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\* *Dark Eldar Add-on*

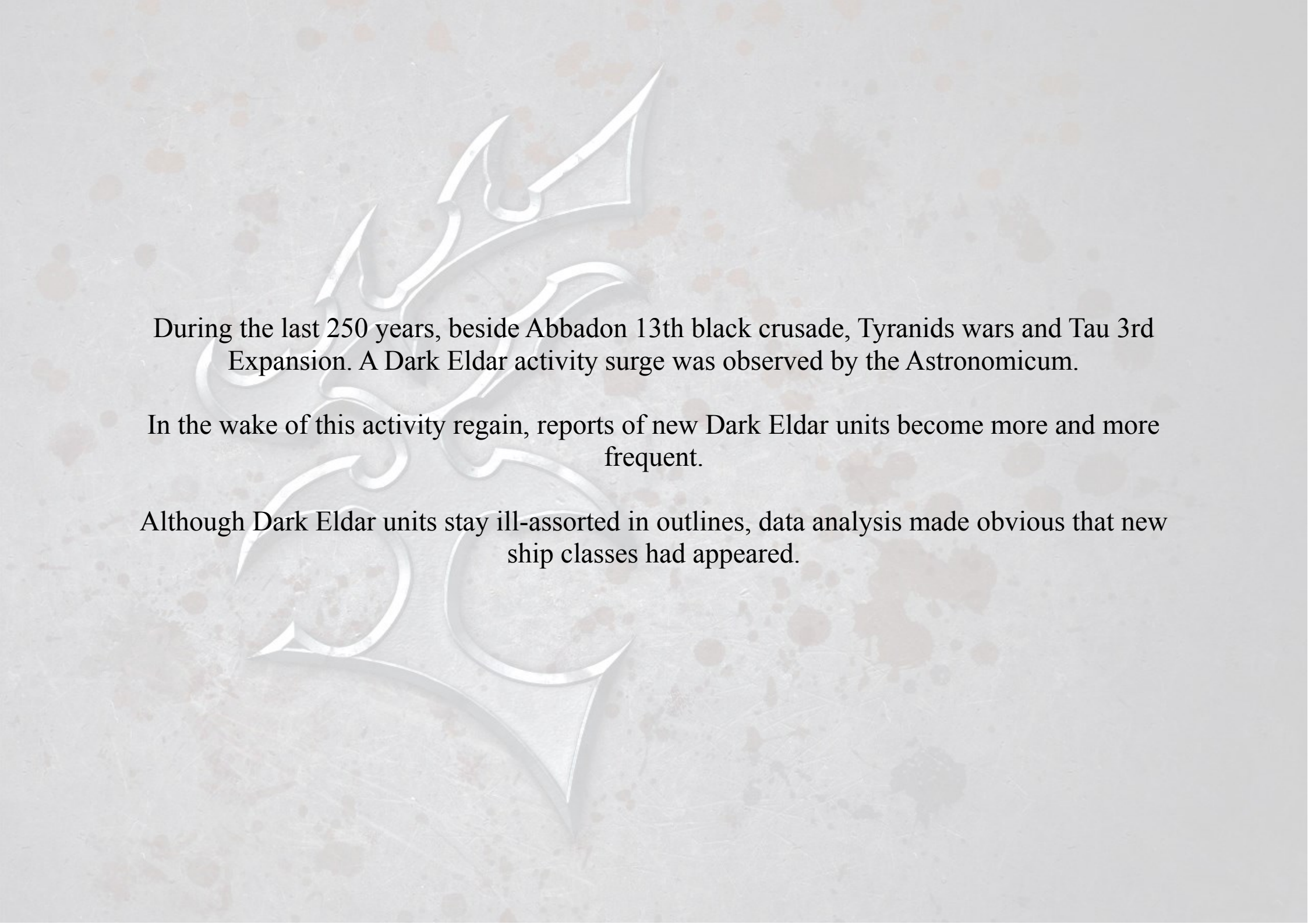
\*\* *By Heavygear*

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During the last 250 years, beside Abbadon 13th black crusade, Tyranids wars and Tau 3rd Expansion. A Dark Eldar activity surge was observed by the Astronomicum.

In the wake of this activity regain, reports of new Dark Eldar units become more and more frequent.

Although Dark Eldar units stay ill-assorted in outlines, data analysis made obvious that new ship classes had appeared.

# DARK ELДАР HISTORY

## HISTORY

The origins of the Dark Eldar can be found in the Fall of the Eldar, the great cataclysm that nearly destroyed the entire Eldar race. It was an event so terrible that not only did it kill trillions of Eldar, but it breached the gap between real space and the Warp, and gave birth to Slaanesh, a Chaos God.

An Eldar's mind is incredibly complex. Their senses are extremely sharp, able to perceive incredible levels of detail. Their emotions can be so strong that a human's are merely pale shadows by comparison. They are extremely intelligent; their thought processes are much faster than a human's. All of this means that an Eldar experiences the universe and all its sensations to a greatly heightened degree. Similarly, an Eldar's soul is much brighter in the Warp than those of "lesser" sentients. Eldar are able to affect the nether-realm much more than most other races. They are all latent psykers and have the ability to become very powerful with training. It is the strength of their souls that was one of the causes of their downfall. Before the Fall, the Eldar had an immense galaxy-spanning empire comprising millions of worlds, larger and more powerful than even the Imperium of Man at the height of its power. The Eldar lived in relative peace - barbarian races such as the Orks were kept at easily manageable numbers and never had the strength to threaten the might of the Eldar empire. The humans were not yet virulently xenophobic and did not have a large domain, and the Tyranid Hive Fleets were unknown. The C'tan and Necrons, ancient foes of the Eldar, were long ago defeated and still remained dormant.

Life on the Eldar Worlds was idyllic, with fantastically sophisticated machines to take care of all labour and manufacturing required, leaving the Eldar free to indulge in other, more aesthetic pursuits. With all menial work taken care of for them, the Eldar became indolent and decadent. They began to explore more and more the arts of pleasure, delving ever deeper into hedonism. This descent into decadence spanned millennia. Tradition and order disintegrated, as they limited the pursuit of pleasure. Sects called Pleasure Cults were formed, dedicated to achieving the highest levels of hedonistic sensation, and their ceremonies and practices became ever more wild, eventually devolving into violence and sacrifice of their own kind. Some Eldar hated what their race had become and left the homeworlds for the virgin Maiden Worlds, or left on the newly-constructed Craftworlds, leaving the Pleasure Cults to their madness. During this time the Eldar had also discovered the Webway and soon mastered it to further their galaxy-spanning civilization. Building realms and outposts within the Webway to act as ports for inter-galactic travel, the city of Commorragh was founded. Isolated within the Webway, Commorragh itself soon became a bastion for pleasure cults and increasingly depraved acts.

Meanwhile, something terrible was stirring in the Warp. The millennia of Eldar hedonism had made a massive impact in the psychic realm of Chaos. Within the warp the decadent Eldar civilisation was giving shape to a Power of Chaos, which grew and grew over thousands of years, getting stronger and more defined until suddenly it sparked into an intelligence - a shatteringly huge and malign intelligence, with an immense and bottomless thirst for Eldar souls. This was the birth of Slaanesh. The process lasted for thousands of years, corresponding to mankind's Age of Strife, although when Slaanesh finally came into being, the results with the universe were apocalyptic and sudden. An almighty psychic shockwave scythed across the galaxy. The souls of almost every Eldar were stripped from them in an instant and devoured by the new-born Chaos god. There were few survivors. Most were driven mad, their minds trapped half in the real world and half in the swirling insanity of the Warp. A great Warp rift was created, encompassing the entire Eldar empire and creating the Eye of Terror.

The denizens of Commorragh, however, were tucked away safely in the Webway, protected from Slaanesh and its thirst. Though much of the Webway was in ruin, they had endured and, unlike their Craftworld counterparts, remained unrepentant. Though they discovered Slaanesh was still slowly claiming their souls, the denizens of Commorragh soon discovered that by absorbing the pain and torments of another's soul they could rejuvenate themselves and cheat death. Assuming they could feed regularly, the Eldar of the webway had become physically immune to the passage of time. Soon the Eldar of the Webway began raiding Realspace in search of captives and slaves to rejuvenate themselves with. So it was that the Dark Eldar were born, a race of sadistic murderers who feed upon the anguish of others to prevent the death of their immortal souls.

## SOCIETY

Dark Eldar soon learn to fight with every weapon at their disposal in order to ensure their own survival, primarily against the machinations of their own kind, but also the other major races of the Milky Way Galaxy whom they raid often for slaves. No distinction is drawn between the genders, for an individual's skill and cunning is far more important to the race than sheer physical traits such as height and gender. Their senses are keen to the point of paranoia, their eyes and long tapered ears always alert to the slightest movement or disturbance that portends betrayal and death. In the Dark City, the unwary rarely survive for long among their treacherous brethren.



# DARK ELДАР SOCIETY

While their countless generations of conflict and internecine strife led the Dark Eldar to develop better reaction speed and greater overall physical strength than the other factions of the Eldar race, the innate psychic abilities of the Dark Eldar have atrophied. To channel the psychic energies of what is essentially Chaos within Commorragh would invite disaster, for the use of Warp energy would draw the attention of Slaanesh, She Who Thirsts, the eternal nemesis of the entire Eldar race. As a result, the use of psychic abilities or sorcery within the Dark City is one of the only activities truly forbidden to the Dark Eldar.

Though it is manufactured rather than psychically grown from the hardened substance of the Warp like the wraithbone implements of the Craftworld Eldar, the Dark Eldar's weaponry is just as technologically advanced as that of their more benevolent counterparts. When it comes to war, the Dark Eldar are veritable artists. Their technology refined to the point that some of its effects appear as nothing less than magical to less advanced species like humanity. Their infinite--if infinitely dark--imaginings and sheer skill have led them down a sinister path--their favourite weapons can set every nerve ending afire with pain, darklight beams, whips that bleed acid and eldritch soul-traps. The Dark Eldar are so confident of their own abilities that their lightweight suits of body armour incorporate bladed plates not only for protection, but also to provide them with yet another weapon to inflict pain. The warriors of Commorragh are well-versed in the physiology and anatomies of all the other starfaring races of the galaxy, knowledge that is used to inflict the maximum amount of pain, suffering and death.

Though they turned their backs upon the mortal universe millennia ago, whenever the Dark Eldar emerge from their pocket dimension they revel in their superiority to their prey. They rarely deign to sully their tongues with the primitive languages of the other races, instead using translator technology on the rare occasions that some form of communication is actually necessary. The warrior Kabals strike swiftly and without warning from portals opened within the Labyrinth Dimension of the Webway, or disappear like wraiths when the enemy resistance becomes too difficult to overcome. The strike forces of the Dark Eldar, despite their own treacherous natures, are well-honed machines in combat. Raids are planned meticulously by the Archons and Succubi that lead them and hidden routes through the Webway are opened in readiness for the attack. Only the most capable Dark Eldar warriors are recruited for each incursion into realspace, for to fail in such an invasion is to bring one's own entire Kabal that much closer to annihilation in the byzantine politics of Commorragh. Working together ensures that not only is the greatest amount of suffering inflicted upon the forces of realspace but also that the greatest number of victims can be taken back to the Dark City. Personal vendettas are engaged once more only after all of the captives have been divided, for over all other things, the Dark Eldar must have fresh souls to keep themselves from the clutches of She Who Thirsts.

The Kabals regularly launch fresh piratical raids into realspace and there is much to be gained for an individual Dark Eldar for being part of such an effort--the thrill of hunting the lesser mortals of the universe, the chance to personally capture new slaves which adds to their personal wealth and the joy of unbridled destruction for its own sake. Upon the Kabal's triumphant return to Commorragh, thousands of the captives will be traded as currency, put to work in the infernal depths of the weapon shops, rendered down in flesh-troughs or tormented until their deaths, that happy release drawn out for as long as possible so that the Dark Eldar can draw even more psychic sustenance from their suffering.

To the Dark Eldar, the sweet nectar of horror and suffering is as pleasing as the act of murder itself. They relish breaking the bodies of their slaves, but prize even more the process of crushing the mind and the spirit, for nothing is more gratifying to a Dark Eldar than securing true and willing dominion over an individual who formerly resisted them. They drink in every nuance and every inflection of pain until their captives gibber and plead remorselessly for death -- a mercy that the Dark Eldar rarely grant easily or quickly. Dark Eldar, like most Eldar Kindreds, make use of advanced technology, including anti-gravity devices, dark matter weaponry, nanotechnology and psychic artifacts. While Dark Eldar do make use of psychic devices, they do not any longer use psychic powers themselves because of the danger that interacting with the Warp brings for those whose souls are desired by Slaanesh. Psykers are treated as playthings in Commorragh, and given the twisted, sadistic nature of the Dark Eldar, this necessarily involves pain and torment for the psyker.

