

## KABAL OF PAIN'S WAY DARK ELДАР ARMY LIST

*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

The Kabal of Pain's Way Dark Eldar Army List uses the datasheets from the Dark Eldar Forces section.

### Using The Army List

Kabal of Pain's Way Dark Eldar formations come in two types: *kabals* 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.

### 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*).

### SPECIAL RULE

#### *Kabal of Pain's Way Epic Tournament Special Rules*

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.

Corsair Class Escorts form a single squadron and act in the same manner as a single spacecraft. They may combine their Orbital Bombardments into a single strike, or fire separately (templates may not overlap).

### SPECIAL RULE

#### *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.

The Slavebringer is an independent war engine that must be assigned to a specific Dark Eldar formation during army creation.

### SPECIAL RULE

#### *Kashnarak*<sup>1</sup>

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.

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#### 1. Kashnarak

Q: Does the Kashnarak need to pass an action test?

A: Yes, it has an initiative rating of 2+.

Q: What happens if the Kashnarak fails an action test?

A: It carries out a hold action and moves as described.

Q: Does the Kashnarak avoid dangerous terrain?

A: Only if its move is being directed by a Dark Eldar player.

Q: Does the Kashnarak avoid impassable terrain?

A: Yes, it takes the shortest path around any impassable terrain. If there are multiple shortest paths around the terrain then the player whose formation it is moving towards may choose which path it takes.

Q: Does the Kashnarak avoid overwatch fire?

A: Only if its move is being directed by a Dark Eldar player.

Q: Can the Kashnarak declare formations as being intermingled?

A: Only if its move is being directed by a Dark Eldar player. Otherwise, the formations are only considered intermingled if the Kashnarak moves into base contact with each of them.

Q: Can a Wych unit that is part of a broken formation direct the Kashnarak?

A: Yes.

## KABAL OF PAIN'S WAY DARK ELДАР ARMY LIST

Kabal of Pain's Way Dark Eldar armies have a strategy rating of 3. Dark Eldar Kabals, Tormentor and Executor formations have an initiative rating of 1+. All other formations have an initiative rating of 2+.

DARK ELДАР INDIVIDUALS		
<i>(Up to one of each type of individual may be taken per army.)</i>		
TYPE	NOTES	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 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
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

DARK ELДАР KABALS			
<i>(Each formation may never exceed more than eight infantry units.)</i>			
FORMATION	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 ELДАР PARTISANS			
<i>(Each kabal you include in the army allows you to field any two partisans. Each formation may never exceed more than eight infantry units.)</i>			
FORMATION	UNITS	UPGRADES	COST
Haemonculi Coven	Two Haemonculi and four Grotesques, plus transport	Haemonculi, Perditors, Sybarite, Talos	250 points
Heavy Barges	Up to two Vessels of Pain	None	250 points each
Hellion Murder	Six Hellions	Hellions, Sybarite	200 points
Mandrake Throng	Six Mandrakes	Mandrakes	225 points
Reaver Gang	Six Reavers	Reavers, Sybarite	200 points
Scourge Flight	Six Scourges	Scourges, Sybarite	225 points
Talos Swarm	Four Talos plus transport	Perditors, Talos	200 points
Wyche Cult	Six Wyches plus transport	Hellions, Reavers, Sybarite, Warp Beasts, Wyches	200 points

DARK ELДАР UPGRADES		
UPGRADE	UNITS	COST
Dracon	Add a maximum of one Dracon character to any unit in the formation	+50 points
Haemonculi	Add one Haemonculi unit and one Grotesques 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
Vessel of Pain	Add a maximum of one Vessel of Pain	+250 points
Warp Beasts	Add two Warp Beasts	+50 points
Warriors	Add two Warriors plus transport	+50 points
Wyches	Add two Wyches plus transport	+50 points

DARK ELДАР TRANSPORT		
TYPE	UNITS	COST
Barge of Pleasure	Add up to two Barge of Pleasures	+125 points each
Raider	Add up to four Raiders	Free
Slavebringer	One Slavebringer Assault Boat	200 points

