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DARK ELF WARBAND

Dark Ones of Naggaroth

Many dare not speak of the High Elves' evil kin, the Druchii, or the Dark Elves as they are better known. They are a race for whom pain and pleasure have been pushed to the ultimate extreme. They leave destruction and despair in their wake and are more greatly feared than the barbaric Orcs and no less so than the tainted forces of Chaos and Undeath. To the victims of the Dark Elves it is the fortunate to whom a quick death is gifted for this twisted folk roam the Known World in search of slaves. The slaves of the Dark Elves are either worked to death in their mines, ripped apart on the altars to Khaine, their dark God, or tortured mercilessly by the Brides of Khaine, the Witch Elves. Dark Elves take a perverse delight in inflicting pain upon others just to see their victims suffer.

Despite their dire reputation for cruelty they are only rivaled as explorers and adventurers by their High Elven cousins. It is the lure of the precious, arcane artifacts of the Slann that bring these foul creatures to Lustria, traveling stealthily in their Black Arks and penetrating deep into the jungle. Dark Elves are adept at stealth and ambush and are well suited to the overgrown realm of the Lizardmen – most warbands don't even know they're being attacked until it is too late.



Choice of Warriors

A Dark Elf warband must include a minimum of three models. You have 500 gold crowns

to recruit your initial warband. The maximum number of warriors in the warband may never exceed 12.

Heroes

High Born: Each Dark Elf warband must have one High Born to lead it – no more, no less.

Beastmaster: Your warband may include one Beastmaster.

Fellblades: Your warband may include up to two Fellblades.

Sorceress: Your warband may include one Sorceress.

Henchmen

Corsairs: Your warband may include any number of Corsairs.

Shades: Your warband may include up to five Shades.

Cold One Hounds: Your warband may include up to two hounds if it also includes a Beastmaster.

Starting Experience

High Born starts with 20 experience.

Fellblades start with 12 experience.

Sorceress starts with 12 experience.

Beastmaster starts with 8 experience.

Henchmen start with 0 experience.

Maximum Characteristics

Characteristics for Dark Elf warriors may not be increased beyond the maximum limits shown on the Elven profile on page 121 of the Mordheim rulebook.

Special Rules

Kindred Hatred: The Dark Elves have been fighting the High Elves for many centuries. The wars between these two races have been very long and bloody affairs. Dark Elves *Hate* any High Elf warriors including High Elf Hired Swords.

Excellent Sight: There are numerous legends detailing the excellent eyesight of the Elves, both Druchii and Ulthuan kin. Elves can spot *Hidden* enemies from twice as far away than normal warriors. (ie twice their Initiative value in inches)

Black Powder Weapons: Dark Elves may never use black powder weapons as they find them too crude, noisy and unreliable.



Dark Elf equipment lists

The following lists are used by Dark Elf warbands to pick their weapons:

DARK ELF EQUIPMENT LIST
Hand-to-hand Combat Weapons

Dagger	.1st free/2 gc
Axe	.5 gc
Sword	10 gc
Double-handed weapon	15 gc
Halberd	10 gc
Spear	10 gc
Beastlash	10 gc

Missile Weapons

Repeater Crossbow	35 gc
Crossbow Pistol	35 gc

Armour

Helmet	10 gc
Light armour	.50 gc
Shield	.5 gc
Buckler	.5 gc

Special Equipment

Dark Elf Blade*	15 gc
Dark Venom*	15 gc
Sea Dragon Cloak**	50 gc

* *May be taken by Heroes only.*
** *May be taken by Heroes and Corsairs only.*

SHADES EQUIPMENT LIST
Hand-to-hand Combat Weapons

Dagger	.1st free/2 gc
Axe	.5 gc
Sword	10 gc

Missile Weapons

Repeater Crossbow	35 gc
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Armour

