

KINSTRIFE (ELDAR)

It is not only the Eldar of the Craftworld's who have access to the Webway, their Dark Kin have an equal if not superior knowledge of the ancient transportation system that traverses the galaxy and how to use it. The Dark Eldar may take notice of the Eldar incursion and despatch their own raiding force to cause havoc in the Underhive, fortunately however, this is quite rare. Yet one Dark Eldar has seemingly made the Underhive her hunting ground, she moves amongst the Outlaws of the lower levels at will, killing many, staying in one place only for a short time before moving on. She does not charge those she chooses to hunt with, well not in credits, often her scorn for the humans she hunts with gets the better of her and she leaves the gang with a last, usually fatal, demonstration of her skills. She has, in the past, repeatedly shown up when Eldar enter the hive and takes the opportunity to test her skills against her kin.

TERRAIN

Each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area 4' x 4' or slightly smaller so that the gangs start off a reasonable distance apart.

GANGS

One player must be Eldar, the other is unrestricted and may take tile Dark Hunter as a Hired Gun.

Each player rolls a dice. The low scorer chooses which table edge he wishes to set up on, and

places all of his gang fighters within 8" of that edge. His opponent then sets up within 8" of the opposite table edge.

Once ALL fighters (including those with *Infiltrate* skill) have been placed, the human (or Scavy) player may place the Dark Hunter anywhere on the table, she does not have to be in cover, but may not be placed in contact with any figure.

SPECIAL

Once the non-Eldar player has chosen to place the Dark Hunter they have chosen to let her join the hunt. That player becomes subject to all of the rules as outlined below. In addition, should they decide to try and take her out during the game (i.e. shooting or moving a figure into combat with her) her control lapses and she will go into *Frenzy*, with control over her going to the opponent. She will disappear into the Hive at the end of the Game.

Any Gang may 'allow' the Dark Hunter to join them except for Redemptionist, Cawdor or Arbites and have a -6 modifier to the Outlaw table if she joins them in subsequent games. She does not scavenge, the Gang will not even see her between scenarios and requires no credits as payment.

STARTING THE GAME

Both players roll a D6. The highest scoring player takes the first turn.

ENDING THE GAME

Kinstrike has no specific objective for the human(ish) player other than to drive off the enemy gang. The Eldar are gunning for the Dark Hunter.

KINSTRIFE (ELDAR)

If a gang fails a Bottle roll, or one player volunteers to bottle out, the game ends immediately. The gang that bottles out loses and the other gang automatically wins.

EXPERIENCE

Fighters who take part in the *Kinstrife* earn Experience points as noted below.

+D6 Survives. If a fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.

+5 Per Wounding Hit. A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time the fighter scores a hit and wounds his target. Although it is possible to inflict several wounds from one shot using some weapons, only 5 points are earned when this happens not 5 points per wound.

+10 Winning Gang Leader. The gang leader of the winning side earns an extra 10 Experience points.

SPECIAL

If the winning gang takes at least three enemy models out of action, and inflicts three times as many casualties out of action as it suffers itself, then it can take over one piece of randomly selected territory from the opposing gang. To randomly determine a piece of territory roll a D6 and count down from the top of the opposing player's territory list, or use some other suitable method as appropriate.

After each scenario, roll 1D6 (+1 per scenario with the gang after the first), on a 6+ her contempt and boredom of the gang reaches

breaking point and she will randomly attack one member of the Gang when they're alone, attempt to take their head as a trophy and leave. To simulate this randomly allocate a member of the Gang and setup the two figures 2D6" apart, the Dark Hunter has the first turn. Play until one is down or Out - if it is the Ganger he will be dead (their head being removed and forming a splendid new trophy). Should it be the Dark Hunter her special synth-suit will automatically activate a webway gate even as she falls unconscious.

The Dark Hunter (Dark Eldar Succubus)

Rarely seen, she stalks tile underhive, seeking opponents worth fighting to hone her skills, she prefers to fight her own kin, but will fight any and all comers.

M	WS	BS	S	T	W	I	A	Ld	Sv
---	----	----	---	---	---	---	---	----	----

6	6	5	4	4	2	6	3	10	6+
---	---	---	---	---	---	---	---	----	----

WEAPONS: Splinter Pistol, Agoniser Whip, unlimited number of poisoned shard blades (+ 1 Strength).

SKILLS: *Catfall, Dodge, Combat Master; Parry, Step Aside, Killer Reputation.*

PSYCHOLOGY: Immune to all Psychology.

SAVE: Flak armor 6+.

PAYMENT: The Dark Hunter will not accept any payment, save for the deaths of those she deigns to fight against or with.

RATING: She will add 400 to the Gang's rating while she hunts with them.

BOUNTY: Although she will not be confirmed as slain, she will always have time to activate a webway gate, anyone who manages to wound her will gain +5

KINSTRIFE (ELGAR)

THE DARK HUNTER WEAPONS TABLE								
	Range		To Hit				Save	
Weapon	Short	Long	Short	Long	Str.	Dam.	Mod.	Special
Agoniser Whip	Close combat				Special	1	-1	Close Combat
Splinter Pistol	0-6	7-12	+2	-	3	1	-1	Sustained 1D Close Combat
Shard Blades	0-3	3-6	+1	-	Special	1	Ignore	1D Sustained Fire

Special Rules

The Agoniser is a vicious close combat weapon, which can kill or disable even the largest of opponents by shredding the nervous system. The Agoniser hits as normal in close combat but always wounds on a 4+ regardless of Strength and Toughness and no armor saves can be made unless they are unmodifiable.

Note: Neither the Agoniser nor the Poisoned Shard blades' special abilities work against Plague Zombies (they both become Strength 4).

experience and +10 if in hand to hand combat (cumulative).

SPECIAL RULES

The Dark Hunter is not subject to pinning or ammo rolls. The gang with whom she is hunting do not count her as a friend for the purposes of recovering from pinning or Bottle Rolls and she is not bothered if they get wounded or go out nearby - she finds it amusing. She will also leave if