

SHIPS OF THE DARK ELDAR



BATTLEFLEET GOTHIC

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Revised Edition

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THE BATTLEFLEET GOTHIC: EXPANDED REVISED EDITION

What is BFG:XR?

The Battlefleet Gothic: Expanded Revised Edition is an updated, visually remastered version of Plaxor and Afterimagedan's well known Battlefleet Gothic: Revised project. The aim of BFG:XR is to build and maintain a complete, unified rule set that is both easy for new players to learn and deep enough for veterans to enjoy. Note that this project was formerly known as the BFG 2015 Project, and some documents may still bear that name or refer to it in the text.

How are these rules made?

The BFG:XR edition is a combination / update of the classic BFG v1.5 Rulebook, the unofficial FAQ 2010 Compendium, and the BFG:R faction fleet lists. I have carefully transcribed these documents into new, fully edited and reformatted documents that attempt to preserve the style and character of the classic BFG rules.

Who is responsible for BFG:XR?

BFG:XR is a personal project of one user, Xcaliber (that's me), and is not directly endorsed by Games Workshop, Plaxor, Afterimagedan, or any other BFG authority. The contents of these documents, such as text, artwork, symbols, and so forth are the property of their respective creators - I have only made relatively small changes to the formatting and rules where necessary to improve readability and clarity.

I found a typo or mistake, what should I do?

Any questions, concerns, or comments about the BFG:XR project may be submitted online at the Specialist Arms Forums, under the Battlefleet Gothic heading. You may also reach the author (me) directly by email at BattlefleetGothic2015@gmail.com.

DARK ELДАР RAIDERS

TORMENTORS FROM THE DEPTHS OF COMMORAGH



The Dark Eldar operate as raiders, pirates and slave merchants, uncaring for either the practicalities or aesthetics of ship design that so obsess their craftworld kin. Instead, the Dark Eldar construct their ships only to be ever more horrifying and devilish to observe, ever more destructive to oppose. In pursuit of torture, murder and desecration, the Dark Eldar build all manner of perverse and obscene vessels, designed only to help them fulfil their insane lust for brutality. Ships bearing nothing but corridor after corridor of torture chambers echoing to the shrill cries of the enslaved, vast 'arboretums' exposed to the stars where row upon bloody row of impaled captives are leached of their life by the hungry dark vacuum of space, huge cavernous hells surrounded on all sides by void in which captives are left to descend into madness, and all manner of other such horrors are known amongst the fleets of the Dark Eldar raiders.

As such, the many vessels of the Dark Eldar fleets, whilst looking apparently alike, actually comprise a vast collection of uniquely outfitted raiding ships, each tailored to best fit the particular fetishes of the its 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 Dark Eldar Raiders invariably invalidates many previous theories. Whilst the pursuit of such pedantry may suit the mindless drones of the Administratum, most

Imperial Captains on the front lines have come to refer to Dark Eldar vessels by their relative size and shape, narrowing identification down to only a small handful of ship classes.

The Dark Eldar revel in piracy, enslavement and torture, and are sadistic in the extreme. Dark Eldar raiding parties launch high speed attacks on their enemy while still transporting a large number of their warriors intent on boarding the enemy and capturing slaves. Due to their use of the galaxy-spanning interdimensional labyrinth known as the Webway, they are extremely mobile, seemingly striking from nowhere and vanishing with their captives before significant military reaction can be mobilized. The Dark Eldar are unique amongst the races in the sense that they do not occupy many planets, but rather one dark city at the heart of the Webway called Commoragh. They are mainly pirates, though they may sometimes work as mercenaries, usually on the behalf of the incredibly desperate (or the incredibly foolhardy).

THE THIRST

Over time, all Dark Eldar begin to suffer more and more from an affliction called *The Thirst*. They develop an all-consuming and ever-increasing need to drink the souls of other living 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 - a curse upon those who instigated the Fall of the Eldar and yet survived its aftermath.



"We own this night, just as we own the fear that runs in your veins. You may think your numbers protect you, but we shall feast upon your souls before the dawn!"

-Kilarq Tongueblade, Kabal of the Lacerated Eye

"I will never forget what I saw at Obsidian Station. The bones of five thousand brave men lay scattered about the winding corridors. Their blood was slick upon the walls and floors of the dormitories. Their innards were hung from control panels like grotesque decorations of some insane celebration. But not a single skull was to be found; taken as sick trophies by these despicable attackers."

-Inquisitor Absolvus

Dark Eldar drink souls to stave off this leeching - perhaps by sating the thirst of Slaanesh, or perhaps by replenishing the essence of their own souls with that of the consumed one. Regardless of the purpose, this practice has a rejuvenating effect on their bodies that reverses the aging process. Thus, a Dark Eldar may live for centuries or even millennia, provided he or she has a constant supply of souls, the usual source of which being the many captives taken during Dark Eldar raids. Like all Eldar however, Slaanesh will consume the their souls whole when they die, for the Dark Eldar are long-lived, but not immortal.

HISTORY OF THE DARK ELДАР



THE KABALS

Kabals are gangs of Dark Eldar that align themselves with a particularly powerful leader called an Archon, whom they inevitably work to supplant as they mark out territory and vie for power in the bowels of the Dark City. Each Archon names various Dracons, Hierophants and other attendants to manage his or her domain, many of whom will invariably kill one another in order to advance their status and rank. A powerful Kabal may have many ships at its disposal, supported by the allegiance of smaller Kabals and other groups throughout Commoragh.

HAEMONCULI COVENS

The Dark City is known to have the most strange and diabolical perversions imaginable. Within the culture of Commoragh there exists a group of individuals known as Haemonculi. These perverse Eldar spend their days performing vile experiments on captured slaves, fellow Dark Eldar, or even themselves, in their exploration of the farthest reaches of pain and torment. Their machinations are often more art than science, yielding hideous monsters and grotesque abominations which

stalk the dark corners of their laboratories. These Eldar organize themselves into loose groups known as Covens, which are often paid by Kabals to provide advisors and torturers for their raiding parties.

THE INCUBI

The Incubi are elite warriors who do not swear allegiance to any particular Kabal, and follow a strict adherence to their contract. This means that they are neutral in matters of Kabal politics, and thus seldom prone to assassinating their employer - unlike the rest of an Archon's court. As such, they are highly valued by Archons as bodyguards, and are integral to the longevity of many prominent Dark Eldar leaders.