Helmet	10 gc
Light armour	20 gc



Dark Elf skill tables

	Combat	Shooting	Academic	Strength	Speed	Special
High Born	x	x	x		x	x
Sorceress			x		x	x
Fellblade	x				x	x
Beastmaster	x				x	x



Heroes

1 High Born

70 Gold Crowns to hire

Dark Elf Leaders are typically drawn from the Dark Elf nobility and lead the warband in search of gold, slaves and arcane artifacts to bring home to Naggaroth. They are cold and ruthless killers and they command the respect of their troops through assassination and terror. They have attained their position of leadership by eliminating rival nobles who stand in their way and through their remarkable cunning, they are dangerous foes who embody the merciless traits of the Druchii race.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	5	4	3	3	1	6	1	9

Weapons/Armour: A High Born may be armed with weapons and armour chosen from the Dark Elf Equipment list.

SPECIAL RULES

Leader: Any models in the warband within 6" of the High Born may use his Leadership instead of their own.



0-2 Fellblades

40 Gold Crowns to hire

The Fellblades are elite warriors of the Dark Elf armies and are often linked to the household of a particular Noble family. Fellblades live a life of strict martial training, each specialises in a particular weapon and fighting style. Killing is a way of life for these warriors. Enemies can expect no mercy from them. Fellblades accompany raiding parties to Lustria as paid guards or to further hone their killing skills.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	5	4	3	3	1	6	1	8

Weapons/Armour: Fellblades may be armed with weapons and armour chosen from the Dark Elf Equipment list.

SPECIAL RULES

Melee Specialists: Fellblades live by a strict code of close quarter fighting. Fellblades may not use missile weapons of any sort.

0-1 Beast Master

45 Gold Crowns to hire

Whereas the High Elves have a great affinity with Dragons and Griffons and other noble creatures their malevolent kin have infamous Beastmasters, Dark Elves of particularly cruel renown who breed many vicious beasts and lead them into contact. Unlike the High Elves who treat their beasts as companions, the Dark Elf Beastmasters are very spiteful masters.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	4	3	3	1	6	1	8

Weapons/Armour: A Beastmaster may be armed with weapons and armour chosen from the Dark Elf Equipment list.

SPECIAL RULES

Cold One Beasthound: The Beastmaster may be accompanied by up to two Cold One Beasthounds, these are bought as henchmen and follow all rules for listed for them.



0-1 Dark Elf Sorceress

55 Gold Crowns to hire

Dark Elves are strange in that apart from the fell Witch King there are no other male sorcerers, all the other practitioners of magic in the Dark Elf race are female. It is rumoured that any males who do develop an affinity for magic amongst the Dark Elves are immediately put to death to fulfil some dark prophecy. Dark Elf Sorceresses are mysterious, raven-haired beauties who are grudgingly respected even from the powerful High Born and their services are high in demand.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	4	3	3	1	6	1	8

Weapons/Armour: The Sorceress may be armed with weapons and armour chosen from the Dark Elf Equipment list but they may not cast spells if wearing armour.

SPECIAL RULES

Wizard: The Dark Elf Sorceress is a wizard and uses Dark magic, detailed below.

Henchmen (bought in groups of 1-5)

Corsairs

35 Gold Crowns to hire

The Dark Elves are cruel and fierce fighters. This is especially true of the Corsairs – the Black Ark Raiders. They are skilled with sword and axe, as well as the repeater crossbow, the distinct missile weapon of the Dark Elves. Whenever a Black Ark explores the coast of Lustria the Corsairs are the first to launch raiding parties.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	4	3	3	1	6	1	8

Weapons/Armour: Corsairs may be armed with weapons and armour chosen from the Dark Elf Equipment list, in addition they may wear Sea Dragon Cloaks even though they are not heroes.



0-5 Shades

30 Gold Crowns to hire

The stealthy Dark Elf Scouts rely on their repeater crossbows to harass and snipe at the enemy, rather than engaging them head on as ambush is the preferred style of fighting. Shades are young and inexperienced scouts that see the expeditions to Lustria as a valuable training opportunity.

