

Dark Eldar for Epic: Armageddon

v1.0

***"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."***

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Special thanks to Gribbly Horde, Chroma, Rug, Lord Inquisitor, Ortron, Moose Cloud, Black Legion, Sotec, Nerroth, Sergeant Mike, Pixelgeek, Dster, and the many others who took part in the Dark Eldar discussions.

Design Notes

Frank began this project a ways back on the forum and managed to get it pinned to a board at EpiComms. 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.

Appropriately borne from this conflict is the Dark Eldar Force List. I am proud to say it was developed entirely on the Specialist-Games forum, where anyone could (and often did) voice their opinions. Recently we made our goal to get past the academic stage and put the list out to the public in a playable format. Feedback is welcome, although it would be best accompanied with playtesting that you have actually done.

In addition, we will be including counters for playtesting your Dark Eldar force. If you think that you can improve on the counters we provide, please do! Anything that makes them easier to recognize or sharper looking will be accepted.

**Thanks,
William**

Special Rules

Hit & Run Tactics

The Dark Eldar are piratical raiders from the depths of the Dark City. Because of 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.

'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, only formations made solely of Hellions may garrison objectives in the Grand Tournament game scenario.

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.

Assault Deck

Some vehicles are designed with runner boards, rigging, ropes, or extended platforms that allow their passengers room to fight in close quarters without disembarking. Units transported by vehicles with this ability may participate in an assault from inside the transport as if they had disembarked.

If the vehicle is in base contact with enemy units, the transported units may use their close combat profile. Skimmer transports that choose to firefight will force the units on board to use their firefight profile as well. Hits are allocated to the transported units first when in close combat and to the transport first when in firefight. Regular hits are allocated to the transport just as normal transports (apply any saves if applicable). In addition, units may fire from the decks of the transports without disembarking.

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. A war engine with at least one Shadowfield remaining regains an additional field at the end of the rally phase of each turn. 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).

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+. Most Dark Eldar formations have an Initiative of 2+. Kabals, Ravager Armadas, Vessels of Pain, Tormentors, and Executor Landing Modules have an initiative of 1+.

Core Formations

Kabals make up the backbone of a Dark Eldar force. They are well trained, highly efficient, ruthless fighters that give structure to the more independent elements of the Dark City. However, the Kabals have many upgrades available to them which provide flexibility to their fighting style. All core formations fight with a 1+ initiative regardless of their composition.

You may have any number of core formations in your army.

| Formation | Units Included | Cost | Upgrades Allowed |
|---------------------|---|------------|---|
| (0-1) Kabal Coterie | 4 Incubi (plus 2 optional Raiders for no cost). 1 unit must include a Dracon or Archon character upgrade. | 300 points | Incubi, Warriors, Wyches, Haemonculi, Mandrakes, Scourges, Ravager, Barge, Slavebringer, Characters |
| Kabal Syndicate | 6 Warriors (plus 3 optional Raiders for no cost) | 200 points | Warriors, Wyches, Haemonculi, Mandrakes, Scourges, Ravager, Barge, Slavebringer, Characters |

Support Formations

Torturers, slavers, arena fighters, and deadly vehicles make up a bloody array of support to the Kabals. Each brings a vital element to the Dark Eldar force that capitalizes on their opponents' weaknesses and fears.

You may have 2 Support Formations for each 1 Kabal formation in your Force List. The formation may never exceed more than 8 infantry units.

| Cult Formation | Units Included | Cost | Upgrades Allowed |
|---|----------------|------------|---|
| Wyches (may include 1 Raider per 2 Wych units for no additional cost) | 4 Wych units | 175 points | Beasts, Hellions, Reavers, Slavebringer, Characters |
| | 6 Wych units | 300 points | |
| | 8 Wych units | 425 points | |

| Coven Formation | Units Included | Cost | Upgrades Allowed |
|--|------------------------------|------------|---|
| Haemonculi and Grotesques (may include 1 Raider per 2 infantry units for no additional cost) | 1 Haemonculus + 3 Grotesques | 175 points | Talos, Perditor, Slavebringer, Characters |
| | 2 Haemonculi + 4 Grotesques | 300 points | |
| | 3 Haemonculi + 5 Grotesques | 425 points | |

| Other Formations | Units Included | Cost | Upgrades Allowed |
|------------------|---------------------|-----------------|---|
| Murder | 4 Hellions | 200 points | +2 matching units for 150 points, Characters |
| Flight | 4 Scourges | | |
| Gang | 4 Reavers | | |
| Mob | 4 Mandrakes | | |
| Ravager Armada | 4 Ravagers | 300 points | +2 Ravagers for 200 points +0-1 Vessels of Pain for 250 points |
| Heavy Barges | 1-2 Vessels of Pain | 250 points each | None |
| Talos | 4 Talos | 200 points | Perditor |

