

The Shaman may adjust one die roll by +/-1 between a successful casting of this rune & his next recovery phase. A to wound roll adjusted to or from 6 will not cause a critical.

**5 Kiss of Frost Difficulty 6**  
*The Shaman covers ground of his choosing with slick ice.*

A single model within 12" of the Shaman must pass an Initiative test or be knocked down.

**6 Bear's Might Difficulty 9**  
*The Shaman calls upon the spirits of the great Ice Bears of the North to aid him.*

The Shaman gains +1 Attack, +2 Strength, +2 Toughness and lose -2 Initiative (to a minimum of 1). Take a Leadership test at the beginning of each turn (both your's and your opponent's). If the test fails, Bear's Might drains away. Bear's Might can only be cast successfully once per game.

## DARK ELF WARBAND

### DARK ONES OF NAGGAROTH

Many dare not speak of the High Elves' evil kin, the Druchii, or the Dark Elves as they are better known. They are a race for whom pain and pleasure have been pushed to the ultimate extreme. They leave destruction and despair in their wake and are more greatly feared than the barbaric Orcs and no less so than the tainted forces of Chaos and Undeath. To the victims of the Dark Elves it is the fortunate to whom a quick death is gifted for this twisted folk roam the Known World in search of slaves. The slaves of the Dark Elves are either worked to death in their mines, ripped apart on the altars to Khaine, their dark God, or tortured mercilessly by the Brides of Khaine, the Witch Elves. Dark Elves take a perverse delight in inflicting pain upon others just to see their victims suffer.

Despite their dire reputation for cruelty they are only rivalled as explorers and adventurers by their High Elven cousins. It is the lure of the precious, arcane artifacts of the Slann that bring these foul creatures to Lustria, travelling stealthily in their Black Arks and penetrating deep into the jungle. Dark Elves are adept at stealth and ambush and are well suited to the overgrown realm of the Lizardmen – most warbands don't even know they're being attacked until it is too late.



### CHOICE OF WARRIORS

A Dark Elf warband must include a minimum of three models. You have 500 gold crowns to

recruit your initial warband. The maximum number of warriors in the warband may never exceed 12.

### HEROES

**High Born:** Each Dark Elf warband must have one High Born to lead it – no more, no less.

**Beastmaster:** Your warband may include one Beastmaster.

**Fellblades:** Your warband may include up to two Fellblades.

**Sorceress:** Your warband may include one Sorceress.

### HENCHMEN

**Corsairs:** Your warband may include any number of Corsairs.

**Shades:** Your warband may include up to five Shades.

**Cold One Hounds:** Your warband may include up to two hounds if it also includes a Beastmaster.

### STARTING EXPERIENCE

**High Born** starts with 20 experience.

**Fellblades** start with 12 experience.

**Sorceress** starts with 12 experience.

**Beastmaster** starts with 8 experience.

**Henchmen** start with 0 experience.

### MAXIMUM CHARACTERISTICS

Characteristics for Dark Elf warriors may not be increased beyond the maximum limits shown on the Elven profile on page 121 of the Mordheim rulebook.

**SPECIAL RULES**

**Kindred Hatred:** The Dark Elves have been fighting the High Elves for many centuries. The wars between these two races have been very long and bloody affairs. Dark Elves *Hate* any High Elf warriors including High Elf Hired Swords.

**Excellent Sight:** There are numerous legends detailing the excellent eyesight of the Elves, both Druchii and Ulthuan kin. Elves can spot *Hidden* enemies from twice as far away than normal warriors. (ie twice their Initiative value in inches)

**Black Powder Weapons:** Dark Elves may never use black powder weapons as they find them too crude, noisy and unreliable.



**DARK ELF EQUIPMENT LISTS**

The following lists are used by Dark Elf warbands to pick their weapons:

**DARK ELF EQUIPMENT LIST  
Hand-to-hand Combat Weapons**

Dagger	.....1st free/2 gc
Axe	......5 gc
Sword	......10 gc
Double-handed weapon	......15 gc
Halberd	......10 gc
Spear	......10 gc
Beastlash	......10 gc

**Missile Weapons**

Repeater Crossbow	......35 gc
Crossbow Pistol	......35 gc

**Armour**

Helmet	......10 gc
Light armour	......20 gc
Shield	......5 gc
Buckler	......5 gc

**Special Equipment**

Dark Elf Blade*	......15 gc
Dark Venom*	......15 gc
Sea Dragon Cloak**	......50 gc

