

# DARK ELДАР SUMMARY

	WS	BS	S	T	W	I	A	Ld	Sv
Archon	6	6	3	3	3	7	3	9	5+
Dracon	5	5	3	3	2	6	2	9	5+
Haemonculus	4	4	3	4	2	4	2	8	5+
Incubi Master	5	4	3	3	1	6	2	9	3+
Incubi	5	4	3	3	1	5	1	8	3+
Grotesque	4	0	4	3	2	3	2	5	n/a
Wych	4	4	3	3	1	6	1	8	6+
Wych Succubus	4	4	3	3	1	6	2	8	6+
Warp Beast	4	0	4	3	1	5	3	3	6+
Beastmaster	4	4	3	3	1	6	1	8	6+
Mandrake	4	4	3	3	1	5	1	8	5+
Sybarite	4	4	3	3	1	5	2	8	5+
Warrior	4	4	3	3	1	5	1	8	5+
Reaver	4	4	4	4	1	6	1	8	4+
Reaver Succubus	4	4	4	4	1	6	2	8	4+
Hellion	4	4	3	3	1	6	1	8	5+
Hellion Succubus	4	4	3	3	1	6	2	8	5+
Scourge	4	4	3	3	1	5	1	8	5+
Talos	5	3	7	7	3	4	D6	n/a	3+

## Armour

	Front	Side	Rear	BS
Raider	10	10	10	4
Ravager	11	11	10	4

## RANGED WEAPONS

Weapon	Range	Str.	AP	Type
Blaster	12"	8	2	Assault 1*
Dark Lance	36"	8	2	Heavy 1*
Destructor	Template	4	D6	Assault 1*
Disintegrator	max = 36" sust = 24"	7	2	Heavy 1 Blast*
		4	3	Heavy 3
Shredder	12"	6	-	Assault 1 Blast
Splinter Cannon	24"	4	5	Assault 4
Splinter Pistol	12"	3	5	Pistol
Splinter Rifle	24"	3	5	Rapid Fire
Stinger	12"	n/a	6	Assault 1*
Terrorfex	12"	n/a	n/a	Assault 1 Blast*

\* These weapons have additional special rules, see the Wargear section for more details.



## VEHICLE UPGRADES

**Horrorfex:** As the vehicle falls upon its foes, arcane grenades made from captured Eldar wraithbone sow discord and terror within the enemy's ranks. The vehicle is fitted with a larger version of a Terrorfex, which can be fired instead of another of the vehicle's weapons in the Dark Eldar Shooting phase. It has the same effect as a Terrorfex except that it has an 18" range.

**Night Shield:** The vehicle's open deck is covered by a wide-area shadow field, enveloping the vehicle in darkness and hiding its true location. This has the effect of adding 6" to the range from enemy units wishing to fire at a vehicle with a Night Shield. This may put the vehicle out of range, in which case the shooting automatically misses. The extra distance is also counted for working out if the vehicle is within Rapid Fire range. It has no effect on template, ordnance or barrage weapons. The Night Shield does affect whether the vehicle can be seen in a Night Fight.

**Scaling Nets:** A web of netting hangs to the ground from the Raider, allowing its passengers to get on and off more swiftly. A unit may embark or disembark onto or from the Raider at any point during its move, rather than just at the beginning or the end. They may not do this if it will be moving over 12" in total that turn, and they cannot move before embarking or continue to move after disembarking as it is a moving vehicle. However, the nets also provide easier access for foes, and any enemy unit attacking the Raider in close combat hits on a straight 4+, rather than the 6+ usually needed for skimmers. A Raider with Scaling Nets cannot have Scythes or Slave Snares.

**Screaming Jets:** The vehicle is fitted with additional high-powered jet engines, which allow it to drop from the skies with a characteristic screaming wail. A vehicle fitted with Screaming Jets can Deep Strike if the scenario normally allows Deep Strike to be used. The vehicle counts as moving over 6" on the turn it arrives and troops on board may not disembark that turn.

**Scythes:** The vehicle has been fitted with blades along its hull, making it a risky prospect to attack in an assault. Any enemy model that rolls a 1 to hit when attacking the vehicle in an assault suffers a Strength 5 hit, with normal armour saves allowed.

**Slave Snares:** The Raider trails numerous long chains and whips, each lined with barbs and hooks to pluck unwary foes from the battlefield as it swoops past. If the Raider passes over an enemy unit during the Movement phase, and does not move more than 12" in total, the unit takes D6 Strength 4 hits, with normal armour saves allowed. Models removed as casualties are treated as prisoners for Victory Points purposes. Slave Snares have no effect on vehicles. Any casualties lost by a unit in the Movement phase are added to casualties from the next Shooting phase for the purposes of working out if they have lost 25% casualties.

**Torture Amp:** During battle a Haemonculus tortures captured slaves and traps their screams in special voiceboxes. These cries of agony are filtered through complex projectors to create a wave of terrifying sonic energy around the vehicle, which can scatter enemy units. A vehicle with a Torture Amp is able to Tank Shock, even though it is not a tank.

**Trophy Racks:** The Raider is adorned with skeletons and skulls impaled on staves, while prisoners taken in battle are tied to its decks with barbed filaments. The enemy troops find this immensely disturbing and threatening, so any enemy unit with a model within 6" of the Raider must subtract -1 from its Leadership value. Note that a unit suffers a maximum penalty of -1 to its Leadership regardless of the number of Raiders with Trophy Racks within 6".