

WARHAMMER
40,000

DATA CARDS



DARK ELDAR



This set contains the 6 Combat Drugs from *Codex: Dark Eldar*, printed on individual cards as a handy reference for use in your battles, and a complete deck of Tactical Objectives cards, including the 6 unique Dark Eldar Tactical Objectives, for use in your games of Warhammer 40,000.

*You will need a copy of
Warhammer 40,000: The Rules
to use the contents of this set.*

Not suitable for children under 36 months.
Retain packaging for future reference.
Games Workshop recommends this
product for ages 12 and over.

MADE IN CHINA

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COMBAT DRUGS

1. ADRENALIGHT

Adrenalight is a rare stim distilled from the ichor of the Donorian Fiend. Those who corrupt their nervous systems with this drug are possessed of a murderous, jittery energy. When the scent of blood is in the air, they fly into a killing frenzy of such maniacal intensity it takes several days to subside.

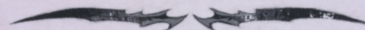


+1 Attack



COMBAT DRUGS

After determining Warlord Traits, but before deployment, shuffle the Combat Drugs deck and draw the top card. All friendly models that have the Combat Drugs special rule receive the characteristic bonus listed on the card for the duration of the battle.



COMBAT DRUGS

4. PAINBRINGER

Only the exiled Duke Sliscus can claim a steady supply of Painbringer. Amongst the rarest of all augmentative elixirs, it hardens the imbiber's skin into a flexible sheath as resilient as cured leather. This process is agonising in the extreme, though its advocates consider the pain a trivial price to pay.



+1 Toughness



COMBAT DRUGS

2. GRAVE LOTUS

In Devil's Orchard, noisome hanging gardens of grave lotus sprout from a mosaic of the dead. A vivid purple fungus, the lotus steals the fading strength of the recently dead to further its own growth. The Wych Cults steal it in their turn, imbibing the lotus in liquid form to boost their own physical powers.



+1 Strength



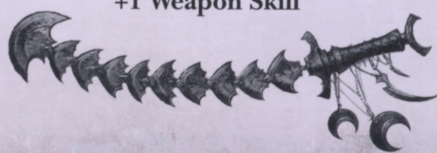
COMBAT DRUGS

5. SERPENTIN

Serpentin is controversial indeed, for it can only be manufactured by processing the blood of a Sslyth Queen. The Wych Cults risk the ire of that mercenary race nonetheless, for this distillate allows them to dislocate their limbs with sinuous ease, their whip-like strikes passing around the foe's guard.



+1 Weapon Skill



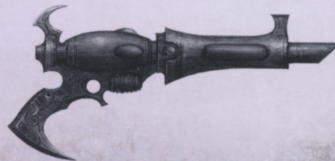
COMBAT DRUGS

3. HYPEX

Capturing a Psychneuein from the webway is a perilous quest, but one who does so can sell it to the Wych Cults for a high price indeed. The drug Hypex, when distilled from the insectoid creature's cerebral fluids, boosts the already-sharp reaction speed of the Dark Eldar to truly astonishing levels.



+1 Initiative



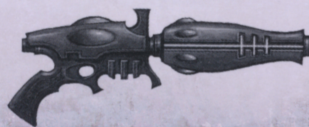
COMBAT DRUGS

6. SPLINTERMIND

Splintermind is made from the ground crystal remains of a dead Eldar Farseer. Though it does not ensure prescience, this dust-like substance allows those who take it to think in several directions at once – an invaluable asset, for the confusion of battle takes its toll on even the most rigorous battle plan.



+1 Leadership





TAKE THEM ALIVE!

Commorragh is always in need of fresh slaves. Close with the prey and capture them alive.

11

Score 1 Victory Point at the end of your turn if at least one non-vehicle enemy unit was completely destroyed during your Assault phase. If an enemy with the Independent Character special rule was removed as a casualty during your Assault phase, score D3 Victory Points instead.

TYPE: DARK ELДАР

FEAR AND TERROR

Sow terror and panic in the ranks of your foes. Drink in their fear like a fine wine.

12

Score 1 Victory Point at the end of your turn if at least one enemy unit failed a single Morale, Pinning or Fear test during your turn.

TYPE: DARK ELДАР

NO ESCAPE

No enemy can outrun us; no foe can hide from our sight. Murder any who would seek to escape the kiss of our blades.

14

Score 1 Victory Point at the end of your turn if at least one enemy unit that was Falling Back, or one enemy unit with either the Stealth or Shrouded special rule, was completely destroyed during your turn.

TYPE: DARK ELДАР

DEATH BY A THOUSAND CUTS

Strike and fade! Watch the enemy's army weaken and die as you bleed it one warrior at a time.

13

Score 1 Victory Point at the end of your turn if at least one model was removed as a casualty from at least 3 different enemy units during your turn. If at least one model was removed as a casualty from 6 or more different enemy units during your turn, score D3 Victory Points instead.

