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DARK ELVES



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THE DARK ELF ARMY MOUNTS A FEROCIOUS ATTACK AGAINST THEIR ARCH ENEMIES THE HIGH ELVES

WARHAMMER[®] ARMIES

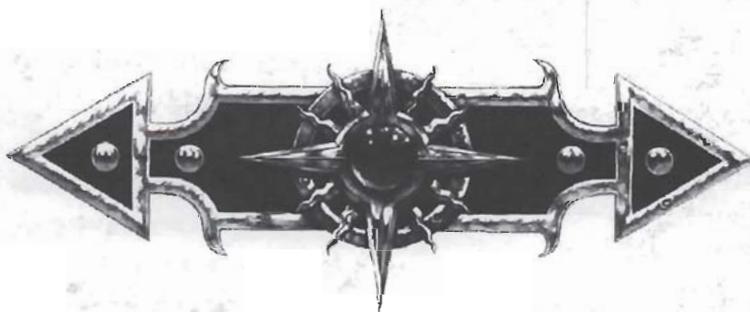
DARK ELVES

BY JERVIS JOHNSON

Cover art by David Gallagher

Black & white art by John Blanche, Wayne England, Mark Gibbons & Des Hanley

Stories by Jonathon Green



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British Library Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library.

GAMES WORKSHOP LTD.
CHEWTON STREET
HILLTOP, EASTWOOD
NOTTINGHAM NG16 3HY
UK

GAMES WORKSHOP INC.
3431-C BENSON AVENUE
BALTIMORE, MARYLAND
21227 - 1072
US

GAMES WORKSHOP
1645 BONHILL RD
UNITS 9-11, MISSISSAUGA
ONTARIO L5T 1R3
CANADA

GAMES WORKSHOP
23 LIVERPOOL ST,
INGLEBURN,
NSW 2565
AUSTRALIA

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PRODUCT CODE: 0137

GAMES WORKSHOP[®]

ISBN: 1 872372 88 0

PRODUCT

CONTENTS

INTRODUCTION	4	ALLIES	47
THE HISTORY OF THE DARK ELVES	5	PRESENTATION OF PROFILES	47
THE BIRTH OF THE DARK ELVES	5	LIMITATIONS ON CERTAIN CHARACTERS/UNITS	47
THE BLOODY-HANDED GOD	6	SPECIAL CHARACTERS	47
THE BLIGHTED ISLE AND THE SWORD OF KHAINE	7	ARMOUR	48
THE BLACK ARKS OF NAGGAROTH	7	EQUIPMENT LIST	48
THE UNDERWORLD SEA	8	ARMY SELECTION	48
THE BOILING SEA	8		
NAGGAROTH, LAND OF CHILL	8	CHARACTERS:	
NAGGAROND, THE TOWER OF COLD	9	DARK ELF GENERAL	49
GHROND, THE NORTH TOWER	9	DARK ELF BATTLE STANDARD	49
KAROND KAR, THE TOWER OF DESPAIR	9	DARK ELF HERO	49
HAG GRAEF, THE DARK CRAG	9	DARK ELF CHAMPION	50
HAR GANETH, CITY OF EXECUTIONERS	10	SORCERERS	50
CLAR KAROND, THE TOWER OF DOOM	10	DARK ELF ASSASSIN	50
THE WATCH TOWERS	10		
		REGIMENTS:	
DARK ELF TIMELINE	11	COLD ONE KNIGHTS	51
		DARK RIDERS	51
DARK ELF WAR MACHINES	15	EXECUTIONERS	51
REPEATER BOLT THROWER	15	BLACK GUARD OF NAGGAROTH	52
WITCH ELF CAULDRON OF BLOOD	16	DARK ELF CROSSBOWMEN	52
		DARK ELF WARRIORS	52
HEAVY METAL PAGES	17	DARK ELF CITY GUARD	52
		WITCH ELVES	53
DARK ELF BESTIARY	33	DARK ELF SCOUTS	53
DARK ELF WARRIORS	33	BLACK ARK CORSAIRS	53
DARK ELF SORCERERS	34	DARK ELF SPEARMEN	54
BLACK ARK CORSAIRS	34	HARPIES	54
DARK RIDERS	35	WAR MACHINES	54
DARK STEEDS	35	MONSTERS	55
WITCH ELVES	36		
EXECUTIONERS	37	SPECIAL CHARACTERS:	
DARK ELF SCOUTS	37	THE WITCH KING OF NAGGAROTH	56
DARK ELF ASSASSINS	40	BEASTLORD RAKARTH	58
COLD ONES	41	MORATHI, THE HAG SORCERESS	59
HARPIES	41	CAPTAIN KOURAN	60
DARK ELF WAR HYDRA	42	CRONE HELLEBRON, THE HAG QUEEN	60
DARK ELF CITY GUARD	42	TULLARIS	61
		SHADOWBLADE, MASTER OF ASSASSINS	62
DARK ELF ARMY LIST	46		
CHARACTERS	46	DARK ELF BATTLE TACTICS	65
REGIMENTS	47	SAMPLE DARK ELF ARMY:	
WAR MACHINES	47	VRANETH'S RAIDERS	67
MONSTERS	47	DARK ELVES REFERENCE	79



