

DARK ELF LIST V2

BACKGROUND

Over five thousand years ago a great civil war erupted amongst the Elven Kingdoms on the island-continent of Ulthuan. Upon one side were the supporters of the Phoenix King whilst upon the other were the supporters of Malekith Lord of Nagarythe. Malekith was the son of Aenarion – the first and greatest of the Phoenix Kings – and his mother was a powerful and influential sorceress called Morathi. Many fair-minded Elves believed that Malekith was the rightful heir to the Phoenix throne. They remembered that he had fought valiantly against the daemon-tides of Chaos and his noble appearance recalled that of his mighty father.

Morathi nurtured a huge ambition to rule and her son was to provide her with the means to achieve power. Morathi was fearless and proud even in the face of the gods themselves. She was skilled in all the arts of magic and especially in the lore of daemons and all manner of necromancy. Morathi forged dark pacts with the most sinister and dangerous daemons. Eventually even the forbidden gods were worshipped openly in the temples of Nagarythe. Young Elves were plucked from the streets and sacrificed upon the altars of Khaine the Lord of Murder. Malekith's cause prospered even as darkness and corruption spread amongst the elves.

As Malekith's power grew he came to believe himself indestructible. So certain was he of his divine destiny that he attempted to pass into the flame of Asuryan. By this rite the greatest of the Elven gods grants power and divine authority to the true kings of Ulthuan. But the gods were not bowed by Morathi's power and the flame rejected her son. Malekith was not killed but his body was badly burned and afterwards he made a suit of black armour that he wears to this day. Seriously weakened and blackened of body, his mind warped by pain and resentment, Malekith gave up all pretence of rightful lordship and chose instead to impose his will by force of arms alone.

This long, bitter and bloody war became known as The Sundering – for the result was the division of the Elf race into three parts – the High Elves of Ulthuan, the Wood Elves of the abandoned Elf colonies in the Old World, and the Dark Elves of Malekith. The Dark Elves were eventually driven out of Ulthuan. The land of Nagarythe and a great part of the other western lands of Ulthuan were torn apart by great magical upheavals as the rival sides battled for supremacy. Nagarythe finally sank beneath the waves. Malekith and his supporters fled to the northern part of the New World where they founded their own kingdom in exile upon the borderlands of Chaos. This they named Naggaroth – which means Land of Chill in Elvish. Their capital of black stone they called Naggarond – Tower of Cold.

From his icy kingdom Malekith broods over his lost kingdom and weaves dark spells against his enemies. His ships harass those of the High Elves, his raiders harry the coasts of Ulthuan, and his generals plan to return to their homeland and win the Elven Kingdoms for their dark master. In the land of Naggaroth the Dark Elves have raised temples to all manner of blood-thirsty daemons. Witch Elves roam the night searching for sacrifices – breaking into home to steal away children – murdering those foolish enough to walk abroad beneath the stars. Under the evil eyes of Morathi thousands of

sacrificed upon the altars of Khaine while she preserves her youth by bathing in their blood.

CAPTIONS

Spearmen. The majority of Dark Elves fight as a closely coordinated body of armoured spearmen. There are some bodies of troops that fight with other weapons – usually associated with a particular part of Naggaroth – for example the Black Guard of Naggarond who fight with cruel halberds, the Executioners of Har Ganath who carry huge double-handed swords, and the dragon-cloaked Corsairs who with a weapon in each hand.

Crossbowmen. The Dark Elves make great use of a lightweight rapid-firing crossbow called the Uraithen (death rain). This ingenious device is carried by a proportion of Dark Elf warriors and is greatly favoured over the conventional bow.

Witch Elves. Known as the Brides of Khaine these are the most bloodthirsty and by far the cruellest of all she-elves. They are raised by the priestesses of Khaine in the temples of Naggaroth where they feast upon the flesh of sacrificial victims and drink the blood of the fallen. On the eve of battle they sing wailing hymns to the Lord of Murder and drink blood mixed with intoxicating herbs that drive them into a frenzied cavorting dance of death.

Dark Riders. Lightly armed cavalry are known as Dark Riders – they carry spears or swords and Uraithen rapid-firing crossbows. They wear little if any armour and rely upon their speed and manoeuvrability in a fight. They are the eyes and ears of the Dark Elf army and excel at harassing the foe from a distance.

Cold One Knights. The nobility of Naggaroth ride to war upon the reptilian beasts that are native to the western continent and which are called Cold Ones. These beasts are far stronger than a horse and are naturally armoured with a thick scaly skin. Their riders wear polished iron armour and carry tall lances.

Harpies. Harpies – can be seen in the northern skies soaring upon multi-coloured eddies of magic that swirl about the poles. They can spy battlefields from afar and come to feed upon the slain. They are great scavengers of the dead and it is said they can taste blood upon the wind from many miles distant. Though humanoid they are bestial in nature and more like mutant beasts than men. They follow the armies of the Dark Elves and easy pickings. Harpies are not the only winged mutants of this kind but they are the most common.

War Hydra. The Blackspine Mountains that lie upon Naggaroth's southwestern border are riddled with natural caverns that extend over many hundreds of miles. In many places these caverns are flooded, and there are entire islands beneath the ground where creatures live in perpetual darkness. The tunnels are home to many ancient cold-blooded creatures and the Dark Elves value these strange beasts – some yield valuable skins, bone or horn, whilst others are pitted against each other as part of the Dark Elves' death games. The Hydra are amongst the most dangerous of these

creatures – the Beastmasters of Karond Kar drive them into battle where they wreak havoc amongst the enemy’s ranks.

