

Chapter 1 : Tactica: Dark Eldar 7th Edition

Dark Eldar can really use a tough, huge horde like that, and the Dark Eldar can press so deep into the field so early that a Mob won't be a high priority target until it comes crashing in, as well as ameliorating the effects of One Eye Open.

Jump to navigation Jump to search Example early 3rd edition Codex Imperial Guard Each codex had its own lettering style for the title. Example late 3rd edition Codex Imperial Guard All of these longer codexes had a standard black border and common title style. Example 4th edition Codex Space Marines All codexes had a standard grey metal-effect border and common title style. Example 6th edition Codex Space Marines All codexes had a standard grey name and the word codex. Early 7th Edition Codexes continued this styling. Example Late 7th edition Codex Dark Angels These codexes had a standard white name with their faction type. A codex often pluralised as codexes by Games Workshop, though the grammatically correct pluralisation is codices , [1] in the Warhammer 40, tabletop wargame, is a rules supplement containing information concerning a particular army , environment, or worldwide campaign. Codexes for particular armies were introduced for the second edition of the game. The third edition rendered these obsolete, and a new series began, including introducing codexes for battlezones and campaigns. Until superseded by newer versions, the 3rd edition and later codexes remained valid for the newer editions of Warhammer 40, The rules for all models from 7th Edition onwards have been produced as datasheets. These are normally a concise page containing all the necessary rules for a model or unit. A complete and comprehensive list detailing all the datasheets available for each faction is available on the Datasheet Warhammer 40, Wikipedia page. The introduction of 8th edition saw a large rules overhaul, and all prior codexes were rendered obsolete. On release, 8th edition introduced Indexes to introduce rules for all their armies, before again eventually releasing individual codexes. As with before 8th edition, codexes remain valid until superseded by newer versions currently the oldest valid codex is Codex: Space Marines - 8th Edition. All codexes 6th Edition and prior contained: Background - Information about the force and its place in the Warhammer 40, universe. This includes artwork, short stories, and copies of fictional documents from the future. Bestiary - A description of the units, characters and vehicles that can be chosen for use in a battle. This includes their characteristic values, information on their weapons, and any limitations on their use, as well as background information on the unit. Hobby section - Information on collecting, building and painting an army from the codex. Army list - The items in the bestiary are arranged by type and given a points value, with more powerful units costing more points, so that battles are fought between balanced armies. Options are also given here along with their cost. For 7th Edition Games Workshop overhauled the basic codex layout, 8th edition continued the same layout as such: This includes artwork, short stories, and copies of fictional documents from the future - The same style as before. Army List - This contains datasheets for every unit and a wargear list. In 7th edition datasheets contained the complete rules and points values needed to field a unit and a picture of the model from the Citadel Miniatures range, along with a description of the unit, as per the old bestiary. In 8th edition a datasheet contains the complete rules for fielding a unit including power level and keywords. The points for matched play have been moved from the datasheet to the Appendix. It also contains a quick reference sheet at the very back. In 8th edition this became: Rules for models produced by ForgeWorld are available as part of the Imperial Armour series of books, also published by ForgeWorld.

Chapter 2 : Dark Eldar 7th ED Codex - Forum - DakkaDakka

DARK ELDAR Official Update for 7th Edition, Version Although we strive to ensure that our codexes are perfect, sometimes mistakes do creep in. In addition.

May 31, 2: Vote Up0Vote Down June 1, 4: Vote Up0Vote Down June 4, 4: Vote Up0Vote Down June 4, 7: I was not paying attention. Vote Up0Vote Down June 5, They still have the 90 degree max turn thing though. This can potentially mean they have to spend multiple turns without being able to shoot because the enemy units are behind them. Are arcs of fire still in effect for supersonics? Or does "behind" just mean "look through the shooting model towards the target model". If arcs of fire are still in effect, the inability to leave the field of battle is going to create a weird couple rounds where the flyer does nothing but turn. Previously, you could normally fly onto the field with a flyer and get rounds of shooting at the enemy prior to not being able to face an enemy unit anymore and flying off. Without being able to leave the battlefield, you almost certainly lose 2 rounds of shooting to turn around. This could have an effect on the number of shooting rounds. Vote Up0Vote Down May 31, 2: Vote Up0Vote Down May 31, 4: These things can literally shoot their weapons out of their engines now if they want to. Vote Up0Vote Down June 5, 8: I like it because there is an interesting little trade off between going rando and choosing. Also, from the 4 options we can see, none of them seem like a dud. Wonder what the other two might be. Vote Up0Vote Down May 31, 3: Vote Up0Vote Down June 7, 4: Vote Up0Vote Down June 2, 4: Together they make Venoms a bit more resilient then the T5 W6 initially indicates. Vote Up0Vote Down May 31, 7:

Chapter 3 : Dark Eldar / Drukhari - 8th edition leaks - 3++

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So welcome to Dark Eldar in 7th. As we quoted a few days ago, the rulebook states that only the models with the Jink special rule are impacted by the Snap shot. We decided to go with the RAW ruling for our tournaments for any Aussies that read this. So you can expect a number of Raiders and Venoms to be jinking constantly. Wrack Venoms are still great for their points, and Kabalite Raiders can do a huge amount of damage with Splinter Racks. Up to personal preference I guess. The big elephant in the room is the Psychic Phase. Dark Eldar are extremely awkward during this part of the turn alongside every other race without Psykers, meaning we are completely reliant upon Eldar Battle Brothers for psychic defence. Denying has, arguably, become much more difficult for those armies without Psykers. Plus, Spiritseers can now hop into my Raiders and blast Psychic Shriek from any point on the raider. Torment Launchers -1 Ld to enemies are an insanely good upgrade to synergise with Shriekseers. Okay, the range is pretty low, but you never know when that -1 will come in handy. Re-rolling your Ld8 for 5 points is cheaper than upgrading to Ld9 sarge, and your chances of failing are much slimmer in relation to taking snap shot leadership tests. Reavers are no long rapid anti-tank they never really were, but could be hilarious when used right, and can only really be used for forcing pinning and bladevaning. Grav Talons combined with Torment Launchers and Telepathy powers if your Spiritseers are out of the tank will mean you can start to pin units regularly. Again, torment launchers will be a much harder negative modifier to gain. Anyway, in Maelstrom of war, these guys rock. Take 3x3 units and just roll around the board Jinking and claiming points. One thing I will say is that our vehicles have become harder to destroy. I would always still take a Flickerfield though, as there is still a considerable amount of Ignore cover. Anyway, that was a huge jumble of thoughts for you to take in.

Chapter 4 : Skulkers Surprise: First Dark Eldar List Ideas: 7th edition

Dark Eldar Soup: With the way the new codex is effectively three armies in one book, you have a lot of options. A lot of options - more than the Dark Eldar have ever had, in fact. While the tournament meta may continue being mono-build Kabal spam, something to consider is the ease with which we have access to very good HQ choices, and all the.

Furious Charge Fun on Incubi! With a good roll you can start with some of your most important units having a good stat bonus, but on a bad roll The results are as follows: It is handy for Sweeping Advances though. Statistically similar to getting another attack for most models. Not as good as just getting another attack and for their price and fluff Wyches should be WS5 anyway. Weak compared to the old codex. This table is nice overall, just remember your drugs during the game. Weapons[edit] Archite Glaive: A unique weapon with two profiles: Just demiklaives for a Succubus. But fairly cheap and widely available. The loss of AP2 now makes it nothing like the auto-take it was. It would be actually very good weapon against Wraithknights if only Archon was able to wound the aforementioned with his Strength. Fortunately, we have Agonizers for that As a bonus, if a non-vehicle model dies, the rest of his unit must now take d6 AP- hits with Ignores Cover, the strength is equal to the toughness of the model that died as his bones shoot out and kill everyone nearby. Short range and high price kind of let this one out. Most things that can take it can take Haywire Grenades, which are more reliable and longer ranged anyway 8". At 15 points and BS7, this can be kind of priceless; but only if you have the points to burn. Kitting your Archon out to go tank hunting is rarely cost effective, and you also lose the attack for two CCW if you drop your pistol. You practically need to hit in combat to make it earn its worth back, and Overwatch will not be kind to you. Also AP5 is just not that good. But only 5pts, ask yourself "why should I not take this pistol? Not to mention that it does replace your pistol or CCW when you take it - meaning you can fire both it and your other pistol in the shooting phase per the Gunslinger rule. Alright in fights with flimsy Tau and Orks, where Fear will hurt. The Haemonculus will thank you for the extra armour, and this armour could be combined with the new grenades if you get close enough. If you have a nearby allied Hemlock or similar leadership-punishing units, this armour helps to lay on the pain. If you can actually score it, then good on ya! Try to use it on something as weak as possible, like a swarm or something. But 20pts is a lot for something that has a good chance to do fuck all. Once per game, all enemy units within 9" have to take an LD test at -2Ld or take an unsavable wound per point failed. They just are, which makes it pretty useless. Friendlies within 12" have Adamantium Will. Psykers within that range Perils on any doubles. But it is a costly 25pts; you should just spend it on an agoniser or something. On a 1, it does an unsavable wound. An agoniser is better and cheaper. Probably the worst relic weapon in the game. I think these are must takes in everything that can take them. Everything, including some Trueborn units. Pile on the Haywire hits and these just vaporize even Imperial Knights. This can often be taken by unit Champions too. Shadowfield is just better. Take and Archon with a clone field and a power sword only pts for a standard 5 attacks at AP3 and a great weapon skill. This means that, if properly placed, you can finally give Wyches and your Succubus a damned fine way to finally get into the fleshy parts of the army. More importantly you can bring in things like Medusae with their S4 AP3 templates and a wall of tough and fairly killy Sslyth to protect them. However, Wraithguard being bulky means they take up every slot in the raider. Deep Strike is given both to Character and his unit. Lasting the whole phase is a substantial upgrade letting you keep the invul against any powerfists striking later in the combat or indeed heavy weapons hoping to snipe you off, neither of which you can feel no pain. Weapons of Torture[edit] Mindphase Gauntlet: A basic CCW with Concussive. Grotesques now have these as standard so are even better than before. Poisoned CCW with Rending. Very decent cheap upgrade for your haemy. You could argue that when it says "Acothyst only" it may just mean that Acothysts may only choose weapons with "Acothyst only" and everyone else can take it if they wish. A bit better than before. Now confusingly exclusive to the Acothyst, though they can find uses for this, especially with a supporting Haem or Cronos for more FNP. The poison can potentially be used in conjunction with a soul trap if you manage to win a couple of challenges. Tools of Torment[edit] Stinger Pistol: There so you can dump a few spare points, but then could get you haywire grenade instead. Precision Shots gain Instant Death. S3 Flamer with AP D6.