WYCH CULTS

Wych cults are another societal unit similar to Kabals, whose warriors hone their skills in gladiatorial duels and are among the deadliest hand-to-hand opponents in the galaxy. Unfortunately, Wych Cults are rarely large enough to conduct their own raids and most often simply work as mercenaries for the Kabals.



"The scions of the Dark City would never admit that the unceasing hunger at their core is what drives them to such heights of cruelty. Instead, they maintain that they act only upon their own desires. Some have even managed to convince themselves of this. In truth, unless our cousins in the webway feed upon a constant diet of extreme emotion they will slowly wither away, leaving naught but a soulless husk. We of the craftworlds deny all such urges, and in doing so become less than ourselves. Perhaps it is those that we left to perish that are the lucky ones."

-Spiritseer Iyanna Arional

THE DARK ELДАР IN BATTLEFLEET GOTHIC

DARK ELДАР LEADERSHIP

The Dark Eldar are fiercely competitive and must continuously prove themselves lest a subordinate find a weakness to exploit. Likewise, they must be wary of their superiors, so that their own scheming goes unnoticed. Dark Eldar vessels generate leadership in the normal way, but due to their fearsome nature, they add +1 to their leadership value, giving a range of 7-10.

MOVEMENT

Dark Eldar vessels are incredibly sleek and agile, bearing numerous arrays of delicate fins and operating sophisticated maneuvering systems which allow them to turn with an ease horrifying to the crews of Imperial vessels, leaden by comparison. As a result, Dark Eldar ships do not require any minimum movement distance before they can turn.

SLAVE-TAKING

All Dark Eldar are prone to take captives, even when doing so is tactically foolish. When any Dark Eldar ship conducts a hit-and-run attack, you may forego rolling the result in exchange for immediately scoring +10 victory points. When conducting the special attack from an Impaler Assault Module, you may forego rolling the result in exchange for D6x10 victory points instead.

During a boarding action involving a Dark Eldar vessel, the Dark Eldar player scores an extra +10 victory points for each hit scored on the opposing vessel. If a 'Bridge Smashed' critical hit is inflicted during the boarding action, the Dark Eldar player gains +100 victory points as some of the enemy command staff is captured. Other critical hit results, including extra damage and so forth, do not award any additional victory points.

THE MIMIC ENGINE

Mimic Engines are an insidious invention, allowing a ship to take on the appearance of an allied vessel, giving it the ability to close in before its opponent becomes aware of any danger. All Dark Eldar ships are equipped with Mimic Engines at no extra cost. They provide the following benefits until the end of the second game turn:

Vs. Enemy Ships

Enemy ships may not shoot at, board, or otherwise attack a mimicking vessel. In addition, they may not launch torpedoes at such vessels unless the path of the marker would contact a non-mimicking enemy target.

Vs. Enemy Ordnance

Mimicking ships are ignored by enemy minefields and will not attract mines. However, contact with any enemy ordnance is still resolved normally. If enemy ordnance markers attack a mimicking ship (or any ordnance the ship has launched), that ship is automatically revealed.

Revealed

If a mimicking ship fires any of its weapons, uses its own ordnance against an enemy ship or marker, or otherwise attacks in any way, it is immediately revealed. Revealed ships lose all benefits of their Mimic Engines and may be attacked normally. Against Necron and Tyranid fleets, Mimic Engines do not have any effect. The advanced sensory systems of their vessels cannot be fooled by such tricks!

SHADOWFIELDS

Dark Eldar vessels are protected not only by shields, but also by a sophisticated ECM system that produces an eerie and uncertain fog around their ships, through which very little information can be ascertained. Pinpointing the exact location or speed of a Dark Eldar vessel behind shadowfields can prove very arduous indeed.

Against attacks which make use of the gunnery table, shadowfields force one additional right column-shift in addition to any other column shifts that apply.

Against other direct fire weapons (such as lances, but not Nova Cannons or Armageddon Guns), the shadowfield offers a save to represent the difficulty of targeting the Dark Eldar vessel. When the ship is hit by such an attack, roll a D6 and compare it to the shadowfield save shown in the table below. If the roll equals or exceeds the save value, the hit is discarded. Otherwise, resolve the hit normally (against shields and/or hull). Note that the shadowfield will work even if all shields have been overloaded.

Against ordnance attacks, any attacks originating within 15cm, and/or any area-of-effect attacks (such as from an Activated Blackstone Fortress or Star Pulse Generator), shadowfields offer no protection of any kind.

RANGE	SHADOWFIELD SAVE
More than 30cm	5+
15-30cm	6+
Less than 15cm	No Save

DARK ELДАР SPACE COMBAT

The vessels of the Dark Eldar are specially outfitted with a frightening array of destructive weapons, and filled with some of the most twisted and deranged killers the galaxy has ever seen. They are subject to the following special rules:

Gunnery Weapons

Any Dark Eldar weapon that uses the gunnery table gains an automatic left column-shift at all times. This is in addition to any other column-shifts that would apply.

Phantom Lances

A phantom lance functions exactly like a regular lance weapon, but scores one hit on a roll of 4, and two hits on a roll of 5+.

"Spawned in the darkest pits of the universe, the piratical Eldar are a curse upon all races of the galaxy. For untold thousands of years they have preyed upon us, stealing forth from the shadows and dark places on their raids of terror and violence; massacring or capturing all whose paths they cross. That they are utterly evil and inhuman is without question."

—High Lord Khouron, Imperial Commander of Astherax

DARK ELДАР SPECIAL RULES



"Do not offer them gold, they do not come for riches. Do not offer them surrender, they do not come for victory. Offer them nothing, for they come only to take your souls."

Hit & Run Attacks

Dark Eldar are almost universally violent and sadistic. As such, all Dark Eldar vessels and ordnance add +1 to their result when conducting a hit-and-run raid.

Turret Defenses

Dark Eldar defense turrets unleash a hail of splinter-fire into their targets, creating an almost impenetrable screen against enemy ordnance. All Dark Eldar ships may re-roll their to-hit rolls when defending with turrets.

