

DARK ELVES

The evil kin of the High Elves hold sway over the bleak land of Naggaroth. It is a confident general indeed who leads his men against these vile torturers and risks the agony of their dungeons.

Battle Standard Bearer

One Master or Death Hag may carry the battle standard for +25 points. The Battle Standard Bearer may carry a magic standard (with no points limit). A model that carries a magic standard cannot have any other magic items.

Army Special Rules

Murderous Prowess: Models with this special rule (but not their mounts) re-roll all To Wound rolls of a 1 when making close combat attacks.

Hekarti's Blessing: Models with this special rule add +1 to all attempts to cast spells from the Lore of Dark Magic.

Eternal Hatred: A model with this special rule has the Hatred special rule. In addition, its Hatred applies in every round of combat, not just the first.

Armoury of Naggaroth

Repeater Crossbow

Range	Strength	Special Rules
24"	3	Armour Piercing, Multiple Shots (2)

Repeater Handbow

Range	Strength	Special Rules
12"	3	Multiple Shots (2), Quick to Fire

Brace of Repeater Handbows

Range	Strength	Special Rules
12"	3	Multiple Shots (4), Quick to Fire, Requires Two Hands

Sea Dragon Cloak: This confers the Scaly Skin (5+) special rule.

LORDS

MALEKITH.....510 points

	M	WS	BS	S	T	W	I	A	Ld
Malekith	5	8	7	5	4	3	8	4	10
Seraphon	6	7	0	6	6	6	3	6	8

Troop Type: Infantry (Special Character; Malekith) / Monster (Seraphon)

Mount: Malekith may be mounted on a Cold One (+25 pts), a Cold One Chariot (+110 pts; Malekith replaces both of the chariot's crew) or Seraphon (+300 pts; Black Dragon).

Magic Items: Destroyer, Armour of Midnight, Supreme Spellshield, Circllet of Iron

Magic: Malekith is a Level 4 Wizard who uses spells from the Lore of Dark Magic.

Special Rules (Malekith): Absolute Power, Always Strikes First, Eternal Hatred, Fear, Immune to Psychology, Hekarti's Blessing, Murderous Prowess

Absolute Power: If you take Malekith, he must be your army's General. Malekith's Inspiring Presence has a range of 18" (or 24" if riding Seraphon).

Special Rules (Seraphon): Fly, Hatred (High Elves), Large Target, Noxious Breath, Scaly Skin (3+), Terror

Destroyer: Magic Weapon. At the start of every Close Combat phase, all enemy models in base contact with Malekith must reveal their magic items. Furthermore, if Malekith scores one or more hits against a model with any magic items, roll a D6; on a 4+, one randomly determined magic item is immediately destroyed and cannot be used further in this game. Do not include magic items

that are mounts, magic items that contain bound spells that miscast earlier in the game, or any magic items labelled as 'one use only' that have been used. In addition, if a Wizard suffers one or more unsaved Wounds from Destroyer, roll a D6; on a 4+, the Wizard immediately loses a Wizard level.

Armour of Midnight: Magic Armour. The Armour of Midnight grants Malekith a 5+ armour save, as well as a 2+ ward save against all non-magical attacks. If Malekith suffers an unsaved Wound from an attack that has the Killing Blow or Multiple Wounds special rules, he will only ever suffer a single Wound.

Supreme Spellshield: Magic Armour. Shield. This item grants Malekith the Magic Resistance (2) special rule. If Malekith is ever the target of an enemy spell that the successfully dispels, the caster's unit immediately suffers D6 magical Strength 6 hits.

Circllet of Iron: Arcane Item. Once per Magic phase (yours and your opponent's), Malekith can use the Circllet of Iron to add a single bonus dice to any of his failed casting or dispel attempts. This bonus dice can contribute to irresistible force (and a miscast).

MORATHI375 points

	M	WS	BS	S	T	W	I	A	Ld
Morathi	5	5	4	3	3	3	6	3	10
Sulephet	8	4	0	4	4	3	4	3	6

Troop Type: Monstrous Cavalry (Special Character)

Magic Items: Heartrender and the Darksword

Mount: Sulephet (Dark Pegasus)

Magic: Morathi is a Level 4 Wizard who uses spells from the Lore of Death, the Lore of Shadow and the Lore of Dark Magic. She can generate all of her spells from the same lore, or from two or more of the above lores in any combination. Declare how many spells she will generate from each lore before spells are generated.

Special Rules: Always Strikes First (Morathi only), Enchanting Beauty, Fly, Hatred (High Elves) (Morathi only), Hekarti's Blessing, Impale Attack (Sulephet only), Murderous Prowess, The First Sorceress, Thousand and One Dark Blessings

Enchanting Beauty: Any model, friend or foe, in base contact with Morathi at the start of each round of close combat must pass a Leadership test or suffer a -5 penalty to their Weapon Skill (to a minimum of 1) until the end of the round. This does not affect attacks that do not roll To Hit (such as impact hits), nor does it affect models that have the Immune to Psychology special rule.

The First Sorceress: Morathi adds +D3 to all her casting attempts, - roll each time a spell is cast. Combined with Hekarti's Blessing, this grants Morathi an extra D3+1 to all attempts to cast spells from the Lore of Dark Magic.

Thousand and One Dark Blessings: Morathi has a 4+ ward save and the Magic Resistance (2) special rule.

Heartrender and the Darksword: Magic Weapon. Paired weapons. Hits from this weapon have the Killing Blow special rule and are resolved at +2 Strength in the turn Morathi charges. In addition, a monster or character that suffers one or more unsaved Wounds from Heartrender and the Darksword reduces its Attacks, Strength and Toughness characteristics by one (to a minimum of 1) for each unsaved Wound. These penalties are applied at the end of the round of close combat in which the Wounds were suffered, and last for the remainder of the game.

HELLEBRON310 points

	M	WS	BS	S	T	W	I	A	Ld
Hellebron	5	7	7	4	3	3	9	4	10

Troop Type: Infantry (Special Character)

Mount: Hellebron may be mounted on a Manticore (+150 pts) which may have Iron Hard Skin (+20 pts) or Blind Rage (+25 pts), or a Cauldron of Blood (+190 pts).

