

Dark Eldar Forceelist



version 1.0

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DARK ELДАР FORCELIST

The following conversions are based on *Codex: Dark Eldar* (with thanks to Danny Schog) and *Chapter Approved*.

GENERAL RULES

The following rules apply to all dark eldar models and units, unless otherwise noted.

CAPTURING PRISONERS

When a dark eldar kills an opponent in melee combat (reduces the model to 0 Lifeforce), if it has the necessary MP it may make another Close Combat Test with a -2 modifier; no other modifiers apply to this test. If the test succeeds, the "killed" model is captured instead. Each captured model gives the dark eldar player 2 additional Glory Points at the end of the game (p. 74, *VOR Rulebook*).

If a named model (p. 108, *VOR Rulebook*) is captured in this manner, the model is for all intents and purposes killed, and must be removed from the campaign record sheet. The dark eldar player may, however, roll on the *Named Model*

DARK ELДАР LORDS

ARCHON

MP: 9 CC: 9 RC: 9 POW: 3 BOD: 3 BRN: 7 GUT: 8 LIF: 3 AR: 3 SIZE: M

Point Value: 58

Availability: 1 per force (a force may include either an archon or a wych archite, but not both)

Structure: Individual

Equipment: Mesh armor

Options: An archon may take equipment from the dark eldar armoury.

Abilities:

Melee Attacks: The MP cost for an archon to make melee attacks is modified by -2 MP per attack.

DRACON

MP: 9 CC: 8 RC: 8 POW: 3 BOD: 3 BRN: 6 GUT: 8 LIF: 2 AR: 3 SIZE: M

Point Value: 41

Availability: Unlimited

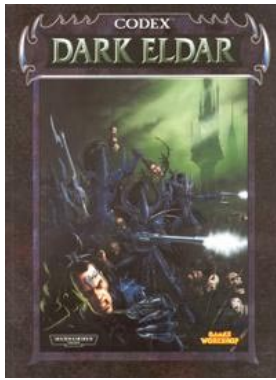
Structure: Individual

Equipment: Mesh armor

Options: A dracon may take equipment from the dark eldar armoury.

Abilities:

Melee Attacks: The MP cost for a dracon to make melee attacks is modified by -1 MP per attack.



Damage Table on page 108 of the *VOR Rulebook* to see in which state the named model is captured, in order to gloat at the opponent.

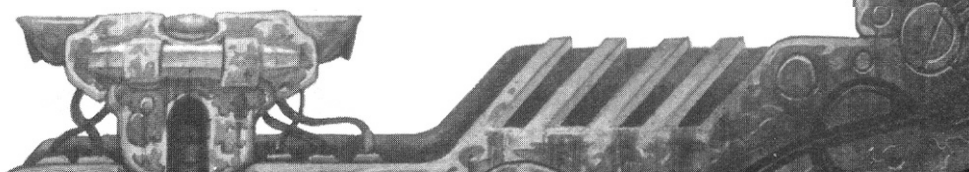
FLEET OF FOOT

Whenever a dark eldar squad is activated, the player may announce it is using the fleet of foot rule. This means the squad may not spend MP for anything during its current activation except movement and making melee attacks—no models in the squad may make ranged attacks, aim, hold an action, enter vehicles (though they can exit them), or use abilities that cost MP (unless the ability represents movement or a melee attack). However, each model in the squad gets 1D6 extra MP for its activation in the current turn, which can be spent for movement at the normal terrain MP costs.

Vehicles of all types may not use the fleet of foot rules.

PIRATICAL RAIDERS

In a scenario that has clear attacking and defending sides (such as Ambush on pages 94-95 of the *VOR Rulebook*), the dark eldar are always considered to be the attackers.



WYCH ARCHITE

MP: 9 CC: 9 RC: 9 POW: 3 BOD: 3 BRN: 8 GUT: 8 LIF: 3 AR: 2 SIZE: M

Point Value: 60

Availability: 1 per force (a force may include either an archon or a wych archite, but not both)

Structure: Individual

Options:

Equipment: A wych archite may take equipment from the dark eldar armoury.

Retinue: A wych archite may be accompanied by a squad of wyches, provided that squad does not have more than 10 models. The wyches must remain in squad coherency with the archite.

Abilities:

Force Limits: A force that includes a wych archite may not include an archon, dracons, grotesques, haemonculi or talos.

Melee Combat: The MP cost for this model to make melee attacks is modified by -2 MP per attack. In melee combat, an archite's Armor Rating is 5, and the wych archite may always make an Armor Test, even against attacks which normally negate this, such as a critical hit or weapons that do not allow an Armor Test. Any attack with an Armor Modifier of -2 or greater, or attacks that do not allow an Armor Test, are considered to have an Armor Modifier of -2.

WYCH DRACHITE

MP: 9 CC: 8 RC: 8 POW: 3 BOD: 3 BRN: 7 GUT: 8 LIF: 3 AR: 2 SIZE: M

Point Value: 54

Availability: Unlimited

Structure: Individual

Options:

Equipment: A wych drachite may take equipment from the dark eldar armoury.

