

DARK ELVES

LEGACY ARMY LIST

For Use With Warhammer: The Old World Rules

This document allows you to play a Dark Elves Army from the Warhammer Fantasy Battles range in games using the rules from Warhammer: The Old World. To use the contents of this document, you will need a copy of the *Warhammer: The Old World* rulebook.

The rules contained within this document allow players the opportunity to try out the Warhammer: The Old World rules using models they may have in their collection. They are not intended for use in matched play events and will not be updated in line with any future Warhammer: the Old World publications.

DARK ELVES

From the chill land of Naggaroth, the black-hearted Dark Elf legions come. Bleak-eyed warriors march to battle alongside cruel knights, merciless sorcerers and savage monsters. Dark Elf soldiers stand amongst the elite of the Warhammer world. They are ruthless killers and masters of all the many ways of death who see the world as both prey and prize. They take what they want from whomever they please, leaving nothing but ravaged bodies and ruined cities in their wake.

This document contains the following information:

Grand Army Composition List: The default army composition list for the Dark Elves.

Profiles: Every model available to the Dark Elves has a profile. Here, you will find that model's characteristics, its equipment, its points value, details of any special rules unique to it and more.

Magic Items: As well as the Common magic items detailed in the *Warhammer: the Old World* rulebook, this army list includes a number of magic items unique to the Dark Elves.

Special Rules: This section covers rules unique to the Dark Elves.

The Lore of....: Unique spells used in conjunction with the Lores of Magic found in the *Warhammer: the Old World* rulebook.

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DARK ELVES LEGACY ARMY LIST

 This page details the Grand Army composition list for the Dark Elves. This is the default army composition list for this faction. Using this army composition list to write your muster list will give you the widest variety of units to choose from and create a broad and balanced force.

This army list is intended for use alongside the 'Forming Units' and 'Warhammer Armies' sections of the *Warhammer: the Old World* rulebook. Over the following pages you will find profiles and rules for each of the models in your army. These pages give you all of the information that you need to shape your collection of models into the units which will in turn form a force ready for battle.

Grand Army Composition List

Characters

Up to 50% of your army's points value may be spent on:

- 0-1 Dark Elf Dreadlord or Supreme Sorceress per 1,000 points
- Dark Elf Masters, Sorceresses, High Beastmasters, Death Hags and Khainite Assassins
- 0-1 Cauldron of Blood per 1,000 points (taken as a mount for a Death Hag)

Core

At least 25% of your army's points value must be spent on:

- Dark Elf Warriors, Repeater Crossbowmen, Black Ark Corsairs and Dark Riders
- If your army includes one or more Death Hags, 0-1 unit of Witch Elves may be taken as a Core choice

Special

Up to 50% of your army's points value may be spent on:

- Har Ganeth Executioners, Witch Elves, Dark Elf Shades and Harpies
- 0-1 unit of Black Guard of Naggarond per Dark Elf Noble taken
- 0-1 unit of Cold One Knights per 1,000 points
- 0-2 Scourgerunner Chariots or Cold One Chariots per 1,000 points
- If your General is a High Beastmaster, 0-1 War Hydra or Kharibdyss may be taken as a Special choice

Rare

Up to 25% of your army's points value may be spent on:

- Sisters of Slaughter, Bloodwrack Shrines, War Hydras, Kharibdyss and Bloodwrack Medusas
- 0-1 unit of Doomfire Warlocks per 1,000 points
- 0-2 Reaper Bolt Throwers per 1,000 points

Mercenaries

Up to 20% of your army's points value may be spent on mercenaries.

Allies

Up to 25% of your army's points value may be spent on a single allied contingent drawn from one of the following Grand Army composition lists:

- Warriors of Chaos (Uneasy)

Battle Standard Bearer

A single Dark Elf Master in your army may be upgraded to be your Battle Standard Bearer for +25 points. In addition to their usual allowance of points to spend on magic items, a Battle Standard Bearer can purchase a single magic standard with no points limit.

Dark Elf Nobles

	M	WS	BS	S	T	W	I	A	Ld	Points
Dark Elf Dreadlord	5	7	7	4	3	3	6	4	10	130
Dark Elf Master	5	6	6	4	3	2	5	3	9	70

Troop Type: Regular infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Hand weapon and light armour

Options:

- May take one of the following:
 - Additional hand weapon..... +3 points
 - Great weapon..... +4 points
 - Halberd
 - Lance (if appropriately mounted)..... +4 points
- May take one of the following:
 - Repeater crossbow
 - Repeater handbow
 - Brace of repeater handbows..... +10 points
- May take a shield..... +2 points
- May replace light armour with:
 - Heavy armour..... +3 points
 - Full plate armour
- May be mounted..... See page 8
- May have the Sea Dragon Cloak special rule
- A Dreadlord may purchase magic items up to a total of..... 100 points
- A Master may purchase magic items up to a total of..... 50 points

Special Rules: Eternal Hatred, Hatred (High Elves)*, Murderous, Strike First*

**Note that these special rules do not apply to this model's mount (should it have one).*

Character

Dreadlords of Naggaroth

Dreadlords are the so-called noble-born rulers of Naggaroth. Whilst some of these aristocrats are little more than sycophantic schemers desperately clinging to whatever power they can hold on to, others are feared tactical commanders who have commanded the Dark Elf legions across countless battlefields. Dark Elf generals seldom inspire their warriors with heroic speeches or displays of valour, preferring to rule through fear, intimidation and torture – the path most of them walked in order to reach the lofty heights of Dark Elf high society. When they take to the field themselves, there are few who have crossed blades with these corrupt nobles and lived more than mere moments – for their martial skill and savage cruelty has been honed over many centuries of battle and bloodshed.

Dark Elf Sorceresses

	M	WS	BS	S	T	W	I	A	Ld	Points
Supreme Sorceress	5	4	4	3	3	3	5	2	8	150
Sorceress	5	4	4	3	3	2	4	1	8	75

Troop Type: Regular infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Hand weapon

Magic: A Supreme Sorceress is a Level 3 Wizard. A Sorceress is a Level 1 Wizard. Every Dark Elf Sorceress knows spells from one of the following Lores of Magic:

- Battle Magic
- Daemonology
- Dark Magic
- Elementalism
- Illusion

Options:

- May be mounted.....See page 8
- A Supreme Sorceress may:
 - Be a Level 4 Wizard.....+30 points
 - Purchase magic items up to a total of.....100 points
- A Sorceress may:
 - Be a Level 2 Wizard.....+30 points
 - Purchase magic items up to a total of.....50 points

Special Rules: Elven Reflexes, Eternal Hatred, Hatred (High Elves), Hekarti's Blessing, Lore of Naggaroth, Murderous

Character

Dark Elf Sorceresses

Unlike the mages of Ulthuan, the Sorceresses of Naggaroth care not for the dangers of meddling with the darker Winds of Magic, for the pursuit of power knows no bounds within Dark Elf society. Hidden within their great fortress, the Sorceresses compete with one another in an effort to amass strength and influence, constantly pushing the boundaries of safety and sanity through bloody sacrifices and infernal rituals in the pursuit of power. The Sorceresses of the Dark Coven march to war at the behest of the ruling elite of Naggaroth, but not without considerable payment; be that prisoners of war to sacrifice upon dark altars, or hefty sums of treasure to further their own nefarious machinations.