Bolt Thrower. The Elves have created a variety of bolt throwing engines which they employ on their fast ships or to defend their towering fortifications. Light versions of these weapons can be deployed from ship to land and used to support a Dark Elf army.

Characters. It is true that Elves possess the greatest and keenest minds of all humanoid races. However, in the case of the Dark Elves they are so overcome by cruelty, ambition, internal rivalries, and petty jealousies that their military genius is entirely subverted to their taste for blood. Leaders come from the noble classes whose bitter rivalries and internal feuds have guided many an assassin’s blade. The Sorceresses come from the dark cults of the she-elves including the dread Hags of Khaine.

Dark Elf characters can also ride in chariots – often these will be pulled by Cold Ones.

Troop	Type	Attacks	Hits	Armour	Command	Unit Size	Points Value	Min /Max	Special
Spearmen	Infantry	3	3	5+	-	3	60	2/-	-
Crossbowmen	Infantry	3/1	3	6+	-	3	75	1/-	*1
Witch Elves	Infantry	5	3	0	-	3	70	-/2	*2
Dark Riders	Cavalry	3/1	3	6+	-	3	100	-/4	*1
Cold One Knights	Cavalry	3	3	4+	-	3	110	-/-	-
Harpies	Monster	2	3	6+	-	3	65	-/1	*3
War Hydra	Monster	6/2	4	4+	-	1	135	-/1	*4
Bolt Thrower	Artillery	1/3	2	0	-	2	65	-/1	
General	General	+2	-	-	9	1	125	1	-
Hero	Hero	+1	-	-	8	1	80	-/2	-
Sorcerer	Wizard	+0	-	-	8	1	80	-/1	-
Manticore	Monstrous Mount	+2	-	-	-	-	+80	-/1	*6
Chariot	Chariot Mount	+1	-	-	-	-	+10	-/1	-

Note that the bolt thrower does not receive the +1 to hit described in the Warmaster rulebook for the High Elf Bolt-thrower.

Crossbowmen and Dark Riders. These units are equipped with the repeating crossbow. These units shoot once at ranges up to 30cm and twice at ranges up to 15cm. A unit of three stands would therefore shoot 6 Attacks at a target within 15cm. Units may shoot at enemies that charge them – in which case they shoot once regardless of range.

Witch Elves. A unit of Witch Elves always uses its initiative to charge an enemy if possible and cannot be given orders instead. Witch Elves never use their initiative to evade. The unit cannot be driven back by shooting and never roll for drive backs. If victorious in combat they must pursue or advance where possible. Witch Elves are unaffected by enemies that cause terror in combat and do not suffer the usual –1 Attack modifier.

Harpies. Harpies are based facing the long edge of the base in the same way as infantry, rather than the short edge like other monsters. Harpies can fly. A unit of harpies cannot be joined by a character.

War Hydra. A War Hydra cannot form part of a brigade with other kinds of troops, they can be brigaded with other war Hydras. They cause terror in their enemies. The War Hydra can breath fire with a range of 20cm and 2 Attacks that are worked out in the normal way.

Manticore. Generals, Heroes and Wizards can ride a Manticore. The Manticore can fly increasing the rider's movement to 100cm. An extra +2 Attacks are added to those of the rider. A unit joined by the character causes Terror.

SPELLS

DOOM BOLT

5+ to cast
Range 30cm

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

Draw an imaginary line 30cm long from the Wizard's stand in any direction you wish. The line will pass through any intervening units but not beyond terrain that would normally stop a missile shot, e.g over the crest of a hill, more than 2cm of woodland, and so forth.

Each unit under the line takes three shooting attacks worked out in the usual way. Note that this spell can easily affect several units and will affect all units that fall beneath the line (including your own). Unengaged units can be driven back by a Doombolt as with ordinary shooting (even including friends). Engaged units cannot be driven back by the Doombolt but carry over any hits scored into the first round of combat; any hits scored count as having been struck in the combat itself.

BEAST MASTER

6+ to cast
Range 30cm

A dark wind falls upon the enemy and all beasts quiver under its foulness.

This spell affects every enemy cavalry, chariot, and monster unit within range regardless of whether the Wizard can see it or not.

Each enemy cavalry, chariot and monster unit within 30cm of the wizard is immediately confused. Confused units cannot use initiative or receive orders, and suffer a -1 penalty in combat, see p 49 of the Warmaster rulebook for the full confusion rules. The target remains confused until all confusion ends at the end of the target's next command phase as normal.

DOMINION

4+ to cast
Range 30cm

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

This spell can be cast on any enemy unit within range regardless of whether the Wizard can see it or not.

The spell takes affect until the end of the opposing player's next turn.

Whilst the spell lasts the unit cannot charge and if engaged in combat will not pursue or advance. Even units that are otherwise obliged to charge, pursue, or advance will not do so if affected by Dominion.

Rick note. Change to same as Doom and Despair to avoid issues over obligatory moves and duplication of the same spell with minor variations. Alternatively – change to 'the unit is confused' as per Beast Master.

SOUL STEALER

5+ to cast
Range touching

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

The Wizard can cast this spell if he has joined a unit in combat. The spell can be cast on any single enemy unit that it is touching the unit the Wizard has joined.

The target unit takes three attacks worked out in the usual way. Any hits scored are carried over into the first round of combat and count as having been struck in the first round for purposes of working out combat results.

