

DARK ELДАР – Kabal of Pains Way (Playtest list)

Dark Eldar armies have a strategy rating of 4. Dark Eldar Kabals, Tormentor and Executor formations have an initiative rating of 1+. All other formations have an initiative rating of 2+. Playtest Version 1.0 (Draft)

Introduction

In the depths of the Dark City, in the dark vacuums of the gulf between the stars and the recesses of the Webway, the Lords of the Dark Kin attend to their courts. Flanked by the insidious Incubi, the Lords attend their duties. The delicacy of choirs of tortured souls, the feasting upon innumerable slaves, the slaughter of populations—their undertaking is tireless.

Forces

Kabal of Pain's Way Dark Eldar formations come in two types: *cabals* and *partisans*. Each kabal you include in the army allows you to field any two partisan formations. Although you can only take a partisans formation if you first take a kabal, they are treated as separate independent formations during a battle and do not have to move around together.

In addition, formations may be given upgrades. Which upgrades a formation may be given are listed in the Upgrades column. Upgrades are added to the formation and are not a separate formation. Each upgrade that is taken adds to the cost of the formation, as shown on the upgrade chart. Note that you may never exceed more than eight infantry units in a formation.

Dark Eldar armies may be supported by Dark Eldar Aircraft, Spacecraft and Other Horror formations. A maximum of up to a third of the points available to the army may be spent on these formations.

Finally, Dark Eldar Individuals includes special characters, formations and objective options. Each individual may only be taken once by the army. The rules for using each individual are listed in the Notes column.

Playtest changes Draft Version 1

Army list increased to Strat 4.

Haemonculi Coven

*Grotesques are renamed Wracks

*Larger Grotesque added with better armour as upgrade

Hellions

*Increased from 4+ CC to 3+ CC

Mandrakes

*Given Invulnerable Save

Talos

*Armour reduced to 5+ Reinforced

*Gain extra attack

Perditor

*Widow maker from 30cm to 45cm

Transports

*Venoms added with two replacing one raider for 25 points

*Barge of pleasure loses Desolators and reduced to 100 points

Aircraft

*Razorwings and Voidraven Bombers replacing Raven Fighters and current Razorwings

*All aircraft moved to normal allies and 1/3

DARK ELDAR – Kabal of Pains Way Forces

DARK ELDAR INDIVIDUALS

TYPE	UNITS	UPGRADES	COST
0-1 Archon	Replace one Dracon character with an Archon. The Archon must be placed in the Kabal Coterie formation if there is one in the army.		50 points
0-1 Webway Portal	At the start of the game nominate one objective on your half of the table as a Webway Portal before setting up spacecraft and garrisons. The objective functions both as a Webway Portal and as an objective for the rules purposes. It may not be destroyed. Only formations consisting completely of infantry units, light vehicle units or armoured vehicles units with the Walker ability may use the Webway Portal to enter play.		50 points
0-1 Kashnarak	In the Strategy Phase of any turn place the Kashnarak within 5cm of a Webway Portal, it behaves according to the Kashnarak rule (see Kashnarak).		50 points

DARK ELDAR KABALS AND COVENS (Each formation may never exceed more than eight infantry units.)

TYPE	UNITS	UPGRADES	COST
0-1 Kabal Coterie	Four Incubi, one with a Dracon character, plus transport	Haemonculi, Incubi, Mandrakes, Ravager, Scourges, Sybarite, Warriors, Wyches	250 Points
Kabal Flotilla	Four or six Ravagers	Dracon, Sybarite, Vessel of Pain	250 or 350 points
Kabal Syndicate	Six Warriors plus transport	Dracon, Haemonculi, Mandrakes, Ravager, Scourges, Sybarite, Warriors, Wyches	200 Points

DARK ELDAR PARTISANS (Each kabal you include in the army allows you to field any two partisans. Each formation may never exceed more than eight infantry units.)

TYPE	UNITS	UPGRADES	COST
Haemonculi Coven	Two Haemonculi and four Wracks, plus transport	Haemonculi, Perditors, Sybarite, Talos	250 points
Heavy Barges	Up to two Vessels of Pain	None	250 points each
Hellions	Six Hellion units	Hellions, Sybarite	200 Points
Mandrakes	Six Mandrake units	Mandrakes	225 Points
Reaver gang	Six Reaver units	Reavers, Sybarite	200 Points
Scourges	Six Scourge units	Scourges, Sybarite	225 Points
Talos	Four Talos	Talos	200 Points
Wych Cult	Six Wyches plus transport	Hellions, Reavers, Sybarite, Warp Beasts, Wyches	200 Points

UPGRADES

UNITS (Formations may not exceed eight infantry units).