Retinue: A wych drachite may be accompanied by a squad of wyches, provided that squad does not have more than 10 models. The wyches must remain in squad coherency with the archite.

Abilities:

Force Limits: A force that includes a wych drachite may not include an archon, dracons, grotesques, haemonculi or talos.

Melee Combat: The MP cost for this model to make melee attacks is modified by -1 MP per attack. In melee combat, an archite's Armor Rating is 5, and the wych archite may always make an Armor Test, even against attacks which normally negate this, such as a critical hit or weapons that do not allow an Armor Test. Any attack with an Armor Modifier of -2 or greater, or attacks that do not allow an Armor Test, are considered to have an Armor Modifier of -2.

DARK ELДАР RETINUE

MP: 9 CC: 7 RC: 7 POW: 3 BOD: 3 BRN: 5 GUT: 7 LIF: 1 AR: 3 SIZE: M

Point Value: 27

Availability: 1 squad per per archon or dracon

Structure: 5-10; must be assigned to an archon or dracon and remain in squad coherency with that model.

Equipment: Splinter rifle, mesh armor

Options:

Grenades (+5 PV per model): The squad may be equipped with plasma grenades.

Heavy Weapons: Two models may exchange their splinter rifles for a dark lance (+71 PV per model) or a splinter cannon (+9 PV per model).

Incubi: Any number of models in the squad may be replaced with incubi.

Transport (+168 PV + options): The squad may be joined by a Raider.

INCUBI

MP: 12 CC: 8 RC: 7 POW: 3 BOD: 3 BRN: 5 GUT: 7 LIF: 1 AR: 7 SIZE: M

Point Value: 61

Availability: 10 per dark eldar retinue (each incubus replaces one normal member of the retinue)

Structure: Incubi must be part of a dark eldar retinue and adhere to squad coherency.

Equipment: Punisher, tormentor helm, mesh armor

Options:

Grenades (+5 PV per model): The squad may be equipped with plasma grenades.

Heavy Weapons: Two incubi per squad may exchange their splinter pistols for a shredder (+14 PV per model) or a blaster (+66 PV per model).

Incubi Master (+5 PV): If there are at least 5 incubi in the retinue, one model in the squad may be replaced by an incubi master, who has Brains 6 and Guts 8. A squad with an incubi master uses the incubi master's Guts statistic for all Morale and Guts Tests it is required to make. The MP cost for an incubi master to make melee attacks is modified by -1 MP per attack, and the incubi master may take equipment from the dark eldar armoury.

Abilities:

No Fleet of Foot: Incubi may not use the fleet of foot rules.

DARK ELДАР SCOURGES

MP: 9 CC: 7 RC: 7 POW: 3 BOD: 3 BRN: 5 GUT: 7 LIF: 1 AR: 3 SIZE: M

Point Value: 40

Availability: Unlimited

Structure: 5-10

Equipment: Splinter rifle, mesh armor

Options:

Heavy Weapons: Up to four models may replace their splinter rifles with a dark lance (+71 PV per model) or a splinter cannon (+13 PV per model).

Sybarite (+3 PV): One of the scourges may be replaced by a sybarite, who may replace the splinter rifle with a splinter pistol and close combat weapon (+1 PV). The sybarite may take further equipment from the dark eldar armoury. The MP cost for a sybarite to make melee attacks is modified by -1 MP per attack.

Abilities:

Advanced Deployment: Scourges deploy last (after all players have placed their models) and may be deployed anywhere on the battlefield. They must be deployed at least 10 inches away from enemy models.

No Fleet of Foot: Scourges may not use the fleet of foot rules.

Winged: Allows the model to move as if equipped with a jump pack.

GROTESQUES

MP: 9 CC: 7 RC: 1 POW: 4 BOD: 3 BRN: 3 GUT: 3 LIF: 2 AR: 0 SIZE: M

Point Value: 13

Availability: Unlimited

Structure: 3-10

Options:

Guidance: The squad may be joined by any one model whose Structure is Individual; this model must adhere to squad coherency.

Transport (+168 PV + options): The squad may be joined by a Raider, but only if an "Individual" model forms part of the unit.

Abilities:

Feel No Pain: When hit by a ranged attack, a grotesque doubles its Body statistic (to 6) when making the Damage Test. This does not apply in melee combat.

Melee Attacks: Grotesques only make basic melee attacks, the base MP cost for which is 2 MP per attack.

No Fleet of Foot: Grotesques may not use the fleet of foot rules.

Stupid: A grotesque that is part of a squad which does not have an "Individual" model as a member of the squad (see Options, above) must always move toward the closest enemy model, to the maximum distance possible until base-to-base contact is achieved. To move in another direction and/or for a shorter distance requires a successful Brains Test for the model. If an individual model is part of the squad, the grotesque can move in any direction and for any distance (limited by its MP, of course) without the need for a Brains Test.

Terrifying Opponent: A model in base-to-base contact with a grotesque must roll a Guts Test each time it is activated. If the test fails, the model must immediately attempt to out of melee combat.