Magic Items: Deathsword and the Cursed Blade, Amulet of Dark Fire

Gifts of Khaine: Cry of War, Rune of Khaine, Witchbrew

Special Rules: Always Strikes First, Frenzy, Hatred (High Elves), Murderous Prowess, Poisoned Attacks

Deathsword and the Cursed Blade: Magic Weapon. Paired weapons. Hits from Deathsword and the Cursed Blade are resolved at Strength 10. If a model rolls a 1 To Hit whilst attacking Hellebron in close combat, it suffers an automatic Strength 4 hit for each 1 rolled.

Amulet of Dark Fire: Talisman. Dispel attempts made against spells that target Hellebron's unit receive a +4 bonus to dispel.

MALUS DARKBLADE 295 points

	M	WS	BS	S	T	W	I	A	Ld
Malus	5	7	7	4	3	3	8	4	10
Spite	7	3	0	4	4	1	2	3	4

Troop Type: Cavalry (Special Character)

Magic Items: Warpsword of Khaine

Equipment: Malus Darkblade wears heavy armour and a Sea Dragon cloak

Mount: Spite (Cold One)

Special Rules: Always Strikes First (Malus only), Eternal Hatred, Fear, Murderous Prowess, Not Just a Dumb Brute, Thick-skinned, Tz'arkan

Not Just a Dumb Brute: Not only is Spite not subject to the rules for Stupidity, any unit containing Malus Darkblade automatically passes Stupidity tests. Spite also benefits from the Eternal Hatred special rule.

Tz'arkan: Malus Darkblade may unleash the power of Tz'arkan at the start of any friendly Movement phase. Once the Daemon is released, he cannot be bound back during the battle. If Malus releases Tz'arkan, the following rules apply for the rest of the game:

- Malus Darkblade (but not Spite) immediately gains the Frenzy special rule.
- Malus Darkblade increases his Weapon Skill, Strength, Toughness and Initiative by 1.
- Each time Malus Darkblade makes a To Hit roll of 1, a friendly model in base contact (of your choice) suffers an automatic hit at Malus Darkblade's Strength that must be re-rolled if it fails To Wound. Armour Saves cannot be taken against Wounds Malus causes in this manner.

Warpsword of Khaine: Magic Weapon. Failed To Wound rolls made with the Warpsword of Khaine must be re-rolled. In addition, armour saves cannot be taken against Wounds caused by the Warpsword of Khaine.

HIGH BEASTMASTER 300 points per model

	M	WS	BS	S	T	W	I	A	Ld
Beastmaster	5	7	7	4	3	3	8	3	9

Troop Type: Infantry (Character)

Options: A High Beastmaster may have magic items up to a total of 100 pts.

Mount: A High Beastmaster must be mounted on a Manticore (free) which may have Iron Hard Skin (+20 pts) or Blind Rage (+25 pts), or a Scourgerunner Chariot (free; the High Beastmaster replaces one of the chariot's crew).

Equipment: A High Beastmaster has a spear, and wears light armour and a Sea Dragon cloak.

Special Rules: Always Strikes First, Beastslaver, Hatred (High Elves), Murderous Prowess

Beastslaver: At the start of each of your turns, choose a friendly monster within 3" of the Beastmaster. That monster has +D3 Attacks until the start of your next turn. A monster can only be affected by this special rule once in each turn.

BLACK ARK FLEETMASTER.....155 points per model

	M	WS	BS	S	T	W	I	A	Ld
Fleetmaster	5	6	6	4	3	3	7	3	9

Troop Type: Infantry (Character)

Options: A Black Ark Fleetmaster may have magic items up to a total of 50 points.

Equipment: A Black Ark Fleetmaster has two hand weapons, and wears light armour and a Sea Dragon cloak

Special Rules: Always Strikes First, Hatred (High Elves), Murderous Prowess, Show No Weakness

Show No Weakness: If this model fights in a challenge or kills an enemy character, and is alive, he (and all models in his unit) gain the Unbreakable special rule until the end of that turn.

DREADLORD.....140 points per model

	M	WS	BS	S	T	W	I	A	Ld
Dreadlord	5	7	7	4	3	3	8	4	10

Troop Type: Infantry (Character)

Options: A Dreadlord may have magic items up to a total of 100 pts.

Mount: A Dreadlord may be mounted on a Dark Steed (+20 pts), Cold One (+25 pts), Dark Pegasus (+50 pts), a Manticore (+150 pts) which may have Iron Hard Skin (+20 pts) or Blind Rage (+25 pts), a Cold One Chariot (+120 pts; the Dreadlord replaces one of the chariot's crew) or a Black Dragon (+300 pts).

Equipment: A Dreadlord has a hand weapon and wears light armour, and may have either an additional hand weapon (+3 pts), halberd (+3 pts), lance (+7 pts) or great weapon (+6 pts), and may have either a repeater crossbow (+5 pts), repeater handbow (+5 pts) or a brace of repeater handbows (+10 pts), and may have heavy armour (+6 pts), and may have a shield (+3 pts) and a Sea Dragon cloak (+8 pts).

Special Rules: Always Strikes First, Hatred (High Elves), Murderous Prowess

SUPREME SORCERESS185 points per model

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

Troop Type: Infantry (Character)

Options: A Supreme Sorceress may be upgraded to a Level 4 Wizards (+35 pts), and may have magic items up to a total of 100 pts.

Mount: A Supreme Sorceress may be mounted on a Dark Steed (+20 pts), Cold One (+25 pts), Dark Pegasus (+50 pts), a Manticore (+150 pts) which may have Iron Hard Skin (+20 pts) and Blind Rage (+25 pts), or a Black Dragon (+300 pts).

Equipment: A Supreme Sorceress has a hand weapon.

Magic: A Supreme Sorceress is a Level 3 Wizard who uses spells from the Lore of Dark Magic or one of the eight Lores of Battle Magic in the *Warhammer* rulebook.

Special Rules: Always Strikes First, Hatred (High Elves), Hekarti's Blessing, Murderous Prowess

HEROES

SHADOWBLADE.....245 points

	M	WS	BS	S	T	W	I	A	Ld
Shadowblade	6	10	10	4	3	2	10	3	9

Troop Type: Infantry (Special Character)

Magic Items: Heart of Woe, Potion of Diabolic Strength

Forbidden Poisons: Black Lotus, Dark Venom, Manbane

Equipment: Shadowblade has two hand weapons and throwing weapons.