High Beastmasters

	M	WS	BS	S	T	W	I	A	Ld	Points
High Beastmaster	-	7	7	4	3	3	5	3	9	75

Troop Type: Regular infantry (character)

Base Size: (as mount)

Unit Size: 1

Equipment: Hand weapon, whip and light armour

Options:

- May take a cavalry spear +2 points
- May take a repeater crossbow +6 points
- May take a shield +2 points
- May replace light armour with heavy armour +3 points
- Must be mounted on one of the following:
 - Scourgerunner Chariot See page 16
 - Manticore See page 19
- May have the Sea Dragon Cloak special rule +4 points
- May purchase magic items up to a total of 75 points

Special Rules: Eternal Hatred, Goad Beast, Hatred (High Elves)*, Murderous, Strike First*

*Note that these special rules do not apply to this model's mount.

Goad Beast

The Beastmasters of Clar Karond excel at goading their charges to violence, none more so than the High Beastmasters.

During the Command sub-phase of their turn, this character may goad a single friendly model whose troop type is 'monster' and that is within their Command range (including their own mount). Until the end of this turn, that model gains a +D3 modifier to its Attacks characteristic (to a maximum of 10).

Character

Beastmasters

The Beastmasters of Clar Karond and Karond Kar use a savage combination of torment and cruelty to enforce their will upon their charges. It matters not what the creature is, be it a monstrous Hydra, a savage Manticore or even a mighty Dragon, the Beastmasters will bring the creature to heel. When the Dark Elves take to the battlefield, the Beastmasters drive their charges towards the enemy with barbed lashes and pointed blades, goading the poor beasts into a mindless frenzy of gnashing teeth and slicing claws. Thanks to the callous treatment of their charges, the Dark Elves' monstrous menageries are in constant need of replenishment, forcing the Beastmasters to regularly venture into the wilds of Naggaroth in search of new beasts to subjugate.

Death Hags

	M	WS	BS	S	T	W	I	A	Ld	Points
Death Hag	5	6	6	4	3	2	7	3	8	70

Troop Type: Regular infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Two hand weapons

Options:

- May take one of the following gifts of Khaine:
 - Cry of War +15 points
 - Rune of Khaine +10 points
 - Witchbrew +20 points
- May be mounted on a Cauldron of Blood See page 15
- May purchase magic items up to a total of 75 points

Special Rules: Eternal Hatred, Frenzy, Hatred (all enemies), Loner, Murderous, Poisoned Attacks, Strike First

Gifts Of Khaine

Blessed by Khaine, a Death Hag and her minions are a fearful sight to behold.

As described above, a Death Hag may take one of the following gifts of Khaine:

- **Cry of War:** Enemy units suffer a -1 modifier to their Leadership characteristic whilst within the Command range of one or more Death Hags that have this special rule and that are not fleeing.
- **Rune of Khaine:** This character has the Extra Attacks (+D3) special rule.
- **Witchbrew:** This character, their mount and any unit they have joined cannot lose the Frenzy special rule.

Character

Death Hags of Khaine

Death Hags are the warrior-priestesses of the Witch Elves and the guardians of the Murder God's mysteries. It is they who mix the heady potions that drive the Witch Elves into their infamous battle frenzy, sending themselves and their sisters into a state of total lust for blood and death. They also possess an intimate knowledge of lethal poisons and potent toxins – second only to the Assassins of Khaine themselves – with which they craft fast-acting concoctions to coat the blades of their followers. Along with their alchemical practices, Death Hags evoke the secret names of their god to befuddle their foes and fill their minds with a madness that consumes all but the strongest of foes.

Khainite Assassins

	M	WS	BS	S	T	W	I	A	Ld	Points
Khainite Assassin	5	8	7	4	3	2	7	3	8	80

Troop Type: Regular infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Hand weapon and throwing weapons

Options:

- May take one of the following:
 - Additional hand weapon..... +3 points
 - Repeater handbow +5 points
- May take one of the following forbidden poisons:
 - Black Lotus +5 points
 - Dark Venom +15 points
 - Manbane..... +15 points
- May purchase magic items up to a total of 50 points

Special Rules: Eternal Hatred, Hatred (All Enemies), Hidden, Immune to Psychology, Murderous, Strike First

Hidden

Khainite Assassins hide amongst the ranks of Dark Elf infantry, revealing themselves only to strike at the enemy.

Khainite Assassins are not placed on the battlefield at the start of the game. Instead, they are 'hidden' within a friendly Dark Elf unit whose troop type is 'infantry' and that has a Unit Strength of ten or more (excluding Harpies). Make a note of which unit each Assassin is hiding within. A hidden Assassin may be revealed during any Start of Turn sub-phase or at the start of any Combat phase. Position the revealed Assassin as you would a character that has joined the unit.

If a unit in which a Khainite Assassin is hiding is destroyed or flees the battlefield before the Assassin is revealed, the Assassin is removed as a casualty. A Khainite Assassin cannot be your army General.

Forbidden Poisons

Khainite Assassins coat their weapons with a variety of terrible and forbidden poisons.

As described above, a Khainite Assassin may take one of the following forbidden poisons:

- **Black Lotus:** For each unsaved Wound inflicted upon them by this character, enemy characters suffer a -1 modifier to their Leadership characteristic for the remainder of the game.
- **Dark Venom:** This character has the Killing Blow special rule.
- **Manbane:** When this character makes a roll To Wound, a roll of 4+ is always a success, regardless of the target's Toughness.

Character

Assassins of Khaine

Masters of a subtle and murderous magic, trained from infancy to be the chosen warriors of Khaine, these masterful killers move swiftly and silently about the battlefield. Striking at their target with weapons laced with some of the deadliest toxins to be found, leaving enemy commanders and high ranking officials twitching in agony as the fast-acting poison ravages their nervous system and vital organs. Even the serried ranks of Dark Elf city guard can be unaware that an Assassin of Khaine stalks amongst them until they reveal themselves, surging past their shields to pounce upon their target with paired swords or pointed throwing daggers.

Character Mounts

A character that can be mounted may choose a mount from the following list. Some mounts are covered in detail on this page. Those that are not have their own dedicated entries later in this army list.

A Dark Elf Dreadlord or Master may be mounted on a:

- Dark Steed.....+14 points
- Cold One.....+18 points
- Cold One Chariot.....See page 16
- Black Dragon (Dreadlord only).....See page 18
- Manticore (Dreadlord only).....See page 19

A Supreme Sorceress or Sorceress may be mounted on a:

- Dark Steed.....+14 points
- Cold One.....+18 points
- Dark Pegasus.....+35 points
- Black Dragon (Supreme Sorceress only).....See page 18

A High Beastmaster must be mounted on one of the following:

- Scourgerunner Chariot.....See page 16
- Manticore.....See page 19

A Death Hag may be mounted on a:

- Cauldron of Blood See page 15

Dark Steed

	M	WS	BS	S	T	W	I	A	Ld	Points
Dark Steed	9	3	-	3	-	-	4	1	-	+14

Troop Type: Light cavalry

Base Size: 30 x 60 mm

Unit Size: 1

Equipment: Hooves (counts as a hand weapon)

Special Rules: Fast Cavalry, Swiftstride

Cold One

	M	WS	BS	S	T	W	I	A	Ld	Points
Cold One	7	3	-	4	(+1)	-	2	2	-	+18

Note: A character mounted on a Cold One has +1 Toughness.

