Dark Eldar *for Epic: Armageddon v1.3*

"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,
they come only for your souls."

Developed by:
Erik McGrath (Scarik)
Frank O'Hanlon (Xisor)
William Sturtevant (Moscovian)

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History

Frank began this project in December 2005 on the old EpiComms forum and managed to get it pinned to a board. Erik and I joined in sometime after and formed a tribunal of sorts, taking ideas from each other and the community and discussing them at length. A great number of arguments and disagreements surfaced on how (or even if) the Dark Eldar would make their presence known on the Epic scale battlefield.

With a year behind us we have seen the Dark Eldar develop quite a following. Their power on the battlefield is matched only by their fragility. The dark kin are a force difficult to manage and not for every player… only for the most ruthless.

Happy Hunting,

William

Special Rules

Hit & Run Tactics

The Dark Eldar are piratical raiders from the depths of the Dark City. 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 special 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 any distance up to its speed value when they consolidate, rather than being limited to a move of 5cms as would normally be the case.

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. Webway 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).*

Dark Eldar 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 engagements, however (close combat or firefight).

Support Craft

Long before the Tau took to the skies, the Dark Eldar made use of large Support Craft to deliver troops and vehicles to planet surfaces. Support Craft remain high up in the air; this means they can always draw a line of fire to any target and vice versa, like aircraft. They also never block line-of-fire to other units, including other support craft. They ignore terrain when moving and never benefit from its cover, nor can they provide cover for friendly troops, as they are too far away from the ground. They can only deploy troops immediately after they have performed a planetfall. In an assault, they work exactly like skimmers.

No Garrison' Rule

The 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, only to watch the Dark Eldar disappear as quickly as they came. To represent these tactics, the Dark Eldar are forbidden from garrisoning any formations.

Dark Eldar Force List

The Dark Eldar do not have the discipline associated with a typical army, let alone an Eldar Warhost. However, they are expert raiders who are well trained in their methods of attack and assault. Because of this they have a Strategy rating of 3+. Core formations, Tormentors, and Executor Landing Modules have an initiative of 1+. All other Dark Eldar formations have an Initiative of 2+.

(0-1) Webway Portal	50 points	The Dark Eldar player may choose to replace one of the Objective markers in his half of the table with a Webway Portal at a cost of 50 points. The Webway Portal functions as both a portal and an objective for rules purposes. It may not be attacked or destroyed.

Core Formations: *You may have any number of core formations in your army. The formation may never exceed more than 8 infantry units.*

Formation	Units Included	Cost	Upgrades Allowed
(0-1) Kabal Coterie	4 Incubi (optional 1 Raider per 2 Incubi units at no cost), plus 1 Dracon character.	300 points	Incubi, Warriors, Wyches, Ravager, Barge, Mandrakes, Haemonculi, Scourges, Slavebringer, Character
Kabal Syndicate	6 Warriors (optional 1 Raider per 2 Warrior units at no cost)	200 points	Warriors, Wyches, Haemonculi, Ravager, Scourges, Mandrakes, Barge, Character, Slavebringer
Kabal Flotilla	4 Ravagers	275 points	Character, +2 Ravagers for 175 points, +(0-1) Vessels of Pain for 250 points

Support Formations: *You may have 2 Support Formations for each Core Formation. The formation may never exceed more than 8 infantry units.*

Cult Formation	Units Included	Cost	Upgrades Allowed
Wyches (optional 1 Raider per 2 Wych units at no cost)	4 Wych units	175 points	Wyches, Beasts, Hellions, Reavers, Slavebringer, Character

Coven Formation	Units Included	Cost	Upgrades Allowed
Haemonculi and Grotesques (optional 1 Raider per 2 infantry units at no cost)	1 Haemonculus + 3 Grotesques	175 points	Haemonculi, Talos, Perditor, Slavebringer, Character

Other Support	Units Included	Cost	Upgrade
Throng	4 Mandrakes	200 points	Mandrakes
Murder	4 Hellions	200 points	Hellions, Character
Flight	4 Scourges	200 points	Scourges, Character
Gang	4 Reavers	200 points	Reavers, Character
Talos	4 Talos	200 points	Talos, Perditor, Slavebringer
Heavy Barges	1-2 Vessels of Pain	250 points each	None

Upgrades: *Note: Formations may never exceed more than 8 infantry units. Slavebringers are independent formations despite being an upgrade. Their point values are not included in the formation total for the purposes of calculating victory conditions.*

Upgrade	Units	Cost
Incubi	+2 Incubi (plus 1 optional Raider for no cost)	175 points
Warriors	+2 Warriors (plus 1 optional Raider for no cost)	100 points
Wyches	+2 Wyches (plus 1 optional Raider for no cost)	125 points
Haemonculi	+1 Haemonculus, 1 Grotesque, 1 optional Raider	125 points
Mandrakes	+2 Mandrakes	125 points
Scourges	+2 Scourges	125 points
Beasts	+2 Warp Beasts	125 points
Hellions	+2 Hellions	125 points
Reavers	+2 Reavers	125 points
Ravager (max 1 per formation)	+1 Ravager unit	50 points
Talos	+1-2 Talos	50 points each
Perditor	+1 Perditor	150 points
Barge	Replace any 2 Raiders with a Barge of Pleasure	125 points
Slavebringer	Replace all transports with 1 Slavebringer Assault Boat.	200 points
Character. Maximum of 1 character per formation (Exception: Coterie may have 2 characters).	Add Sybarite / Succubus character to a unit	25 points
	Add Dracite / Dracon character to a unit	50 points
	Replace a Dracon with an Archon. Maximum of 1 per Force List. If a Coterie is purchased, the Archon must be placed in that formation.	50 points