Over time, the Dark Eldar begin to suffer more and more from the Thirst. They develop an all-consuming and ever-increasing need to drink the souls of other beings. It is postulated that the cause of this is the Chaos God Slaanesh, the Great Enemy of the Eldar, who leeches the soul-essence of the Dark Eldar while they still live because of their pursuit of the hedonistic and sadistic activities that strengthen the power of the Dark Prince. Dark Eldar "drink" the souls of other sentient beings to stave off this leeching - perhaps by satiating the thirst of Slaanesh, or perhaps by replenishing the essence of their own souls with that of the consumed one. Slaanesh will also consume the souls of Dark Eldar whole should they die. Dark Eldar are long-lived but not immortal; drinking souls has a rejuvenating effect that reverses aging, thus Dark Eldar need not fear falling into the clutches of Slaanesh due to death from old age, if they have a constant supply of souls. The usual source of these souls are those of the many captives taken as slaves during Dark Eldar raids.



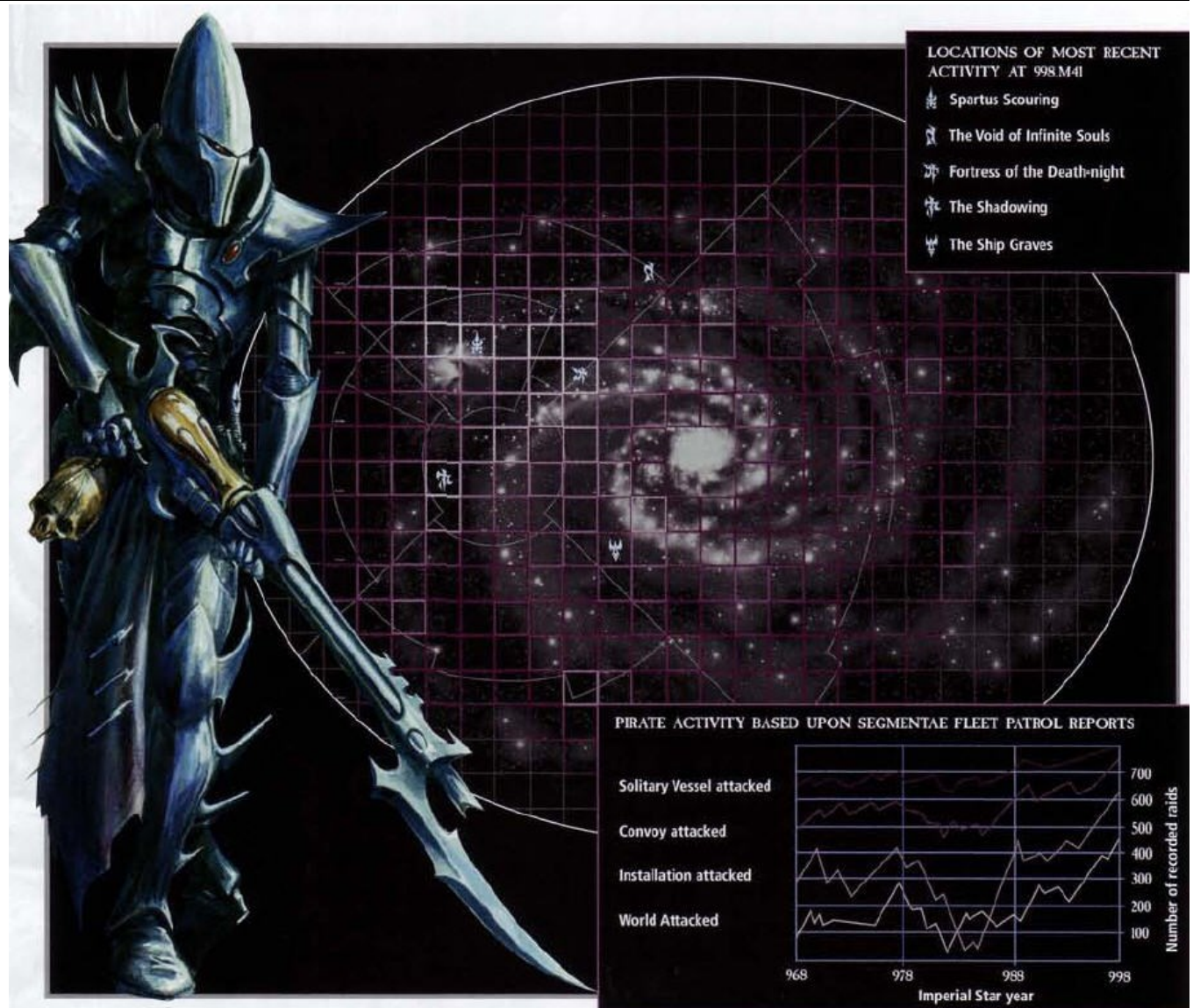
# DARK ELДАР SOCIETY

## TECHNOLOGY AND BIOLOGY

Dark Eldar, like most Eldar kindreds, make use of advanced technology, including anti-gravity devices, dark matter weaponry, nanotechnology and psychic artefacts.

However, this technology is manufactured instead of being psychically grown, and while Dark Eldar do make use of psychic devices, they do not use psychic powers themselves, for in order to use their gifts Psykers must channel the chaotic energies of the Warp. Such an act would attract the gaze of She Who Thirsts and invite disaster upon the entire race. As such, the use of the psychic pyrotechnics that are so familiar to their Craftworld kin is one of the few things forbidden in the dark spires of Commorragh.

Dark Eldar are similar in many ways to the rest of the Eldar race - tall, lithe, humanoids with tapered ears and sharp eyes. However, generations of physical conflict combined with living inside the Dark City has led to a number of distinct variations. The skin of a Dark Eldar is almost translucent, an effect of the lack of sunlight within Commorragh. A Dark Eldar's strength and reflexes are actually superior to that of a Craftworld Eldar - pict-captures of the Evolus Massacre had to be slowed to one-fourth speed in order to follow the movements of individual Kabalites as they slaughtered Imperial civilians. Stories of Dark Eldar dodging shots from lasguns and kicking frag grenades back into the enemy's ranks are common, and within the gladiatorial arenas a single Wych is more than a match for any ten human warriors. Dark Eldar senses are also sharper, allowing them to see their enemies perfectly well even during pitch darkness. However, Dark Eldar psykers are virtually unheard-of. The innate psychic abilities common to the Eldar race have atrophied within the Dark Eldar, partly due to their focus on physical athleticism. Furthermore, to use any psychic powers would draw the attention of Slaanesh, and is one of the few things expressly forbidden within Commorragh.



# DARK ELДАР SPECIAL RULES

The following rules applying to Dark Eldars are issued from Armada. FaQ 2007 is included in these rules and rules modified by FaQ 2010 or BFG FR are highlighted.

**Preliminary note:** unless specifically stated otherwise, the Dark Eldar do NOT use any of the special rules for Eldar Corsairs presented in the Battlefleet Gothic rulebook. Where the Dark Eldar do use such rules, these are re-printed below to avoid confusion.

## DARK ELДАР LEADERSHIP

All Dark Eldar ships add +1 to the Leadership score generated on page the Leadership table on page 10 of the Battlefleet Gothic Rulebook, giving them a leadership value of between 7 and 10.

## DARK ELДАР MOVEMENT AND SPECIAL ORDERS

Dark Eldar vessels are incredibly sleek and agile, bearing arrays of delicate fins and operating sophisticated manoeuvring systems which allow them to turn with an ease horrifying to the crews of Imperial vessels, leaden by comparison. Because of this, Dark Eldar ships do not need to pass a Command check in order to use “Come to New Heading” special orders and count as automatically passing any Command check to do so.

Dark Eldar vessels have no minimum movement before turning and are not required to use Burn Retros special orders to end their movement or remain in place

Dark Eldar vessels use other special orders as depicted in the basic rules.

## SPECIAL EQUIPMENT

### Shadowfields

Dark Eldar ships are not protected by the vast energy shields which surround the vessels of other races, but rather employ the form-altering shadowfields. These create an eerie and uncertain fog around Dark Eldar vessels through which little information can be ascertained. Pinpointing the exact location or speed of a Dark Eldar vessel behind shadowfields can prove very tricky indeed.

Against attacks that use the Gunnery table, the shadowfields cause one column shift to the right, in addition to any other column shifts for range or Blast markers and it does not modify rolls to hit beyond the far right end of the table.

Against ALL strength-based weapons, Nova Cannon shots, any ordnance attacks and any kind of hit and run attacks, ramming and boarding, roll to hit a Dark Eldar ship as normal, but the Dark Eldar player may then make a saving roll for his shadowfields:

D6	RESULTS
1	Hit! Score a hit on the ship
2-6	Missed! Place a Blast marker in contact with the ship

When protecting against damage (except against weapons that use the gunnery table), Holofields roll its save once against each successful attack, whether it be from lance fire, ordnance hits, etc. In other words, its rolls once against a ramming attack, once against each Nova Cannon shot, and once against each hit imparted by ordnance attacks, Hit and Run attacks, etc.

Holofields do NOT protect against hits caused by blast markers, celestial phenomena nor any area effects such as Warp Drive implosions, Necron Star pulse generator and Sepulchre, Chaos Marks of Slannesh, etc.

Eldar and Dark Eldar must determine if they wish to brace against damage they may face BEFORE rolling their holofield save.

## Mimic Engines

A Dark Eldar vessel equipped with mimic engines is able to assume the apparent dimensions of enemy ships, thus allowing the Dark Eldar to sneak up on their prey unseen. The Dark Eldar are able to mimic Imperial, Eldar, Ork, Chaos and Tau ships, but not Tyranid or Necron vessels, so the mimic engine has no effect against either of these fleets. A Dark Eldar ship equipped with mimic engines approaches closer to the enemy before the threat is realised and so may make one normal move immediately after deployment, but before either side has taken a turn. In addition, if a mimic engine-equipped vessel is more than 30cm from the enemy at the start of the game (after making its extra move) it may NOT be targeted by enemy ships at all during the first turn of the game, until it itself has attacked another vessel. In the second and subsequent turns it is assumed that the exchange of information between vessels in the opposing fleet will uncover the impostors, meaning the Dark Eldar can be targeted normally.

# DARK ELДАР SPECIAL RULES

- **FaQ 2010:** In addition of or replacing Armada an FaQ 2007 rules, Mimic engines ability to not be targeted by enemy ships in the first turn is lost if ordnance it launches in the first turn attacks enemy ordnance or ships. If its ordnance does not attack during the first turn, enemy ordnance must assume it is friendly and cannot attack it, though enemy ships that move in base contact with it in the first turn will still be attacked normally. Mimic Engines cost +20 points for cruisers and +5 points per escort.

## BORADING AND HIT AND RUN ATTACKS

The Dark Eldar are furious and brutal pirates, fanatical in the pursuit of violence and the hunt for captives. Their all-consuming blood lust can often overcome them, leaving them in an uncontrolled frenzy. Dark Eldar receive a bonus +1 modifier in the first round of any boarding or hit and run action and a -1 modifier in any subsequent boarding rounds.

## Slavetaking

The Dark Eldar receive a +1 on Hit & Run attacks (meaning they will normally succeed automatically) but may forgo rolling on the Hit & Run Critical Hit table in return for +10 Victory points. This reflects the desire of the Dark Eldar to take captives, often when to do so is tactically foolish. The +1 on Hit & Run attacks applies only to Slavebringer assault boats, not Impaler attacks.

- **FAQ 2010:** In addition of or replacing Armada an FaQ 2007 rules, Slavetaking may be performed instead of any Hit & Run, including teleporter and Impaler attacks. When using Impalers for slavetaking, they forgo their normal 2D6 roll and instead collect +30 victory points vice +10 points. Brace saves may be taken against Slavetaking. Slavetaking cannot be conducted against Necron or Tyranid fleets. Any escort-sized ship is in addition considered destroyed if 30 or more victory points are collected from it by slavetaking.

## BFG FR: Elite boarding crews units (availability depending of fleet list)

*Bonuses given by Elite boarding crews units replace those described before or in Armada p.53. They do not come in addition and they do not apply to Impaler attacks. (These rules are additional BFG FR rules).*

## Kabalite Trueborn or Hekatrix Bloodbrides fighting crews

A Dark Eldar fleet commander may choose to recruit elite boarding troops such as Kabalite Trueborn or Hekatrix Bloodbrides fighting crews for his ships of line. As standard boarding troops, these troops receive a bonus +1 modifier in the first round of any boarding or hit and run action but do not apply any negative modifier in any subsequent boarding rounds.

Kabalite Trueborn or Hekatrix Bloodbrides fighting crews..... +10 pts

## Incubus Squads

In more exceptional cases, a Dark Eldar fleet commander may have convinced one or more squads of Incubus to join him. They may only be assigned to ship of line with the exception of light cruisers. receive a bonus +2 modifier in the first round of any boarding or hit and run action and a +1 bonus modifier in any subsequent boarding rounds. The number of ship assigned with Incubus Squads may not be superior to the total number of ships assigned with other type of Elite boarding crews (example: if you have only one Kabalite truborn fighting crew assigned to one of your fleet ship, you may only assign one Incubus Squad to another ship).