Troop Type: Heavy cavalry

Base Size: 30 x 60 mm

Unit Size: 1

Equipment: Claws and teeth (counts as a hand weapon)

Special Rules: Armour Bane (1, Cold One only), Armoured Hide (1), Fear, First Charge, Stupidity, Swiftstride

Character

Dark Steeds

The horses of the Dark Elves are treated no differently to the many other beasts in the armies of Naggaroth, making them just as foul tempered and spiteful as any other creature. That being said, the midnight-black steeds are as swift as any horse to be found on Ulthuan, and allow Dark Riders to scout ahead of the Dark Elf armies and terrorise those who lie in their path.

Cold Ones

These large, single-minded reptiles dwell in subterranean tunnels beneath Hag Graef, hunting whatever prey is foolish enough to enter their domain. Though it takes a skilled hand to break them, once they have been subdued they serve as mounts for the Dark Elves' most elite knights.

Dark Pegasus

	M	WS	BS	S	T	W	I	A	Ld	Points
Dark Pegasus	8	3	-	4	-	(+1)	4	3	-	+35

Note: A character mounted on a Dark Pegasus has +1 Wound.

Troop Type: Monstrous cavalry

Base Size: 40 x 60 mm

Unit Size: 1

Equipment: Hooves (counts as a hand weapon)

Special Rules: Armour Bane (1, Dark Pegasus only), Counter Charge, First Charge, Fly (10), Swiftstride

Dark Elf City Guard

Dark Elf Warriors	M	WS	BS	S	T	W	I	A	Ld	Points
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Dark Elf Warrior	5	4	4	3	3	1	4	1	8	8
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Lordling	5	4	4	3	3	1	4	2	8	+5
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Repeater Crossbowmen	M	WS	BS	S	T	W	I	A	Ld	Points
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Repeater Crossbowman	5	4	4	3	3	1	4	1	8	11
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Lordling	5	4	5	3	3	1	4	1	8	+5
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Troop Type: Regular infantry

Base Size: 25 x 25 mm

Unit Size: 10+

Equipment:

- **Dark Elf Warriors:** Hand weapons, light armour and shields
- **Repeater Crossbowmen:** Hand weapons, repeater crossbows and light armour

Options:

- Any unit may:
 - Upgrade one model to a Lordling (champion) +5 points per unit
 - Upgrade one model to a standard bearer +5 points per unit
 - Upgrade one model to a musician +5 points per unit
- Any unit of Dark Elf Warriors may take thrusting spears +1 point per model
- Any unit of Repeater Crossbowmen may take shields +1 point per model
- 0-1 unit per 1,000 points may:
 - Have the Veteran special rule +1 point per model
 - Purchase a magic standard worth up to 50 points

Special Rules: Close Order, Elven Reflexes, Hatred (High Elves), Martial Prowess

Character

Dark Pegasus

In the northernmost peaks of the Iron Mountains, Dark Pegasus make their nests. It is from these lofty eyries that the Dark Elves steal juvenile mounts to serve as steeds for the Sorceresses of the Dark Coven.

Infantry

Dark Elf Warriors

Regiments of Dark Elves armed with sharp swords and heavy-bladed spears are made up of warriors, both male and female, drawn from the same city, and often the same extended family. The role of these warriors is to defend against enemy counter-attacks threatening the flanks of other formations, and to protect the army's war machines and missile troops.

Repeater Crossbowmen

Armed with their signature, magazine-fed crossbows, repeater crossbowmen take up position at the rear of the Dark Elf armies, dealing death from afar. Though they prefer to avoid the cut and thrust of a melee, they are no less cruel than the rest of their kin – often forgoing shots that would slay their targets in favour of inflicting debilitating wounds.

Black Ark Corsairs

	M	WS	BS	S	T	W	I	A	Ld	Points
Corsair	5	4	4	3	3	1	4	1	8	11
Reaver	5	4	4	3	3	1	4	2	8	+6

Troop Type: Regular infantry

Base Size: 25 x 25 mm

Unit Size: 10+

Equipment: Hand weapons and light armour

Options:

- The entire unit must take one of the following:
 - Additional hand weapons.....Free
 - Repeater handbowsFree
- Any unit may:
 - Upgrade one model to a Reaver (champion)+6 points per unit
 - Upgrade one model to a standard bearer+6 points per unit
 - Upgrade one model to a musician+6 points per unit
 - Purchase a magic standard worth up to.....50 points

Special Rules: Elven Reflexes, Hatred (High Elves), Move through Cover, Open Order, Sea Dragon Cloak

Black Guard Of Naggarond

	M	WS	BS	S	T	W	I	A	Ld	Points
Black Guard	5	5	4	3	3	1	5	1	9	15
Tower Master	5	5	4	3	3	1	5	2	9	+7

Troop Type: Regular infantry

Base Size: 25 x 25 mm

Unit Size: 10+

Equipment: Hand weapons, dread halberds (see below) and full plate armour

Options:

- Any unit may:
 - Upgrade one model to a Tower Master (champion)+7 points per unit
 - Upgrade one model to a standard bearer+7 points per unit
 - Upgrade one model to a musician+7 points per unit
 - Have the Drilled special rule+1 point per model
 - Purchase a magic standard worth up to.....100 points
- A Tower Master may purchase magic items up to a total of.....50 points

Special Rules: Close Order, Elven Reflexes, Eternal Hatred, Hatred (High Elves), Immune to Psychology, Martial Prowess, Stubborn

	R	S	AP	Special Rules
Dread halberd	Combat	S+1	-1	Armour Bane (1), Fight in Extra Rank, Requires Two Hands

Notes: A model wielding a dread halberd cannot make a supporting attack during a turn in which it charged.

Infantry

Black Ark Corsairs

Those who live along the coastlines of the Old World have learned to fear the Black Ark Corsairs, for these infamous raiders plunder and pillage with no mercy. Though it is a hard and dangerous life that they lead, serving aboard a Black Ark can see both captain and crew propelled towards fame and fortune, for although their voyages can last for years, when they return to Naggaroth, they do so laden with plunder.

Black Guard of Naggarond

Trained to show no mercy and kill without thought, the Black Guard are the finest and most disciplined warriors in all of Naggaroth, each of whom is willing to shed a sea of blood in the name of their ruler. Though the risk of serving at the right hand of their cantankerous lord is great, for the Dread-King will often display his frustrations in a most violent fashion, those who serve him with loyalty and devotion are richly rewarded.

Har Ganeth Executioners

	M	WS	BS	S	T	W	I	A	Ld	Points
Executioner	5	5	4	4	3	1	5	1	9	15
Draich Master	5	5	4	4	3	1	5	2	9	+6

Troop Type: Regular infantry
Base Size: 25 x 25 mm
Unit Size: 10+
Equipment: Hand weapons, Har Ganeth greatswords and heavy armour

Options:

- Any unit may:
 - Upgrade one model to a Draich Master (champion).....+6 points per unit
 - Upgrade one model to a standard bearer
 - Upgrade one model to a musician
 - Have the Drilled special rule
 - Purchase a magic standard worth up to.....50 points
- A Draich Master may purchase magic items up to a total of.....25 points

Special Rules: Close Order, Elven Reflexes, Hatred (High Elves), Murderous, Veteran

	R	S	AP	Special Rules
Har Ganeth greatsword	Combat	S+2	-1	Cleaving Blow, Requires Two Hands

Dark Elf Shades

	M	WS	BS	S	T	W	I	A	Ld	Points
Shade	5	5	5	3	3	1	5	1	8	15
Bloodshade	5	5	6	3	3	1	5	1	8	+6

Troop Type: Regular infantry
Base Size: 25 x 25 mm
Unit Size: 5+
Equipment: Hand weapons and repeater crossbows

Options:

- The entire unit may take one of the following:
 - Additional hand weapons.....+1 point per model
 - Great weapons.....+2 points per model
- The entire unit may take light armour.....+1 point per model
- Any unit may upgrade one model to a Bloodshade (champion)
- A Bloodshade may purchase magic items up to a total of.....25 points
- 0-1 unit in your army may:
 - Have the Ambushers special rule.....+1 point per model
 - Have the Chariot Runners special rule
 - Have the Veteran special rule.....+1 point per model

Special Rules: Elven Reflexes, Evasive, Hatred (High Elves), Move through Cover, Scouts, Skirmishers

Infantry

Executioners of Har Ganeth

Har Ganeth is the spiritual centre of Khaine's worship, with many shrines dedicated to the Murder God. It is here that the Executioners learn the bloody craft of execution, becoming masters of dealing death with a single stroke of their blades. These pitiless killers are not like the wild and frenzied butchers that many Dark Elves become on the battlefield, instead they are cold-blooded professionals who take pride in dispatching their foes with the minimum effort. Just as famous as the Executioners themselves are the great blades that they wield, crafted by their own hands in order to ensure that each weapon is perfectly suited to the one who carries it.

Dark Elf Shades

These outcast warriors once belonged to the ruling families of Clar Karond, but since being betrayed and exiled by their kin, they now wander the harsh wilderness of the Blackspine Mountains. Here, they move as silently as ghosts, slipping through petrified forests and razor-sharp boulder fields without leaving a trace.

Daughters Of Khaine

	M	WS	BS	S	T	W	I	A	Ld	Points
Witch Elves										
Witch Elf	5	4	4	3	3	1	5	1	8	11
Hag	5	4	4	3	3	1	5	2	8	+7
Sisters of Slaughter										
Sister of Slaughter	5	5	4	3	3	1	6	2	9	17
Hag	5	5	4	3	3	1	6	3	9	+7

Troop Type: Regular infantry

Base Size: 25 x 25 mm

Unit Size: 10+

Equipment:

- **Witch Elves:** Two hand weapons
- **Sisters of Slaughter:** Hand weapons and lash & buckler (see below)

Options:

- Any unit may:
 - Upgrade one model to a Hag (champion) +7 points per unit
 - Upgrade one model to a standard bearer +7 points per unit
 - Upgrade one model to a musician +7 points per unit
 - Purchase a magic standard worth up to 50 points

Special Rules:

- **Witch Elves:** Close Order, Elven Reflexes, Frenzy, Hatred (High Elves), Horde, Loner, Murderous, Poisoned Attacks
- **Sisters of Slaughter:** Dance of Death, Elven Reflexes, Hatred (High Elves), Impetuous, Loner, Murderous, Open Order

Dance Of Death

Sisters of Slaughter weave through the enemy's defences, plunging deep into their ranks.

If this unit makes a successful charge move (i.e., if the unit makes contact with the charge target), the charge target suffers a -1 modifier to its Maximum Rank Bonus until the end of the Combat phase of that turn.

	R	S	AP	Special Rules
Lash & buckler	Combat	S	-1	Armour Bane (1), Fight in Extra Rank, Requires Two Hands

Notes: A model equipped with a lash & buckler improves its armour value by 1.

Harpies

	M	WS	BS	S	T	W	I	A	Ld	Points
Harpy	5	3	0	3	3	1	5	2	6	11

Troop Type: Regular infantry

Base Size: 25 x 25 mm

Unit Size: 5+

Equipment: Claws (counts as hand weapons)

Special Rules: Fly (10), Move through Cover, Scouts, Skirmishers, Swiftstride

Infantry

Witch Elves

Witch Elves live only to serve Khaine's malevolent demands for bloody sacrifice. Before battle, they consume the blood of sacrificed prisoners laced with all manner of intoxicating herbs, driving them into a religious frenzy that can only be sated by an orgy of slaughter and death.

Sisters of Slaughter

There are countless gladiatorial arenas throughout Naggaroth, ranging from small pits to grand stadia, but there is one thing common to all – the presence of the Sisters of Slaughter. These talented gladiators fight with an intuitive and acrobatic combat style honed over centuries. In battle, these lithe and dextrous fighters vault over shield walls and scatter enemy formations with cracks of their barbed lashes.

Harpies

Roosting atop the tallest spires of Karond Kar, these winged hunters delight in the torment of their prey. On the battlefield, Harpies descend from the heavens like frenzied birds of prey, slicing at their foes' eyes and faces with their dagger-like talons, only finishing their victims off once the delight of their torment has finally lost its charm.

Cold One Knights

	M	WS	BS	S	T	W	I	A	Ld	Points
Cold One Knight	-	5	4	4	4	1	5	1	9	31
Dread Knight	-	5	4	4	4	1	5	2	9	+7
Cold One	7	3	-	4	-	-	2	2	-	-

Troop Type: Heavy cavalry

Base Size: 30 x 60 mm

Unit Size: 5+

Equipment:

- **Cold One Knights:** Hand weapons, lances, heavy armour and shields
- **Cold Ones:** Claws and teeth (counts as hand weapons)

Options:

- Any unit may:
 - Upgrade one model to a Dread Knight (champion) +7 points per unit
 - Upgrade one model to a standard bearer +7 points per unit
 - Upgrade one model to a musician +7 points per unit
 - Purchase a magic standard worth up to 50 points
 - Replace heavy armour with full plate armour +4 points per model
- A Dread Knight may purchase magic items up to a total of 50 points

Special Rules: Armour Bane (1, Cold One only), Armoured Hide (1), Close Order, Elven Reflexes, Fear, First Charge, Hatred (High Elves), Stupidity, Swiftstride

Dark Riders

	M	WS	BS	S	T	W	I	A	Ld	Points
Dark Rider	-	4	4	3	3	1	4	1	8	16
Herald	-	4	4	3	3	1	4	2	8	+6
Dark Steed	9	3	-	3	-	-	4	1	-	-

Troop Type: Light cavalry

Base Size: 30 x 60 mm

Unit Size: 5+

Equipment:

- **Dark Riders:** Hand weapons, cavalry spears and light armour
- **Dark Steeds:** Hooves (counts as hand weapons)

Options:

- The entire unit may take:
 - Repeater crossbows +2 points per model
 - Shields +1 point per model
- Any unit may:
 - Upgrade one model to a Herald (champion) +6 points per unit
 - Upgrade one model to a standard bearer +6 points per unit
 - Upgrade one model to a musician +6 points per unit
- 0-1 unit per 1,000 points may:
 - Have the Fire & Flee special rule +1 point per model
 - Have the Scouts special rule +1 point per model

Special Rules: Elven Reflexes, Fast Cavalry, Hatred (High Elves), Open Order, Skirmishers, Swiftstride

Cavalry

Cold One Knights

The skill of the Cold One Knights and the viciousness of their mounts sets them above the cavalry of lesser races. They are often found at the forefront of the attack, smashing into the enemy's most deadly regiments. But it is a daring Dark Elf who purchases a Cold One to ride, for the lizards savagely attack all who come near them, recognising warm-blooded creatures by their smell. This is dangerous in itself and no few strutting nobles have been savaged by their own mounts, much to the amusement of their rivals.

Dark Riders

In the time when Daemons besieged Ulthuan, the Dark Riders were the ever vigilant sentinels that kept watch for signs of invasion and carried word of the Daemons' movements. Ever since the civil war that tore Ulthuan in two, these cloaked riders have become heralds of woe, ranging ahead of the Dark Elves, sowing terror and disorder as the armies of the Dread-King approach. In battle, Dark Riders skirt the edge of the fight in order to attack the flanks of their enemy rather than engage head-on, chasing down exposed war machines and cutting off supply lines in order to disrupt the enemy.