Core and Support Upgrades

Note: Formations may never exceed more than 8 infantry units. For the purposes of calculating formation size and transport capacity, Talos count as 2 infantry units and Perditor count as 4 infantry units. Ravagers, Raiders, and Barges are not limiting factors on formation size.

Slavebringers are independent formations and count as a separate supports, 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 | 100 points |
| Scourges | +2 Scourges | 150 points |
| Beasts | +2 Warp Beasts | 150 points |
| Hellions | +2 Hellions | 150 points |
| Reavers | +2 Reavers | 150 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. Raiders, Barges, and Ravagers may not be transported. (Separate formation) | 200 points |
| Characters. 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 Dracite / Dracon with an Archite / 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

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 Modules hover menacingly, occasionally illuminated by firing their sophisticated weapon systems. All the while spacecraft from orbit lay waste to men and machine, awaiting the return of their cargo.

Up to one-third of your Force List may be taken from this area.

| Name | Units Included | Cost | Upgrades Allowed (Maximum of 1 per formation) |
|--------------------------|----------------|-----------------|--|
| Fighter Formation | 2 Ravens | 200 points | +1 Raven for 150 points |
| Bomber Formation | 2 Razorwings | 250 points | +1 Razorwing for 175 points |
| Tormentor | 1 Titan | 550 points | None |
| (0-1) Kashnarak | Kashnarak | 50 points | None |
| 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. However, they may plot orbital bombardments separately if the player wishes. |

| | | |
|---------------------|-----------|---|
| (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. It is not allocated from Aerospace or Support formations. |
|---------------------|-----------|---|

Unit Descriptions

Characters

| Archon / Archite 0-1 per Force List | | | | |
|--|------------------------------|------------------------------------|----------------------------|---|
| Type Character | <u>Speed</u> n/a | <u>Armour</u> n/a | <u>Close Combat</u> n/a | <u>Firefight</u> n/a |
| <u>Weapon</u> CCW | <u>Range</u> Base Contact | <u>Firepower</u> Assault Weapon | | <u>Notes</u> Macro Weapon, Extra Attack(+1) |
| Notes: <i>Invulnerable Save, Supreme Commander, Inspiring</i> | | | | |

| Dracon / Dracite | | | | |
|---|------------------------------|------------------------------------|----------------------------|----------------------------------|
| Type Character | <u>Speed</u> n/a | <u>Armour</u> n/a | <u>Close Combat</u> n/a | <u>Firefight</u> n/a |
| <u>Weapon</u> CCW | <u>Range</u> Base Contact | <u>Firepower</u> Assault Weapon | | <u>Notes</u> Extra Attack(+1) |
| Notes: <i>Invulnerable Save, Commander, Leader</i> | | | | |

| Sybarite / Succubus | | | | |
|-----------------------------|------------------------------|------------------------------------|----------------------------|---|
| Type Character | <u>Speed</u> n/a | <u>Armour</u> n/a | <u>Close Combat</u> n/a | <u>Firefight</u> n/a |
| <u>Weapon</u> CCW | <u>Range</u> Base Contact | <u>Firepower</u> Assault Weapon | | <u>Notes</u> Extra Attacks (+1), Macro Weapon |
| Notes: <i>Leader</i> | | | | |

Kabal Units

| Incubi | | | | |
|--|--|---|---------------------------|---|
| Type Infantry | <u>Speed</u> 15cm | <u>Armour</u> 4+ | <u>Close Combat</u> 3+ | <u>Firefight</u> 6+ |
| <u>Weapon</u> Tormentor Helms Punisher | <u>Range</u> (15cm) (Base Contact) | <u>Firepower</u> Small Arms Assault Weapons | | <u>Notes</u> - Extra Attacks (+1) |