Also available to Wracks and Grotesques. Should instantly be one of your first choices, as Flame Templates are always good and if you roll AP3, 2 or 1 against some Marines in cover you might just cause your opponent to break down and cry. Also potentially lulzy in Overwatch. Essentially redundant now that the Shock Prow exists, as this only gives your vehicles Tank Shock, but not ramming. This is not a great idea for dropping off transports, but then again doing that never is. Dark Eldar suck at holding objectives, but dominate at claiming them. Enhanced Aethersails means that when you draw a Take and Hold or Seize Ground card, you can make a mad 36" dash and often claim it in one turn. Friendly models within 6" can reroll failed LD tests. Not generally all that useful, as your army is mobile enough to not be within 6" of each other that often. Since Psychic powers no longer require LD tests, our one paltry use for them is now gone. A rather risky tactic that could allow you to turn your game into a giant, supersonic demolition derby match. This requires a lot of skill though, and is therefore only recommended for certain playstyles: Pair this up with the armor of misery or a coven detachment for better negative leadership debuffs on targets. Lets embarked models fire any splinter weapon as twin-linked, TL Splinter Cannons? Brilliant but remember that the raider is there to give your troops better mobility while they kill. Plus the Twin-Linked Overwatch could save your vehicle in a pinch. The real question, then, is, "Why are you not taking this? Sadly only available to the Venom, which is bad when our other vehicles are equally papier-mache in armor and would probably benefit from it more. Solid overall, with tons of Wargear options, including the Huskblade an AP3 instant death weapon , which is more or less the nightmare of any unnamed character in the game except a space marine commander that has taken a shield eternal, because space marines want to make you cry. Court of the Archon: They also can grab the Archon a Raider if you feel like keeping one just to spam Sslyths or something. The Court can double as a cheap HQ option for budget lists, as the Retainer rule no longer requires an Archon for the unit to be taken at all, it just allows you to take a Court without using up a slot if you do have an Archon. None of the Court are Characters, so if you do go this route some other model in your army will likely end up being the Warlord, just keep that in mind. Great option for a secondary detachment, though. Medusae - Assault flamers. Have Str 4, AP 3. The loss of the random AP, while statistically better, really only gives him one purpose: Just to add to the buckets of Chaos Player tears everywhere. Also can work surprisingly well with Webway Portal. You know how Space Marines love roasting your asses with flamers, and then laugh it off in their power armour when someone does the same to them? Lhamaeans - Basically Wyches with poisoned weapons that wound on 2 and ID on 6. Enjoy your 30 attacks on the charge that wound on 2s. For points you could do far worse. Ur-Ghuls - Decent on the charge but fail in every other regard. Sslyth - T5 Meatshields. Similar to Ur-Ghuls except they can carry shardcarbines. Tip use these guys to eat wounds while you get your Archon pumped with the soul-trap.

