

ARMY SPECIAL RULES

This section of the book describes all the different units used in a Dark Elf army, along with the rules necessary to use them in your games of Warhammer. If a model has a unique special rule, that rule is detailed alongside its description. There are a number of recurring 'army special rules' that apply to several Dark Elf units, and these are detailed here.



MURDEROUS PROWESS

Models with this special rule (but not their mounts) re-roll all To Wound rolls of a 1 when making close combat attacks.

HEKARTI'S BLESSING

Models with this special rule add +1 to all attempts to cast spells from the Lore of Dark Magic.

ETERNAL HATRED

A model with this special rule has the Hatred special rule. In addition, its Hatred applies in every round of close combat, not just the first.

ARMOURY OF NAGGAROTH

Repeater Crossbow Weapons

The repeater crossbow fires a volley of barbed bolts at range; its smaller cousins are equally deadly as the foe closes.

These weapons are used in the Shooting phase.

Repeater Crossbow

Range	Strength
24"	3

Special Rules

Armour Piercing,
Multiple Shots (2)

Repeater Handbow

Range	Strength
12"	3

Special Rules

Multiple Shots (2), Quick to Fire

Brace of Repeater Handbows

Range	Strength
12"	3

Special Rules

Multiple Shots (4), Quick to Fire
Requires Two Hands

Sea Dragon Cloak

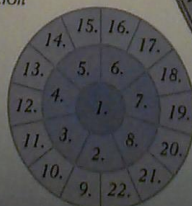
These scaled cloaks are light, flexible and incredibly tough.

This confers the Scaly Skin (5+) special rule.

The Pantheonic Mandala

The deities of the Eloes are divided into the Cadai, the Gods of the Heavens, and the Cytharai, the Gods of the Underworld. In general, the Dark Elves give greatest worship to the Cytharai, and so place them at the inner ring of the Pantheonic Mandala, with Khaine given pre-eminent place at its very heart.

1. Khaine, the Bloody-Handed God
2. Ereth Khial, the Pale Queen
3. Anath Raema, the Savage Huntress
4. Hekarti, Mistress of Magic
5. Atharti, Lady of Desire
6. Ladrielle, Lady of Mists
7. Drakira, Queen of Vengeance
8. Morai-Heg, the Crone
9. Nethu, Keeper of the Last Door
10. Addaioth, Bringer of Fire
11. Mathlann, Lord of the Deep
12. Eldrazor, Lord of Blades
13. Asuryan, the Creator
14. Vaul, the Maker
15. Estreuth, Lord of Hunger
16. Loec, the Shadow Dancer
17. Kurnous, the Hunter
18. Hoeth, Lord of Wisdom
19. Isha, the Mother
20. Ellinill, Lord of Destruction
21. Hukon, the Sunderer
22. Lileath, the Maiden



TYRANTS OF NAGGAROTH

Dreadlords and Masters are the so-called noble-born rulers of Naggaroth. They range from sycophantic schemers to masterful strategists who have waged war across a hundred battlefields. Though all such nobles pursue their own unique enthusiasms and ambitions, they are without exception selfish individuals, possessed of an arrogance matched only by their martial prowess, honed over centuries of unceasing war.

Dark Elf commanders seldom lead through personal example, preferring to rely on bloodshed and intimidation; in Naggaroth, respect counts for nothing unless it is backed by fear. Amongst the lower-born Dark Elves, it is thought better to die at the hands of an enemy than to face the wrath of a disappointed Dark Elf lord. The enemy, at least, will grant a swift death and have little prospect of making your family play a bloody price for the failure of their kin.

Dark Elves are sustained by the misery they inflict upon others, and noble-born offspring have no special protection. Those that manage to survive to adulthood are sent on a year-long raiding expedition. Dark Elves abhor weakness of any sort, so those youths that fail to make their mark during this time do not endure long thereafter. Some are slain by ambitious rivals; others are murdered by their own families, who can neither tolerate nor risk a weakling's presence. Should the stripling acquit himself well during this rite of passage, he begins his ascent through Naggarothi society. However, this is a ladder with very greasy rungs, and more nobles perish in the climb than ever reach the heady heights of becoming a Dreadlord.

To alleviate the understandable paranoia engendered by the Dark Elves' treacherous society, a rigid code of etiquette has evolved. The lowborn classes may not approach within three sword lengths of a noble without being summoned. A retainer may stand as close as two sword lengths whilst a trusted retainer, such as a bodyguard, may stand just outside a single sword's length. The closest, most intimate space is reserved for lovers, playthings and mortal foes (the latter being far more trustworthy within reach than not).

Many Dreadlords owe their positions of power to their bloodlines, daring exploits or the Witch King's mercurial favours. Others are granted temporary power by means of a writ of iron – an edict granted by one of the six rulers of the great cities of Naggaroth. He who bears a writ of iron shares the sponsor's authority – a powerful tool for the ambitious. However, should a Dark Elf fail in his appointed task, or show cowardice whilst acting in his sponsor's name, the writ is melted down and the molten remains poured down his throat. Such is the price of failure in Naggaroth.

	M	WS	BS	S	T	W	I	A	Ld
Dreadlord	5	7	7	4	3	3	8	4	10
Master	5	6	6	4	3	2	7	3	9

TROOP TYPE: Infantry (Character).

SPECIAL RULES: Always Strikes First,
Hatred (High Elves), Murderous Prowess.

KHAINE, THE BLOODY-HANDED GOD

Khaine is the god of murder, hatred and destruction. He is the kindler of war, the ruthless personification of a vicious creed.

Khaine believes that: conflict is necessary for peace to reign; only slaughter gives the promise of life any meaning; and love is nothing unless tempered by the blackest of hatreds. He is a god who gives his supplicants license to do as they will, and forbid nothing, save denial of his divine will.

It is, therefore, little wonder that it is Khaine's blessing the Dark Elves seek most keenly, for their lives are founded upon deeds of slaughter and torment. Where the High Elves treat warily with the Lord of Murder, the Dark Elves embrace him with abandon, sacrificing slaves, comrades and even their own children to catch Khaine's attention for even a moment. Such devotion pleases the Bloody-Handed God in a way that the hollow observance of the High Elves never will, but Khaine is easily bored, and each passing year the sacrifices must become ever more wild and barbarous if they are to attract his ruddy gaze.

All Dark Elves are touched by Khaine to some degree, for their heritage is tainted by the Widowmaker and the acts their ancestors performed at Aenarion's side. Many, however, wholeheartedly embrace the Bloody-Handed God's cruel vision. Such Elves known as the Knives of Khaine – both revered and shunned by their fellows, they are loyal only to their ruthless creed.



KHAINITE ASSASSINS

Assassins are masters of a subtle and murderous magic, trained from infancy to be the chosen warriors of Khaine. They move silently and with a precision that surpasses even the standards of other Elves. Blindfolded, an Assassin can walk sure-footedly across the spears of an embattled phalanx, or strike a precise flurry of blows so that each cut exploits a different weakness of armour or flesh.

The Cult of Khaine hires out its Assassins to the rulers of Naggaroth in exchange for sacrifices, wealth and political favour. Though the price is high, the Assassins' skills are such that there is a constant demand for their services. Many Assassins ply their deadly trade in the Dark Elf cities, eliminating their employer's competitors and aiding in coups against the ruling families. Some are hired by admirals of Black Arks to train Corsairs or sow terror amongst the targets of their raids. Assassins are also often employed to ensure loyalty amongst a Dreadlord's regiments. Such is an Assassin's skill at mimicry and concealment that the troops he accompanies usually remain wholly ignorant of the infiltrator within their ranks. The uncertainty this causes helps to keep rebellion to a minimum, for no Dark Elf can be absolutely certain with whom he is conspiring.

Assassins are masters of using poison, and they coat their weapons with a variety of toxins – some are deadly, others paralyse or stupefy their victim. One scratch from some of these poisons is enough to send a man into agonising

paroxysms as his nerves burn, his heart explodes or his bones crack and shatter. The Assassins take great pleasure in the painful demise of their victims and can keep prisoners alive for many days. Often, they can extract confessions and information from captives much more quickly than the crude measures used by other Naggarothi interrogators.

	M	WS	BS	S	T	W	I	A	Ld
Khainite Assassin	5	9	9	4	3	2	10	3	8

TROOP TYPE: Infantry (Character).

SPECIAL RULES: Always Strikes First, Hatred (High Elves), Immune to Psychology, Murderous Prowess, Poisoned Attacks.

A Killer, not a Leader: A model with this special rule cannot be your army General. Furthermore, other units can never use his Leadership value.

Hidden: An Assassin can choose to deploy 'hidden' within another friendly Dark Elf infantry unit (but not Harpies) make a note of which unit is concealing the Assassin.

A hidden Assassin is not placed on the table during deployment, but is revealed later during the game. If the concealing unit is wiped out or flees from the battlefield before the Assassin is revealed, the Assassin counts as a casualty. There is no other way an Assassin can be harmed before he is revealed.

Hidden Assassins may be revealed at the start of any of your Movement phases, or at the start of either player's Close Combat phase; declare that the unit in question contains an Assassin and place the model anywhere in the front rank of that unit, displacing models as you normally would if a character had joined the unit.

UPGRADES: FORBIDDEN POISONS

Black Lotus: This poison contains a powerful narcotic and drives its victims to delusional insanity.

For each unsaved Wound a character suffers from a unit equipped with Black Lotus, that character suffers a -1 penalty to their Leadership for the rest of the game.

Dark Venom: A victim of Dark Venom knows only a slow and agonising death.

A model with Dark Venom has the Killing Blow special rule.

Manbane: Even the slightest wound can prove fatal if it was struck with a Manbane-edged blade.

A model with Manbane receives a +1 bonus on all To Wound (rolls of 1 still fail).



SORCERESSES

Elves have a natural affinity for the shifting Winds of Magic. In the ancient days, they learnt the secrets of manipulating this mystical power from the Slann, the most powerful servants of the Old Ones. Yet for all their expertise, there was always a limit to the amount of power the Elves could harness – the risk of madness and spiritual corruption prevented them from delving deeper into the power of Chaos.

It was Morathi who first ventured into this forbidden territory. Through dark rituals and bloody sacrifices, she moulded the energies of Chaos to her bidding. With this sorcery – the unrestrained power of magic – Morathi soon began to weave enchantments and spells whose raw power far outstripped anything the Elves had previously known. To this day, Dark Elves study the sorcerous arts, utterly seduced by the unrestrained energy it allows them to command.

Chief amongst the magic-wielders of Naggaroth are the sisters of the Dark Convent of Sorceresses who are gathered in the great fortress of Ghrond. Competition for positions in the Dark Convent is bloody and fierce. Those that survive their sisters' ambitions learn some of the most powerful magic in the world. They can call upon ancient daemonic entities to devour their enemies, hurl storms of wicked shards at their foes or engulf them in dark energy.

Though Dark Elves of both genders are capable of mastering the art of Dark Magic, male sorcerers are regarded with disdain, fear and suspicion – a situation only exacerbated by the generous bounties Malekith offers for such a being's severed head. The Witch King knows of the Prophecy of Demise, whose ancient stanzas foretell how a great warrior will one day be cast from his home by a sorcerer. Malekith – ever given to a cautious mindset in such matters – believes it is he to whom the prophecy refers, and he is determined to cheat that destiny – one severed head at a time. Nonetheless, there are still those who would rather risk the Witch King's wrath than incur a debt to the Convent of Sorceresses, so some sorcerers yet survive.

Should a Dreadlord's need be great enough to secure aid from the Dark Convent, however, he will find himself in proxy command of a magical mastery as well-rounded as it is ruthlessly wielded. The Dark Magics of sorcery are but one of the disciplines studied by the Sorceresses of Ghrond, and they can call upon the Lores of Battle Magic with just as much skill as the stiff-souled mages of Ulthuan. Enemies can be immolated by whirling fire storms, turned to crystal by swirling purple energies, torn limb from limb by elementals, blasted apart by lightning or transmuted into solid gold. All the while, the sorceress laughs with wicked delight, her castings becoming wilder as the joy of battle overtakes her. Yet no matter how absorbed she becomes in the destruction, the sorceress always has one eye on her putative employer, her mind ablaze with the possibilities of how she will exact payment if none is voluntarily forthcoming.

TROOP TYPE: Infantry (Character).

MAGIC: Sorceresses are Wizards who use spells from the Lore of Dark Magic (see page 61) or one of the eight Lores of Battle Magic in the Warhammer rulebook.

SPECIAL RULES: Always Strikes First, Hatred (High Elves), Hekarti's Blessing, Murderous Prowess.

HEKARTI, MISTRESS OF MAGIC

Hekarti is the goddess of conjurations and Dark Magic. She has no shrines, save for a small temple within Ghrond's Dark Convent. She sees all the Winds of Magic and has six arms to carry her sacred accoutrements – a serpent-headed staff, a beating heart, a scorpion, a broken arrow, a serrated dagger and a phial of orphan's tears.

Unlike many of her kind, Hekarti pays close attention to the desires of the Elves. She is ever locked in jealous contest with her twin sister Atharti, the Goddess of Pleasure, and resents her sway over mortals. It was supposedly this rivalry that first enticed Hekarti to grant wisdom to Morathi. That said, the Hag Sorceress has always kept her devotions to the two sisters in careful balance – Naggarothi legends have many grim examples of what happens to those who favour one above the other.



	M	WS	BS	S	T	W	I	A	Ld
Supreme Sorceress	5	4	4	3	3	3	5	1	9
Sorceress	5	4	4	3	3	2	5	1	8

HIGH BEASTMASTERS

The Beastmasters of Clar Karond and Karond Kar can command even the unruliest creatures to do their bidding. In part, this mastery springs from their unflinching dedication to the tormentors' craft, but brutality alone would be worthless without a Beastmaster's innate empathy. All Elves share a mystical attunement with the natural world, but while most embrace this bond to gain greater wisdom and fellowship with other living creatures, Dark Elves, and Beastmasters in particular, employ it as another weapon in their arsenal of torment. It matters not whether the beast is a raging Manticore, a cunning Harpy or the wisest of all Caledor's ancient Dragons: eventually, all submit to the Beastmaster's will, or perish under his lash.

	M	WS	BS	S	T	W	I	A	Ld
High Beastmaster	5	7	7	4	3	3	8	3	9

TROOP TYPE: Infantry (Character).

SPECIAL RULES: Always Strikes First, Hatred (High Elves), Murderous Prowess.

Beastslaver: At the start of each of your turns, choose a friendly monster within 3" of the Beastmaster. That monster has +D3 Attacks until the start of your next turn. A monster can only be affected by this special rule once in each turn.