Incubi

Some particularly paranoid Archons will hire contingents of Incubi warriors as bodyguards. A vessel with Incubi has a +1 crew damage bonus when boarding and adds +1 to its hit-and-run results. In addition, when the ship or its ordnance conduct a hit-and-run raid, you may roll twice and choose the result to apply.

Wych Cults

Sometimes a Wych Cult will be hired to supplement the Archon's crew. Any Dark Eldar vessel carrying a Wych Cult doubles its boarding value.

Haemonculi Coven

Groups of Haemonculi are a particularly useful aide to an Archon. When a Dark Eldar vessel with Haemonculi defends against a boarding action, the attacker must roll two dice and pick the lowest result. In addition, a vessel with Haemonculi gains +1 hit point, as the new crew has become accustomed to pain.

Ordnance

The Dark Eldar use a variety of bizarre and alien attack craft, torpedoes, and defense systems. The special rules for these are shown in the table below. Any ordnance not shown follows the normal rules for its type.

ORDNANCE SPECIAL RULES

All Ordnance	All Dark Eldar torpedoes and attack craft are protected by flickerfields, an advanced type of optical force-field which interferes with enemy targeting systems by making it appear that the shielded object "flickers" in and out of existence. As such, enemy turrets add +2 to their hit requirement when rolling to hit Dark Eldar ordnance (except mines), to a maximum of 6+.
Attack Craft	Dark Eldar fighters are designed to operate far from their mothership, raiding planets even while their base remains at the edge of the system. As such, Raptor fighters have a 4+ resilient save. All other attack craft, such as Razorwing bombers, Slavebringer assault boats, and Voidraven torpedo bombers follow the normal rules for their type. Note that Voidravens launch plasma torpedoes (see below).
Plasma Torpedoes	Dark Eldar plasma torpedoes are designed to strip away hull and ignite the vulnerable corridors within their target. They are treated as standard torpedoes that must re-roll missed attacks.
Leech Torpedoes	Leech torpedoes are a unique Dark Eldar creation designed to slow down targets of a raiding party. Leech torpedoes roll to hit against an enemy vessel's armor just like standard torpedoes, however instead of causing any damage, each hit results in an automatic 'Thrusters Damaged' critical result (even for ships that do not have a 'Thrusters Damaged' result on their critical hit table). Do not apply any extra damage from this result.
Impaler Assault Modules	The Impaler Assault Module is an extremely large assault boat used by the Dark Eldar. Mounted on the prow of their vessels, the Impaler carries literally hundreds of assault troops ready to board an enemy ship. As a special attack craft, a Dark Eldar player may not have more Impalers in play than the total Impaler launch capacity of his or her fleet, in the same way that other attack craft are limited by the fleet's launch bays. The Impaler has a resilient save of 3+ due to its size and substantial defense systems. When it contacts an enemy vessel, roll a D6 just like a regular hit-and-run attack, applying any modifiers and/or special rules as necessary. However, do not look up the score on the Critical Hits table. Instead, if the score is 3+, the enemy ship suffers an automatic critical hit, the result of which may be re-rolled due to the maniacal frenzy of the Dark Eldar aboard the Impaler (however the second result stands, even if it is worse). Otherwise, it is assumed that the Impaler's crew is beaten back and nothing happens; the survivors limp back to their parent vessel for repair and rearmament. In all other respects, an Impaler Module is treated like a normal assault boat.

DARK ELДАР SPECIAL RULES



"The Dark Eldar see the other inhabitants of the galaxy as little more than cattle, livestock that can be brought to bay or slaughtered at any time. Their fodder, however, is not meat and muscle, but the anguish and despair of the weak. The Dark Eldar do indeed drink blood, but also tears, and most sustaining of all the raw essence of pain that they wring out of their captives."

-Inquisitor Lord Czevak

Critical Hits

Due to the sophisticated systems employed by the Dark Eldar, they do not use the normal critical hits table, instead using the one shown below. Note that they still use the normal catastrophic damage table as appropriate.

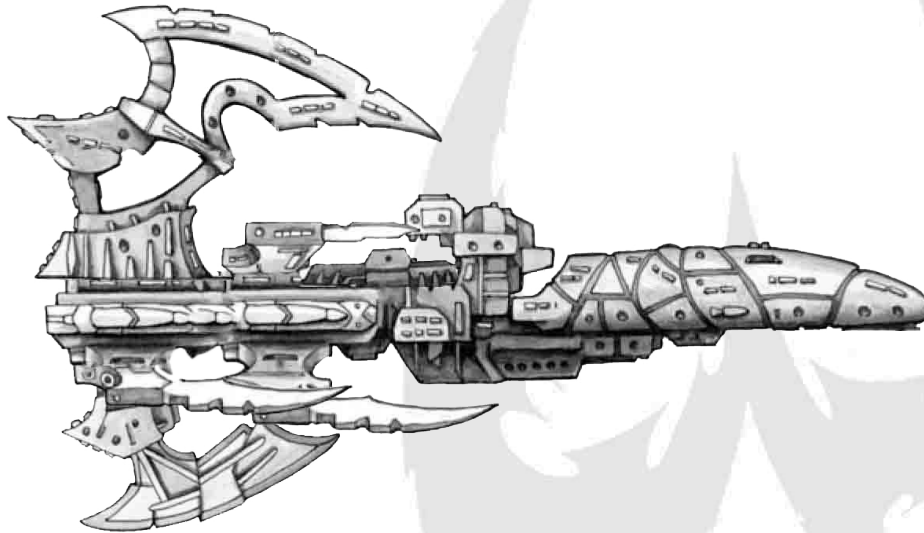
A Note on Eldar Rules

Although they are technically part of the Eldar race, and share many technological similarities with their corsair and craftworld cousins, the Dark Eldar are a largely separate faction that will only rarely work with others outside their domain. As such, the Dark Eldar do not normally use any of the special rules for Eldar Corsairs or Craftworld Eldar presented in other publications. Where they do use a similar rule or special effect, it has been re-printed here to avoid any confusion.