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

Weapons/Armour: Shades may be armed with weapons and armour chosen from the Shades Equipment list.

Natural Stealth: The first thing that Dark Elf Scouts master is the art of moving without being seen or heard. If a Dark Elf is *Hiding*, enemy models suffer -1 to their Initiative value for determining if they can detect him.

0-2 Cold One Beasthounds

30 Gold Crowns to hire

The Dark Elves capture and breed many exotic creatures to fight for them and fights between pets are often staged as a form of entertainment amongst the Dark Elves. One such animal was discovered in Lustria. Distantly related to Cold Ones, the Cold One Beasthound lives in swamps and bogs. Cold One Beasthounds are larger than wardogs and of similar build but are in all other respects reptilian. Rows of sharp teeth fill its maw, and when provoked, the Cold One Beasthound is a very aggressive beast. The Dark Elves capture and train these creatures to fight in battles all over the Warhammer world.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	4	4	1	1	1	4

Weapons/Armour: Cold One Beasthounds are animals and do not need any weapons save their claws and massive jaws.

SPECIAL RULES

Animals: Cold One Beasthounds are animals and all animal rules apply to them, they never gain experience.

Beastmaster: Cold One Beasthounds are nasty viscous brutes that are barely kept under control. If the Beastmaster dies the beasts will immediately escape from the warband and they are removed from the warband roster. If the Beastmaster is unable to participate in a battle, then neither will the beasts.

Stupidity: Cold One Beasthounds may use the basic Leadership of the Beastmaster if they are within 6" of him. They may never use the Leadership of the warband leader, nor may they benefit from the Beastmaster's increased Leadership if he is within 6" of the leader.

Scaly Skin: Cold One Beasthounds have tough scaly skin, and are considered to have a 6+ armour save. This save cannot be modified beyond 6 due to strength modifiers but any result of 'no save' on the injury chart will negate the unmodified 6+ save.

Fear: Cold One Beasthounds cause *Fear*.



Special Equipment

Dark Elf Blade**(+20 gold crowns to weapon/Rare 9)**

Dark Elf Blades are forged in the city of Hag Graef, the Dark Crag. They are fashioned from Blacksteel, a rare form of steel found deep within the mountains around the city. Dark Elf Blades have wicked protrusions and serrated edges, which inflict serious damage on an opponent. Any Dark Elf can upgrade a sword or dagger to a Dark Elf blade by paying an additional 20 gc at the time of purchase. Weapons upgraded to a Dark Elf Blade retain all of their abilities (i.e. swords can parry, daggers grant an armour save of 6).

Range Close Combat
Strength As user
Special Rules *Critical Damage, Wicked Edge*

SPECIAL RULES

Critical Damage: Dark Elf blades inflict serious damage on their opponents, when rolling on the critical hit chart a Dark Elf blade will add +1 to the result.

Wicked Edge: Dark Elf blades are set with sharp protrusions and serrated edges which inflict serious damage on an opponent, a roll of 2-4 on the injury table is a *Stunned* result.

Beastlash (10+D6 Gold Crowns/Rare 8) (Beastmaster only)

The Beastmaster make good use of their whips to goad their hounds and creatures into combat.

Range Close Combat
Strength As user -1
Special Rules *Beastbane, Reach*

SPECIAL RULES

Beastbane: The Beastmaster wielding a Beastlash causes *Fear* in animals, any animal charged or wishing to charge a Beastmaster with one of these weapons must first take a *Fear* test as mentioned in the psychology section of the Mordheim rules.

Reach: A Beastlash may attack opponents up to 4" away (see Sisters of Sigmar Steelwhip).

Sea Dragon Cloak**(50+2D6 Gold Crowns/Rare 10)**

Dark Elf Corsairs use special cloaks fashioned from Sea Monsters that dwell deep in the oceans depths. These cloaks are tough and resilient and offer Dark Elves with a very good amount of protection.