Aerospace and Titans: *Up to one-third of your points may be taken from this area.*

Name	Units Included	Cost	Upgrades Allowed (Maximum of 1 per formation)
Tormentor	1 Titan	500 points	None
(0-1) Kashnarak	Kashnarak	50 points	None
Fighter Formation	2 Ravens	200 points	+1 Raven for 150 points
Bomber Formation	2 Razorwings	250 points	+1 Razorwing for 175 points
Executor Landing Module	1 Executor	750 points	None
(0-1) Cruiser Spacecraft	Torture Class	300 points	None
(0-3) Escort Spacecraft	Corsair Class	150 points each	NOTE: Escorts act as a single formation on the same activation. However, they may plot orbital bombardments separately if the player wishes.

Unit Descriptions

Characters

The Lords of the Dark City

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. Prolonged over the ages by arcane and unspoken horrors, the lords of the Dark Kin protect themselves and their interests above all cost. They surround themselves with their most precious and most dangerous warriors, both to their enemies and to themselves. Such is the existence of the politicking Archons of Commorragh.

The Archons are ultimately strong in mind. Unlike their path-bound Craftworld Kin, they are not tied to the rigid disciplines and conventions of their kind. They are not hampered by the darker side of their nature, *they embrace it*. They stand as masters of the most terrible natures of the darkest pits of the most horrific minds, yet they persist. Driven by unrestrained intellect and cunning and possessing the near limitless physical prowess of the Eldricht-kind, they are terrifying to consider and to behold them induces insanity.

Archon / Archite 0-1 per Force List				
Type Character	**Speed** n/a	**Armour** n/a	**Close Combat** n/a	**Firefight** n/a
Weapon Agonizer	**Range** (base contact)	**Firepower** Assault Weapon	**Notes** Macro Weapon, Extra Attack(+1)	
Notes: *Invulnerable Save, Supreme Commander, Inspiring*				

Their immediate inferiors, the Dracons, share the Archon burden. Ever seeking to further their own ends, they must balance personal service and service required of them for their patron. Skilled Dracons thrive in Commorragh; those that are too ambitious or too undisciplined soon fall, whether by the blade of their own Sybarites, or by the hand of their Archon.

Dracon / Dracite				
Type Character	**Speed** n/a	**Armour** n/a	**Close Combat** n/a	**Firefight** n/a
Weapon Agonizer	**Range** (base contact)	**Firepower** Assault Weapon	**Notes** Macro-Weapon, Extra Attack(+1)	
Notes: *Invulnerable Save, Commander, Leader*				

Sybarites

The first rung that prevails in Commorragh: Sybarites direct the Syndicates' operations of Kabals at its lowest level. They run, enforce, and focus the directions of the gangs and mobs under their dominion. They strive to shape their minions to their will before they are betrayed, or left without protection… alone in the crimson twilight of the Dark City.

Sybarite / Succubus				
Type Character	**Speed** n/a	**Armour** n/a	**Close Combat** n/a	**Firefight** n/a
Weapon Punisher	**Range** (base contact)	**Firepower** Assault Weapon	**Notes** Extra Attacks (+1)	
Notes: *Leader*				

Kabal Units

Incubi

The most fearsome warriors of all the Dark City, Incubi are the rumored servants of the Dark Father. They guard those of power, escorting, protecting, preserving. They are insidious and ever present in the courts and coteries of the Lords of Commorragh. Their purpose is unknown, their immediate effect is undisputable.

Incubi				
Type Infantry	**Speed** 15cm	**Armour** 4+	**Close Combat** 3+	**Firefight** 6+
Weapon	**Range**	**Firepower**	**Notes**	
Tormentor Helms	(15cm)	Small Arms	-	
Punisher	(base contact)	Assault Weapons	Extra Attacks (+1)	

Warriors

While the Eldar are a dying race, the Dark City thrives. Its denizens brought forth from unspeakable origins and grouped together. There is no sure means to survive the Dark City, but furthering of an individual goal is easily pursued in the mighty Kabals. Of these the Dark Heart reins supreme under the tight grip of Archon Asdrubael Vect. The most powerful syndicates of the Galaxy extend from the depths of its dungeons. These Syndicates are formed of the most hardened, vile, cunning, depraved and ingenious thugs known to have existed. Warriors of a Syndicate show no remorse or regret, and all share in the overarching ethos of the Dark City: personal ambition. All that are successful recognize the truest route to absolute power… domination of the soul.

Warriors				
Type Infantry	**Speed** 15cm	**Armour** None	**Close Combat** 5+	**Firefight** 4+
Weapon	**Range**	**Firepower**	**Notes**	
Splinter Cannons	15cm	AP5+	-	
Splinter Rifles	(15cm)	Small Arms	-	

Mandrakes

They lurk in the shadows, hidden from view by their always changing camouflage skin. Then they come from their hiding places and strike mercilessly at their unsuspecting victims. Within the tight alleyways of the cities and in the small skirmishes on the Imperial colonies, the Mandrake is the reason why people fear the dark.

