\* the model has to gain the

Poisoned (3+) special rule.

Note that due to supply difficulties this upgrade may not be given to a splinter cannon!

\*Adding Sliscus' Legacy to a Shardcarbine costs 15pts.

**GLOOM GRENADE****5 pts**

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

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

**SOULSEEKER AMMUNITION****5 pts**

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.

## VERSION HISTORY

### 7.1.1

Leaders count toward count of same model type.  
 Added One Use to Cluster Caltrops and Phantasm Grenade Launcher  
 Phantasm Grenade Launcher now cost 10pts, extra uses 5pts.  
 Added Gladiatorial Pride to Hekatrix.  
 Added Helliarch Kingpin and 2nd drug effect for Hellions  
 Added Arena Legend, allowed Power Lance

#### Armoury Changes:

Axe and Serpent blades points adjusted, Blades now Rending instead of Virulent Toxins, can be taken by Hekatrix.  
 Xenospasm now 5pts, One Shot  
 Gloom field no longer available to Arena Champ  
 Shade Stalker changed to in-play ability, cover required at both ends of the jump  
 Trophy rack changed "enemy leader" to "enemy model" (as any enemy model able to accept a challenge is enough of a prize)

### 7.1.2

Fixed Solarite Toughness back to 3.  
 Talismans of petrification now require Ld test rather than I test (reasoning that high I models are the ones you need to affect, and the ones least likely to be affected)  
 Gruesome Talismans + Trophy Rack are now stackable as long as different models are wearing them.  
 Added Sliscus' Legacy, old style Clone Field and improved Modified Biology

### 7.1.3

Fixed Acothyst Initiative and Armor Save, Solarite Initiative and Armor Save,  
 Wych cost, Aberration cost, Trueborn Attacks and Leadership, Bloodbride Attacks,  
 Removed Night Vision from Sslyth.

### 7.1.4

Removed Wychsuit, added CCW to Helliarch/Hellion Wargear, Replaced  
 Fleet with Skilled Rider for Arena Champion/Reaver, Corrected Acothyst Initiative  
 From 5 to 4, Corrected Reaver Toughness from 3 to 4, Corrected Incubus Toughness  
 from 4 to 3, Added Elite Bodyguard to Armoury

### 7.1.5

Added Ranged Weapon options for Elite Bodyguard

### 8.0

Clarified Hellion Special Weapon, Custom Hellglaive, Kingpin rules. Added  
 Helliarch to 'counts towards' list. Added Cluster Caltrops rule to Reaver entry.

### 8.1

Removed One Use Only from Phantasm Grenade Launcher  
 Cluster Caltrops to 5pt, additional uses for 5pt  
 Clarified Leader-Counts-As  
 Added Blade Poison armoury item  
 Helliarch Kingpin to 10pt  
 Reavers changed to Special unit type  
 Limit of 5 Incubi  
 Elite Bodyguard requirement removed from Incubi ranged weapons, 2-in-1 restriction instead  
 Bodyguard added to Incubi and Sslyth entries  
 Reavers, Mandrakes, and Incubi may be taken as Core with appropriate Leader  
 Axe of Agony to 25pt, Two-Handed instead of Unwieldy  
 Trophy Rack removed stacking restriction, changed 'In Base Contact' to 'Inspiring Presence Range'  
 Seeker of Torment allows Heamonculus Covens Power From Pain table only for Acothyst, Wracks, Grotesques  
 Shade Stalker meaning of 'In Cover' requirement clarified

Gloom Grenade to 5pt  
Removed stacking restriction from Gruesome Talismans  
Splinter Pods added to Slisicus' Legacy  
Assault Grenade added to Terrorfex and Xenospasm  
Added Plasma Grenade option to Sybarite/Dracon

## **8.2**

Corrected Klaivex WS to 6  
Removed Blaster option from Sybarite/Dracon  
Removed [redundant] Plasma Grenade option from Hekatrix/Syren  
Blast Pistol to 10pt  
Added Plasma Grenade option to Helliarch/Kingpin