COST

Dracon	Add a maximum of one Dracon character to any unit in the formation	50 points
Grotesques	Add two Grotesques units plus transport	75 points
Haemonculi	Add one Haemonculi unit and one Wrack unit, plus transport	100 points
Hellions	Add two Hellions	50 points
Incubi	Add two Incubi plus transport	75 points
Mandrakes	Add two Mandrakes	75 points
Perditors	Add up to two Perditors	150 points each
Ravager	Add one Ravager	50 points
Reavers	Add two Reavers	50 points
Scourges	Add two Scourges	75 points
Sybarite	Add a maximum of one Sybarite character to any unit in the formation	25 points
Talos	Add up to two Talos	50 points each
Warp Beasts	Add two Warp Beasts	50 points
Warriors	Add two Warriors plus transport	50 points
Wyches	Add two Wyches plus transport	50 points

DAKR ELDAR TRANSPORT

TYPE	UNITS	UPGRADES	COST
Raider	Add up to four Raiders	None	Free
Venoms	Add two Venoms to a formation	None	25 points each
Barge of Pleasure	Add up to two Barge of Pleasures	None	100 points each

AIRCRAFT AND SPACECRAFT AND WAR ENGINES (Up to a third of the points available may be spent on these formations.)

TYPE	UNITS	UPGRADES	COST
Razorwings	Two to three Razorwing Fighters	None	100 points each
Voidravens	Two Voidraven Bombers	None	225 points
Slavebringer	One Slavebringer Assault Boat	None	200 points
Tormentor Titan	One Tormentor Titan	None	500 points
0-1 Spacecraft	One Torture Class Cruiser OR up to three Corsair Class Escorts	None	300 Points
			150 points each

