

# **Commorragh**

## **The Dark City**

An RPG set in the heart of that evil domain.

## The Game

In the heart of the shattered webway lies the dark and twisted city of Commorragh, home of the Dark Eldar, a race of immortal, black hearted pirates that are the terror of the entire galaxy. From their hidden city they strike out, taking back slaves to feed their decrepit ends. Their labyrinth city of towers and spikes is like a black cataract that constantly oozes vile filth throughout the many worlds that are within its grasp. In this RPG, you take on the task of leading a lone champion from an unnoteworthy existence along its ascentation to Archonhood. As your Champion, or Sybarite as it starts off continues along its path, it will, if successful, gather many henchmen, slaves and minions to itself creating a larger and larger warband.

A few notes before we begin:

- 1: When playing the game use the current Warhammer 40000 rules. However, treat all models as independent characters and move them accordingly.
- 2: When creating this game we used the rules taken from the 5<sup>th</sup> edition Dark Eldar Codex and the 6<sup>th</sup> edition Warhammer 40000 rulebook. If you want to use different rule books and codex's go ahead, however, some conflicts may occur.
- 3: These rules were made using the Warhammer Path to Glory Warband rules as a reference.
- 4: When using your followers, ignore limitations specified in the codex such as 1 splinter cannon per 10 Kabalite Warrior. In these rules it is simply one weapon from chart 1 per 5 followers. (and more in your stash, if you want)
- 5: This is the Beta edition of the rules so expect some small problems.

## Starting Out

Favour Points represent how much attention your Sybarite is attracting from the various Kabal's around Commorragh. The more battles he fights and mighty deeds that he and his warband perform, the more attention he will attract. This correlates in game terms in two ways. Firstly, Favour Points can be used to 'buy' new followers. These followers could be slaves under the thrall of the Sybarite, mercenaries or simply followers that have becoming attracted to the Champion's warband as his fame spreads. The second way that Favour Points are represented is to reflect the experience of the Sybarite as it climbs up the social ladder of the Dark City's twisted people in the hope of one day having his/her own Kabal.

You begin the game with 35 Favour Points with which to attract followers. You can have up to 25 followers including slaves and beasts. If you reach this limit, you can let a follower go for free. (Although, you lose all equipment he has)

Every warband is led by a Sybarite for free, and starts with the following profile:

Stats:	WS	BS	S	T	W	I	A	LD
Sybarite	3	3	3	3	1	5	1	8

Equipment: close combat weapon, splinter pistol, Kabalite armour.

There are two tables of followers. The first table consists of the more common followers, the second more rare and dangerous attractions. It costs 1 Favour Point to roll on the first table, and 2 for the second. Remember to keep a tally of how much Favour you have spent. The dice roll determines what creatures/followers have approached your Champion and become available. If you choose, you can then spend the Favour Points necessary to recruit the follower/s as listed in the Favour Points per model column. On the other hand, if you cannot afford or do not wish to recruit the follower/s that you have rolled, you do not have to.

as you like. If you choose not to recruit any, those Favour Points that were spent to roll on the table are lost, however, and you must spend more points if you wish to roll again on the table.

In addition, you may alter the number you roll on the dice by one in exchange for 1 more favour point.

For example, if you rolled a 1, resulting in a Kabalite Warrior, you may then spend a further 1 point to alter the dice to either a 2 or a 6. Note, you can only alter the dice once per roll.

**Pay 1 Favour Point to roll on this table:**

(The special rules and characteristics of all the following models can be found in their respective codex. However, there equipment is as specified rather than as stated in the codex.)

Dice Number:	Follower:	Equipment:	Favour Points to hire
1	Kabalite Warrior	Kabalite Armour, splinter rifle	2
2	Wych	Close combat weapon, splinter pistol, Wych suit	3
3	D3 Slaves (see rules below, alterations allowed)	Close combat weapon	1 per slave
4	Hellion	Wych suit, skyboard, Hell glaive	3
5	Scourge	Ghostplate armour, Wings (counts as jumppack), Shardcarbine	4
6	Kabalite Trueborn	Splinter rifle, Kabalite armour	3

**Pay 2 Favour Points to roll on this table:**

Dice Number:	Follower:	Equipment:	Favour Points to hire:
1	Talos	See Further rules:	10
2	Beast Master	See Further rules:	7
3	Hekatrix Blood Bride	Close combat weapon, splinter pistol, Wych suit	4
4	Mandrake	Evil-looking weapon	4
5	Incubi	Incubus Warsuit, Klaive	5
6	Homunculus	See Further rules	7

### Further rules:

#### **Slave:**

Stats:	WS	BS	S	T	W	I	A	LD
Slave	2	2	3	3	1	3	1	5

Dark Eldar are notorious slavers, this slave statistic represents all manner of different sentient creatures such as Humans, Orks, Squats, Tau or even other Eldar, malnourished, and forced to fight for the pleasure of their masters. These slaves cannot be equipped with weapons from the weapon chart later in this manual.