Special Rules: A Killer, not a Leader, Always Strikes First, Dance of Doom, Hatred (High Elves), Hidden, Immune to Psychology, Master of Disguise, Murderous Prowess, Poisoned Attacks

Dance of Doom: Shadowblade has a 5+ ward save.

Master of Disguise: Shadowblade can deploy using the Hidden special rule like a Khainite Assassin. If he does so, he can change which unit he is hiding in at the start of any Movement or Close Combat phase – keep a note of where Shadowblade is each time you change your mind. If an opponent has the ability that forces you to state that there are ‘hidden’ models within a unit, you only need to say that Shadowblade is hiding within a unit, but not which unit he is currently within.

Heart of Woe: Enchanted Item. If Shadowblade is ever slain, centre the small round template over him before removing the model as a casualty. Every model touched by the template immediately suffers a Strength 3 hit. After any damage has been resolved, remove Shadowblade as a casualty as normal.

Potion of Diabolical Strength: Enchanted Item. One use only. The Potion of Diabolical Strength can be drunk at the start of any player’s Close Combat phase, after any Assassins have revealed that they are hiding in a unit. Shadowblade has +4 Strength (to a maximum of 10) until the end of the turn.

LOKHIR FELLHEART 235 points

	M	WS	BS	S	T	W	I	A	Ld
Lokhir Fellheart	5	6	6	4	3	2	7	3	9

Troop Type: Infantry (Special Character)

Magic Items: The Red Blades, Helm of the Kraken

Equipment: Lokhir Fellheart wears heavy armour and a Sea Dragon cloak

Special Rules: Always Strikes First, Daring Leap, Hatred (High Elves), Merciless Slaver, Murderous Prowess, Show No Weakness

Daring Leap: Unless fighting in a challenge, Lokhir Fellheart can direct his close combat Attacks against any enemy character who is fighting in the same combat – even one he is not in base contact with.

Merciless Slaver: If any enemy unit breaks from a close combat that includes Lokhir Fellheart, all units taking Panic tests as a result of that unit breaking suffer a -1 penalty to their Leadership value for that test.

The Red Blades: Magic Weapon. Paired weapons. Any hits made by the Red Blades re-roll any failed To Wound roll.

Helm of the Kraken: Magic Armour. Lokhir Fellheart counts his armour save as being one point better than normal. In addition, the Helm of the Kraken grants Lokhir Fellheart the Regeneration and Terror special rules.

KOURAN DARKHAND 180 points

	M	WS	BS	S	T	W	I	A	Ld
Kouran	5	9	6	4	3	2	7	3	9

Troop Type: Infantry (Special Character)

Magic Items: Crimson Death, The Armour of Grief

Special Rules: Always Strikes First, Eternal Hatred, Immune to Psychology, Murderous Prowess, The Right Hand of Darkness, Stubborn

The Right Hand of Darkness: If Kouran Darkhand is in a unit of Black Guard, he and all models in that unit have the Unbreakable special rule.

Crimson Death: Magic Weapon. Close combat attacks made with the Crimson Death are resolved at +2 Strength.

The Armour of Grief: Magic Armour. The Armour of Grief confers a 5+ armour save. Each time a model makes a successful To Hit roll against Kouran Darkhand in close combat, the model that struck the blow immediately suffers a Strength 5 hit.

TULLARIS DEATHBRINGER.....155 points

	M	WS	BS	S	T	W	I	A	Ld
Tullaris	5	6	6	4	3	2	7	3	9

Troop Type: Infantry (Special Character)

Magic Items: The First Draich

Equipment: Tullaris Deathbringer wears heavy armour

Special Rules: Always Strikes First, Fear, Hatred (High Elves), Khaine’s Sacred Slaughterer, Killing Blow, Murderous Prowess

Khaine’s Sacred Slaughterer: Tullaris Deathbringer, and any models in his unit, have the Frenzy special rule.

The First Draich: Magic Weapon. Attacks from the First Draich are resolved at +2 Strength and have the Always Strikes Last special rule. To Wound rolls of 5 or 6 made with the First Draich benefit from the Killing Blow special rule.

DEATH HAG85 points per model

	M	WS	BS	S	T	W	I	A	Ld
Death Hag	5	6	6	4	3	2	7	3	9

Troop Type: Infantry (Character)

Options: A Death Hag may have either Cry of War (+15 pts), Witchbrew (+30 pts), or Rune of Khaine (+40 pts), and may have a single magic weapon worth up to 50 pts.

Mount: A Death Hag may be mounted on a Cauldron of Blood (+190 pts).

Equipment: A Death Hag has two hand weapons

Special Rules: Always Strikes First, Frenzy, Hatred (High Elves), Murderous Prowess, Poisoned Attacks

Upgrades: Gifts of Khaine

Cry of War: This model has the Fear special rule. In addition, all Fear tests taken by enemy units in base contact with this model must be taken with a -3 penalty to Leadership.

Rune of Khaine: This model has +D3 Attacks (roll for each round of combat, immediately before the model attacks).

Witchbrew: This model, and all models in the same unit, have the Frenzy special rule. If they already have the Frenzy special rule, that Frenzy grants +2 Attacks instead of just +1, but the unit suffers a -3 penalty to Leadership when testing not to declare a charge.

KHAINITE ASSASSIN90 points per model

	M	WS	BS	S	T	W	I	A	Ld
Assassin	5	9	9	4	3	2	10	3	8

Troop Type: Infantry (Character)

Options: A Khainite Assassin may have either Black Lotus (+15 pts), Dark Venom (+20 pts), or Manbane (+20 pts), and may have magic items up to a total of 50 pts.

Equipment: A Khainite Assassin has a hand weapon and throwing weapons, and may have an additional hand weapon (+2 pts) or a repeater handbow (+5 pts).

Special Rules: A Killer, not a Leader, Always Strikes First, Hatred (High Elves), Hidden, Immune to Psychology, Murderous Prowess, Poisoned Attacks

A Killer, not a Leader: A model with this special rule cannot be your army General. Furthermore, other units can never use his Leadership value.

