



WOEHAMMER ARMIES

DARK ELVES



Dark Elves Special Rules

Bitter Enmity

Dark Elves are hostile and disdainful of all other races in the Old World, but none more so than the High Elves. When fighting High Elves, all units must follow up and fight again if they win close combat. This is the same for High Elves who hate the Dark Elves in equal measure.

Cauldron of Blood

A Cauldron of Blood will drive any Witch Elf units nearby into a mad blood lust as their killings fill it with gory offerings. Any Witch Elf units who win combat within 12" of the Cauldron of Blood gain the Vengeful rule and must fight on, gaining the extra HtH attack as normal. Note that this rule affects the Cauldron's crew as well.

The Cauldron is considered a chariot, propelled by the attendant Witch Elves, and though the Cauldron itself cannot be damaged it can be considered to be removed as normal by the relevant rolls on the chariot damage table.

Infiltrate

Units with infiltrate may make a normal M move once all deployment is finished and before the first turn begins. This move may not end within 3" of any enemy models.

Dark Elf Magic Items

The Dark Elves have many fell artefacts and unspeakable relics at their disposal.

Hero units may take magical items as listed below, or magical items of the Dark, Alteration, or Destruction lores. No one hero can take more than one magical item at a time.

Magic Weapons

Executioners Axe - *This large axe is sharpened beyond any mortal comprehension* - This large axe has a SV of 3, and if a natural 1 to hit is rolled the target unit may not use any Tough rules to attempt a reroll for a failed res test. - 15 points

Weeping Blade - *This dagger drips with the most potent poisons conceivable* - This dagger ignores all non magical armour and also has the venom damage rule. - 10 points

Magic Armour

Armour of the Witch King - *Forged from Iron and carved with dark runes they make the wearer difficult to even look upon* - Counts as spangly armour. Missile attacks that target the wearer are at -1 Acc. Cannot be worn by wizard heroes - 10 points

Magic Standards

Any model carrying a standard can upgrade to one of the standards listed below

Blood Banner - *This banner is a terrible sight and constantly oozes blood, filling the air around it with the stink of the charnel house* - Any enemy units within 10" and LOS of this banner are at -1 Command (except for automatic break tests). This does not affect units that cause Dread or Terror or who are otherwise immune to these rules - 10 points

Magic Items

Death Mask - *Made of enchanted gold from the Blackspire Mountains the Deathmask depicts Khaela Mensha Khaine in his aspect of the Deathbringer, the merciless slayer* - The wearer gains the Terror rule - 25 points

Circlet of Iron - *This circlet was said to have been found by the Witch King and is more ancient than even the High Elf race itself*- Any wizard unit wearing this circlet may reroll any failed casting rolls. However, they must make a Res test to do so, and will take a wound should they fail. - 10 points

Dark Elf Army List

Army Composition

When choosing a Dark Elf army the following restrictions apply, based on max percentage of overall points, except in the case of troops which must make up at least 25% of overall points cost of the army.

Heroes 25%

Monstrosities / Chariots 25%

Artillery 25%

Elite Troops 25%

Troops 25% minimum

Not that these costs include any additional costs accrued via magic items, extra spells etc. For heroes riding monstrosities the values for the heroes and their steeds are considered separately for calculating percentages.

Some troop types have built in restrictions to the amount you can take in an army, which is listed before their description, for example '0-1 units of foot knights'. This is based on a points limit of 1,000 points; for games larger than this it can be considered to be the limit per 1,000 points, for example in a 2,000 point game 2 units of foot knights could be taken, a 3,000 point game 3 units, and so on. The point value must 'break into' the next 1,000 point barrier for this to work, for example a 1,500 point (or even 1,999 point) game would not qualify. The exception to this is the Warlord; the warband may only ever have one warlord. The restriction on spell casters is likewise based on the 1,000 point limit, an army may take a spell caster per 1,000 points.