SPECIAL RULES

Scales: 5+ armour save in close combat, 4+ armour save against missiles.



Dark Elf Special Skills

Dark Elf Heroes may use the following Skill table instead of any of the standard skill tables available to them.

Fury of Khaine

The Dark Elf is infused with an intense raging thirst for blood and is a whirlwind in hand-to-hand combat, moving from opponent to opponent. The Dark Elf may make a 4" follow up move if he takes all of his opponents out of action. If he comes into contact with another enemy this starts a new combat. This new combat takes place in the following turn and the model counts as charging. May not follow up in the opponent's turn

Powerful Build

The warrior is strongly built for an Elf and is capable of feats of strength. A warrior with this skill may choose skills from the Strength table. The Sorceress may never take this skill and no more than two warriors in the warband may take this skill at any one time.

Fey Quickness

Few can ever hope to match an Elf's inhuman quickness and agility. An Elf with *Fey Quickness* can avoid melee or missile attacks on a roll of 6. If the Elf also has *Step Aside* or *Dodge* this will increase to a 4+ in the relevant area. For example, an Elf with *Fey Quickness* and *Step Aside* avoids melee attacks on a 4+ and missile attacks on a 6.

Infiltration

The Dark Elf can *Infiltrate*, this skill is exactly the same as the Skaven skill.

Master of Poisons

The Dark Elf is proficient in concocting different poisons. If the Hero doesn't search for rare items, he may make D3-1 doses of Dark Venom instead. There is a chance of getting none, as the hero doesn't have access to a stable workplace. The poison must be used in the next battle and cannot be sold or traded to other warbands as the Dark Elves guard their secrets very carefully.

Dark Elf Magic

The Dark Elves are as accomplished practitioners of magic as their arch enemies the High Elves but whereas the High Elves essentially use magic defensively and for the power of good, the Dark Elves utilise the evil powers of Dark Magic a very destructive force indeed.

D6 Result

1 Doombolt Difficulty 9

Whispering an ancient incantation the Sorceress conjures a bolt of pure dark energy and unleashes it from her outstretched hand.

The bolt of doom may be targeted at any enemy model in line of sight. The Doombolt has an 18" range and causes a Strength 5 hit. If the target model is wounded, then the next closest model within 6" is also hit on a 4+, at -1 Strength than the previous hit. The bolt will keep leaping until there are no more targets within range or until its Strength drops to a one. Each model can only be hit by a bolt once per turn. Take armour saves as normal.

2 Word of Pain Difficulty 8

The Sorceress calls the curse of the Witch King down on his enemy reducing their willingness to fight.

The spell may be cast at an enemy model within 12". The victim must re-roll all successful hand to hand or missile attacks and all to wound rolls. If the victim wishes to charge, he must pass a successful Leadership test first. Lasts until the beginning of the next Dark Elf turn.

3 Soul Stealer Difficulty 9

At the Sorceress's touch, the essence of life is drained from her enemy and absorbed into her body giving him renewed strength and vigour.

Once successfully cast, the Sorceress has to make a to hit roll against a model in base contact. If the attack is successful and her opponent is struck, he suffers a wound with no armour save possible. The Sorceress feeds on this life-force and adds one wound to her profile. Note: the Sorceress can never have more than one extra wound from the use of this spell and the extra wound is lost at the end of the battle.

4 Flamesword Difficulty 8

Summoning Dark Magic the Sorceress engulfs a weapon in twisted black flames.

The Sorceress may choose the hand-to-hand combat weapon of a member of her warband within 6" to be engulfed in flames. A weapon with these flames acts as a normal weapon of its type, but also adds a +2 bonus to the users Strength. Hits inflicted from the weapon ignore armour saves. Lasts until the Sorceress' next shooting phase.

5 Deathspasm Difficulty 10

The Sorceress channels Dark Magic into her enemy, causing him to writhe in excruciating pain.