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

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

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

Haemonculus Coven Units

| Haemonculi | | | | |
|---------------------------------------|----------------|------------------|---------------------|------------------|
| Type | Speed | Armour | Close Combat | Firefight |
| Infantry | 15 | 4+ | 3+ | 5+ |
| Weapon | Range | Firepower | Notes | |
| Arcane Terrors | 20cm | AP3+ | Disrupt | |
| Scissorhands | (Base Contact) | - | - | |
| Notes: <i>Fearless, Leader</i> | | | | |

| Grotesques | | | | |
|-------------------------------|----------------|------------------|---------------------|------------------|
| Type | Speed | Armour | Close Combat | Firefight |
| Infantry | 15cm | 5+ | 3+ | - |
| Weapon | Range | Firepower | Notes | |
| CCW | (Base Contact) | Assault Weapon | - | |
| Notes: <i>Fearless</i> | | | | |

| Talos | | | | |
|---|--|---|--|------------------------|
| Type Armoured Vehicle | Speed 15cm | Armour 4+ | Close Combat 4+ | Firefight 5+ |
| Weapon Sting or Claws | Range 15cm (15cm) (Base Contact) | Firepower AP5+ Small Arms Assault Weapons | Notes Disrupt - Macro Weapon | |
| Notes: <i>Fearless, Reinforced Armour.</i> Due to its small profile the Talos are excluded from the Webway restriction (i.e. it may enter into play using these Webway Portals). | | | | |

| Perditor | | | | |
|---|--|--|--|------------------------|
| Type War Engine | Speed 15cm | Armour 4+ | Close Combat 3+ | Firefight 4+ |
| Weapon Sting or Small arms Claws | Range 30cm (15cm) (Base Contact) | Firepower 2BP Small Arms Assault Weapons | Notes Disrupt Extra Attacks (+1), Macro Weapon | |
| Notes: <i>Damage Capacity 2, Fearless, Reinforced Armour</i> | | | | |
| Critical Hit: <i>The soul feaster's engine feed has been hit; it drives into the ground in a struggling mass of mutilated foes and lingering spirits. It is destroyed.</i> | | | | |

Wych Cult Units

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

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

| Reaver Jet Bikes | | | | |
|---------------------------------------|--------------|------------------|---------------------|------------------|
| Type | Speed | Armour | Close Combat | Firefight |
| Infantry | 40cm | 4+ | 4+ | 5+ |
| Weapon | Range | Firepower | | Notes |
| Splinter Rifles | (15cm) | Small Arms | | - |
| CCW | - | - | | - |
| Notes: <i>Skimmer, Mounted</i> | | | | |

| Hellions | | | | |
|---|--------------|------------------|---------------------|------------------|
| Type | Speed | Armour | Close Combat | Firefight |
| Infantry | 30cm | 5+ | 4+ | 5+ |
| Weapon | Range | Firepower | | Notes |
| Hellglaiives | (15cm) | Small Arms | | - |
| | - | Weapons | | - |
| Notes: <i>Jump Packs, Scouts</i> | | | | |

Dark Eldar Vehicles

| Raider | | | | |
|---|--------------|------------------|---------------------|------------------|
| Type | Speed | Armour | Close Combat | Firefight |
| Light Vehicle | 35cm | 5+ | 6+ | 5+ |
| Weapon | Range | Firepower | | Notes |
| Dark Lance | 30cm | AT5+ | | Lance |
| Horrorfex | 15cm | AP6+ | | Disrupt |
| or | (15cm) | Small Arms | | - |
| Notes: <i>Skimmer, Assault Deck, Transport</i> (may carry up to 2 of the following units: Warriors, Incubi, Haemonculi, Grotesques, and Wyches: may transport 1 Mandrake unit in addition to these two units). | | | | |

| Ravager | | | | |
|------------------------------|--------------|------------------|---------------------|------------------|
| Type | Speed | Armour | Close Combat | Firefight |
| Light Vehicle | 35cm | 4+ | 6+ | 3+ |
| Weapon | Range | Firepower | | Notes |
| Dark Lance | 30cm | AT5+ | | Lance |
| 2* Disintegrator | 30cm | AP4+/AT6+ | | - |
| Horrorfex | 15cm | AP6+ | | Disrupt |
| or | (15cm) | (small arms) | | |
| Notes: <i>Skimmer</i> | | | | |