If a friendly faction Dark Eldar model is not within 12 inches of the slave at the end of any turn the slave will spend their next turn running towards the nearest piece of cover and cowering inside / on / behind it (escape is sadly impossible). They can do nothing else that turn and will continue to cower / move until they are once again within 12 inches of a friendly faction Dark Eldar model. The Slave will move into a position not within this range if possible.

When rolling for how many slaves you receive, you do not have to purchase all the slaves you rolled for if you do not wish to.

#### **Homunculus:**

If you roll up a Homunculus then additionally roll 1 dice on this chart (no dice modifications allowed):

1-3: You receive D3 Grotesques with the following equipment:

Gnarlskin

Close combat weapon

4-5: You receive a Wrack with the following equipment:

Gnarlskin

2 poisoned weapons

6: You receive 1 Wrack and D2 Grotesques with the equipment above^.

Note: Wracks and Grotesques cannot upgrade their equipment

Homunculus starts with these items:

Gnarlskin, close combat weapon, splinter pistol.

**Talos:**

By default the Talos is equipped as is stated in the codex.

Upon receiving a Talos you may roll once on the following chart, note, Talos cannot be further upgraded after rolling here (dice modifications allowed):

1: additional close combat weapon

2: Twin linked liquefier gun

3: Chain flails

4: Stinger pod

5: Twin linked heat lance

6: Ichor Injector

**Beast Master:**

The beast master has a skyboard, Wych suit and Close combat weapon.

When purchasing a Beast Master roll also on this chart:

1-2: receive D2 Khymerae

3-4: receive 1 clawed fiend

5-6: receive D2 razor wing flocks

## Items

The following items may be rolled for and purchased using a D6 the same way as your followers were purchased, including altering the dice rolls. They can be equipped immediately or stored in your war band's stash:

1 favour point to roll on each table:

Dice:	Item:	Favour Points:
1	Splinter cannon	2
2	Dark Lance	3
3	Blaster	2
4	Plasma and Haywire grenades	1
5	Shredder	2
6	Haywire Blaster	3

These items can be equipped to a: Sybarite, Scourge, Kabalite warrior, Kabalite Trueborn.

Only 1 of these can be equipped for every 5 followers (Excluding the grenades, which any model in the warband can carry).

Dice:	Item:	Favour Points:
1	Agoniser	3
2	Power Weapon	2
3	Venom blade	1
4	Plasma and Haywire grenades	1
5	blast Pistol	2
6	Razor flails	3

These items can be equipped to a: Sybarite, Wych, Hekatrix Blood Bride.

Roll a D12 for 2 Favour Points:

Dice:	Item:	Favour Points:
2	Agoniser	3
3	Power Weapon	2
4	Flesh Gauntlet	3
5	Electrocorrosive whip	3
6	Stinger Pistol	2
7	Venom Blade	1
8	Sissorhand	2
9	Hexrifle	3
10	Liquefier gun	3
11	Mindphase gauntlet	3
12	Huskblade	4

These items can be equipped to a: Homunculus

Roll a D6 for 2 Favour Points:

Dice:	Item:	Favour Points:
1	Hellion Skyboard	4
2	HellGlaive	3
3	Klaive	3
4	Incubus war-suit	4
5	Wych Suit	4
6	Ghost-Plate Armour	4

These items can be equipped to a: Sybarite

### Currying favour

As your warband progresses to win or lose battles their heroic or unheroic activities are being documented as a result, favour is acquired or lost through fighting these battles.

#### **Favour points chart:**

Playing a battle against a warband with a Warband Favour Rating 10 or higher than your own	+2
Taking an enemy Champion out of action	+2
Winning a battle	+2
Winning a battle against a Warband Favour Rating 10 or higher than your own	+5
Wiping out an enemy warband (No enemy models on the table at the end of the game)	+2
Refusing a challenge	-2
Playing a battle	+3
Losing a battle	-1

You can use your favour points to acquire new members, weapons, or other such items as your go along.

As your Sybarite's skills improve so do it's stats. These are the maximum stats your Sybarite can have:

Stats:	WS	BS	S	T	W	I	A	LD
Sybarite	6	5	5	5	4	8	3	10

Each time you win a game, in addition to the favour points you may also roll a D12 on this chart:

Dice	Result
1	+1 WS
2	+1 BS
3	+1 S
4	+1 T
5	+1 A
6	+1 I
7	+1 LD
8	+1 W
9	+1 Favour point
10	+2 Favour points
11	Gain A follower, roll on the 1 favour point follower list once for free (Alterations still cost)
12	Gain An item, roll on either 1 favour point weapon list once for free (Alterations still cost)

Note: These results cannot be modified with favour, also, if you are already maxed out on a statistic keep rolling until you get a result you are not maxed out on.

Note: this chart can also be rolled on for 20 favour points per roll



## Injuries

Should your minions or Champion be defeated in battle you must roll bellow to see what happens to them (Champions have a different chart):

1-2: Your follower / beast is DEAD, gone. Poof. All equipment they had is lost.

3-5: Your follower recovers.

