

DARK ELF CORSAIRS



The dreaded Dark Elven Corsairs are creatures of nightmare, spoken of in hushed whispers of abject terror. There are few that haven't heard of the dreadful raids the dark clad Elven pirates perform, striking out with lightning speed and ferocity in the middle of the night. Dread legends speak of their horrific slave raids, striking almost anywhere and without warning. It is commonly known that coastal regions are especially prone to attack, as the maligned Druchii strike out from their titanic Black arks. Tales abound of small raiding parties, sallying forth from the floating fortresses to spread fear, terror, and reap prisoners to take back to their nightmarish realm where unspeakable atrocities occur.

These hellish raiding parties are undertaken by elves of higher rank on the ships, normally under leadership of a young captain. To them, sewing terror is a pleasurable hobby, and they raid purely for personal gain. The Noble in command of their fortress vessels even hires out 'man' power to these raiding bands, as long as appropriate gratitude is shown.

CHOICE OF WARRIORS

A Druchii Corsair warband must include a minimum of 3 models. You have 500 gold crowns available to spend. The maximum number of warriors in the warband may never exceed 12

Captain: Each warband must have one Captain, no more, no less!

Reavers: Each warband may include up to two Reavers

Blood Blade: Your warband may include up to one Blood Blade

Specialist: Your warband may field a single Specialist per battle. Note that a Specialist does not count towards the maximum warband size.

Corsairs: Your warband may include any number of Corsairs

Shades: Your warband may include no more than five Shades

STARTING EXPERIENCE

The **Captain** starts with 20 experience

A **Reaver** starts with 12 experience

A **Blood Blade** starts with 8 experience

A **Specialist** gains no experience

Henchmen start with 0 experience

CORSAIR SKILL TABLE

	Combat	Shooting	Academic	Strength	Speed	Special
Captain	x	x	x		x	x
Reaver	x			x	x	x
Blood Blade	x	x			x	x

CORSAIR SPECIAL SKILLS

Dark Elf Corsairs with the Special Skills available to them may choose to use the following Skill list instead of any of the standard Skill tables available to them.

Fey Quickness: The Dark Elf has inhuman agility and as such can avoid melee or missile attacks on a roll of 6. This save can be combined with Dodge or Step aside for a 4+ save in the relevant area.

Furious charge: The Dark Elf feels invincible, he adds one attack when he charges.

Excellent Sight: By training his eyesight for years the Dark Elf can spot hidden enemy models up to twice as far away as normal warriors.

Looting: Looting is an art and certain Dark Elves understand to find even the most expensive pieces in the shortest time. Once per battle you may try to loot a KD/St character. Determine at random which item he takes (daggers do not count)

Infiltration: The Dark Elf is an expert in infiltrating behind enemy lines. Therefore he is always deployed last, anywhere out of sight of the enemy. If both players have infiltrate, roll 1d6. Lowest roll deploys first.

REAVERS EQUIPMENT LIST

Hand-to-Hand Combat Weapons:

Dagger (first free)
2 gc
Axe
5 gc
Sword

Armour:

Buckler
5 gc
Light Armour
20 gc
Helmet

10 gc
Spear
10 gc
Double-Handed Weapon
15 gc

Miscellaneous Equipment:

Dragon Cloak
50 gc

10 gc

Missile Weapons:

Repeating Crossbow
35 gc

SHADES EQUIPMENT LIST

Hand-to-Hand Combat Weapons:

Dagger (first free)
2 gc
Axe
5 gc
Sword
10 gc

Missile Weapons:

Repeater Crossbow
35 gc

Armour:

Light Armour
20 gc

HEROES

1 CAPTAIN.....70 gc

The Captain of each galley is accountable to the Nobles aboard the Black Arks for the performance of his crew at sea and the raids made ashore.

Profile	M	WS	BS	S	T	W	I	A	Ld
Captain	5	4	5	3	3	1	6	1	9

Weapons/Armour: Your Captain may be equipped from the Reavers equipment list.

SPECIAL RULES:

Leader: Any warrior within 6" of the Captain may use his Leadership value when taking Leadership tests.

Hardened: Seen everything done everything... It makes him immune to fear.

Slaver: Any opponent, that has the bad fortune to be captured, will await only the whip of the slave master... if he is lucky. Any captured result may only be dealt with, in the sold to slavery option.

o-2 REAVERS.....40 gc

These weapon masters are next in command after the Captain of the galley. They direct units of corsairs in boarding actions and shore raids.

Profile	M	WS	BS	S	T	W	I	A	Ld
Reaver	5	4	4	3	3	1	6	1	8

Weapons/Armour: A Reaver may be equipped from the Reaver equipment list.

o-1 BLOOD BLADE.....30 gc

A Blood Blade is an apprentice Corsair, of noble birth, but yet unproven in battle. Blood Blades derive their title from the blood pack they make with their captain, drawing their dagger across their wrists and letting the blood flow till the Captain stops it by wrapping his hands around the cuts, (usually after the initiate has passed out). Thus having been initiated and bonded the Blood Blade serves in whatever capacity the Captain commands, learning the art of raiding until his Captain feels he is ready to become a Reaver when a position "becomes" available.