HAEMONCULUS

MP: 9 CC: 7 RC: 7 POW: 3 BOD: 4 BRN: 4 GUT: 7 LIF: 1 AR: 3 SIZE: M

Point Value: 30

Availability: 1-3 per force

Structure: Individual

Options: A haemonculus may take equipment from the dark eldar armoury, but weapons are restricted to those labelled as being for haemonculi only.

Abilities:

Melee Attacks: The MP cost for a haemonculus to make melee attacks is modified by -1 MP per attack.

HELLIONS

MP: 9 CC: 7 RC: 7 POW: 3 BOD: 3 BRN: 6 GUT: 7 LIF: 1 AR: 3 SIZE: M

Point Value: 49

Availability: 1 squad per force

Structure: 3-10

Equipment: Hellglaive, hellion sky-board

Options:

Heavy Weapons: One model may replace the hellglaive with a blaster (+65 PV) or a shredder (+12 PV).

Succubus (+3 PV): One of the hellions may be replaced by a succubus. The succubus may take equipment from the dark eldar armoury. The MP cost for a succubus to make melee attacks is modified by -1 MP per attack.

Abilities:

Combat Drugs: At the start of the game, roll 1D10 on the *Combat Drugs Table* to see which effect the hellions' combat drugs have on them. If desired, a roll may be made separately for each model, or a single roll may be made for each hellions squad (but you must decide before the game and use the same method for all squads).

No Fleet of Foot: Hellions may not use the fleet of foot rules

MANDRAKES

MP: 9 CC: 7 RC: 7 POW: 3 BOD: 3 BRN: 5 GUT: 7 LIF: 1 AR: 3 SIZE: M

Point Value: 38

Availability: Unlimited

Structure: 5-10

Equipment: Splinter pistol, close combat weapon, mesh armor

Abilities:

Hidden Deployment: When deploying units before the start of the game (p. 75, *VOR Rulebook*), do not deploy any mandrake squads. Instead, for each mandrake squad, place three mandrake models anywhere on the table in any valid dark eldar deployment zone. Each turn, each of these three models may be activated and spend MP for movement only (they cannot use the fleet of foot rule at this time). Whenever one of the models is activated, but before it spends any MP, you can choose to reveal the squad: remove the other two models and place the entire mandrake squad within 4" of the model that is left on the table. Before it is revealed, the squad cannot be attacked, but neither can it attack itself.

Shadow-skinned: Due to their chameleon qualities, mandrakes are always considered to be in soft cover even when more than half the model is visible to an attacker. This is cumulative with being in actual cover, both hard and soft.

COMBAT DRUGS TABLE

1D10 Roll Drug Effects

1-2	Add +2 to the model's Power when an opponent wants to move out of melee combat with it (p. 87, <i>VOR Rulebook</i>)
3-4	+1 Ranged Combat
5-6	+1 Power (for melee attacks only)
7-8	The model may re-roll any melee attack that misses (the second roll must be used)
9-10	-1 MP cost to make melee attacks (minimum total cost is 1 MP per attack)

RAIDER

MP: 24 TC: 2 CC: — RC: 7 POW: 7 BOD: 5 LIF: 3 AR: 3(2)

Point Value: 168

Type: Medium Flyer Transport (10)

Structure: Individual

Weapons: Dark lance (180° forward firing arc)

Options:

Primary Weapon (-31 PV): The dark lance may be replaced by a disintegrator.

Vehicle Upgrades: A Raider may be equipped with a horrorfex, a night shield, scaling nets, screaming jets, scythes, slave snares, a torture amp and trophy racks.

RAVAGER

MP: 24 TC: 2 CC: — RC: 7 POW: 7 BOD: 6 LIF: 3 AR: 3(2)

Point Value: 330

Type: Medium Flyer

Availability: Unlimited

Structure: Individual

Weapons: 3 dark lances (180° forward firing arc)

Options:

Primary Weapon: Any number of the dark lances may be replaced by an equal number of disintegrators (-31 PV for the first, -35 PV per weapon for the other two).

Vehicle Upgrades: A Ravager may be equipped with a horrorfex, a night shield, screaming jets and scythes.

REAVER JETBIKE SQUAD

MP: 12 TC: 1 CC: 7 RC: 7 POW: 4 BOD: 4 LIF: 1 AR: 5(2)

Point Value: 66

Type: Light Flyer

Availability: Unlimited

Structure: 3-10

Weapons: Splinter rifle (90° forward firing arc), splinter pistol (360° firing arc), close combat weapon

Options:

Heavy Weapons: Two reaver jetbikes may replace their splinter rifles with a shredder (+13 PV per model) or a blaster (+66 PV per model).

Succubus (+3 PV): One of the reavers may be replaced by a succubus. The succubus may take equipment from the dark eldar armoury. The MP cost for a succubus to make melee attacks is modified by -1 MP per attack.

Abilities:

Combat Drugs: At the start of the game, roll 1D10 on the *Combat Drugs Table* to see which effect the reaver's combat drugs have on them. If desired, a roll may be made separately for each model, or a single roll may be made for each reaver squad (but you must decide before the game and use the same method for all squads).

Jetbike: This model represents a bike, and must make a Damage Test whenever it lands in terrain that is not Open.

No Fleet of Foot: Reaver jetbikes may not use the fleet of foot rules.