Kabal of Pains Way - Unit Stats

UNITS

NAME	TYPE	SPEED	AMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Archon	CH	n/a	n/a	n/a	n/a	Agonizer	(BC)	(Assault Weapons), EA+1, MW	Inspiring, Invulnerable Save, Supreme Commander
Dracon	CH	n/a	n/a	n/a	n/a	Agonizer	(BC)	(Assault Weapons), EA+1, MW	Inspiring, Leader
Sybarite	CH	n/a	n/a	n/a	n/a	Punisher	(BC)	(Assault Weapons), EA+1	Leader
Grotesques	INF	15cm	3+	4+	-	Heavy Blades	(base contact)	(Assault Weapons), EA(+1)	Fearless
Haemonculi	INF	15cm	4+	3+	5+	Arcane Terrors	15cm	AP3+, Disrupt	Fearless, Leader
Hellion	INF	30cm	5+	3+	5+	Splinter pod Hellglaves	(15cm) (base contact)	(Small Arms) (Assault Weapons)	Jump Packs, Scouts
Incubi	INF	15cm	4+	3+	6+	Tormentor Helms Punishers	(15cm) (base contact)	(Small Arms) (Assault Weapons), EA(+1)	First Strike, Infiltrators, Teleport, Invulnerable Save.
Mandrake	INF	15cm	5+	4+	6+	Splinter Pistols	(15cm)	(Small Arms)	First Strike, Infiltrators, Teleport, Invulnerable Save.
Reavers	INF	40cm	4+	4+	5+	Splinter rifles Blades	(15cm) (base contact)	(Small Arms) (Assault Weapons)	Mounted, Skimmer
Scourge	INF	35cm	6+	6+	4+	Splinter Rifles Dark lance	(15cm) 30cm	(Small Arms), EA+1 AT5+, Lance	Jump Packs, Teleport
Warp Beasts	INF	20cm	(5+)	3+	-	Teeth & Claws	(base contact)	(Assault Weapons), EA+1	First Strike, Infiltrators, In an assault the unit counts as having an armour value of 5+.
Warriors	INF	15cm	-	5+	4+	Splinter rifles Splinter cannon	(15cm) 15cm	(Small Arms) AP5+	
Wracks	INF	15cm	5+	3+	-	Blades	(base contact)	(Assault Weapons)	Fearless
Wyches	INF	15cm	(5+)	3+	6+	Splinter Pistols Wych weapons	(15cm) (base contact)	(Small Arms) (Assault Weapons)	First Strike, Infiltrators, In an assault the unit counts as having an armour value of 5+.
Raider	LV	35cm	4+	6+	5+	Dark lance	30cm	AT5+, Lance	Skimmer, Transport (one or two: Warrior, Incubi, Haemonculi, Wrack Grotesque and Wych units)
Ravager	LV	35cm	4+	6+	3+	2 x Dark lance Disintegrator	30cm 30cm	2x AT5+, Lance AP4+/AT5+	Skimmer
Venom	LV	35cm	4+	6+	5+	Twin splinter rifles Splinter cannon	(15cm) 15cm	(Small Arms) AP5+	Skimmer, Transport (one: Warrior, Incubi, Haemonculi, Wrack and Wych units)
Talos	AV	15cm	5+	4+	5+	Paralyzer Talos Claws	15cm (base contact)	AP5+, D (Assault Weapons), EA(+1), MW	Fearless, Reinforced Armour, Walker
Barge of Pleasure	WE	30cm	5+	5+	4+	2x Dark Lance Long-Barrel Splinter Cannon	30cm 45cm	AT5+ Lance AP5+	Damage Capacity 3, 2 Shadowfields, Skimmer, Transport: May transport four infantry units without <i>Jump Packs</i> or <i>Mounted</i> ; plus two units of Mandrakes. Units being transported may shoot. Critical Hit Effect: The unit loses all of its weapons and has no close combat and firefight values. Subsequent critical hits destroy the unit.
Executor Landing Module	WE	25cm	5+	6+	4+	Disintegrator Array Heavy Phantom Lance Twin Desolators Hail of Splinters and	60cm 60cm 30cm 45cm (15cm)	2x AA4+ MW3+, Fx, TK(D3) 4BP, FwA, D 3x AP4+/AT6+ (Small Arms) EA(+1)	Damage Capacity 6, Fearless, Reinforced Armour, Self Planetfall, 4 Shadowfields, Support Craft, Transport, Webway Portal, May transport eight armoured vehicle, light vehicle or war engine units; war engines count as a number of units equal to their starting damage capacity; plus 16 infantry units. Critical Hit Effect: The unit loses all of its weapons, has no close combat value and a firefight value of 6+. Subsequent critical hits cause one point of damage.
Kashnarak	WE	20cm	4+	3+	-	Massive Claws and Teeth	(BC)	(Assault Weapons), EA(+2), MW	Damage Capacity 4, Fearless, Infiltrator, Inspiring, Scout, Walker. Critical Hit Effect: Destroyed.
Perditor	WE	15cm	4+	3+	4+	Widowmaker Perditor Claws	45cm (BC)	2BP, D, Ind (Assault Weapons), EA(+1), MW	Damage Capacity 2, Fearless, Reinforced Armour, Critical Hit Effect: The unit is destroyed.
Tormentor Titan	WE	35cm	5+	3+	4+	2x Phantom Lances Hail of Splinters and Tormentor Blades	45cm 45cm (15cm) (BC)	MW3+, TK 3x AP4+/AT6+ (Small Arms) EA(+1) (Assault Weapons) EA(+3), TK	Damage Capacity 4, Fearless, Jump Packs, Reinforced Armour, 3 Shadowfields, Walker. Critical Hit Effect: The unit's speed value is reduced to 25cm and it loses the <i>Jump Packs</i> ability. Subsequent critical hits cause one point of damage.
Vessel of Pain	WE	30cm	4+	5+	4+	2x Phantom Lances Desolator 2x Long-Barrel Splinter Cannon	45cm 30cm 45cm	MW3+, TK 2BP, D AP5+	Damage Capacity 3, 2 Shadowfields, Skimmer, Critical Hit Effect: The unit is destroyed. All units within 5cm are subject to an AP5+ attack.
Razorwing Fighter	AC	Fighter	4+	-	-	Twin Dark lances Monocythe missiles Splinter cannon	30cm 30cm 15cm	AT4+/AA5+, Lance, FF Arc AP4+, Disrupt, FF Arc AP5+/AA5+, FF Arc	
Voidraven Bomber	AC	Fighter Bomber	4+	-	-	Twin Void lances Void mines	30cm 15cm	AT3+/AA5+, Lance, FF Arc 2BP, Lance, FF Arc	
Slavebringer Assault Boat	AC/ WE	Bomber	4+	6+	5+	2 x Twin Dark lances Turreted Splinter cannon	30cm 15cm	AT4+/AA5+, Lance, FF Arc AP5+/AA5+	Damage Capacity 2, Planetfall, 1 Shadowfield, Transport: May transport eight Talos or infantry units without <i>Mounted</i> ; Talos count as two units each; plus four units of Mandrakes. Critical Hit Effect: The unit and all units being carried are destroyed.
Corsair Class Escort	SC	-	-	-	-	0-1 Pin-point Attack Orbital Bombardment	-	MW2+, TK (D3) 2BP, Macro Weapon	Transport: The Pin-Point Attack may be forfeited to transport three Slavebringer Assault Boats and one Executor Landing Module plus the units being carried on them.
Torture Class Cruiser	SC	-	-	-	-	0-1 Pin-point Attack Orbital Bombardment	-	2x MW2+, TK (D3) 6BP, Macro Weapon	Transport: May transport Six Slavebringer Assault Boats and an Executor Landing Module plus the units being carried on them. The Pin-Point Attacks may be forfeited to transport an additional four Slavebringer Assault Boats and two Executor Landing modules plus the units being carried on them.