INTRODUCTION

Over five thousand years ago a great civil war erupted in the Elven land of Ulthuan. For decades the two sides battled against each other, unleashing a period of anarchy, terror, death and bloodshed on the kingdoms of the High Elves. The war began when Malekith – the future Witch King of Naggaroth – attempted to seize the power in a bloody coup.

Malekith and his black-hearted followers forsook the way of the old Elven gods and sought out the forbidden power of dark sorcery. When their kin attempted to stop Malekith the Elven kingdoms were plunged into a long and bloody war. Ultimately the Dark Elves, as these renegades were named, were driven out and banished. They settled in Naggaroth, in bitter and resentful exile. Here they established their own kingdoms amongst the dark mountains and pine forests of the aptly named Land of Chill. The largest and oldest of these cities is Naggarond, where the ancient and undying Witch King holds court and continues to mastermind the Dark Elves' never-ending war against the High Elves.

Over the millennia the Dark Elves have been twisted and corrupted until they have become complete opposites of the noble and altruistic High Elves. They are a cruel and wicked race, revelling in the pain and despair of others, completely untrustworthy, and capable of carrying out the most wanton acts of depravity and murder.

Of all of the races in the Warhammer world the Dark Elves appear to be the most purely evil, for they will take pleasure in performing a malicious act for no other reason than that it causes suffering to others. Like a child that pulls the wings off a fly, a Dark Elf will slowly torture a prisoner to death simply to see how how much pain they can inflict

before the victim dies. Not even the followers of the vile Chaos gods are so depraved, for while they are perfectly capable of performing acts of quite unspeakable horror, they at least do so in the name of their gods and to spread their unholy religion. The Dark Elves neither have nor seem to feel the need for such reasons or excuses.

Like all Elves, Dark Elves are lithe and sinuous, their muscles are strong and their reactions every bit as quick as their agile minds. Despite their deathly pallor and cruel faces they are savagely beautiful and highly intelligent. As suits their nature, the Dark Elves almost invariably wear dark and sinister attire. Their helmets and other wargear are exquisitely well-made, and highly decorated with distinctive patterns in black, gold and silver. Almost all Dark Elves, both men and women, are deadly and extremely dangerous fighters, equally adept with sword, spear or their famous repeater crossbow. At times of war almost the entire Dark Elf population can be called to arms, which means that the Dark Elves are capable of fielding huge armies even though the total number of Dark Elves is very small compared to the other races that inhabit the Warhammer world.

In battle the Dark Elves prefer to use guile and cunning to defeat their enemies rather than pure brute force. Dark Elf armies have large numbers of the infamous Dark Elf Scouts and Dark Rider cavalry. These troops range ahead of the main army, spreading fear and confusion and reporting back with detailed information on the enemy's deployment. If at all possible the Dark Elves will use this information to draw the enemy into a trap or ambush.