DARK ELДАР CRITICAL HITS TABLE

2D6	EXTRA DAMAGE	RESULT
2	+0	Control circuit damaged. The ship's control circuit, which aids internal communications, is damaged by the hit. The ship's leadership is reduced by 1 until the damage is repaired. This penalty is cumulative for each time this system is damaged.
3	+0	Keel armament damaged. The keel armament is taken offline by the hit and may not fire until the damage has been repaired.
4	+0	Prow armament damaged. The ship's prow armament is taken offline by the hit and may not fire until the damage has been repaired.
5	+0	Graviton harness severed. The systems that allow the ship to alter the angle of its turning fins are damaged by the hit. The ship may make no turns in the movement phase until the damage is repaired.
6	+0	Bladevanes scarred. The ship's blade-like energy collectors are damaged, reducing the ship's power reserves. The ship's speed is reduced by 5cm until the damage is repaired.
7	+0	Superstructure damaged. A small breach occurs. Excess strain on the ship's hull could threaten its structural integrity. Until the damage is repaired, roll a D6 if the ship turns during its movement phase. On a result of 1-2, the ship suffers one point of damage.
8	+1	Thrusters damaged. The ship's main thrusters are severely damaged, crippling its movement. The ship's speed is reduced by 10cm until the damage is repaired.
9	+0	Shadowfield generators destroyed. The ship's shadowfield generators are smashed to pieces. The ship no longer benefits from its shadowfields. This damage may not be repaired.
10	+0	Shields collapse. The shield generators overload and burn out, leaving the ship virtually defenseless. The ship's shield strength is reduced to zero. This damage may not be repaired.
11	+D3	Hull breach. A huge gash is torn in the ship's hull, causing carnage amongst the crew.
12	+D6	Bulkhead collapse. Internal pillars buckle and twist, whole compartments crumple with the screams of crushed and eviscerated slaves; just pray that some of the ship holds together.

MORTALIS CLASS GRAND CRUISER 300 Points



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/8	30cm	90°	3/Shadowfield	5+	4
ARMAMENT	RANGE / SPEED	FIREPOWER / STR		FIRE ARC	
Prow Weapons Battery	30cm	16		Front	

Kabal Variants: Each Mortalis class grand cruiser you include must select one (and only one) of the following options when assembling your fleet. Any mix of variants may be taken as desired:

- **Obsidian Rose Pattern:** The vessel gains a prow phantom lance (Range: 30cm, Strength 3, Front) for no change in cost.
- **Iron Thorn Pattern:** The vessel gains a keel launch bay (4 Squadrons) equipped with Raptor fighters (Speed: 30cm), Razorwing bombers (Speed: 20cm), and Slavebringer assault boats (Speed: 30cm) for no change in cost. For an additional +40 points, the vessel may either take Voidraven torpedo bombers or replace its launch bay with a keel mine launcher (Strength 4).
- **Dying Sun Pattern:** The vessel gains a prow impaler bay (Speed: 30cm, 3 Modules) for no change in cost.
- **Falling Moon Pattern:** The vessel gains a keel torpedo salvo (Speed: 30cm, Strength 6, Front) equipped with plasma, leech, and boarding torpedoes for no change in cost.

Dark Eldar ship design varies quite substantially, however the Imperium has come to define a few general classes based upon size. The largest class recognized by the Imperial Navy is the Mortalis Grand Cruiser. Generally only one vessel of this size is ever seen in a Dark Eldar raiding fleet, as they tend to prefer the agility of smaller vessels, however some Dark Eldar commanders enjoy the power such a large vessel provides, and use one despite its disadvantages.

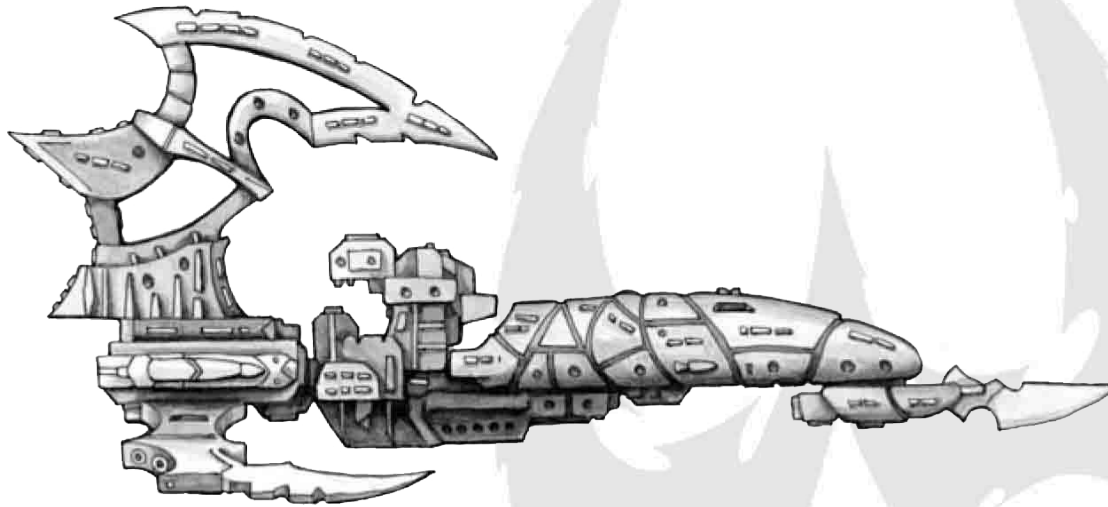
Although the Mortalis does not represent a single design of ship, there are some consistencies in its size and shape across the Kabals. A few notable variants have been reported, and it would seem that many Kabals invariably gravitate towards certain configurations. Thus, some of the more popular designs have become associated with specific Kabals.

The Mortalis often serves as an Archon's flagship, even if the Kabal rarely uses it in battle. A number of these vessels have been commissioned solely as a sign of power and prestige in the Dark City. Even the Corsair known as Duke Sliscus has been known to use a Mortalis as his flagship.

The Duke, in particular, has no qualms about imperiling every ship in his fleet if it will mean he can destroy an enemy ship in style. He will often commit his Mortalis to glorious and reckless attack runs against enemy commanders. Legend has it that he, 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.

"How typical that the humans should rely upon crude technology to protect them. How fitting that we, the Dark Eldar, should kill them where they feel safest."