The Deathspasm has a range of 6" and must be cast on the closest enemy model. The affected model must roll on the injury chart. If successfully cast, the casting Sorceress is immediately knocked down.

6 Witch Flight Difficulty 7

The Sorceress bends the winds of magic to her will and flies through the air.

The Sorceress may immediately move anywhere within 12", and may count as charging. If she engages a fleeing enemy in the close combat phase she will score 1 automatic hit and then the opponent will flee again.

Phillipe hated this place. He hated the humid heat and the sun that burned his skin. It had only been a week in this godforsaken jungle. 'Man eating plants, snake pits and lizards that walk on two legs...' He mumbled to himself with distaste. Phillipe would leave this dammed jungle with his friends, fast as the holy Madre could blink her eyes. It is only for the treasure the tales and myths speak of that has kept him and his Remasen friends here. The six Tileans moved forward cautiously under the dark canopy of trees.

It was only a few hours ago that Captain Andres found strange tracks on the ground. They had never seen such tracks before, and wondered what beast made such a strange trail. They concluded that whatever the nature of the beast, it would bring a hefty price if sold at the market at one of the coastal settlements. Dead exotic creatures are usually sought after by wizards, but exotic creatures captured alive bring more riches. Whenever you have merchants and nobles who are collectors a lot of money is to be made. So, they went on the hunt.

'Senore Andres, maybe we should head back to the shoreline eh?' Suggested Phillipe to his captain. Andres was a sturdy warrior, who had seen many battles. He was always thinking of his companions first and glory second and Phillipe was trying to find some reason and common ground to persuade his captain.

Senore Andres paused for a moment and so did the rest of the five men, who awaited their captain's decision. Andres thought for a few moments. He eyed his men closely. They were good men, but exhausted none the least. He could see them breathing heavily. They were not used to this intense environment. "We will camp here tonight." Andres spoke finally. The rest of the group gave a heavy sigh of relief. Although they still wanted to head back to the shore they knew their limits of compromise when it came to their leader. They set up camp amid a small clearing and before too long were singing songs and telling stories of their grand adventures in the land of gold and riches.

Carlos and Piassiso stood watch that night. Carlos had been at the ale again and nodded off, leaning against his halberd. When he came to all was quiet and very still and the night air brought a cool breeze with it. It was then, that he realised, it was too quiet for the jungle. Unfortunately for Carlos, as he opened his eyes he found himself face to face with two large red eyes and a monstrous mouth. The beast's eyes were locked onto Carlos'. He sat frozen, trying to persuade himself that he was dreaming. The beast hissed, sending a gust of fetid, acrid breath over Carlos' face, it was then that he concluded the creature was real.

'Druchii!' Carlos cried the instant before the beast's jaws ripped out his throat in a single bite. His cry of desperation was enough to warn his friends, but before they could ready their weapons it was too late. A second beast leapt out from the dark and pounced on Piassiso crushing his bones and rending the flesh from them. A man, but too lithe to be a man, silhouetted against the campfire lashed out at the beasts with a whip. The all too familiar 'k-ching, k-ching' sound could be heard from the dense foliage, each noise signifying a hail of bolts from a Druchii repeater crossbow and each noise followed by a scream. It was all over in seconds, ill prepared and surprised it wasn't long before most of the Remasens were dead.

Phillipe was barely conscious through the pain caused by the vicious barb embedded in his thigh. Through his blurry vision he could make out the beasts that had attacked them, huge scaled lizards and they were devouring the remains of his friends. Then he could start to make out the shadowy shapes that had massacred his friends in an instant, they were tall and lithe and despite their fierce, cold stares they were truly beautiful. Phillipe had never seen the legendary and infamous Druchii before. Looking into those blank, unfeeling eyes as the Druchii surrounded his prone form Phillipe realised that it was his friends who were the lucky ones as the Druchii slowly drew wickedly barbed blades. A high pitched scream rent the still night air over the jungle, quickly followed by another and then another...



