

Dark Elves



M² - Monsters and Magic

Point Build v6.0

15th April 2021

Army Build 6.0

Leader	Min	Max	Unit type	Quality	Detached?	Characteristics				VM	Hits	Save	VP	Pts		
General	0	4	General on foot		×	-	-	-	-	2	0	2+	2	40		
Wizard Level 1	0	3	General on foot		×	Wizard : Level 1	-	-	-	3	0	3+	2	90		
Wizard Level 2	0	3	General on foot		×	Wizard : Level 2	-	-	-	4	0	3+	2	140		
Wizard Level 3	0	1	General on foot		×	Wizard : Level 3	-	-	-	5	0	3+	2	190		
Detached General or Mounted General or Senior General														+10		
Major Hero	0	4									+1			0		
Brilliant	0	1											+1	+40		
Minor Heroes	2	4												+10		
Camp	1	1 - Per Command													+1 +10	
Monstrous Mount	Core	Min	Max	Unit type	Quality	Upgrade	Characteristics				Re-size	VM	Hits	Save	VP	Pts
Pegasus	0	1		Monstrous Creature (I)	Regular		Fly	-	-	-	-	2	2	6+	1	130
Manticore	0	1		Monstrous Creature (II)	Regular		Fly	Terror	Poison	-	-	2	3	6+	1	190
Unit name	Core	Min	Max	Unit type	Quality	Upgrade	Characteristics				Re-size	VM	Hits	Save	VP	Pts
Blood Cauldron	×	0	1	War wagon - no shooting	Regular	-	Bloody-Handed God	-	-	-	-	3	3	7+	3	105
Dark Elf Spearmen	✓	1	5	Spearmen	Regular	-	-	-	-	-	-	2	2	7+	2	70
Dark Elf Swordsmen	×	0	2	Auxiliaries	Regular	-	-	-	-	-	-	2	2	6+	2	80
Dark Elf Billmen	×	0	1	Billmen	Veteran	2HCCW	-	-	-	-	-	2	2	6+	2	100
Dark Elf Crossbowmen	✓	2	5	Crossbowmen	Regular	-	Keen Eyed	Repeating Shooter	-	-	-	2	2	8+	2	95
Dark Elf Witches	✓	0	3	Warriors	Regular	-	Fleet	Poison	Fanatic	-	-	2	2	8+	2	75
Dark Elf Cavalry	✓	1	5	Cavalry, lance	Regular	-	Fleet	-	-	Small	-	1	1	7+	1	50
Dark Elf Corsairs	×	0	4	Auxiliaries	Regular	Extra Missiles	Keen Eyed	-	-	-	-	2	2	6+	2	110
Lizard Riders	×	0	3	Cataphracts, lance	Veteran	-	Stupid	-	-	-	-	2	2	5+	2	115
Bolt Shooter	×	0	2	Artillery (Bolt Shooter) - mobile	Regular	-	Repeating Shooter	-	-	-	-	1	1	7+	1	75
Harpies	×	0	2	Light cavalry, javelin	Regular	-	Fly	-	-	-	-	1	1	8+	1	80
Hydra	×	0	1	Monstrous Creature (III)	Regular	-	Stupid	Regeneration	-	-	-	3	4	5+	1	195

<i>Army Trait</i>		Pts
Ancient Race	The army must surrender 1 victory medal before the battle begins.	-70
<i>Army Characteristics</i>		
Fanatic	As per TtS! Rules	
Bloody-Handed God	Troops with the Fanatic characteristic in the same, or orthogonally adjacent, box as troops with Bloody-Handed God count as having Hatred (All). Troops with this characteristic also have Terror	
Keen Eyed	Units with this characteristic add 1 to their PIP for any shooting attack	
Fleet	Troops with this characteristic can change orientation, by one face, during any activation. Alternatively during a simple activation you may move additional 1 box straight ahead.	
Fly	Non-charging troops with the fly characteristic Fly, can move 1 extra box straight forward when activating. When charging, they follow the standard rules as their type. They can move over boxes containing terrain and/or non-flying troops (friendly or enemy). Flying troops evade on a 3+ unless being charged by another unit with Fly, in which case they evade on Troops with Fly have a -1 PIP modifier when making saving rolls.	
Repeating Shooter	Units with this characteristic can draw 2 cards when shooting. Ammunition is expended as normal	
Stupid	Stupid troops count easy activations as difficult, and difficult activations as 'doubly' difficult	
Regeneration	When a unit with this characteristic activates and draws a 1-PIP card, they may remove one of their disruption markers. The activation fails as normal. If the card is redrawn for any reason regeneration still takes place.	
Poison	Saves made against a Poison attack save on a 7+. If the units save is worse than 7+, they use that instead.	
Terror	When saving against troops with this characteristic draw an additional card, discarding the highest. In addition, troops taking rout tests when adjacent to Terror causing units can attempt to save only once. Troops with Terror are also Fearless	
<i>Spells</i>		
Sorcerous Blast	Using line of sight, as if shooting, target a unit within 3 boxes of the casting Wizard. Successfully casting the spell does one automatic hit. On an 11+ an extra hit is inflicted per PIP over 10 - up to the level of the caster. Saves can be made as normal.	7
Dominion	When cast successfully pick a visible box within 2 boxes of the wizard. Place a Dominion token in that box Dominion token - Troops, who are not fearless, in the box with the Dominion token cannot activate. They can, however strike back if attacked. Note that Generals are not troops.	7
Soul Stealer	Using line of sight, as if shooting, target a unit within 3 boxes of the casting Wizard. If successfully cast the target unit loses a Hero marker.	5
Touch of Death	Target enemy unit in adjacent box to the Wizard takes 1 hit. This hit cannot be saved. If a 10-PIP card is drawn for casting the Wizard also takes a hit - this hit can be saved.	8