Turbo-Booster: When the model is activated, it may switch on the booster. This halves all its movement MP costs for the rest of the turn (1 MP per inch becomes 1 MP per 2 inch), but the model may only spend MP for movement, not for any other purposes.

TALOS

MP: 11 CC: 8 RC: 5 POW: 7 BOD: 7 BRN: 4 GUT: 9 LIF: 3 AR: 7 SIZE: L

Point Value: 111

Availability: Unlimited
Structure: Individual
Equipment: Talos sting, talos claws
Abilities:

No Fleet of Foot: Talos may not use the fleet of foot rules.

Skimmer: The talos moves as if equipped with a jump pack.

Talos Claws: This melee weapon causes [MPC: 5+, Power: (2 + MP spent), AM: no test]. The talos must spend at least 5 MP for an attack with the claws, but may spend more than that to increase the Power of the attack as shown.

Wildfire: When firing its talos sting, a talos must always use the first attack in a turn against the closest enemy model in LOS. If it fires twice, the second attack must be directed at the next-closest enemy model (even if the closest model is within 12" and the second-closest is not).

WARP BEASTS PACK

MP: 9 CC: 7 RC: 1 POW: 4 BOD: 3 BRN: 5 GUT: 1 LIF: 1 AR: 2 SIZE: L

Point Value: 17

Availability: 1 squad per force

Structure: 3-5 + 1 beastmaster

Abilities:

Melee Attacks: Warp beasts only make basic melee attacks. The base MP cost for them to make melee attacks is 2 MP per attack.

Warp Beasts: When a warp beasts wants to move into base-to-base contact with an enemy model, it pays only half the normal MP cost for movement. This only applies if the controlling player announces the model will charge, and it has sufficient MP to actually get into base-to-base contact as well as make at least one melee attack.

If the beastmaster is killed, whenever it is activated, each warp beast will move toward the nearest non-warp beast model (including dark eldar, which count as enemies from now on) at its maximum possible speed and attack it in melee combat; this can cause them to break squad coherency, which will have its normal effects. Also, if the beastmaster has been killed, any result of Pushed Back! on the Panic Table (p. 88, *VOR Rulebook*) counts as Broken! instead.

BEASTMASTER

MP: 12 CC: 7 RC: 7 POW: 3 BOD: 3 BRN: 6 GUT: 7 LIF: 1 AR: 2 SIZE: M

Point Value: 45

Availability: 1 per warp beasts pack

Structure: The beastmaster is part of a warp beasts pack and must adhere to squad coherency.

Equipment: Agoniser, splinter pistol

Abilities:

Beastmaster: A warp beasts pack with a beastmaster uses the beastmaster's Guts statistic for all Morale and Guts Tests it is required to make.

Combat Drugs: When a beastmaster wants to move into base-to-base contact with an enemy model, it pays only half the normal MP cost for movement. This only applies if the controlling player announces the model will charge, and it has sufficient MP to actually get into base-to-base contact as well as make at least one melee attack.

WARRIOR SQUAD

MP: 9 CC: 7 RC: 7 POW: 3 BOD: 3 BRN: 5 GUT: 7 LIF: 1 AR: 3 SIZE: M

Point Value: 27

Availability: Unlimited

Structure: 10-20

Equipment: Splinter rifle, mesh armor

Options:

Heavy Weapons: Two models in the squad may exchange their splinter rifles for a blaster (+66 PV per

model) or a shredder (+15 PV per model).

Support Weapons: Two models in the squad may replace their splinter rifles with a dark lance (+71 PV per model) or a splinter cannon (+9 PV per model).

Sybarite (+3 PV): One of the warriors may be replaced by a sybarite, who may replace the splinter rifle with a splinter pistol and close combat weapon (+1 PV). The sybarite may take further equipment from the dark eldar armoury. The MP cost for a sybarite to make melee attacks is modified by -1 MP per attack.

Transport (+168 PV + options): The squad may be joined by a Raider.

WYCHES

MP: 9 CC: 7 RC: 7 POW: 3 BOD: 3 BRN: 6 GUT: 7 LIF: 1 AR: 2 SIZE: M

Point Value: 39

Availability: Unlimited

Structure: 5-20

Equipment: Splinter pistol, close combat weapon

Options:

Grenades (+5 PV per model): The squad may be equipped with plasma grenades.

Heavy Weapons: Two models in the squad may replace their splinter pistols with a shredder (+13 PV per model) or a blaster (+66 PV per model).

Succubus (+3 PV): One of the wyches may be replaced by a succubus. The succubus may take equipment from the dark eldar armoury. The MP cost for a succubus to make melee attacks is modified by -1 MP per attack.

Transport (+168 PV + options): The squad may be joined by a Raider.

Wych Weapons (+6 PV per model): Any number of models in the squad may replace their close combat weapons by wych weapons.

Abilities:

Combat Drugs: At the start of the game, roll 1D10 on the Wyches Drugs Table to see which effect the wyches' combat drugs have on them. If desired, a roll may be made separately for each model, or a single roll may be made for each wyches squad (but you must decide before the game and use the same method for all squads).