On the battlefield the Mandrakes take on a much more sinister roll. Regardless of how full a transport may be Mandrakes seem to find room on the tightly cramped Raiders and Barges. But while Warriors frequently support their own numbers with these infiltrators, they also fight in independent formations. Sent well ahead of the Dark Eldar's strike force, Mandrakes will deploy themselves near enemy lines and wait. Cloaked and hidden from view, their appearance catches most by surprise. By then, it is much, much too late.

Mandrakes				
Type Infantry	**Speed** 15cm	**Armour** 5+	**Close Combat** 4+	**Firefight** 6+
Weapon	**Range**	**Firepower**	**Notes**	
Splinter Pistols	(15cm)	Small Arms	-	
Notes: *Infiltrator, First Strike, Teleport.*				

Scourges

The winged warriors known as Scourges have become the death mark of many tank commanders as the Dark Eldar become bolder in their pirate raids. Coordinating with the main raiding forces, they dive from the skies with Lance weapons firing left and right. With no chance to defend against these speedy foes, Lemun Russ companies find their numbers thinning long before they can reach the front lines of the battlefield. Scourges have long since learned to extract themselves from the battlefield as soon as possible, however; their armour protecting them from only the smallest of anti-personnel weaponry.

Scourges				
Type Infantry	**Speed** 30cm	**Armour** 6+	**Close Combat** 6+	**Firefight** 4+
Weapon	**Range**	**Firepower**	**Notes**	
Splinter Rifles Lance Weapons	(15cm) 30cm	Small Arms AT5+	Extra Attacks (+1) Lance	
Notes: *Jump Packs, Teleport*				

Haemonculus Coven Units

Haemonculus Cults

Screams from their laboratories can be heard for miles in every direction, echoing down the dark streets of Commorragh and warning its residents: even you have something to fear.

The Haemonculi are experts in torture and the sick creators of the Talos and Perditor war machines. These bizarre inventions draw their energy from the victims bound within, their writhing and twitching push the Talos (and its larger cousin, the Perditor) forward to claim more souls for the Cult. But much to the dismay of their captives, the Haemonculi creativity has not ended there.

Dark Eldar and humans alike are bent and twisted like so much metal to become what are now known as Grotesques. They are awful creatures who have been perverted to love nothing but inflicting pain on others. They stride boldly onto the battlefield, doing whatever their masters bid them to do. They know full well that *nothing* in front of them could be worse than what is behind them.

Haemonculi				
Type Infantry	**Speed** 15	**Armour** 4+	**Close Combat** 3+	**Firefight** 5+
Weapon	**Range**	**Firepower**	**Notes**	
Arcane Terrors Scissor Hands	20cm (base contact)	AP3+ -	Disrupt -	
Notes: *Fearless, Leader*				

Grotesques				
Type Infantry	**Speed** 15cm	**Armour** 5+	**Close Combat** 3+	**Firefight** -
Weapon	**Range**	**Firepower**	**Notes**	
Bladed Gloves	(base contact)	Assault Weapon	-	
Notes: *Fearless*				

Talos				
Type Armoured Vehicle	**Speed** 15cm	**Armour** 4+	**Close Combat** 4+	**Firefight** 5+
Weapon	**Range**	**Firepower**	**Notes**	
Paralyzer *and* Claws	15cm (15cm) (base contact)	AP5+ Small Arms Assault Weapons	Disrupt - Macro Weapon	
Notes: *Fearless, Reinforced Armour, Walker.*				

Perditor				
Type War Engine	**Speed** 15cm	**Armour** 4+	**Close Combat** 3+	**Firefight** 4+
Weapon	**Range**	**Firepower**	**Notes**	
Widow Maker *and* Small Arms Claws	30cm (15cm) (base contact)	2BP Small Arms Assault Weapons	Disrupt Extra Attacks (+1), Macro Weapon	
Notes: *Damage Capacity 2, Fearless, Reinforced Armour* ***Critical Hit:*** *The Perditor's engine feed has been hit; it drives into the ground in a struggling mass of mutilated foes and lingering spirits. It is destroyed.*				

Wych Cult Units

Wyches

The Wych is a gladiatorial opponent who trains from childhood till death in the art of close combat. Even though they wear no armour, their agility more than makes up for the weighty protection afforded to others. They are also the designers and dispensers of the oft used combat drugs which enhance their abilities far beyond what would normally be attainable.

When called upon by their Succubi, Wyches will join their dark kin in the larger raids against the plague of aliens that has swept across the galaxy. While uncommonly on the front lines, the cults will support as a secondary strike, breaking enemy lines of infantry with blinding speed and deadly precision.

Wyches				
Type Infantry	**Speed** 15cm	**Armour** None	**Close Combat** 3+	**Firefight** 6+
Weapon	**Range**	**Firepower**	**Notes**	
Splinter Pistols Wych Weapons	(15cm) (base contact)	Small Arms Assault Weapons	- -	
Notes: *Infiltrator, First Strike.* In an assault Wyches receive a 5+ armour save; this applies to close combat, firefight, and all supporting fire.				

Warp Beasts

Warp Beasts are the creation of Wyches, built from the fear and helplessness of their slaves, and designed primarily for their amusement. The knowledge to construct such horrifying things is long lost to all but the Black Library and the Dark Eldar who practice their construction. Warp Beasts are always accompanied by their masters on the battlefield in order to guide their vicious attacks and protect the Dark Eldar who fight with them.