TORTURE CLASS CRUISER 230 Points



TYPE/HITS	SPEED	URNS	SHIELDS	ARMOR	TURRETS
Cruiser/6	35cm	90°	2/Shadowfield	5+	3
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Prow Weapons Battery		30cm	12		Front

Kabal Variants: Each Torture class cruiser you include must select one (and only one) of the following options when assembling your fleet. Any mix of variants may be taken as desired:

- **Flayed Skull Pattern:** The vessel gains a prow phantom lance (Range: 30cm, Strength 2, Front) for no change in cost.
- **Fiend Ascendant Pattern (+20pts):** The vessel gains a keel launch bay (4 Squadrons) equipped with Raptor fighters (Speed: 30cm), Razorwing bombers (Speed: 20cm), and Slavebringer assault boats (Speed: 30cm) for +20 points. For an additional +40 points, the vessel may either take Voidraven torpedo bombers or replace its launch bay with a keel mine launcher (Strength 4).
- **Bleaksoul Pattern:** The vessel gains a prow impaler bay (Speed: 30cm, 2 Modules) for no change in cost.
- **Bloodied Claw Pattern:** The vessel gains a keel torpedo salvo (Speed: 30cm, Strength 4, Front) equipped with plasma, leech, and boarding torpedoes for no change in cost.

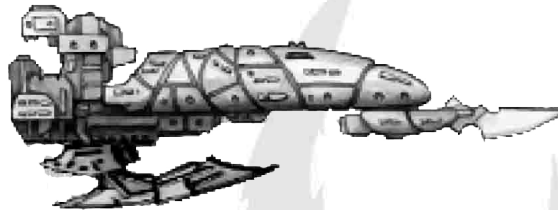
The Torture class cruiser is the larger of the two vessels which commonly comprise Dark Eldar fleets. As with all Eldar vessels, the Torture class is frequently confused with other craft, and in the light on information gathered from other sectors since the war, vessels of this class are thought to be 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.

"We are the masters of the shadowed sky. Not for us a grubbing crawl through the mud and filth of battle. Leave that to the lesser races. We shall only set foot upon the soil these vermin call home in order to place our bladed heels on their throats."

-Archon Vraesque Malidrach,
Kabal of the Flayed Skull

SUCCUBUS CLASS LIGHT CRUISER.....140 Points



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/4	40cm	90°	1/Shadowfield	5+	2
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Prow Weapons Battery		30cm	6		Front

Kabal Variants: Each Succubus class light cruiser you include must select one (and only one) of the following options when assembling your fleet. Any mix of variants may be taken as desired:

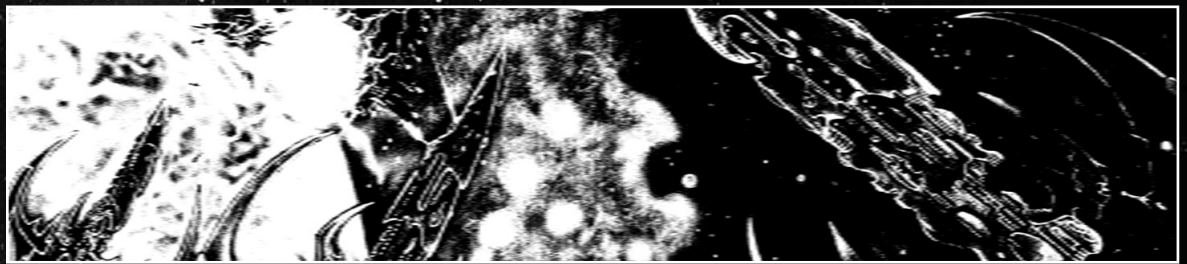
- **Dark Mirror Pattern:** The vessel gains a prow phantom lance (Range: 30cm, Strength 2, Front) for no change in cost.
- **Burning Scale Pattern (+10pts):** The vessel gains a keel launch bay (2 Squadrons) equipped with Raptor fighters (Speed: 30cm), Razorwing bombers (Speed: 20cm), and Slavebringer assault boats (Speed: 30cm) for +10 points. For an additional +20 points, the vessel may either take Voidraven torpedo bombers or replace its launch bay with a keel mine launcher (Strength 2).
- **Baleful Gaze Pattern (+10pts):** The vessel gains a prow impaler bay (Speed: 30cm, 2 Modules) for +10 points.
- **Bladed Lotus Pattern (+10pts):** The vessel gains a keel torpedo salvo (Speed: 30cm, Strength 4, Front) equipped with plasma, leech, and boarding torpedoes for +10 points.

There was no sign of major Dark Eldar activity in the Nemesis sector, at least at first. Soon however, many convoys were destroyed, one after another, by a lone light cruiser of unseen earlier configuration. In one report, an Imperial convoy carrying refugees from a Tau attack on the EX834245 colony was suddenly attacked by a ship that earlier had been recognized as an Imperial Enforcer class light cruiser. The ship approached at high speed, and Captain Gerda 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 swarmed the unprotected transports. Almost all Imperial citizens were slaughtered, severed heads loaded into the rescue pods and launched in the direction of the nearby Imperial world of Echelon Prime. After the pods landed on the planet, reports indicate that everyone who looked inside one was driven mad by what they saw within.

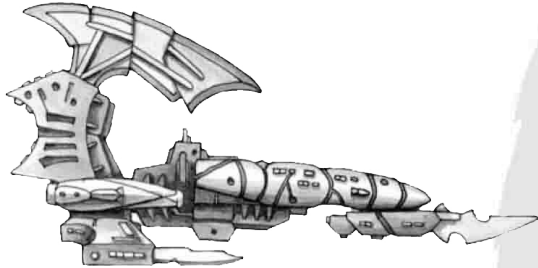
The *Opus Dei* disengaged, and after 5 months arrived at the sector's naval base. After interrogation by the Inquisition, Captain Faust was promptly executed for misidentifying the threat which cost the lives of numerous Imperial citizens. Only later did experts establish, after long discussion, that the attacking ship in fact belonged to the Dark Eldar, and was using a mimic engine. 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.

"We are swift, and we are lethal. We are a poisoned dagger thrust into the heart of the foe. We are the hidden blade, the strike so sudden that the enemy falls before they ever know they are under attack."