\* *May be taken by Heroes only.*

\*\* *May be taken by Heroes and Corsairs only.*

**SHADES EQUIPMENT LIST  
Hand-to-hand Combat Weapons**

Dagger	......1st free/2 gc
Axe	......5 gc
Sword	......10 gc

**Missile Weapons**

Repeater Crossbow	......35 gc
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**Armour**

Helmet	......10 gc
Light armour	......20 gc



**DARK ELF SKILL TABLES**

	Combat	Shooting	Academic	Strength	Speed	Special
High Born	✓	✓	✓		✓	✓
Sorceress			✓		✓	✓
Fellblade	✓				✓	✓
Beastmaster	✓				✓	✓



## HEROES

### I HIGH BORN

#### 70 Gold Crowns to hire

Dark Elf Leaders are typically drawn from the Dark Elf nobility and lead the warband in search of gold, slaves and arcane artifacts to bring home to Naggaroth. They are cold and ruthless killers and they command the respect of their troops through assassination and terror. They have attained their position of leadership by eliminating rival nobles who stand in their way and through their remarkable cunning, they are dangerous foes who embody the merciless traits of the Druchii race.

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

**Weapons/Armour:** A High Born may be armed with weapons and armour chosen from the Dark Elf Equipment list.

#### SPECIAL RULES

**Leader:** Any models in the warband within 6" of the High Born may use his Leadership instead of their own.



### ◆-2 FELLBLADES

#### 40 Gold Crowns to hire

The Fellblades are elite warriors of the Dark Elf armies and are often linked to the household of a particular Noble family. Fellblades live a life of strict martial training, each specialises in a particular weapon and fighting style. Killing is a way of life for these warriors. Enemies can expect no mercy from them. Fellblades accompany raiding parties to Lustria as paid guards or to further hone their killing skills.

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

**Weapons/Armour:** Fellblades may be armed with weapons and armour chosen from the Dark Elf Equipment list.

#### SPECIAL RULES

**Melee Specialists:** Fellblades live by a strict code of close quarter fighting. Fellblades may not use missile weapons of any sort.

### ◆-1 BEAST MASTER

#### 45 Gold Crowns to hire

Whereas the High Elves have a great affinity with Dragons and Griffons and other noble creatures their malevolent kin have infamous Beastmasters, Dark Elves of particularly cruel renown who breed many vicious beasts and lead them into contact. Unlike the High Elves who treat their beasts as companions, the Dark Elf Beastmasters are very spiteful masters.

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

**Weapons/Armour:** A Beastmaster may be armed with weapons and armour chosen from the Dark Elf Equipment list.

#### SPECIAL RULES

**Cold One Beasthound:** The Beastmaster may be accompanied by up to two Cold One Beasthounds, these are bought as henchmen and follow all rules for listed for them.



### ◆-1 DARK ELF SORCERESS

#### 55 Gold Crowns to hire

Dark Elves are strange in that apart from the fell Witch King there are no other male sorcerers, all the other practitioners of magic in the Dark Elf race are female. It is rumoured that any males who do develop an affinity for magic amongst the Dark Elves are immediately put to death to fulfil some dark prophecy. Dark Elf Sorceresses are mysterious, raven-haired beauties who are grudgingly respected even from the powerful High Born and their services are high in demand.

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

**Weapons/Armour:** The Sorceress may be armed with weapons and armour chosen from the Dark Elf Equipment list but they may not cast spells if wearing armour.

#### SPECIAL RULES

**Wizard:** The Dark Elf Sorceress is a wizard and uses Dark magic, detailed below.

## HENCHMEN (BOUGHT IN GROUPS OF 1-5)

### ◊-3 CORSAIRS

**35 Gold Crowns to hire**

The Dark Elves are cruel and fierce fighters. This is especially true of the Corsairs – the Black Ark Raiders. They are skilled with sword and axe, as well as the repeater crossbow, the distinct missile weapon of the Dark Elves. Whenever a Black Ark explores the coast of Lustria the Corsairs are the first to launch raiding parties.

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

**Weapons/Armour:** Corsairs may be armed with weapons and armour chosen from the Dark Elf Equipment list, in addition they may wear Sea Dragon Cloaks even though they are not heroes.



### ◊-5 SHADES

**30 Gold Crowns to hire**

The stealthy Dark Elf Scouts rely on their repeater crossbows to harass and snipe at the enemy, rather than engaging them head on as ambush is the preferred style of fighting. Shades are young and inexperienced scouts that see the expeditions to Lustria as a valuable training opportunity.