Melee Combat: In melee combat, a wych's Armor Rating is 5, and the wych may always make an Armor Test, even against attacks which normally negate this, such as a critical hit or weapons that do not allow an Armor Test. Any attack with an Armor Modifier of -2 or greater, or attacks that do not allow an Armor Test, are considered to have an Armor Modifier of -2.

WYCHES DRUGS TABLE

1D10 Roll Drug Effects

1-2	When the model wants to move into base-to-base contact with an enemy model, it pays only half the normal MP cost for movement. This only applies if the controlling player announces the model will charge, and it has sufficient MP to actually get into base-to-base contact as well as make at least one melee attack.
3-4	+1 Close Combat
5-6	+1 Power (for melee attacks only)
7-8	The model may re-roll any melee attack that misses (the second roll must be used)
9-10	-1 MP cost to make melee attacks (minimum total cost is 1 MP per attack)

DARK ELДАР ARSENAL

DARK ELДАР ARMOURY

Some models can be given additional gear, as noted in their descriptions. This must be picked from the lists on page 12. Each model may take a maximum of 85 points of additional equipment; up to two weapons may be chosen, though only one of them may be two-handed.

ARMOR

Shadow Field

A model with a shadow field may always make an Armor Test, even against attacks which normally negate this, such as a critical hit or weapons that do not allow an Armor Test. Any attack with an Armor Modifier of -2 or greater, or attacks that do not allow an Armor Test, are considered to have an Armor Modifier of -2. However, if the Armor Test fails, the shield is damaged and stops working—and so gives the model an AR of 0.

MELEE WEAPONS

Agonisers

These weapons have a Power that is always equal to the target's Body statistic—in other words, if they hit, they always cause a point of damage on a roll of 5 or lower on the Damage Test.

Poisoned Blades

The target number of the Damage Test for poisoned blades is always 8, regardless of the wielder's Power or the target's Body.

DARK ELДАР ARMOURY

Single-Handed Weapons

Agoniser (+5 PV)
Close Combat Weapon (+1 PV)
Destructor¹ (+21 PV)
Poisoned Blades (+10 PV)
Power Weapon (+10 PV)
Scissorhand¹ (+14 PV)
Splinter Pistol (+2 PV)
Stinger¹ (+15 PV)

Two-Handed Weapons

Hellglaive² (+5 PV)
Punisher² (+15 PV)
Splinter Rifle (+3 PV)

Wargear

Animus Vitae (+10 PV)
Archangel of Pain (+10 PV)
Combat Drugs (+17 PV)
Crucible of Malediction³ (+35 PV)
Goblet of Spite (PV equals number of models in squad)
Gruesome Talismans (+3 PV)
Haywire Grenades (+7 PV)
Hellmask (+15 PV)
Hellion Skyboard (+15 + model's MP PV)
Mask of the Damned (+10 PV)
Nightmare Doll (+35 PV)
Plasma Grenades (+5 PV)
Shadow Field³ (+35 PV)
Soul Seeker Ammunition (+7 PV)
Terrorfex (+10 PV)
Tormentor Helm (+2 PV)
Trophy Rack (+0 PV)
Vexanthrope (+15 PV)
Webway Portal (+0 PV)
Xenospasm (+12 PV)

¹ Only haemonculi may be equipped with this item.

² The model may not have any other weapons than this one.

³ Only one model per force may be equipped with this item.

ARMOR

	AR	PV
Mesh Armor	3	9
Shadow Field	8	35

MELEE WEAPONS

	MPC	Power	AM	PV	Notes
Agonisers	+4	*	No test	5	
Close Combat Weapon	+1	POW	-1	2	
Poisoned Blades	+1	*	0	10	
Power Weapon	+3	POW+3	-2	10	Heavy
Punisher	+3	POW+4	-2	15	Heavy
Scissorhand	+0	*	0	14	
Wyck Weapons	+1	POW+1	-1	7	

* See this weapon's description.

Scissorhand

The target number of the Damage Test for a scissorhand is always 8, regardless of the wielder's Power or the target's Body.

Wych Weapons

Any small- or medium-size model fighting in melee combat against a model equipped with wych weapons must halve its Close Combat statistic, rounded up.

RANGED WEAPONS

Blaster & Dark Lance

These both ignore Shielding.

Destructor

For each target that is hit by a destructor, roll 1D10. The roll is the Armor Rating used by the target to resist the destructor's effects. (For example, if a growler bull is hit by a destructor and the D10 rolls 7, the bull is considered to have an AR of 7 instead of its normal AR of 5.) If the same model is hit by multiple destructor attacks in the same turn, roll for each separately. A destructor also ignores the +1 AR modifier of a target in hard cover.

Disintegrator

Can fire either in maximum or sustained mode. Maximum is [MPC: 8, Range S 10/+1, M 20/—, L 30/—1, Power: 7, AM: -2, Mode: blast radius 2"] while sustained is [MPC: 4, Range S 6/+1, M 12/—, L 24/—1, Power: 4, AM: -1,

Mode: full-auto]. Decide which to fire before rolling to see if the attack hits.

Haywire Grenades

These grenades are only effective against vehicles, and do not cause normal damage. However, any vehicle caught in the blast radius immediately rolls on the Internal Damage Table (p. 91, *VOR Rulebook*).

