

# 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

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

## 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.