Warp Beasts				
Type	**Speed**	**Armour**	**Close Combat**	**Firefight**
Infantry	20cm	None	3+	None
Weapon	**Range**	**Firepower**	**Notes**	
Teeth & Claws	(base contact)	n/a	Extra Attacks (+1)	
Notes: *Infiltrator, First Strike.* In an assault Warp Beasts receive a 5+ armour save; this applies to close combat, firefight, and all supporting fire.				

Reavers

The jet bikes used by the Reavers are considered by many to be the fastest skimmers known to exist. Driven to near insanity by combat drugs, Reavers fly at extraordinary speeds into enemy territory, slice and cut into their adversaries, and then disappear. The scene left behind is as if the streets have always been painted in dead bodies and blood, with no other sign of the deadly Reavers anywhere.

Reaver Jet Bikes				
Type	**Speed**	**Armour**	**Close Combat**	**Firefight**
Infantry	40cm	4+	4+	5+
Weapon	**Range**	**Firepower**	**Notes**	
Splinter Rifles	(15cm)	Small Arms	-	
Mounted Blades	(base contact)	-	-	
Notes: *Skimmer, Mounted*				

Hellions

Sometimes cults are called upon to use their combat mastery to soften up a main raiding target. Wyches, seeking self preservation above all else, use sky boards to dramatically increase their speed and maneuverability in their tasks. The higher perspective on the battlefield allows them to deploy further apart while still maintaining a good degree of coordination as well as the chance to reach deep into rough terrain.

Hellions				
Type	**Speed**	**Armour**	**Close Combat**	**Firefight**
Infantry	30cm	5+	4+	5+
Weapon	**Range**	**Firepower**	**Notes**	
Hellglaives	(15cm)	Small Arms	-	
Halberds	(base contact)	-	-	
Notes: *Jump Packs, Scouts*				

Dark Eldar Vehicles

Raiders

The Raider is an exceedingly quick transport vehicle whose use the Dark Eldar have perfected over time. It is large enough to carry Warriors and support infantry to the enemy, yet small enough to fit through a Webway portal. The Dark Lance armament is commonly referred to as "the death stroke" by many tank commanders. Yet the Raider has virtually no armour, depending on its maneuverability and speed to protect it. While only two squads can be transported, the Dark Eldar always seem to make room to bring back prisoners.

Raider				
Type Light Vehicle	**Speed** 35cm	**Armour** 4+	**Close Combat** 6+	**Firefight** 5+

Weapon	Range	Firepower	Notes
Dark Lance	30cm	AT5+	Lance
Horrorfex	15cm	AP6+	Disrupt

Notes: *Skimmer, Transport* (may carry up to2 of the following units: Warriors, Incubi, Haemonculi, Grotesques, and Wyches: may transport 1 Mandrake unit in addition to these two units). Units being transported may fire with any ranged weapons, and use their firefight value in an assault or to lend supporting fire.

Ravagers

Slightly better armoured and slightly slower than the Raider, the Ravager is quite simply a killing machine. While both manage to traverse the Webway, they have very different roles in the Dark Eldar raids.

In the larger pirate raids the Dark Eldar have mounted, protection of the Kabals has become paramount, especially against military targets. Ravagers are equally effective against the armoured as they are the infantry companies who stand in their way. Craftworlders have seen many Guardians disintegrated before their eyes at the hands of their dark cousins, and then watch as the survivors flee in sheer panic.

Ravager				
Type Light Vehicle	**Speed** 35cm	**Armour** 4+	**Close Combat** 6+	**Firefight** 3+

Weapon	Range	Firepower	Notes
Dark Lance	30cm	AT5+	Lance
2 x Disintegrator	30cm	AP4+/AT6+	-
Horrorfex	15cm	AP6+	Disrupt

Notes: *Skimmer*

Barge of Pleasure

As the galaxy's residents become more and more aware of the Wraithgate locations left behind by the Eldar, the forces of Commorragh are forced to take to the stars more often. The end result has been larger, more concentrated forces that revolve around Escorts and Cruisers dropping waves of Dark Eldar from the skies.

Once on the ground, the forces are not quite as confident as they are with an available Wraithgate in which to escape. So the Dark Eldar developed larger support vehicles to carry their warriors forward and their cargo back. The Barge of Pleasure (so named as the Kabals gleefully begin the slave processing on board the moment prisoners are captured) is one such engine that is lives up to its full potential.

Syndicates and Coteries enjoy the relative comfort these skimmers provide, not to mention the heavier weaponry and added crew to run them. The large assault decks give room to the transported Warriors to fire their Splinter Rifles and Cannons over the rails, eliminating the need to disembark to engage their victims.

Barge of Pleasure				
Type War Engine	**Speed** 30cm	**Armour** 5+	**Close Combat** 5+	**Firefight** 4+
Weapon	**Range**	**Firepower**	**Notes**	
2 x Dark Lances	30cm	AT5+	Lance	
Long Barrelled Splinter Cannons	45cm	AP5+		
Desolator	30cm	2BP	Disrupt	
Notes: *Damage Capacity (3), Shadowfield (2) Skimmer, Transport* (may carry up to 4 of the following units: Warriors, Incubi, Haemonculi, Grotesques, Wyches; in addition may transport up to 2 Mandrake units*)*. Units being transported may fire with any ranged weapons, and use their firefight value in an assault or to lend supporting fire. **Critical Hit:** Gun crew is wiped out. Unit may no longer fire any weapons, close combat, or firefight (transported units may still fight using the *Assault Deck* ability). Additional Critical hits will cause an extra point of damage.				