Doomfire Warlocks

	M	WS	BS	S	T	W	I	A	Ld	Points
Doomfire Warlock	-	4	4	4	3	1	5	1	8	22
Master	-	4	4	4	3	1	5	2	8	+6
Dark Steed	9	3	-	3	-	-	4	1	-	-

Troop Type: Light cavalry

Base Size: 30 x 60 mm

Unit Size: 5+

Equipment:

- **Doomfire Warlocks:** Hand weapons
- **Dark Steeds:** Hooves (counts as hand weapons)

Options:

- Any unit may upgrade one model to a Master (champion).....+6 points per unit
- A Master may purchase magic items up to a total of.....25 points

Special Rules: Cursed Coven, Dark Runes, Elven Reflexes, Fast Cavalry, Hatred (High Elves), Open Order, Poisoned Attacks (Doomfire Warlocks and Master only), Swiftstride

Cursed Coven

Devoted servants of the Ruinous Powers, the Warlock covens of Hag Graef practise powerful sorcery.

A unit of Doomfire Warlocks knows a single spell (chosen by their controlling player before armies are deployed) from either the Dark Magic or Daemonology Lore of Magic. The unit may cast this spell as a Bound spell:

- If the unit has a Unit Strength of 10 or more and includes a Master, it may cast this Bound spell with a Power Level of 2.
- If the unit includes a Master, but has a Unit Strength of 9 or less, it may cast this Bound spell with a Power Level of 1.
- Otherwise, the unit may cast this Bound spell with a Power Level of 0.

Dark Runes

Infernal runes crawl across the skin of a Doomfire Warlock, blazing with an unholy fire when death draws near.

This unit has a 5+ Ward save against any wounds suffered that were caused by a non-magical enemy attack.

Cavalry

Doomfire Warlocks

Cursed by the Dread-King long ago, the Doomfire Warlocks have since teetered between the mortal world and the Realm of Chaos. Whilst many Dark Elves fear the grip of Chaos, the Doomfire Warlocks feel the lure of dark powers far more keenly, knowing full well that their fate is to be claimed by the Ruinous Powers. In an effort to fend off their inevitable demise, Doomfire Warlocks take to the battlefield to find worthy souls to offer up as a sacrifice in their place – the mightier and purer the soul, the more time it grants them. Yet, no matter how many souls they offer up in their place, their damnation cannot be averted.

Cauldron Of Blood

	M	WS	BS	S	T	W	I	A	Ld	Points
Cauldron of Blood	2	-	-	5	5	5	-	-	-	+150
Witch Elf Crew (x2)	-	4	4	3	-	-	5	1	9	-

Troop Type: Heavy Chariot

Base Size: 60 x 100 mm

Unit Size: 1

Armour Value: 4+

Equipment:

- **Witch Elf Crew:** Two hand weapons

Special Rules: Close Order, Dragged Along, Elven Reflexes, Frenzy, Hatred (High Elves), Impact Hits (D6+1), Large Target, Magic Resistance (-1), Murderous, Poisoned Attacks, Terror

Blessings Of Khaine

As the Cauldron of Blood fills, the baleful spirit of Khaine surrounds his devoted daughters.

Even if engaged in combat, this model can cast the following Bound spell, with a Power Level of 2:

Type: Enchantment

Casting Value: 9+

Range: Self

Effect: Until your next Start of Turn sub-phase, this model and every friendly Death Hag, unit of Witch Elves or unit of Sisters of Slaughter that is within its Command range gains one of the following:

- Fury of Khaine (the Furious Charge special rule)
- Strength of Khaine (the Cleaving Blow special rule)
- Bloodshield of Khaine (a 5+ Ward save against any wounds suffered)

Character Mount: A Cauldron of Blood may only be included in your army as a character's mount. Its points are added to that of its rider.

Chariot

The Cauldrons of Blood

These gruesome altars are rumoured to be divine gifts from Khaine himself, a reward for the Witch Elves' single-minded devotion to his cause – or so the Hag Sorceress Morathi claims. Though they are usually kept deep within the chambers of Khaine's great temples, they will occasionally be brought forth to accompany the worshippers of the god of murder onto the battlefield, where the accursed artefact can be supplied with a near-constant stream of fresh sacrifices. The seemingly-bottomless brass cauldrons greedily drink the vast quantities of sacrificial blood that are poured into them, empowering the followers of Khaine with renewed strength and vitality until there is no blood left to spill.

Scourgerunner Chariots

	M	WS	BS	S	T	W	I	A	Ld	Points
Chariot	-	-	-	4	4	4	-	-	-	85
Beastmaster Crew (x2)	-	4	4	3	-	-	4	1	8	-
Dark Steed (x2)	9	3	-	3	-	-	4	1	-	-

Troop Type: Light chariot

Base Size: 50 x 100 mm

Unit Size: 1-3

Armour Value: 5+

Equipment:

- **Chariot:** Ravager harpoon (see below)
- **Beastmaster Crew:** Hand weapons, cavalry spears and repeater crossbows
- **Dark Steeds:** Hooves (counts as hand weapons)

Special Rules: Elven Reflexes, Hatred (High Elves), Impact Hits (D6), Open Order, Sea Dragon Cloak, Swiftstride

	R	S	AP	Special Rules
Ravager harpoon	24"	6	-3	Cumbersome, Multiple Wounds (D3), Ponderous

Notes: During the Shooting phase, one of the Beastmaster Crew may fire this weapon instead of their repeater crossbow.

Cold One Chariots

	M	WS	BS	S	T	W	I	A	Ld	Points
Chariot	-	-	-	5	5	4	-	-	-	125
Knight Charioteer (x2)	-	5	4	4	-	-	5	1	9	-
Cold One (x2)	7	3	-	4	-	-	2	2	-	-

Troop Type: Heavy chariot

Base Size: 50 x 100 mm

Unit Size: 1

Armour Value: 4+

Equipment:

- **Knight Charioteers:** Hand weapons, cavalry spears and repeater crossbows
- **Cold Ones:** Claws and teeth (counts as hand weapons)

Special Rules: Armour Bane (1, Cold One only), Close Order, Elven Reflexes, Fear, First Charge, Hatred (High Elves), Impact Hits (D6+1), Stupidity

Character Mount: A Scourgerunner Chariot or Cold One Chariot may be included in your army as a character's mount. If so, its points are added to that of its rider.

Chariot

Scourgerunner Chariots

Beastmasters race about the battlefield aboard swift chariots, seeking out monsters amongst the enemy ranks upon which they might turn their wicked ravager harpoons. But death is not their objective, instead the crews of Scourgerunner Chariots will seek to subdue and capture the war beasts of the foe before hauling them back to the gladiatorial pits of Naggaroth.

Cold One Chariots

Cold One Chariots are occasionally given as gifts to those knights who have pleased the Dread-King with their devotion to him and their prowess in battle. To possess such a vehicle is a symbol of great prestige, ranked amongst the highest stations of battle, even though the Cold Ones' erratic behaviour can often bring the chariot to a jarring halt at the worst moments.