Hero Units

Dark Elf Lord on Allied Black Dragon, 565 points

Mounted Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Dark Elf Lord with sword, spangly armour	[6]	6	5	[5(8)]	8	9	[Tough], Command, Follow, (Wound), 3 x HTH
Allied Black Dragon	5	4	6	15	-	-	Large, MoD 3, Fast 6, 7 x HtH SV 6, Beastly Breath, Dread, Terror, Flies

Lord; Upgrade to Tough 2 @ 10 points, to wound 2 @ 16 points. Give lance @ 1 point

Dark Elf Lord, 108 points

Warrior Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Dark Elf Lord with sword, light armour	6	6	5	5(6)	8	9	Tough, Command, Follow, Wound, 3 x HTH
2 x Dark Elf Bodyguards with swords, light armour	5	6	5	5(6)	8	8	

Upgrade to Tough 2 @ 10 points, to wound 2 @ 12 points. Give unit spears or long spears @ free. Give unit spangly armour increasing res to (8) @ 15 points + 4 points per bodyguard. Add up to 2 Dark Elf Bodyguards @ 17 points each

Mounted Dark Elf Lord, 128 points

Mounted Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Dark Elf Lord with sword, light armour, riding horse	6	6	5	6(7)	8	9	Tough, Command, Follow, Wound, 3 x HTH, Fast 8
2 x Dark Elf Bodyguards with swords, light armour, riding horses	5	6	5	6(7)	8	8	Fast 8
0 x Cold Ones							Fast 6, 1 x HtH SV1, Cold Eyed

Upgrade to Tough 2 @ 10 points, to wound 2 @ 14 points. Give unit spears or long spears @ free. Give unit lances @ 1 point per model. Give unit spangly armour increasing res to (9) @ 15 points + 4 points per

bodyguard. Add up to 2 Dark Elf Bodyguards @ 23 points each. Upgrade steeds to Cold Ones @ 1 point per model.

Note. The warband must include one and only one Warlord Unit

Sorceress, 62 points

Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Sorceress with sword	6	6	5	5	8	9	Tough, Wound, Magic Level 1
0 x Witch Elf Bodyguards	6	6	5	5(6)	8	8	Berserk, Venemous

Upgrade to Magic Level 2 @ 25 points, Magic Level 3 @ 50 points, Tough 2 @ 10 points. Add up to 2 Witch Elf Bodyguards with swords, light armour @ 22 points each

Sorceress riding Cauldron of Blood, 190 points

Chariot Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
1 x Cauldron of Blood pushed by two bodyguards	5	-	-	10	-	-	Large, Cauldron of Blood, Tough, Irresistible Charge, Scythes D6 x SV1 hits on charge, Berserk (crew)
Sorceress with sword	[6]	6	5	[5]	8	9	[Tough], [Wound], Magic Level 1
2 x Witch Elf Bodyguards with swords	-	-	5	-	-	-	Berserk, Venemous

Upgrade to Magic Level 2 @ 25 points, Magic Level 3 @ 50 points, Tough 2 @ 10 points. Add up to 2 Witch Elf crew with swords @ 10 points each

Dark Elf Assassin, 101 Points

Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Dark Elf Assassin with dagger, light armour	6	6	7	5(6)	9	9	Tough 2, Hero, Wound, 3 x HtH, Fast 6, Savage, Venom, Stealthy, Challenge

Dark Elf Hero, 77 Points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Dark Elf Hero with sword, light armour	6	6	5	5(6)	9	9	Tough 2, Hero, Wound, 3 x HtH

Upgrade to spangly armour @ 15 points, Wound 2 @ 12 points, Wound 3 @ 24 points, Tough 3 @ 10 points, Give spear or long spear @ Free. Can be given a Battle Standard adding heavily laden rule @ free

Mounted Dark Elf Hero, 87 Points
Mounted Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Dark Elf Hero with sword, light armour, riding horse	6	6	5	6(7)	9	9	Tough 2, Hero, Wound, 3 x HtH, Fast 8
0 x Cold Ones			5				Fast 6, Cold-Eyed, 1 x HtH SV 1

Upgrade to spangly armour @ 15 points, Wound 2 @ 14 points, Wound 3 @ 28 points, Tough 3 @ 10 points, Give spear @ Free or Lance @ 1 point. Upgrade to Cold One Mount @ 1 point