| Barge of Pleasure | | | | |
|---|--------------|------------------|---------------------|------------------|
| Type | Speed | Armour | Close Combat | Firefight |
| War Engine | 30cm | 5+ | 5+ | 4+ |
| Weapon | Range | Firepower | Notes | |
| 2 x Dark Lances | 30cm | AT5+ | Lance | |
| Long Barrelled Splinter Cannon | 45cm | AP5+ | | |
| Desolator | 30cm | 2BP | Disrupt | |
| <p>Notes: <i>Damage Capacity (3), Shadowfield (2) Skimmer, Assault Deck, Transport (may carry up to 4 of the following units: Warriors, Incubi, Haemonculi, Grotesques, Wyches; in addition may transport up to 2 Mandrake units).</i></p> <p>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 <i>Assault Deck</i> ability). Additional Critical hits will cause an extra point of damage.</p> | | | | |

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

Other Horrors

| Tormentor Titan | | | | |
|--|----------------|------------------|---------------------------|------------------|
| Type | Speed | Armour | Close Combat | Firefight |
| War Engine | 35cm | 5+ | 3+ | 4+ |
| Weapon | Range | Firepower | Notes | |
| Phantom Lances | 45cm | 2 x MW3+ | Titan Killer(1) | |
| Disintegrator Array | 30cm | 2 x AP4+/AT6+ | | |
| Hail of Splinters | (15cm) | | Extra Attacks (+3), TK(1) | |
| Tormentor Claws | (base contact) | | Extra Attacks (+2) | |
| <p>Notes: <i>Damage Capacity 4, Shadowfield (2), Jump Pack, Walker, Fearless. The Tormentor's weapons may fire all around due to the Titan's exceptional maneuverability.</i></p> <p>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.</p> | | | | |

| The Kashnarak | | | | |
|---|--------------------------------|-------------------------|--|-------------------------|
| Type War Engine | Speed 20cm | Armour 4+ | Close Combat 3+ | Firefight n/a |
| Weapon Claws & Teeth | Range (base contact) | Firepower n/a | Notes Extra Attacks (+2), MW | |
| Notes: <i>Damage Capacity 4, Infiltrator, Inspiring, Fearless, Scout, Walker.</i> | | | | |
| 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 and set loose on the battlefield via any Webway portal at the beginning of any turn the Dark Eldar desire (before strategy roll). It will always attack the closest formation on the next available activation, even Dark Eldar formations! If unable to attack, the beast will march or move toward the closest formation to its maximum movement. If it reaches impassable terrain, the beast stops its move. 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 attack 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 attack 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 holding/contesting objectives or for determining victory conditions. It neither counts toward Dark Eldar activations nor does it count toward Webway portal use. It does not benefit from Hit & Run tactics.

Dark Eldar Aerospace

| Raven Fighter | | | | |
|---------------------------------|-------------------------|-------------------------------|--|-------------------------|
| Type Aircraft | Speed Fighter | Armour 4+ | Close Combat n/a | Firefight n/a |
| Weapon Dark Lances | Range 30cm | Firepower AT4+/AA5+ | Notes Lance, Fixed Front Arc | |
| Long Barrelled Splinter Cannons | 45cm | AP5+/AA5+ | Fixed Front Arc | |

| Razorwing Bomber | | | | |
|--|----------------|------------------|---------------------|--|
| Type | Speed | Armour | Close Combat | Firefight |
| Aircraft | Fighter Bomber | 5+ | n/a | n/a |
| Weapon | Range | Firepower | | Notes |
| Razor Lances | 30cm | MW3+ | | Titan Killer (1), Fixed Forward Arc, Slow Firing |
| 2 x Long Barrelled Splinter Cannons | 45cm | AP5+/AA5+ | | |
| Horrorfex | 15cm | AP6+ | | Disrupt |