Bloodwrack Shrine

	M	WS	BS	S	T	W	I	A	Ld	Points
Bloodwrack Shrine	2	-	-	5	5	5	-	-	-	175
Shrinekeeper (x2)	-	4	4	3	-	-	5	1	8	-
Bloodwrack Medusa	-	5	5	4	-	-	5	3	-	-

Troop Type: Heavy chariot

Base Size: 60 x 100 mm

Unit Size: 1

Armour Value: 4+

Equipment:

- **Shrinekeepers:** Cavalry spears
- **Bloodwrack Medusa:** Cavalry spear and petrifying gaze (see below)

Special Rules: Close Order, Dragged Along, Elven Reflexes, Frenzy, Hatred (High Elves), Impact Hits (D6+1), Large Target, Magic Resistance (-1), Murderous, Poisoned Attacks, Stony Stare, Terror

Stony Stare

Where the creature's gaze falls, its enemies turn painfully to stone.

At the start of each Combat phase, enemy models in base contact with this model must make an Initiative test. If this test is failed, they suffer D3 Strength 2 hits, with no armour save permitted (Ward and Regeneration saves can be attempted as normal).

R	S	AP	Special Rules
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Petrifying gaze 18" 2 N/A Magical Attacks, Multiple Wounds (D3)

Notes: When making a roll To Wound for an attack made with this weapon, substitute the target's Toughness with its Initiative. No armour save is permitted against wounds caused by this weapon (Ward and Regeneration saves can be attempted as normal).

Chariot

Bloodwrack Shrines

Long ago, each Bloodwrack Medusae was a Sorceress of Ghrond who used her magic and blood-feasting rituals to make herself so beautiful her visage rivalled that of the gods. In doing so, these Sorceresses earned the attention of Atharti, the goddess of pleasure, who was outraged that mortals would dare to compete with her beauty. In her rage, she caged the upstart mortals within pain-wracked, serpentine bodies and reduced their minds to those of ferocious beasts. So great is their suffering, those around them feel every ounce of anguish the poor beasts endure, provoking a feeling of great unease in most, but striking pure ecstasy within the corrupt hearts of the Dark Elves.

Black Dragon

	M	WS	BS	S	T	W	I	A	Ld	Points
Black Dragon	6	6	-	7	(+3)	(+6)	4	6	-	+280

Note: A character mounted on a Black Dragon has +3 Toughness and +6 Wounds.

Troop Type: Behemoth

Base Size: 60 x 100 mm

Unit Size: 1

Equipment: Wicked claws (see below), serrated maw (see below), noxious breath (see below) and draconic scales (counts as full plate armour)

Special Rules: Close Order, Fly (10), Hatred (High Elves), Large Target, Stomp Attacks (D6), Swiftstride, Terror

	R	S	AP	Special Rules
Wicked claws	Combat	S	-2	-

	R	S	AP	Special Rules
Serrated maw	Combat	S	-	Armour Bane (2), Multiple Wounds (2)

Notes: In combat, this model must make one of its attacks each turn with this weapon.

	R	S	AP	Special Rules
Noxious breath	N/A	4	N/A	Breath Weapon

Notes: Until your next Start of Turn sub-phase, every model in a unit that suffers one or more unsaved wounds from this weapon suffers a -1 modifier to its Weapon Skill characteristic (to a minimum of 1). No armour save is permitted against wounds caused by this weapon (Ward and Regeneration saves can be attempted as normal).

Character Mount: A Black Dragon may only be included in your army as a character's mount. Its points are added to that of its rider.

Monster

Black Dragons

Black Dragons soar through the air upon great leathery wings, sowing death wherever their vast shadow passes. Rather than spewing roaring flame from its massive jaws, Black Dragons expel noxious gas that withers the lungs of its victims and desiccates their flesh. Those fortunate enough to survive the choking fumes and land a blow upon the beast often find their blades turned aside by a thick armoured hide, impervious to all but the most potent weapons. Few linger long enough to test their steel against the Dragon however, for even the sight of such a beast is so terrifying that most warriors turn tail and flee for their lives.

Manticore

	M	WS	BS	S	T	W	I	A	Ld	Points
Manticore	6	5	-	5	(+1)	(+4)	5	4	-	+130

Note: A character mounted on a Manticore has +1 Toughness and +4 Wounds.

Troop Type: Monstrous creature

Base Size: 60 x 100 mm

Unit Size: 1

Equipment: Wicked claws (see below) and scaly skin (counts as heavy armour)

Options:

- May have a venomous tail (see below)+15 points

Special Rules: Close Order, Fly (9), Large Target, Stomp Attacks (D3), Swiftstride, Terror, Wilful Beast

Wilful Beast

Some monsters can never truly be tamed by a rider and, during the heat of battle, can be prone to giving in to their wild and frenzied nature.

During the Start of Turn sub-phase of each of their turns, this model must make a Leadership test (using its own unmodified Leadership). If this test is passed, the rider is able to keep control of their mount. If, however, this test is failed, the rider has lost control and their mount becomes subject to the Frenzy special rule until their next Start of Turn sub-phase.

Note that the rider does not gain a +1 modifier to their Attacks characteristic.

	R	S	AP	Special Rules
Wicked claws	Combat	S	-2	-

	R	S	AP	Special Rules
Venomous tail	Combat	S	-	Poisoned Attacks, Strike First

Notes: In combat, this model must make one of its attacks each turn with this weapon.

Character Mount: A Manticore may only be included in your army as a character's mount. Its points are added to that of its rider.

Monster

Manticores

Dark Elves hold no creature in higher esteem than the Manticore, for they believe that the ferocious beast is one of the many incarnations of Khaine. Daring Beastmasters will journey deep into the Chaos Wastes and perilous mountains of Naggaroth in search of young Manticores to sell at auction, as the wealthy will pay great sums of gold for the chance to own one for themselves. Though Manticores can be tamed enough to accept a rider, they still remain feral at heart, occasionally ignoring the will of its master in favour of pursuing its own ends – but, a Dark Elf will consider this a risk worth taking considering the fear and respect that owning such a mount brings.

War Hydra

	M	WS	BS	S	T	W	I	A	Ld	Points
War Hydra	6	4	0	5	5	5	3	2	6	200
Beastmaster Handlers (x2)	6	4	-	3	-	-	4	1	8	-

Troop Type: Behemoth

Base Size: 60 x 100 mm (War Hydra), 25 x 25 mm (Beastmaster Handlers)

Unit Size: 1

Armour Value: 5+

Equipment:

- **War Hydra:** Wicked claws, serrated maws and fiery breath (see below)
- **Beastmaster Handlers:** Hand weapons and whips

Special Rules: Close Order, Extra Attacks (+remaining Wounds), Immune to Psychology, Large Target, Monster Handlers, Regeneration (5+), Stomp Attacks (D3), Terror

	R	S	AP	Special Rules
Wicked claws	Combat	S	-2	-

	R	S	AP	Special Rules
Serrated maws	Combat	S	-	Armour Bane (1), Multiple Wounds (2)

Notes: In combat, this model must make each attack granted by the Extra Attacks (+remaining Wounds) special rule with this weapon.

	R	S	AP	Special Rules
Fiery breath	N/A	*	-1	Breath Weapon, Flaming Attacks

Notes: The Strength characteristic of this weapon is equal to this model's remaining Wounds.

Bloodwrack Medusa

	M	WS	BS	S	T	W	I	A	Ld	Points
Bloodwrack Medusa	7	5	5	4	4	4	5	3	7	85

Troop Type: Monstrous creature

Base Size: 40 x 40 mm

Unit Size: 1

Equipment: Hand weapon, petrifying gaze (see below) and light armour

Special Rules: Close Order, Elven Reflexes, Fear, Frenzy, Hatred (High Elves), Magic Resistance (-1), Murderous, Poisoned Attacks, Stony Stare

Stony Stare

Where the creature's gaze falls, its enemies turn painfully to stone.