TYPE: DARK ELДАР

PAIN, IN ALL ITS FORMS

Revel in the suffering of others, unleash pain upon your foes in all its delicious forms.

15

Score 1 Victory Point at the end of your turn if at least one enemy unit was completely destroyed during either your Shooting phase or your Assault phase. If at least one enemy unit was completely destroyed during both your Shooting phase and your Assault phase, score D3 Victory Points instead. If at least 3 enemy units were completely destroyed in both your Shooting phase and your Assault phase, score D3+3 Victory Points instead.

TYPE: DARK ELДАР

TROPHY HUNTER

The lords of Commorragh demand a trophy, either a bauble from the field of battle or the head of an enemy champion.

16

When this objective is generated, your opponent must nominate one Objective Marker and one of his characters. Score 1 Victory Point at the end of your turn if you control the nominated Objective Marker or the nominated enemy character has been removed as a casualty. If you control the nominated Objective Marker at the end of your turn and the enemy character was removed as a casualty during the same turn, score 2 Victory Points instead.

TYPE: DARK ELДАР

SECURE OBJECTIVE 1

*A vital objective has been identified in your vicinity.
You are ordered to hold it at any cost.*

21



Score 1 Victory Point if you control Objective Marker 1 at the end of your turn.

TYPE: TAKE & HOLD

SECURE OBJECTIVE 2

*A vital objective has been identified in your vicinity.
You are ordered to hold it at any cost.*

22



Score 1 Victory Point if you control Objective Marker 2 at the end of your turn.

TYPE: TAKE & HOLD

SECURE OBJECTIVE 3

*A vital objective has been identified in your vicinity.
You are ordered to hold it at any cost.*

23



Score 1 Victory Point if you control Objective Marker 3 at the end of your turn.

TYPE: TAKE & HOLD

SECURE OBJECTIVE 4

*A vital objective has been identified in your vicinity.
You are ordered to hold it at any cost.*

24



Score 1 Victory Point if you control Objective Marker 4 at the end of your turn.

TYPE: TAKE & HOLD

SECURE OBJECTIVE 5

*A vital objective has been identified in your vicinity.
You are ordered to hold it at any cost.*

25



Score 1 Victory Point if you control Objective Marker 5 at the end of your turn.

TYPE: TAKE & HOLD

SECURE OBJECTIVE 6

*A vital objective has been identified in your vicinity.
You are ordered to hold it at any cost.*

26



Score 1 Victory Point if you control Objective Marker 6 at the end of your turn.

TYPE: TAKE & HOLD

SECURE OBJECTIVE 1

*A vital objective has been identified in your vicinity.
You are ordered to hold it at any cost.*

31



Score 1 Victory Point if you control
Objective Marker 1 at the end of your turn.

TYPE: STORM & DEFEND

SECURE OBJECTIVE 2

*A vital objective has been identified in your vicinity.
You are ordered to hold it at any cost.*

32



Score 1 Victory Point if you control
Objective Marker 2 at the end of your turn.

TYPE: STORM & DEFEND

SECURE OBJECTIVE 3

*A vital objective has been identified in your vicinity.
You are ordered to hold it at any cost.*

33



Score 1 Victory Point if you control
Objective Marker 3 at the end of your turn.

TYPE: STORM & DEFEND

SECURE OBJECTIVE 4

*A vital objective has been identified in your vicinity.
You are ordered to hold it at any cost.*

34



Score 1 Victory Point if you control
Objective Marker 4 at the end of your turn.

TYPE: STORM & DEFEND

SECURE OBJECTIVE 5

*A vital objective has been identified in your vicinity.
You are ordered to hold it at any cost.*

35



Score 1 Victory Point if you control
Objective Marker 5 at the end of your turn.

TYPE: STORM & DEFEND

SECURE OBJECTIVE 6

*A vital objective has been identified in your vicinity.
You are ordered to hold it at any cost.*

36

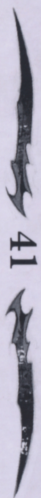


Score 1 Victory Point if you control
Objective Marker 6 at the end of your turn.

TYPE: STORM & DEFEND

REGION

You must locate and assess the value of local battlefield objectives so your forces can be tactically deployed.



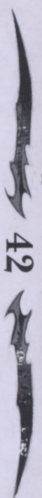
41

If the mission has the Mysterious Objectives mission special rule, score 1 Victory Point if every objective on the battlefield has been identified at the end of this, or any previous turn.

TYPE: SEIZE GROUND

BEHIND ENEMY LINES

Break through the foe's army and cut off his lines of escape.



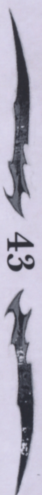
42

Score 1 Victory Point if one of your scoring units is within 12" of your opponent's table edge at the end of your turn. If 3 or more of your scoring units are within 12" of your opponent's table edge at the end of your turn, score D3 Victory Points instead.

TYPE: SEIZE GROUND

HOLD THE LINE

It is critical that no foe breaks through your defences. Maintain a strong rearguard to protect your supply lines.