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

**Weapons/Armour:** Shades may be armed with weapons and armour chosen from the Shades Equipment list.

**Natural Stealth:** The first thing that Dark Elf Scouts master is the art of moving without being seen or heard. If a Dark Elf is *Hiding*, enemy models suffer -1 to their Initiative value for determining if they can detect him.

### ◊-2 COLD ONE BEASTHOUNDS

**30 Gold Crowns to hire**

The Dark Elves capture and breed many exotic creatures to fight for them and fights between pets are often staged as a form of entertainment amongst the Dark Elves. One such animal was discovered in Lustria. Distantly related to Cold Ones, the Cold One Beasthound lives in swamps and bogs. Cold One Beasthounds are larger than wardogs and of similar build but are in all other respects reptilian. Rows of sharp teeth fill its maw, and when provoked, the Cold One Beasthound is a very aggressive beast. The Dark Elves capture and train these creatures to fight in battles all over the Warhammer world.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	4	4	1	1	1	4

**Weapons/Armour:** Cold One Beasthounds are animals and do not need any weapons save their claws and massive jaws.

#### SPECIAL RULES

**Animals:** Cold One Beasthounds are animals and all animal rules apply to them, they never gain experience.

**Beastmaster:** Cold One Beasthounds are nasty viscous brutes that are barely kept under control. If the Beastmaster dies the beasts will immediately escape from the warband and they are removed from the warband roster. If the Beastmaster is unable to participate in a battle, then neither will the beasts.

**Stupidity:** Cold One Beasthounds may use the basic Leadership of the Beastmaster if they are within 6" of him. They may never use the Leadership of the warband leader, nor may they benefit from the Beastmaster's increased Leadership if he is within 6" of the leader.

**Scaly Skin:** Cold One Beasthounds have tough scaly skin, and are considered to have a 6+ armour save. This save cannot be modified beyond 6 due to strength modifiers but any result of 'no save' on the injury chart will negate the unmodified 6+ save.

**Fear:** Cold One Beasthounds cause *Fear*.



**SPECIAL EQUIPMENT****Dark Elf Blade****(+20 gold crowns to weapon/Rare 9)**

Dark Elf Blades are forged in the city of Hag Graef, the Dark Crag. They are fashioned from Blacksteel, a rare form of steel found deep within the mountains around the city. Dark Elf Blades have wicked protrusions and serrated edges, which inflict serious damage on an opponent. Any Dark Elf can upgrade a sword or dagger to a Dark Elf blade by paying an additional 20 gc at the time of purchase. Weapons upgraded to a Dark Elf Blade retain all of their abilities (i.e. swords can parry, daggers grant an armour save of 6).

<b>Range</b>	Close Combat
<b>Strength</b>	As user
<b>Special Rules</b>	<i>Critical Damage, Wicked Edge</i>

**SPECIAL RULES**

**Critical Damage:** Dark Elf blades inflict serious damage on their opponents, when rolling on the critical hit chart a Dark Elf blade will add +1 to the result.

**Wicked Edge:** Dark Elf blades are set with sharp protrusions and serrated edges which inflict serious damage on an opponent, a roll of 2-4 on the injury table is a *Stunned* result.

**Beastlash (10+D6 Gold Crowns/Rare 8) (Beastmaster only)**

The Beastmaster make good use of their whips to goad their hounds and creatures into combat.

<b>Range</b>	Close Combat
<b>Strength</b>	As user -1
<b>Special Rules</b>	<i>Beastbane, Reach</i>

**SPECIAL RULES**

**Beastbane:** The Beastmaster wielding a Beastlash causes *Fear* in animals, any animal charged or wishing to charge a Beastmaster with one of these weapons must first take a *Fear* test as mentioned in the psychology section of the Mordheim rules.

**Reach:** A Beastlash may attack opponents up to 4" away (see Sisters of Sigmar Steelwhip).

**Sea Dragon Cloak****(50+2D6 Gold Crowns/Rare 10)**

Dark Elf Corsairs use special cloaks fashioned from Sea Monsters that dwell deep in the oceans depths. These cloaks are tough and resilient and offer Dark Elves with a very good amount of protection.

**SPECIAL RULES**

**Scales:** 5+ armour save in close combat, 4+ armour save against missiles.


**DARK ELF SPECIAL SKILLS**

Dark Elf Heroes may use the following Skill table instead of any of the standard skill tables available to them.