At the start of each Combat phase, enemy models in base contact with this model must make an Initiative test. If this test is failed, they suffer D3 Strength 2 hits, with no armour save permitted (Ward and Regeneration saves can be attempted as normal).

	R	S	AP	Special Rules
Petrifying gaze	18"	2	N/A	Magical Attacks, Multiple Wounds (D3)

Notes: When making a roll To Wound for an attack made with this weapon, substitute the target's Toughness with its Initiative. No armour save is permitted against wounds caused by this weapon (Ward and Regeneration saves can be attempted as normal).

Monster

War Hydras

Only the Dark Elves could look upon a beast as vicious and powerful as a Hydra and deem it insufficient for the task of murder and destruction. Ever since the Dread-King's Beastmasters first tamed the creatures, they have continually been bred to increase the raw ferocity and power of successive generations. Thus the War Hydras of Naggaroth's armies are a far more daunting foe than those the Dark Elves first encountered many long centuries ago in the Annulii Mountains. When a Hydra sets about the enemy, it does so without hesitation or thought, with some of its heads tearing a foe to shreds, as others try to swallow their prey whole or bathe its victims in burning flame.

Bloodwrack Medusa

Not every Bloodwrack Medusa is goaded into battle atop a massive, monolithic shrine. Some emerge willingly from their lairs or are turned loose to pursue the scent of blood and war. But they are unreliable allies who pay no mind to strategy or battle plans, seeking only to share their own torment with their victims.

Kharibdyss

	M	WS	BS	S	T	W	I	A	Ld	Points
Kharibdyss	6	5	0	7	5	5	3	5	6	195
Beastmaster Handlers (x2)	6	4	-	3	-	-	4	1	8	-

Troop Type: Behemoth

Base Size: 60 x 100 mm (Kharibdyss), 25 x 25 mm (Beastmaster Handlers)

Unit Size: 1

Armour Value: 5+

Equipment:

- **Kharibdyss:** Cavernous maw (see below) and writhing tentacles (see below)
- **Beastmaster Handlers:** Hand weapons and whips

Special Rules: Abyssal Howl, Close Order, Immune to Psychology, Large Target, Monster Handlers, Stomp Attacks (D3+1), Terror

Abyssal Howl

The mournful wail of a Kharibdyss echoes across the battlefield and saps the courage of the enemy.

Whilst within 6" of this model, enemy units suffer a -1 modifier to their Leadership characteristic (to a minimum of 2).

Note that this modifier is not cumulative.

R	S	AP	Special Rules
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Cavernous maw Combat S -2 Armour Bane (1), Killing Blow

Notes: In combat, this model must make one of its attacks each turn with this weapon.

R	S	AP	Special Rules
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Writhing tentacles Combat S -2 Poisoned Attacks

Reaper Bolt Thrower

	M	WS	BS	S	T	W	I	A	Ld	Points
Reaper Bolt Thrower	-	-	-	-	6	2	-	-	-	80
Dark Elf Crew	5	4	4	3	3	2	4	2	8	-

Troop Type: War machine

Base Size: 50 x 50 (war machine), 25 x 25 (crew)

Unit Size: 1

Equipment: Repeater bolt thrower, hand weapons and light armour

Special Rules: Elven Reflexes, Hatred (High Elves), Skirmishers

Monster

Kharibdyss

The Beastmasters of Clar Karond covet the Kharibdyss more than any other creature, a prize beyond any treasure. For not only is the beast incredibly difficult to capture, requiring the aid of a Sorceress to bait the creature to the ocean's surface, its destructive wrath is all but unmatched on the battlefield. With a crown of flailing tentacles powerful enough to drag a ship to the inky depths and jaws strong enough to crack the hull of even the largest vessels, armoured warriors and gallant knights stand little chance of avoiding a painful, but mercifully sudden, death.

War Machine

Reaper Bolt Throwers

Used at sea to clear the decks of enemy ships and on land to scythe down ranks of enemy warriors, the Reaper Bolt Thrower deals death from afar. Through clever engineering, the oversized crossbow can either shoot a hail of smaller bolts to cut down infantry, or launch a single massive projectile with enough force to pierce a Dragon's hide.

DARK ELVES

MAGIC ITEMS

The pages that follow detail magic items unique to Dark Elves armies. These can be purchased by models within a Dark Elves army in exactly the same way as Common magic items, as described in the *Warhammer: the Old World* rulebook.

Extremely Common Magic Items: Any magic item marked with an asterisk (*) is considered to be extremely common, as described in the *Warhammer: the Old World* rulebook.

Magic Weapons

Executioner's Axe 70 points

A single blow from this huge, black-bladed weapon can cut any opponent in half.

R	S	AP	Special Rules
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Executioner's Axe	Combat	S	-2	Killing Blow, Magical Attacks, Strike Last
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Notes: When making a roll To Wound for a hit caused with the Executioner's Axe, a roll of 2+ is always a success, regardless of the target's Toughness.

Sword Of Ruin 65 points

The wickedly sharp edge of the Sword of Ruin can cleave through armour as if it were air.

R	S	AP	Special Rules
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Sword of Ruin	Combat	S	*	Magical Attacks
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Notes: No armour, Ward or Regeneration saves are permitted against wounds caused by the Sword of Ruin.

Lifetaker 35 points

Finely fashioned from blackest steel, Lifetaker fires bolts dipped in the venom of a Black Dragon.

R	S	AP	Special Rules
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Lifetaker		24"	3	-1	Armour Bane (1), Magical Attacks, Multiple Shots (D3+1), Poisoned Attacks
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Whip Of Agony 30 points

An heirloom of the feared Beastlords of clan Rakarth, the Whip of Agony inflicts enduring torment upon its victims.

R	S	AP	Special Rules
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Whip of Agony	Combat	S+1	-1	Magical Attacks, Strike First
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Notes: High Beastmasters only. Any enemy model that suffers one or more unsaved wounds from the Whip of Agony suffers a -1 modifier to its Toughness characteristic (to a minimum of 1) for the remainder of the game.

Magic Items

Magic Items

The weapons and armour of the Dark Elves are as finely made as any Elven artefact. Long, slender blades that slice effortlessly through the air, exquisitely embroidered banners and finely wrought suits of armour are as commonplace within the ranks of the Druchii as they are amongst their hated kin. What sets apart the weapons and wargear of the Dark Elves is the detail. Where the Elves of Ulthuan craft refined and elegant weapons and armour, the Druchii adorn their creations with jagged blades and wicked cutting edges – cruel weapons that cause grievous injury and searing pain to their victims.

Magic Armour

Shield Of Ghrond 40 points

The Daemon-faced Shield of Ghrond consumes the strength of the enemy's attacks

The Shield of Ghrond is a shield. In addition, all attacks directed against its bearer suffer a -1 modifier to their Strength characteristic (to a minimum of 1).

Blood Armour 30 points

When anointed with the blood of the foe, this armour becomes ever more endurable.

Models whose troop type is 'infantry' or 'cavalry' only. The Blood Armour is a suit of armour that gives its wearer an armour value of 5+. For each unsaved wound the wearer inflicts, this armour value is improved by 1, to a maximum of 2+.

Talismans

Pendant Of Khaelet 40 points

The protection offered by this amulet grows to match the power of an enemy's attack.