SCOURGERUNNER CHARIOTS

Beastmasters are always eager to find fresh subjects, for the many perils of battlefield, gladiatorial arena and neglect ensure that stables suffer a high rate of attrition. Small bands of Beastmasters roam the wilds in Scourgerunner Chariots, searching fen, crag and cave for suitable prizes. Armed with barbed nets and harpoons attached to strong chains, they snare and immobilise their prey. Once captured, the beast is trussed securely, yoked to the back of the chariot and dragged many miles back to Clar Karond where a life of slavery and torment awaits it – if the creature survives the journey at all.

Scourgerunner Chariots are a common sight on the battlefield, where they search for suitable 'recruits' among the enemy ranks. If no fitting candidate presents itself, the Beastmasters vent their frustration as best they can, cutting down foemen with lash, blade and harpoon before claiming the twitching bodies as fodder for their hungry charges.

	M	WS	BS	S	T	W	I	A	Ld
Scourgerunner Chariot	-	-	-	4	4	4	-	-	-
Beastmaster Crew	-	4	4	3	-	-	5	2	-
Dark Steed	9	3	-	3	-	-	4	1	-

TROOP TYPE: Chariot (Armour Save 5+).

SPECIAL RULES: Always Strikes First (Crew only), Hatred (High Elves) (Crew only), Murderous Prowess.

EQUIPMENT:

Ravager Harpoon: This is a bolt thrower that can be fired even if the Scourgerunner Chariot moves.

Range	Strength	Special Rules
24"	7	Barbed Bolts, Multiple Wounds

Barbed Bolts: If a monster suffers at least one unsaved Wound from this weapon, it is immediately dragged 12" towards the firer, stopping instantly if it comes within 1" of impassable terrain or another unit. If the monster is dragged more than 3" in this manner, it suffers another Wound, with no armour saves allowed.

ANATH RAEMA, THE SAVAGE HUNTRESS

Anath Raema is the sister of Khaine and goddess of the savage hunt. Through her, the Dark Elves are gifted the joy of the chase and of the kill. Anath Raema does not care who or what is hunted; every living creature is prey to the bloodthirsty goddess.

The Savage Huntress is a vengeful deity, who about her waist wears a belt of heads and hands – tokens claimed from hunters who bore her blessings but offered no praise in return. Legends also tell that her amorous advances were once spurned by Kurnous, and so she is also worshipped by some Elves as patron of jealous lovers; an avenging deity who will hunt down and slay those who have wronged her supplicants.

WARRIORS OF THE DARK CITIES

Elf armies are formed around a core of utterly fearless soldiers, schooled in slaughter by a lifetime of war amidst the twisted streets of Naggaroth's cities. Such warriors are conscripted into service, but a few are willingly, having identified some manner in which the war will play to their personal advantage.

ELF WARRIORS

Dark Elves favour melee weapons in favour of firing death from afar. Armed with repeater crossbows or magazine-fed weapons capable of unleashing blistering storms of bolts – these Darkshards can take positions at the front of the battlefield firing storms of iron-tipped bolts at approaching foes, or move forwards to weaken the enemy line with a withering volley before the Dark Elf attacks home. Though often scorned by other warriors for distaste of close quarters battle, the Darkshards are fiercely proud of their marksmanship and are certainly no less cruel than their fellows. It is not uncommon for a Darkshard to forgo a killing strike to eye or heart in favour of a shot or other debilitating blow which, while ultimately not lethal, guarantees that the enemy's last moments will be spent in mewing agony.

Dark Elves are arrogant beyond tolerance, but their crossbows far outstrip even other Naggarothi in this regard. Each believes himself to be the greatest warrior of

his age, needless of aid and heedless of danger. Bleakswords forsake the spear and the repeater crossbow, deeming the former a peasant's weapon and the latter a craven armament. Instead, they wield slender duelling blades that flash past an enemy's guard to slit his throat or pierce his heart.

Dreadspears consider themselves to be true soldiers, and look down upon the Bleakswords as brash adventurers unsuited to the proper business of battle. Through blood spilt and shed, they have learnt the strength of discipline, of the locked shieldwall bristling with wicked spearpoints. Dreadspike regiments are therefore the reliable bastions around which a Dreadlord can form his battle-plan. Whilst the army's wilder warriors roam freely to slaughter at will, the Dreadspears hold key positions and repel counter-attacks.

	M	WS	BS	S	T	W	I	A	Ld
Dark Elf Warrior	5	4	4	3	3	1	5	1	8
Lordling	5	4	4	3	3	1	5	2	8
Guardmaster	5	4	5	3	3	1	5	1	8

TROOP TYPE: Infantry.

SPECIAL RULES: Always Strikes First, Hatred (High Elves), Murderous Prowess.

REAPER BOLT THROWERS

Reaper bolt throwers are used at sea to clear the decks of enemy vessels, and on land to scythe down ranks of enemy warriors. A mechanism of counterweights and cords allows the Reaper to shoot a hail of bolts, or a single missile with force enough to pierce a Dragon's hide. A Reaper's bolts are barbed and difficult to remove from the wounds they inflict. Those injured – but not slain – by such a shot often suffer such horrendous maiming on the bolt's removal that they are worthless as slaves, and are therefore left to bleed to death or given over to the bloody caresses of the Witch Elves.

	M	WS	BS	S	T	W	I	A	Ld
Reaper Bolt Thrower	-	-	-	-	7	2	-	-	-
Dark Elf Crew	5	4	4	3	3	1	5	1	8

TROOP TYPE: War Machine.

SPECIAL RULES (Dark Elf Crew): Always Strikes First, Hatred (High Elves), Murderous Prowess.

SPECIAL RULES (Reaper Bolt Thrower):
Repeater Bolt Thrower: The Reaper can fire either as an ordinary bolt thrower or can instead fire six smaller repeating bolts, with the profile given below. If a bolt thrower fires in this way, all six shots must be fired at the same target. Note that, unlike firing a single bolt, repeating bolts do not pierce ranks.

Range	Strength	Special Rules
48"	4	Armour Piercing



RAVAGERS OF THE WORLD

The Dark Elves prey ruthlessly on other realms, believing their strength and cunning to be the only justification they need for their predations. Yet there are those who have perfected such wicked deeds to a form of art, so single-mindedly do they pursue the slaughter of weaklings.

BLACK ARK CORSAIRS

Black Ark Corsairs are notorious reavers, having spent their entire lives pillaging distant lands. They are the lionised darlings of Naggarothi society, embodying as they do the drive to earn riches and glory. It is a hard, dangerous life in the raiding fleets, but a successful voyage can see a captain and crew return laden down with wealth beyond the dreams of most city-dwellers. It is not uncommon for a Corsair fleet to spend years ransacking foreign lands, returning home only when their holds are bursting with slaves and plunder.

As they tend to do most of their fighting in the topmasts of ships and the crowded tangle of dockside streets, Black Ark Corsairs prefer fast weapons that give them an edge in one-on-one fights. Cutlasses, punch daggers and barbed knives are common, as are repeater handbows. Corsairs eschew shields and metal armour, relying on cloaks fashioned from Sea Dragon hide to preserve them from injury. They also carry a vile array of nets, grapples and barbed chains. Such tools are not only useful for getting a grip on the slippery flank of a ship, but also for ensnaring fleeing victims, who are soon thereafter dragged to a terrible fate.

	M	WS	BS	S	T	W	I	A	Ld
Black Ark Corsair	5	4	4	3	3	1	5	1	8
Reaver	5	4	4	3	3	1	5	2	8

TROOP TYPE: Infantry.

SPECIAL RULES: Always Strikes First, Hatred (High Elves), Murderous Prowess.

BLACK ARK FLEETMASTERS

It takes decades of hard-bitten villainy to earn (or usurp) command of a mighty Black Ark and its attendant fleet. Little wonder is it then that Black Ark Fleetmasters are amongst the most intemperate and ruthless of their race, and must always have one eye on their 'loyal' warriors.

	M	WS	BS	S	T	W	I	A	Ld
Black Ark Fleetmaster	5	6	6	4	3	3	7	3	9

TROOP TYPE: Infantry (Character).

SPECIAL RULES: Always Strikes First, Hatred (High Elves), Murderous Prowess.

Show No Weakness: If this model fights in a challenge or kills an enemy character, and is alive, he (and all models in his unit) gain the Unbreakable special rule until the end of that turn.

SHADES

The ancestors of the Shades once ruled Clar Karond but were betrayed and exiled by their peers. Now the outcast clans have become utterly at home in the wilderness of the Blackpine Mountains, moving as silently as ghosts through fortified forests and razor-sharp rocks. Their lives are vicious, even by the harsh standards of Dark Elves. Every day is a battle for survival with the dread beasts of the mountains; every night a gauntlet of drum-driven kin-sacrifices and death duelling. The Shades' hardness makes them valued additions to any raiding fleet, and many Dreadlord depend much on wealth in enticing them to his cause. When the army attacks, the Shades infiltrate the enemy battle line. From this position, they can harass the foe with volleys of dark-fletched bolts, or strike out and slay war machine crews with glinting blades.

	M	WS	BS	S	T	W	I	A	Ld
Shade	5	5	5	3	3	1	5	1	8
Bloodshade	5	5	6	3	3	1	5	1	8

TROOP TYPE: Infantry.

SPECIAL RULES: Always Strikes First, Hatred (High Elves), Murderous Prowess, Scouts, Skirmishers.



DARK RIDERS

In the grim days when armies of Daemons besieged Ulthuan, keen-eyed messengers from Nagarythe kept guard for any signs of a daemonic intrusion. These Dark Riders wore cloaks of black feathers, invoking the raven-headed god Nethu to keep them hidden from the eyes of the enemy. During the civil war, the Dark Riders earned a more sinister reputation. They travelled ahead of Nagarythe's hosts, sowing terror and confusion wherever they rode, burning villages and driving their people into the wilds.

To this day, Dark Riders are messengers and pillagers both, carrying tidings between the great cities of Naggaroth, or else riding deep into other lands as harbingers of destruction. Their horses, once purely good steeds of Nagarythe, are now so twisted by magic and torture that they have become something altogether more malevolent and ravenous.

In battle, Dark Riders take delight in skirting the enemy flanks to attack war machines and cut lines of supply. They revel in the prospect of running down terror-stricken victims, dragging out every moment of wild panic as long as possible before delivering the final heart-seeking strike.

	M	WS	BS	S	T	W	I	A	Ld
Dark Rider	5	4	4	3	3	1	5	1	8
Herald	5	4	5	3	3	1	5	1	8
Dark Steed	9	3	0	3	3	1	4	1	5

TROOP TYPE: Cavalry.

SPECIAL RULES: Always Strikes First (Riders only), Fast Cavalry, Hatred (High Elves) (Riders only), Murderous Prowess.

DOOMFIRE WARLOCKS

When Malekith first learned of the Prophecy of Demise, his initial wrathful blow fell against the Doomfire Warlocks of Hag Graef. Fearing that they would rebel, the Witch King cursed them with hollowness, and their souls have teetered between the mortal world and the Realm of Chaos ever since. Thus, whilst other Elves fear Slaanesh as a potential fate, Doomfire Warlocks feel the Dark Prince's grasp on their souls grow with every passing day. As the grip tightens, dark runes blaze into life on their flesh, an unholy fire that creeps slowly across the skin. If this process is not arrested before the Warlock's entire body is swathed in flame, his soul is snuffed out and consumed by the Dark Prince. This fate cannot be thwarted, for no mortal can long deny rapacious Slaanesh. It can, however, be stalled if the Warlock sacrifices others in his stead – the purer or mightier the soul, the better.

Doomfire Warlocks descend upon villages in the dead of night, seeking victims to slake Slaanesh's thirst. Cloaked in shadow, they pass like phantoms through defences, stealing prey from their beds before vanishing into the night. When a Dark Elf army musters, the Warlocks gather, hoping to capture mighty warriors to fuel their rites. To aid this cause, they infuse their scimitars with numbing curses that strip a foe of his senses with a single scratch. Alive but mindless, the victims are led from the battlefield to the rituals that will keep Slaanesh at bay for a few days more.



	M	WS	BS	S	T	W	I	A	Ld
Doomfire Warlock	5	4	4	4	3	1	5	2	8
Master of Warlocks	5	4	4	4	3	1	5	3	8
Dark Steed	9	3	0	3	3	1	4	1	5

TROOP TYPE: Cavalry.

SPECIAL RULES: Always Strikes First (Riders only), Fast Cavalry, Hatred (High Elves) (Riders only), Murderous Prowess, Poisoned Attacks (Riders only).

Cursed Covenant: A unit of Doomfire Warlocks is considered to be a Level 2 Wizard that knows the spells *Soulblight* (Lore of Death) and *Doombolt* (Lore of Dark Magic, see page 61). This doesn't stop other Wizards from knowing those same spells. The unit receives an additional +1 to cast for each rank of 5 or more models in the unit, after the first, to a maximum of +3. Each time the unit casts a spell, you must nominate one Master of Warlocks or Doomfire Warlock as the caster for the purposes of line of sight, range, etc. In the event that a Doomfire Warlock unit rolls a miscast, do not roll on the Miscast table. Instead, the unit suffers D3 Wounds with no armour saves allowed. If the unit is targeted by a rule that affects a Wizard, your opponent must choose one Master of Warlocks or Doomfire Warlock as the target.

Prey of the Dark Prince: Models with this special rule have a 4+ ward save, except against Wounds caused by models with the Daemon of Slaanesh special rule or models that have the Mark of Slaanesh.

COLD ONE KNIGHTS

Cold Ones are reptiles that live in the caves and tunnels beneath Hag Graef. Their chill flesh is almost immune to pain, and their bodies exude a toxic slime. Dark Elves can withstand small quantities of this substance and tiny amounts are used to make poisons. Where the Cold Ones truly excel, however, is in service as war steeds for Naggaroth's knights. Though single-minded when hunting, Cold Ones are extremely stubborn and very stupid. It takes great strength and willpower to master such a steed, and those Dark Elves that do are feared, if not respected, by their fellows.

COLD ONE KNIGHTS

Cold One Knights count themselves amongst the finest warriors in Naggaroth. They are nobles of great wealth and ambition, whose warrior instincts elevate them far beyond the upstart cavalymen of lesser races. The knights' weapons are the finest that can be bought in the great cities: long swords enchanted in such a manner as to never lose their edge, and tall lances sharp enough to pierce the hide of a Dragon. Their mounts, too, are superior to those of other lands; no horse, no matter how well-trained or carefully bred, could ever hope to match the savagery of a Naggarothi Cold One.