Chapter 5 : Codex (Warhammer 40,) - Wikipedia

About. Warhammer 40k is a franchise created by Games Workshop, detailing the far future and the grim darkness it holds. The main attraction of 40k is the miniatures, but there are also many video games, board games, books, ect. that are all connected in the 40k universe.

Weirdly their fluff is still included in the codex as if they were a last minute decision. Incubi I toyed with Incubi quite a bit with the old codex since they offer some of the only AP2 melee weaponry in the book. Instead the Klavex gets Rampage GW really like this rule recently. The difficulty was always getting them into combat with enough models left. They are cheaper now though so perhaps worth revisiting. Kabalite Trueborn As I mentioned in the Troops post, Trueborn are now somewhat confusingly merged onto the same page as Warriors. The other crucial change is that you now have to take a minimum of five models. In the old book people often ran trueborn all with blasters in a venom which came to be known as blasterborn imaginative eh? This unit is now that little bit more expensive as you have to take along some dead weight. Finally, you could now potentially field 20 trueborn. Hekatrix Bloodbrides Like the Trueborn they now have a minimum size of 5 models and can now take upto 15 models. Mandrakes Without a doubt Mandrakes were the worst unit in the old codex which was a huge shame since the models are stunning. Things have gotten better for them in the new book though. One of the other problems in the old book as that they needed a pain token to use their baleblast which was nigh on impossible to get. Now they can always fire it and Pinning has been swapped for Soul Blaze. I suppose a unit of five is pretty cheap and they could be irritating to shift and annoying for objective grabbers like kroot, guardsmen, cultists, etc. Wracks Typical GW policy is to release a new kit and buff the rules for it to make everyone want to buy it. No-one was complaining too much about the Finecast models and the plastic ones are pretty much identical. The liquifier gun is still decent despite being limited to S3 and the new ossefactor could be fun. Grotesques Often overlooked in the old book I actually think Grotesques were and still are a decent choice. Once again we get Rampage too which is likely to mean a good pile of attacks. Definitely worth a look. Conclusion Like Wyches, Bloodbrides are the obvious losers here. Mandrakes are significantly better than before and against the right opponent they could be deadly. Trueborn will still make an appearance to spam special weapons. Perhaps deep striking them in with a webway haemonculus with a couple of liquefiers?

Chapter 6 : From The Fang: 7th Edition 40K - New Dark Eldar Codex Review - Elites

For you Dark Eldar players out there I have been scouring the new rulebook to find a selection of new rules which can benefit us in many wonderful ways which I am going to list below.

Hopefully I can talk through things in sufficient detail for you to make your own mind up about it. My hopes for this book are that several different competitive builds will emerge for pure Dark Eldar without them relying on Eldar or else proving a gimmicky ally for their goody two-shoes cousins. The two-page spread on pages is a particularly jaw-dropping example. The spread on pages roughly is a little disappointing though with the flyers in particular looking a little rushed. Frankly I never used him but I was still hoping to with a new book and a lovely new model for him and his dais. Combat Drugs are still present but they now offer slightly different bonuses. Power from Pain in the old codex was crucial for helping your units survive the first couple of turns. Should you make it to turn 6, Rage might help an otherwise average combat unit like Kabalites become that bit better at shifting hordes of guard, guants, etc. There is one definite benefit though, no pain token tracking and no need for me to finally get round to making some markers! Whilst in the old book vehicles had the option to Deep Strike in the form of Retrofire Jets, in the new book they get it for free. Couple that with the webway and you can start to come up with some pretty disgusting combos. This gives you the option for a null deployment army i. Having flimsy vehicles arriving by Deep Strike in dribs and drabs seems dangerous to me. At least with the changes to Deep Striking vehicles in that they count as moving Combat Speed you can fire all your weapons from a transport. Warlord Traits Before talking about the traits themselves I wanted to mention one unexpect disadvantage of losing some named HQs. In other books sometimes an SC is good simply because he gives you a guarantee of a particular trait. Soulthirst - again not much use and only your warlord benefits, re-roll! Hatred Eternal - bit better than rolling a 3 but still meh, re-roll! Towering Arrogance - Fearless bubbles are nearly always awesome these days. That to me makes it Artefacts of Cruelty There may have been debate with the Space Wolves relics but these are almost certainly one per model and one of each per army. Archangel of Pain - shorter range than it used to be but now Ld test at -2 that works like Psychic Shriek. Armour of Misery - ghostplate armour that causes Fear and -2 Ld. Helm of Spite - again expensive but probably the best of the bunch in my opinion. Ad Will can make a massive difference in psychic defense and anything that makes perils more likely is good in my book. Could prove to be very irritating. That stand outs for me are the Animus, Kiss and the Helm. Conclusion A similar story to the other 7th edition codices. Perhaps not as good as their cuddlier cousins but decent nonetheless. This allows me to go into reasonable depth but that of course means pretty wordy posts.