-Venom Steersman Ybdriss Khael,
Kabal of the Flayed Skull



CORSAIR CLASS FRIGATE..... 60 Points



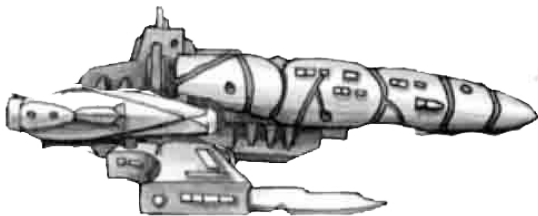
The smaller vessels used by Dark Eldar Raiders exhibit just as much variation as their larger companion vessels. Whether these represent different classes or simply differing vessels of the same designation is difficult to determine. These escort-sized vessels have never been positively identified beyond the nomenclature of 'Corsair' which could equally be a reference to its piratical crew or a ship class.

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 of oversized assault boat known as the Impaler. The use of such devices is virtually unknown in the escorts of other races. Quite often, the shock of seeing the prow detach from the escort and launch towards a ship leaves captains standing slack-jawed; a deadly mistake against the Dark Eldar.

TYPE/HITS	SPEED	TURN	SHIELDS	ARMOR	TURRETS
Escort/2	40cm	90°	1/Shadowfield	4+	2
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Prow Weapons Battery		30cm	2		Front

Kabal Variants: Each Corsair class frigate you include must select one (and only one) of the following options when assembling your fleet. Any mix of variants may be taken as desired: Gain a prow phantom lance (Range: 30cm, Strength 1, Front), **OR** gain a prow impaler bay (Speed: 30cm, 1 Module), **OR** gain a keel torpedo salvo (Speed: 30cm, Strength 2, Front) armed with plasma, leech, and boarding torpedoes, **OR** increase the firepower of its prow weapons battery to 5. These options are taken at no change to the vessel's cost

SUBJUGATION CLASS RAIDER..... 40 Points

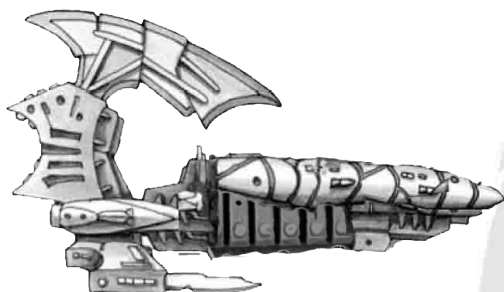


The Subjugation class raider is perhaps the most defining of Dark Eldar vessels. The design is built solely for speed and manoeuvrability, sacrificing protection and armour. The vessel is a prize amongst the Dark Eldar Kabals, being able to strike at your enemy far sooner than any would expect is an advantage of great value in Commoragh society. These vessels can run rings around Imperial clippers, and experienced Naval captains have come to know that they will never get the first shot against these raiders, if they are able to even fire at all. Perhaps this is the reason for the vessel's limited defences.

TYPE/HITS	SPEED	TURN	SHIELDS	ARMOR	TURRETS
Escort/1	45cm	90°	1/Shadowfield	4+	1
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Prow Weapons Battery		30cm	1		Front

Kabal Variants: Each Subjugation class raider you include must select one (and only one) of the following options when assembling your fleet. Any mix of variants may be taken as desired: Increase the firepower of its prow weapons battery to 4 **OR** gain a prow torpedo salvo (Speed: 30cm, Strength 2, Front) armed with plasma, leech, and boarding torpedoes. These options are taken at no change to the vessel's cost.

DARK ELDAR TRANSPORT.....Points: Special

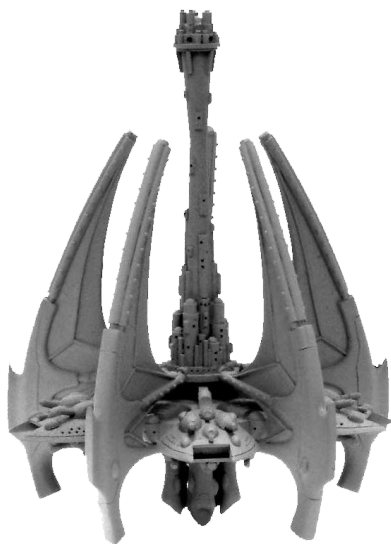


Although transports lack the subtlety preferred by the Dark Eldar's forces, slaves take up a large amount of space and, as the primary currency in Commoragh, the ability to transport them in large numbers is always desirable. Due to this fact, Dark Eldar transports are surprisingly common, equipped with just enough armament to defend themselves and the speed to evade capture with ease. Nevertheless, such ships often find themselves at the heart of a firefight, as rival Kabals may seek to steal an Archon's hard-fought prize even after the slaves' original comrades have left them to their fate. Easy to acquire and replace, these vessels are a mainstay among the raider fleets. Even the smallest Kabals will have a few dozen on hand at any given time, as it is the only assured way of moving their living currency throughout their domain in the Dark City.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	35cm	90°	1/Shadowfield	4+	1
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Weapons Battery		30cm	2		Front

Special Rules: A Dark Eldar transport may replace a conventional transport (at no extra cost) in any relevant scenario. It follows all the rules for Dark Eldar ships in addition to the rules for support units found in the BFG:XR Fleet Support list. For example, it will have a fixed leadership value of 8, due to the +1 Ld bonus for being a Dark Eldar ship. Likewise, it will only add +3D6cm to its speed when on All Ahead Full special orders, but will still benefit from mimic engines and shadowfields.

TORMENTOR CLASS SPIRE.....275 Points



Like the spires of the Corsair Eldar the Dark Eldar will often make use of these magnificent constructions of wraithbone as a staging ground for their raids. Although substantially different in design, with numerous Dark Eldar technologies, the Tormentor Class Spire uses the same advantages of any other

Eldar station. Being able to move through the webway the station is difficult to locate for any Imperial forces, and the raiders are notoriously hard to find. Still a number have come under assault by a clever foe. Undoubtedly a Kabal with access to such a large station is quite powerful in the world of Commoragh.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Defense/10	10cm	360°	4/Shadowfield	5+	4
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Weapons Battery		45cm	12		All Round
Phantom Lance		30cm	3		All Round
Torpedo Launcher		Speed: 30cm	4		All Round
Impaler Bay		Impalers: 30cm	2 Modules		-
Launch Bay		Raptors: 30cm Razorwings: 20cm Slavebringers: 30cm	4 Squadrons		-

Notes: A Tormentor Spire's torpedo launcher is equipped with plasma, leech, and boarding torpedoes.