It is a daring Dark Elf who takes a Cold One for his steed, for the lizards savagely attack all who come near them, recognising warm-blooded creatures as prey by the smell alone. This is dangerous in itself, and no few strutting

net has been savaged by their own mounts, much to the amusement of their rivals. To avoid this, the Dark Elf must anoint himself repeatedly with the Cold One's own foul-smelling slime so that the beast will accept him. There is a great price to pay for the Dark Elf, though, for the fumes of this noxious balm are extremely potent, burning the nostrils, numbing the skin and destroying taste buds, so that the rider can no longer smell or taste food, or feel a lover's touch. So it is that a Cold One is not only a fearsome war-mount, but also a declaration of bravery and ambition on the part of the knight. For many Dark Elves, this heavy price is considered one worth paying, for in doing so a warrior proves his dedication to the Witch King and can earn great political as well as physical reward.

	M	WS	BS	S	T	W	I	A	Ld
Cold One Knight	5	5	4	4	3	1	6	1	9
Dread Knight	5	5	4	4	3	1	6	2	9
Cold One	7	3	0	4	4	1	2	2	3

TROOP TYPE: Cavalry.

SPECIAL RULES: **Always Strikes First** (Riders only), **Fear, Hatred (High Elves)** (Riders only), **Murderous Prowess, Stupidity.**

Thick-skinned: A model riding a Cold One receives an armour save bonus of +2, rather than the usual +1 for cavalry mounts.

COLD ONE CHARIOTS

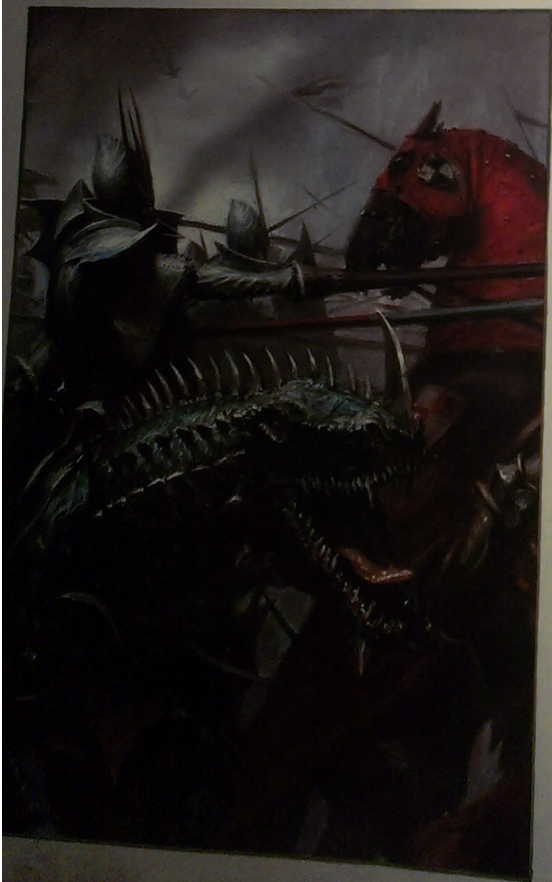
Cold One Chariots are sometimes given as gifts to those rare knights who have pleased Lord Malekith with their devotion and prowess in battle. To possess such a machine is a symbol of great prestige, and is ranked amongst the highest stations in battle, even though the Cold Ones' truculent nature can often bring the chariot to a jarring halt at the most inopportune moments.

Should the crew retain mastery of their chariot, they thunder across the battlefield like gods of war, wicked spears levelled and Cold Ones roaring fit to freeze the blood. In the last moment before impact, the crew goad their steeds to one last effort and the chariot crashes into the enemy ranks, crushing foes with the weight of its impact and opening flesh to the bone with the blades upon its flanks.

	M	WS	BS	S	T	W	I	A	Ld
Cold One Chariot	-	-	-	5	5	4	-	-	-
Knight Charioteer	-	5	4	4	-	-	6	1	9
Cold One	7	3	-	4	-	-	2	2	-

TROOP TYPE: Chariot (Armour Save 3+).

SPECIAL RULES: **Always Strikes First** (Charioteers only), **Fear, Hatred (High Elves)** (Charioteers only), **Murderous Prowess, Stupidity.**



BLACK GUARD OF NAGGAROND

The Black Guard are Malekith's personal army, answerable to no other save he. They are recruited from the offspring of families high in the Witch King's favour, taken at birth from others who are soon thereafter put to the sword. With no family ties to distract them, these children are raised within the barracks of the Black Guard and taught the myriad skills of death and destruction that are required of Malekith's foremost elite.

As soon as they are able, these young warriors are pitched against each other in murderous fights to the death, so that only the strongest, quickest-witted and most merciless survive. This violence is not restricted to the training fields and arenas. An intake of recruits can lose up to half its number as the incaptious, injured and unpopular are disposed of by their fellows. As they mature, these fledgling fighters are regularly visited by the Witch King, who lavishly rewards those who show great cunning and bloodlust. When the aspirants finally come of age and their training is completed, Malekith pledges each of them great wealth and lands, which will be theirs if they serve him well for two hundred years.

Those Black Guard that survive their arduous tour of duty go on to become rulers of cities, leaders of armies and favoured members of the Witch King's court. However, this promised generosity seldom requires fulfilment, for there are many ways to perish in Malekith's service – not least as scapegoat for his frustrations. Yet if the risks are great, then the rewards are greater still, and so every member of the Black Guard serves without faltering until death claims him. They are a bulwark of grim steel on the battlefield, holding their ground where all others have fled, fighting with a determination fit to transform defeat into victory, and victory into a glorious massacre.

The barracks of the Black Guard are divided into twenty Towers, which compete against each other in contests of war and torture. The Witch King grimly encourages competition between the Towers, and each year, at the beginning of the Season of Blood, a tournament is held to determine which Tower will hold dominance over the others for the coming year. The leaders of these factions are the Tower Masters, veterans of the Black Guard so inculcated with death and battle that they choose to continue in Malekith's service after their two centuries of duty have been completed. These hardened warriors rule their underlings with a will of iron, determined that their Tower shall not be shamed by a lack of discipline – or worse, a glimmer of mercy – on the part of their charges.

	M	WS	BS	S	T	W	I	A	Ld
Black Guard	5	5	4	3	3	1	6	2	9
Tower Master	5	5	4	3	3	1	6	3	9

TROOP TYPE: Infantry.

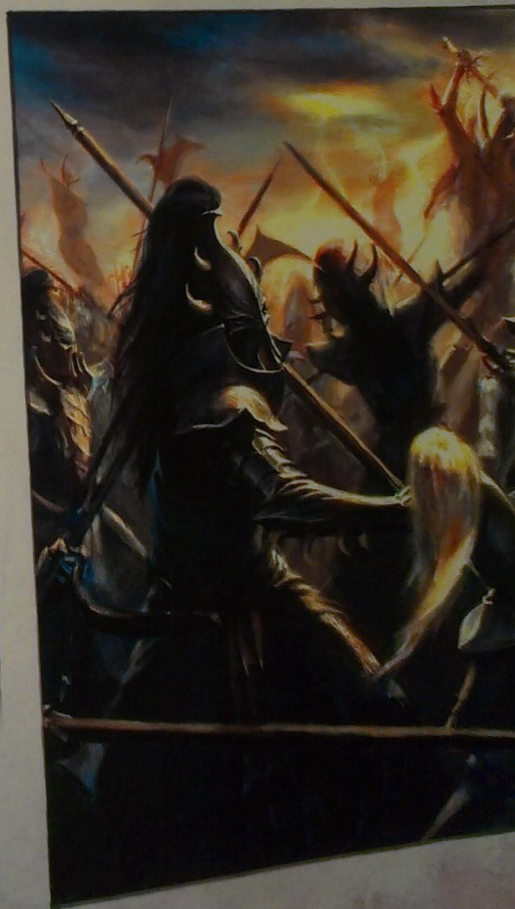
SPECIAL RULES: Always Strikes First, Eternal Hatred, Immune to Psychology, Murderous Prowess, Stubborn.

ELLINILL, LORD OF DESTRUCTION

Legend tells that Ellinill once had more than one hundred offspring, each of whom had inherited an aspect of his destructive nature. Together, father and progeny inflicted all manner of disasters upon the world, revelling in the harm they unleashed upon the Elves. Ellinill was proud of his children, but he was also paranoid, and worried that they might conspire to supplant him. Individually, the offspring were no match for their sire, but the Lord of Destruction was wary of their combined power, and so he watched them closely.

Finally, Isha could bear the suffering of the Elves no more, and pleaded with the other gods to curtail the actions of the Ellinilli. All save one refused to heed her, for they were all wary of provoking Ellinill's wrath. Only Loec the Trickster answered Isha's plea, and he soon deceived Ellinill into believing that the long-feared betrayal had arrived. Upon hearing Loec's words, the Lord of Destruction flew into a rage and, one by one, hunted down and consumed his children, reclaiming the facets of destruction they had once embodied. Yet the battles had weakened Ellinill, and he would never again know the level of godly might he once enjoyed.

Of all the Ellinilli, only five survived: Addaioth, Bringer of Wrath and Fire; Estreuth, Herald of Famine and Drought; Hukon the Sunderer; Mathlann, King of Storm and Sea; and Drakira, Queen of Vengeance. They hid themselves in the mortal world, and have never returned to the heavens lest they join in their siblings' fate.



HAR GANETH EXECUTIONERS

Har Ganeth is the spiritual centre of Khaine's worship, with many shrines to the Lord of Murder, dominated by the towering edifice of the great temple. It is from Har Ganeth that Hellebron rules over the Witch Elves, and countless victims are brought here to be sacrificed upon Khaine's altars. It was in Har Ganeth that the first ceremonies of execution were held. In the wake of a great victory over the High Elves, the guards of Har Ganeth led thousands of captives to the pinnacle of the temple and beheaded them with full ceremony and ritual. Such was the Dark Elves' delight when they beheld the bloodied heads tumbling down the steps that, from that day forth, executions became a regular feature in Har Ganeth society and a punishment for all manner of diverse crimes.

So adept have the guards of Har Ganeth become at their bloody art, they are now notorious throughout Naggaroth as the Executioners. Each spends half his waking day in his duties as sentry, and the other half practising with his blade. This occasionally takes the form of ritual sparring between different Executioners, but more often involves the honing of deathblows upon luckless captives and miscreants. The Executioners are not frenetic butchers, but rather cold-blooded killers who take pride in dispatching their foes with the minimum of effort. It is said that a fully-trained Executioner knows the way to kill any creature with but a single blow, whether by decapitation, disembowelment or a single thrust through the heart. They are heartless murderers,

who see their role as a sacred one and, unlike other Dark Elves, do not make sport of their victims, killing them swiftly and cleanly. It can take decades for an Executioner to perfect his chosen strike, to judge precisely the angle of the blow and how the blade might be deflected or otherwise cheated by splinters of bone.

Every Executioner carries a draich, the ceremonial weapon of his calling. Each draich is forged by its wielder under the supervision of the armourers of Khaine's great temple. As an Executioner learns his bloody skills, he also refines his weapon so that the two are as one. Some Executioners prefer a heavy axe-like blade, others a slender sword, depending upon their own abilities and preferred method of killing. Regardless of design, these weapons are fearsome in battle, able to cleave through armour, flesh and bone with but a single, flawlessly placed strike.

	M	WS	BS	S	T	W	I	A	Id
Executioner	5	5	4	4	3	1	5	1	9
Draich Master	5	5	4	4	3	1	5	2	9

TROOP TYPE: Infantry.

SPECIAL RULES: Always Strikes First, Hatred (High Elves), Killing Blow, Murderous Prowess



ERETH KHIAL, THE PALE QUEEN

Ereth Khial is goddess of the Underworld. Long ago, she sought to seduce Asuryan, but was banished for her temerity. She has thus ever been an outcast in the eyes of the Elites of Ulthuan. She is, however, a much-courted deity in Naggaroth, for the Dark Elves see their own betrayal echoed in her fate. The Pale Queen alone offers the Dark Elves some salvation from Slaanesh's hunger, for her own armies are forged from the stolen souls of the Elf-dead. This is not to say all the Elves who have ever died now labour in Ereth Khial's service, for countless souls remain bound into waystones and trees, and a far greater number have been consumed by Slaanesh. Yet still, year by year, the Pale Queen's army grows. One day, her shadow legions will tear down Asuryan's vaunted creation in payment for his insults of old.

Though most Dark Elves care little for the fate of their souls, some fervently worship the Pale Queen, seeking to ensure that she will come to their aid when death claims them. It is far better they believe, to perform abased service in the Underworld's grim embrace than to meet oblivion at Slaanesh's hand. Such ideas are woefully misguided, and it is probably little consolation that most will never find out how mistaken they are – the Dark Prince begrudges even the smallest scraps to fall from his table, and Ereth Khial can risk only the subtlest of thefts.

There is a rumour in Naggaroth, however, that there is one so Ereth Khial yearns to seize beyond all others. In Malekith, the Pale Queen sees a consort whose ruthlessness is fit to match her own, and she has sworn that it is he who will one day lead his final vengeful assault on creation.

SISTERS OF SLAUGHTER

There are many venues of malign entertainment to be found in Naggaroth, but few are so enthusiastically patronised as the gladiatorial arenas. Every city has at least one such amphitheatre, where battle is fought to the death for the amusement of a bloodthirsty crowd. Here, amidst the bonestrewn sands, gladiators do battle with traitors, monsters and hordes of drug-addled slaves. For those warriors who ply this trade as a profession, rather than as a punishment, it is a wild existence, where survival and glory are victory's reward.

The Sisters of Slaughter are first amongst the gladiatorial guilds, the undisputed queens of the arena. Once they numbered merely a dozen – the outcast daughters of a disgraced house who pledged their lives to Eldrazor, Lord of Blades, so that he might look favourably upon their quest for revenge. Now, with their vengeance long ago carved into the bones of their family's betrayers, the Sisters have thousands of experienced fighters spread amongst enclaves in all the great cities, and a legend that has reached even the shores of distant lands. As for Eldrazor, he is greatly satisfied with the results of his patronage – ever the half-forgotten outcast of the Elven pantheon, his power has grown much with the Sisters' rise.

The Sisters fight as they live, moment to moment, with every gut-spilling swipe and viper-quick slash going unplanned until the second it is unleashed. Those who have not seen the Sisters of Slaughter at their quicksilver trade mock their talents, refusing to believe that mere instinct – however finely honed – could replace discipline and training. Such doubts last only until the naysayer witnesses a lone Sister hack her way through a trio of captured Daemons, or sees a handful of gladiatrixes fell a raging Chimera with an attack pattern that is as sublimely artistic as it is impossible to predict.