Profile	M	WS	BS	S	T	W	I	A	Ld
Blood Blade	5	3	3	3	3	1	5	1	7

Weapons/Armour: A Blood Blade may be equipped from the Reaver equipment list.

o-1 SPECIALIST.....Special

A galley Captain may request one of the following specialists to accompany his crew during a raid. As long as the specialist returns to the Black Ark unharmed and the proper tribute for the Witch King is paid (half of the plunderings of the raid), there is no hiring cost. However, if something should befall the specialist in question, a fine is levied against the Captain for the loss of such a valuable asset of the Black Ark.

SPECIAL RULES:

Hiring Fee: A specialist is free to hire before a battle. However, proper payment is expected for the services of the warrior after the battle (with a proportion going to the Witch King himself). Therefore, a warband that employs the services of a specialist must pay half of their earnings (i.e. gold crowns, rounding up) in tax. Furthermore, if something should befall the specialist in question, a fine is levied against the Captain for the loss of such a valuable asset of the Black Ark. This fee is listed after the specialist type, and is payed on top of the 50% contribution. Should a warband not have enough to pay the fine immediately, they may spend no other gold crowns in subsequent battles until the debt is payed off. A warband may not use a Specialist while it is in debt.

Provisory Ally: During battle, a Specialist acts like an ordinary member of the warband (contributing to route totals, Captain's Ld etc.). A specialist will temporarily add +10 points to the warband (for purposes of underdog and such). They will take part in the exploration phase assuming they survived the battle. However, after the battle the

Specialist returns to the Black Ark and effectively leaves the warband. A Captain may not request the same specialist for two raids in a row.

In Demand: Specialists are highly in demand, and dispatched all over the world to assist with raiding parties. As such, a warband is unlikely to employ the services of the same warrior, rather receiving the aid of another in his or her field. To reflect this, a Specialist will not gain any experience, as it is unlikely to be the same one (of course, feel free to develop your own character background and model for repeated use). Also, a Specialist must be equipped exactly as they are listed.

SPECIALISTS:

Assassin: replacement cost 90 gc

Profile	M	WS	BS	S	T	W	I	A	Ld
Assassin	5	5	5	4	4	1	7	1	8

Same as Hired

Sword from TC 12

Sorceress: replacement cost 70 gc

Profile	M	WS	BS	S	T	W	I	A	Ld
Sorceress	5	4	4	3	3	1	5	1	8

Is a wizard and uses

Dark Magic, as per TC12, she will have 2 randomly determined spells. She is equipped with a dark elven blade and dagger.

Beastmaster: replacement cost 110 gc
Accompanied by two cold one beasthounds

Profile	M	WS	BS	S	T	W	I	A	Ld
Beastmaster	5	4	3	3	4	1	6	1	8

The beastmasters is equipped with Light armour, a dark elven blade and a beastlash.

Cold One Beasthound:

Profile	M	WS	BS	S	T	W	I	A	Ld
Cold One Beasthound	6	3	-	4	4	1	1	1	4

A beasthound causes

fear and is stupid. He may use the beastmaster's Ld, if he is within 6" of his master. His scaly skin gives the beasthound and unmodifyable 6+ armoursave.

Witch Elf: replacement cost 50 gc

Profile	M	WS	BS	S	T	W	I	A	Ld
Witch Elf	5	4	4	3	3	1	6	1	8

The witchelven uses drugs, therefore she is subject to frenzy. She is equipped with two Dark elven blades coated in dark venom. Due to her unsurpassed martial arts she gets a 5+ save against all wounds suffered.

HENCHMEN

CORSAIRS.....35 gc each

To be a Corsair is a great honour amongst the Druchii, and it is a chance to win riches, fame and capture slaves during raids, for one tenth of the loot captured by a Corsair belongs to him. Four tenths go to his captain and the remainder is the possession of the Witch King. These seafaring Corsairs excel at boarding other vessels, making them amongst the most deadly fighters in close combat."

Profile	M	WS	BS	S	T	W	I	A	Ld
Corsair	5	4	3	3	3	1	5	1	7

Weapons/Armour: Corsairs may be equipped from the Reaver equipment list, with the exception of Missile Weapons, of which they may have none.

0- 5 SHADES.....30 gc each

Shades serve as the scouting force when a raiding party first approaches shore. It is their duty to avail the expedition of any patrolling or watchtower guards. Then discover the best place from which to attack and soften up any resistance while the rest of the raiding party gets into position.

Profile	M	WS	BS	S	T	W	I	A	Ld
Shade	5	3	4	3	3	1	5	1	7

Weapons/Armour: Shades may be equipped from the Shades equipment list.

SPECIAL RULES:

Elite: Shades are an elite force of specialists and do not count towards any "lads got talent roles" since they will not abandon their occupation to become Heroic.