| Slavebringer Assault Boat | | | | |
|--|--------------|------------------|---------------------|-----------------------------|
| Type | Speed | Armour | Close Combat | Firefight |
| War Engine/Aircraft | Bomber | 4+ | 6+ | 5+ |
| Weapon | Range | Firepower | | Notes |
| 2 x Twin Dark Lances | 30cm | AT4+ / AA5+ | | Lance, Fixed Forward Arc |
| Turret Splinter Cannons | 30cm | AP5+ / AA5+ | | |
| <p>Notes: <i>Damage Capacity 2, Planetfall, Shadowfield (1)</i>, Transport (may carry up to 8 of the following units: Warriors, Incubi, Haemonculi, Grotesques, Wyches; Talos count as 2 infantry units, Perditor count as four infantry units. In addition may transport up to 4 Mandrake units).</p> <p>Critical Hit: <i>The Slavebringer's hull is ruptured. The Slavebringer is destroyed.</i></p> | | | | |

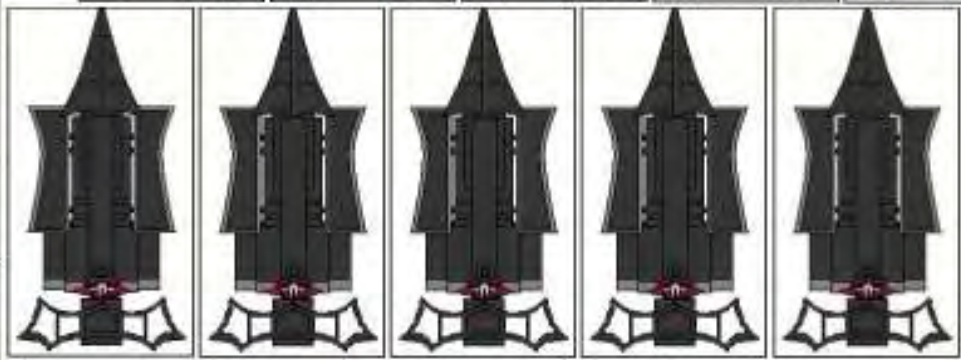
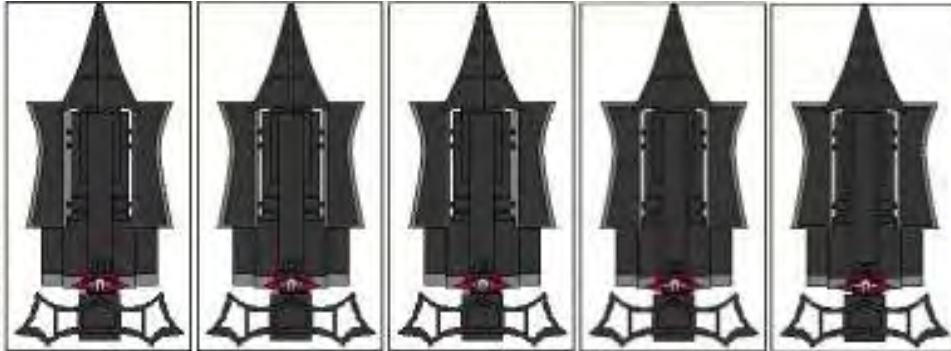
| Executor Landing Module | | | | |
|--|--------------|----------------------------|---------------------|--|
| Type | Speed | Armour | Close Combat | Firefight |
| Support Craft | 25cm | 5+ | 6+ | 4+ |
| Weapon | Range | Firepower | | Notes |
| Particle Turret | 75cm | 2 x AA4+ | | Lance, Titan Killer(D3), Fixed Forward Arc |
| Heavy Phantom Lance | 60cm | MW3+ | | |
| Desolator | 30cm | 2BP | | Disrupt, Forward Arc |
| Disintegrator Array and | 45cm (15cm) | 3 x AP4+/AT6+ (small arms) | | Extra Attacks (+2) |
| <p>Notes: <i>Damage Capacity 6, Support Craft, Planetfall, Reinforced Armour, Webway Portal, Shadowfield (3), Transport Capacity (Up to 8 Light Vehicles and Armoured Vehicles; War Engines (not including Slavebringers) count as their Damage Capacity. In addition may carry up to 16 infantry units of any type).</i></p> <p>Critical hit: <i>Weapon systems targeted. All weapons (except Disintegrator Array) will not function for the remainder of the battle. Additional critical hits will cause an extra point of damage.</i></p> | | | | |