Most Sisters live their entire lives in the arena, performing bloody deeds of battle for the baying crowds. There comes a time for many, however, when the ritual of arena combat becomes staid and unfulfilling. Thus, a fortunate Dreadlord can find himself approached by a band of Sisters seeking to test their skills on a real battlefield. Few commanders find it possible to reject such an offer, for the Sisters demand no plunder in return for their services, only the promise of a foe that will truly test them.

So it is that many a Dark Elf raid is headed by gaily laughing warrior-women who dance into battle with ferocious grace. Most foes, trained for the battle of regiments and shieldwalls, are easy prey. The Sisters do not slow their approach as the enemy looms, but vault sure-footedly over the locked shields to throw themselves, weapons swinging, into the formation's heart. Moments later, the surviving foes cast down their weapons and flee, their will to fight broken. The Sisters of Slaughter are no longer concerned with them. Eyes glittering with battle-joy, they run towards the next foe, eagerly searching for opponents worthy of their skills.

TROOPTYPE: Infantry.

SPECIAL RULES: Always Strikes First, Hatred (High Elves), Murderous Prowess.

Dance of Death: Models with this special rule have a 4+ ward save against Attacks made in close combat. In addition, at the start of each round of combat, each unit of Sisters of Slaughter chooses one enemy unit in base contact. That unit receives no combat result bonus for extra ranks this turn, and models in that unit cannot make Parry saves this turn.

The Trial of Blades: Models with this rule receive +1 To Hit and To Wound (a roll of 1 still fails) if at least one enemy model in base contact with the unit has a higher Weapon Skill or Strength characteristic (before modifiers for weapons).

ELDRAZOR, LORD OF BLADES

Eldrazor is a god obsessed with the skilful arts of war. He seldom ranks high amongst his pantheon, for many Dark Elves scorn his reluctance to fight save in the pursuit of honour. However, once Eldrazor decides to fight, he does so without mercy. Any tactic is permissible within his Arena of Death, and as he constantly redefines the arena's bounds in the mortal realm, it is impossible to know you're within it until it is far too late...



	M	WS	BS	S	T	W	I	A	Ld
Sister of Slaughter	5	6	4	3	3	1	6	2	9
Handmaiden of Shards	5	6	4	3	3	1	6	3	9

BRIDES OF KHAINE

WITCH ELVES

Witch Elves are the cruellest of all their heartless race, for they live only to serve Khaine's malevolent demands for bloody, agonising sacrifice. Their observances to the Lord of Murder are blood-slicked affairs. Still-beating hearts are ripped from victims' chests and hurled into fires, writhing flesh is daubed with gore-red runes and altars are decorated with the entrails of dying captives.

Yet ceremonies are but a part of the Witch Elves' worship – their truest observances take place upon the field of battle. On the eve of war, Witch Elves drink blood laced with poisonous herbs, driving them into a divine frenzy. Whilst in this god-touched state, Witch Elves give no thought to their own defence, and seek only to hack foes apart in a blood-drenched orgy of slaughter. There is little grace to such an assault, merely a whirling storm of venom-coated blades that slash at the foe with maddened fury. Those enemies unfortunate enough to survive their wounds are rounded up by the Witch Elves at the battle's end. These poor souls are torn apart in wild victory celebrations, their blood offered in libation to the ever-thirsting Lord of Murder.

	M	WS	BS	S	T	W	I	A	Ld
Witch Elf	5	4	4	3	3	1	6	1	8
Hag	5	4	4	3	3	1	6	2	8



TROOP TYPE: Infantry.

SPECIAL RULES: Always Strikes First, Frenzy, Hatred (High Elves), Murderous Prowess, Poisoned Attacks.

Madness of Khaine: At the end of each of your turns, roll a D6 for each of your characters that is in a unit of Witch Elves (do not roll for Khainite Assassins, Shadowblade, Death Hags or Hellebron – they've learnt how to survive in such company). On a score of 4+, nothing happens. On a score of 3 or less, that character immediately suffers D6 Strength 3 hits as the Witch Elves lose all control and turn on their ally.

DEATH HAGS

The Death Hags are the priestesses of the Witch Elves, the guardians of Khaine's mysteries. It is they who mix the noxious potions that drive the Witch Elves into their battle-rage and they who craft the poisons with which they taint their blades. They know also how to wield the secret names of their god as obscene weapons that can befuddle their foes or strike them down with madness.

	M	WS	BS	S	T	W	I	A	Ld
Death Hag	5	6	6	4	3	2	7	3	9

TROOP TYPE: Infantry (Character).

SPECIAL RULES: Always Strikes First, Frenzy, Hatred (High Elves), Murderous Prowess, Poisoned Attacks.

UPGRADES: GIFTS OF KHAINE

Cry of War: By screeching one of the seventeen secret names of Khaine, the Death Hag freezes her enemies with horror.

This model has the Fear special rule. In addition, all Fear tests taken by enemy units in base contact with this model must be taken with a -3 penalty to Leadership.

Rune of Khaine: The Bloody-Handed God's gore-red runes blaze upon the Death Hag's brow, marking her as one of the Lord of Murder's chosen.

This model has +D3 Attacks (roll each round of combat immediately before the model attacks).

Witchbrew: Distilled from the blood of Hag Queens, Witchbrew drives the imbibers into an ecstasy of destruction.

This model, and all models in the same unit, have the Frenzy special rule. If they already have the Frenzy special rule, that Frenzy grants +2 Attacks instead of just +1, but the unit suffers a -3 penalty to Leadership when testing not to declare a charge.

CAULDRONS OF BLOOD

The Cauldrons of Blood are rumoured to be gifts from Khaine, who bestowed them upon the Witch Elves as rewards for their single-minded dedication to his cause – at least that was Morathi's claim when she gave the first of these brass cauldrons to the Cult of Khaine. Each is kept filled with the blood of countless sacrificial victims, though curiously, the cauldron always maintains the same level, no matter how many gallons of lifeblood are poured into it, as though the very metal of the cauldron thirsts.

Each Cauldron of Blood lies heavy with dark enchantments and, with the proper knowledge, a Death Hag can access these to unleash the many blessings of Khaine. Chief of these is the cauldron's ability to restore youth and vitality to those who bathe within it. As Morathi kept the innermost secrets of the cauldron for herself, all others who utilise this blessing must frequently repeat the bathing process or soon find themselves in their old and withered states once more. In this way, the Hag Sorceress ensures the Witch Elves' loyalty – with the irresistible lure of eternal beauty.

The Cauldrons of Blood are ordinarily kept safely secured within the great temples of Khaine, but one is occasionally brought forth when a great host of Witch Elves marches to battle. Drawn to the cauldron by the prospect of slaughter, the Lord of Murder's baleful spirit goads nearby Dark Elves to a feverish war-lust that will be spent only when there is no longer any blood to spill.



Cauldron of Blood
Witch Elf Crew

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

TROOP TYPE: Chariot (Armour Save 6+).

SPECIAL RULES: Always Strikes First, Frenzy, Hatred (High Elves), Large Target, Magic Resistance (1), Murderous Prowess, Poisoned Attacks, Terror.

Bloodshield of Khaine: The Cauldron of Blood has a 4+ ward save. Witch Elves, Hags and Death Hags (including Hellebrons) in the same unit or mounted on it have a 5+ ward save, and all other models in the same unit have a 6+ ward save.

Fury of Khaine: As the blood in the cauldron boils and bubbles, Khaine drives bloodlust to a fever pitch and stokes hearts with a violent fire.

Innate bound spell (power level 3). *Fury of Khaine* is an **augment** spell that targets a single unit within 12". The target gains the Frenzy special rule until the start of the Cauldron of Blood's next Magic phase. If the target already has the Frenzy special rule, that Frenzy grants +2 Attacks to every model in the unit instead of just +1 until the start of the Cauldron of Blood's next Magic phase. *Fury of Khaine* is not cumulative with Witchbrew.

Strength of Khaine: Friendly models with the Murderous Prowess special rule in units within 6" of the Cauldron of Blood re-roll all failed To Wound rolls.

Will of the Gods: This model has no steeds to draw it, but uses its own Movement value. Unlike other chariots, it can also march. It can also join units and leave as if it were a character, save for the fact that it must always be placed in the centre of the front rank (note that it is not otherwise treated as a character – it can only join and leave units like one). Only one model with this special rule can join each unit.

DEATH NIGHT

Once a year, the Witch Elves descend on the streets of their cities in unbridled celebration of their bloody lord – this is Death Night, a time of terror for all in Naggaroth. The boulevards and alleys echo with manic drumming and shrill pipes, while thick clouds of blood-red incense drift around twisted mansions. Through the smoke prowling roving bands of Witch Elves, murder their hearts. Under the direction of their Hag Queens they steal away any Dark Elves they find, often breaking into houses to drag the inhabitants to their bloody alters.

It is on Death Night, re-energized by the blood of the slain, that the Hag Queens are at their most beautiful and frenetic. Over the course of the following year they slowly revert to their true haggard appearance but, for that one night, they are worthy avatars of lustful slaughter – true daughters of Khaine.

BLOODWRACK SHRINES

Thousands of years ago, the Bloodwrack Medusae were Sorceresses of Ghrond who used their magics and blood-feasting rituals to become more beautiful than even the gods. In so doing, they came to the attention of the goddess Atharti, who is vain beyond measure and suffers no mortal competition. In retribution, the Goddess of Pleasure stripped the upstart mortals of their beauteous forms and caged them in pain-wracked, serpentine bodies. Even this punishment she deemed insufficient, and so she reduced their minds to be little more than those of beasts. Atharti left only one sliver of awareness to her victims, enough that they might always remember with torment the beauty and power they had once possessed. Morathi, who alone had accounted her comeliness in no need of magical enhancement, drove her former sisters from Ghrond's walls. She then gave thanks to Atharti for delivering a punishment well-earned, and set about replenishing the Dark Convent's ranks.

Now, the Bloodwrack Medusae are bent to serve Morathi's needs once more, though in a manner entirely different to that of their former lives. When a great campaign beckons, the Hag Sorceress sends warriors into the caverns below the Spiteful Peaks and the squalid lairs therein. Those who survive return to Ghrond with prisoners in tow – Bloodwrack Medusae, their claws bound and their faces masked. At Morathi's direction, the captives are chained to Atharti's great Bloodwrack Shrines and propelled by dark magic to the very forefront of the assembled armies.



A Bloodwrack Medusa's gaze is a fearsome weapon; should a victim's eyes lock with hers for even a second, his lifeblood violently reborn, flooding from every pore until his body collapses into a pool of its own gore. It is to guard against this that the Shrinekeepers – priestesses so beguiled by their goddess that the act of worship has become their chief pleasure – wear masks polished to a mirror-like sheen. Worse still, all who fight near a Bloodwrack Shrine find their minds twisted by an echo of the Medusa's endless despair. Worse than the Dark Elves, that is; to them, the scent of suffering is as strong as the finest perfume – a heady brew when mixed with the tang of fresh-spilt blood.

	M	WS	BS	S	T	W	I	A	Ld
Bloodwrack Shrine	5	-	-	5	6	5	-	-	-
Shrinekeeper	-	4	4	3	-	-	5	1	8
Bloodwrack Medusa	-	5	5	4	-	-	5	3	-

TROOP TYPE: Chariot (Armour Save 6+).

SPECIAL RULES: Always Strikes First, Hatred (High Elves), Large Target, Magic Resistance (1), Murderous Prowess, Terror, Will of the Gods (see page 47).

Aura of Agony: Models from *Warhammer: Dark Elves* within 6" of a Bloodwrack Shrine have a +1 bonus to their Leadership. All other models within 6" suffer a -1 penalty to their Leadership.

Avert Your Gaze!: At the start of each Close Combat phase, before challenges are issued, enemy models in base contact with this model must pass an Initiative test or suffer a Strength 4 hit with the Killing Blow special rule and no armour saves allowed. This is a magical attack.

Bloodwrack Stare (Bloodwrack Medusa only): This is a magical shooting attack with the following profile:

Range	Strength	Special Rules
12"	4	Killing Blow, Multiple Shots (4)

When rolling To Wound with this shooting attack, subtract the target's Toughness with its Initiative value. No armour saves are permitted against the Bloodwrack Stare.

ATHARTI, LADY OF DESIRE

Atharti is the goddess of pleasure and seduction, often depicted as a masked figure entwined with blood-red snakes. She has a profound rivalry with her sister Hekarti, and each has made many attempts to slay the other. The Lady of Desire is a mistress of all forms of seduction, and the very sight of her is said to cause mortals to collapse in complete and unquestioning adoration. For this reason, those Naggarothi who infiltrate High Elf societies count Atharti amongst their foremost patrons, for only she can unlock the hearts and minds of those they wish to corrupt.

WAR HYDRAS

The Hydra is a titanic beast of the mountains, whose ill-tempered and ravenous nature has proven the doom of many unsuspecting morsels. Indeed, so ferocious is the Hydra that campaigning armies often make wide detours to avoid intruding on such a beast's bone-strewn lair. Those that march on regardless do so either out of confidence in their battle-prowess or ignorance of the Hydra's savagery.

Only creatures as twisted as the Dark Elves would look upon the Hydra's vicious glory and deem it insufficient for the task at hand. But ever since the Witch King's Beastmasters first tamed the creatures, the Naggarothi have continually experimented with breeding techniques and dark enchantments to raise the raw ferocity and power of successive generations. The War Hydras of Naggaroth's armies are therefore a far more daunting foe than those the Dark Elves first encountered many long centuries ago in the Annuli Mountains.

War Hydras are notoriously difficult for their handlers to control, and a Beastmaster must be quick with his lash lest he be devoured in the enemy's stead. They are even more difficult to slay, for not only are their scaly bodies incredibly well armoured, they also regenerate damage at a frightening rate. A foe's only chance is to sever all the monster's heads in quick succession – if even a single one remains, the remainder will swiftly grow back and devour the impudent attacker for his troubles.



There are many ways to be slain by a Hydra: torn apart, swallowed whole, crushed underfoot, immolated or even skewered by arrows as they ricochet off its scaled hide. Generals often see even their finest troops pulverised by just a single War Hydra and are then left to watch with horror as the beast emerges unscathed from the carnage, vents forth an ear-splitting roar, and then charges forwards with thundering strides to trample another regiment into ruin.

War Hydra

M	WS	BS	S	T	W	I	A	Ld
6	4	4	5	5	5	2	3	6

TROOP TYPE: Monster.