Incubus Squad..... +20 pts

## Haemonculi and Retinue

Even rarer, a Haemonculi with retinue and creations may have join a Dread Archon on his flagship. The unique Haemonculi motivation is to test and blood his creatures in front of a quality audience. A Haemonculi creations squad receive a bonus +1 modifier in any boarding or hit and run action and inflict when relevant a -1 modifier to opponent ship troops (except Necrons and Tyranids). When being boarded the ship assigned with a Hamonculi and Retinue cancel all opponent attack bonuses, whatever they are, bringing them back to blue book basic boarding or hit and run rules, this latest point include Necrons and Tyranids.

Haemonculi and Retinue..... +35 pts  
(Flagship choice only)





# DARK ELДАР SPECIAL RULES

## DARK ELДАР WEAPONS

Dark Eldar use following weapons:

### Primary and secondary armament

To characterize their numerous variants, Dark Eldar ship classes have a fixed primary armament and a secondary optional one selected in a list (this secondary armament is not mandatory, you may choose to not to take it).

- **BFG FR :** Excepting battleships and grand cruisers, Dark Eldar ships may select only one weapon system in the list. Battleships may select up to 3 weapon systems in the list and grand cruiser up to 2.

### Impaler Assault Module

The Impaler is a specialised form of prow mounted attack craft, a little like an assault boat, but large enough to carry enough Dark Eldar assault troops to potentially overwhelm an entire ship. An Impaler is launched like an assault boat, and moves in the same way during the ordnance phase.

Fighters which attack the Impaler do not automatically remove it from play,. Instead the Impaler rolls a D6 and remains in play on a 4+. The Impaler can only use this save once per ordnance phase, but if it does so against a fighter in base contact with a ship and subsequently survives turret fire, it may then attack that ship normally.

Turrets may fire at the Impaler, in the same way as against ordnance, but require a 6 to hit.

When the Impaler successfully moves into contact with an enemy ship, it makes a Hit & Run attack. Roll a D6 as normal. On a score of a 1 the Impaler's boarders are defeated and the module may not be used for the remainder of the game. On a 2-6 the Impaler causes a critical hit. However, unlike assault boats, roll 2D6 and look up the score on the critical hits table (as opposed to just looking up the score of the Hit & Run attack). If the Impaler is removed (either by turrets, enemy ordnance, attack craft and so on), the Dark Eldar vessel must reload ordnance as normal before being able to fire it again (it is assumed that a damaged module limps back to its parent vessel and must await hurried repairs or else take time for its crew to transfer to a replacement). An Impaler can only be completely destroyed by a failed Hit & Run attack, which would leave it useless due to the loss of its crew.

However, Impalers are far larger than most attack craft, and hence require substantial amounts of fuel. Because of this, their range is somewhat shorter than that of smaller attack craft. At the beginning of each of the Dark Eldar player's turn he must remove any Impalers from the table (these are assumed to have been forced to return to their parent ship due to lack of fuel). He may of course attempt to reload ordnance during the turn in order to relaunch said Impalers (i.e. he reloads ordnance as quickly as possible to 'turn around' the Impalers and their crew just as soon as they arrive back at their parent ship).

You may not launch additional Impalers if you already have a number of Impalers in play equal to the number of Impaler armed vessels in the fleet.

Impalers are not deployed from launch bays in any way, shape or form, so the overall number of launch bays in a fleet does not affect the number of Impalers which you are permitted to launch or have in play.

- **FaQ 2010/BFG FR:** Dark Eldar ships may if desired be equipped with two Impaler assault modules instead of one (per weapon system,). Their individual cost remains unchanged; it costs +20 points for each Impaler taken by a Dark Eldar ship. Example: if grand cruiser decide 2 choose its 2 weapons systems choice as Impalers, for an additional +40pts, it can have up to 4 Impaler modules, 2 per weapon system .

### Attack Crafts

Dark Eldar attack crafts consist of Raptor fighters, Razorwing bombers and Slavebringer assault boats.

Raptor fighters have a speed of 30cm and need a 4+ to remain in play after removing ordnance as with Eldar fighters.

Razorwing bombers have a speed of 20cm, re-roll misses and are hit by turrets only on a D6 roll of 6 as with Eldar bombers.

Slavebringer assault boats have a speed of 30cm and are hit by turrets only on a D6 roll of 6.

# DARK ELДАР SPECIAL RULES

## Dark Eldar Torpedo Bombers

*Torpedo bombers were ordinary bombers reconfigured to carry a payload of (relatively) small anti-ship torpedoes. This gave them the ability to stand off from their target at greater range and launch an attack.*

- **Acquisition:** Any ship with launch bays can be upgraded to carry torpedo bombers at an additional cost of +15 pts per Strength point of the launch bays on the vessel. For example, a Torture class cruiser would pay 60 points to carry torpedo bombers. , while an Imperial Dictator
- **Launching:** Torpedo bomber squadrons are launched just like other attack craft squadrons, they are simply differently armed. Torpedo bombers have a speed of 20cm and count as bombers for interception purposes.
- **Attacks:** A torpedo bomber squadron can be replaced with a Strength 2 torpedo salvo at the beginning of any ordnance phase. The torpedoes function according to the standard torpedo rules once launched but have a more limited fuel supply, so they are removed at the end of the same ordnance phase they are launched in. A wave of torpedo bombers can combine their salvos together in the same way as a squadron of ships.

## Dark Eldar Weapons Batteries

As pirates adept at striking with the utmost speed, Dark Eldar specialise in rapid, ultra-accurate attacks before their relative fragility forces them to withdraw. Because of this, Dark Eldar rely on sophisticated targeting technology which allows them to count all targets as ‘closing’ on the Gunnery table, no matter what the target’s actual aspect is. Other than this, the weapons batteries fire as normal.

## Phantom Lances

This is the Dark Eldar equivalent of the pulsar, using dark matter powered lasers. Roll a dice for each point of the Phantom lance’s strength when firing, with the following effects:

D6	EFFECT
1-3	No hit
4	1 hit
5-6	2 hits

## Leech Torpedoes

Dark Eldar ships armed with torpedoes may use leech torpedoes at no extra cost. These must be loaded with a specific Reload Ordnance roll, although a ship may start the scenario with them in the tubes by writing a note on the ship sheet. Leech torpedoes cause no damage other than a single, automatic critical hit. Do not roll for the effect of this critical hit, instead the leech torpedo causes a -10cm speed reduction on its target. A leech torpedo hit also prevents the target from executing any All Ahead Full special orders. Only one -10cm speed penalty applies regardless of the number attached – the effect is not cumulative. However, all leech hits on a ship must be repaired before the movement penalty is removed (e.g. if a ship suffers 5 leech hits, it remains at a reduced speed until all 5 hits have been repaired).

When not firing leeches, Dark Eldar ships equipped with torpedo tubes use the rules for Eldar torpedoes from the Battlefleet Gothic rulebook instead.

- **FaQ 2010:** in addition to all the rules for this weapon on p.55 of Armada, Leech torpedoes take effect immediately (being braced can save normally against this), do not roll against armor and do not automatically destroy escorts. Leech torpedoes otherwise behave as Eldar torpedoes in all respects and are only hit by turrets on rolls of 6. Escorts can also repair this effect with a roll of 6 in the same manner capital ships repair critical damage.



# DARK ELДАР SPECIAL RULES

## DARK ELДАР CRITICAL HITS

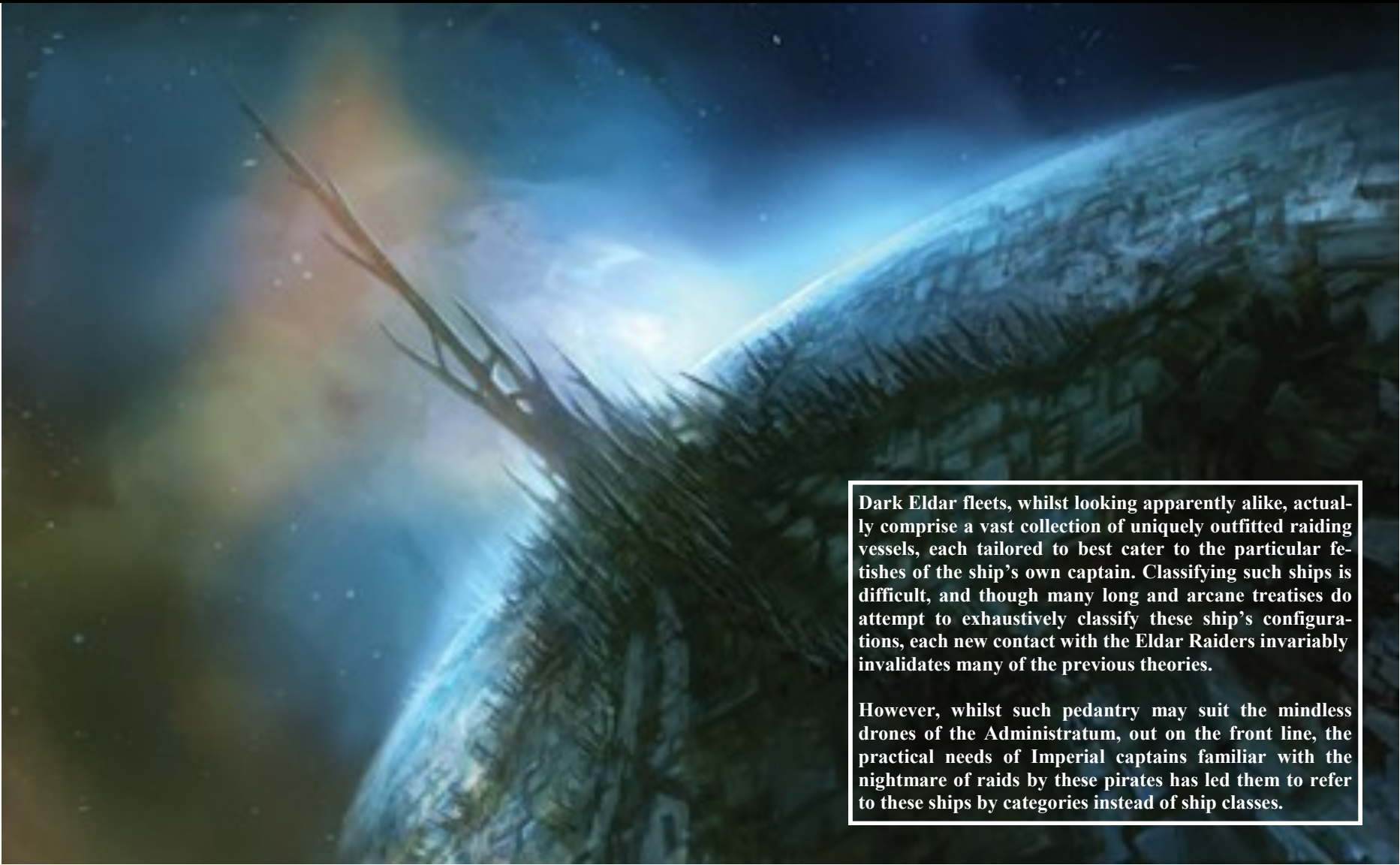
When a Dark Eldar ship suffers a critical hit, roll 2D6 on the Dark Eldar Critical Hits table, rather than the normal Critical Hits table. Note: Dark Eldar suffer a critical hit only on a roll of a 6, as is normal for all other fleets, not on a 4+ as is the case with Eldar Corsairs.

2D6	DAMAGE	RESULTS
2	+0	<b>Weapons Systems Damaged</b> : None of the ship's weapons may fire until the damage is repaired.
3	+0	<b>Primary Armament Damaged</b> : The ship's primary armament is damaged and may not fire until it has been repaired.
4	+0	<b>Manoeuvring Systems Damaged</b> : The ship's steering fins, turning thrusters and manoeuvring sensors are damaged. The ship must pass a Command check in order to come to new heading until the damage can be repaired.
5	+0	<b>Secondary Armament Damaged</b> : The ship's secondary armament is damaged and may not fire until it has been repaired. For ships having multiple secondary armament weapons systems, a first critical hit halve all secondary armament weapons systems firepower by half, two or more critical hits prevent the ship from firing any of its secondary armament weapons systems.
6	+0	<b>Turning Fins Dented</b> : The ship's sleek shape is distorted by the damage, reducing its manoeuvrability. Until the damage is repaired, the ship may only make turns of up to 45°.
7	+0	<b>Engines Damaged</b> : The ship's speed is reduced by 10cm until the damage is repaired.
8	+1	<b>Superstructure Damaged</b> : Roll a dice every time the ship attempts to go on to special orders. On a score of a 1 the ship suffers 1 additional damage point.
9	+0	<b>Commanders Slain</b> : A number of the ship's commanders are killed in the explosions, reducing the ship's leadership by 1. This damage may not be repaired.
10	+0	<b>Shadowfield Generator Destroyed</b> : The ship's shadowfields cease to work. This damage may not be repaired.
11	+1D3	<b>Hull Breach</b> : A huge gash is torn in the ship's hull, causing much damage.
12	+D6	<b>Bulkhead Collapse</b> : Substantial portions of the ship buckle under the strain of increasing damage. If you're lucky, enough of the ship will hold together at least a while longer.