Kabal of Pains Way - Special Rules

Special Rules

The Hit & Run Tactics rule (see Hit & Run Tactics) and *Fleet of Foot* rule (see Fleet of Foot) apply to all Dark Eldar formations. Additionally, certain units and weapons have special abilities described in Dark Eldar *Technology* (see Dark Eldar Technology).

Dark Eldar forces are raiders by nature and rarely have an interest in holding ground. The swiftness of their vehicles and the deadly nature of their attacks are revealed quickly to their victims who watch the Dark Eldar disappear as quickly as they came. To represent these tactics, the Dark Eldar are forbidden from garrisoning any formations in the Epic tournament game scenario.

Hit and run

The Dark Eldar are piratical raiders from the depths of the Dark City and the treacherous expanses of space. Due to their limited population, losses simply cannot be sustained at length. Because of this they have developed tactics that when combined with their highly advanced technology allows them to attack the enemy and then quickly retire in order to avoid any return fire. This ability is reflected by the following special rules, which apply to all formations in a Dark Eldar army:

Dark Eldar formations that take advance or double actions may choose to shoot either before or after each move. However, they may still only shoot once during the action. For example, a Dark Eldar formation taking an advance action could shoot and then move or move and then shoot, while a formation taking a double action could shoot and move twice, move twice and then shoot, or move then shoot and then move again.

In addition, a Dark Eldar formation that wins an assault is allowed to move up to their full movement when they consolidate, rather than being limited to a move of 5cm as would normally be the case.

Fleet of Foot

With eons in which to practice pirating techniques upon the mon-keigh of the galaxy, the Dark Kin have honed the skill of squeezing every bit of advantage from a lightning style attack. To represent this, Dark Eldar formations do not incur the typical penalties that other races would after taking a March action. Dark Eldar formations that have marched may lend support in assaults, help claim a crossfire bonus, and even fire flak shots.

Dark Eldar Transport

Any Dark Eldar formation that includes plus transport may choose from the Dark Eldar Transport section. You may only take as many transport units as are required to carry the entire formation, including upgrades, with no extra spaces if possible. You may select no transport at all if desired.

Lance

When units with reinforced armour are hit by a weapon with the lance ability, they do not get to re-roll a failed armour save.

Kashnarak

The Kashnarak is a massive, enraged animal that squeezes through a Webway portal and is set loose on the battlefield at the beginning of any turn the Dark Eldar desire (before strategy roll) and acts as a third player. It will always attempt a barging, close combat assault on the closest formation(s), even Dark Eldar formations! If unable to reach base-to-base contact, the beast will march toward the closest formation, to its maximum movement. If it reaches an enemy zone of control, the beast stops its move. Consolidation moves are also toward the closest formation. From then on, it is the first activation of subsequent turns, before the strategy roll or teleport, following the model above. A broken Kashnarak will remain in place on the board and will not attempt a move until it rallies.

The exceptions are when in the presence of a Wych unit. If within 15cm of a Wych unit at the beginning of the Kashnarak activation (see above), its assault or move may be directed by the Dark Eldar player. This includes a Wych unit within 15cm of the Kashnarak's Webway portal. In addition, the Kashnarak will never move toward or assault a Wych formation; instead it will choose the next closest formation. These directed actions still take place prior to the strategy roll for the turn.

Regardless of its actions, the Kashnarak is not considered part of the Dark Eldar force for the purposes of placing formations, holding objectives, calculating crossfire, or determining victory conditions and tie-breaker calculations. It neither counts toward Dark Eldar activations nor does it count toward Webway Portal use. It does not benefit from Hit & Run tactics. The Kashnarak can contest objectives for both the Dark Eldar (except when within 15cm of a Wych unit) and their opponents.

Dark Eldar Technologies

Webway Portals

These smallish portals are used by the Dark Eldar as much as the Eldar. Allowing safe travel through the Warp, each Webway portal included in the army allows the Dark Eldar player to keep up to three formations back in Commorragh. Any of these reserve formations may enter play via a Webway portal by taking an action that allows them to move, then measuring its first move from the portal on the tabletop. No more than one formation may travel through a single portal each turn. Wraithgate use is limited to formations made up exclusively of infantry, light vehicles, and armoured vehicles with the walker ability (The feared Kashnarak is the exception to the rule).

Shadowfields

Dark Eldar war engines are shrouded in light absorbing energy fields which serve as a powerful defence against the massed guns of their cornered prey. Each shadowfield will absorb one successful hit before going down; no blast markers are caused for this hit (this includes firefight but not close combat). A war engine with at least one shadowfield remaining automatically regains an additional field at the end of the rally phase of each turn. If the shadowfields are completely knocked out, they will not return for the remainder of the game. The war engine can never have more shadowfields than originally allotted. In addition, an active Shadowfield always counts as being in cover (apply -1 cover modifier). This has no effect on their engagements, however, either in close combat or firefight.