SPECIAL RULES: Large Target, Scaly Skin (4+), Terror.

If One Head is Severed...: A War Hydra has three Attacks, +1 for each remaining Wound.

...Another Takes its Place: If this model is alive at the end of your turn, roll a number of D6 equal to the difference between the War Hydra's starting number of Wounds and its current number of Wounds. For each roll of a 4+, the War Hydra immediately recovers a single Wound lost earlier in the battle.

UPGRADES:

Fiery Breath: A War Hydra with this upgrade has a Strength 4 Breath Weapon with the Flaming Attacks special rule.

Spit Fire: A War Hydra with this upgrade can make a shooting attack with the following profile:

Range	Strength	Special Rules
8"	*	Flaming Attacks, Multiple Shots (*)

* The Strength and Multiple Shots value of this attack is equal to the War Hydra's remaining number of Wounds.

THE CONTEST OF CLAWS

Beastmasters can be found all over Naggaroth, for they are drawn to wherever potential pets can be found. However, there is a traditional rivalry between the rulers of Karond Kar and Clar Karond, who each claim to have dominion over the most accomplished Beastmasters of all. This claim is settled, once each year, in the Contest of Claws – a formal battle between whichever Beastmasters from the two cities are prepared to put their lives and those of their charges, at risk for the fleeting honour of their city. The Contest of Claws is always a closely fought affair, with both sides arranging 'accidents', assassinations and as many other forms of skulduggery as possible to ensure their rightful victory.

THE BEASTS OF NAGGAROTH

The Dark Elves take great pride in breaking the savage creatures of Naggaroth to their service, and their armies' ranks are thick with all manner of wild and ferocious beasts. Some are trained from youth to serve as loyal and prestigious mounts; others are scarcely tamed at all, and must be goaded into battle with lash and scourge.

BLACK DRAGONS

Dragons once ruled the skies of the world. Now, their race is but a shadow of its former power and majesty. When the Old Ones arrived, the greatest Dragons found the world too warm for their liking and hid from the bright sun, while more still stole into caverns and the ocean depths with the coming of Chaos.

These massive beasts still slumber, undisturbed by the passing millennia and all but impossible to rouse. Younger Dragons, still tremendously powerful monsters, sometimes rise from their sleep at the call of the Elves or when other events disturb their aeons-long dreams. Most of these rest in the realm of Caledon or Ulthuan, friends to the Dragon Princes who are descended from the great archmage Caledon Dragontamer, ally of Aenarion.

Like all intelligent creatures, Dragons are prone to acts of good or ill depending upon their disposition and the nature of their upbringing. When Malekith first began his plotting to usurp the Phoenix Crown, his agents stole many Dragon eggs from their nests in Caledon. These were secretly nurtured in Nagarythe, and enchanted with dark spells to corrupt the unborn within. The fiercest Black Dragon from this first clutch was Sulekh, a fearsome monster of ferocious power who was slain only by the combined efforts of three High Elf princes and Caledon the Conqueror. Since Sulekh's death at the hands of the High Elves, her children have continued to fight alongside the Dark Elves, seeking vengeance for their ancestor.

A Black Dragon is capable of slaughtering entire armies with its claws, horns and fangs. With expulsions of noxious gas from its maw, it can wither the lungs of its victims and desiccate their flesh. The thick hide of a Black Dragon protects it from even the weightiest blows of its enemies. Perhaps the greatest weapon of all is the overwhelming wyrm-dread that fills the enemy upon sighting such a bloodthirsty and destructive monster.

	M	WS	BS	S	T	W	I	A	Ld
Black Dragon	6	6	0	6	6	6	3	5	8

TROOP TYPE: Monster.

SPECIAL RULES: Fly, Hatred (High Elves), Large Target, Scaly Skin (3+), Terror.

Noxious Breath: A Black Dragon has a Strength 4 Breath Weapon. All models in a unit that has suffered one or more casualties from the attack suffers a -1 penalty to their Weapon Skill and Ballistic Skill until the end of the following turn.

HARPIES

Harpies make their nests in the uppermost spires of Karaz-a-Kar. Some claim they are the souls of slain Witch Elves given physical form, others that they are a manifestation of Khaine. They are certainly vicious enough for either to be true. In Naggaroth lore, Harpies are considered to be an omen of good fortune, and it is claimed that if they ever deserted Karaz-a-Kar, the city would fall soon after. Harpies are smaller in temperament to the Dark Elves, for they delight in tormenting their victims. Hunger drives them to follow raiding forces for months on end, soaring patiently in the skies until battle begins.

Harpies

	M	WS	BS	S	T	W	I	A	Ld
	5	3	0	3	3	1	5	2	6

TROOP TYPE: Infantry.

SPECIAL RULES: Fly.

DARK PEGASI

Dark Pegasi make their nests on the northernmost peaks of the Iron Mountains. It is from these eyries that the Dark Elves steal young Pegasi to serve as steeds – a fully-grown beast is too savage to be trained. The majority of these young Dark Pegasi are sold in Ghrend, for such beasts are favoured as steeds by the Sorceresses of the Dark Convent.

Dark Pegasus

	M	WS	BS	S	T	W	I	A	Ld
	8	3	0	4	4	3	4	2	6

TROOP TYPE: Monstrous Beast.

SPECIAL RULES: Fly.

Impale Attack: On a turn in which it charges, a Dark Pegasus' close combat attacks are resolved at +1 Strength.

BLOODWRACK MEDUSAE

Not all Bloodwrack Medusae are goaded to war atop monolithic shrines. Some emerge willingly from their lairs and follow the scent of blood to war. They are unreliable allies who pay no heed to any battle plan, seeking only to share their own torment with their luckless victims.

Bloodwrack Medusa

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

TROOP TYPE: Monstrous Infantry.

SPECIAL RULES: Always Strikes First, Avert Your Gaze! (see page 48), Bloodwrack Stare (see page 48), Fear, Frenzy, Hatred (High Elves), Murderous Prowess.

MANTICORES

Dark Elves hold the creature in higher esteem than the Manticore, for they believe it to be one of the thousand incarnations of Khial, and daring Beastmasters venture as far north as the Chaos Wastes in search of young Manticores to sell at auction. Manticores can be tamed enough to take a rider, though they remain feral. Even if his steed occasionally ignores his commands and pitches him into unfavourable fights, a Dark Elf considers this a minor risk compared to the fear and respect that having such a mount brings.

	M	WS	BS	S	T	W	I	A	Ld
Manticore	6	5	0	5	5	4	5	4	5

TROOP TYPE: Monster.

SPECIAL RULES: Fly, Killing Blow, Large Target, Terror.

Uncontrollable: At the start of each friendly turn, a model riding a Manticore must take a Leadership test. If the test is failed, the Manticore and its rider are subject to Frenzy until the start of their next turn. Also, should a Manticore's rider be slain, the Manticore does not take a Monster Reaction test. Instead, it is automatically affected by the 'Raaargh!' Monster Reaction result.

UPGRADES:

Blind Rage: A Manticore with this upgrade has +D3 Attacks (roll each round of combat, immediately before the model attacks). However, all enemies attacking the Manticore in close combat receive a +1 bonus To Hit.

Iron Hard Skin: A Manticore with this upgrade has the Scaly Skin (4+) special rule.

NETHU, KEEPER OF THE LAST DOOR

Nethu is Ereth Khial's son, and the gatekeeper of Mirai, the Underworld. It is his task to see that those souls claimed by the Pale Queen remain sealed away until the hour of the Rhana Dhandra – the last battle of the gods. It is also Nethu's duty to see that no intruder breaches the Mirai to steal away the secrets of the dead – at least, not without offering a suitable tribute to the Pale Queen.

In this, the Keeper of the Last Door is aided by a host of Dark Pegasi, who watch unblinkingly from the battlements of his dark fortress, easily mistaken for statuary by the unwary. When roused, none are safe, for their shadowy maws consume soul-stuff as easily as mortal flesh.



KHARIBDYSS

The Kharibdyss is a loathsome beast of the uncharted depths, its kind seldom seen on land save when the Dark Elves goad one to war. Untold numbers of these primeval horrors stand in the murky deep off Naggaroth's western coastline, satiating their hunger on any creature foolish enough to cross their path. Occasionally, a Kharibdyss can be sighted upon the broken isles of Naggaroth's western coast, tentacles writhing with slime and sea-spray as the beast hunts for tasty morsels.

The Beastmasters of Clar Karond covet the Kharibdyss as a prize beyond treasures, and only the very wealthiest can hope to acquire one. Even an army of Dark Elves would be easy prey for such a creature in its own environment, and only by employing a Sorceress to lure a Kharibdyss to the surface can a Beastmaster hope to capture one and break it to his will.

Many Beastmasters make great fanfare of having tamed a Kharibdyss, but in truth, the creature needs little forcing into battle. It is a brutish and slow-witted beast at heart, and simply rampages wherever hunger leads it. This course of destruction must occasionally be altered by a timely swipe of the Beastmaster's scourge, lest the beast feast upon Dark Elves rather than their foes. This is not to say that unfortunate accidents do not occur if the creature is not properly trained. More than one Beastmaster has met bloody reprisal from his fellows after a Kharibdyss has eaten its way through the Naggarothi ranks – but such occurrences are few and far between.



Once broken, a Kharibdyss can be counted amongst the most formidable weapons at a Beastmaster's command. Its slimy body, adapted to resist the fantastic pressures of the ocean, is unstoppable once on land, possessing colossal strength and incredible fortitude. Smaller foes are plucked from the battlefield and swept into the Kharibdyss' maw by its crown of flailing tentacles; larger ones are entangled and held fast whilst razor-sharp teeth feast upon their succulent flesh.

The Kharibdyss' digestive juices are ferociously efficient, and can dissolve flesh, metal and bone in a matter of minutes. It is not said of enchanted artefacts and a few precious gemstones, which are curiously resistant to the attentions of the monster's gullet. Indeed, the belly of a slain Kharibdyss often something of a treasure trove, full of whatever magical possessions adorned its victims at the moment of digestion. Such items provide some solace to a Beastmaster who is unfortunate enough to lose his Kharibdyss to battle. If he is lucky, the value of these treasures will at least partially offset the expense of acquiring a new plaything.

	M	WS	BS	S	T	W	I	A	Ld
Kharibdyss	6	5	0	7	5	5	4	5	6

TROOP TYPE: Monster.

SPECIAL RULES: Large Target, Poisoned Attacks, Scaly Skin (4+), Terror.

Abyssal Howl: Enemy units that are in base contact with one or more Kharibdyss models must re-roll successful Leadership tests.

A unit is immune to the effects of Abyssal Howl if the majority of its models have one or more of the following special rules: Fear, Terror and Immune to Psychology.

Feast of Bones: If the Kharibdyss directs all of its close combat Attacks against the same model, and all of those Attacks hit, then the target model suffers an additional D6 Strength 7 hits.

MATHLANN, LORD OF THE DEEPS

Mathlann is the King of Storm and Sea, the ruler of the savage creatures of the deeps. He is an unpredictable deity, as likely to bestow curses as he is to grant favours, and seemingly makes no distinction between the various races of Elves, only seeing a difference between those who plough his beloved seas, and those who prefer to remain bound to dry land.

Black Ark Corsairs revere Mathlann most highly. In part, this is simply good sense – any Elf who spends so much of his life upon the waves is well-advised to ensure he remains in good standing with the King of Storm and Sea. However, the Corsairs also feel a kinship with Mathlann that transcends mere worship, for they too are a force of destruction that strikes without warning from calm seas, bringing ruin to fleets, ports and coastlines.

THE LORE OF DARK MAGIC

When generating spells, a Wizard can swap a randomly generated Dark Magic spell for one of the lore's two signature spells. Wizards who know two or more spells from the Lore of Dark Magic can instead swap any two Dark Magic spells for both signature spells.

POWER OF DARKNESS (Signature Spell)

Cast on 8+

The caster drives unstable power from the Realm of Chaos to empower their spells as well as their models.

Power of Darkness is an **augment** spell that targets the caster's unit. All models in the target unit have a +1 bonus to their Strength characteristic until the start of the caster's next Magic phase. Then add D3 power dice to your power pool. If three dice are generated, the caster suffers a Wound with no armour saves allowed.

DOOMBOLT (Signature Spell)

Cast on 12+

The caster hurls a bolt of blazing black fire at his foe.

Doombolt is a **magic missile** with a range of 18" that causes 2D6 Strength 5 hits. The Wizard can instead choose to cast a more powerful version, inflicting 4D6 Strength 5 hits. If they do so, the casting value is increased to 24+.

1. CHILLWIND

Cast on 5+

The wizard assails the enemy with a freezing gale.

Chillwind is a **magic missile** with a range of 24" that causes 2D6 Strength 2 hits. If the target suffers any unsaved Wounds, all models in the unit suffer a -1 penalty to their Ballistic Skill characteristic until the start of the caster's next Magic phase.

2. WORD OF PAIN

Cast on 9+

As the caster utters a forbidden name, her foes are wracked with agony.

Word of Pain is a **hex** spell with a range of 24". All models in the target unit suffer -D3 to both their Weapon Skill and Ballistic Skill until the start of the caster's next Magic phase (roll once for both). The Wizard can instead choose to cast a more powerful version of the spell that also inflicts the -D3 penalty to their Strength and Initiative (to a minimum of 1). If they do so, the casting value is increased to 12+.

3. BLADEWIND

Cast on 9+

A clutch of hungry swords sweep across the battlefield.

Bladewind is a **direct damage** spell with a range of 24". Every model in the target unit must pass a Weapon Skill test or suffer a Strength 4 hit with the Armour Piercing special rule.

SPITEFUL CONJURATION

When a Dark Elf Wizard successfully casts a **hex**, **magic missile** or **direct damage** spell from this lore, the spell is not dispelled, and the casting roll contains any double, the spell's target suffers 2D6 Strength 1 hits with the Armour Piercing special rule. If the casting roll contains any treble, the spell's target instead suffers 3D6 Strength 1 hits with the Armour Piercing special rule. In either case, the hits are resolved after the spell has been resolved.

(Lore Attribute)

4. SHROUD OF DESPAIR

Cast on 10+

At the caster's command, light is driven from the battlefield and numbing darkness rushes to fill the void.

Shroud of Despair is a **hex** spell that targets all enemy units within 12". Until the start of the caster's next Magic phase, the targets cannot benefit from the Hold Your Ground! or Inspiring Presence rules. In addition, whenever a target unit fails a Leadership test of any kind, all target units (including the one that failed) suffer -1 to their Leadership until the start of the caster's next Magic phase (this effect is cumulative with itself).