The Pendant of Khaelet gives its bearer a 5+ Ward save against any wounds suffered that were caused by an attack with a Strength of 4 or lower, and a 4+ Ward save against any wounds suffered that were caused by an attack with a Strength of 5 or higher.

Pearl Of Infinite Bleakness 15 points

Swirled with red and black veins, this magical pearl emits a soul-numbing aura.

The bearer of the Pearl of Infinite Bleakness and any unit they have joined gains the Immune to Psychology special rule.

Magic Standards

Banner Of Nagarythe 65 points

The personal banner of the Dread-King proclaims his reign over the Elven Kingdoms.

A unit carrying the Banner of Nagarythe gains the Stubborn special rule. In addition, when calculating its combat result, the unit may claim an additional bonus of +1 combat result point.

Standard Of Slaughter 40 points

Anointed with the blood of an Ulthuan Elf, this banner exudes a sense of bitter determination.

When calculating its combat result during a turn in which it charged, a unit carrying the Standard of Slaughter may claim an additional bonus of +D3 combat result points.

Banner Of Har Ganeth 25 points

Under the influence of this ancient banner, warriors strike with deadly precision.

A unit carrying the Banner of Har Ganeth improves the Armour Piercing characteristic of its combat weapons by 1.

Cold-Blooded Banner 20 points

Those that march beneath this Cold One blood-soaked banner display a steely discipline.

Single use. A unit carrying the Cold-blooded Banner may use it when making any test against its Leadership characteristic, including a Break test. When it does, it may roll an extra D6 and discard the highest result.

Enchanted Items

Black Dragon Egg 35 points

When a Black Dragon egg is eaten, the properties of the Dragon are temporarily passed on.

Single use. During the Command sub-phase of their turn, the bearer of a Black Dragon Egg can consume it. Until the end of that turn, the model has a Toughness characteristic of 6 (which cannot be improved further) and gains noxious breath (see page 18).

Hydra's Tooth 30 points

Fangs are taken from the maw of a slain Hydra and crafted into deadly throwing weapons.

A Hydras' Tooth is a missile weapon with the following profile:

R	S	AP	Special Rules
9"	S	-3	Magical Attacks, Move & Shoot, Quick Shot

Notes: This weapon can target a specific model within the target unit, such as a champion or a character.

The Guiding Eye 25 points

Set in black iron, this oval ruby grants mystical sight to the wearer.

Single use. The bearer of the Guiding Eye and any unit they have joined may re-roll any failed rolls To Hit made during the Shooting phase.

Arcane Items

Black Staff 55 points

A Black Staff is the talisman of the High Mistresses of the Convent of Sorceresses.

The bearer of the Black Staff may use it when attempting to cast a spell. If they do so, roll an extra D6 when making the Casting roll and discard the lowest result. However, if a double 1 is rolled on any two of the dice rolled, the spell is miscast.

Focus Familiar* 10 points

The Wizard channels their spells through the eyes of an arcane homunculus.

Single use. The owner of a Focus Familiar may use it when they attempt to cast a spell. Place a marker (such as a Familiar model) completely within 12" of the owner. The range and all effects of the spell are measured from this marker, rather than from the owner. If the spell requires a line of sight, this is determined from the marker (which has a 360° vision arc).

Tome Of Furion 15 points

Furion of Clar Karond inscribed his knowledge onto sheets of flayed skin.

The bearer of the Tome of Furion knows one more spell (chosen in the usual way) than is normal for their Level of Wizardry.

DARK ELVES SPECIAL RULES

Agame of Warhammer: the Old World is packed with fantastic creatures and skilled warriors with abilities so incredible and varied that the basic rules cannot possibly cover them all. For such circumstances we have special rules – uncommon rules to govern uncommon circumstances.

On this page you will find a full description for each of the Army special rules used by models drawn from the Dark Elves army list:

Cleaving Blow

With a swift and deadly strike, a skilled warrior can cleave through armour.

If a model with this special rule rolls a natural 6 when making a roll To Wound for an attack made in combat, it has struck a 'Cleaving Blow'. Enemy models whose troop type is 'regular infantry', 'heavy infantry', 'light cavalry', 'heavy cavalry' or 'war beasts' are not permitted an armour or Regeneration save against a Cleaving Blow (Ward saves can be attempted as normal).

Note that if an attack wounds automatically, this special rule cannot be used.

Elven Reflexes

Elves possess phenomenal speed and grace, striking at their enemies faster than the eye can see.

A model with this special rule (but not its mount) has a +1 modifier to its Initiative characteristic (to a maximum of 10) during the first round of any combat.

Eternal Hatred

The Dark Elves believe they have been wronged greatly by their enemies over and over again, and the hatred they harbour has grown to become an all-consuming passion.

Against High Elves, this model's Hatred applies in every round of close combat, not just the first.

Note that this special rule does not apply to this model's mount (should it have one).

Hekarti's Blessing

Dark Elf Sorceresses make devotions to Hekarti, the Hydra Queen and Elven goddess of conjurations.

Once per game, a model with this special rule may re-roll a single failed Casting roll.

Martial Prowess

Elven soldiers spend many hours perfecting their battlefield drill, masterfully wielding their long spears with a skill and grace absent from the ranks of their enemies.

A unit with this special rule can make supporting attacks to its flank or rear, as well as to its front.

Murderous

Trained in the arts of murder from a young age, devotees of Khaine are deadly killers able to strike mortal wounds upon even the most resilient of foes.

When engaged in combat, a model with this special rule that is fighting with a hand weapon may re-roll any rolls To Wound of a natural 1.

Note that this special rule only applies to a single, non-magical hand weapon and does not apply to a model's mount (should it have one). If the model is using two hand weapons or any other sort of weapon, this special rule ceases to apply.

Sea Dragon Cloak

The pelt of a Sea Dragon is worn by Dark Elf pirates and corsairs, both as a mark of their rank and as armour against the missiles of the foe.

A model with this special rule improves its armour value by 1 (to a maximum of 2+) against non-magical shooting attacks.

LORE OF NAGGAROTH

Like their High Elf Kin, Dark Elves are skilled manipulators of the Winds of Magic. Yet where the power available to the Elves of Ulthuan is limited by their cautious approach, Dark Elves know no such limit, weaving high and dark magic with reckless abandon.

A Wizard with the 'Lore of Naggaroth' special rule may discard one of their randomly generated spells as normal. When they do so, they may select instead either the signature spell of their chosen Lore of Magic, or one of the spells listed below.

Cursing Word

As the Sorceress utters a string of forbidden words and curses, the bodies of her enemies bend and buckle, wracked with waves of agony.

Type: Hex

Casting Value: 9+

Range: 12"

Effect: Remains in play. Whilst this spell is in play, the target enemy unit suffers a -1 modifier to either its Weapon skill characteristic, or its Ballistic Skill characteristic (chosen by the casting Wizard's controlling player, to minimum of 1). If this spell is cast, the effects of any other Hex previously cast on the target unit immediately expire.

Black Horror

The Sorceress tears the veil between reality and the aether, and a black cloud of roiling energy sweeps across the battlefield, trailing slimy tentacles that drag unfortunate victims to an unknown fate.

Type: Magical Vortex

Casting Value: 9+

Range: 18"

Effect: Remains in play. Place a large (5") blast template so that its central hole is within 18" of the caster. Whilst in play, the template is treated as dangerous terrain. The template moves 2D6" in a random direction during every Start of Turn sub-phase. Any enemy unit the moving template touches or moves over must immediately make D6 Strength tests. For each test that is failed, the unit loses a single Wound.