Hidden: An Assassin can choose to deploy 'hidden' within another friendly Dark Elf infantry unit (but not Harpies) – make note of which unit is concealing the Assassin. A hidden Assassin is not placed on the table during deployment, but is revealed later during the game. If the concealing unit is wiped out or flees from the battlefield before the Assassin is revealed, the Assassin counts as a casualty. There is no other way an Assassin can be harmed before he is revealed. Hidden Assassins may be revealed at the start of any of your Movement phases, or at the start of either player's Close Combat phase; declare that the unit in question contains an Assassin and place the model anywhere in the front rank of that unit, displacing the models as you normally would if a character had joined the unit.

Upgrades: Forbidden Poisons

Black Lotus: For each unsaved Wound a character suffers from a model equipped with Black Lotus, that character suffers a -1 penalty to their Leadership for the rest of the game.

Dark Venom: A model with Dark Venom has the Killing Blow special rule.

Manbane: A model with Manbane receives a +1 bonus to all rolls To Wound (rolls of 1 still fail).

MASTER..... 70 points per model

	M	WS	BS	S	T	W	I	A	Ld
Master	5	6	6	4	3	2	7	3	9

Troop Type: Infantry (Character)

Options: A Master may take magic items up to a total of 50 pts.

Mount: A Master may be mounted on a Dark Steed (+10 pts), Cold One (+12 pts), Dark Pegasus (+50 pts), Manticore (+150 pts) which may have Iron Hard Skin (+20 pts) and Blind Rage (+25 pts), Cold One Chariot (+120 pts; the Master replaces one of the chariot's crew).

Equipment: A Master has a hand weapon and wears light armour, and may have either an additional hand weapon (+2 pts), halberd (+2 pts), great weapon (+4 pts) or lance (+6 pts), and may have either a repeater crossbow (+5 pts), repeater handbow (+5 pts) or a brace of repeater handbows (+10 pts), and may have heavy armour (+4 pts), and may have a shield (+2 pts) and a Sea Dragon cloak (+6 pts).

Special Rules: Always Strikes First, Hatred (High Elves), Murderous Prowess

SORCERESS 80 points per model

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

Troop Type: Infantry (Character)

Options: A Sorceress may be upgraded to a Level 2 Wizard (+35 pts), and may have magic items up to a total of 50 pts.

Mount: A Sorceress may be mounted on a Dark Steed (+10 pts), Cold One (+12 pts) or Dark Pegasus (+50 pts).

Equipment: A Sorceress has a hand weapon.

Magic: A Sorceress is level 1 Wizard who uses spells from the Lore of Dark Magic or one of the eight Lores of Battle Magic in the *Warhammer* rulebook.

Special Rules: Always Strikes First, Hatred (High Elves), Hekarti's Blessing, Murderous Prowess

MOUNTS.....

	M	WS	BS	S	T	W	I	A	Ld
Black Dragon	6	6	0	6	6	6	3	5	8
Cold One	7	3	0	4	4	1	2	2	3
Dark Pegasus	8	3	0	4	4	3	4	2	6
Dark Steed	9	3	0	3	3	1	4	1	5
Manticore	6	5	0	5	5	4	5	4	5

Troop Type: War Beast (Cold One, Dark Steed), Monstrous Beast (Dark Pegasus), Monster (Black Dragon, Manticore)

Special Rules:

Black Dragon: Fly, Hatred (High Elves), Large Target, Noxious Breath, Scaly Skin (3+), Terror

Cold One: Fear, Stupidity, Thick-skinned

Dark Pegasus: Fly, Impale Attack

Dark Steed: Fast Cavalry

Manticore: Fly, Killing Blow, Large Target, Terror, Uncontrollable

Impale Attack: On a turn in which it charges, a Dark Pegasus' close combat attacks are resolved at +1 Strength.

Noxious Breath: A Black Dragon has a Strength 4 Breath Weapon. All models in a unit that has suffered one or more casualties from the Attack suffers a -1 penalty to their Weapon Skill and Ballistic Skill until the end of the following turn.

Thick-skinned: A model riding a Cold One receives an armour save bonus of +2, rather than the usual +1 for cavalry mounts.

Uncontrollable: At the start of each friendly turn, a model riding a Manticore must take a Leadership test. If the test is failed, the Manticore and its rider are subject to Frenzy until the start of their next turn. Also, should a Manticore's rider be slain, the Manticore does not take a Monster Reaction test. Instead, it is automatically affected by the 'Raaargh!' Monster Reaction result.

Upgrades:

Blind Rage: A Manticore with this upgrade has +D3 Attacks (roll each round of combat, immediately before the model attacks). However, all enemies attacking the Manticore in close combat receive a +1 bonus To Hit.

Iron Hard Skin: A Manticore with this upgrade has the Scaly Skin (4+) special rule.

CAULDRON OF BLOOD.....

	M	WS	BS	S	T	W	I	A	Ld
Cauldron	5	-	-	5	6	5	-	-	-
Witch Elf Crew	-	4	4	3	-	-	6	1	-

Troop Type: Chariot (Armour Save 6+)

Crew: 2 Witch Elf Crew

Drawn by: The Will of the Gods

Equipment: The crew have two hand weapons, and the Cauldron of Blood has scythes.

Special Rules: Always Strikes First, Bloodshield of Khaine, Frenzy, Fury of Khaine, Hatred (High Elves), Large Target, Magic Resistance (1), Poisoned Attacks, Murderous Prowess, Strength of Khaine, Terror, Will of the Gods

Bloodshield of Khaine: The Cauldron of Blood has 4+ ward save. Witch Elves, Hags and Death Hags (including Hellebron) in the same unit or mounted on it have a 5+ ward save, and all other models in the same unit have a 6+ ward save.

Fury of Khaine: Innate bound spell (power level 3). *Fury of Khaine* is an **augment** spell that targets a single unit within 12". The target gains the Frenzy special rule until the start of the Cauldron of Blood's next Magic phase. If the target already has the Frenzy special rule, that Frenzy grants +2 Attacks to every model in the unit instead of just +1 until the start of the Cauldron of Blood's next Magic phase. *Fury of Khaine* is not cumulative with Witchbrew.