5. SOUL STEALER

Cast on 11+

Tendrils of pure, solidified darkness writhe out from the wizard's outstretched hands, draining the life force from their hapless enemies to renew the caster's own vigour.

Soul Stealer is a **direct damage** spell. Place the small round template anywhere within 18" of the Wizard – it then scatters D6". All models hit by the template suffer a Strength 2 hit with no armour saves allowed. Roll a D6 for each unsaved Wound inflicted by Soul Stealer. For each roll of 4+, the caster immediately gains a single Wound (to a maximum of 10). The Wizard can choose to extend the range of this spell to 36". If they do so, the casting value is increased to 14+.

6. ARNZIPAL'S BLACK HORROR

Cast on 15+

The caster tears down the walls between realities, and a black cloud of roiling energy sweeps across the battlefield. As the darkness travels, slimy tentacles lash out from its depths, dragging unfortunate victims screaming to an unknown fate.

Remains in play. Arnzipal's Black Horror is a **magical vortex** that uses the small round template. Once the template is placed, the player then nominates a direction in which the Black Horror will move. To determine how many inches the template moves, roll an artillery dice and multiply the result by the caster's Wizard level. Any model touched by, or passed over by the template must pass a Strength test or be slain outright with no armour saves allowed (a model may take a single ward save, if it has one – the model remains in play if the save succeeds).

If the result on the artillery dice is a misfire, centre the template on the caster and roll both a scatter dice and a D6. The template moves a number of inches equal to the result of the D6, in the direction shown on the scatter dice (if you roll a Hit!, use the little arrow shown on the Hit! symbol). In either event, in subsequent turns, the Black Horror travels in a random direction and moves a number of inches equal to the roll on an artillery dice. If a misfire is rolled in subsequent turns, the Black Horror collapses in on itself and is removed. A particularly brave Wizard can infuse Arnzipal's Black Horror with more power, so that it uses the large round template instead. If they do so, the casting value is increased to 25+.

THE BLACK ARMOURY

On the following pages are magic items available to Dark Elf armies. These can be taken in addition to any of the magic items listed in the *Dark Elf* rulebook.

HYDRA BLADE Magic Weapon

500 points

The Hydra Blade was carved from a single fang of Akholrak, first and greatest of the War Hydras broken to Malekith's service. As like its many-headed namesake, its keen edge strikes repeatedly against its foes. Though Akholrak is dead now, torn asunder long ago by the talons of the great Caledonian Dragon Incalampir, its malice lives on within this gnarled and twisted sword. Only those of iron will can hope to dominate the Hydra Blade, for it is imbued with an echo of Akholrak's malice and is little inclined to suffer the commands of another. Most wielders discover the blade's willfulness more than offset by its alacrity, but more than a few have perished needlessly in encounters where skill would have served them far better than speed.

The wielder of the Hydra Blade has the Random Attacks (D6+A) special rule, where A is the Attacks characteristic of the wielder. In addition, at the start of any round of close combat in which the bearer will fight, he must take a Leadership test with a -2 modifier before striking any blows. If the test is passed, nothing extra happens. If the test is failed, the wielder suffers a -5 penalty to Weapon Skill (to a minimum of 1) but gains the Heroic Killing Blow special rule until the end of the round.



CHILLBLADE Magic Weapon

50 points

When Malekith obliterated the northern citadel of Har Kaldra, he offered neither warning nor quarter. The iron-clad fortress was blasted to rime-soured splinters with a single cataclysmic spell. Even after, the freezing north wind has wailed with the agonised cries of those who perished that day, and its chill grasp can be broken only by neither fur nor flame. It was from scattered shards of Har Kaldra that the Chillblade was forged. Its merest touch freezes not only the physical body but also the soul within, leaving the victim paralysed and easy prey for his attacker's next strike.

Attacks made with the Chillblade wound automatically. Any model that suffers one or more unsaved Wounds from the Chillblade must immediately pass a Toughness test or suffer -3 to its Attacks characteristic (to a minimum of 1) until the end of the following Close Combat phase.

BLACK DRAGON EGG Enchanted Item

50 points

In Ulthuan, the egg of a Dragon is sacred, and harsh punishment awaits any who endanger or disturb a Dragon nest. In Naggaroth, a Dragon egg is naught but a potential source of power, and their nests nothing but cradles to nurture that power. So it is that for every Black Dragon Egg that develops into a hatchling, countless dozens more are taken and consumed, so that their devourers might take a portion of the eggs' strength as their own.

One use only. The bearer may consume this item at the start of any player turn. For the rest of that turn, the consumer has Strength and Toughness 6, and a Strength 2 Breath Weapon, against which no armour saves can be taken.

CLOAK OF TWILIGHT Enchanted Item

50 points

Woven from the hair of innocents and dyed with the blood of sorcerers, the Cloak of Twilight is all but invisible to the mortal eye. The cloak has served many masters well across the long centuries. It was this garb that allowed Morathi to keep a close watch on the Phoenix Court of Bel Shanaar even from Naggaroth. Centuries later, it had passed from the Hag Sorceress' hands and became the tool that allowed the Master Assassin, Venomblade, to stalk the blood-slicked streets of Tor Elyr as he visited his Night of Screaming Death upon the folk of that great city. Ownership of the Cloak of Twilight guarantees an ambitious Dark Elf the success he craves, but is not without risk. However determined its wearer, there is always a more ruthless pretender, his mind set to steal the cloak's power for his own.

The wearer of the Cloak of Twilight has a 3+ ward save against Wounds caused by shooting attacks and spells. Furthermore, in the first round of any close combat, the wearer of the Cloak of Twilight has both the Killing Blow and Multiple Wounds (D3) special rules.

THE BLACK AMULET

60 points

Talisman
Carved from the tortured heartstone of a mountain drenched in Dark Magic, the Black Amulet is a lustrous polished stone of midnight hue. It is engraved with a single glowing rune, and into its oblong facets have been poured all the captured malice and spite that emanates from the chill lands of Naggaroth. To behold its darksome shape is to see despair made physical, it is to abandon even the merest memory of hope.

The wearer of the Black Amulet has a 4+ ward save. Furthermore, each time the bearer of the Black Amulet makes a successful ward save while fighting in a challenge, the Black Amulet inflicts one Wound on the bearer's opponent. Armour saves cannot be taken against Wounds caused by the Black Amulet.

RING OF HOTEK

50 points

Talisman
Hotek was an outcast priest of Vaul. It was he who forged Malekith's rune-etched armour, and he also oversaw the creation of many of the Witch King's most terrible weapons. Renegade and mercenary though he was, Hotek was no fool. He knew that he lived only at Malekith's fickle pleasure, and so created for himself an armoury of defences – both magical and physical – with which he hoped to blunt the Witch King's wrath long enough to escape. Ultimately, Hotek did not perish at Malekith's hands, but was poisoned at Morathi's order. His armoury was broken up soon after, the scattered pieces changing hands with the ebb and flow of patronage and power. None of the artefacts have known as many masters as the Ring of Hotek, for this trinket of obsidian and black diamond is claimed to be the renegade priest's greatest work.

The bearer has the Magic Resistance (3) special rule. In addition, any enemy Wizard that attempts to cast or target a spell on a unit within 6" of the bearer will suffer a miscast on a roll of double 1, as well as double 6. Miscasts caused by a roll of double 1 do not benefit from irresistible force.

BANNER OF NAGARYTHE

100 points

Magic Standard

During the Sundering, many of Nagarythe's treasures were lost in battle or destroyed by natural disaster. Those that remained were greedily seized upon by nobles of both allegiances. Some fell into the hands of the Aesani, who hid them away from Malekith's forces, but the most important were taken by the Dark Elves. The Banner of Nagarythe is the greatest of all such treasures, woven through with silver thread and inlaid with pearls and diamonds. For the Dark Elves, the Banner of Nagarythe is a physical reminder of the injustices heaped upon them by the Phoenix Throne. Moreover, it is the personal standard of the Witch King and proclaims his right to rule not only Naggaroth, but the ten kingdoms of Ulthuan as well. For their part, the Shadow Warriors of Nagarythe deem this banner too mired in corruption and betrayal to any longer have any redemptive purpose. They seek not its return, but its destruction.

All models in the unit carrying the banner have the Unbreakable special rule, as do Alith Anar, any Shadow Warriors and any Shadow-walkers (from *Warhammer: High Elves*) if their unit is within 12" of the banner.

THE GEM OF SPITE

Arcane Item

35 points

Many Dark Elves feel that a misfortune shared is, if not exactly a misfortune halved, then at least one in which they can take a certain malignant (and possibly posthumous) glee. Such was the goal behind the creation of the Gem of Spite. It was fashioned during a rare civil war in Ghrond, when sorceress fought sorceress in an attempt to claim a place at Morathi's right hand. The Gem of Spite still turns up from time to time, normally in the possession of one who has fallen from the Hag Sorceress' favour.

Whenever the bearer suffers a miscast, the Gem of Spite inflicts a single Strength 6 hit on every enemy Wizard within 12". Each time a Wound is caused by the Gem of Spite, your opponent can discard a dice from his dispel pool. If they do so, the Wound is negated and has no effect.

THE SACRIFICIAL DAGGER

Arcane Item

25 points

This dagger is a tiny splinter of the cruel weapon wielded by Hekarti, Goddess of Dark Magic. It was shivered from her blade during a failed attempt to sacrifice her sister, Atharti, to an older and darker power than she. The shard was flung far and came to rest in the caverns beneath Ghrond. Here, amongst the bleached bones and rubble, it was discovered by Khaeleth the Sorceress. She claimed the dagger as her own and learned how to unlock its power to transmute the soul-essence of living creatures into a raw and hungry magic. So began Khaeleth's rise to the foremost seat of power within the Dark Convent of Ghrond, an elevation marked by blood sacrifice and the darkest of sorceries.

Once per casting attempt, after the casting dice are rolled but before a dispel attempt is made, the bearer of this magic item can sacrifice one model in her unit. Choose which model is sacrificed – it is immediately removed as a casualty with no saves of any kind allowed – then roll a D6. On a 4+, the Sorceress gains an extra power dice that must be rolled and added to the casting result; dispel attempts can now be made and the spell resolved. On a roll of 3 or less, the sacrifice has not generated enough power – you can either immediately sacrifice another model from the unit and roll again, following the procedure above, or accept the original casting result (if the bearer is the only model remaining in the unit, no further sacrifices can be attempted).

TOME OF FURION

Arcane Item

25 points

Dark Magic is destruction incarnate – even its most basic precepts are corrosive to mind, body and soul. Few tomes containing its secrets therefore exist, for mere paper and papyrus smoulder to naught within decades of being inked with such sigils. The Tome of Furion is a rare exception to this rule. Its pages are flayed Orc-hide, but the book endures its burdens thanks only to the carefully layered enchantments Furion bound into its covers. The letters inscribed within writhe and shift like living creatures, and the pages are warm to the touch even in the dead of winter.

When the bearer of the Tome of Furion generates spells from the Lore of Dark Magic, she can choose one spell – the rest must be generated following the normal rules.

LORDS

MALEKITH

Profile
Malekith
Seraphon (Black Dragon)

Magic Items:

- Destroyer
- Armour of Midnight
- Supreme Spellshield
- Circle of Iron

Special Rules (Malekith):

- Absolute Power
- Always Strikes First
- Eternal Hatred
- Fear
- Immune to Psychology
- Hekarti's Blessing
- Murderous Prowess

Special Rules (Seraphon):

- Fly
- Hatred (High Elves)
- Large Target
- Noxious Breath
- Scaly Skin (3+)
- Terror

M	WS	BS	S	T	W	I	A	Ld
5	8	7	5	4	3	8	4	10
6	7	0	6	6	6	3	6	8

Troop Type
Infantry (Special Character)
Monster

510 points

Magic:

Malekith is a Level 4 Wizard who uses spells from the Lore of Dark Magic.

Options:

- May be mounted on one of the following:
 - Cold One 25 points
 - Cold One Chariot (see page 93 for profile. Count the cost against your allowance for Lords. Malekith replaces both of the chariot's crew) 110 points
 - Seraphon (Black Dragon) 300 points



MORATHI

Profile
Morathi
Sulephet (Dark Pegasus)

Magic Items:

- Heartrender and the Darksword

Mount:

- Sulephet (Dark Pegasus)

Special Rules:

- Always Strikes First (Morathi only)
- Enchanting Beauty
- Fly
- Hatred (High Elves) (Morathi only)
- Hekarti's Blessing
- Impale Attack (Sulephet only)
- Murderous Prowess
- The First Sorceress
- Thousand and One Dark Blessings

Magic:

Morathi is a Level 4 Wizard who uses spells from the Lore of Death, the Lore of Shadow and the Lore of Dark Magic.

M	WS	BS	S	T	W	I	A	Ld
5	5	4	3	3	3	6	3	10
8	4	0	4	4	3	4	3	6

Troop Type
Monstrous Cavalry (Special Character)

375 points

HELLEBRON

Profile
Hellebron

Gifts of Khaine:

- Cry of War
- Rune of Khaine
- Witchbrew

Magic Items:

- Deathsword and the Cursed Blade
- Amulet of Dark Fire

Special Rules:

- Always Strikes First
- Frenzy
- Hatred (High Elves)
- Murderous Prowess
- Poisoned Attacks

M	WS	BS	S	T	W	I	A	Ld
5	7	7	4	3	3	9	4	10

Troop Type
Infantry (Special Character)

310 points

Options:

- May be mounted on one of the following:
 - Manticore 150 points
 - May be upgraded to have Iron Hard Skin 20 points
 - May be upgraded to have Blind Rage 25 points
 - Cauldron of Blood (see page 87 for profile) 100 points

LORDS

MALUS DARKBLADE

295 points

Profile

Malus Darkblade
Spite (Cold One)

M	WS	BS	S	T	W	I	A	Ld
5	7	7	4	3	3	8	4	10
7	3	0	4	4	1	2	3	4

Troop Type

Cavalry (Special Character)

Equipment:

- Heavy armour
- Sea Dragon cloak

Magic Items:

- Sword of Khaine

Special Rules:

- Always Strikes First (Malus only)
- Eternal Hatred
- Fear
- Murderous Prowess
- Not Just a Dumb Brute
- Unkilled
- Unwounded

Mount:

- Spite (Cold One)

DREADLORD

140 points

Profile

Dreadlord

M	WS	BS	S	T	W	I	A	Ld
5	7	7	4	3	3	8	4	10

Troop Type

Infantry (Character)

Equipment:

- Hand weapon
- Light armour

Special Rules:

- Always Strikes First
- Hatred (High Elves)
- Murderous Prowess

Options:

- May be armed with one of the following:
 - Additional hand weapon (unless mounted) 3 points
 - Halberd 3 points
 - Lance (mounted only) 7 points
 - Great weapon 6 points
- May be armed with one of the following:
 - Repeater crossbow 5 points
 - Repeater handbow 5 points
 - Brace of repeater handbows 10 points
- May replace light armour with heavy armour 6 points
- May take a shield 3 points
- May take a Sea Dragon cloak 8 points
- May be mounted on one of the following:
 - Dark Steed 20 points
 - Cold One 25 points
 - Dark Pegasus 50 points
 - Manticore 150 points
 - May be upgraded to have Iron Hard Skin 20 points
 - May be upgraded to have Blind Rage 25 points
 - Cold One Chariot (see page 93 for profile.
Count the cost against your allowance for Lords.
The Dreadlord replaces one of the chariot's crew) 120 points
 - Black Dragon 300 points
- May take magic items up to a total of 100 points



SUPREME SORCERESS

185 points

Profile

Supreme Sorceress

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

Troop Type

Infantry (Character)

Equipment:

- Hand weapon

Magic:

A Supreme Sorceress is a Level 3 Wizard who uses spells from the Lore of Dark Magic or one of the eight Lores of Battle Magic in the *Warhammer* rulebook.

