

DARK ELVES

Auxiliaries:

- Dark elf armies can recruit the Hydra and the Harpies as Auxiliaries; Hydra and Harpies can then lined up as normal troops of this army and for they it is not required to have an allied or mercenary command.

Allies:

- Dark elf armies can have one Allied Command from any of the following races:
 - Barbarians, Goblins&Hobgoblins, Orcs, Ratmen, Men-at-arms.
- An allied command of Orcs or Goblins & Hobgoblins can line up the Ogres and the Trolls.
- See in the special rules, those scheduled for the Allied Commands.

Allied command of Undeads.

- Dark elf armies can have one Allied Command of warriors and creatures of the Undead army.
- If the allied command consist of Undeads, then it is not possible to include warriors of the above other races. The Dark Elves will be subject to undead dread.
- The battleleader of this command must be an Undead and he will have the same functions of the warchief of the Undead army.
- How to scheduled for other allied commands, even this command won't be able to have Individuals, only the battleleader; therefore the Liche functions (undead wizard) and that of the Necromants will be carried up by the Dark elf sorceress and by the Dark elf priestesses, in accordance with the rules established for the Undead army.

Mercenaries:

- Dark Elves armies can have one Mercenary Command of warriors and creatures from any of the following races:
 - Barbarians, Dragons, Giants, Orcs and those Mercenaries that can be recruited by the Dark Elves or their Allies.
- See in in the special rules, those scheduled for the Mercenary Commands.

General rules:

- A Dark Elves army can have any talismans, costing 100 points each.

Double nature.

- The Dark Elves are disciplined but they become fanatics when fighting against High Elves or Wood Elves.

Two stocks.

- To the race of the Dark Elves they belong two stocks that live together, however they are distinguished for the different physical aspect: the Dark Elves properly said and that Damned, so called because they come deformed by the evil powers that they had decided to worship.
- The generic name Dark Elves it identifies them both; the second name is only used to identify any particular units of this army.

Poisoned darts

- The Dark Elves have a full access to lethal poisons and therefore the units of crossbowmen, the crossbowmen on condor and those that have the crossbow pistol, they can use poisoned darts (see the rules for poisoned arrows in the F.W. Companion by Nick Lund); in the case of the Dark Elves the poisoned darts will be considered as poisoned arrows!

INFANTRY

Dark elf infantry *(base size: 2.5 x 2.5 cm)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Infantry	Vet.	Disc/Fan.	-	-	1	H/Sh	Cp/Hd	15cm	no	no	day	13	"+5EI"	5	20
Infantry	Vet.	Disc/Fan.	-	-	1	H/Sh	Cp/Sp	15cm	no	no	day	13	"+5EI"	5	20

Notes:

- They can use poisoned darts.

CROSSBOW PISTOL OF THE DARK ELVES (Cp)

- The Infantry of the Dark elves is armed with little crossbows that can be used with one hand only, called Crossbow pistols. It is possible to give a crossbow pistol to an Individual. The crossbow pistol and the relative quiver shall be obligatorily represented on the miniature.
- The cost of the crossbow pistol (+3 points for the veteran quality and + 4 points for the Elite quality) has already be computed in that of the profile; such cost has to be add in that of the Individual to which this weapon has given.

The following rules will apply:

- They can have four volley counters only (instead of the normal six); to the cost of 20 points for every volley counter the unit can purchase two additional volley counters.
- The Crossbow pistols can be used in the phase Two - Shooting as a normal missile weapon:
 - short range: 5 cm, long range: 15 cm;
 - weapon: crossbow;
- It is possible blackening the sky, as with the other crossbows (with two volley counters);
- it can be only used by the warriors at the first line.
- A warrior can use this weapon too during the phase 4 - Combat as a missile weapon at short range, bat in this case, he has to choose if he will use its one-hand weapon for hitting or to use its shield to defend himself. If the crossbow pistol is used, in the phase 4 it is not possible to darken the sky.
- A warrior with the crossbow pistol and a spear & shield can use the first weapon during the phase 4, but in this case he cannot defend himself with the shield and use the spear and he can only fight from the first rank.
- A warrior can use the crossbow pistol in a hand and a 2-hand weapon in the other, but in this case the 2-hand weapon shall be considered as a one hand weapon

Damned elf infantry *(base size 2.5 x 2.5 cm)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Infantry	Vet.	Disc./Fan.	-	-	1	H/Sh	Hd	15cm	no	no	day	10	"+4EI"	10	30
Infantry	Vet.	Disc./Fan.	-	-	1	H	2-Hd	15cm	no	no	day	10	"+4EI"	10	30

UNITS WITH MISSILE WEAPONS

Dark elf Crossbowmen *(base size: 2.5 x 2.5 cm)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Xbowmen	Vet.	Disc/Fan.	-	-	1	H	Cb\Hd	15cm	no	no	day	12	"+4EI"	5	20

Notes:

- They can use poisoned darts.