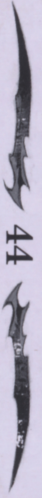
43

Score 1 Victory Point if at least 3 of your scoring units and none of your opponent's scoring units are within 12" of your own table edge at the end of your turn.

TYPE: SEIZE GROUND

ASCENDENCY

The battleground is won one yard at a time. Continue to establish a strong military presence in the area.



44

Score D3 Victory Points if you control any three Objective Markers at the end of your turn.

TYPE: SEIZE GROUND

SUPREMACY

The enemy is attempting to establish a foothold in this region. Redouble your efforts to maintain control.



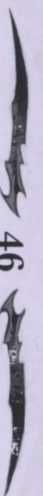
45

Score D3 Victory Points if you control at least two Objective Markers and at least twice as many Objective Markers as your opponent controls at the end of your turn.

TYPE: SEIZE GROUND

DOMINATION

Dominate the field of battle. Storm every site of tactical import and leave the foe with no place to hide.



46

Score D3+3 Victory Points if you control every Objective Marker on the table at the end of your turn.

TYPE: SEIZE GROUND

OVERWHELMING FIREPOWER

A show of strength is required. Scour the enemy from the face of the battlefield with the use of extreme firepower.

51

Score 1 Victory Point if an enemy unit was completely destroyed during the Shooting phase of your turn. If you completely destroyed 3 or more enemy units during the Shooting phase of your turn, score D3 Victory Points instead.

TYPE: PURGE

BLOOD AND GUTS

Close with the foe and engage them in hand-to-hand combat. Show them no quarter, no mercy.

52

Score 1 Victory Point if an enemy unit was completely destroyed during the Assault phase of your turn. If you completely destroyed 3 or more enemy units during the Assault phase of your turn, score D3 Victory Points instead.

TYPE: PURGE

NO PRISONERS

Exterminate your enemy, show them no mercy.

53

Score 1 Victory Point if an enemy unit was completely destroyed during your turn. If you completely destroyed between 3 and 5 enemy units during your turn, score D3 Victory Points instead. If you completely destroyed 6 or more enemy units during your turn, score D3+3 Victory Points instead.

TYPE: PURGE

HUNGRY FOR GLORY

You fight not only for victory, but for honour as well. Let none dispute your skills on the field of battle.

54

Score 1 Victory Point if you issued a challenge during your turn. If you issued 3 or more challenges during your turn, score D3 Victory Points instead.

TYPE: PURGE

PSYCHOLOGICAL WARFARE

Break the enemy's morale, make your foes tremble before you.

55

Score 1 Victory Point if your opponent failed a Morale, Pinning or Fear test during this turn. If your opponent failed 3 or more Morale, Pinning or Fear tests, score D3 Victory Points instead.

TYPE: PURGE

HARNESS THE WARP

Desperate times call for desperate measures – harness the power of the Warp to defeat your foes.

56

Score 1 Victory Point if you successfully manifested a Psychic Power during your turn. If you successfully manifested 3 or more Psychic Powers, score D3 Victory Points instead.

TYPE: PURGE

KINGSLAYER

The enemy commander is a powerful and effective leader and should be slain as quickly as possible.

61

Score D3 Victory Points at the end of your turn if your opponent's Warlord has been removed as a casualty during this, or any previous turn.

TYPE: ANNIHILATION

WITCH HUNTER

The presence of enemy psykers can no longer be tolerated. Eliminate them with extreme prejudice.

62

Score 1 Victory Point at the end of your turn if at least one enemy unit with the Psyker, Psychic Pilot or Brotherhood of Psykers/Sorcerers special rule was completely destroyed during your turn.

TYPE: ANNIHILATION

SCOUR THE SKIES

It is vital to maintain air superiority. Enemy aircraft are to be considered targets of high priority.

63

Score 1 Victory Point at the end of your turn if at least one enemy Flyer or Flying Monstrous Creature was removed as a casualty during your turn.

TYPE: ANNIHILATION

ASSASSINATE

The enemy looks to their champions for courage. Identify and assassinate them.

64

Score 1 Victory Point at the end of your turn if at least one enemy character was removed as a casualty during your turn. If 3 or more enemy characters were removed as casualties during your turn, score D3 Victory Points instead.

TYPE: ANNIHILATION

DEMOLITIONS

If the enemy seeks shelter behind fortress walls, raze them to the ground.

65

Score 1 Victory Point at the end of your turn if at least one gun emplacement or enemy building was destroyed during your turn. If at least one enemy building with the Mighty Bulwark special rule was destroyed during your turn, score D3 Victory Points instead.

TYPE: ANNIHILATION

BIG GAME HUNTER

The larger the foe, the greater the glory...

66

Score 1 Victory Point at the end of your turn if at least one enemy Vehicle or Monstrous Creature was destroyed during your turn. If at least one enemy Super-heavy vehicle or Gargantuan Creature was destroyed during your turn, score D3 Victory Points instead.

TYPE: ANNIHILATION