Chapter 7 : Dark Eldar: Can THE Glass Cannons Flourish in 8th Edition? - Bell of Lost Souls

The big elephant in the room is the Psychic Phase. Dark Eldar are extremely awkward during this part of the turn (alongside every other race without Psykers), meaning we are completely reliant upon Eldar Battle Brothers for psychic defence.

They have chosen this path for themselves, and revel in their own cruelty, drawing physical sustenance from the infliction of pain. They inhabit a realm known as Commorragh, the Dark City, an impossibly vast stronghold from which they launch piratical raids across the length and breadth of the galaxy. The Dark Eldar live to inflict misery and death; what happens to the captives they bring back to Commorragh is best left undescribed. They are vain, devious and utterly self-serving, with no respect for any living creatures except themselves, though each individual Dark Eldar typically views every other member of their race with uncaring contempt. Because of this the Dark Eldar have a diabolical appeal. They are the evil kings and super-villains of the 41st Millennium, and they have all the right tools for the job. The Dark Eldar are very fast-moving, have lots of firepower, and boast some of the most lethal close combat units in the game. However, because they conduct their raids at lightning speed, the Dark Eldar lack any real heavy armor and are hence quite fragile - it takes guile and cunning to use them well. If you possess the skill, though, your Dark Eldar army can run rings around its opponents, leaving them shell-shocked, terrified and utterly defeated. In just about every way, the Dark Eldar are an army for the true connoisseur! Pros[edit] Blisteringly fast army with massive firepower. Infantry moves at least 7" and Vehicles move in excess of 14". Our unique Power From Pain ability grants cumulative buffs to the army as the game progresses. Combat Drugs can now be chosen which makes them infinitely more useful. They also stack with Power From Pain buffs on most units. Gorgeous, highly detailed models that are all but begging for awesome conversions. Many kits fit well with Dark Elf kits little to no need for Green Stuff. Almost everything you need to start out as Dark Eldar can be found in the following boxes: Kabalite Warriors, Wyches, Scourges. Two of which are the best value boxes GW sells. You will have no shortage of bits for your bits box. You can now viably take standalone Covens, Cult, or Kabal armies Plenty of ways of getting around your baseline S3 for Combat units. Almost everything has FLY, or can be shoved inside something that can fly which means easy traversal of terrain and flying out of pesky melee to still open fire. Mandrakes are awesome now meaning we finally get our one great infiltration unit! Dark Eldar vehicles count all heavy weapons as assault weapons The Blaster is now one of the most points effective guns in the game. It sucks you only get 1 in a Kabalite Warrior kit, but you can easily convert splinter rifles into Blasters by chopping the barrel tips off of unused Disintegrator weapons. Poisoned Weapons, when they are relevant. Cons[edit] No native access to Psykers so we miss out on an entire turn phase. Most units are extremely frail and have trouble surviving against even the humble lasgun. Exploit your supreme mobility to keep your distance, stay in cover or out of enemy LoS when possible. Almost everything has FLY and your transports are all flying, so the Drukhari are extremely vulnerable to units with bonuses against units with the FLY tag. Special Characters are effective, but their costs should be considered in list building. Haywire lost its famed reliability, but it can still put out a few Mortal Wounds. Just, ya know, not amazing. No native Lord of War units. Poisoned Weapons, when the Strength score on a weapon actually matters. Poisoned weapons want to be shooting at enemies with higher than average toughness and low armor saves so In Matched Play games, Soulburst can now only trigger on your turn, and only one of each Soulburst action can be used per turn. In competitive play, this basically means you are better off taking a small Ynnari detachment abusing the hell out of the soulburst potential of any combination of the following: Ynnari detachments now must also consist of entirely Craftworld, Harlequin, Drukhari, or Corsair units; you cannot take units from other Aeldari armies in the same detachment any longer. While this is pretty inconvenient, players may still take multiple Ynnari Detachments Yvraine in one, The Visarch in another, for example with one dedicated Drukhari force and the other with a dedicated Craftworld force. You will have to take them in a different detachment due to the Ynnari restrictions. Power from Pain is very strong in 8th as it protects you from Mortal Wounds, substantially boosts your mobility and eliminates losses from failed Leadership tests as the fight goes on. Take Multiple