Vessel of Pain

The galaxy's residents incorrectly assume that the Dark Eldar forces are limited to light vehicles. While most raiding parties need little else to accomplish their goals, the newer campaigns of the Dark Eldar have evidenced heavier war engines are well within the manufacturing abilities of Commorragh. The Warlord Fokdis of the Goffs was quick to learn this awful truth when his Great Gargant was brought down in a hellish volley of lance fire from the Vessels of Pain. His personal escape was a small consolation to the defeat his hordes took on that blood-soaked night.

Vessel of Pain				
Type War Engine	**Speed** 30cm	**Armour** 5+	**Close Combat** 5+	**Firefight** 4+
Weapon	**Range**	**Firepower**	**Notes**	
2 x Phantom Lances	45cm	MW3+	Titan Killer(1)	
2 x Long Barrelled Splinter Cannons	45cm	AP5+		
Desolator	30cm	2BP	Disrupt	
Notes: *Damage Capacity 3, Skimmer, Shadowfield (2)* **Critical Hit:** Severe Damage! The barge takes an additional point of damage.				

Titans, Aircraft, and other Horrors

Ravens and Razorwings scream across the sky, strafing military and civilian targets alike. Tormentor titans bound across the battlefield in a grotesque mockery of their Eldar counterparts. Giant arena beasts roam the hillsides and devour anything that stands in their way. Shrouded in a cloud of darkness, the Executor Assault Module hovers menacingly, occasionally illuminated by firing its sophisticated weapon systems. All the while spacecraft from orbit lay waste to men and machine, awaiting the return of their cargo. For those captured, the nightmare is just beginning…

Tormentor Titan

The Tormentor's design and armament is as much a mystery as the Tormentor itself. Only three have ever been spotted and only one destroyed on the battlefield. The composition of the titan is thought to be wraithbone that has been salvaged from Craftworld Titans, only to be soiled and twisted by the dark souls that dragged it away.

With the larger Warp Gates heavily guarded, destroyed, lost to the ravages of history, the Dark Eldar have modified their support craft to carry these killing machines to planet surfaces and their unwary residents. This maximizes the tactical options of the Archons as they pillage across the galaxy. To the Eldar, the Tormentor is an affront to their most treasured combat assets. To humanity they are the stuff of nightmares.

These giant war engines bound across the battlefield in a grotesque mockery of their Eldar counterparts, moving with an uneven gait that propels it into the heart of armoured formations. There its blades eviscerate even the strongest of vehicles, grind troop formations into powder, and dismantle the strongest of titans.

Tormentor Titan				
Type War Engine	**Speed** 35cm	**Armour** 5+	**Close Combat** 3+	**Firefight** 4+
Weapon	**Range**	**Firepower**	**Notes**	
2 x Phantom Lances	45cm	MW3+	Titan Killer (1)	
Hail of Splinters	45cm	2 x AP4+/AT6+	--	
and	(15cm)	Small Arms	Extra Attacks (+2)	
Tormentor Blades	(base contact)	-	Extra Attacks (+3) , TK(1)	

Notes: *Damage Capacity 4, Reinforced Armor, Shadowfield (3), Jump Pack, Walker, Fearless. The Tormentor's weapons may fire all around due to the Titan's exceptional maneuverability.*

Critical Hit: The Tormentor's thrusters are damaged. Its movement is reduced to 25cm and it loses the Jump Pack ability for the rest of the game. Further critical hits cause an extra point of damage.

Kashnarak Beasts

In the center of Commorragh stands the Diavent Arena: a massive structure where the city's denizens come to watch the executioners and beast tamers torture their captives to the sickening sound of applause. Whether the Kashnarak was found on some unknown world or created by the dark science of the cult is best left unknown. But what is known is that this giant beast is brought to the arena on special occasions when the crowd's thirst for blood is not limited to the unwilling prey.

Much to the dismay of many Imperial outposts, the Kashnarak has made appearances outside the arena as well. At first encounter, the beast was thought to be an unfortunate oversight on behalf of some colonists. But when its arrival on several other worlds coincided with successful Dark Eldar raids, the ugly truth was known: these monsters were set loose on purpose.

Imperial scientists have dissected the monster on two known occasions. The accounts detail how both Dark Eldar and Imperial bodies were pulled from the digestive tracts; a strong indicator that this beast is not quite as tame as its captors would like.

The Kashnarak				
Type War Engine	**Speed** 20cm	**Armour** 4+	**Close Combat** 3+	**Firefight** n/a
Weapon	**Range**	**Firepower**	**Notes**	
Claws & Teeth	(base contact)	n/a	Extra Attacks (+2), MW	
Notes: *Damage Capacity 4, Infiltrator, Inspiring, Fearless, Scout, Walker.* **Critical Hit:** The beast slumps to the ground in a gory mess, tragically killed on the battlefield.				

Kashnarak Special Rules

The Kashnarak is a massive animal, enraged squeezing through the Webway portal and set loose on the battlefield at the beginning of any turn the Dark Eldar desire (before strategy roll). 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 or move toward the closest formation to its maximum movement, barging the closest units until it maximizes its charge. If it reaches impassable terrain, the beast stops its move. Consolidation moves are also toward the closest formation. From then on, it activates on the first move of subsequent turns, following the model above.