Strength of Khaine: Friendly models with the Murderous Prowess special rule in units within 6" of the Cauldron of Blood re-roll all failed To Wound rolls.

Will of the Gods: This model has no steeds to draw it, but uses its own movement value. Unlike other chariots, it can also march. It can also join units and leave as if it were a character, save for the fact that it must always be placed in the centre of the front rank (note that it is not otherwise treated as a character – it can only join and leave units like one). Only one model with this special rule can join each unit.

CORE UNITS

DREADSPEARS.....9 points per model

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

Unit Size: 10+ **Troop Type:** Infantry

Options: Any unit may promote a Dark Elf Warrior to a musician (+10 pts), standard bearer (+10 pts) or Lordling (+10 pts). One unit of Dreadspears may carry a magic standard worth up to 25 pts.

Equipment: Dreadspears have a spear and shield, and wear light armour.

Special Rules: Always Strikes First, Hatred (High Elves), Murderous Prowess

BLEAKSWORDS.....9 points per model

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

Unit Size: 10+ **Troop Type:** Infantry

Options: Any unit may promote a Dark Elf Warrior to a musician (+10 pts), standard bearer (+10 pts) or Lordling (+10 pts). One unit of Bleakswords may carry a magic standard worth up to 25 pts.

Equipment: Bleakswords have a hand weapon and shield, and wear light armour.

Special Rules: Always Strikes First, Hatred (High Elves), Murderous Prowess

DARKSHARDS12 points per model

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

Unit Size: 10+ **Troop Type:** Infantry

Options: Any unit may promote a Dark Elf Warrior to a musician (+10 pts), standard bearer (+10 pts) or Guardmaster (+10 pts). One unit of Darkshards may carry a magic standard worth up to 25 pts.

Equipment: Darkshards have a hand weapon and repeater crossbow, and wear light armour, and may have shields (+1 pt per model).

Special Rules: Always Strikes First, Hatred (High Elves), Murderous Prowess

BLACK ARK CORSAIRS.....9 points per model

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

Unit Size: 10+ **Troop Type:** Infantry

Options: Any unit may promote a Black Ark Corsair to a musician (+10 pts), standard bearer (+10 pts) or Reaver (+10 pts). One unit

of Black Ark Corsairs may carry a magic standard worth up to 25 pts.

Equipment: Black Ark Corsairs have a hand weapon, and wear light armour and a Sea Dragon cloak, and may have either additional hand weapons (+2 pts per model) or repeater handbows (+2 pts per model). A Reaver may have a brace of repeater handbows (+4 pts).

Special Rules: Always Strikes First, Hatred (High Elves), Murderous Prowess

WITCH ELVES11 points per model

	M	WS	BS	S	T	W	I	A	Ld
Witch Elf	5	4	4	3	3	1	6	1	8
Hag	5	4	4	3	3	1	6	2	8

Unit Size: 10+ **Troop Type:** Infantry

Options: Any unit may promote a Witch Elf to a musician (+10 pts), standard bearer (+10 pts) or Hag (+10 pts). One unit of Witch Elves may carry a magic standard worth up to 50 pts.

Equipment: Witch Elves have two hand weapons.

Special Rules: Always Strikes First, Frenzy, Hatred (High Elves), Madness of Khaine, Murderous Prowess, Poisoned Attacks

Madness of Khaine: At the end of each of your turns, roll a D6 for each of your characters that is in a unit of Witch Elves (do not roll for Khainite Assassins, Shadowblade, Death Hags or Hellebron – they've learnt how to survive in such company). On a score of 4+, nothing happens. On a score of 3 or less, that character immediately suffers D6 Strength 3 hits as the Witch Elves lose all control and turn on their ally.

DARK RIDERS.....16 points per model

	M	WS	BS	S	T	W	I	A	Ld
Dark Rider	5	4	4	3	3	1	5	1	8
Herald	5	4	5	3	3	1	5	1	8
Dark Steed	9	3	0	3	3	1	4	1	5

Unit Size: 5+ **Troop Type:** Cavalry

Options: Any unit may promote a Dark Rider to a musician (+10 pts), standard bearer (+10 pts), or Herald (+10 pts).

Equipment: Dark Riders have a spear and wear light armour, and may have shields (+1 pt per model) and repeater crossbows (+3 pts per model).

Special Rules: Always Strikes First (Riders only), Fast Cavalry, Hatred (High Elves) (Riders only), Murderous Prowess

SPECIAL UNITS

BLACK GUARD OF NAGGAROND15 points per model

	M	WS	BS	S	T	W	I	A	Ld
Black Guard	5	5	4	3	3	1	6	2	9
Tower Master	5	5	4	3	3	1	6	3	9

Unit Size: 10+ **Troop Type:** Infantry

Options: Any unit may promote a Black Guard to a musician (+10 pts), standard bearer (+10 pts) or Tower Master (+10 pts). Any unit may carry a magic standard worth up to 50 pts

Equipment: Black Guards have a halberd and wear heavy armour. A Tower Master may have a magic weapon worth up to 25 pts.

Special Rules: Always Strikes First, Eternal Hatred, Immune to Psychology, Murderous Prowess, Stubborn

HAR GANETH EXECUTIONERS.....12 points per model

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

Draich Master	5	5	4	4	3	1	5	2	9
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Unit Size: 10+ **Troop Type:** Infantry

Options: Any unit may promote a Executioner to a musician (+10 pts), standard bearer (+10 pts) or Draich Master (+10 pts). Any unit may carry a magic standard worth up to 50 pts

Equipment: Har Ganeth Executioners have a great weapon and wear heavy armour.

Special Rules: Always Strikes First, Hatred (High Elves), Killing Blow, Murderous Prowess

SHADES 16 points per model

	M	WS	BS	S	T	W	I	A	Ld
Shade	5	5	5	3	3	1	5	1	8
Bloodshade	5	5	6	3	3	1	5	1	8

Unit Size: 5+ **Troop Type:** Infantry

Options: Any unit may promote a Shade to a musician (+10 pts), standard bearer (+10 pts) or Bloodshade (+10 pts).

Equipment: Shades have a hand weapon and a repeater crossbow, and may have either additional hand weapons (+2 pts per model) or great weapons (+2 pts per model), and may have light armour (+1 pt per model).