DARK ELДАР AIRCRAFT, SPACECRAFT AND OTHER HORRORS		
<i>(Up to a third of the points available may be spent on these formations.)</i>		
FORMATION	UNITS	COST
Executor	One Executor Landing Module	750 points
Ravens	Two to three Raven Fighters	100 points each
Razorwings	Two to three Razorwing Bombers	125 points each
0–1 Spacecraft	One Torture Class Cruiser or up to three Corsair Class Escorts	300 points or 150 points each
Tormentor	One Tormentor Titan	500 points



## DARK ELДАР FORCES <sup>2</sup>

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Archon	CH	n/a	n/a	n/a	n/a	Agonizer	(bc)	Assault Weapons, EA(+1), MW	<i>Inspiring, Invulnerable Save, Supreme Commander.</i>
Dracon	CH	n/a	n/a	n/a	n/a	Agonizer	(bc)	Assault Weapons, EA(+1), MW	<i>Commander, Invulnerable Save, Leader.</i>
Sybarite	CH	n/a	n/a	n/a	n/a	Punisher	(bc)	Assault Weapons, EA(+1)	<i>Leader.</i>
Grotesques	INF	15cm	5+	3+	-	-			<i>Fearless.</i>
Haemonculi	INF	15cm	4+	3+	5+	Arcane Terrors	15cm	AP3+, D	<i>Fearless, Leader.</i>
Hellions	INF	30cm	5+	4+	5+	Hellglaiives	(15cm)	Small Arms	<i>Jump Packs, Scout.</i>
Incubi	INF	15cm	4+	3+	6+	Tormentor Helms	(15cm)	Small Arms	
						Punishers	(bc)	Assault Weapons, EA(+1)	
Mandrakes	INF	15cm	5+	4+	6+	Splinter Pistols	(15cm)	Small Arms	<i>First Strike, Infiltrator, Teleport.</i>
Reavers	INF	40cm	4+	4+	5+	Splinter Rifles	(15cm)	Small Arms	<i>Mounted, Skimmer.</i>
Scourges	INF	30cm	6+	6+	4+	Dark Lance	30cm	AT5+, L	<i>Jump Packs, Teleport.</i>
						Splinter Rifles	(15cm)	Small Arms, EA(+1)	
Warp Beasts	INF	15cm	(5+)	3+	-	Teeth and Claws	(bc)	Assault Weapons, EA(+1)	<i>First Strike, Infiltrator. In an assault the unit counts as having an armour value of 5+.</i>
Warriors	INF	15cm	-	5+	4+	Splinter Cannon	15cm	AP5+	
Wyches	INF	15cm	(5+)	3+	6+	Splinter Pistols	(15cm)	Small Arms	<i>First Strike, Infiltrator. In an assault the unit counts as having an armour value of 5+.</i>
Raider	LV	35cm	4+	6+	5+	Dark Lance	30cm	AT5+, L	<i>Skimmer, Transport. May transport two infantry units (except Warp Beasts) without Jump Packs or Mounted; plus one unit of Mandrakes. Units being transported may shoot and use their firefight value in an assault or to lend support.</i>
						Horrorfex	15cm	AP6+, D	
Ravager	LV	35cm	4+	6+	3+	2× Dark Lance	30cm	AT5+, L	<i>Skimmer.</i>
						Disintegrator	30cm	AP4+/AT6+	
						Horrorfex	15cm	AP6+, D	
Talos	AV	15cm	4+	4+	5+	Paralyzer	15cm	AP5+, D	<i>Fearless, Reinforced Armour, Walker.</i>
						Talos Claws	(bc)	Assault Weapons, MW	
Barge of Pleasure	WE	30cm	5+	5+	4+	2× Dark Lance	30cm	AT5+, L	<i>Damage Capacity 3, 2 Shadowfields, Skimmer, Transport. May transport four infantry units without Jump Packs or Mounted; plus two units of Mandrakes. Units being transported may shoot and use their firefight value in an assault or to lend support. Critical Hit Effect: The unit loses all of its weapons and has no close combat and firefight values. Subsequent critical hits destroy the unit.</i>
						Long-Barrel Splinter Cannon	45cm	AP5+	
						Desolator	30cm	2BP, D	
Executor Landing Module	WE	25cm	5+	6+	4+	Disintegrator Array	60cm	2× AA4+	<i>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.</i>
						Heavy Phantom Lance	60cm	MW3+, FxF, TK(D3)	
						Twin Desolators	30cm	4BP, FwA, D	
						Hail of Splinters	45cm	3× AP4+/AT6+	
							and (15cm)	Small Arms, EA(+2)	