Even when forced to fight a pitched battle, a Dark Elf army will not normally charge the enemy head-on. Instead the Dark Elves will use their repeater crossbows and repeater bolt-throwers to wear down the enemy and goad them into a rash attack. As the enemy move forward, Dark Rider cavalry will mount hit and run attacks on their flanks, while Dark Elf Scouts will emerge from hiding to unleash flurries of well-aimed crossbow bolts before they can be attacked back. Only when the enemy's advance starts to falter under the relentless hail of missiles and surprise attacks will the Dark Elves unleash their Cold One Knights and War Hydras to finish the enemy off.

Although the majority of Dark Elves are warriors by nature and inclination, this is not true for all of them. The Dark Elves are a race touched by magic power, and Dark Elf Sorcerers have become the ultimate masters of Dark sorcery. The High Elves Mages knew of the power of Dark Magic but for long ages turned their back on its possibilities, considering it too dangerous to use. It was Malekith who long ago first started experimenting with the power of Dark Magic. Many say that in doing this he was touched by the power of Chaos, and it was this which corrupted his once noble spirit. Be this as it may, Malekith's experiments revealed a new form of magical energy of terrifying power. Once he had mastered its deadly secrets for himself, Malekith began to teach a small but growing band of followers how to use Dark Magic. Thus were born the Dark Elf sorcerers and, in time, the entire Dark Elf race.



THE HISTORY OF THE DARK ELVES

THE BIRTH OF THE DARK ELVES

The Dark Elf race was born in war, a conflict that has continued for more than 5,000 years. The roots of this terrible war lie with one being, once a High Elf prince of the most noble blood, but who was destined to become the Witch King of the Dark Elves. The name of this abomination was Malekith.

Malekith was the son of Aenarion, the first of the High Elf Phoenix Kings, and the mysterious and beautiful seeress Morathi. He grew to be a mighty warrior and a great sorcerer. What no-one knew was that Malekith had been secretly experimenting with the power of Dark Magic, and that his contact with its evil energies had corrupted his spirit and created in him an overwhelming desire for supreme power.

However, Malekith's secret experiments slowly began to affect his appearance and character. He grew slowly more and more introverted, his skin grew more pallid, and his personality became progressively more sinister and intimidating. So it was that when Aenarion died there were many who doubted that Malekith would make a suitable ruler, and he was passed over in favour of Bel-Shanaar, who became the second Phoenix King. Hiding his resentment and frustration, Malekith vowed to wait until he could make the throne his own. None suspected his evil intentions or his unquenchable thirst for power.

Malekith bided his time. In the colonies he led successful armies against the Orcs and the forces of Chaos. His expeditions took him ever onward to the cold colonies of the northern New World. Here in the rubble of an abandoned pre-human city he found the Cirlet of Iron, a talisman of awesome sorcerous power. Finally, after many decades, he worked himself into a position of power second only to the Phoenix King's, and then he acted.



Malekith claimed that Bel-Shanaar was a secret worshipper of the Chaos gods, and then had him poisoned. Believing that all he now had to do was crown himself as the new Phoenix King, Malekith marched into the sacred flame of the god Asuryan, the final test that each Phoenix King has to pass to prove their worthiness for the crown. Malekith was confident that he could endure the ordeal as his father had done before him, but he was proved horribly wrong. The flame of Asuryan would not suffer his polluted body to pass through it. Horribly scarred and burned, Malekith was cast back onto the side of the platform he had entered from.

Malekith and his followers fled to their stronghold in the mountains to the north of Ulthuan. Leaderless, the Elves



did not pursue. Frantic consultations were held and it was decided that the third Phoenix King was to be Imrik, who upon his succession took the name Caledor the First. Meanwhile civil war raged throughout Ulthuan. It was a period of great confusion and conflicting rumour. Brother fought brother. In the far realms and colonies no-one knew who the true king was. Some spoke for Caledor, some spoke for Malekith.