6: Your follower is taken prisoner, the opponent gains a slave, or he can ransom the follower back, for a price...

### **Champion:**

First roll a D6:

1-2: Your champion is injured.

3-6: Your champion survives.

If your Champion is injured, roll on the following chart:

Champion chart (Roll a D12):

Dice:	Result
2	Lose 1 WS
3	Lose 1 BS
4	Lose 1 S
5	Lose 1 T
6	Lose 1 I
7	Lose 1 A
8	Lose 1 Ld
9	Misses the next game, choose a new model to be a temporary Champion (but roll on followers if it's injured)
10	Dies, gone, Poof, A new champion steps forward. Choose any non-slave, mandrake, homunculus (and his creations), non-beast, non-vehicle model, this is your new champion, stick him in your leader profile, he is now treated exactly as you would your champion, although he keeps any weapons / equipment he has.
11	Loses 1 W
12	Captured. Your opponent gains 1 slave to use as they want. (Or they can ransom your champion back to you, for a price, ho ho ho...)

Note: A stat can never decrease to 0, if this happens, reroll instead of altering your Champions stats.

### Scenarios:

Note: Generally, these scenarios are being played out amongst the buildings, slave pits and other such areas of Commorragh, dense terrain is therefore expected. Unless the scenario demands otherwise each player takes turns at placing pieces of terrain no less than 1 inch from each other piece of terrain.

Note: for multiplayer battles I leave it to your discretion where and how you deploy, however, it is advisable to stick to the deployment zones specified, simply divide these zones as you see fit.

Note: These are only a few scenarios; you can make more yourself if you feel the need, simply swap out 5 and 6 for whatever you want.

First, roll a D6 on the table:

Dice	Scenario
1	Pitched Battle
2	Defend the base
3	Breakthrough
4	Take and Hold
5	Take and Hold
6	Pitched Battle

#### **1/6: Pitched Battle:**

The two players choose a table edge, and then roll off as per the Warhammer 40000 rules for deployment / going first. They deploy their forces up to 10 inches up on their side.

Winning conditions:

If a players Champion dies / flees or 75% of their warband dies then they lose. If multiple players are playing then whoever is still remaining without the above conditions being met, wins.

#### **2: Defend the base:**

Before setting off, mark a 10 Inch by 10 Inch square in the centre of the table. This is the 'Base'. Deploy suitable terrain in this area, Then place the rest of the terrain. Next, choose an attacker/s. The attacker/s can deploy anywhere up to 7 inches up round the entire edge of the table.

Winning conditions:

If a players Champion dies / flees or 75% of their warband dies then they lose. If multiple players are playing then whoever is still remaining without the above conditions being met, wins.

The defender wins automatically if, after the 4<sup>th</sup> turn there are no more enemies within the 10 Inch area of the base.

### **3: Breakthrough**

Set up as per Pitched battle; however, choose a defender and an attacker. (If multiple players you must reroll unless you have an even number of players, if you do have an even number, then you must have an even numbers of attackers and defenders.) The attackers deploy as per pitched battle, however, the defenders deploy within 3 inches of either side of the centre of the table.

Winning conditions:

If a players Champion dies / flees or 75% of their warband dies then they lose. If multiple players are playing then whoever is still remaining without the above conditions being met, wins.

The attacker wins automatically if, they can get any unit (except slaves or beasts) to the other end of the table from the side they deployed. The Defender(s) wins automatically if this does not happen before turn 6.

Note: If multiplayer, only the attacker who reached the other side wins.

### **4/5: Take and Hold**

Place terrain as per Pitched battle.

Play this through exactly the same as Crusade from the 6<sup>th</sup> edition rule book with the following additional rules:

Winning conditions also include those mentioned in Pitched battle.

All units except slaves and beasts count as scoring units. Slaves and beasts can still contest.

### Gifts from the Kabals

In addition to gaining favour, the winning warband also gets to roll a D6. On a 6, the winner also gets to roll on this table:

Dice:	Result:
1	Your warband gains a Raider. This Raider can have your choice of 0-3 5pt upgrades taken from the Raider's upgrade list in the codex. The disintegrator cannon counts as a 5pt upgrade. You can choose a 10pt upgrade, if you sacrifice two 5pt upgrades.
2	You receive 1 Husk blade that you can give to your Champion.
3	Give your champion your choice of +1 stat increase of your choice.
4	You receive D3 sets of combat drugs to distribute where you see fit.
5	You receive a Reaver Jet bike with the default upgrades specified in Codex Dark Eldar.
6	You may roll once on the second followers chart free. (modifications still cost)

Note: This dice roll can be modified, at the cost of 5 favour, and only once.

#### **Favour rating:**

This is worked out by adding all your Sybarites stats together, adding to it your current favour balance, then adding 1 point for every model in the band from chart 1, 2 points for each model in the warband for chart 2, 4 points for any models from the Gifts from the Kabals Chart above (Jet bike or Raider) then an additional 1 point for any model not applicable to any of the previous model types mentioned. This is your favour rating. It should be updated before each battle.