Ceiling Capacity

If constructed correctly, approximately 2 small based models ought to be able to stand atop the larger barrio comfortably, and only 1 on the smaller ones. The following is a good rule for ceiling and interior capacity for the barrios:

Large Barrio: 2 small based/1 large based model

Small barrio: 1 small/large based model

Monster based models cannot stand in or on top of either of the barrios.

Interconnecting Bridges

These bridges are designed to stand between any combination of double tiered and large barrios.

Cut a strip from a GW mail order box (or any other thin but rigid cardboard) of optional length – I suggest that the average bridge length is 12-14 cm – and a width of 2.3cm. The mail order boxes are ideal because they are corrugated for rigidity, but also thin so they don't look ridiculous.

The angle that these bridges meet the barrios at is customisable. If you want the barrios parallel then obviously leave the ends flat. If you want a 45 degree angle between the barrios, chop one of the ends so that it is 45 degrees. These are so quick to make that you can make at least 5 for every degree available, so don't be conservative.

On the underside of the bridge, score a line about 0.5cm in from each end, and fold the resultant flap in. Chop a cocktail stick up so that its ends only just protrude from underneath the ends of the bridge, and PVA glue them into the corner of the crack (this is for extra rigidity on the corners).

Congratulations, you now have a fully functional bridge.



A gateway under construction

Painting

To paint all pieces of scenery described so far, follow the same procedure. Paint them all over with textured paint, preferably a sort of sandy yellow. If you can't get hold of a sandy yellow textured paint, just use normal textured paint and paint it yellow later. Whatever happens, drybrush in a brighter shade of yellow so that the little bits of sand or grit stand out. Due to the nature of the paint this makes everything even more rigid.

And there you have it! Other terrain tips include using the WH40k trees as jungle trees, which work brilliantly. Leave the green plastic of the leaves as it is, but put a green wash on it for darkening and bringing out the full detail.

The alternative way

However not everyone want to build all that jungle/city terrain and a good and cheap alternative is Lego. You can also use books to create stepped pyramids or upside turned boxes as houses. The following is a little story from Eric Ostermann that really illustrates the good use of alternative 'terrain'.

'As both me and my wife are playing Warhammer I am lucky to come home and see the dining room table frequently already set up with lego houses, lego walls, and blue cloths as water, green ones as forest areas and overturned bowls as hills. But last night my wife created a whole Temple City. The Slann had a huge flat topped pyramid in the city centre to stand on and he could see the whole city from his vantage point. She had made walls, city sectors, market places and best of all my sons newest block set had dino's and she mounted these on pillars to make cool obelisks and stuff. It looked very Aztec like, it was breathtaking. Her and the kids worked all afternoon on it. Fighting city block to city block was fun, a city street could only fit 5 models across so it was a lot of brutal hand to hand combat as well as archers in the rooftops. Also, you'll love this, a cloth covered parts of the city which were only unveiled as I moved troops through it. Talk about dead end alleys and such. You can use many items on hand and still enjoy the game. They might not look as real, but imagination goes a long way and lego is easy to assemble/disassemble due to damage, and best of all very inexpensive. I only wish I had pictures...'

Dark Elf Warbands

Here are some Dark Elf minis to help represent your warbands. If you ask the Trolls we're sure that they will be able to come up with ideas for models to use for your Beastmaster.



DARK ELF SORCERESS
021202001 – £4.00



DARK ELF CHAMPION1
021200501 – £3.00



DARK ELF CHAMPION 2
021200502 – £3.00



DARK ELF CORSAIR 4
021200704 – £2.00



DARK ELF CORSAIR 2
021200702 – £2.00



DARK ELF CORSAIR 3
021200703 – £2.00



DARK ELF CROSSBOWMEN – £2.00

Remember that there are loads of other Dark Elf models available from Mail Order and that this is just a small selection of them – why not call the Trolls and ask?

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