### 2. Dark Eldar Forces

Q: Do Wyches and Warp Beasts count as having an armor value of 5+ when they are subject to overwatch fire when making a charge move?

A: No.

Kashnarak	WE	20cm	4+	3+	-	Massive Claws and Teeth	(bc)	Assault Weapons, EA(+2), MW	<i>Damage Capacity 4, Fearless, Infiltrator, Inspiring, Scout, Walker. Critical Hit Effect: Destroyed.</i>
Perditor	WE	15cm	4+	3+	4+	Widowmaker Perditor Claws	30cm (bc)	2BP, D, Ind Assault Weapons, EA(+1), MW	<i>Damage Capacity 2, Fearless, Reinforced Armour. Critical Hit Effect: The unit is destroyed.</i>
Tormentor Titan	WE	35cm	5+	3+	4+	2× Phantom Lances Hail of Splinters and Tormentor Blades	45cm 45cm (15cm) (bc)	MW3+, TK 3× AP4+ /AT6+ Small Arms, EA(+2) Assault Weapons, EA(+3), TK	<i>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 Jump Packs ability. Subsequent critical hits cause one point of damage.</i>
Vessel of Pain	WE	30cm	4+	5+	4+	2× Phantom Lances 2× Long-Barrel Splinter Cannon Desolator	45cm 45cm 30cm	MW3+, TK AP5+ 2BP, D	<i>Damage Capacity 3, 2 Shadowfields, Skimmer. Critical Hit Effect: The unit is destroyed. All units within 5cm are subject to an AP5+ attack.</i>
Raven Fighter	AC	Fighter	4+	n/a	n/a	Twin Dark Lance Long-Barrel Splinter Cannon	30cm 30cm	AT4+ /AA5+, FxF, L AP5+ /AA5+, FxF	
Razorwing	AC	Fighter- Bomber	4+	n/a	n/a	Razor Lances 2× Long-Barrel Splinter Cannon Horrorfex	30cm 30cm 15cm	MW3+, FxF, Slw, TK AP5+ /AA5+, FxF AP6+, D	
Slavebringer Assault Boat	AC/ WE	Bomber	4+	6+	5+	2× Twin Dark Lance Turreted Splinter Cannons	30cm 30cm	AT4+ /AA5+, FxF, L AP5+ /AA5+	<i>Damage Capacity 2, Planetfall, 1 Shadowfield, Transport. May transport eight Talos or infantry units without Mounted; Talos count as two units each; plus four units of Mandrakes. Critical Hit Effect: The unit and all units being carried are destroyed.</i>
Corsair Class Escort	SC	n/a	n/a	n/a	n/a	Orbital Bombardment 0–1× Pin-Point Attack	n/a n/a	2BP, MW MW2+, TK(D3)	<i>Transport. The Pin-Point Attack may be forfeited to transport three Slavebringer Assault Bolts and one Executor Landing Module plus the units being carried on them.</i>
Torture Class Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment 0–1× Pin-Point Attacks	n/a n/a	6BP, MW 2× MW2+, TK(D3)	<i>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.</i>

### SPECIAL RULE

#### *Hit & Run Tactics*

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.

### SPECIAL RULE

#### *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.

### SPECIAL RULE

#### *Dark Eldar Technology*

**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 armored 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.