Special Rules: Always Strikes First, Hatred (High Elves), Murderous Prowess, Scouts, Skirmishers

COLD ONE KNIGHTS 30 points per model

	M	WS	BS	S	T	W	I	A	Ld
Knight	5	5	4	4	3	1	6	1	9
Dread Knight	5	5	4	4	3	1	6	2	9
Cold One	7	3	0	4	4	1	2	2	3

Unit Size: 5+ **Troop Type:** Cavalry

Options: Any unit may promote a Cold One Knight to a musician (+10 pts), standard bearer (+10 pts) or Dread Knight (+10 pts). Any unit may carry a magic standard worth up to 50 pts.

Equipment: Cold One Knights have a hand weapon, lance and shield, and wear heavy armour. A Dread Knight may have a magic weapon worth up to 25 pts.

Special Rules: Always Strikes First (Riders only), Fear, Hatred (High Elves) (Riders only), Murderous Prowess, Stupidity, Thick-skinned

COLD ONE CHARIOT 115 points per model

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	5	5	4	-	-	-
Charioteer	5	5	4	4	-	-	6	1	9
Cold One	7	3	-	4	-	-	2	2	-

Unit Size: 1

Troop Type: Chariot (Armour Save 3+)

Crew: 2 Knight Charioteers **Drawn by:** 2 Cold Ones

Equipment: Knight Charioteers have a hand weapon, spear and repeater crossbow, and the chariot has scythes.

Special Rules: Always Strikes First (Charioteers only), Fear, Hatred (High Elves) (Charioteers only), Murderous Prowess, Stupidity

SCOURGERUNNER CHARIOT 150 points per model

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	4	4	4	-	-	-
Crew	-	4	4	3	-	-	5	2	8
Dark Steed	9	3	0	3	-	-	4	1	5

Unit Size: 1

Troop Type: Chariot (Armour Save 5+)

Crew: 2 Beastmaster Crew **Drawn by:** 2 Dark Steeds

Equipment: The Beastmaster Crew have a hand weapons, spear and repeater crossbow, and the chariot has a Ravager Harpoon

Special Rules: Always Strikes First (Charioteers only), Hatred (High Elves (Charioteers only), Murderous Prowess

Ravager Harpoon: This is a bolt thrower that can be fired even if the Scourgerunner Chariot moves.

Range	Strength	Special Rules
24"	7	Barbed Bolts, Multiple Wounds (D3)

Barbed Bolts: If a monster suffers at least one unsaved Wound from this weapon, it is immediately dragged D6" towards the firer, stopping instantly if it comes within 1" of unpassable terrain or another unit. If the monster is dragged more than 3" in this manner, it suffers another Wound, with no armour saves allowed.

REAPER BOLT THROWER 70 points per model

	M	WS	BS	S	T	W	I	A	Ld
Bolt Thrower	-	-	-	-	7	2	-	-	-
Dark Elf Crew	5	4	4	3	3	1	5	1	8

Unit Size: 1 **Troop Type:** War Machine (Bolt Thrower)

Crew: 2 Dark Elf Crew

Equipment: The Dark Elf Crew have a hand weapon and wear light armour

Special Rules: Always Strikes First, Hatred (High Elves), Murderous Prowess, Repeater Bolt Thrower

Repeater Bolt Thrower: The Reaper can fire either as an ordinary bolt thrower or can instead fire six smaller repeating bolts, with the profile given below. If a bolt thrower fires in this way, all six shots must be fired at the same target. Note that unlike firing a single bolt, repeating bolts do not pierce ranks.

Range	Strength	Special Rules
48"	4	Armour Piercing

A Dark Elf army may include up to 4 Reaper Bolt Throwers, and up to 8 in a Grand Army.

WAR HYDRA 160 points per model

	M	WS	BS	S	T	W	I	A	Ld
War Hydra	6	4	4	5	5	5	2	*	6

Unit Size: 1 **Troop Type:** Monster

Options: A War Hydra may have either Fiery Breath (+20 pts) or Spit Fire (+20 pts).

Special Rules: If One Head is Severed..., ...Another Takes its Place, Large Target, Scaly Skin (4+), Terror

If One Head is Severed...: A War Hydra has three Attacks, +1 for each remaining Wound.

...Another Takes its Place: If this model is alive at the end of your turn, roll a number of D6 equal to the difference between the War Hydra's starting number of Wounds and its current number of Wounds. For each roll of a 4+, the War Hydra immediately recovers a single Wound lost earlier in the battle.

Upgrades:

Fiery Breath: A War Hydra with this upgrade has a Strength 4 Breath Weapon with the Flaming Attacks special rule.

Spit Fire: A War Hydra with this upgrade can make a shooting attack with the following profile:

Range	Strength	Special Rules
8"	*	Flaming Attacks, Multiple Shots (*)

* The Strength and Multiple Shots value of this attack is equal to the War Hydra's remaining number of Wounds.

HARPIES 15 points per model

	M	WS	BS	S	T	W	I	A	Ld
Harpies	5	3	0	3	3	1	5	2	6

Unit Size: 5+ **Troop Type:** Infantry

Special Rules: Fly

RARE UNITS

SISTERS OF SLAUGHTER 15 points per model

	M	WS	BS	S	T	W	I	A	Ld
Sister	5	6	4	3	3	1	6	2	9
Handmaiden	5	6	4	3	3	1	6	3	9

Unit Size: 10+ **Troop Type:** Infantry

Options: Any unit may promote a Sister of Slaughter to a musician (+10 pts), standard bearer (+10 pts), or Handmaiden of Shards (+10 pts). Any unit may carry a magic standard worth up to 50 pts.

Equipment: Sisters of Slaughter have a hand weapon and shield.

Special Rules: Always Strikes First, Dance of Death, Hatred (High Elves), Murderous Prowess, The Trial of Blades

Dance of Death: Models with this special rule have a 4+ ward save against Attacks made in close combat. In addition, at the start of each round of combat, each unit of Sisters of Slaughter chooses one enemy unit in base contact. That unit receives no combat results bonus for extra ranks this turn, and models in that unit cannot make Parry saves this turn.