In strength the two sides were equally matched. The followers of Malekith were numerous and well-versed in sorcery, being descendants of those grim Elves who had followed Aenarion after he took up the Sword of Khaine. There were no fiercer warriors among Elvenkind. Their mountainous stronghold in the north of Ulthuan was a near impregnable base from which they could launch their attacks. At first they were as organised and disciplined as their enemies were confused. However, the new Phoenix King could call on the mighty Dragon-riders of Caledor and the legions of the Phoenix Guard.

Malekith himself recovered his strength and called his armourers to him. With the aid of the sorcerers he had trained in the arts of Dark Magic and Hotek, a renegade Priest of Vaul, he forged a great suit of black armour which would lend strength to his withered and fire-blasted body. To the brow of its great horned helm was welded the Cirlet of Iron. On the day of its creation he had his armourers fuse the suit directly to his body. After passing through the fires of Asuryan even the infernal heat of their



forges could not hurt him. After that day those who looked upon Malekith shuddered, for he was a figure of dread. Ever afterwards, Malekith was to be known as the Witch King.

Fell he was and many were his victories but to no avail. Slowly and surely the truth of what had happened came out, and slowly and surely the Elves rallied to the side of Caledor. Time and again the new Phoenix King proved his cunning as a general. He sprang traps and ambushes on the Witch King's forces. He crushed them on the open field of battle. The White Lions protected him from many assassination attempts and his personal retinue of Sapherian wizards countered all death-spells. Finally Caledor faced the Witch King himself in battle and defeated the mightiest of his armies, driving them into the marshes of Maledor.

The Witch King decided on a final gamble. He gathered all his sorcerers together and revealed a plan as mad as it was bold: he intended to undo the spells that bound the Realm of Chaos to the Northern Wastes. The Witch King and his fellows would call upon the dark gods of Chaos themselves to help them defeat Caledor. So far lost to sanity were many of the Dark Elves that they readily agreed. At dusk as the sky shimmered with weird many-coloured lights, the Witch King and his followers attempted to carry out their supremely evil plan. For hours the Witch King and his followers struggled, but it slowly became obvious that even their combined might was not great enough to break through the magical barriers that contained the Realm of Chaos.

Suddenly a surge of mystical power came hurtling back to strike the Witch King and his followers. Many of the Witch King's coven fell stone dead. The land bucked and heaved like a terrified horse and a storm of baleful magic raced

over the land. Nothing could withstand the terrible forces unleashed. The earth itself buckled under the titanic stress, and across the island continent earthquakes cast down cities and levelled mountains. A wall of water a thousand feet high smashed down and the sea rushed in to cover a huge area of northern Ulthuan. Tens of thousands of Elves were slain, drowned by waves, buried by earthquakes, struck by magical lightning. The shock of the sinking was felt as far away as the World's Edge Mountains and is recorded in the chronicles of the Dwarf kings.

The power of the Witch King was reduced but not broken. In those last hours as the seas rushed in to devour the land the Witch King and the mightiest of his followers cast dark and terrible spells. As the waves crashed round the hilltops the wizards' palaces broke free and floated on the surface of the waves. Large as icebergs they drifted off to the north carrying the remaining followers of the Witch King. Thus were created the infamous Black Arks of Naggaroth.

The cataclysm destroyed much of what had been built up during the long reign of Bel-Shanaar and left the Elves temporarily too weak to pursue their dark kinsfolk. The Black Arks made landfall in the bleak north of the New World, near where Malekith had found the Circler of Iron. The Dark Elves named their new land Naggaroth, the Land of Chill. Their towers became the cores of new cities. Other Black Arks were left to patrol the stormy seas. There they drew the sea monsters cast up from the ocean bottom by the sinking of the land into the service of their evil master. The fell kingdom of the Dark Elves had been born: death and destruction were the legacy it would bring to all the races of the Warhammer world.