Special Rules:

- Always Strikes First
- Hatred (High Elves)
- Hekarti's Blessing
- Murderous Prowess

Options:

- May be upgraded to a Level 4 Wizard 35 points
- May be mounted on one of the following:
 - Dark Steed 20 points
 - Cold One 25 points
 - Dark Pegasus 50 points
 - Manticore 150 points
 - May be upgraded to have Iron Hard Skin 20 points
 - May be upgraded to have Blind Rage 25 points
 - Black Dragon 300 points
- May take magic items up to a total of 100 points

LORDS

HIGH BEASTMASTER

Profile
High Beastmaster

Equipment:
• Spear
• Light armour
• Sea Dragon cloak

Special Rules:

- Always Strikes First
- Beastslaver
- Hatred (High Elves)
- Murderous Prowess

Options:

- Must be mounted on one of the following:
 - Manticore free
 - May be upgraded to have Iron Hard Skin 20 points
 - May be upgraded to have Blind Rage 25 points
 - Scourgerunner Chariot (see page 94 for profile).
The High Beastmaster replaces one of the chariot's crew) free
- May take magic items up to a total of 100 points

Troop Type
Infantry (Character)

300 points

M WS BS S T W I A Ld
5 7 7 4 3 3 8 3 9

BLACK ARK FLEETMASTER

Profile
Black Ark Fleetmaster

Equipment:
• Two hand weapons
• Light armour
• Sea Dragon cloak

Special Rules:

- Always Strikes First
- Hatred (High Elves)
- Murderous Prowess
- Show No Weakness

Options:

- May take magic items up to a total of 50 points

Troop Type
Infantry (Character)

155 points

M WS BS S T W I A Ld
5 6 6 4 3 3 7 3 9

MOUNTS

Profile
Black Dragon
Cold One
Dark Pegasus
Dark Steed
Manticore

M WS BS S T W I A Ld
6 6 0 6 6 6 3 5 8
7 3 0 4 4 1 2 2 3
8 3 0 4 4 3 4 2 6
9 3 0 3 3 1 4 1 5
6 5 0 5 5 4 5 4 5

Troop Type
Monster
War Beast
Monstrous Beast
War Beast
Monster

Special Rules:

- *Black Dragon*: Fly, Hatred (High Elves), Large Target, Noxious Breath, Scaly Skin (3+), Terror.
- *Cold One*: Fear, Stupidity, Thick-skinned.
- *Dark Pegasus*: Fly, Impale Attack.
- *Dark Steed*: Fast Cavalry.
- *Manticore*: Fly, Killing Blow, Large Target, Terror, Uncontrollable.

CAULDRON OF BLOOD

Profile
Cauldron of Blood
Witch Elf Crew

Crew:
2 Witch Elf Crew

Drawn by:
The Will of the Gods

Equipment (Crew):

- Two hand weapons

Equipment (Cauldron of Blood):

- Scythes

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

Special Rules:

- Always Strikes First
- Bloodshield of Khaine
- Frenzy
- Fury of Khaine
- Hatred (High Elves)
- Large Target
- Magic Resistance (1)
- Poisoned Attacks
- Murderous Prowess
- Strength of Khaine
- Terror
- Will of the Gods

Troop Type
Chariot (Armour Save 6+)

HEROES

SHADOWBLADE

245 points

Profile

Shadowblade

M WS BS S T W I A Ld
6 10 10 4 3 2 15 3 8

Troop Type

Infantry (Special Character)

Equipment:

- Two hand weapons
- Throwing weapons

Forbidden Poisons:

- Black Lotus
- Black Venom
- Bloodbane

Magic Items:

- Hekarti's Blessing
- Potion of Darkness
- Strength

Special Rules:

- A Killer, not a Leader
- Always Strikes First
- Dance of Doom
- Hatred (High Elves)
- Hidden
- Immune to Psychology
- Master of Disguise
- Murderous Prowess
- Poisoned Attacks

LOKHIR FELLHEART

235 points

Profile

Lokhir Fellheart

M WS BS S T W I A Ld
5 6 6 4 3 2 7 3 9

Troop Type

Infantry (Special Character)

Equipment:

- Heavy armour
- Sea Dragon cloak

Magic Items:

- The Red Blades
- Helm of the Kraken

Special Rules:

- Always Strikes First
- Daring Leap
- Hatred (High Elves)
- Merciless Slaver
- Murderous Prowess
- Show No Weakness

KOURAN DARKHAND

180 points

Profile

Kouran Darkhand

M WS BS S T W I A Ld
5 9 6 4 3 2 7 3 9

Troop Type

Infantry (Special Character)

Magic Items:

- Crimson Death
- The Armour of Grief

Special Rules:

- Always Strikes First
- Eternal Hatred
- Immune to Psychology
- Murderous Prowess
- The Right Hand of Darkness
- Stubborn

TULLARIS DREADBRINGER

155 points

Profile

Tullaris Dreadbringer

M WS BS S T W I A Ld
5 6 6 4 3 2 7 3 9

Troop Type

Infantry (Special Character)

Equipment:

- Heavy armour

Magic Items:

- The First Draich

Special Rules:

- Always Strikes First
- Fear
- Hatred (High Elves)
- Khaine's Sacred Slaughterer
- Killing Blow
- Murderous Prowess

SORCERESS

80 points

Profile

Sorceress

M WS BS S T W I A Ld
5 4 4 3 3 2 5 1 8

Troop Type

Infantry (Character)

Equipment:

- Hand weapon

Special Rules:

- Always Strikes First
- Hatred (High Elves)
- Hekarti's Blessing
- Murderous Prowess

Magic:

A Sorceress is a Level 1 Wizard who uses spells from the Lore of Dark Magic or one of the eight Lore of Battle Magic in the *Warhammer* rulebook.

Options:

- May be upgraded to a Level 2 Wizard 35
- May be mounted on one of the following:
 - Dark Steed 10
 - Cold One 12
 - Dark Pegasus 50
- May take magic items up to a total of 50

HEROES

MASTER
Profile
Master

Equipment:
• Hand weapon
• Light armour

Special Rules:

- Always Strikes First
- Hatred (High Elves)
- Murderous Prowess

M WS BS S T W I A Ld
5 6 6 4 3 2 7 3 9

Troop Type
Infantry (Character)

70 points

BATTLE STANDARD BEARER

One Master or Death Hag may carry the battle standard for +25 points. The Battle Standard Bearer may carry a magic standard (with no points limit). A model that carries a magic standard cannot have any other magic items.



Options:

- May be armed with one of the following:
 - Additional hand weapon (unless mounted) 2 points
 - Halberd 2 points
 - Great weapon 5 points
 - Lance (mounted only) 4 points
- May be armed with one of the following:
 - Repeater crossbow 6 points
 - Repeater handbow 5 points
 - Brace of repeater handbows 5 points
- May replace light armour with heavy armour 10 points
- May take a Sea Dragon cloak 4 points
- May take a shield 6 points
- May be mounted on one of the following:
 - Dark Steed 2 points
 - Cold One 10 points
 - Dark Pegasus 12 points
 - Manticore 50 points
 - May be upgraded to have Iron Hard Skin 150 points
 - May be upgraded to have Blind Rage 20 points
 - Cold One Chariot (see page 93 for profile. Count the cost against your allowance for Heroes. The Master replaces one of the chariot's crew) 25 points
- May take magic items up to a total of 120 points
- May take magic items up to a total of 50 points

DEATH HAG

Profile
Death Hag

Equipment:
• Two hand weapons

Special Rules:

- Always Strikes First
- Frenzy
- Hatred (High Elves)
- Murderous Prowess
- Poisoned Attacks

M WS BS S T W I A Ld
5 6 6 4 3 2 7 3 9

Troop Type
Infantry (Character)

85 points

Options:

- May take one of the following:
 - Cry of War 15 points
 - Witchbrew 30 points
 - Rune of Khaine 40 points
- May take a single magic weapon worth up to 50 points
- May be mounted on a Cauldron of Blood (see page 87 for profile) 190 points

KHAINITE ASSASSIN

Profile
Khainite Assassin

Equipment:
• Hand weapon
• Throwing weapons

Special Rules:

- A Killer, not a Leader
- Always Strikes First
- Hatred (High Elves)
- Hidden
- Immune to Psychology
- Murderous Prowess
- Poisoned Attacks

M WS BS S T W I A Ld
5 9 9 4 3 2 10 3 8

Troop Type
Infantry (Character)

90 points

Options:

- May be armed with one of the following:
 - Additional hand weapon 2 points
 - Repeater handbow 5 points
- May take one of the following:
 - Black Lotus 15 points
 - Dark Venom 20 points
 - Manbane 20 points
- May take magic items up to a total of 50 points

CORE UNITS

DEAD SPEARS

Profile
Dark Elf Warrior
Lordling

M	WS	BS	S	T	W	I	A	Ld
5	4	4	3	3	1	5	1	8
5	4	4	3	3	1	5	2	8

Troop Type
Infantry
Infantry

9 points per model

Unit Size: 10+

Equipment:

- Spear
- Light armour
- Shield

Special Rules:

- Always Strikes First
- Hatred (High Elves)
- Murderous Prowess

Options:

- May upgrade one Dark Elf Warrior to a Lordling10 points
- May upgrade one Dark Elf Warrior to a musician10 points
- May upgrade one Dark Elf Warrior to a standard bearer10 points
- One Deadspears unit with a standard bearer may take a magic standard worth up to25 points

BLEAKSWORDS

Profile
Dark Elf Warrior
Lordling

M	WS	BS	S	T	W	I	A	Ld
5	4	4	3	3	1	5	1	8
5	4	4	3	3	1	5	2	8

Troop Type
Infantry
Infantry

9 points per model

Unit Size: 10+

Equipment:

- Hand weapon
- Light armour
- Shield

Special Rules:

- Always Strikes First
- Hatred (High Elves)
- Murderous Prowess

Options:

- May upgrade one Dark Elf Warrior to a Lordling10 points
- May upgrade one Dark Elf Warrior to a musician10 points
- May upgrade one Dark Elf Warrior to a standard bearer10 points
- One Bleakswords unit with a standard bearer may take a magic standard worth up to25 points

DARKSHARDS

Profile
Dark Elf Warrior
Guardmaster

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

Troop Type
Infantry
Infantry

12 points per model

Unit Size: 10+

Equipment:

- Hand weapon
- Repeater crossbow
- Light armour

Special Rules:

- Always Strikes First
- Hatred (High Elves)
- Murderous Prowess

Options:

- May upgrade one Dark Elf Warrior to a Guardmaster10 points
- May upgrade one Dark Elf Warrior to a musician10 points
- May upgrade one Dark Elf Warrior to a standard bearer10 points
- One Darkshards unit with a standard bearer may take a magic standard worth up to25 points
- The entire unit may take shields1 point per model



CORE UNITS

BLACK ARK CORSAIRS

Profile
Black Ark Corsair
Reaver

Unit Size: 10+

Equipment:
• Hand weapon
• Light armour
• Sea Dragon cloak

Special Rules:

- Always Strikes First
- Hatred (High Elves)
- Murderous Prowess

Options:

- May upgrade one Black Ark Corsair to a Reaver 10 points
– Reaver may take a brace of repeater handbows 4 points
- May upgrade one Black Ark Corsair to a musician 10 points
- May upgrade one Black Ark Corsair to a standard bearer 10 points
– One Black Ark Corsairs unit with a standard bearer may take a magic standard worth up to 25 points
- The entire unit must take one of the following:
– Additional hand weapons 2 points per model
– Repeater handbows 2 points per model

M	WS	BS	S	T	W	I	A	Ld
5	4	4	3	3	1	5	1	8
5	4	4	3	3	1	5	2	8

Troop Type
Infantry
Infantry
9 points per model



DARK RIDERS

Profile
Dark Rider
Herald
Dark Steed

Unit Size: 5+

Equipment:
• Spear
• Light armour

Special Rules:

- Always Strikes First (Riders only)
- Fast Cavalry
- Hatred (High Elves) (Riders only)
- Murderous Prowess

Options:

- May upgrade one Dark Rider to a Herald 10 points
- May upgrade one Dark Rider to a musician 10 points
- May upgrade one Dark Rider to a standard bearer 10 points
- The entire unit may take shields 1 point per model
- The entire unit may take repeater crossbows 3 points per model

M	WS	BS	S	T	W	I	A	Ld
5	4	4	3	3	1	5	1	8
5	4	5	3	3	1	5	1	8
9	3	0	3	3	1	4	1	5

Troop Type
Cavalry
Cavalry
-

16 points per model

WITCH ELVES

Profile
Witch Elf
Hag

Unit Size: 10+

Equipment:
• Two hand weapons

Special Rules:

- Always Strikes First
- Frenzy
- Hatred (High Elves)
- Madness of Khaine
- Murderous Prowess
- Poisoned Attacks

Options:

- May upgrade one Witch Elf to a Hag 10 points
- May upgrade one Witch Elf to a musician 10 points
- May upgrade one Witch Elf to a standard bearer 10 points
– One Witch Elves unit with a standard bearer may take a magic standard worth up to 50 points