Damned elf crossbowmen with arquebow *(base size 2,5 x 5 cm)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Crossbows	Vet.	Disc/Fan.	-	-	1	Med	Xb\Hd	10cm	no	no	day	7	"+4EI"	5	20

Notes:

- Too having base size 2.5 x 5 cm they can be covered by miniatures in base size 2.x2.5 or 4x4 cm.
- The arquebow hurts as a crossbow with the +1 of strength.
- They can use poisoned darts.

ARTILLERY

Dark elf ballista

(base size: 2.5 x 5 cm the h. crowbow with one crew, 2.5 x 5 cm the other crews)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Ballista	-	-	.+2	-	3	-	Cb	-	no	no	-	24	-	2	5
Crew	Vet.	Disc/Fan.	-	-	1	H	Hd	15cm	no	no	day	10	-	2	3

Notes:

- See the rules: **ballistas and giant crossbows.**

Catapult *(base size: catapult 7.5 x 10 cm - crew 2.5 x 2.5)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Catapult	Vet.	-	.+4	-	4	-	2-Hd	-	no	no	-	40	-	1	1
Crew	Vet.	Disc/Fan.	-	-	1	H	Hd	15cm	no	no	day	10	-	4	10

Notes:

- See the special rule: **To shoot with parabolic trajectory.**

CAVALRY

Dark elf raptor raiders (base size: 2.5 x 5 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Rider	Vet.	Disc/Fan.	-	-	1	H/Sh	Hd	35cm	6	yes	day	63	"+12EI"	2	10
with raptor	"	"	.+2	-2	4	"	T&C	"	"	"	"	"	"	"	"

Notes:

- Every model can have a **Lance** to the cost of +2 points for model.

Dark elf giant condor crossbowmen (base size: 5 x 5 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Xbowman	Vet.	Disc/Fan.	-	-	1	H	Cb/Hd	30cm	6	no	day	41	"+8EI"	2	10
with condor	"	"	.+2	-2	3	"	T&C	"	"	"	"	"	"	"	"

Notes:

- Every Dark elf crossbowman on condor is armed with a little crossbow that it has the same range of the bow but it hurts as a crossbow.
- They can use poisoned darts.

Damned elf Cavalrymen (base size 2.5 x 5 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Cavalryman	Vet.	Disc./Fan	-	-	1	H	Sp	30cm	no	no	day	28	"+12EI"	3	20
with horse	"	"	.+1	-1	3	"	H&H	"	"	"	"	"	"	"	"

Notes:

- Every model can have Save Throw 6 to the cost of +7 points.
- Every model can have a Lance to the cost of +2 points.
- Every model can have a shield to the cost of +6 points.

INDIVIDUALS

Dark elf warchiefs and battleleaders (base size: on foot 2.5 x 2.5 cm - on raptor 2.5 x 5 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
on foot	Elite	Disc/Fan.	.+1	-	2	H/Sh	Hd	15cm	7	no	day	32+Ldr	-	-	-
on raptor	Elite	Disc/Fan.	.+2	-2	5	H/Sh	Hd	3cm	6	si	day	92+Ldr	-	-	-

Dark elf individuals (base size: on foot 2.5 x 2.5 cm - on raptor 2.5 x 5 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Hero	Elite	Disc/Fan	.+1	-2	5	H/Sh	Hd	15cm	7	no	day	83	-	-	-
on raptor	Elite	Disc/Fan	.+2	-2	8	H/Sh	Hd	30cm	6	si	day	175	-	-	-
Destroyer	Elite	Disc/Fan	.+2	-2	10	H	2-Hd	15cm	5	no	day	185	-	-	-
Courier	Vet.	Disc/Fan	-	-	1	lg	Hd	30cm	7	no	day	42	-	-	-
on raptor	Vet.	Disc/Fan	.+2	-1	4	lg	Hd	50cm	7	si	day	113	-	-	-
Scout	Elite	Disc/Fan	-	-	1	md	Hd	15cm	7	no	day	69	-	-	-
Herald	Elite	Disc/Fan	-	-	1	H/Sh	Hd	15cm	7	no	day	45	-	-	-
on raptor	Elite	Disc/Fan	.+2	-1	4	H/Sh	Hd	30cm	7	si	day	94	-	-	-
Banner	Elite	Disc/Fan	-	-	1	H/Sh	Hd	15cm	7	no	day	55	-	-	-
on raptor	Elite	Disc/Fan	.+2	-1	4	H/Sh	Hd	30cm	7	si	day	104	-	-	-

Notes:

- **For the Destroyer:** see rules in the *F.W. Companion by Nick Lund*

Damned elf individuals (base size: on foot 2.5 x 2.5 cm - on horse 2.5 x 5 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Hero	Elite	Disc./Fan.	.+1	-2	5	H/sh	Hd	15cm	7	no	day	83	-	-	-
on horse	Elite	Disc./Fan.	.+2	-2	7	H/sh	Hd	30cm	6	no	day	140	-	-	-
Courier	Vet.	Disc./Fan.	-	-	1	lg	Hd	30cm	7	no	day	42	-	-	-
on horse	Elite	Disc./Fan.	.+1	-1	2	lg	Hd	50cm	7	no	day	67	-	-	-
Scout	Elite	Disc./Fan.	-	-	1	md	Hd	15cm	7	no	day	69	-	-	-
Destroyer	Elite	Disc./Fan.	.+2	-2	10	H	2-Hd	15cm	5	no	day	185	-	-	-

Notes:

- **For the Destroyer:** see rules in the *F.W. Companion by Nick Lund*

- **Marksman.** Use the profile of the relevant figure you wish to turn into a marksman; the Quality is always the highest (that is, uprated). Points costs are the cost of the figure outlined above, multiplied by 10.

Black paladins.

- The Dark Elves and the Damned Elves are able to line up a Black Paladin, which he will have the profile of a Hero (on foot or on mount).
- See the rules for the Paladin heroes at the *F.W. Companion by Nick Lund*.

Dark elf wizards, sorceress, priestesses, soothsayers (base size 2.5 x 2.5 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Wizard	Vet.	Disc./Fan.	-	-	1	Lt	Hd	20cm	7	no	day	11+M	-	-	-
Sorceress	Elite	Disc./Fan.	-	-	1	Lt	1m	20cm	7	no	day	14+M	-	-	-
Priestess	Vet.	Disc./Fan.	-	-	1	Lt	1m	20cm	7	no	day	86	-	-	-
Soothsayer	Vet.	Disc./Fan.	-	-	1	Lt	1m	20cm	7	no	day	55	-	-	-

Notes:

- The Priestesses of the Dark Elves can operate as Necromants if the army lines up an allied command of Undeads.
- The Sorceress has the power to create necromantic power if the army lines up an allied command of Undeads.
- When an Undeads allied command is lined up, although the sorceress and priestesses will be lined up in the warchief command, they will be able to operate for the allied command, in which they will do the functions of the Liche and of the Necromants. They will be able to cast the following special spells¹.

¹ New spells assigned to the Liches and to the Sorceress of the Dark Elves in the notes at the army list of the Dark Elves published on the n. 5 issue of the **Warrior** magazine edited by Grenadier.

Dark Elf Magic

The Dark elf sorceress.

So tainted by dabbling in the dark arts of magic and necromancy, the Dark elf sorceress is almost lich like herself. She has the ability to cast the lich spell **Create Necromantic Power**.

New spells

available for use only by **Dark elf sorceresses** and **Undead liches**

Summon Wraith - Cost **4D6** magic points

- The spell must be cast and announced to the opposing player at the beginning of a battle turn.
- This spell takes an entire battle turn to cast.
- If the sorceress/lich has to make a saving throw sometime during the turn in which the player has announced his intention to cast this spell, it will fail, and the magic points will be lost.
- The wraith appears anywhere within 10 cm of the sorceress/lich.
- Only one summoned wraith can be deployed at any one time.
- The wraith can act as a leader for the undead horde.
- The wraith's ability to enhance the combat ability of units only applies to undead units.
- If the sorceress/lich is killed the wraith disappears.

Call Ghostly Hoard

Cost **5D6** magic points (if you roll 3, 4, or 5 dice the same the points cost is still only trebled)

- The spell takes one whole turn to prepare and is cast just before any missile phase commences
- Any casualties that occur whether friend or foe that turn are not removed, but placed beside the spellcaster to become the ghostly hoard.
- Individuals with saving throws that are killed and then affected by this spell must make another saving throw to resist becoming one of the ghostly hoard.
- The hoard must have a battle leader or wraith present, one that was killed the turn the spell was cast may be used in place of a wraith. If neither is present then the hoard remains disorganised until one is.
- The hoard will use the undead warrior profile.
- Killed specials become normal troops.
- Individuals and monsters retain their profiles, but lose any abilities i.e. a paladin loses the immunity to terrible creatures and undead dread, mages can cast no spells.
- The hoard may be moved during the next movement phase as normal.
- The sorceress must have available necromantic points to sustain the hoard. She does this by casting the create necromantic power spell at the start of each turn. The Lich need not cast this spell if the undead warchief sustains the unit with his necromantic power.
- If the hoard is not assigned any necromantic power during any turn it vanishes.
- This spell may only be cast once per battle by any magic user.
- The sorceress regains her power either by resting or by kills made by the ghostly hoard in the same manner as a lich.
- The sorceress cannot cast any other spells while sustaining and controlling a hoard.