THE BLOODY-HANDED GOD

The Dark Elves worship the bloody-handed God Khaine, or Khaela Mensha Khaine as he is known in the Elven tongue. Khaine has been worshipped by the Elves since well before the birth of the Dark Elves. He is the Elf god of war, murder, hatred and destruction. He is the destroying god, who represents to the Elves the fact that in order for there to be life there must also be death, in order to have peace there must also be war, in order to have happiness there must be suffering, in order to have love there must also be hatred and murder.

Khaine still has his place in the pantheon of gods worshipped by the High Elves, but his destructiveness is balanced by other Elf gods that represent aspects of the High Elf character opposed to his nature. The High Elves see Khaine as the god of unleashed violence. His murder lust is there to be used when danger threatens but it must be controlled and used wisely.

This is not the case for the Dark Elves. For them there is only one god, Khaine, because in their lives there is only death, war, suffering, hatred and murder. They have no time for life, peace, happiness or love, and thus no time for the Elven gods that represent these virtues. The Dark Elves have given themselves over entirely to the worship of Khaine. They let their dark sides control their lives and actively seek opportunities to cause death and carnage. They revel in their wickedness and gratify it at every opportunity.

Within Dark Elf society there are a number of religious cults committed to the dark rites of their god. Of these the Witch Elves are by far the more numerous and renowned. They worship Khaine's war-like aspect, taking frenzied joy in the destructiveness and mayhem of bloody battle. They are the brides of Khaine – beautiful but deadly, cruel and uncaring, their bodies lithe and strong. There are many who would give their very lives to lie in the seductive embrace of the Witch Elves of Khaine.

THE BLIGHTED ISLE AND THE SWORD OF KHAINE

At the very northern tip of Ulthuan lie the Isles, all which remains of the land that was shattered and destroyed when the Witch King attempted to unbind the spells that contained the Realm of Chaos. Rising over the misty wilderness of the Blighted Isle, largest of the surviving islands, is the great shrine to Khaine. This shrine has long been abandoned but it is still a place of great power and of deep significance both to the Dark Elves and the High Elves.

The shrine itself is a massive black altar in which is embedded the Sword of Khaine, the Widowmaker, the ultimate weapon. The sword is old as the world and deadly as poison, a shard of the fatal weapon forged by Elven smith god Vaul for Khaine, a fragment of crystallised death capable of slaying daemons and gods alike. The only mortal being to wield it and live was Aenarion, and in doing he fulfilled a prophecy which cursed the Elf race to eons of tragedy and doomed his line to eternal damnation.

The shrine sits on a vast plain covered with bones and skulls. Many battles have been fought here between the Dark Elves and the High Elves for control of the shrine, and it is said at night the spirits of the dead can be seen drifting over the battlefield locked in eternal battle. In a way the struggle for the Shrine of Khaine is symbolic of the struggle in the soul of the Elf race, between those who follow darkness and those who seek some measure of harmony. No-one knows how the struggle will end.

THE BLACK ARKS OF NAGGAROTH

When the Dark Elves attempted to break the spells that contained the Realm of Chaos, they unleashed a cataclysm which turned the north of Ulthuan into a wasteland. So great was the destruction that much of the area sank under a gigantic tidal wave, but the Dark Elves were not daunted. As the mighty flood swept over the land the Witch King and the strongest Dark Elf Sorcerers cast powerful spells on their fortress-palaces, shielding them from the deluge. The castles tore free from the very bedrock of the land and floated on the roiling waters, held together by titanic binding enchantments. These spells allowed them not only to float but to be navigated.