Trial of Blades: Models with this rule receive +1 To Hit and To Wound (a roll of 1 still fails) if at least one enemy model in base contact with the unit has a higher Weapon Skill or Strength characteristic (before modifiers for weapons).

DOOMFIRE WARLOCKS 25 points per model

	M	WS	BS	S	T	W	I	A	Ld
Warlock	5	4	4	4	3	1	5	2	8
Master	5	4	4	4	3	1	5	3	8
Dark Steed	9	3	0	3	3	1	4	1	5

Unit Size: 5+ **Troop Type:** Cavalry

Options: Any unit may promote a Doomfire Warlock to a Master of Warlocks (+10 pts).

Equipment: Doomfire Warlocks have a hand weapon.

Special Rules: Always Strikes First (Riders only), Cursed Covenant, Fast Cavalry, Hatred (High Elves (Riders only), Murderous Prowess, Poisoned Attacks (Riders only), Prey of the Dark Prince

Cursed Covenant: A unit of Doomfire Warlocks is considered to be a Level 2 Wizard that knows the spells *Soulblight* (Lore of Death) and *Doombolt* (Lore of Dark Magic). This doesn't stop other Wizards from knowing those same spells. The unit receives an additional +1 to cast for each rank of 5 or more models in this unit, after the first, to a maximum of +3. Each time the unit casts a spell, you must nominate one Master of Warlocks or Doomfire Warlock as the caster for the purposes of line of sight, range etc. In the event that a Doomfire Warlock unit rolls a miscast, do not roll on the Miscast table. Instead, the unit suffers D3 wounds with no armour saves allowed. If the unit is targeted by a rule that affects a Wizard,

your opponent must choose one Master of Warlocks or Doomfire Warlock as the target.

Prey of the Dark Prince: Models with this special rule have a 4+ ward save, except against Wounds caused by models with the Daemon of Slaanesh special rule or models that have the Mark of Slaanesh.

BLOODWRACK MEDUSA 90 points per model

	M	WS	BS	S	T	W	I	A	Ld
Medusa	7	5	5	4	4	3	5	3	2

Unit Size: 1 **Troop Type:** Monstrous Infantry

Special Rules: Always Strikes First, Avert Your Gaze!, Bloodwrack Stare, Fear, Frenzy, Hatred (High Elves), Murderous Prowess

Avert Your Gaze!: At the start of each Close Combat phase, before challenges are issued, enemy models in base contact with this model must pass an Initiative test or suffer a Strength 4 hit with the Killing Blow special rule and no armour saves allowed. This is a magical attack.

Bloodwrack Stare: This is a magical shooting attack. When rolling To Wound with this shooting attack, substitute the target's Toughness with its Initiative value. No armour saves are permitted against the Bloodwrack Stare.

Range	Strength	Special Rules
12"	4	Killing Blow, Multiple Shots (4)

KHARIBDYSS 160 points per model

	M	WS	BS	S	T	W	I	A	Ld
Kharibdyss	6	5	0	7	5	5	4	5	6

Unit Size: 1 **Troop Type:** Monster

Special Rules: Abyssal Howl, Feast of Bones, Large Target, Poisoned Attacks, Scaly Skin (4+), Terror

Abyssal Howl: Enemy units that are in base contact with one or more Kharibdyss models must reroll successful Leadership tests. A unit is immune to the effects of Abyssal Howl if the majority of its models have one or more of the following special rules: Fear, Terror and Immune to Psychology.

Feast of Bones: If the Kharibdyss directs all of its close combat Attacks against the same model, and all of those Attacks hit, then the target model suffers an additional D6 Strength 7 hits.

BLOODWRACK SHRINE 175 points per model

	M	WS	BS	S	T	W	I	A	Ld
Shrine	5	-	-	5	6	5	-	-	-
Shrinekeeper	-	4	4	3	-	-	5	1	8
Medusa	-	5	5	4	-	-	5	3	-

Unit Size: 1

Troop Type: Chariot (Armour Save 6+)

Crew: 1 Bloodwrack Medusa and 2 Shrinekeepers

Drawn by: The Will of the Gods

Equipment: The Shrinekeepers have a spear and the Bloodwrack Shrine has scythes.

Special Rules: Always Strikes First, Aura of Agony, Avert Your Gaze!, Bloodwrack Stare (Bloodwrack Medusa only), Hatred (High Elves), Large Target, Magic Resistance (1), Murderous Prowess, Terror, Will of the Gods

Aura of Agony: Models from *Warhammer: Dark Elves* within 6" of a Bloodwrack Shrine have a +1 bonus to their Leadership. All other models within 6" suffer a -1 penalty to their Leadership.

THE BLACK ARMOURY

The following magic items are available to Dark Elf armies. These can be taken in addition to any of the magic items listed in the *Warhammer* rulebook.

Hydra Blade: Magic Weapon. The wielder of the Hydra Blade has the Random Attacks (D6 + A) special rule, where A is the Attacks characteristic of the wielder. In addition, at the start of any round of close combat in which the bearer will fight, he must take a Leadership test with a -2 modifier before striking any blows. If the test is passed, nothing extra happens. If the test is failed, the wielder suffers a -5 penalty to Weapon Skill (to a minimum of 1), but gains the Heroic Killing Blow special rule until the end of the round. **100 pts**

Chillblade: Magic Weapon. Attacks made with the Chillblade wound automatically. Any model that suffers one or more unsaved Wounds from the Chillblade must immediately pass a Toughness test or suffer -3 to its Attacks characteristic (to a minimum of 1) until the end of the following Close Combat phase. **50 pts**

Black Dragon Egg: Enchanted Item. One use only. The bearer may consume this item at the start of any plater turn. For the rest of that turn, the consumer has Strength and Toughness 6, and a Strength 2 Breath Weapon, against which no armour saves can be taken. **50 pts**

Cloak of Twilight: Enchanted Item. The wearer of the Cloak of Twilight has a 3+ ward save against Wounds caused by shooting attacks and spells. Furthermore, in the first round of any close combat, the wearer of the Cloak of Twilight has the Killing Blow and Multiple Wounds (D3) special rules. **50 pts**

Black Amulet: Talisman. The wearer of the Black Amulet has a 4+ ward save. Furthermore, each time the bearer of the Black Amulet makes a successful ward save while fighting a challenge, the Black Amulet inflicts one Wound on the bearer's opponent. Armour Saves cannot be taken against Wounds caused by the Black Amulet. **60 pts**

