

Dark Elves v. 2.1

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.

Druchii Sorcery

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

Deathstrike (Close Combat)

Whenever a warrior with this rule inflicts a critical hit in close combat, roll twice on the critical hits chart and apply the highest result.

Poisonous Attacks (Close Combat)

All of this warrior's close combat attacks are *poisonous*. *(Poisonous attacks may re-roll natural 1s 'to wound, except vs. enemies immune to poison.')*

Heirloom

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

Spectral

Warriors with this rule may move through walls and other solid objects *(but not other warriors)*.

- This ability has no effect on jumping or climbing.
- Spectral warriors cannot *hide* or capture scenario objectives.

Warband Special Rules

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 and Armour Sundering effects as normal.

- However, Scaly Skin saves that have been Sundered are restored to their full armour save value at the start of each of the controlling player's Power Phases.

Stealth

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



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Dark Elf Skill Table

| | Combat | Shooting | Academic | Strength | Speed | Druchii |
|-----------|---------|----------|----------|----------|-------|---------|
| Highborn | V | V | V | V | V | V |
| Fellblade | V | | | V | V | V |
| Warlock | V | | V | V | V | V |
| Sorceress | (+10gc) | | V | | V | V |
| Corsair | V | V | (+10gc) | (+10gc) | V | V |

Druchii Special Skills

Arrogance

Warrior may re-roll failed fear and panic tests. *(No effect if he also has 'Stubborn.')*

Murderous Prowess

Warrior may re-roll his first natural 1 'to wound' in each close combat phase *(including opponent's)*.

Beastmaster

Animals attacking this warrior must re-roll their first successful roll 'to hit' in each close combat phase *(including opponent's)*. No effect vs. Undead and Daemons.

Bloodshield of Khaine (5+)

Warrior has a 5+ ward save against all types of attacks as long as he is down to one wound. Not active while warrior is *fleeing*.

Elven Precision

All of warrior's close combat attacks are Armour Piercing (1). *(Stacks with other Armour Piercing effects he may have.)*

Primeval Hatred

Warriors *hates* all enemies in the first round of each close combat. *(I.e. all of his close combat attacks have +1 to hit.)*

Laceration

Warrior's 'Free Hack' attacks have +1 Strength and warrior may re-roll free hacks that failed to wound.

Fury of Khaine (+1 S)

Warrior has +1 Strength the turn he charges.

Poisonous Killer

Warrior may poison one of his weapons each battle. You may choose which. This skill may be taken multiple times.

Druchii Special Skills

Killing Frenzy

All of warrior's close combat attacks have +1 to hit vs. enemies that are down to 2 Wounds or less.

Hekarti's Power

Must be a wizard to take this skill. Warrior has +1 to all spellcasting rolls.

Warband Special Equipment

Hunting Drake 15gc

Missile Weapon

Range: 24" Strength: 3

Poisonous *(May re-roll 1s 'to wound' except vs. enemies immune to poison.)*

Beast of Prey: Ignores penalties for Cover.

Move or Fire.

Sea Dragon Cloak 10gc

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

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

Sacrificial Dagger 5gc

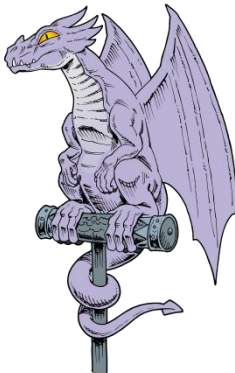
Special Equipment: Whenever owner takes an enemy *out of action* with a close combat attack, he gains +1 Power Dice. Can only be carried by Wizards.

Witchbrew 5gc

Special Equipment: Drug: Warrior gains the 'Fury of Khaine,' and 'Killing Frenzy' skills from the Druchii skill list *(no effect if he has them already)*. One use only.

Side Effect: When warrior takes this drug, roll a D6: On a roll of 1 he also takes one automatic Strength 2 hit with no saves of any kind allowed.

Dark Elf Equipment Lists

| | | |
|---|---|--|
| <p>Highborn and Fellblades</p> <p>Close Combat Hand Weapon Great Weapon Halberd Morning Star</p> <p>Shooting Light Crossbow Javelins Hunting Drake</p> <p>Armour Light Armour Heavy Armour 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>Corsair Scouts</p> <p>Close Combat Hand Weapon Great Weapon Combat Whip</p> <p>Shooting Javelins Throwing Knives / Stars Bolas Crossbow Pistol</p> <p>Armour Light Armour Sea Dragon Cloak Nets</p> |
| <p>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 Javelins</p> <p>Armour Light Armour Heavy Armour Shield</p> |
| <p>Shades</p> <p>Close Combat Hand Weapon</p> <p>Shooting Light Crossbow Javelins Bolas</p> <p>Armour Light Armour</p> | <p>Sorceress</p> <p>Close Combat Hand Weapon Great Weapon</p> <p>Shooting Sling</p> <p>Armour None</p> |  <p>© Giorgos Magkakis</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

45gc to hire

Starting Experience: 28

Race: Daemon

| 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, Cause Fear, Spectral, Wizard (Fire, Death or Dark Magic): 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 (Fire, Metal, Heavens, Beasts, Shadow, Death or Dark Magic): Start with 1 spell.

0-3 Corsair 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

35gc 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 (Close Combat)

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, Deathstrike (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.2.1

Nerfed the side effect of Witchbrew.

v.1.7.1

Clarified that Witchbrew is One use only.

v.1.7

Doomfire Warlock and Sorceress have more lores.

Raider Scouts changed to Corsairs; new equipment list.

Highborn and Fellblades can no longer use Sea Dragon Cloak.

Doomfire Warlock, -1 T, gain Spectral, Frail but Fey and Eagle Eyes, -5gc.

Added more weapons to many equipment lists.

Added Druchii Special Skills.

Added more unique items.

Witch Elves poisonous attacks only apply in close combat, gain Killing Frenzy.

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.