Note: If a ship suffers multiples hits at the same location , they must be all repaired before location functions again. If a critical hit is rolled which cannot be applied, or multiple criticals are rolled for a location that cannot be repaired (such as Shadowfield Generator Destroyed), apply the next critical hit instead. For example, a ship without secondary armament getting a critical hit in this location will suffer a Turning Fins Dented instead.



# DARK ELDARS VESSELS



Dark Eldar fleets, whilst looking apparently alike, actually comprise a vast collection of uniquely outfitted raiding vessels, each tailored to best cater to the particular fetishes of the ship's own captain. Classifying such ships is difficult, and though many long and arcane treatises do attempt to exhaustively classify these ship's configurations, each new contact with the Eldar Raiders invariably invalidates many of the previous theories.

However, whilst such pedantry may suit the mindless drones of the Administratum, out on the front line, the practical needs of Imperial captains familiar with the nightmare of raids by these pirates has led them to refer to these ships by categories instead of ship classes.

# DESPAIR CLASS BATTLESHIP.....280 Pts

The rarest Dark Eldar ship class ever reported, it seems that there is only a handful of these ships, and except those of “Sky Serpents” Kabal, they are seldom encountered outside Commorragh spaceports.

Few Kabals or Whych Cults own more than one and even more don't own any. The only known exception to it, is Duke Sliscus Archon of the “Sky Serpents” Fleet whom own several of them. Legend has it that the Duke, tired of the constant political grind of Commorragh, decided to leave with a bang rather than a whimper and stole three Kabal flagships and fled the Dark City's port.

This class main functions are to serve either as flagship for important Dark Eldar raids and strategic assaults or as a major Kabal and Whych Cult leader personal ship.

Famous ships: The *Whispering Despairs* Asdrubael Vect personal ship and the *Sky Serpent* Duke Sliscus flagship.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship /10	30 cm	90°	Shadowfields	5+	0
PRIMARY ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Prow weapons battery		45 cm	8	Front	
Prow torpedoes		30 cm	2	Left / Front	
Prow torpedoes		30 cm	2	Front / Right	
SECONDARY ARMAMENT: You may choose/select up to 3 weapons systems in the following list, using costs and limitations noted					
Prow weapons battery (+45 pts) Max. 2 selections		45 cm	6	Front	
Prow phantom lance (+40 pts) Max. 2 selections		45 cm	2	Front	
Impaler (+25 pts). FAQ 2010, 1 or 2 Impaler modules (+25 or +50 pts) for this weapons system choice		30 cm	Special	Front	
Launch bay (+50 pts) Max. 2 selections		Raptor : 30 cm Razorwing : 20 cm Slaver : 30 cm	4 squadrons	-	

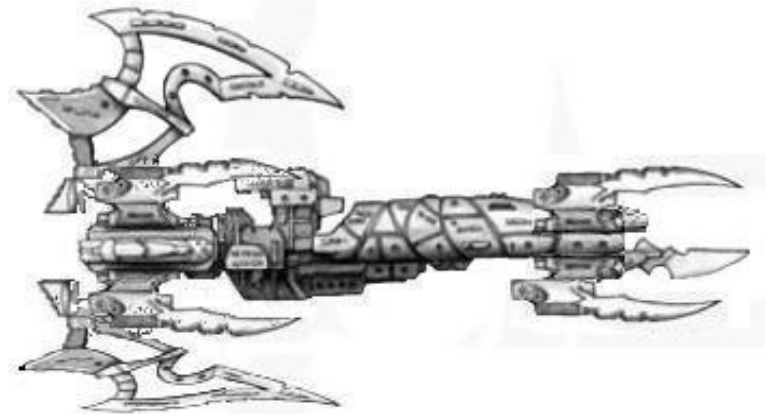
Special rules: A Dark Eldar battleship may be equipped with Mimic engines.

# SCORCHER CLASS BATTLECRUISER .....235 Pts

First report of Scorchers class date from 997M41 when Tyranid fleet Leviathan invaded the Imperium. Imperium scout frigate *Holy Vision* described the encounter between a Scorchers and a Tyranid squadron of Kraken units, quoting the Dark Eldar battlecruiser left nothing operational or alive from the 4 Kraken ship it attacked. *Holy Vision* Commander wrote “ It was suddenly like sun and fire passing on the Tyranids ships, then it disappears leaving only scorched drifting hulls”.

According to the Astronomicum Schorchers class is one the of three heaviest Dark Eldar class ever reported. It is unknown if this class has evolved recently or not from Torture class. It has Torture similar outline but is a bit longer with a much larger prow. Similarity ends there, as it has nearly twice as much firepower, mistaken it for Torture could be fatal. As Mortalitas class, it is uncommon to see more than one in a raiding fleet.

Famous ships: The *Obsidian Rose* from Kabal of the Obsidian Rose.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/8	35 cm	90°	Shadowfields	5+	0
PRIMARY ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Prow weapons battery		45 cm	6	Front	
Prow torpedoes		30 cm	2	Left / Front	
Prow torpedoes		30 cm	2	Front / Right	
SECONDARY ARMAMENT: You may choose/select up to 2 weapons systems in the following list, using costs and limitations noted					
Prow weapons battery (+40 pts)		45 cm	6	Front	
Prow phantom lance (+35 pts)		45 cm	2	Front	
Impaler (+25 pts). FAQ 2010, 1 or 2 Impaler modules (+25 or +50 pts) for this weapons system choice		30 cm	Special	Front	
Ponts de lancement (+45 pts) Max. 1 choix		Raptor : 30 cm Razorwing : 20 cm Slaver : 30 cm	4 squadrons	-	

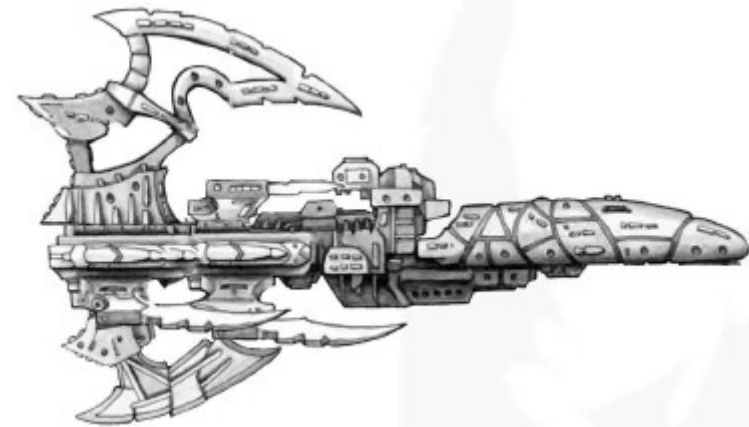
**Special rules:** A Dark Eldar grand cruiser may be equipped with Mimic engines.

# MORTALITAS CLASS BATTLECRUISER (Adapted from Warprift 16) .....245 Pts

One of the heaviest class registered by the Imperial Navy. Mortalitas sacrifices a bit of its speed to increase significantly its firepower. Using its unique prow configuration, can field more torpedo tubes than any other Dark Eldar ships. It is rumoured that some Mortalitas variants are equipped with torpedo tubes able to launch boarding torpedoes

More than one Mortalitas in a raiding fleet, is fortunately a rare sight, Dark Eldars seeming to prefer them faster ships for their raids. Although, some Dread Archons like having such power at their disposal and don't pay attention to this "slow" speed annoyance. Mortalitas class is often taken as flagship by minor Kabals. While seldom used in raids, Mortalitas class is seen as a mark of power despite the "recent" Despair class.

*Famous Ships:* The *Black Serpent* and *Transcendental Agony*



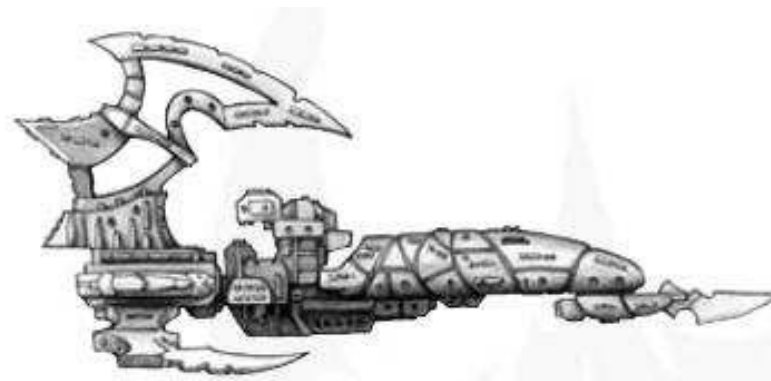
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/8	30 cm	90°	Shadowfields	5+	0
PRIMARY ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Prow weapons battery		45 cm	12	Front	
SECONDARY ARMAMENT: You may choose/select up to 2 weapons systems in the following list, using costs and limitations noted					
Prow torpedoes (+25 pts) *		30 cm	4	Front	
Prow phantom lance (+35 pts)		45 cm	2	Front	
Impaler (+25 pts). FAQ 2010, 1 or 2 Impaler modules (+25 or +50 pts) for this weapons system choice		30 cm	Special	Front	
Launch bays (+45 pts) Max. 1 selection		Raptor : 30 cm Razorwing : 20 cm Slaver : 30 cm	4 squadrons	-	

**Special rules:** A Dark Eldar grand cruiser may be equipped with Mimic engines. Mortalitas armament special configuration limit its speed to 30cm and forbid battery as secondary armament.

\* If secondary armament two choices are Prow torpedoes, the player may equip Mortalitas with boarding torpedoes for an additional +20pts. When firing boarding torpedoes the salvo is half of the normal salvo. Dark Eldar boarding torpedoes follow boarding torpedoes rules and benefit from all Eldar torpedoes bonus. Dark Eldar boarding torpedoes may not be used for slaves taking.

## TORTURE CLASS CRUISER (From ARMADA) .....210 Pts

The Torture class cruiser is the larger of the two vessels which commonly comprise Dark Eldar fleets. As with all Eldar vessels, the Torture class is frequently confused with other craft, and in the light on information gathered from other sectors since the war, vessels of this class are thought to be responsible for as many as thirty attacks previously attributed to other Eldar vessels. Some sensor logs seem to indicate that these vessels share many characteristics with those of the Corsair Eldar codified as the “Shadow” and “Eclipse” classes, leading experts of the Fleet Insturum of Alien Studies to merely classify them as variations of the same. However, other accounts seem to indicate that these vessels are actually some sort of amalgam of these classes, while other encounters reveal characteristics differing so widely in both configuration and armament that every new report makes it even more challenging to properly classify these vessels. The handful of accounts of Eldar vessels of slightly varying configurations attacking one another only add to the confusion, and the possibility that several rivalrous, or even opposed Eldar factions exist cannot be discounted.



The attack on monitoring station Adecca, where three hundred technicians were captured and later hurled from attack craft making low orbit runs over the planet of Bladen seemed almost to invite retribution, and it is now thought by some that in committing acts the Eldar may even be seeking to imitate each other to beget just that.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	35 cm	90°	Shadowfields	5+	0
PRIMARY ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Prow weapons battery		30 cm	12	Front	
SECONDARY ARMAMENT: You may choose 1 weapons system in the following list, using costs and limitations noted					
Prow torpedoes (+20 pts)		30 cm	4	Front	
Prow phantom lance (+20 pts)		30 cm	2	Front	
Impaler (+20 pts). FAQ 2010, 1 or 2 Impaler modules (+20 or +40 pts) for this weapons system choice		30 cm	Special	Front	
Launch bays (+40 pts)		Raptor : 30 cm Razorwing : 20 cm Slaver : 30 cm	4 squadrons	-	

**Special rules:** A Dark Eldar cruiser may be equipped with Mimic engines.



## SUCCUBUS CLASS LIGHT CRUISER (From BOOK of NEMESIS) .....140 Pts

There was no sign of major Dark Eldar activity in the Nemesis sector, with few exception. Many convoys were destroyed in the same style by a lone light cruiser of unseen earlier configuration. A good example was the Imperial convoy with refugees from the EX834245 colony that was annihilated by the Tau. It was attacked by a ship that earlier had been recognized as an Imperial Enforcer class light cruiser. The ship approached at high speed, and Captain Gerdal Faust from the Dauntless Class Light Cruiser “Opus Dei” opened a channel and made a request for identification. In return, the unidentified ship opened fire and crippled the convoy flagship. Then the massacre began. Wave after wave of assault boats swarm the unprotected transports. Almost all Imperial citizens were slaughtered, severed heads loaded into the rescue pods and launched in the direction of the near Imperial world, Echelon. The pods landing on the planet, and the people that opened them became mindless shells.