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

| Corsair Class Escort | | | | |
|--|--------------|------------------|---------------------|------------------|
| Type | Speed | Armour | Close Combat | Firefight |
| Spacecraft | n/a | n/a | n/a | n/a |
| Weapon | Range | Firepower | | Notes |
| Orbital Bombardment | n/a | 2BP | | Macro Weapon |
| Pin Point Attack | n/a | MW2+ | | Titan Killer(2) |
| <p>Notes: <i>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. Each Corsair may chose to forfeit its Pin Point attack in favour of carrying up to 3 Slavebringer Assault Boats and up to 1 Reaper Assault Module.</i></p> | | | | |



Scourges
Raiders



Incubi & Archon



Incubi



Hellions



Ravens

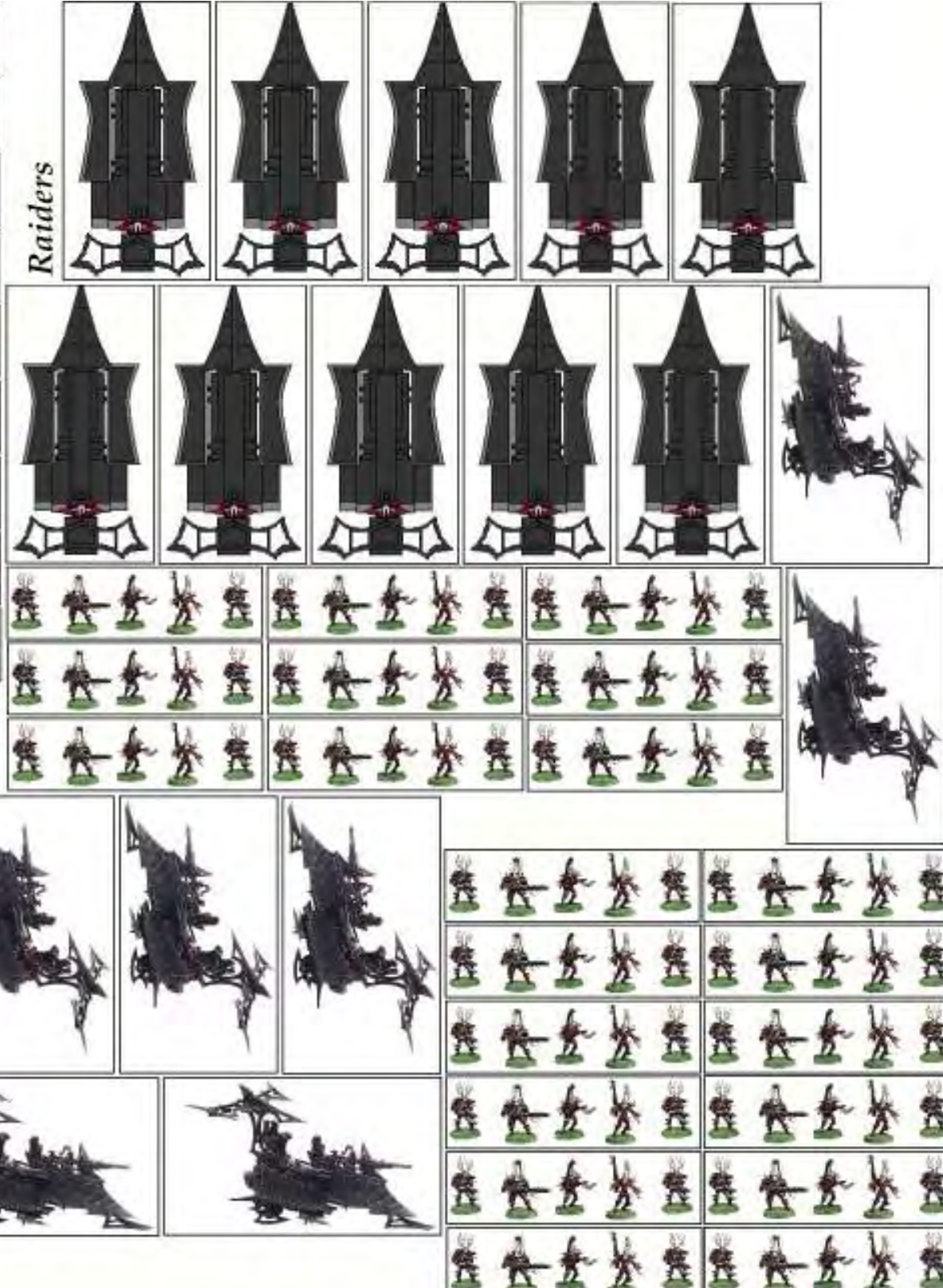
Wyches



Razorwings

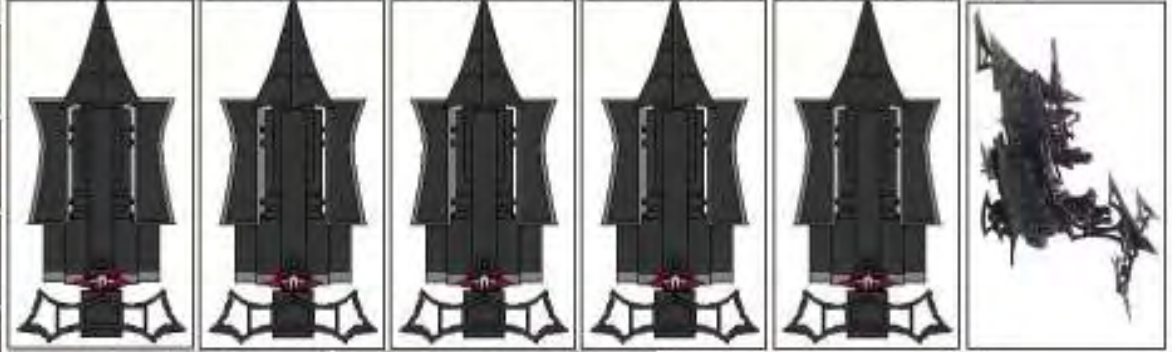
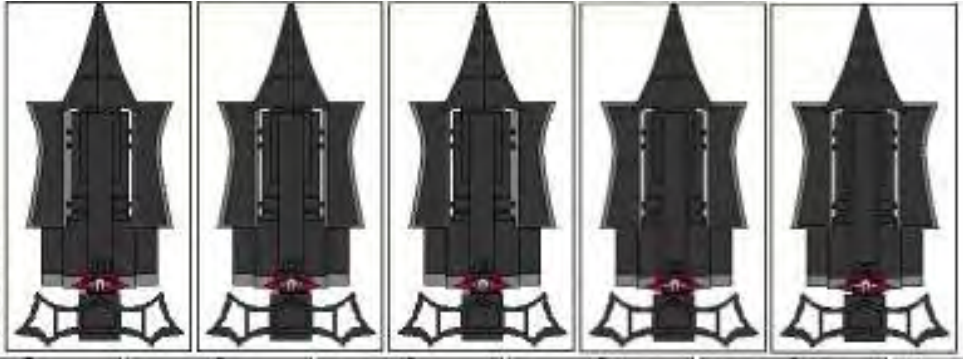
Warriors





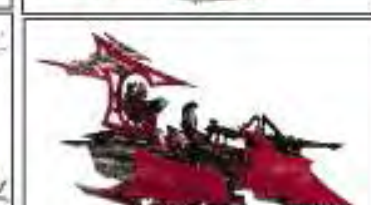
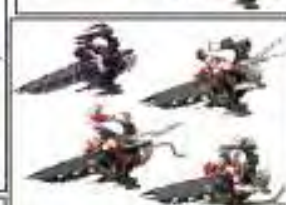
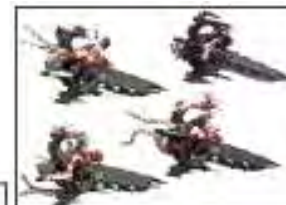
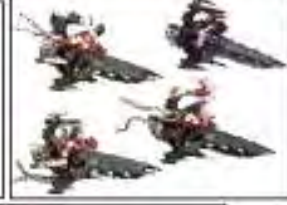