Thus were created the Black Arks of Naggaroth, mightiest of all the sea-going vessels in the Warhammer world. They are enormous craft: sinister floating fortresses, covered in eldritch carvings which are painful to behold. They are regarded by the Dark Elves as being the furthest outposts

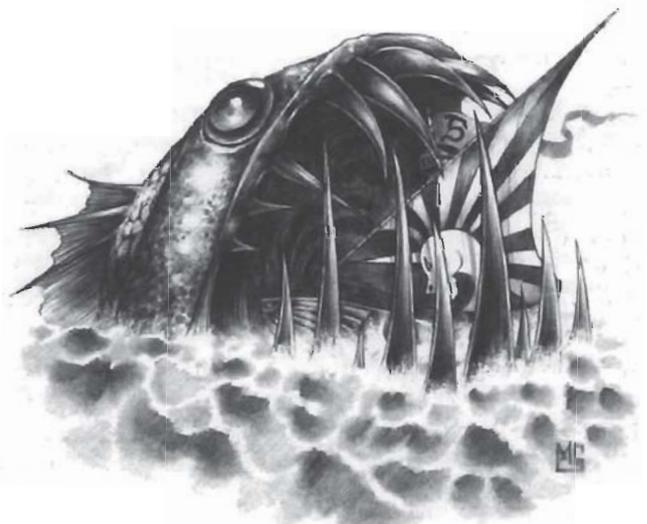
of Naggaroth, and they range the wide seas performing inscrutable errands in the service of the Witch King.

The Black Arks are much bigger than they appear from the surface of the ocean. Like icebergs, much of their bulk is below the surface. In the rock below are dark dismal caverns, lit by eerie green witchlights, wherein dwell monsters. The cataclysm that led to the creation of the Black Arks cast up many monsters that had previously dwelled on the sea-floor. Sensing their malice and terrible evil, the Dark Elves summoned these monsters and bound them into their service, keeping them in huge caverns excavated in the bowels of the Black Arks, along with many other creatures that dwelled only in their now sunken homelands. These creatures are supplemented and replaced with new generations of sea monsters gathered from the Boiling Sea to the west of the Dark Elves' homeland.

The Black Arks range across the oceans of the Warhammer world, bringing fear, terror and destruction with them. The Dark Elves make great use of captured slaves, either to carry out the multitude of menial but vital tasks that no self-respecting Dark Elf would ever dream of performing, or to serve as the living victims of the hideous rituals the Dark Elves carry out to honour Khaine.

The Black Arks travel far and wide to procure these slaves. Each Black Ark is home to a small army of Dark Elf warriors, which can be landed on the coast of an unsuspecting kingdom, perform a lightning raid, and be away before any of the local defence forces are able to react. In this way countless millions of doomed souls have been taken back to Naggaroth to a fate far worse than death.

In the rare instances when a Black Ark is forced into battle on the high seas, it and its monstrous occupants are terrible foes. The Arks sail inexorably closer to their enemy, the waters around them seething with a horde of monsters that swarm around the enemy ships. The monstrous presence of the Black Ark looms above the enemy fleet, tower upon tower, spire upon spire of living rock, unnaturally afloat on the surface of the sea. The Arks are surrounded by a shimmering magical mist which bewilders the crew of any enemy ship that approaches the Ark too closely or attempt to fire at it.



It takes a very brave or foolhardy crew to attempt to board a Black Ark. If they do they are greeted by raking repeater bolt thrower fire and will be assailed from all sides by the dreaded Black Ark Corsairs. These deadly warrior-knights are sworn to carry out the orders of the Black Ark's ruler without question, whatever foul deed or heinous crime they are ordered to commit.

THE UNDERWORLD SEA

For hundreds of years the raiding fleets of the Dark Elves were confined to the Sea of Chaos and the Great Western Ocean. Then the Dark Lord of Hag Graef Kaledor Maglen discovered the Underworld Sea, a huge water-filled underground cavern that links the Sea of Chaos to the Broken Land on the eastern coast of the New World. The sea runs under the Black Spine Mountains, and is part of a huge network of natural caverns and tunnels which honeycomb that great mountain-range.