**FURY OF KHAINE**

The Dark Elf is infused with an intense raging thirst for blood and is a whirlwind in hand-to-hand combat, moving from opponent to opponent. The Dark Elf may make a 4" follow up move if he takes all of his opponents out of action. If he comes into contact with another enemy this starts a new combat. This new combat takes place in the following turn and the model counts as charging. May not follow up in the opponent's turn

**POWERFUL BUILD**

The warrior is strongly built for an Elf and is capable of feats of strength. A warrior with this skill may choose skills from the Strength table. The Sorceress may never take this skill and no more than two warriors in the warband may take this skill at any one time.

**FEY QUICKNESS**

Few can ever hope to match an Elf's inhuman quickness and agility. An Elf with *Fey Quickness* can avoid melee or missile attacks on a roll of 6. If the Elf also has *Step Aside* or *Dodge* this will increase to a 4+ in the relevant area. For example, an Elf with *Fey Quickness* and *Step Aside* avoids melee attacks on a 4+ and missile attacks on a 6.

**INFILTRATION**

The Dark Elf can *Infiltrate*, this skill is exactly the same as the Skaven skill.

**MASTER OF POISONS**

The Dark Elf is proficient in concocting different poisons. If the Hero doesn't search for rare items, he may make D3-1 doses of Dark Venom instead. There is a chance of getting none, as the hero doesn't have access to a stable workplace. The poison must be used in the next battle and cannot be sold or traded to other warbands as the Dark Elves guard their secrets very carefully.

## DARK ELF MAGIC

*The Dark Elves are as accomplished practitioners of magic as their arch enemies the High Elves but whereas the High Elves essentially use magic defensively and for the power of good, the Dark Elves utilise the evil powers of Dark Magic a very destructive force indeed.*

### D6 Result

#### 1 Doombolt Difficulty 9

*Whispering an ancient incantation the Sorceress conjures a bolt of pure dark energy and unleashes it from her outstretched hand.*

The bolt of doom may be targeted at any enemy model in line of sight. The Doombolt has an 18" range and causes a Strength 5 hit. If the target model is wounded, then the next closest model within 6" is also hit on a 4+, at -1 Strength than the previous hit. The bolt will keep leaping until there are no more targets within range or until its Strength drops to a one. Each model can only be hit by a bolt once per turn. Take armour saves as normal.

#### 2 Word of Pain Difficulty 8

*The Sorceress calls the curse of the Witch King down on his enemy reducing their willingness to fight.*

The spell may be cast at an enemy model within 12". The victim must re-roll all successful hand to hand or missile attacks and all to wound rolls. If the victim wishes to charge, he must pass a successful Leadership test first. Lasts until the beginning of the next Dark Elf turn.

#### 3 Soul Stealer Difficulty 9

*At the Sorceress's touch, the essence of life is drained from her enemy and absorbed into her body giving him renewed strength and vigour.*

Once successfully cast, the Sorceress has to make a to hit roll against a model in base contact. If the attack is successful and her opponent is struck, he suffers a wound with no armour save possible. The Sorceress feeds on this life-force and adds one wound to her profile. Note: the Sorceress can never have more than one extra wound from the use of this spell and the extra wound is lost at the end of the battle.

#### 4 Flamesword Difficulty 8

*Summoning Dark Magic the Sorceress engulfs a weapon in twisted black flames.*

The Sorceress may choose the hand-to-hand combat weapon of a member of her warband within 6" to be engulfed in flames. A weapon with these flames acts as a normal weapon of its type, but also adds a +2 bonus to the users Strength. Hits inflicted from the weapon ignore armour saves. Lasts until the Sorceress' next shooting phase.

#### 5 Deathspasm Difficulty 10

*The Sorceress channels Dark Magic into her enemy, causing him to writhe in excruciating pain.*

The Deathspasm has a range of 6" and must be cast on the closest enemy model. The affected model must roll on the injury chart. If successfully cast, the casting Sorceress is immediately knocked down.

#### 6 Witch Flight Difficulty 7

*The Sorceress bends the winds of magic to her will and flies through the air.*

The Sorceress may immediately move anywhere within 12", and may count as charging. If she engages a fleeing enemy in the close combat phase she will score 1 automatic hit and then the opponent will flee again.

# Dark Elf Warbands

*Here are some Dark Elf minis to help represent your warbands. If you ask the Trolls we're sure that they will be able to come up with ideas for models to use for your Beastmaster.*



**DARK ELF SORCERESS**  
021202001 – £4.00



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**DARK ELF CORSAIR 3**  
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**DARK ELF CROSSBOWMEN** – £2.00

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