

DARK ELVES



TO THE STRONGHOLD!

v5.2

Army Trait

Eldar Race

The Elven army must surrender 1 victory medal before the battle begins.



Army Characteristics

Elven Eye

Units with this characteristic add 1 to their PIP for any shooting attack

Repeating Shooters

Units with this characteristic can draw 2 cards when shooting.

Ammunition is expended as normal

Brides of Khaine

Witch Elves in the same, or orthogonally adjacent, box as troops with this characteristic count as having *Hatred (All)*.

Troops with this characteristic also have *Terror*

Spells

DOOM BOLT

Cast 7+

A bolt of pure malicious darkness arcs from the Sorcerer's fingertip and stabs towards the foes of the Dark Elves.

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.

DOMINION

Cast 7+

Upon invoking the curse of the foul god Khaine an unnatural and unbearable agony suffuses the body of his foes.

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.

BLACK HORROR

Cast 7+

A whirling vortex of dark enemy surrounds and drags its victims into the infernal realms of Khaine the Lord of Murder.

Using line of sight, as if shooting, target a unit within 3 boxes of the casting Sorceress. The target unit cannot be adjacent to a box containing any troops. The target suffers a single hit with no saves for Armour.

If a 10-PIP card is drawn the Sorceress is also slain

SOUL STEALER

Cast 5+

Invoking the daemons of the abyss the Sorcerer tears the very souls from his enemies.

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.

DARK ELVES

Eldar Race

Points

-30

Leader	Min	Max	Unit type	Characteristics	VMs	Save	VP	Points	
General	1	4	General on foot		2	2 +	2	50	
Wizard Level 1	0	3	General on foot	Wizard : Level 1	3	3 +	2	100	
Wizard Level 2	0	3	General on foot	Wizard : Level 2	4	3 +	2	150	
Wizard Level 3	0	1	General on foot	Wizard : Level 3	5	3 +	2	200	
Detached General or Mounted General or Senior General								+10	
Major Hero	0	4				+ 1		+10	
Brilliant	0	1					+1	+40	
Minor Heroes	2	4						+10	
Camp	1	1 - Per Command						+1	+10

Monstrous Mount	Unit type	Quality	Upgrade	Characteristics	Re-size	VMs	Hits	Save	VP	Points
Pegasus	Monstrous Creature (I)			Fly	2	2	6 +	1		130
Manticore	Monstrous Creature (II)			Fly	2	3	6 +	1		190

Troops

Unit name	Core	Min	Max	Unit type	Quality	Upgrade	Characteristics	Re-size	VMs	Hits	Save	VP	Points
Cauldron of Blood	0	1		War wagon - no shooting			Brides of Khaine Army Standard (I)	4	3	7 +	4		120
Dreadspears	●	1	5	Spearmen			Hatred (High Elves)	2	2	7 +	2		70
Bleakswords	0	2		Auxiliaries			Hatred (High Elves)	2	2	6 +	2		80
Executioners	0	1		Billmen	Veteran	2HCCW	Hatred (High Elves)	2	2	6 +	2		100
Crossbowmen	●	2	5	Crossbowmen			Hatred (High Elves) Elven Eye Repeating Shooters	2	2	8 +	2		100
Witch Elves	0	3		Warriors			Fanatic Fleet Poison	2	2	8 +	2		75
Dark Riders	●	1	5	Light cavalry, lance			Hatred (High Elves) Fleet	1	1	7 +	1		55
Black Ark Corsairs	0	4		Auxiliaries		Extra missile weapons	Hatred (High Elves) Elven Eye	2	2	6 +	2		110
Cold One Knights	0	3		Cataphracts, lance	Veteran		Hatred (High Elves) Stupid	2	2	5 +	2		115
Bolt Shooter	0	2		Artillery (Bolt Shooter) - mobile			Repeating Shooters	1	1	7 +	1		80
Harpies	0	2		Light cavalry, javelin			Fly	1	1	8 +	1		80
War Hydra	0	1		Monstrous Creature (III)			Stupid Regeneration	3	4	5 +	1		195