The Underworld Sea, as its name implies, consists of a huge labyrinthine maze of dark tunnels and strange caverns. Movement is dangerous even on the best travelled and well known routes, for the threat of cave-ins or flash floods is a constant danger, and there are many strange and extremely dangerous creatures that inhabit this unearthly subterranean realm.

The Dark Elf Scouts are the most expert explorers of this strange land, but even they have still only uncovered the barest fraction of the secrets that it holds. Each decade brings new discoveries, and recently the Scouts have been finding increasing amounts of evidence that point to an entire civilisation hidden deep within the Underworld Sea caverns. Who or what this underworld race may be, or how they came to be living so far below the surface of the Warhammer world, no-one, as yet, can say...

For the time being, however, the Dark Elves care little about lost races or hidden civilisations, and instead are happy to use the Underworld Sea to gain access to the Boiling Sea and the lands of Nippon and Cathay which lie beyond. No corner of the Warhammer world is now safe from the ravages of the Witch King!

THE BOILING SEA

On the west coast of the New World, across the Black Spine Mountains on the opposite side to Naggaroth, lies a region of islands and monster-infested waters known as the Boiling Sea. Only the Black Arks of the Dark Elves dare to enter this inhospitable and dangerous territory, and they do so for one reason only – to capture the monstrous sea creatures that are such an important part of the Dark Elf fleet.

The Boiling Sea was created many millennia ago, before the recorded history of even the High Elves had begun. It came about when a huge earthquake rocked the New World. The earthquake ripped the western sea-board of the New World to pieces. Vast areas were pulverised and vanished below the intruding ocean, creating the

patchwork of islands that now run along the length of the coast which are known as the Broken Land. The earthquake also tore deep rents in the sea-bed, terrible wounds which have never healed and through which molten lava from the world's core still seeps into the ocean. It is these rents which heat the water and produce areas where the sea does quite literally boil, giving the region its name of the Boiling Sea.

Although many parts of the Boiling Sea are deadly to all forms of life, there are many others where the mineral-rich waters teem with all kinds of creatures, ranging in size from tiny plankton through to the huge sea creatures that are hunted by the Dark Elves for their fleets. Dark Elves scorn the use of ships other than Black Arks, relying instead upon powerful sea monsters and magic to destroy their foes. These creatures take the place of other races' ships of the line.

The two most infamous and feared creatures used by the Dark Elves are Sea Dragons and Helldrakes, both of which are found in large numbers in the calmer waters of the Boiling Sea. The Sea Dragon is the largest of the Dark Elves' sea-going monsters, so large that they are capable of carrying huge, spired castles mounted atop their backs. Once, long ago they were true dragons, but down the centuries they have mutated, becoming something less than true dragons and yet more. The Helldrakes are smaller but far more ferocious, combining the ferocity of a wolverine with razor sharp claws and fangs capable of biting through the thickest steel. They are controlled by a small crew of specially trained beast-handlers that are the only ones capable of controlling the beasts.

NAGGAROTH, LAND OF CHILL

The Dark Elves were driven from the Elven land of Ulthuan many centuries ago and now live in the northern regions of the New World. Their bleak and unwelcoming homeland is known as Naggaroth, which translates as the Land of Chill. The name is an appropriate one, for most of Naggaroth is a harsh wilderness of frozen tundra.

The Dark Elves live in six heavily fortified cities, their innumerable black towers rising like pinnacles of ice from the cold, hard rock of Naggaroth. All these cities are dark and evil places, steeped in death and agony. Their black dungeons are crammed with captives whose wailings fill the air and whose moans seep through the thick walls of the high towers, saturating the place with pain and despair. At the tips of these towers, soaked with evil and doom, the sorcerers of Naggaroth cast their malign magic over the world.

The surrounding landscape is bleak and forbidding. To the north the land is flat and windswept, only broken by outcrops of bare rock and poisoned black-water streams that criss-cross the landscape. Further south the thin soil becomes slightly more fertile and the temperature rises high enough to support dark forbidding pine forests, as well as huge plantations where slave workers are forced to work until they drop dead in their tracks in order to provide food for the Dark Elf cities.