The “Opus Dei” disengaged, and after 5 months arrived at the sectors naval base. After interrogation, Captain Faust was executed for his crimes against Imperial citizens. A new threat to human kind was revealed. The naval experts established, after long discussion, that the ship belonged to the Dark Elder race. The vessel was smaller than the standard Torture class, but possessed firepower equivalent to a standard Imperial Cruiser. Not all ships were of the same configuration, but all use the same tactics. The ship received the code name 'Succubus' in Imperial navy tactical manuals.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Light Cruiser/4	40 cm	90°	Shadowfields	5+	0
PRIMARY ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Prow weapons battery		30 cm	6	Front	
SECONDARY ARMAMENT: You may choose 1 weapons system in the following list, using costs and limitations noted					
Prow torpedoes (+10 pts)		30 cm	4	Front	
Prow phantom lance (+10 pts)		30 cm	2	Front	
Impaler (+10 pts). FAQ 2010, 1 or 2 Impaler modules (+10 or +20 pts) for this weapons system choice		30 cm	Special	Front	
Launch bays (+20 pts)		Raptor : 30 cm Razorwing : 20 cm Slaver : 30 cm	2 squadrons	-	

**Special rules:** A Dark Eldar light cruiser may be equipped with Mimic engines.

# SUBJUGATION CLASS LIGHT CRUISER (Adapted from Warprift 16) .....145 Pts

Adapted to a Whych Cult needs, Subjugation class sport a number of specifications unique to it. This class is extremely rare in Kabals fleets and rare among Dark Eldar pirates. Dedicated to ship boarding, Succubus fields only a few weapons systems. Its major features are the number of Impaler modules it may carry and the use of at least one torpedo tube loaded with leech torpedoes. Post gothic war, reported tactics of its use during Calixis convoys attacks is quite simple and brutal. Subjugation or its escort ships fire a leech torpedoes salvo on its prey then launch its Impaler modules right behind. The battle often finish inside the targeted ship and result in its crew defeat.



It is to be noted that ships led by Whyches Cults leans to target convoys escorts only. Military crews offer more resistance than soppo merchant ones thus more pleasure and pain are to be taken. Dark Eldar pirates have no such dilemma attacking whatever is ringing their interest. This unit stay more than uncommon outside Whyches Cults.

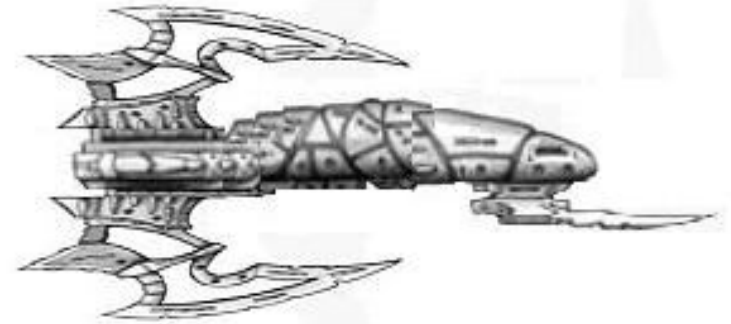
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Light Cruiser/4	35 cm	90°	Shadowfields	5+	0
PRIMARY ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Impaler		30 cm	2	Front	
Prow weapons battery		30 cm	1	Front	
SECONDARY ARMAMENT: You may choose 1 weapons system in the following list, using costs and limitations noted					
Prow weapons battery (+20 pts)		30 cm	6	Front	
Prow torpedoes (+10 pts)		30 cm	4	Front	
Prow phantom lance (+10 pts)		30 cm	2	Front	
Impaler (+10 pts). FAQ 2010, 1 or 2 Impaler modules (+10 or +20 pts) for this weapons system choice		30 cm	Special	Front	

**Special rules:** A Dark Eldar light cruiser may be equipped with Mimic engines. Subjugation armament specific configuration limit its speed to a 35cm maximum and do not authorize Launch bays selection.



# SLAVER CLASS LIGHT CRUISER .....150 Pts

More profiled and aggressive than Succubus class, Slaver class is a recent apparition in Gothic sector. As all Dark Eldar ships, Slaver class falls in multiple configuration variants. Still she appears to be specially dedicated to raids with slaves taking in mind. Slavers have been reported to attack alone or protected by escorts including the rare Skinner class. All Slaver class light cruisers possess launch bays but this feature seems incompatible with Impaler modules, as none of its variants carry any of such attack craft. The few reports on Slavers describe tactics similar to those of Whyches Cults using torpedoes and Leech torpedoes, then submerging its targets with myriads of shuttles, leaving behind them lifeless drifting hulls deprived of any life. The most striking example is XM-666-13 ghost convoy, found drifting slowly in space without any crew. Retrieved video footage showed a Slaver vomiting wave after wave of assault crafts.



A Slaver class cruiser can easily be identified as it lack the rear kiosk usually noted on Dark Eldar cruisers. This class is rare or uncommon depending if the Kabal is major or not.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Light Cruiser/4	35 cm	90°	Shadowfields	5+	0
PRIMARY ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Launch bays	Raptor : 30 cm Razorwing : 20 cm Slaver : 30 cm		2 squadrons	-	
Prow torpedoes	30 cm		2	Front	
SECONDARY ARMAMENT: You may choose 1 weapons system in the following list, using costs and limitations noted					
Prow weapons battery (+20 pts)	30 cm		6	Front	
Prow torpedoes (+10 pts)	30 cm		4	Front	
Prow phantom lance (+10 pts)	30 cm		2	Front	
Launch bays (+ 20 pts)	Raptor : 30 cm Razorwing : 20 cm Slaver : 30 cm		2 squadrons	-	

**Special rules:** A Dark Eldar light cruiser may be equipped with Mimic engines. Slaver armament specific configuration limit its speed to a 35cm maximum and do not authorize Impaler selection..

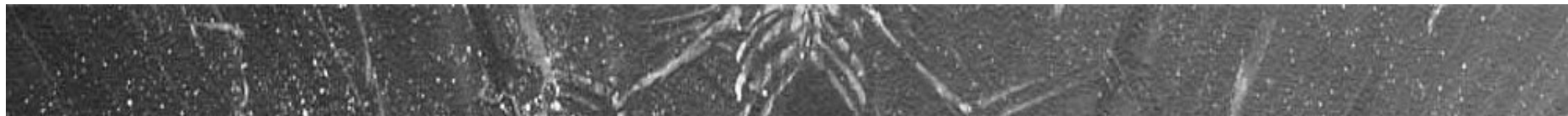
## CORSAIR CLASS ESCORT (From ARMADA) .....50 Pts

The smaller vessels used by Dark Eldar Raiders exhibit just as much variation as their larger companion vessels. Whether these represent different classes or simply differing vessels of the same designation is difficult to determine. These escort-sized vessels have never been positively identified beyond the nomenclature of 'Corsair' which could equally be a reference to its piratical crew, a ship class, or even the given name of the said vessel. Like the cruiser sized vessels, Dark Eldar escorts have been known to make use of deceptive devices codified as mimic engines, though this is not always the case. Operating with devastating effect around the planet of Naxmi and its cluster of mining moons., the Naxmi Pirates seemed to operate without the use of any kind of deceptive device, but still remained beyond the reach of the increasingly frequent patrols sent to guard against them. Even the aliens themselves may have been unaware that this impunity came from operating inside the psychic black-out caused by the encroaching Hive fleet Leviathan – a fact which soon came to damn both Naxmi and its Pirate curse to hell. These Dark Eldar escorts are also notable in that, despite their compact size they also possess the ability to launch a form of attack craft - a kind oversized assault boat known as the Impaler. The use of such devices is virtually unknown in the escorts of other races.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	40 cm	90°	Shadowfields	4+	0
PRIMARY ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Prow weapons battery		30 cm	2	Front	
SECONDARY ARMAMENT: You may choose 1 weapons system in the following list, using costs and limitations noted					
Prow torpedoes		30 cm	2	Front	
Prow phantom lance		30 cm	1	Front	
Impaler		30 cm	Special	Front	
Prow weapons battery		30 cm	3	Front	

**Special rules:** A Dark Eldar escort may be equipped with Mimic engines.

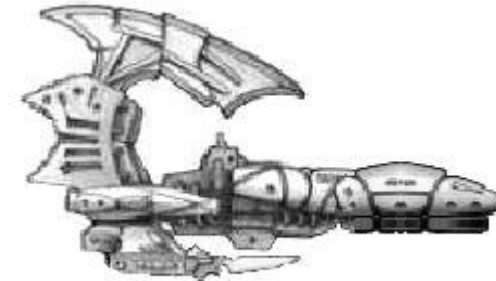


## SKINNER CLASS ESCORT .....60 Pts

Skinner class is the second notable category of escort and by far the rarest. While having strong similarities with Corsair class, Skinner escorts are sufficiently different to need another class. It seems that like Slaver class this class was designed with slaves taking in mind.

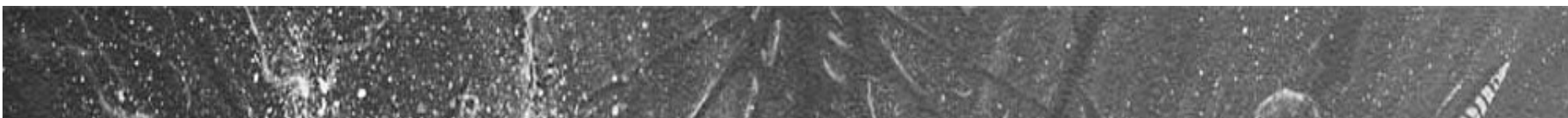
Slaver present a prow launch bay which permit them to launch boarding parties on hapless merchant ships or crippled ships. However, compared to Corsair class, they do pay this capacity by a notable cut to their speed performances and cannot use Impaler module. Still Whyches Cults seems to appreciate a lot this nasty little carriers to support their Slaver light cruisers.

This class is rare even among major Kabal or Whych Cult fleets. First reported attacks using Skinners date from the Feyria surveillance station attack in Calixis sector. Feyria station was saved by the unexpected arrival of Inquisition cruiser "*Righteous Wrath*" and its Space Marine escorts.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	30 cm	90°	Shadowfields	4+	0
PRIMARY ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Launch bays		Raptor : 30 cm Razorwing : 20 cm Slaver : 30 cm	2 squadrons	-	
SECONDARY ARMAMENT: You may choose 1 weapons system in the following list, using costs and limitations noted					
Prow torpedoes		30 cm	2	Front	
Prow phantom lance		30 cm	1	Front	
Prow weapons battery		30 cm	3	Front	

**Special rules:** A Dark Eldar escort may be equipped with Mimic engines. The inclusion of a launch bay on a Dark Eldar escort limit its speed to a maximum of 30cm and prevent from using Impaler module



# SLAVES BARGE CLASS TRANSPORT (Adapted from Warprift 16) .....35 Pts

Slaves Barge is the closest concept of a transport/cargo ship for Dark Eldars.

Special rules: This vessel counts as a transport for any missions requiring it. The Dark Eldar Slaves Barge may conduct hit and run teleport attacks, but instead of rolling on the critical hits table, they simply gain the Dark Eldar player an additional 10 victory points, up to a maximum of 50 per Slaver. This attack may only be conducted against transports, escorts and only against crippled capital ships or planetary defences.

The Dark Eldar would never risk their own lives to preserve a hold filled with livestock (Mon-Keigh) and thus the Slaves Barge may make a leadership test during the beginning of any of the Dark Eldar player's turns. If it is passed the Slaver increases it's speed from 25cm to 40cm but effectively has jettisoned the slaves cargo hold. Without slaves cargo hold it cannot take slaves from the rest of the game and thus will bring no resources back to it's base.

Slaves Barge may also serve as standard transport using a fixed speed of 25cm.



TYPE/HITS		SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1		25/40 cm	90°	Shadowfields	4+	0
PRIMARY ARMAMENT		RANGE/SPEED		FIREPOWER/STR		FIRE ARC
Prow weapons battery		30 cm		2		Front
Slaves cargo hold		-		Special		-



# NEW WEAPONS

## Mimic engines

	Escorteur	Croiseur léger	Croiseur	Grand Croiseur	Cuirassé
<b>Cost FAQ 2007</b>	5	20	30	40	50
<b>Cost FAQ 2010</b>	5	15	20	25	30

= PS x 5

Les coûts (pour la version antérieure à la FAQ 2010) sont calculés en fonction des points de structure maximum de chaque classe.

## New Experimental Weapon (BFG.FR)

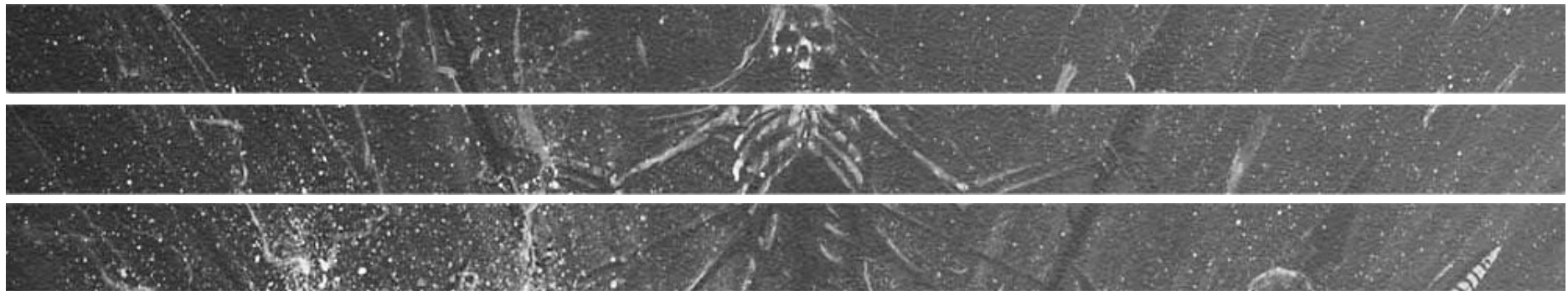
Storm Vortex Canon*	Range : 30 cm	Firepower : 8	Front Only
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Battleship cost : 95 Pts / Grand Cruiser cost : 80 pts

\* Max 1 choice per 1000 fleet points. This canon replace 2 weapons systems choices in a list, it is too voluminous to be fitted in only one space.