The exception is when in the presence of a Wych formation. If within 15cm of a Wych formation at the beginning of its activation, the Kashnarak's assault or move may be directed by the Dark Eldar player. This includes a Wych formation 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.

Regardless of its actions, the Kashnarak is not considered part of the Dark Eldar force for the purposes of placing formations, holding/contesting objectives, or for determining victory conditions or tie breaking calculations. If the beast destroys the enemy's Break Their Spirit formation, then BTS cannot be achieved for the Dark Eldar. It neither counts toward Dark Eldar activations nor does it count toward Webway portal use. It does not benefit from Hit & Run tactics.

Raven Fighter

The Raven is one of the most widespread and iconic terrors of the Dark Eldar menagerie. A supremely exquisite vessel easily rivaling the Craftworld Eldar's Nightwing fighter in potency and ability, it strikes out of the darkness against infantry, tanks, titans, and starships alike. Smaller than most fighters capable of such tasks, it is still a powerful threat. Its ubiquitous nature means it is rightly feared across the Galaxy, by Imperial and Xenos alike, forming a crucial part of Dark Eldar strikes.

Raven Fighter				
Type Aircraft	**Speed** Fighter	**Armour** 4+	**Close Combat** n/a	**Firefight** n/a
Weapon	**Range**	**Firepower**	**Notes**	
Dark Lances	30cm	AT4+/AA5+	Lance, Fixed Forward Arc	
Long Barrelled Splinter Cannons	30cm	AP5+/AA5+	Fixed Forward Arc	

Razorwing Bomber

Due to the nature of Dark Eldar warfare (if it can be called that) there is little need for bombers or other singularly focused vessels at this size of conflict. As such, the Dark Eldar had always equipped themselves with a heavy fighter, often used in support of their starships for attack runs against enemy vessels yet capable of deftly avoiding enemy turret fire like their smaller fighters. In situations where Titans and War Engines are expected, the Dark Eldar almost always employ their heavy Razorwing Bomber to counter these threats. Due to the size of the Razorwing, it can be as deftly mobile as a fighter, yet packs an excellent firepower akin to a bomber. Fortunately for the enemies of the Dark Kin, the Razorwings must rely in single strike runs before pursuing other targets whilst the devastating phantom lance powers itself up again.

Razorwing Bomber				
Type Aircraft	**Speed** Fighter-Bomber	**Armour** 5+	**Close Combat** n/a	**Firefight** n/a
Weapon	**Range**	**Firepower**	**Notes**	
Razor Lances	30cm	MW3+	Titan Killer (1), Slow-Firing, Fixed Forward Arc	
2 x Long Barrelled Splinter Cannons	30cm	AP5+/AA5+	Fixed Forward Arc	
Horrorfex	15cm	AP6+	Disrupt	

Slavebringer Assault Boat

The most terrifying specter of the Dark Eldar is the Slavebringer Assault Boat. It signals the beginning of a fate worse than death for those unfortunate enough to be alive when they show. Packing dozens of skilled and terrible combatants, it holds space for those who would suffer at their hands. A powerful vessel, similar in power and role to the Thunderhawk or Vampire Raider, it is a cargo vessel first and foremost. Though like all of the Dark Eldar's machinations, it represents a terrible and terrifying opponent in combat.

Slavebringer Assault Boat				
Type War Engine/Aircraft	**Speed** Bomber	**Armour** 4+	**Close Combat** 6+	**Firefight** 5+
Weapon	**Range**	**Firepower**	**Notes**	
2 x Twin Dark Lances	30cm	AT4+ / AA5+	Lance, Fixed Forward Arc	
Turreted Splinter Cannons	30cm	AP5+ / AA5+	--	

Notes: *Damage Capacity 2, Planetfall, Shadowfield (1),* Transport (may carry up to 8 of the following units: Warriors, Incubi, Haemonculi, Grotesques, Wyches, Hellions, Scourges; Talos count as 2 infantry units. In addition may transport up to 4 Mandrake units).
Critical Hit: *The Slavebringer's hull is ruptured. The Slavebringer is destroyed.*

Executor Landing Module

A larger vessel not often employed outside of massive conflicts by the Dark Eldar. Although it is a smaller vessel and less capable than the massive Impaler, the Executor represents a Kabal's ability to strategically hit their planetary targets with a large raiding force. Dracons and Archons undertaking highly personal missions will often wish to take their Coterie and similarly most loyal gangs of Warriors with them. The Executor easily affords them such discrete power. Although it is slightly larger than the Tau's Manta Missile Destroyer, the Executor is less capable in a combat role than the Manta or the many Battle Titans. Its power lies in the support it lends to its cargo and the useful Webway Portal it mounts.

Executor Landing Module				
Type Support Craft	**Speed** 25cm	**Armour** 5+	**Close Combat** 6+	**Firefight** 4+

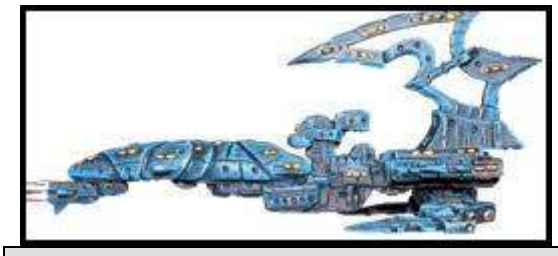
Weapon	**Range**	**Firepower**	**Notes**
Disintegrator Array	60cm	2 x AA4+	--
Heavy Phantom Lance	60cm	MW3+	Titan Killer(D3), Fixed Forward Arc
Twin Desolators	30cm	3BP	Disrupt, Forward Arc
Hail of Splinters	45cm	2 x AP4+/AT6+	--
and	(15cm)	(small arms)	Extra Attacks (+2)

Notes: *Damage Capacity 6, Support Craft, Planetfall, Reinforced Armour, Fearless, Webway Portal, Shadowfield (4), Transport* Capacity (Up to 8 Light and Armoured Vehicles; War Engines (Slavebringers not allowed) count as their Damage Capacity. In addition may carry up to 16 infantry units of any type).