Hellglaive

A combination of a splinter rifle and a close combat weapon, this uses the statistics given in both tables—whichever is appropriate to the situation. If the wielder charges into melee combat, add +1 to the weapon's Power for the first turn only. A model with a hellglaive must also have a Hellion skyboard.

Horrorfex

Causes no damage, but all models in the blast radius must roll a Knockdown Test.

Stinger

When fired against an infantry model, the target number of the Damage Test for a stinger is always 8, regardless of the wielder's Power or the target's Body. For attacks against vehicles, stingers have a Power of 1. If a non-vehicle target is killed by a stinger, it explodes and can

RANGED WEAPONS

	MPC	Uses/Turn	Range	Power	AM	Mode	Damage	PV
Destructor	5	1	Splash template	4	0	Splash template	1	21
Haywire Grenades	5	1	S 5/+1 M 10/— L —/—	4	0	Indirect, blast radius 1"	*	7
Horrorfex	3	1	S 6/+1 M 12/— L 18/—1	*	*	Blast radius 2", knockdown	1	11
Plasma Grenades	5	1	S 5/+1 M 10/— L —/—	4	0	Indirect, blast radius 2"	1	5
Splinter Cannon	3	2	S 6/+1 M 12/— L 24/—1	3	0	—	1	13
Splinter Pistol	3	1	S 6/+2 M 12/—1 L —/—	3	0	Point-blank	1	2
Splinter Rifle	3	1	S 6/+1 M 12/— L 24/—1	3	0	—	1	3
Stinger	4	1	S 6/+2 M 12/—1 L —/—	*	0	—	1	1
Talos Sting	4	2	S 6/+1 M 12/— L 24/—1	4	0	Full-auto	1	21
Terrorfex	3	1	S 6/+1 M 12/— L —/—	*	*	Blast radius 2", knockdown	1	10
Tormentor Helm	3	1	S 6/+2 M 12/—1 L —/—	3	0	Point-blank	1	2
Xenospasm	3	1	S 6/+1 M 12/— L —/—	3	-1	Blast radius 2", knockdown -1	1	12

HEAVY RANGED WEAPONS

	MPC	Uses/Turn	Range	Power	AM	Mode	Damage	PV
Blaster	9	1	S 6/+1 M 12/— L —/—	8	-2	—	1	76
Dark Lance	9	1	S 10/+1 M 20/— L 30/—1	8	-2	—	1	81
Disintegrator	*	1	*	*	*	*	1	46
Shredder	6	1	S 6/+1 M 12/— L —/—	6	0	Blast radius 2"	1	17

* See this weapon's description.

damage others nearby. Its Power is equal to the model's Body statistic, with [AM: 0, Mode: blast radius 2"].

Terrorfex

Causes no damage, but all models in the blast radius must roll a Knockdown Test.

Xenospasm

Only non-dark eldar must make a Knockdown Test when hit by this weapon.

OTHER EQUIPMENT

Animus Vitae (+10 PV)

Enemy models captured by a model equipped with an animus vitae are worth 10 Glory Points each, instead of 2. After capturing one model, the wielder gains a +1 Close Combat and +1 Power modifier for the rest of the game; capturing multiple models does not increase this bonus.

Archangel of Pain (+10 PV)

When this item is used, place the splash template against the model as if it is firing a weapon using that template. Any models whose bases fall completely or partially under any part of the template must immediately make a Knockdown Test with a -1 modifier (p. 80, *VOR Rulebook*). [MPC: 5, Uses/Turn: 1]

Combat Drugs (+17 PV)

A model with combat drugs may spend 1 MP to pick any number of options from the Wych Dugs Table on page 9 (no matter how many are chosen, the cost is still 1 MP in total). If more than one option is selected, the model rolls a Body Test for each option taken; each failed test causes the model 1 point of damage.

Note: The "Always strikes first" effect is not included on the table because this is very difficult to translate into *VOR* rules.

Crucible of Malediction (+35 PV)

When this device is used, the nearest non-dark eldar model with psychic or similar powers (like space marine librarians, chaos sorcerers or ork weirdboyz, but also zykhée mystics, pharon priests, and so on) must immediately roll a Guts Test. This has a -1 modifier if the model is within 12 inches of the Crucible, or a +1 modifier if he is 24 inches or more away from it. Failing the test instantly kills the psychic model, while success means the next-closest model must test. Keep

going outward like this until either a model fails the test, or all psychic models have succeeded.

No more than one Crucible of Malediction can be taken per force, and it may be used only once per game. Using it costs the model carrying it all the MP it has at the start of its activation—in other words, it cannot move, shoot, or perform any other actions that turn except use the Crucible.

Goblet of Spite (+ (number of models in the squad) PV)

May only be carried by a succubus. All models in the succubus' squad (including the succubus) receive +1 to their Close Combat skill.

Gruesome Talismans (+3 PV)

A model in base-to-base contact with the wearer of these talismans must roll a Guts Test each time it is activated. If the test fails, the model must immediately move out of melee combat (p. 87, *VOR Rulebook*).