TORMENTOR SPIRE SPECIAL RULES

LEADERSHIP & SPECIAL ORDERS

A Dark Eldar Tormentor Spire rolls for leadership following the normal rules, including the +1 bonus for being a Dark Eldar facility. It may attempt special orders normally, but may only attempt *Lock On*, *Reload Ordnance*, and/or *Brace For Impact*.

In addition, the fleet's commander may lead the battle aboard the Tormentor Spire instead of any other vessel in the fleet, even if he or she would normally be forced to embark elsewhere.

NIGHT SHIELDS

The Tormentor Spire is equipped with an advanced form of optical camouflage similar to that used on Dark Eldar skimmers, making it nearly impossible to target. Any enemy ship targeting a Tormentor counts as being 10cm further away than it actually is for the purposes of measuring range for direct fire weapons and teleport attacks. This applies to all relevant effects, including determining column-shifts and so forth.

POLARIZATION FIELD

A low-level energy bubble surrounds the Tormentor Spire, channeling space debris away from and around the station. The station never risks suffering a hit for being in contact with blast markers and ignores all effects of solar flares. Additionally, a Dark Eldar Tormentor Spire removes D6 blast markers in base contact at the end of each turn, as long as it did not move during its preceding movement phase.

HIDDEN BASE

A Tormentor, even more so than other clandestine redoubts, relies more on its ability to remain hidden than any capacity to repulse a sustained assault. To this end these way-stations are normally situated in the outer dark, and may not be used in any battlezone from the Flare Region to the Inner Biosphere. In all other respects they are normal high orbit defenses and will follow all the rules for such units as described in the BFG:XR Fleet Support document, except where modified here.

In a campaign, a player counts as having a pirate base for purposes of repair points for every Dark Eldar Tormentor on the player's fleet list. Its value counts against the fleet list in individual battles in which it takes part, but it does not count toward the starting point limit a fleet has, as it remains hidden at the start of the campaign and can only be attacked if the opposing player discovers it. A Dark Eldar fleet may start a campaign with one, but may only earn up to two more in the course of a campaign by a Dark Eldar commander with 11+ renown by expending a dedicated appeal, needing a roll of 5+ to succeed. Should a Tormentor be revealed and come under attack, the owning player can attempt to retreat the station back

into the Webway to prevent further attacks on it. To do so, the owner must roll a D6. On a roll of 1 it is lost in the Webway and must be struck from the roster. On a 2+, the Tormentor has been re-situated successfully and must once again be located by an opponent before it can be attacked.

DOCKING

Due to the Dark Eldar's superior maneuverability, their ships can dock with a Tormentor using a simple leadership check and do not need to be on special orders to do so. Any of the owning player's capital ships that dock with the station for one full turn gain +2D6 to repair critical damage in the end phase, and they are considered to have reloaded ordnance for free. Ships doing so cannot move, shoot or launch ordnance in that turn, though shadowfields continue to work normally, and they can attempt special orders if desired. The Tormentor may reserve for itself

its extra +2D6 capability to repair critical damage if there are no ships docked to the station any time during the turn.

WEBWAY PORTAL

Many Dark Eldar Tormentors are equipped with a Webway Portal connecting directly to Commoragh. The owning player may use this link to summon additional warships to its aid during a battle. If the fleet includes a Tormentor, it may take Dark Eldar vessels as reserves at 50% of their normal cost. However, any such ships *must* start the game off the table. Beginning on turn 2, after the Dark Eldar fleet moves, roll a D6. On a 5+, one reserve capital ship or escort squadron (owner's choice) appears along the table edge closest to the Tormentor Spire. These reserve ships cannot move in the same turn they arrive, and do not benefit from their mimic engines.

TORMENTOR SPIRE CRITICAL HITS TABLE

2D6	EXTRA DAMAGE	RESULT
2	+0	Control circuit damaged. The ship's control circuit is damaged by the hit. The ship's leadership is reduced by 1 until the damage is repaired. This penalty is cumulative for each time this system is damaged.
3	+0	Weapon batteries damaged. The station's weapon batteries are taken offline by the hit and may not fire until the damage has been repaired.
4	+0	Phantom lances damaged. The station's phantom lances are taken offline by the hit and may not fire until the damage has been repaired.
5	+0	Ordnance bays damaged. The station's bays collapse; the station may not launch any type of ordnance until the damage has been repaired.
6-7	+1	Orbital drives damaged. The station's anti-gravity system is damaged by the hit. The station's speed is reduced to 0cm, and each movement phase it will drift D6cm towards the nearest gravity well until the damage is repaired. If there are no gravity wells present it will drift D6cm in a random direction determined by a scatter die instead. If the station strikes a planetary template while drifting, it is destroyed.
8	+0	Shadowfield generators destroyed. The station's shadowfield generators are smashed to pieces. The ship no longer benefits from its shadowfields. This damage may not be repaired.
9	+0	Bridge smashed. The station's command center is destroyed. The station's leadership value is reduced by 3 and any commanders aboard are lost for the rest of the battle. This damage may not be repaired.
10	+0	Shields collapse. The shield generators overload and burn out, leaving the station virtually defenseless. The station's shield strength is reduced to zero. This damage may not be repaired.
11	+D3	Hull breach. A huge gash is torn in the station's hull, causing carnage amongst the crew.
12	+D6	Bulkhead collapse. Internal pillars buckle and twist, whole compartments crumple with the screams of crushed and eviscerated slaves; just pray that some of the station holds together.

DARK ELDAR RAIDERS FLEET LIST

FLEET COMMANDERS

1 Dread Archon

You must include a Dread Archon to lead your fleet.

Dread Archon (+2Ld)..... 50 points

The fleet's Dread Archon may purchase up to three fleet commander re-rolls at the costs shown below:

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

SECONDARY COMMANDERS

0-3 Dracons

Your fleet may include up to three Dracons, who may be assigned to any ship or squadron.

Dracon (+1Ld) 25 points

CAPITAL SHIPS

Grand Cruisers

You may include one Mortalis class grand cruiser for every three cruisers in your fleet.

Mortalis Class Grand Cruiser..... 300 points

Cruisers

You may include any number of cruisers in your fleet.