***Critical hit**: Weapon systems targeted. All weapons (except the Disintegrator Array) stop functioning. Additional critical hits will cause an extra point of damage.*

Torture Class Cruiser

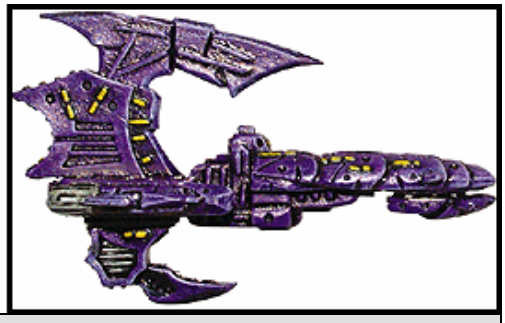
The Torture class represents a myriad of terrible vessels, though such vessels are categorized together mainly on power and displacement. Capable of providing station for many of the smaller Kabals, or the weaker exiled Kabals, the Torture is typically used as the main exertion of power outside Commorragh for the greater Archons...the Dread Archons. Easily sufficient to overpower a continent, given time, the Torture Class provides an immense boon to the Dark Eldar who utilize it. Immense cargo capacity, incredible firepower and exceptional maneuverability for starship combat, it is not a ship easily dealt with. Those that support ground forces general come in two distinct forms. The 'mother ship' is one role whereby they allow wave upon wave of smaller ordnance and landing craft to assault planetary targets without relying on perilous or risky Webway points. The other role is a heavy assault ship, deployed to expressly support Kabals whose task is one of massive undertaking. Only rarely are such forces deployed, but when Archons feel it sufficient to dedicate such force against such a target, the thought alone may provoke the required response: terror.



Torture Class Cruiser				
Type Spacecraft	**Speed** n/a	**Armour** n/a	**Close Combat** n/a	**Firefight** n/a
Weapon	**Range**	**Firepower**	**Notes**	
Orbital Bombardment	n/a	6BP	Macro Weapon	
Pin Point Attack	n/a	2 x MW2+	Titan Killer(D2)	
Notes: *Can carry up to six Slavebringer Assault Boats and their cargos. In addition, if the Pin Point Attacks are forfeit this may be increased to ten Slavebringer Assault Boats and up to two Executor Landing Modules and their cargos.*				

Corsair Class Escort

Corsairs provide a level of flexibility to the Dark Eldar that few –if any- races have achieved in orbital support. These vessels work in conjunction with one another to strike raiding targets in a massive blanket of explosive fury. Conversely, Corsair Dracons have been known to plot different points for their supporting fire, each one with a separate agenda and favourite Syndicate to protect.



Corsair Class Escort				
Type Spacecraft	**Speed** n/a	**Armour** n/a	**Close Combat** n/a	**Firefight** n/a
Weapon	**Range**	**Firepower**	**Notes**	
Orbital Bombardment	n/a	2BP	Macro Weapon	
Pin Point Attack	n/a	MW2+	Titan Killer(D2)	
Notes: *However many escorts are selected form a single squadron and act in the same manner as a Spaceship. They may combine their Bombardment Points into a single strike, or fire separately (templates may not overlap). Each Corsair may chose to forfeit its Pin Point attack in favour of carrying up to 3 Slavebringer Assault Boats and up to one Executor Landing Module and their cargos.*				

Collector's Models

Tormentor-Class Titan *Path of the Spiteful* *Designed by Joe Cowlishaw*

The vile creations of the Dark Eldar include few titan-class war engines; they are simply not practical for small raiding parties and are only used as terror weapons when the lords of the Dark City wish to make an example of an enemy....

The *Path of the Spiteful* is a Tormentor built for no lesser Archon than Asdrubael Vect himself to make examples of his enemies. The *Path of the Spiteful* was built after Vect attacked the settlers of the Maiden Worlds in the Trans-Kurani sub-sector, carrying off thousands of Eldar as slaves and sacrifices. In the greatest battle of the campaign, Vect and a large force of his Incubi destroyed most of a Biel-Tan Swordwind host sent to bar his way, and brought down the proud Phantom Titan *Harbinger of Death*. Vect ordered that the *Harbinger's* corpse be rebuilt into a war machine of his own as a trophy, and that it should resemble his incubi warriors to mock the weak Craftworlders. So it was that the *Path of the Spiteful came* to be.

Unlike other Tormentors; it lacks the jump-jets that characterize the class, relying instead on the fast, disturbingly insect-like gait of its four legs. It is still manned by its original crew; Haemonculus having wired them directly and permanently into the war engine vastly increased their co-ordination – although unfortunately also drove them insane with agony. When not in combat, the *Path of the Spiteful* is shackled securely in the dungeons of Vect's domain, where the Haemonculi are always attempting to create new and ever more deadly weapons to fit to it.