This canon seems to be a spatial adaptation from Reaper Storm Vortex (See Forgeworld). This weapons tears and rip space structure, it acts as a standard weapons battery with the following exceptions:

- If the target has shields, after resolving the attack and applied damages, each 6 rolled during the to-hit roll reduce permanently target shields value by 1 to a minimum of 0. Shields reduced this way may be repaired normally using damage control rules (blue book p.31).
- When fired upon, if the target had its shields down (Value 0), is equipped with a holofield or a shadowfield, each 6 rolled during the to-hit roll give a 1D6 roll to determine if a critic happened. These rolls are in addition of those described in blue book p.24 and happen even if all damages were prevented by 'Brace for Impact' special order.
- Tyranids and Necrons using different types of defence systems count each 6 as two damages instead.



# FLEET LISTS





## DARK ELDAR PIRATES (Unaffiliated to a Kabal or Whych Cult)

### FLEET COMMANDER

If the fleet is worth over 750 points, a fleet commander must be included to lead it.

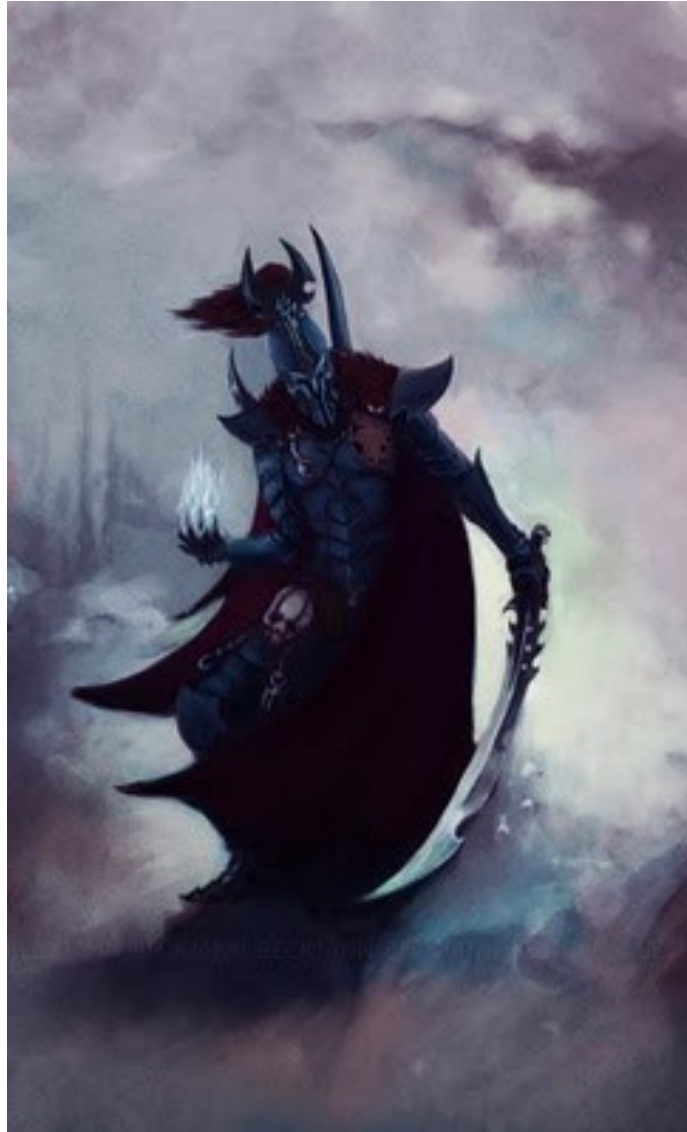
#### (0-1) Pirate Fleet Commander

Pirate Dracon (Cd+1).....	50 Pts
Pirate Archon (Cd +2).....	75 Pts

The Pirate Fleet Commander may purchase re-roll, at the cost listed below:

One re-roll .....	25 pts
Two re-rolls.....	50 pts
Three re-rolls.....	100 pts

A Pirate Fleet Commander may not equip his ships of the line or flagship with Elite boarding crews.



### SHIPS OF THE LINE

Unless special rules or scenario written, a Dark Eldar Pirates fleet may not include a legendary ship.

#### (0-12) Cruisers and Light Cruisers

##### Cruisers

One cruiser per three escorts and/or light cruisers (for instance you may take 1 cruiser if your fleet has 1 light cruiser and 2 escorts).

Torture.....210 Pts (+ option : see page 10)

##### Light cruisers

Succubus.....140 Pts (+ option : see page 11)

(0-1) Slaver.....150 Pts (+ option : see page 13)

### ESCORTS

Your fleet may include any number of escorts.

Corsair.....50 Pts (+ option : see page 14)

# MINOR KABAL, WHYCH CULT OR DARK ELДАР LEGENDARY PIRATE FLEET LIST

## FLEET COMMANDER

If the fleet is worth over 750 points, a fleet commander must be included to lead it.

### (0-1) Minor Kabal or Whych Cult Fleet Commander

Hierarch or Siren (Cd9).....75 Pts  
Archon or Succubus (Cd10).....100 Pts

The Fleet Commander may purchase re-roll, at the cost listed below:

One re-roll .....25 pts  
Two re-rolls.....50 pts  
Three re-rolls.....100 pts

A Hierarch (or Siren) may equip his flagship with Kabalite Trueborn (or Hekatrix Bloodbrides) fighting crews.

An Archon (or Succubus) may equip his ships of the line with Kabalite Trueborn (or Hekatrix Bloodbrides) fighting crews. He may equip his flagship with Incubus Squads.

### Or (0-1) Legendary Pirate Fleet Commander

Legendary Pirate (Cd10).....120 Pts  
A Legendary Pirate come with a free re-roll. He may purchase 2 additional re-rolls at the following costs:  
One re-roll .....25 pts  
Two re-rolls.....75 pts

A Legendary Pirate may equip his flagship with Incubus Squads or Kabalite Trueborn (or Hekatrix Bloodbrides) fighting crews. He may not equip his other ships of the line with with Elite boarding crews.

Incubus Squad.....+20 pts  
Kabalite Trueborn (or Hekatrix Bloodbrides) fighting crews.+10 pts

See special rules p.8 for Elite Boarding Crews abilities and limits.



## SHIPS OF THE LINE

### (0-1) Legendary ship

Unless special rules or scenario written, their number is restricted to 1 and must respect the other fleet limitations.

### (0-3) Grand Cruisers

#### (0-1) Grand Cruiser if the fleet commander is a Legendary Pirate.

You must have a fleet Commander to select Grand Cruisers. Maximum one Grand Cruiser per 3 other ships of the line and every full 1,000 points the fleet contains.

Scorcher.....235 Pts (+ options : see page 8)  
Mortalitas.....245 Pts (+ options : see page 9)

### (0-12) Cruisers and Light Cruisers

#### Cruisers

One cruiser per three escorts and/or light cruisers (for instance you may take 1 cruiser if your fleet has 1 light cruiser and 2 escorts).

Torture.....210 Pts (+ option : see page 10)

#### Light cruisers

Succubus.....140 Pts (+ option : see page 11)

#### If Minor Kabal or Legendary Pirate

(0-3) Slaver.....150 Pts (+ option : see page 13)

#### If Minor Whych Cult

(0-3) Subjugation.....145 Pts (+ option : see page 12)

## ESCORTS

Your fleet may include any number of escorts.

Corsair.....50 Pts (+ option : see page 14)

(0-3) Skinner.....60 Pts (+ option : see page 15)

Maximum one Skinner for every two Corsairs escorts (plain number) in your fleet.



## MAJOR KABAL OR WHYCH CULT FLEET LIST

### FLEET COMMANDER

If the fleet is worth over 750 points, a fleet commander must be included to lead it.

#### (0-1) Major Kabal or Whych Cult Fleet Commander

Dread Hierarch or Siren (Cd9).....75 Pts  
Dread Archon or Succubus (Cd10).....100 Pts

The Fleet Commander may purchase re-roll, at the cost listed below:

One re-roll .....25 pts  
Two re-rolls.....50 pts  
Three re-rolls.....100 pts

A Dread Hierarch (or Siren) may equip his ships of the line with Kabalite Trueborn (or Hekatrix Bloodbrides) fighting crews. He may equip his flagship with Incubus Squads.

A Dread Archon (or Succubus) may equip his ships of the line with Incubus Squads or Kabalite Trueborn (or Hekatrix Bloodbrides) fighting crews. He may equip his flagship with an Haemonculi and Retinue.

Haemonculi and Retinue..... +35 pts  
Incubus Squad.....+20 pts  
Kabalite Trueborn (or Hekatrix Bloodbrides) fighting crews.....+10 pts

See special rules p.8 for Elite Boarding Crews abilities and limits.

### SHIPS OF THE LINE

#### (0-1) Legendary ship

Unless special rules or scenario written, their number is restricted to 1 and must respect the other fleet limitations.

#### (0-3) Battleships

One battleship for every full 1,000 points of the fleet.  
Despair.....285 Pts (+ options : see page 7)

#### Grand Cruisers

One grand cruiser for every full 750 points of the fleet.  
Scorcher.....235 Pts (+ options : see page 8)  
Mortalitas.....245 Pts (+ options : see page 9)

Battleships and grand cruisers total may not exceed cruisers (not light cruisers) total number.

#### Cruisers

One cruiser per three escorts and/or light cruisers (for instance you may take 1 cruiser if your fleet has 1 light cruiser and 2 escorts).  
Torture.....210 Pts (+ option : see page 10)

#### Light Cruisers

Your fleet may include any number of light cruisers.  
Succubus.....140 Pts (+ option : see page 11)  
Subjugation.....145 Pts (+ option : see page 12)  
Maximum 0-3 Subjugation in a Kabal fleet.  
Slaver.....150 Pts (+ option : see page 13)  
Maximum 0-3 Slaver in a Whych Cult fleet.

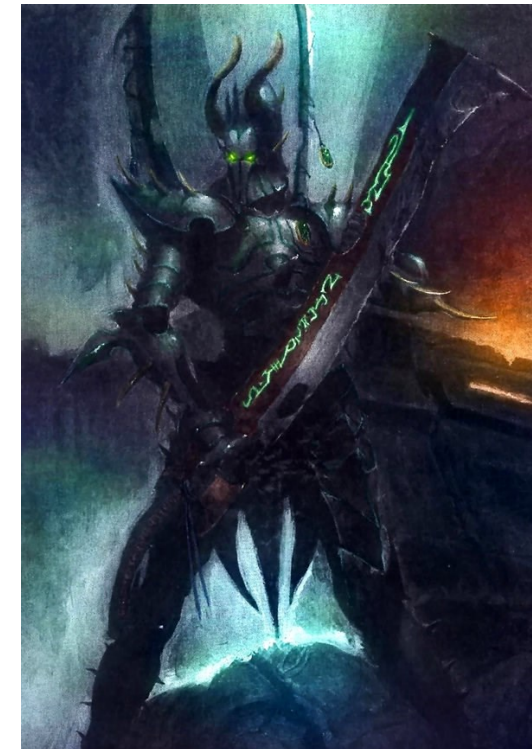
Subjugations plus Slavers total number may not exceed other cruisers (not light cruisers) number.

### ESCORTS

Your fleet may include any number of escorts.

Corsair.....50 Pts (+ option : see page 14)  
Skinner.....60 Pts (+ option : see page 15)

Maximum one Skinner for every two Corsairs escorts (plain number) in your fleet. Even in Major Kabals or Whyches Cults Skinner is a rare class.