Small Units and throw them at the enemy. You gain extra turns. It is also worth noting that Yvraine and the Yncarne are both very powerful characters able to cast Word of the Phoenix onto valuable units. Yvraine near your Trueborn with 4 Blasters or Scourges with 4 Dark Lances become nightmares if you get Word of the Phoenix off on them, functionally doubling the number of shots they make. Another plus is Yvraine allowing your Incubi or Wyches an extra round of swings through Word of the Phoenix. The latter is extremely powerful and very fluffy. Taking an Ynnari detachment is now more of a sidegrade than definite upgrade as you have many units that benefit from the Power from Pain bonuses. Drukhari seem to be balanced with this in mind, and have the most to lose from taking this very powerful sidegrade. Just remember that only the units actually in the Ynnari detachment can actually benefit from Strength From Death. In addition, you have multiple keywords to keep track of. Note that Incubi, Mandrakes, Scourges and all the beasts have none of these Keywords and as such do not profit from buffs for these factions, including aura and faction specific obsessions. You can still absolutely bring along other AELDARI units in their own separate detachments, just not in one giant pot of soup like before. None Special Rules[edit] Raiding Force: The bonus rises to a whopping 8 CP if you take 6 or more Patrol Detachments instead. As an added bonus, more Detachments also means more combinations of Drukhari Obsessions to work with. One thing to keep in mind that most Events or Tournaments cap you at 3 Detachments per list. This cap is just a suggestion from GW and not an actual rule. It remains to be seen how tournaments will address this rule as it is currently unique to this army. Thanks to your army consisting of a bunch of sado-masochist freaks, you gain bonuses according to the turn number. Note that these bonuses are cumulative. On 6, the Wound or Mortal Wound is ignored. Adds a slight bit more survivability to everything, turns Wych Cult units into viable Tarpits and makes Coven units and due to a loophole, their transports hilariously enough obscenely tough. This is great, and the fact it starts on Turn 1 AND with Instant Death being a thing of the past, your troops are actually going to be able to take this roll. Even though you have to roll for multiple damage now, Drukhari foot soldiers are gonna love this. Eager to Flay - You can reroll dice when Advancing or Charging. Helps you get stuck in faster. Nice -- gives us back the Fleet USR we enjoyed for basically everything in the prior edition, without sacrificing our newfound Movement speed, which increased by 1" minimum to sometimes 4" on a straight move. Emboldened by Bloodshed - Immunity to Morale tests. Note that this means that you will not have to spend CP on auto-passing morale tests which is the main benefit of this bonus. With the new Codex, this is actually fairly good now - since taking full-strength or at least ten-elf units gives you increasing benefits, dying to morale attrition is a greater risk. Mantle of Agony - You lower the Leadership of enemies close to you by 1. Helps you clear out the last few pockets of resistance. Stacks with your Phantasm Grenade launchers to make up for your lack of native access to smite. Also forces your opponent into wasting the last of their CP to auto-pass morale tests, instead of on more useful stratagems that actually threaten you. Forcing your opponent to throw away CP this late in the game is never a bad thing. You can either choose which drugs you spread around your army or you can roll randomly. However, ask yourself this: Do you really want to risk gaining something weak like Hypex on a unit in a transport or Splintermind on a lone Character? Put on a big flock of Wyches or Helions, and send them after the biggest model the opponent has. But this IS the best drug for your dedicated assault units. Cult of Strife already has lots of attacks, and with this they can drown anything in dice. Now that you can pick a unit to take this, you could make something absolutely terrifying out of it. Putting it on a blob of Wyches, Bloodbrides or Hellions can make something truly nasty. Reavers are always hitting at S4 so consider something else for them. Second-best drug for a dedicated assault unit. Makes Wyches and the like obscenely fast, but less useful if your strategy involves putting them in transports or using deep strike. You may also consider dumping this on your Succubus -- since your characters are running solo this could help them keep up with the faster units. Could end up creating an amazing tarpit. Your WS is 1 better. It does have some niche uses for Ynnari detachments who lose Power from Pain. The difference between this drug and the Turn 3 PFP is negligible. Drukhari FAQ V 1. Good for Beastmasters on Beast Unit lists, decent on a blob of Wyches, but there are better picks as from Turn 4 onward your units with Power From Pain gain Fearless. Give this to a Succubus and stick her in a Tantalus for army-wide Leadership. Vanguard of the Dark City:

Chapter 8 : 7th Edition Top Army List Compendium - The Blood of Kittens Network

APOCALYPSE Imperial Guard vs Dark Eldar 40K Battle Report EPIC SNATCH AND GRAB! 7th Edition pts: APOCALYPSE IS BACK!:D In our 5th installment we have a Dark Eldar raid of truly epic proportions!