Sybarite
Raiders





Ravagers



The Kashmarak

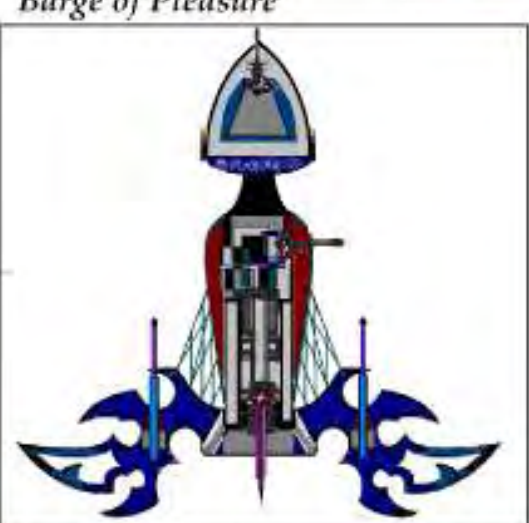


Talos



Barge of Pleasure

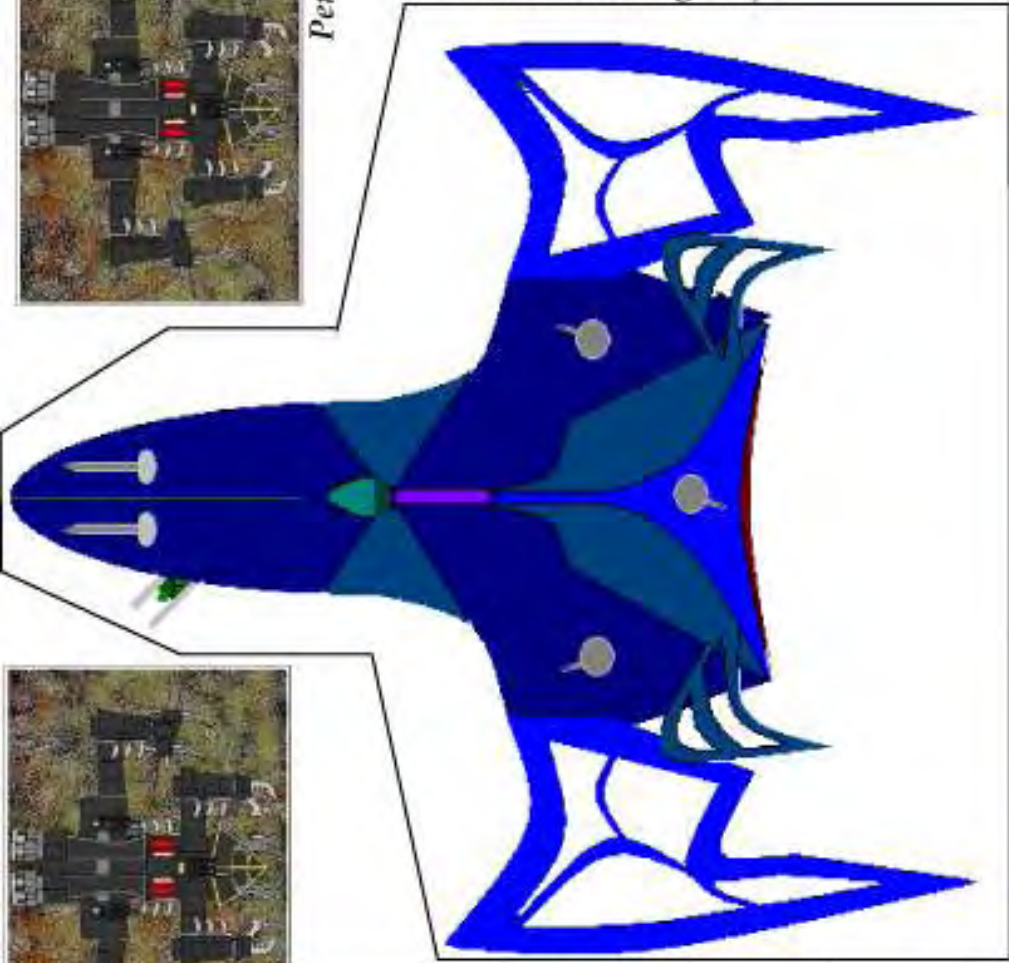
Warp Beasts



Perditor



Executor Landing Craft



Dracons



Archon

Tormentor Titan



Slavebringer Assault Boats



Vessels of Pain