# ADDITIONAL CAMPAIGN RULES



## CAMPAIGN RULES: DARK ELDAR CREWS SKILLS TABLES

**Dark Eldar campaign rules follow those in Blue Book p.148 with the following exceptions.**

**Note: Following tables are adapted from FAQ 2010 and Warprift 15**

Renown	Title*	Ld bonus	Notes
1-5	Minor Hierarch or Siren	0	1 re-roll
6-10	Hierarch or Siren	+1	1 re-roll
11-20	Major Hierarch or Siren	+1	2 re-rolls
21-30	Minor Archon or Succubus	+2	2 re-rolls
31-50	Archon or Succubus	+2	3 re-rolls
51+	Dread Archon or Succubus	+2	4 re-rolls

\* Hierarch or Siren titles may be exchanged by Sybarite or Hecatrix if the Dark Eldar is a clone and not a Trueborn

D6	CREW SKILL TABLE
1	<b>Expert Gunnery:</b> The ship's gun crew are amongst the finest in the whole sector, able to lay down a devastating barrage. When the ship attempts <i>Lock-on</i> special orders you may roll 3D6 and discard the highest roll before comparing the score to the ship's Leadership.
2	<b>Tactical Genius:</b> A renowned tactician is aboard ship. This vessel may always attempt to go on Special Orders, even if another ship or squadron in the fleet has failed a command check this turn.
3	<b>Elite Pilots:</b> Even the bomber pilots assigned to this ship number several „Aces“ amongst its crew. Bombers launched by this vessel may survive being intercepted by enemy fighters utilizing the „Resilient Attack Craft“ 4+ save rule in the same manner as Dark Eldar fighters. As they are not fighters themselves, they still ignore other types of ordnance normally. Fighters from this vessel are always moved before enemy attack craft in the ordnance phase. Re-roll this result if the ship does not carry attack craft.
4	<b>Legendary Raiders:</b> Some Dark Eldar elite warriors (Trueborns, Hecatrix Bloodbrides, Incubus) or even the dreaded Harlequins have been enticed to join your vessel. This ship may re-roll the dice in a boarding action. The second roll stands (even if less!). This benefit can be combined with having an embarked Elite boarding crew.
5	<b>Disciplined Crew:</b> Whenever this ship checks leadership or attempts to go on Special Orders, you may roll 3D6 and discard the highest D6 before comparing the roll against the ship's leadership.
6	<b>Elite Command Crew:</b> Once per battle the ship may automatically pass a Leadership test or command check – there is no need to roll any dice. This may be used even if another ship or squadron in the fleet has failed a command check this turn.

*These tables can be used with all Dark Eldar Ships of the Line or Escorts squadron.*

## CAMPAIGN RULES: DARK ELДАР ENGINE REFITS TABLE

D6	ENGINES REFITS
1	<b>Void Shifters:</b> The Dark Eldar vessel has been upgraded with additional manoeuvring drives that draw power from the void. The Dark Eldar ship may instead of making one turn up to 90° make two 45° turns at any point in it's movement.
2	<b>Polarization Field:</b> A low-level energy bubble surrounds the ship, channelling the debris of space around the vessel. The ship does not suffer a hit for moving through blast markers and ignores all effects of solar flares.
3	<b>Drunken Weave:</b> An intricate system of particle flow rudders and graviton impellers are fitted to the vessel, allowing for drastic evasive maneuvers. The ship gains a 6+ save on a D6 against any damage it takes without requiring a Command Check. This does not count as being braced, but the ship may not use this save when on <i>Brace For Impact</i> Special Orders or attempt to go on <i>Brace For Impact</i> special orders against any round of shooting or event of taking damage if this save fails.
4	<b>Warp Stabilizer:</b> Hyper efficient materials have been used to improve engines, add another 1D6cm to speed when using <i>All Ahead Full</i> special order.
5	<b>Enhanced Mimic Drive (re-roll if the ship has no Mimic drives):</b> This ship may make a move immediately after deployment. As long as this ship never comes under 60cm of an enemy ship and do not shoot it may not be targeted. The first turn this ship comes between 15cm and 60cm of an enemy ship, it may not be targeted unless it has already fired on a enemy ship; this ship may be targeted normally thereafter. Regardless of any condition, if this ship comes under 15cm of an enemy ship, it may be targeted normally from this turn on.
6	<b>Energy Amplifiers:</b> A complete re-rig of engines energy matrix give the ship more speed. Add +5 cm to the vessel's speed.

*This table can be used with all Dark Eldar Ships of the Line or Escorts squadron.*

## CAMPAIGN RULES: DARK ELДАР SHIP AND WEAPONS REFITS TABLES

D6	SHIP REFITS
1	<b>Living Armour:</b> A sizable colony of warp symbiotic creatures have been introduced to the hull, greatly enhancing the ship's chances of survival. If the ship has no critical damage, roll a number of D6 equal to the number of hits it has remaining, recovering 1HP if any rolls of 6 are made. No more than 1HP can be regained in this manner per turn, regardless of how many rolls of 6 are made.
2	<b>Jamming Field:</b> A intense magnetic field confuse enemy sensors, this ship is not considered as defences when it choose not to move.
3	<b>Sensor Dampeners:</b> Enemy vessels do not gain +1 Leadership for this vessel going under Special Orders.
4	<b>Insulation Field :</b> The vessel possess a protection against outer effects. This ship ignores all penalties to leadership tests, such as blast markers, Marks of Chaos, etc.
5	<b>Netherfield:</b> A refined shadowfield design coupled with an absorptive masking layer make this ship nearly impossible to target. It grants an additional right column shift to the vessel against all weapons that use the gunnery table (no additional modifier is granted past the far right of the gunnery table).
6	<b>Reinforced Structure:</b> The ship gains 1 hit point. Re-roll for escorts.

D6	WEAPONS REFITS
1	<b>Talons:</b> Both the outer hull and the ship's airlocks are lined with psychically charged scatter-shard point defences. Enemy ships attempting to board the vessel or perform a hit-and run attack suffer a -2 modifier.
2	<b>Distortion Charges:</b> The vessel has been fitted with a weapon system which ejects a Warp Distortion charge into its wake (useable once per game). This D-charge must be placed at the same time the player places the rest of the fleet's ordnance on the table, in the ship's aft firing arc. When launched, it moves 10cm toward the nearest enemy vessel every ordnance phase. If it comes in contact with an enemy ship's base, the enemy vessel may attempt to shoot it down with turrets, hitting on a roll of 6. If the D-charge is not destroyed, place a warp rift marker at the point of impact using a Nova Cannon template. Any vessel touching the template suffers the effects of coming in contact with a warp rift! At the beginning of each subsequent Eldar turn roll a D6. On a roll of 6 the rift closes and is removed form play.
3	<b>Advanced Fire Control (Re-roll if ship has no lance):</b> The fire control systems are linked by a complex sensor array. Ships fitted with lance-type weapons may re-roll their first miss each turn.
4	<b>Gravitic Accelerators (Re-roll if the ship has no ordnance):</b> An extra boost is provided to torpedoes and attack craft. When first launched, ordnance receives an extra +10cm to its movement
5	<b>Advanced Sensors (Re-roll if the ship has no weapons battery):</b> The ship's scanners are able to compensate for local spatial distortions. Blast markers do not cause a column shift when the ship's weapon batteries fire through them
6	<b>Enhanced Crystal Focusing (Re-roll if the ship has no lance or weapons battery, or if range is already 45cm):</b> Rare ultra-pure crystals and a delicate realignment of the firing mechanisms raise the power transfer ratio of the ship's weapons, significantly increasing their range. Add +15cm range to the ship's weapon batteries and lance-type weapons. Armament maximum range may not exceed 45cm.

*These tables can be used with all Dark Eldar Ships of the Line or Escorts squadron.*

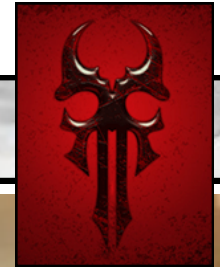
ANNEX 1



***KABAL OF SKY SERPENTS***



## KABAL OF SKY SERPENTS



Legend has it that the Duke, tired of the constant political grind of Commorragh, decided to leave with a bang rather than a whimper and stole three Kabal flagships and fled the Dark City's port. As Sliscus renown spread around, other Dark Eldars exiles joined and the fleet has grown bigger and bigger to finally become a Kabal.

It is rumoured that '*Hopes Shredder*' a Mortalitas class battlecruiser equipped with an experimental weapons recently joined his fleet. This weapon is supposed to be a space scaled version of Reaper vehicle Storm Vortex Projector. The projector is said to tear and rip space structure for a moment, releasing warp like forces. .

### **Kabal of Sky Serpents use Major Kabal Fleet List with the following exceptions:**

Kabal of Sky Serpents Fleet List may use only Duke Sliscus as Dread Archon (see Duke data p.34), the other fleet commanders types available are :

Young Hierarch (Ld8).....50 Pts  
Hierach (Ld9).....75 Pts

The Fleet Commander may purchase re-roll, at the cost listed below:

One re-roll .....25 pts  
Two re-rolls.....50 pts  
Three re-rolls.....100 pts

A Hierarch or Young Hierarch may equip his Ship of the line with Kabalite Trueborn fighting crews.  
Kabalite Trueborn fighting crews.....+10 Pts

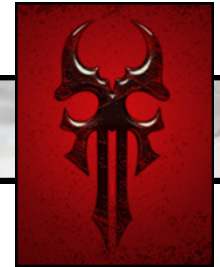
A Hierarch may equip his flagship with an Incubus Squad  
Incubus Squad.....+30 Pts

Kabal of Sky Serpents is limited in number for the following ship classes:

0-1 Battleship (See *Sky Serpent* p.35)  
0-3 Grand Cruisers  
0-6 Skinners Escorts



## DUKE TRAEVELLIATH SLISCUS (THE SNAKE).....140 Pts



Hungry for glory and excitement, he has no qualms about imperilling every ship in his fleet if it will mean he can destroy an enemy ship in style. Legend has it that the Duke, tired of the constant political grind of Commorragh, decided to leave with a bang rather than a whimper and stole three Kabal flagships and fled the Dark City's port.

An intense megalomaniac, Sliscus has been the commander of the Sky Serpents Corsairs for many thousands of years and is convinced that it is his right to rule the stars. Infamous across the Galaxy, Sliscus is famous for his unpredictable behavior. One moment he may be charming, the next utterly ruthless. Sliscus once famously agreed to parley with a human planetary Governor for clemency, only to have the entire Hive nobility butchered when a human envoy mispronounced his name.

Sliscus's actions have become increasingly bizarre over the years: he never wears the same clothes twice and each new outfit incorporates the remains of his latest foe. The duke dines on poisoned food to build up his immune system and enjoys carving epic poems into his captives. His personal battle standards are made from the flayed skin of the Lord Admiral of Bakka, the Segmentum Fortress of Segmentum Tempestus. As a result of these actions the Duke remains an extremely popular figure among Dark Eldar society and a champion to those in exile from Commorragh. The Duke's trio of stolen flagships has been joined by many more stolen warships, eager to join The Duke in more exploits.

Sliscus was famously the only adversary to outwit Lukas the Trickster, a Space Wolf Blood Claw famous for his cunning. During an abortive attempt to cripple Sliscus's flagship, the Dark Eldar cut out one of Lukas's hearts as a souvenir and set Lukas adrift in space. Thanks to his Space Marine physiology, Lukas survived, and was even able to laugh about the encounter.

Duke Traevelliath Sliscus Dread Archon and Legendary Pirate (Cd 10).....140 Pts

His cost include a free re-roll and an Incubus Squad. The Incubus Squad can be upgraded to Haemonculi and Retinue for an additional +15pts.

You may buy two additional re-rolls for Duke Sliscus:

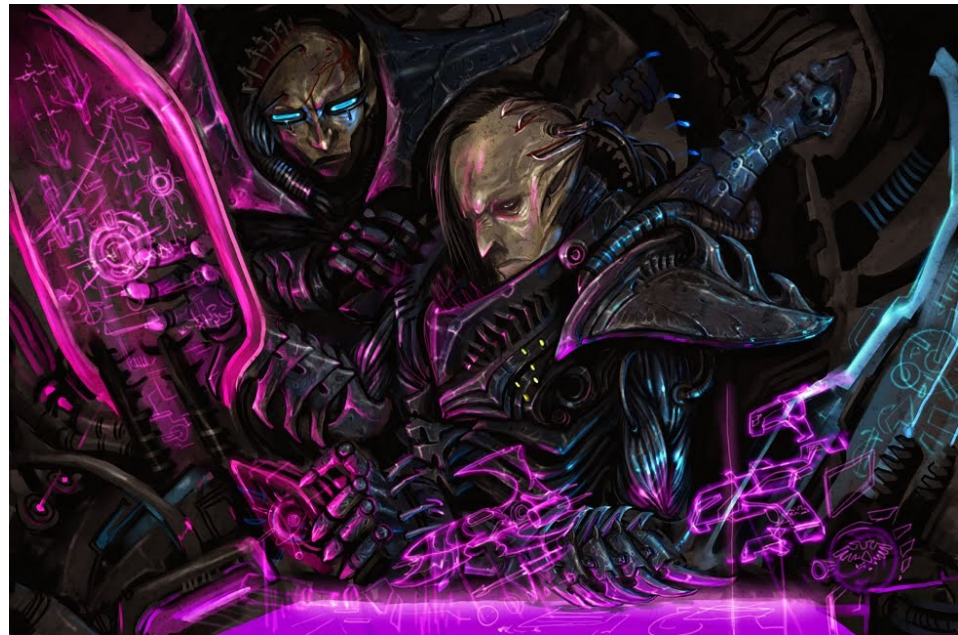
One re-roll.....	25 Pts
Two re-rolls.....	75 Pts

If the *Sky Serpent* battleship is present in the fleet, Duke Sliscus must be assigned to it. In this case Duke Sliscus cost is only of 120pts instead of 140pts and the Incubus Squad is upgraded to Haemonculi and Retinue for free.

At the following cost Duke Sliscus may equip his Ship of the line with:

Kabalite Trueborn fighting crews.....	+10 Pts
Incubus Squads.....	+30 Pts

Also see rules p.8. Ships equipped by Duke Sliscus with Elite Boarding Crews get a +2 bonus instead of +1 for leadership determination.