Torture Class Cruiser 230 points

Succubus Class Light Cruiser 140 points

ESCORTS

You must include at least three escorts for every capital ship in the fleet. Escorts must be arranged into squadrons of two to six vessels, in any mix desired.

Corsair Class Frigate..... 60 points

Subjugation Class Raider 40 points

USING A RAIDER FLEET

The Dark Eldar Raiders fleet list represents the lethal and sadistic nature of the citizens of Commoragh. These vicious warriors strike rapidly, and then return home with cages full of newly captured slaves. They are a nightmare brought to life in the cold blackness of the void. To stand against them is futile, but to surrender is to accept a fate far worse than death.

Upgrades

Any capital ship in the fleet may purchase a squad of Incubi or a Wych Cult for +15 points, or a Haemonculi Coven for +25 points. No ship may have more than one of these groups aboard at the same time, as infighting would tear the ship apart.

Attack Rating

Due to their almost reckless aggression, Dark Eldar raiders have an attack rating of 4.

Reserves and Allies

A Dark Eldar raiders fleet will never provide ships to or take ships from another fleet list as reserves, except where allowed by a Tormentor class spire.



"I am truly disappointed that cruel fate has placed us in this position, such that I really have no choice other than to unleash my warriors against your population centers. If only you would lay aside these foolish hopes of protecting your resources and return to your homes and families, much bloodshed and woe could be avoided."

"Yet... there is still time, any who leave now will be spared and I give you my word that they will be granted free passage through the wastes. This offer of amnesty will stand for two of your hours before the terror begins anew. I can only hope that you consider your position carefully. Send forth a representative to discuss further terms if you wish, or several if you cannot trust one of your number to speak for the rest. I feel sure that all can be... accommodated."

Comm intercept from the Delta 9 Massacre

Only the Strong May Lead OPTIONAL RULE

At the start of the game, if a Dracon's vessel rolls a higher leadership value than the fleet's Dread Archon, that Dracon will attempt to seize control of the fleet. Roll a D6 for both the Dracon and the Dread Archon, and add their respective leadership values to the result. If the Dread Archon's roll is higher, he maintains order and nothing happens. Otherwise, the Dracon successfully wins the loyalty of the fleet. If this happens, the Dracon becomes the new Dread Archon at his current leadership value (inheriting any re-rolls purchased), and the previous Dread Archon is replaced by a Dracon of equal leadership value (losing any re-rolls purchased).

BFG:R to BFG:XR - CHANGE LOG

Some elements of BFG:R and the original BFG rules have been altered as part of the transcription process for the BFG:XR Project. For the most part, these changes are simply adjustments to grammar and language, in order to improve clarity or fix (a few) typos. Other changes include a few minor expansions to the existing material or re-integrations of older rules that were either dropped or not included when the BFG:R documents were produced. These changes are meant only to add flavor or clarity to the existing rules, and not an attempt to dramatically alter the function or power of any one faction's fleets. This document generally only lists those changes which constitute an actual addition or alteration of the rules, not adjustments to language or readability.

[Addition] The rules for phantom lances are now included. This appears to have been an oversight with the original BFG:R edition. (*Addendum 10/21/2015: Fixed error in functionality*).

[Change] Changed the functionality of the Impaler Module. Overall, the effect is not that different from BFG:R – most of the time it will still hit on a 2+, and then inflict re-rollable crit damage on 2D6, just like in that document.

- The Impaler Module first rolls a single D6 (as before). However, this roll now benefits from hit-and-run modifiers just like a regular hit-and-run attack would.
- Instead of looking up the result on the Critical Hits table, the attack “succeeds” on a result of 3+ (which in practice will usually be 2+ due to the DE bonus to H&Rs).

This means that Space Marines, Tyranids, and so forth are slightly harder to hit with the Impaler, which makes more sense in my opinion.

- A successful Impaler attack inflicts an automatic critical hit, the result of which may be re-rolled.

So against escorts and the like, it will now simply inflict 1pt of damage if the attack succeeds, rather than needing to roll 4+ on a re-rollable 2D6 (since that was already effectively a 99% chance).

[Addition] [Change] Specified that Leech torpedoes do not inflict any extra damage from the “Thrusters Damaged” result imparted to the target ship. This seems more in line with the original reading and intent of the rules.

[Change] Names for entries on the Dark Eldar critical table adjusted to match their faction flavor a little better.

[Change] Clarified how the Mimic Engine works with regards to some of the more common complex interactions.

- Enemies cannot attack a mimicking vessel or fire torpedoes at them (unless a valid enemy target is in the torpedoes' path – such as already revealed ships or a different opponent's vessels).
- Mines will not move towards mimicking ships (and they won't be detected by minefields), but contact with any enemy ordnance is resolved normally – if this causes an attack (such

as moving into a mine or enemy bombers, etc), it reveals the ship.

- Shooting, attacking with ordnance (launching is still fine), and any other attacks will also reveal a mimicking vessel.

[Addition] Clarified that voidravens fire plasma torpedoes.

[Change] Succubus class light cruisers gain a keel torpedo salvo instead of a prow torpedo salvo to bring them in line with the other Dark Eldar Kabal patterns.

[Addition][Change] Added a Dark Eldar Transport and the Tormentor Spire as options

- Transport rules were condensed from the (incomplete) BFG:R Planetary Defenses book.

I removed references to “qualities” and points costs since those refer to the unfinished BFG:R rulebook which is not part of this project. As such, the DE transport rules are mostly identical to the normal Eldar and 2010 rules.

- The Tormentor Spire rules were adapted from the Haven spire rules rather than the rules in the Planetary Defenses book. This was just for parity between the two races.
- Tormentor critical hit table is a combination of the DE defense critical table from the Planetary Defenses rules and the regular DE table.

[Change] Rearranged the fleet list to only show distinct classes, i.e. Mortalis, Torture, etc, rather than specific patterns. Patterns are now listed as options in the ship profiles. This was done mostly to save space.

[Addition] Added an optional rule, “Only the Strong May Lead” to allow a leadership/re-roll ‘swap’ between an Archon and Dracon, if the Dracon's Ld is higher.

In essence, a Dracon will not follow an Archon weaker than himself; he will try to supplant him or her. In practice using this rule means that your Archon usually has the highest Ld in the fleet, but in exchange may not be on the ship you wanted.

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