M	WS	BS	S	T	W	I	A	Ld
5	4	4	3	3	1	6	1	8
5	4	4	3	3	1	6	2	8

Troop Type
Infantry
Infantry

11 points per model

SPECIAL UNITS

COLD ONE KNIGHTS

Profile
Cold One Knight
Dread Knight
Cold One

M	WS	BS	S	T	W	I	A	Ld
5	5	4	4	3	1	6	1	9
5	5	4	4	3	1	6	2	9
7	3	0	4	4	1	2	2	3

Troop Type

Cavalry
Cavalry
-

30 points per model

Unit Size: 5+

Equipment:

- Hand weapon
- Lance
- Heavy armour
- Shield

Special Rules:

- Always Strikes First (Riders only)
- Fear
- Hatred (High Elves) (Riders only)
- Murderous Prowess
- Stupidity
- Thick-skinned

Options:

- May upgrade one Cold One Knight to a Dread Knight.....10 points
- May upgrade one Cold One Knight to a musician.....10 points
- May upgrade one Cold One Knight to a standard bearer.....10 points
- May take a magic standard worth up to.....50 points



BLACK GUARD OF NAGGAROND

Profile
Black Guard
Tower Master

M	WS	BS	S	T	W	I	A	Ld
5	5	4	3	3	1	6	2	9
5	5	4	3	3	1	6	3	9

Troop Type

Infantry
Infantry

15 points per model

Unit Size: 10+

Equipment:

- Halberd
- Heavy armour

Special Rules:

- Always Strikes First
- Eternal Hatred
- Immune to Psychology
- Murderous Prowess
- Stubborn

Options:

- May upgrade one Black Guard to a Tower Master.....10 points
- May upgrade one Black Guard to a musician.....10 points
- May upgrade one Black Guard to a standard bearer.....10 points
- May take a magic standard worth up to.....50 points

SHADES

Profile
Shade
Bloodshade

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

Troop Type

Infantry
Infantry

16 points per model

Unit Size: 5+

Equipment:

- Hand weapon
- Repeater crossbow

Special Rules:

- Always Strikes First
- Hatred (High Elves)
- Murderous Prowess
- Scouts
- Skirmishers

Options:

- May upgrade one Shade to a Bloodshade.....10 points
- May upgrade one Shade to a musician.....10 points
- May upgrade one Shade to a standard bearer.....10 points
- The entire unit may take one of the following:
 - Additional hand weapons.....2 points per model
 - Great weapons.....2 points per model
- The entire unit may take light armour.....1 point per model

SPECIAL UNITS

COLD ONE CHARIOT

Profile
Cold One Chariot
Knight Charioteer
Cold One

Unit Size: 1

Crew:
2 Knight Charioteers

Drawn by:
2 Cold Ones

M	WS	BS	S	T	W	I	A	Ld
-	-	-	5	5	4	-	-	-
-	5	4	4	-	-	6	1	9
7	3	-	4	-	-	2	2	-

Troop Type
Chariot (Armour Save 3+)

115 points

Equipment (Crew):

- Hand weapon
- Spear
- Repeater crossbow

Special Rules:

- Always Strikes First (Charioteers only)
- Fear
- Hatred (High Elves) (Charioteers only)
- Murderous Prowess
- Stupidity

Equipment (Chariot):

- Scythes

HARGANETH EXECUTIONERS

Profile
Executioner
Draich Master

Unit Size: 10+

Equipment:

- Great weapon
- Heavy armour

Special Rules:

- Always Strikes First
- Hatred (High Elves)
- Killing Blow
- Murderous Prowess

Options:

- May upgrade one Executioner to a Draich Master.10 points
- May upgrade one Executioner to a musician.10 points
- May upgrade one Executioner to a standard bearer.10 points
- May take a magic standard worth up to50 points

M	WS	BS	S	T	W	I	A	Ld
5	5	4	4	3	1	5	1	9
5	5	4	4	3	1	5	2	9

Troop Type
Infantry
Infantry

12 points per model



SPECIAL UNITS

REAPER BOLT THROWER

70 points

Profile
Reaper Bolt Thrower
Dark Elf

M	WS	BS	S	T	W	I	A	Ld
-	-	-	-	7	2	-	-	-
5	4	4	3	3	1	5	1	8

Troop Type
War Machine

Unit Size: 1

Equipment (Crew):

- Hand weapon
- Light armour

Special Rules (Crew):

- Always Strikes First
- Hatred (High Elves)
- Murderous Prowess

Special Rules (Reaper Bolt Thrower):

- Repeater Bolt Thrower

Crew:

2 Dark Elf Crew

A Dark Elf army may include up to 4 Reaper Bolt Throwers, and up to 8 in a Grand Army.

HARPIES

15 points per model

Profile
Harpies

M	WS	BS	S	T	W	I	A	Ld
5	3	0	3	3	1	5	2	6

Troop Type
Infantry

Unit Size: 5+

Special Rules:

- Fly

SCOURGERUNNER CHARIOT

150 points

Profile
Scourgerunner Chariot
Beastmaster Crew
Dark Steed

M	WS	BS	S	T	W	I	A	Ld
-	-	-	4	4	4	-	-	-
-	4	4	3	-	-	5	2	8
9	3	0	3	-	-	4	1	5

Troop Type
Chariot (Armour Save 5+)

Unit Size: 1

Drawn by:

2 Dark Steeds

Equipment (Crew):

- Hand weapon
- Spear
- Repeater crossbow

Special Rules:

- Always Strikes First (Crew only)
- Hatred (High Elves) (Crew only)
- Murderous Prowess

Crew:

2 Beastmaster Crew

Equipment (Chariot):

- Ravager harpoon



WAR HYDRA

160 points

Profile
War Hydra

M	WS	BS	S	T	W	I	A	Ld
6	4	4	5	5	5	2	3+*	6

Troop Type
Monster

Unit Size: 1

Special Rules:

- If One Head is Severed...
- ...Another Takes its Place
- Large Target
- Scaly Skin (4+)
- Terror

Options:

- May take one of the following:
 - Fiery Breath..... 20 points
 - Spit Fire..... 20 points

RARE UNITS

DOOMFIRE WARLOCKS

25 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld
Doomfire Warlock	7	4	4	4	3	1	5	2	8
Master of Warlocks	8	4	4	4	3	1	5	3	8
Dark Steed	9	3	0	3	3	1	4	1	5

Troop Type

Cavalry
Cavalry
-

Unit Size: 5+

Equipment:
• Hand weapon

Special Rules:

- Always Strikes First (Riders only)
- Always Strikes First
- Hatred (High Elves) (Riders only)
- Murderous Prowess
- Poisoned Attacks (Riders only)
- Prey of the Dark Prince

Options:

- May upgrade one Doomfire Warlock to a Master of Warlocks. 10 points

BLOODWRACK MEDUSA

90 points

Profile	M	WS	BS	S	T	W	I	A	Ld
Bloodwrack Medusa	7	5	5	4	4	3	5	3	2

Troop Type

Monstrous Infantry

Unit Size: 1

Special Rules:

- Always Strikes First
- Avert Your Gaze!
- Bloodwrack Stare
- Fear
- Frenzy
- Hatred (High Elves)
- Murderous Prowess

KHARIBDYSS

160 points

Profile	M	WS	BS	S	T	W	I	A	Ld
Kharibdyss	6	5	0	7	5	5	4	5	6

Troop Type

Monster

Unit Size: 1

Special Rules:

- Abyssal Howl
- Feast of Bones
- Large Target
- Poisoned Attacks
- Scaly Skin (4+)
- Terror

BLOODWRACK SHRINE

175 points

Profile	M	WS	BS	S	T	W	I	A	Ld
Bloodwrack Shrine	5	-	-	5	6	5	-	-	-
Shrinekeeper	-	4	4	3	-	-	5	1	8
Bloodwrack Medusa	-	5	5	4	-	-	5	3	-

Troop Type

Chariot (Armour Save 6+)

Unit Size: 1

Equipment (Crew):

- Spear

Crew:

1 Bloodwrack Medusa
and 2 Shrinekeepers

Equipment (Bloodwrack Shrine):

- Scythes

Drawn by:

The Will of the Gods

Special Rules:

- Always Strikes First
- Aura of Agony
- Avert Your Gaze!
- Bloodwrack Stare (Bloodwrack Medusa only)
- Hatred (High Elves)
- Large Target
- Magic Resistance (1)
- Murderous Prowess
- Terror
- Will of the Gods

SISTERS OF SLAUGHTER

15 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld
Sister of Slaughter	5	6	4	3	3	1	6	2	9
Handmaiden of Shards	5	6	4	3	3	1	6	3	9

Troop Type

Infantry
Infantry

Unit Size: 10+

Special Rules:

- Always Strikes First
- Dance of Death
- Hatred (High Elves)
- Murderous Prowess
- The Trial of Blades

Options:

- May upgrade one Sister of Slaughter to a Handmaiden of Shards. 10 points
- May upgrade one Sister of Slaughter to a musician. 10 points
- May upgrade one Sister of Slaughter to a standard bearer. 10 points
- May take a magic standard worth up to. 50 points

Equipment:

- Hand weapon
- Shield

SUMMARY

LORDS	M	WS	BS	S	T	W	I	A	Ld	Type	Page
Black Ark Fleetmaster	5	6	6	4	3	3	7	3	9	In	40
Dreadlord	5	7	7	4	3	3	8	4	10	In(SC)	37
Hellebron	5	7	7	4	3	3	8	3	9	In	38
High Beastmaster	5	7	7	4	3	3	8	4	10	In(SC)	37
Malekith	5	8	7	5	4	3	8	4	10	Mo	
- Seraphon	6	7	0	6	6	6	3	6	8	Mo	
Malus Darkblade	5	7	7	4	3	3	8	4	10	Ca(SC)	56
- Spite	7	3	0	4	4	1	2	3	4	-	
Morathi	5	5	4	3	3	3	6	3	10	MC(SC)	54
- Sulephet	8	4	0	4	4	3	4	3	6	-	
Supreme Sorceress	5	4	4	3	3	3	5	1	9	In	37

HEROES	M	WS	BS	S	T	W	I	A	Ld	Type	Page
Death Hag	5	6	6	4	3	2	7	3	9	In	46
Khainite Assassin	5	9	9	4	3	2	10	3	8	In	36
Kouran Darkhand	5	9	6	4	3	2	7	3	9	In(SC)	59
Lokhir Fellheart	5	6	6	4	3	2	7	3	9	In(SC)	58
Master	5	6	6	4	3	2	7	3	9	In	35
Shadowblade	6	10	10	4	3	2	10	3	9	In(SC)	57
Sorceress	5	4	4	3	3	2	5	1	8	In	37
Tullaris Dreadbringer	5	6	6	4	3	2	7	3	9	In(SC)	60

CORE UNITS	M	WS	BS	S	T	W	I	A	Ld	Type	Page
Black Ark Corsair	5	4	4	3	3	1	5	1	8	In	40
- Reaver	5	4	4	3	3	1	5	2	8	In	
Dark Elf Warrior	5	4	4	3	3	1	5	1	8	In	39
- Lordling	5	4	4	3	3	1	5	2	8	In	
- Guardmaster	5	4	5	3	3	1	5	1	8	In	
Dark Rider	5	4	4	3	3	1	5	1	8	Ca	41
- Herald	5	4	5	3	3	1	5	1	8	Ca	
- Dark Steed	9	3	0	3	3	1	4	1	5	-	
Witch Elf	5	4	4	3	3	1	6	1	8	In	46
- Hag	5	4	4	3	3	1	6	2	8	In	

SPECIAL UNITS	M	WS	BS	S	T	W	I	A	Ld	Type	Page
Black Guard	5	5	4	3	3	1	6	2	9	In	43
- Tower Master	5	5	4	3	3	1	6	3	9	In	
Cold One Chariot	-	-	-	5	5	4	-	-	-	Ch	42
- Knight Charioteer	-	5	4	4	-	-	6	1	9	-	
- Cold One	7	3	-	4	-	-	2	2	-	-	
Cold One Knight	5	5	4	4	3	1	6	1	9	Ca	42
- Dread Knight	5	5	4	4	3	1	6	2	9	Ca	
- Cold One	7	3	0	4	4	1	2	2	3	-	
Executioner	5	5	4	4	3	1	5	1	9	In	44
- Draich Master	5	5	4	4	3	1	5	2	9	In	
Harpy	5	3	0	3	3	1	5	2	6	In	50
Reaper Bolt Thrower	-	-	-	-	7	2	-	-	-	WM	39
- Dark Elf Crew	5	4	4	3	3	1	5	1	8	-	
Scourgerunner Chariot	-	-	-	4	4	4	-	-	-	Ch	38
- Beastmaster Crew	-	4	4	3	-	-	5	2	8	-	
- Dark Steed	9	3	0	3	-	-	4	1	5	-	
Shade	5	5	5	3	3	1	5	1	8	In	40
- Bloodshade	5	5	6	3	3	1	5	1	8	In	
War Hydra	6	4	4	5	5	5	2	3+*	6	Mo	49

RARE UNITS	M	WS	BS	S	T	W	I	A	Ld	Type
Bloodwitch Medusa	7	5	5	4	4	3	5	3	2	Type
Bloodwitch Shrine	5	-	-	5	6	5	-	-	-	MI
- Shrinekeeper	-	4	4	3	-	-	5	1	8	Ch
- Bloodrack Medusa	-	5	5	4	-	-	5	3	-	-
- Bloodrack Warlock	5	4	4	4	3	1	5	2	8	Ca
- Master of Warlocks	5	4	4	4	3	1	5	3	8	Ca
- Dark Steed	9	3	0	3	3	1	4	1	5	-
Kharibdyss	6	5	0	7	5	5	4	5	6	Mo
Sister of Slaughter	5	6	4	3	3	1	6	2	9	In
- Handmaiden of Shards	5	6	4	3	3	1	6	3	9	In

MOUNTS	M	WS	BS	S	T	W	I	A	Ld	Type
Black Dragon	6	6	0	6	6	6	3	5	8	Mo
Cold One	7	3	0	4	4	1	2	2	3	WB
Dark Pegasus	8	3	0	4	4	3	4	2	6	MB
Dark Steed	9	3	0	3	3	1	4	1	5	WB
Manticore	6	5	0	5	5	4	5	4	5	Mo
Cauldron of Blood	5	-	-	5	6	5	-	-	-	Ch
- Witch Elf Crew	-	4	4	3	-	-	6	1	-	-

Troop Type Key: In=Infantry, WB=War Beast, Ca=Cavalry, MI=Monstrous Infantry, MB=Monstrous Beast, MC=Monstrous Cavalry, SC=Special Character, Mo=Monster, Ch=Chariot, Sw=Swarms, Un=Unique, WM=War Machine.

