

Dark Elves v. 1.6.1

Warband Special Rules

Frail but Fey

Elves treat all campaign injuries as 'Full Recovery' except for rolls of 'Dead,' 'Robbed by Stragglers,' 'Robbed by Enemy Warband,' and 'Thrown to the Pits.'

- *(Positive results from the campaign injury chart are also transformed into Full Recovery by this rule.)*
- Henchmen with this rule derive no effect from it until they are promoted to heroes.

Eagle Eyes

Warriors with this rule ignore enemy 'Stealth' when shooting missile weapons.

Murderous Prowess

Warriors with this rule may re-roll their first natural 1 'to wound' in each close combat phase *(i.e. including opponent's)*.

Druchii Sorcery

Warriors with this rule start each battle *(and all Pit Fights)* with 1 Free Power dice.

Stealth

As long as a warrior with this rule is in cover, enemy shooting against him suffers an additional -1 to hit.

Deathblow (Close Combat)

All of this warrior's Critical Hits in close combat automatically result in a 'Deathblow' result on the critical hits chart.

Warband Special Rules

Poisonous Attacks

All of this warrior's attacks are poisonous except where his attacks could not be poisoned, such as with Slings. *(Poisonous attacks may re-roll natural 1s 'to wound.')*

Scaly Skin (6+)

Warriors with this rule have a natural 6+ armour save that stacks with other armour saves. Scaly Skin saves are negated by Armour Piercing effects as normal, but are immune to Armour Splintering.

Heirloom

Warrior has this item when hired. It may not be swapped or sold, but may be robbed and discarded as normal.

Warband Special Equipment

Sacrificial Dagger 5gc

Special Equipment: Whenever owner takes an enemy *out of action* with a close combat attack, he gains +1 Power Dice. Can only be carried by Wizards.

Sea Dragon Cloak 10gc

Suit of Armour: Prevents Wizards from casting spells. May be worn in combination with Light Armour or Heavy Armour.

Wearer gains a 'Scaly Skin (6+)' vs. shooting attacks. *(No effect vs. close combat attacks, spells or prayers.)*

Dark Elf Skill Table

	Combat	Shooting	Academic	Strength	Speed	Slaanesh
Highborn	V	V	V	V	V	(+10gc)
Fellblade	V			V	V	(+10gc)
Warlock	V		V	V	V	V
Sorceress	(+10gc)		V		V	(+10gc)
Raider	V	V	(+10gc)	(+10gc)	V	(+10gc)

Dark Elf Equipment Lists

<p>Highborn and Fellblades</p> <p>Close Combat Hand Weapon Great Weapon Halberd</p> <p>Shooting Light Crossbow Crossbow Pistol Javelins</p> <p>Armour Light Armour Heavy Armour Sea Dragon Cloak Shield</p>	<p>Doomfire Warlock</p> <p>Close Combat Hand Weapon Great Weapon</p> <p>Shooting Throwing Knives / Stars Throwing Axes Javelins</p> <p>Armour None</p>	<p>Sorceress</p> <p>Close Combat Hand Weapon Great Weapon</p> <p>Shooting Sling</p> <p>Armour None</p>
<p>Raider Scouts and Warriors</p> <p>Close Combat Hand Weapon Great Weapon Spear</p> <p>Shooting Light Crossbow Javelins</p> <p>Armour Light Armour Shield</p>	<p>Witch Elves</p> <p>Close Combat Hand Weapon Great Weapon Combat Whip</p> <p>Shooting Throwing Knives / Stars Javelins</p> <p>Armour Light Armour</p>	<p>Executioners</p> <p>Close Combat Hand Weapon Great Weapon Halberd</p> <p>Shooting Throwing Axes</p> <p>Armour Light Armour Heavy Armour Shield</p>
<p>Shades</p> <p>Close Combat Hand Weapon</p> <p>Shooting Light Crossbow Javelins</p> <p>Armour Light Armour</p>		

HEROES

0-1 Dark Elf Highborn

40gc to hire

Starting Experience: 28

Race: Elf

M	WS	BS	S	T	W	I	A	Ld
5	5	4	3	2	3	5	1	9

SPECIAL RULES

Leader (6"), Frail but Fey, Eagle Eyes, Murderous Prowess

0-2 Fellblades

35gc to hire

Starting Experience: 28

Race: Elf

M	WS	BS	S	T	W	I	A	Ld
5	5	4	3	2	3	5	1	8

SPECIAL RULES

Frail but Fey, Eagle Eyes, Murderous Prowess

0-1 Doomfire Warlock

50gc to hire

Starting Experience: 28

Race: Daemon

M	WS	BS	S	T	W	I	A	Ld
5	4	4	3	3	3	5	1	8

SPECIAL RULES

Cause Fear
Wizard (Fire, Death or Slaanesh): Start with 1 spell.

0-1 Dark Elf Sorceress

35gc to hire

Starting Experience: 24

Race: Elf

M	WS	BS	S	T	W	I	A	Ld
5	3	3	3	2	3	5	1	8

SPECIAL RULES

Frail but Fey, Eagle Eyes, Druchii Sorcery
Wizard (Dark Magic): Start with 1 spell.

0-3 Raider Scouts

25gc to hire

Starting Experience: 14

Race: Elf

M	WS	BS	S	T	W	I	A	Ld
5	3	3	3	2	3	5	1	7

SPECIAL RULES

Frail but Fey, Eagle Eyes

HENCHMEN

Dark Elf Warriors

30gc to hire

Starting Experience: 24

Race: Elf

M	WS	BS	S	T	W	I	A	Ld
5	4	4	3	2	3	5	1	8

SPECIAL RULES

Frail but Fey, Eagle Eyes

0-3 Shades

30gc to hire

Starting Experience: 24

Race: Elf

M	WS	BS	S	T	W	I	A	Ld
5	3	4	3	2	3	5	1	8

SPECIAL RULES

Frail but Fey, Eagle Eyes, Stealth

0-3 Witch Elves

40gc to hire

Starting Experience: 28

Race: Elf

M	WS	BS	S	T	W	I	A	Ld
5	4	4	3	2	3	5	1	8

SPECIAL RULES

Frail but Fey, Eagle Eyes, Poisonous Attacks

0-3 Executioners

50gc to hire

Starting Experience: 28

Race: Elf

M	WS	BS	S	T	W	I	A	Ld
5	5	4	3	2	3	5	1	8

SPECIAL RULES

Frail but Fey, Eagle Eyes, Murderous Prowess, Deathblow (Close Combat), Heirloom: Heavy Armour

0-3 Cold Ones

30gc to hire

M	WS	BS	S	T	W	I	A	Ld
6	4	-	4	3	3	2	1	5

SPECIAL RULES

Scaly Skin (6+)
Animals (Cannot Climb; Cannot Hide; Flee 3D6"; Cannot use the Leader's Ld; Cannot Capture Objectives; Fight Unarmed; No Promotion.)

v.1.6.1

Sacrificial Dagger 5gc

v.1.6

Doomfire Warlock may also use Lore of Death.

Warlock may also use Throwing Axes

Witch Elves may also use Javelins

Frail but Fey does not protect against 'Robbed' results.

v.1.5.1

Deathblow Rule clarified. *(Thanks to letrescertain.)*

v.1.5

Leader, fellblades, executioners +1 WS

v.1.4

Cold Ones -5gc price.

v.1.3

Decapitate ability revamped.

Doomfire Warlock +1 T, cost 50gc.

Executioners have heirloom: heavy armour, cost 50gc.