

## 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+.

| <b>DARK ELДАР INDIVIDUALS</b>  |  |            |
|--|--|------------|
| <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 |

| <b>DARK ELДАР KABALS</b>   |  |  |                   |
|--|--|--|-------------------|
| <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        |

| <b>DARK ELДАР PARTISANS</b>  |  |  |                 |
|--|--|--|-----------------|
| <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      |

| <b>DARK ELДАР UPGRADES</b> |  |                  |
|----------------------------|--|------------------|
| 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      | +150 points      |
| Hellions                   | Add two Hellions   | +100 points      |
| Incubi                     | Add two Incubi plus transport  | +125 points      |
| Mandrakes                  | Add two Mandrakes  | +125 points      |
| Perditors                  | Add up to two Perditors  | +150 points each |
| Ravager                    | Add one Ravager  | +50 points       |
| Reavers                    | Add two Reavers  | +100 points      |
| Scourges                   | Add two Scourges   | +125 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  | +100 points      |
| Warriors                   | Add two Warriors plus transport                                      | +100 points      |
| Wyches                     | Add two Wyches plus transport  | +100 points      |

| <b>DARK ELДАР TRANSPORT</b> |                                  |                  |
|-----------------------------|----------------------------------|------------------|
| 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       |

| <b>DARK ELДАР AIRCRAFT, SPACECRAFT AND OTHER HORRORS</b>                         |  |                               |
|--|--|-------------------------------|
| <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 ELDAR 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+  | Hellglaives                 | (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.</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. 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. 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+, FxP, TK(D3)           |   |
|                         |      |       |        |     |     | Twin Desolators             | 30cm       | 4BP, FwA, D                 |   |
|                         |      |       |        |     |     | Hail of Splinters           | 45cm       | 3× AP4+/AT6+                |   |
|                         |      |       |        |     |     |                             | and (15cm) | Small Arms, EA(+2)          |   |
| 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                  | 30cm       | 2BP, D, Ind                 | <i>Damage Capacity 2, Fearless, Reinforced Armour. Critical Hit Effect: The unit is destroyed.</i>  |
|                         |      |       |        |     |     | Perditor Claws              | (bc)       | Assault Weapons, EA(+1), MW |   |

|                              |           |                    |     |     |     |  |                        |  |  |
|------------------------------|-----------|--------------------|-----|-----|-----|--|------------------------|--|--|
| Tormentor Titan              | WE        | 35cm               | 5+  | 3+  | 4+  | 2× Phantom Lances<br>Hail of Splinters                           | 45cm<br>45cm<br>(15cm) | MW3+, TK<br>3× AP4+ /AT6+<br>Small Arms, EA(+2)    | <i>Damage Capacity 4, Fearless, Jump Packs, Reinforced Armour, 3 Shadonfields, 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>   |
|                              |           |                    |     |     |     | Tormentor Blades   | (bc)                   | Assault Weapons, EA(+3), TK                        |  |
| Vessel of Pain               | WE        | 30cm               | 4+  | 5+  | 4+  | 2× Phantom Lances<br>2× Long-Barrel Splinter Cannon<br>Desolator | 45cm<br>45cm<br>30cm   | MW3+, TK<br>AP5+<br>2BP, D                         | <i>Damage Capacity 3, 2 Shadonfields, 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<br>Long-Barrel Splinter Cannon                   | 30cm<br>30cm           | AT4+ /AA5+, Fx F, L<br>AP5+ /AA5+, Fx F            |  |
| Razorwing                    | AC        | Fighter-<br>Bomber | 4+  | n/a | n/a | Razor Lances<br>2× Long-Barrel Splinter Cannon<br>Horrorfex      | 30cm<br>30cm<br>15cm   | MW3+, Fx F, Slw, TK<br>AP5+ /AA5+, Fx F<br>AP6+, D |  |
| Slavebringer<br>Assault Boat | AC/<br>WE | Bomber             | 4+  | 6+  | 5+  | 2× Twin Dark Lance<br>Turreted Splinter Cannons                  | 30cm<br>30cm           | AT4+ /AA5+, Fx F, L<br>AP5+ /AA5+                  | <i>Damage Capacity 2, Planetfall, 1 Shadonfield, 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<br>Escort      | SC        | n/a                | n/a | n/a | n/a | Orbital Bombardment<br>0–1× Pin-Point Attack                     | n/a<br>n/a             | 2BP, MW<br>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<br>Cruiser     | SC        | n/a                | n/a | n/a | n/a | Orbital Bombardment<br>0–1× Pin-Point Attacks                    | n/a<br>n/a             | 6BP, MW<br>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> |

## 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.

### 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.