Hellion Skyboard (+15 + (model's MP statistic) PV)

Lets the model move as if equipped with a jump pack. Additionally, models with Hellion skyboards deploy last (after all players have placed their models) and may be deployed anywhere on the battlefield. They must be deployed at least 10 inches away from enemy models.

If the model spent at least 1 MP for movement during its last activation, the skyboard's rider may always make an Armor Test, even against attacks which normally negate this, such as a critical hit or weapons that do not allow an Armor Test. Any attack with an Armor Modifier of -2 or greater, or attacks that do not allow an Armor Test, are considered to have an Armor Modifier of -2.

Hell Mask (+15 PV)

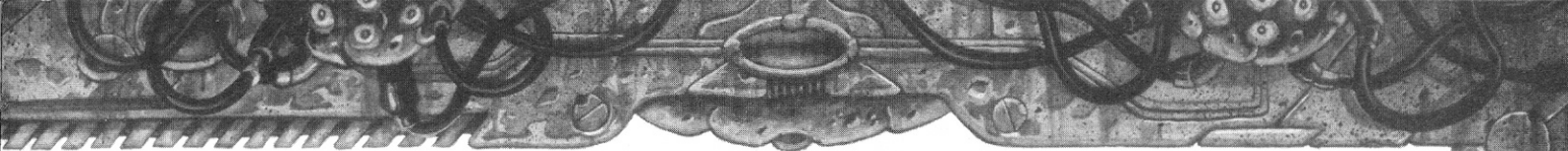
Gives opponents of the wearer a -2 CC modifier in close combat.

Mask of the Damned (+10 PV)

A model which wants to move into base-to-base contact with the wearer of this mask must roll a Guts Test. If the test fails, the model may not engage the wearer in melee combat.

Nightmare Doll (+35 PV)

If a model equipped with a nightmare doll is in the dark eldar force, the player may require any other player(s) to re-roll the D10 when deter-



mining the order in which players select their deployment zones (p. 75, *VOR Rulebook*). For every re-roll, the model with the doll must resist a [**Power: 3, AM: no test**] attack at the very start of the game (after deployment, but before anything else happens).

Soul Seeker Ammunition (+7 PV)

Can only be used by hellglaves, splinter pistols, splinter rifles or tormentor helms. If a ranged attack by such a weapon with soul seeker ammunition misses, the model may re-roll its Ranged Combat Test; the second roll must be used. The ammunition also allows the model to reduce the RC modifier provided by cover by 1 point: soft cover gives no modifier, hard cover only a -1.

Vexanthrope (+15 PV)

A model in base-to-base contact with the wearer of a vexanthrope must make a successful Guts Test any time it wants to make a melee attack. This test is made after the necessary MP are spent, so if the test fails, the MP are wasted. If the model spends sufficient MP to make another melee attack, it must roll the Guts Test again as well. Only models representing living beings can be affected by a vexanthrope.

Webway Portal

This also has no effect, as there are no reserve rules in *VOR*.

VEHICLE UPGRADES

Horrorfex (+11 PV)

Adds a horrorfex (p. 13) to the vehicle, in addition to any other weapons it may have. The horrorfex has a 180° forward firing arc.

Night Shield (+8 PV)

When measuring range to the vehicle from another model wanting to attack it, add 6 inches to the actual range to determine whether it is at short, medium or long range, or out of range.

Scaling Nets (+10 PV)

These allow the vehicle's activation to be suspended in favor of a unit that is either being carried in the vehicle, or that wants to enter the vehicle. If the unit is already being carried, it must leave the vehicle and finish its turn; if the unit is outside the vehicle, all models in the unit must board the vehicle. Once the other unit has completed its turn, the vehicle continues its activation.

Scaling nets also give any models attacking the vehicle in melee combat a +1 CC modifier. The vehicle may not be equipped with scythes or slave snares if it has scaling nets.

Screaming Jets (+10 PV)

These give the vehicle the ability to deploy last (after all players have placed their models). It may be deployed anywhere on the battlefield, but must be deployed at least 10 inches away from enemy models.

Scythes (+6 PV)

If a model attacking the vehicle in melee combat rolls a critical miss, it is automatically subject to [**Power: 5, AM: 0**] damage.

Slave Snares (+15 PV)

These prevent models from dodging the vehicle if it attempts to collide with them (p. 90, *VOR Rulebook*). Any casualties (except on vehicles) inflicted by the collision are treated as prisoners.

Torture Amp (+12 PV)

When the vehicle collides with one or more infantry models, all non-dark eldar models within 6 inches of the collision victim(s) must immediately make a Morale Test. A model within 6" of more than one victim only makes one Morale Test, however.

Trophy Racks (+10 PV)

All non-dark eldar models within 6" of the vehicle have a -1 Guts modifier. This is not cumulative: a model within 6 inches of two or more vehicles with trophy racks still only has a -1 modifier.

ASDRUBAEL VECT

MP: 24 TC: 2 CC: 9 RC: 9 POW: 7 BOD: 6 LIF: 3 AR: 3(2)/6

Point Value: 376

Type: Medium Flyer

Availability: 1 per force; Asdrubael Vect may only be used in a dark eldar force of 1,350 PV or more.