# SKY SERPENT .....

480 Pts



*Sky Serpent* is Duke Sliscus fklagship. She was the first ship captured by him during his bang move when leaving Commorragh. Its crew is composed of veterans whom follow the Duke every extravagance seem the very beginning.

*Sky Serpent* renown of being able to supply any kind of creatures on demand is such, that an Haemonculi from *The Altered* coven made her his home to use these new materials and experiment new creations.

Kabal of Sky Serpents various raids and attacks once recovered an ancient Eldar artifact from before the fall. This bulky artefact was taken from its planet of origin and was set on the *Sky Serpent* protecting it from Chaos outer effects. However this artefact does not protect its crew souls from *She Who Thirsts* threat.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/10	30 cm	90°	Shadowfields	5+	0
PRIMARY ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Prow weapons battery		45 cm	8	Front	
Prow torpedoes		30 cm	2	Left / Front	
Prow torpedoes		30 cm	2	Front / Right	
SECONDARY ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Prow weapons battery		45 cm	6	Front	
2 x Launch bays		Raptor : 30 cm Razorwing : 20 cm Slaver : 30 cm	8 (2 x 4) squadrons	-	

Special rules:

- *Sky Serpent* is a legendary ship.
- As part of its cost *Sky Serpent* is equipped with mimic engines. (If you are using FaQ 2010, *Sky Serpent* cost is 20pts less).
- As part of its cost *Sky Serpent* is equipped with an Haemonculi and his retinue.
- *Sky Serpent* is equipped with an artefact that cancel mark of Chaos effects.
- Once per game, *Sky Serpent* may re-roll a missed special order.

# HOPES SCHREDDER.....350 Pts



*Hopes Schredder* was until recently a Commorragh Kabal pride. Recent political plots led to its Archon assassination and Kabal takeover by this very assassin. *Hopes Schredder* commander auguring very badly the new leader intentions about himself and his crew, took advantage from the takeover relative chaos to secede with his ship. *Hopes Schredder* has now joined Kabal of the Sky Serpents quests of glory and pleasures.

*Hopes Schredder* was equipped, on the demand of its former Archon, with an experimental weapon called Storm Vortex Canon. The purpose of this terrifying weapon is to rip and tear space structure. Since *Hopes Schredder* joined Kabal of Sky Serpents, it has seldom been seen alone and is most of time escorting another grand cruiser or the *Sky Serpent* itself.

Duke Sliscus love using it to contemplate what marvellous effects it can have on enemies ships and crews.



TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/8	30 cm	90°	Shadowfields	5+	0
PRIMARY ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Prow weapons battery		45 cm	12	Front	
SECONDARY ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Storm Vortex Canon*		30 cm	8	Front	

**Special rules:**

- *Hopes Schredder* is a legendary ship.
- As part of its cost, *Hopes Schredder* is equipped with mimic engines (If you are using FaQ 2010, *Hopes Schredder* cost is 15pts less)
- As part of its cost, *Hopes Schredder* is equipped with a Kabalite Trueborn fighting crew to protect Storm Vortex Canon.
- If *Hopes Schredder* is not escorted by another Grand Cruiser or by *The Sky Serpent* it cost an additional +10pts and the fleet commander must be assigned to it.
- If a Hierarch Fleet commander is assigned to it, he may upgrade the Kabalite Trueborn fighting crew to an Incubus Squad for an additional +20 pts.

\* See Storm Vortex Canon special rules p.23.

ANNEX 2



***KABAL OF SHADOWED THORNS***

# KABAL OF SHADOWED THORNS



Kabal of Shadowed Thorns is acknowledged for selling its services to the rich and powerful people of other races. They volunteer to raid, plunder and kill in exchange of slaves, resources or any kind of “esoteric” prices. They accomplish their assignments in their own veiled vicious way, loaded with cunning and secrets but devoid of any kind of remorse or compassion. They act swiftly leaving carnage as proof of their work. Their services varies from a small warriors squad raids to a full campaign of slaughter and terror. Kabal of Shadowed Thorns is located in the Calixis sector.

Due to their reversal of fortune, **Kabal of Shadowed Thorns use Dark Eldar Pirates fleet list** with the following exceptions:

Apart of their Archon Salaine Morn (see thereafter), the only other type of fleet commander available is Hierarch:  
Hierarch (Ld9).....75 Pts

Hierarch may purchase re-rolls, at the costs listed below:

One re-roll .....25 pts  
Two re-rolls.....50 pts  
Three re-rolls.....100 pts

A Hierarch may equip his flagship with a Kabalite Trueborn fighting crew but at twice the standard cost due to their rarity in the Kabal of Shadowed Thorns.

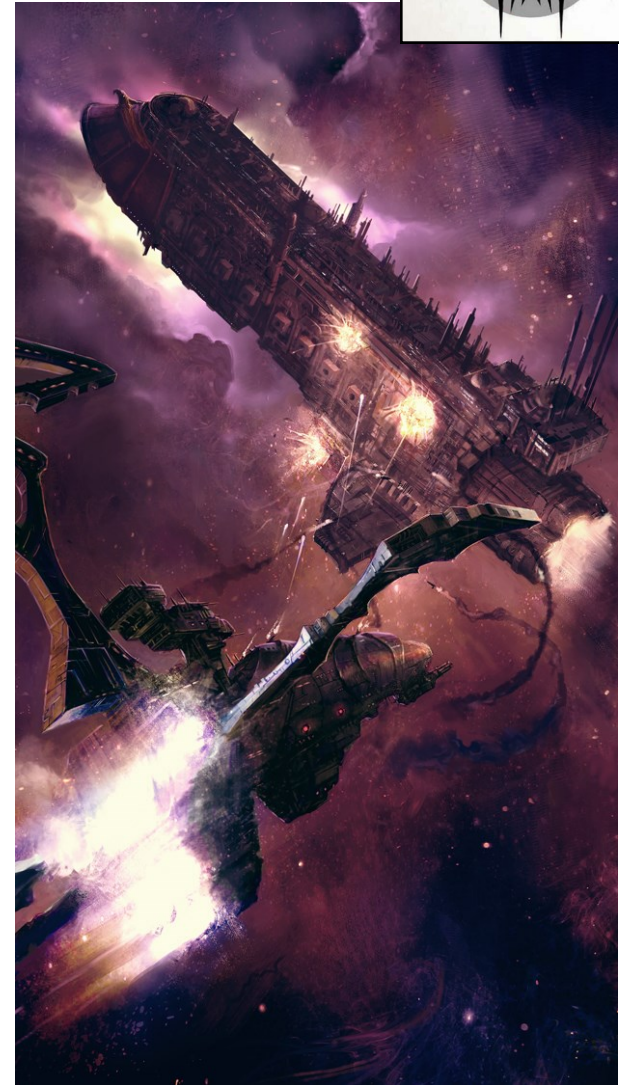
Kabalite Trueborn fighting crews.....+20 pts

## MERCENARIES

Except Tyranids, Necrons and Chaos Fleets, any fleet using reserves rules may recruit Kabal of Shadowed Thorns services as mercenaries.

They follow contracting fleet reserves rules limitations plus any limitation listed in the Dark Eldar Pirates fleet list. Taken as reserve, Kabal of Shadowed Thorns cost +50pts in addition to all costs described in contracting fleet reserves rules.

As mercenaries, Kabal of Shadowed Thorns ships cannot benefit from the contracting fleet commander bonus or re-rolls. However they may include their own fleet commander. Dark Eldar commander re-rolls may benefit only Kabal of Shadowed Thorns ships. Their ships will try to disengage as soon as they are crippled or for escorts squadrons if they come under half their starting units number (rounded down, example if there are 5 units in a squadron, they will try to disengage as soon as the squadron is reduced to 2 units).



# ARCHON SALAINE MORN.....130 Pts



Salaine Morn intentionally projects a presence that is both evasive and unmistakable; her dread majesty is as hard to put into words as it is to ignore. Appearing at once menacing and tempting, the Archon catches many of her foes off-guard, uncertain of the obfuscated nature of this ancient being. Morn is several thousand years old, though only she knows for certain how long she has been alive, and has seen and done much that would long haunt the nightmares lesser beings. Like all Archons, she is possessed of a deadly martial prowess, but her true weapon is a mind finely-honed by the lethal intrigues of Commorragh's high society. She finds it utterly distasteful, then, that she and all those she commands are exiles from the Dark City. At her grudging command, the warriors of her Kabal have turned to mercenary work, selling their efforts to lesser beings as part of a plan to regain the power she once possessed.

Archon Salaine Morn (Ld10).....130Pts

Her cost include a Kabalite Trueborn fighting crew and one free re-roll..

She may purchase up to two additional re-roll at the following cost:

One re-roll.....25 Pts

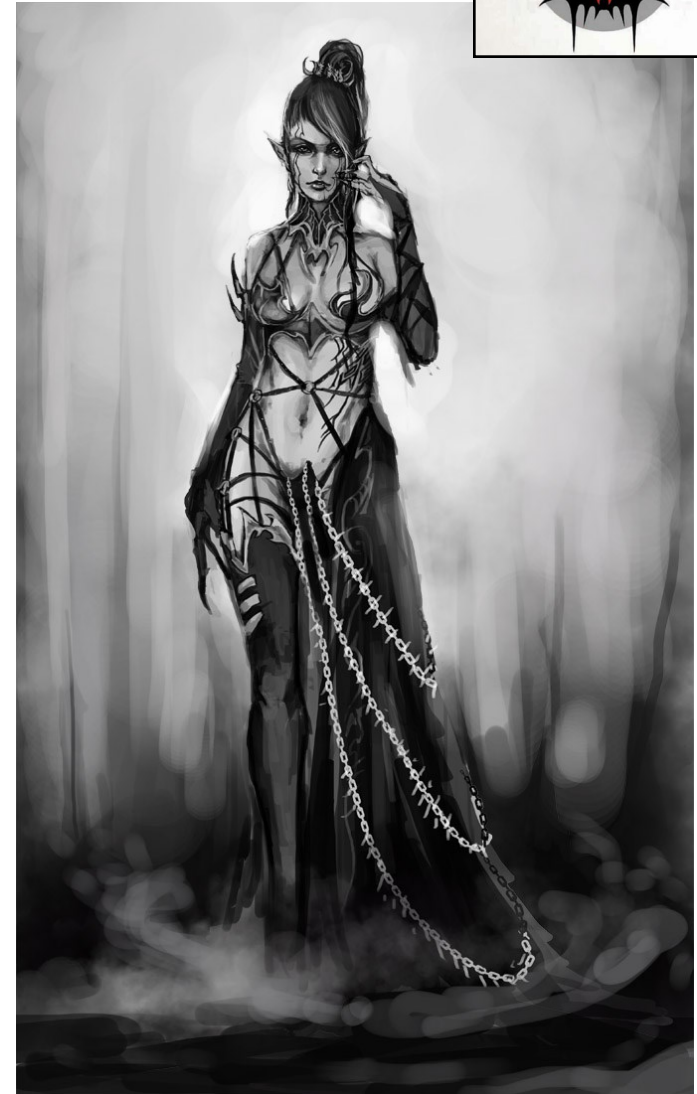
Two re-rolls.....75 Pts

If the Warp Thorn is present in your fleet she must be assigned to it. In this case, her Kabalite Trueborn fighting crew is upgraded to Incubus Squad for free.

Salaine Morn may equip her ships of the line with Kabalite Trueborn fighting crew but at twice the standard cost due to their rarity in the Kabal of Shadowed Thorns.

Kabalite Trueborn fighting crew .....+20 Pts

When Salaine Morn is the fleet commander, you may include up to a quarter of the fleet total cost of other races pirates ships (Except Tyranids, Necrons and Chaos). These ships follow Dark Eldar Pirates fleet list limitations, may only form squadrons with their own race ships and may not benefit from Salaine Morn re-rolls.



# WARP THORN .....320 Pts



The *Warp Thorn* is a modified Torture class cruiser and Salaine Morn actual flagship. Its altered configuration authorise torpedo bombers equipped with leech torpedoes or standard Eldar torpedoes.

The *Warp Thorn* use Dark Eldars mimic engines to imitate other ships signature and lure its heedless preys into traps. It is said that the *Warp Thorn* is to be credited for more than several ships disappearance.

Rumours told that some merchants and Rogue traders did contract Kabal of Shadowed Thorns and more particularly the *Warp Thorn* to get rid from annoying competitors.



TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	35 cm	90°	Shadowfields	5+	0
PRIMARY ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Prow weapons battery		30 cm	12	Front	
SECONDARY ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Launch Bay		Raptor : 30 cm Razorwing : 20 cm Slaver : 30 cm Torpedo bomber : 20 cm	4 Squadrons	-	

### Special rules:

- *Warp Thorn* is a legendary ship.
- As part of its cost *Warp Thorn* is equipped with mimic engines (if you use FaQ 2010 *Warp Thorn* cost 10pts less) and torpedo bombers.
- *Warp Thorn* torpedo bombers can use leech torpedoes, when launching torpedo bombers the Dark Eldar player must tell which type of torpedoes they are carrying.



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