Elite Troops

0 - 1 Units of Dark Riders, 122 Points Mounted Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Dark Rider Leader with lance, hand crossbow, light armour, riding horse	6	6	5	6(7)	8	8	Tough, Fast 8, Infiltrate
2 x Dark Riders with lances, hand crossbows, light armour, riding horses	6	6	5	6(7)	8	9	Fast 8, Infiltrate

Add up to 3 Dark Riders @ 34 points per model

0 -1 Units of Dark Elf Shades, 150 points Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Shade Leader with hand crossbow, sword, light armour	7	7	5	5(6)	8	9	Tough, Stealthy, Infiltrate
4 x Shades with hand crossbows, swords, light armour	7	7	5	5(6)	8	8	Stealthy, Infiltrate

Add up to 5 Shades @ 30 points each

Weapon	Short	Long	Extreme	SV	Special
Hand Crossbows	10	20	-	1	

0 - 1 Units of Dark Elf Executioners, 135 points**Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Lead Executioner with large sword, spangly armour	6	6	6	5(8)	8	8	Tough, Vengeful
4 x Executioner with large swords, spangly armour	6	6	6	5(8)	8	8	Vengeful

Add up to 5 Executioners @ 25 points each.

0 - 1 Units of Harpies, 150 points**Monster Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
3 x Harpies with rocks	10	5	5	5	9	9	Flies, Fast 10, 2 x HtH SV 1, 1 x Drop SV 1

Add up to 2 Harpies @ 50 points each. Give unit Dead Eye Shot @ 10 points. Give unit Vengeful @ 1 point per model.

Troops Units

0 - 1 Units of Black Guard of Naggaroth, 115 points

Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Black Gaurd Leader with huge axes, spangly armour	6	6	5	5(8)	8	8	Tough
4 x Black Guard with huge axes, spangly armour	6	6	5	5(8)	8	8	

Add up to 5 Black Guard @ 21 points each

0 - 1 Units of Witch Elves, 125 points

Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Witch Elf Leader with sword, light armour	6	6	5	5(6)	8	8	Tough, Berserk, Venomous
4 x Witch Elves with swords, light armour	6	6	5	5(6)	8	8	Berserk, Venomous

Add up to 5 Witch Elves @ 22 points each.

Cold One Knights, 107 Points

Mounted Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Knight Leader with lance, spangly armour, riding Cold One	6	6	5	6(9)	8	9	Tough, Fast 6, Cold-Eyed, Cold One 1 x HtH SV1
2 x Knights with lances, spangly armour, riding Cold Ones	6	6	5	6(9)	8	9	Fast 6, Cold-Eyed, Cold One 1 x HtH SV1

Add up to 3 knights @ 29 points per model

Dark Elf Crossbowmen, 110 points**Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Dark Elf Leader with crossbow, sword, light armour	6	6	5	5(6)	8	8	Tough
4 x Dark Elves with crossbows, swords, light armour	6	6	5	5(6)	8	8	

Add up to 5 crossbow men @ 20 points each

Dark Elf Warriors, 95 points**Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Dark Elf Leader with sword or spear, light armour	6	6	5	5(6)	8	8	Tough
4 x Dark Elves with swords or spears, light armour	6	6	5	5(6)	8	8	

Add up to 5 Dark Elves @ 17 points each. Give unit medium armour @ 2 points per model. Give units Halberds @ 1 point per model

Black Arc Corsairs, 105 points**Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Corsair Leader with sword, medium armour	6	6	5	5(7)	8	8	Tough
4 x Corsairs with swords, medium armour	6	6	5	5(7)	8	8	

Add up to 5 Corsairs @ 19 points each.

Artillery / Monstrosity Units

Repeater Bolt Thrower, 93 points

Artillery Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
3 x Dark Elf crew with swords, light armour, small bolt thrower	6	6	5	5(6)	8	8	Large, Slow 3

Add up to 2 Crew @ 17 points each.

Hydra, 182, 202, 222 points

Monstrosity Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Hydra	5	5	5	9	7	7	Large, MoD 2, 9 x HtH SV2, Stubborn, Dread, Regenerate

Give 3 x Flaming Breath SV 3 Fire Attacks @ 18 points, Beastly Breath @ 20 Points - Hydra may take both Flaming and Beastly Breath attacks