Structure: Individual

Weapons: dark lance and 2 disintegrators (all with 180° forward firing arc), 3 splinter pistols (360° firing arc)

Abilities:

Dais of Destruction: Asdrubael's Ravager carries him and his bodyguard; none of them may dismount from the vehicle.

Energy Field: Against ranged combat attacks, the Dais of Destruction has an Armor Rating of 6, but no Shielding. Against melee attacks and collisions, though, the Armor Rating is only 3 but does provide a Shielding of 2.

Melee Combat: The Dais of Destruction may engage in melee combat in the same manner as a bike. It must pay 5 MP per attack it makes, causing [**Power: 10, AM: no test**] on a successful hit.

DECAPITATOR

MP: 9 CC: 9 RC: 8 POW: 3 BOD: 3 BRN: 6 GUT: 8 LIF: 2 AR: 3 SIZE: M

Point Value: 118

Availability: 1 per force

Structure: Individual

Equipment: Decapitator [**MPC: 4, Power: 7, AM: no test, Mode:** a critical hit increases this weapon's Power to 10], splinter pistol, gruesome talismans

Abilities:

Master Infiltrator: Decapitator does not deploy at the beginning of the game in the same way as other models. Instead of placing him on the table, the controlling player should write down his location (measure the distance along the length and width of the table), which must be outside of all players' deployment areas. At any time before the end of the third turn, he may be revealed; the opponent(s) may ask to see the written-down location to make sure he is deployed correctly. If he has not been revealed by the start of the fourth turn, Decapitator must be placed on the table anyway.

Melee Attacks: The MP cost for this model to make melee attacks is modified by -3 MP per attack.

Shadow-skinned: Due to his chameleon qualities, Decapitator is always considered to be in soft cover even when more than half the model is visible to an attacker. This is cumulative with being in actual cover, both hard and soft.

DRAZHAR

MP: 12 CC: 9 RC: 7 POW: 4 BOD: 3 BRN: 6 GUT: 8 LIF: 3 AR: 7 SIZE: M

Point Value: 115

Availability: 1 per force; replaces an incubus in a dark eldar retinue (incubi) squad.

Structure: Drazhar must be part of a dark eldar retinue (incubi) squad and adhere to squad coherency.

Equipment: Disemboweller Blades [**MPC: 4, Power: 8, AM: no test, Damage: 2**], tormentor helm

Abilities:

Bodyguard: If the dark eldar lord of whose retinue Drazhar forms part, is attacked in melee combat, the lord and Drazhar may instantly change places at no MP cost and without requiring a die roll. Drazhar is then the actual target of the attack, and must take any damage resulting from a hit.

Melee Attacks: The MP cost for this model to make melee attacks is modified by -2 MP per attack.

No Fleet of Foot: Drazhar may not use the fleet of foot rules.

KRUELLAGH THE VILE

MP: 9 CC: 9 RC: 9 POW: 3 BOD: 3 BRN: 7 GUT: 8 LIF: 3 AR: 3 SIZE: M

Point Value: 89

Availability: 1 per force; Kruellagh is an archon, so if she is present in a force, no other archon or wych

archite may be included.

Structure: Individual

Equipment: Soul flayer, terrorfex (can fire damnation grenades [MPC: 4, Uses/Turn: 1, Range S 3/+1, M 6/—, L —/—, Power: 4, AM: -1, Mode: blast radius 1"]), hell mask

Options: Kruellagh may be accompanied by a dark eldar retinue.

Abilities:

Melee Attacks: The MP cost for this model to make melee attacks is modified by -3 MP per attack.

Soul Flayer: Counts as poisoned blades, with the additional effect that if Kruella kills a model representing a living creature with this weapon, on her next turn she gains +1 MP, which she can use only for making a melee attack with.

LELITH HESPERAX

MP: 9 CC: 9 RC: 9 POW: 3 BOD: 3 BRN: 8 GUT: 8 LIF: 3 AR: 2 SIZE: M

Point Value: 103

Availability: 1 per force; Lelith is a wych archite, so if she is present in a force, no other archon or wych archite may be included.

Structure: Individual

Equipment: Wych weapons, agonisers, splinter pistol, shadow field

Options: Lelith may be accompanied by a squad of wyches, provided that squad does not have more than 10 models. The wyches must remain in squad coherency with her.

Abilities:

Melee Attacks: The MP cost for this model to make melee attacks is modified by -2 MP per attack.

URIEN RAKARTH

MP: 9 CC: 7 RC: 7 POW: 3 BOD: 4 BRN: 4 GUT: 7 LIF: 2 AR: 3 SIZE: M

Point Value: 113

Availability: 1 per force

Structure: Individual

Equipment: Destructor, stinger, poisoned blades, Crucible of Malediction

Abilities:

Melee Attacks: The MP cost for this model to make melee attacks is modified by -1 MP per attack.

No Fleet of Foot: Urien may not use the fleet of foot rules.

Retinue: Urien may be accompanied by a retinue of 1-5 grotesques. These have CC: 8 and GUT: 4, and cost 16 points each. The retinue must remain in squad coherency with Urien.