Dark Eldar Tormentor Class Titan *Path of the Spiteful*					
	Type	**Speed**	**Armour**	**Close Combat**	**Firefight**
	War Engine	35	5+	3+	4+
Weapon	**Range**	**Firepower**		**Notes**	
Xenoparoxym	45 cm	3 x AP3+/AT6+		Ignore Cover, Disrupt	
Disintegrator Array	30cm	2 x AP4+/AT6+			
Hail of Blades	(15cm)	Small Arms		Macro Weapon, Extra Attacks (+3)	
Shrieking Lance	(Base Contact)	Assault Weapon		Titan Killer (D3), Extra attacks (+1), First Strike	
Notes: Damage Capacity 4, *Reinforced Armour*, *Shadowfields (2)*, *Walker*, *Fearless*, *Savage*. May step over terrain lower than the titan's knees and less than 2 centimetres wide.					
Critical Hit: The shot inflicts horrendous damage on the *Path of the Spiteful,* driving the agonised crew feral. It immediately moves 3D6cm in a random direction. If this move takes the *Path of the Spiteful* into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If the *Path of the Spiteful* rampages into or over any units then they will take a hit on a D6 roll of 4+ (make saving throws for the units normally). **Savage**: The crew of the *Path of the Spiteful* is now totally psychotic, having been held in a state of constant agony for centuries. If the *Path of the Spiteful* fails an activation check, it still receives a blast marker as normal, but must make an engage action instead of a hold action. It must use the move of its engage action to assault an enemy formation if one is within reach (although it may still choose to firefight rather than fight in close combat).					

<u>01/07/07 Update:</u> 1.3 is the most dramatic set of changes for the Dark Eldar since 1.1 came out. The cost of many upgrades went down 25 points but is still in the theme of costing more than their core formation. Extra shadowfields were added to the Executor and Tormentor to sustain the units. Executor received a slight boost on its weaponry and a decrease on its AA range. Kashnarak had some clarifications added. 'Charad' has given us permission to use his model's images for the Dark Eldar. Thank you, Mikko!

<u>09/01/06 Update:</u> 1.2.1 is cosmetic. Increases on Shadowfields for Executor and Tormentor should be noted along with point changes on the Mandrake upgrades.

<u>08/08/06 Update:</u> 1.2 is mostly a correction of things simply missed on 1.1, plus some fixes to make the list easier to read. The list is reduced from 2 pages to 1. TK weapon on the Tormentor is now correct on the CC. Fire arcs on the aircraft have been fixed, as well as changing the ranges on their weapons from 45cm to 30cm (by popular request). The Vessel of Pain formation was included in the original lists and just fell away during one of my edits. Talos/Perditor restrictions have been lifted. Executor is *fearless*, as it should be. *Assault decks* are removed and replaced with notes in the Raider and Barge in order to simplify play.

<u>07/11/06 Update:</u> 1.1 reflects an upgrade to the Tormentor Titan, Ravagers to the Core formations, and, most importantly, an armor bump for the Raiders. While this is not without debate, the play testing shows they need something – here it is. When reporting your play test games, please try to include your opinions as to these changes (adequate, inadequate, over-the-top, etc.). Thanks again.

<u>Design Notes</u>

We really made every attempt to capture the feel of the Dark Eldar. The patch-work organization, the deadly attacks, the fragility of their soldiers and vehicles, and the history of the Dark Eldar themselves should ring true on every page. The list reflects a Kabal organization where Cults and Covens act in support of the main forces. There are areas that have generated a number of posts and emails that I thought would be best addressed here.

Anti-Aircraft: Or the lack thereof. This is a weakness that is purposely built into the list for a couple of reasons. One was to match the feel of the Dark Eldar. They are pirates and raiders – not soldiers. With neither grand campaigns to wage nor land to hold, the idea that flak would be used seemed defensive and out of sorts. If they wanted air coverage, they would bring Raven Fighters.

Special Rules: We went to great effort to minimize special rules for this list. There were plenty of them that we *wanted* in the list, but in the end what is included is just what is *needed*. Hit n' Run, Webway portals, and Support Craft were all borrowed from other lists, and the 'No Garrison' Rule is more of a restriction. Only one Special Rule was created for the Dark Kin and –despite the many fantastic ideas offered up- it seems unlikely that we will add more. Have fun though! Scenarios can generate many fun ideas for this list.

Shadowfields: If you have at least one remaining in the rally phase, it regenerates, no dice roll needed. If you lose them, they are gone until the game ends (or you are destroyed).

Unit Costs: You will notice that the larger formations tend to cost more per unit that the smaller formations. This is by design. The feeling was that the Dark Eldar would normally organize into smaller, easier to control formations. While a Dracite *could* rally more troops to his Archon's service, the resources it would take would be noticeably larger and thus the higher point costs.

Support Craft: We wrote this to match the Tau's Support Craft rules simply for uniformity of play. Conceptually there is no difference between them so it seems incorrect to play them any other way. Now there are issues with the Support Craft rules and they are certainly with merit, but this list will remain in-line with any changes to the Tau Codex. With that said, any play with the Executor is effectively playtesting for both lists, and I encourage you all to post those results as such.

Titans and other stuff: It's Epic! What would the game be like without them? There are plenty of things in the list that are not part of the Codex (or even the fiction). But we filled the gaps with things we felt would be both fun and important.