Edit Scourges are an intrinsic part of the society of Commorragh. The omnipresent intrigues of the Dark City thrive on information, without which even the greatest of the Kabals is soon rendered impotent. The most secure forms of Vox transmission can always be intercepted and psychic communication is strictly forbidden to the Dark Eldar. Instead, the Dark Eldar aristocracy pays handsomely for the Scourges to take their missives to their destination by hand. Each communique is sealed with tailor-made toxins, the antidotes to which -- usually -- are only held by the recipient. The Scourges are so vital to the intrigues of the Dark City that to kill one is to invite a very painful death by his or her fellows. Considered the pinnacle of Dark Eldar body modification, the metamorphosis from warrior to Scourge is a lengthy and painful process, as one might expect of the Dark Eldar. A rich and daring Dark Eldar may surrender himself to the mercies of the Haemonculi and request that his bones be hollowed out by the drills of a Talos, that bands of new, vat-grown muscle be grafted onto his torso, and powerful avian wings and adrenaline dispensers be attached to his shoulders so that he is capable of undertaking true flight. Even if the warrior survives this grueling procedure, he is still not yet a true Scourge, for he must then fly all the way to the corpse-strewn aeries of his new brethren. His still raw and bleeding wings carry him from the oubliettes of the Haemonculi to the topmost spires of the Dark City where the Scourges make their home and he must fight through the deadly fatigue, warring gangs of Hellions, vicious Reavers and all the other types of airborne terrors to be found in Upper Commorragh to get there. If he makes this vertical pilgrimage and manages to survive its dangers, he earns the right to call himself a Scourge, a member of a highly exclusive mercenary clique of skyborne warriors that looks with disdain upon those of their kin who remain tied to the ground. Solarites Edit "Arrogant creature, you will pay for the insult of trying to force me to the ground. The mere thought of brushing my feet against the same dirt you tread sickens me. I will take your imminent screams of dying anguish as your crude attempt at an apology. They generally are more skillful in battle and carry more advanced wargear. They may also have pursued further body modifications from the Haemonculi, including having their skin replaced by feathers and their skulls elongated to give them the aspect of a great xenos raptor. Wargear Edit Many Scourges, especially the veterans known as Solarites, are so removed from their former lives that they now sport feathers in place of hair and elongated skulls. No matter what their chosen appearance, all Scourges relish the arts of war. Because of this, and the immense wealth they earn from the Kabals, all Scourges possess highly advanced Dark Eldar wargear. Clad in a form of porous body armour called Ghostplate, they descend from above, shrieking with the sheer exhilaration as they ruthlessly scythe down those who seek to escape. Scourges prefer to engage the enemy at range, for they are highly protective of their altered and now fragile physiques. They lay down punishing salvos of firepower, glorying in the screams of their dying foes while using their enhanced senses before wheeling about for another pass. As a result all Scourge weapons are designed to be fired while in flight. Scourges also usually carry a number of Plasma Grenades for hardened or heavily armoured targets. Dark Eldar 5th Edition, pg.

Chapter 9 : Dark Eldar Archives - 3++

I need to begin with a preface, I've not yet managed to get any games in with 7th ed, and only read through the new rules once. This isn't intended as a review, or detailed breakdown of old vs new, isn't a soapbox from which to espouse "the sky is falling" or bemoan the nerf-bat.