Ring of Hoteik: Talisman. The bearer has the Magic Resistance (3) special rule. In addition, any enemy Wizard that attempts to cast or target a spell on a unit within 6" of the bearer will suffer a miscast on a roll of double 1, as well as double 6. Miscasts caused by a roll of double 1 do not benefit from irresistible force. **60 pts**

Banner of Nagarythe: Magic Standard. All models in the unit carrying the banner have the Unbreakable special rule, as do Alith Anar, any Shadow Warriors and any Shadow-walkers (from *Warhammer: High Elves*) if their unit is within 12" of the banner. **100 pts**

The Gem of Spite: Arcane Item. Whenever the Bearer suffers a miscast, the Gem of Spite inflicts a single Strength 6 hit on every enemy Wizard within 12". Each time a Wound is caused by the Gem of Spite, your opponent can discard a dice from his dispel pool. If they do so, the Wound is negated and has no effect. **35 pts**

Sacrificial Dagger: Arcane Item. Once per casting attempt, after the casting dice are rolled but before a dispel attempt is made, the bearer of this magic item can sacrifice one model in her unit. Choose which model is sacrificed – it is immediately removed as a casualty with no saves of any kind allowed – then roll a D6. On a 4+ the Sorceress gains an extra power dice that must be rolled and added to the casting result; dispel attempts can now be made and the spell resolved. On a roll of 3 or less, the sacrifice has not generated enough power – you can either immediately sacrifice another model from the unit and roll again, following the procedure above, or accept the original casting result (if the bearer is the only model remaining in the unit, no further sacrifices can be attempted). **25 pts**

Tome of Furyion: Arcane Item. When the bearer of the Tome of Furyion generates spells from the Lore of Dark Magic, she can choose one spell – the rest must be generated following the normal rules. **25 pts**

THE LORE OF DARK MAGIC

When generating spells, a Wizard can swap a randomly generated Dark Magic spell for one of the lore's two signature spells. Wizards who know two or more spells from the Lore of Dark Magic can instead swap any two Dark Magic Spells for both signature spells.

Spiteful Conjunction: Lore Attribute. When a Dark Elf Wizard successfully casts a **hex**, **magic missile** or **direct damage spell**

from his lore, the spell is not dispelled, and the casting roll contains any double, the spell's target suffers 2D6 Strength 1 hits with the Armour Piercing special rule. If the casting roll contains any treble, the spell's target instead suffers 3D6 Strength 1 hits with the Armour Piercing special rule. In either case, the hits are resolved after the spell has been resolved.

Power of Darkness: Signature Spell. Cast on 8+. *Power of Darkness* is an **augment** spell that targets the caster's unit. All models in the target unit have a +1 bonus to their Strength characteristic until the start of the caster's next Magic phase. Then add D3 power dice to your power pool. If three dice are generated, the caster suffers a Wound with no armour saves allowed.

Doombolt: Signature Spell. Cast on 12+. *Doombolt* is a **magic missile** with a range of 18" that caused 2D6 Strength 5 hits. The Wizard can instead choose to cast a more powerful version, inflicting 4D6 Strength 5 hits. If they do so, the casting value is increased to 24+.

1. Chillwind: Cast on 5+. *Chillwind* is a **magic missile** with a range of 24" that causes 2D6 Strength 2 hits. If the target suffers any unsaved Wounds, all models in the unit suffer a -1 penalty to their Ballistic Skill characteristic until the start of the caster's next Magic phase.

2. Word of Pain: Cast on 9+. *Word of Pain* is a **hex** spell with a range of 24". All models in the target unit suffer -D3 to both their Weapon Skill and Ballistic until the start of the caster's next Magic Phase (roll once for both). The Wizard can instead choose to cast a more powerful version of the spell that also inflicts the -D3 penalty to their Strength and Initiative (to a minimum of 1). If they do so, the casting value is increased to 12+.

3. Bladewind: Cast on 9+. *Bladewind* is a **direct damage** spell with a range of 24". Every model in the target unit must pass a Weapon Skill test or suffer a Strength 4 hits with the Armour Piercing special rule.

4. Shroud of Despair: Cast on 10+. *Shroud of Despair* is a **hex** spell that targets all enemy units within 12". Until the caster's next Magic phase, the targets cannot benefit from the Hold Your Ground! or Inspiring Presence rules. In addition, whenever a target unit fails a Leadership test of any kind, all target units (including the one that failed) suffer -1 to their Leadership until the start of the caster's next Magic phase (this effect is cumulative with itself).

5. Soul Stealer: Cast on 11+. *Soul Stealer* is a **direct damage** spell. Place the small round template anywhere within 18" of the Wizard – it then scatters D6". All models hit by the template suffer a Strength 2 hit with no armour saves allowed. Roll a D6 for each unsaved Wound inflicted by *Soul Stealer*. For each roll of 4+, the caster immediately gains a single Wound (to a maximum of 10). The Wizard can choose to extend the range of this spell to 36". If they do so, the casting value is increased to 14+.

6. Arnzipal's Black Horror: Cast on 15+. Remains in play. *Arnzipal's Black Horror* is a **magical vortex** that uses the small round template. Once the template is placed, the player then nominates a direction in which the Black Horror will move. To determine how many inches the template moves, roll an artillery dice and multiply the result by the caster's Wizard level. Any model touched by, or passed over by the template must pass a Strength test or be slain outright with no armour saves allowed (a model may take a single ward save, if it has one – the model remains in play if the save succeeds). If the result of the artillery dice is a misfire, centre the template on the caster and roll both a scatter dice and a D6. The template moves a number of inches equal to the result of the D6, in the direction shown on the scatter dice (if you roll a Hit!, use the little arrow shown on the Hit! symbol). In either event, in subsequent turns, the Black Horror travels in a random direction and moves a number of inches equal to the roll on an artillery dice. If a misfire is rolled in subsequent turns, the Black Horror collapses in on itself and is removed. A particularly brave Wizard can infuse *Arnzipal's Black Horror* with more power, so that it uses the large round template instead. If they do so, the casting value is increased to 25+.