Sinewy Scourge Warrington, UK For you Dark Eldar players out there I have been scouring the new rulebook to find a selection of new rules which can benefit us in many wonderful ways which I am going to list below Some of these will likely of been covered already in other threads I am scouring the book at the moment looking for as much useful information as possible, I will keep updating the thread as I go The Reaver Jetbikes quite frankly are monstrous now If you find something else you think would be good on this page drop me a PM and I will add it Battle Brothers in Allied Transports This is quite a fun one, it probably benefits Eldar more than Dark Eldar as you can put Banshees in a Raider or the Dais can start in the Dais as its not a dedicated transport and effectively allow them access to an assault vehicle. My 2 favorite ideas here however are as follows. I think everyone can see where I am going with this one The new Misfortune psychic ability gives rending to the unit it is cast at. While this doesnt sound amazing you have to consider what this does to Dark Eldar Poison Weapons. Against Vehicles Poison Weapons are only S1, however it is now possible with Rends to glance vehicles to death on their rear armor. If you move the Farseer up in the movement phase as per the above and then misfortune something you have a very good chance of killing it! For shooting at Deathstars and the like. Dont forget, if you have Farseers in the unit you can also Rend with those. Which not terribly helpful against Land Raiders as they can penetrate them anyway they will be useful against anything armor 15 Lemon Russ with a Dozer Blade. Even the lowly Kabalite Warrior can now do something useful in CC. Beastpacks and Grotesques especially are going to benefit from this! Rear armor of Flyers. I think all Dark Eldar players are with me when we voice our disapproval of our Poison Weapons not being able to shoot things like Helldrakes. Well now we can shoot them in the ass and glance them to death with poison weapons. While I agree its not the best use of the weapons it could certainly come in handy. Eldar Allies will love this as well, those 24 shot Scatter Laser War Walkers are pissing themselves laughing right now This change in the book while not specifically good for Dark Eldar armies themselves actually helps a lot with killing things like Wave Serpents. As you have to state if you are jinking now before you are even shot at it means we can simply feign shooting at a Wave Serpent with perhaps 1 Dark Lance on a Raider and then just ignore the Wave Serpent while it has to snap shot the next turn. This will definitely help with our survivability. Currently unless using Forgeworld you can only take 1 Eldar Crimson Hunter in an allied detachment. What could be more useful for Dark Eldar than cheap Flyers! Flyers Destroyed on a Immobilized Result Roll a 1 or 2 on another roll after immobilizing a Flyer and its coming down Either way we benefit greatly with this one Deep Striking Wraithguard The Deployment rules for Dedicated Transports state that a Dedicated Transport can only be deployed with the unit that bought it. It doesnt however say that you can keep the vehicle in reserve and stick another unit in it. This one might need an FAQ or just a general conversation however the theory is sound. Stick Wraithguard with D-Scythes in a Raider or a Tantalus if you have Forgeworld models, as these are not dedicated transports you can do what you like! You can disembark the turn they arrive and if you take Iyanden you can Battle Focus them make sure you have a Spiritseer! This could be rather scary! S9 on the charge. Again, mix with Misfortune and your laughing Lob them in a Raider and send them off into the sunset. Also if you get Hammerhand you have S6 Khymerae! This would work perfect with Duke Sliscus in your list as you can drop a massive amount of units in on turn 2 without the risk of them being shot up except for interceptor. Duke Sliscus now has a lot more uses than ever before Use either the Grotesques to tank the wounds taken when summoning Urien recovers a wound automatically every turn. Spiritseers should use Sacrifice to try and generate a Herald. Sacrifice says no saves of any kind allowed, I dont know if that means FNP is allowed or not, but if it is then the Grotesques can do that job, otherwise you can tank a few on Urien as he automatically recovers a wound per turn If all else fails the Spiritseers should still get some use out of 1, 2 and 3 on the Malefic table as who doesnt like Beam and Torrent Spells..! The Kabalite Stormsurge

automatically comes in turn 1 and doesn't scatter, place the Archons Raider first right slap bang on the middle of your opponents troops. None of these scatter but must be within 12". Next move up the Dais with the Spiritseers in it 6" and disembark them so you are in range of the enemy can't use Maledictions from inside vehicles now! This is when the fun begins, the Kabalite Stormsurge formation reduces all enemy units by -3 Leadership, now in the Psychic phase cast Horrify on a number of nearby units reducing their leadership by another -3, once this is completed start casting Terrify another -1 to leadership and forces an instant morale check. Any units hit with this little combo should have a leadership of no higher than 3 and will likely high tail it off the board forthwith. Anything that is left over shoot the hell out of it with your Trueborn and Reavers and fire off the Raiders Dark Lances at any vehicles they have laying around hopefully in the rear arc. At the Very least their leadership will be -3 from the formation so its likely something will still run away. Worst case scenario you make a few units run away or at least dwindle them down. Best case scenario your opponent cries and gives you his hand. If you are fighting demons I would hope the alpha strike from all the vehicles and troops does the job as a lot of the spells will be dispelled. To add insult to injury it would probably be wise to drop a Spiritseer for a Haemonculus and give him the Crucible. You might be able to make some of those stupid demons simply disappear! The best part about the formation is also that the Raiders count as Zooming Flyers until turn 2, so no enemy charges and snap shots only! I would suggest investing in a Tantalus for this little tactic and ditching Vect because you save around pts!. To give you an idea on how this work this list is a starting point for