NAGGAROND, THE TOWER OF COLD

Naggaron is the most evil city in the world and the most mighty of all the cities of Naggaro. Its black stone walls rise a hundred feet from the ground and set within them are four vast gateways with doors of iron fifty feet high. About the walls are set a hundred towers, which rise as high above the walls as the walls rise from the rock. From these towers fly the dark banners of the Witch King. The severed heads of those sacrificed upon the altars of Khaine are displayed from spikes upon the battlements, and the skins of those flayed alive in the god's honour hang from the walls.

Within its walls the city rises higher and higher and at its pinnacle stands the tower of the Witch King, the Dark Lord of Naggaron, formerly Malekith heir to the Phoenix throne itself. From his tall tower the Witch King rules his domain with a will of iron. His tower rises high above the city and from it spring battlements and lesser towers, for it is a great and impregnable fortress in its own right.

It is said that the sorceries of the Witch King enable him to look out upon the whole world from his tower, to direct his withering gaze where-so-ever it pleases his malicious intent. If his eye should fall upon a man then the Witch King's evil gaze can cause his mind to break and the flesh to fall from his bones, for such is the Dark Lord's evil power. He watches his armies ride to war, and sees the dark clad messengers scurry about his land. Far off he watches the land of Ulthuan behind its protective mists of magic, and he feels the keen hatred burning within his heart.

The city is shrouded in a perpetual pall of sacrificial smoke that rises from the burning altars of Khaine, the god of murder. Upon these altars the Hag Queens tear men and Elves apart. They pluck beating hearts from living bodies and pull entrails from bellies and burn them in the sacrificial flame of the God of Murder. In the temples of Khaine blood flows night and day, and more honour Khaine with their deaths than anywhere else except perhaps the city of Har Ganeth itself, where the pavements are stained with blood.

About the Hag Queens gather the Brides of Khaine. Voluptuous and cruel, beautiful but deadly, these Witch Elves tend the altars and feast upon the raw flesh of men. In the temples of Khaine the Dark Elves give themselves to the rites of Khaine, orgies which last for many nights, where thousands die and the Witch Elves feast upon raw hearts and drink warm blood. Many have died within the deadly embrace of the Brides of Khaine.

GHROND, THE NORTH TOWER

Ghrond lies in the bitterly cold north of the Witch King's domain. In shape it is like the great city of Naggaron, yet in size it is far smaller, a fortress to be garrisoned rather than a place in which to dwell. Its single massive tower, grim, black and slender like a spear, rises from its mountain spur.

From this tower sorcerers watch over the ever shifting Realm of Chaos, place of the gods and source of all magical power for good and ill alike. Within the Realm of

Chaos the lands seethe with energy, rising like the sea, whilst the air is bathed in competing colours of sorcery, turning and twisting, howling and crying like the wind. The sorcerers observe the changes in the Realm of Chaos, for it is said that the patterns of change hold the secrets to the future, and that all secrets are contained therein for those who dare to look.

Every day dark clad riders gallop away from the tower of Ghrond bearing the reports of its guardians to Naggaron. These foretell of things to come, of auspicious moments when the Witch King's armies may meet with success, or of the growing power of his enemies. From these observations the Witch King plots his strategies and launches his armies upon the world.

KAROND KAR, THE TOWER OF DESPAIR

In the tongue of men the city of Karond Kar is called the City of Despair. It is to this terrible place that thousands of slaves are brought: men from the Old World, Elves from Ulthuan, and more from all across the world, all destined to serve the Witch King. The wailing spirits of dead slaves are said to haunt the whole city. The Dark Elves love to hear this sound of dread and despair. It fills their dreams with delicious images of suffering and pain.



Many slaves die upon the altars of Khaine, their hearts torn from their bodies, whilst others are sent north and south to labour in the mines and quarries of the Witch King.

Thousands die as they cross the seas to Karond Kar, stifled and suffocated in the holds of the slave ships, or tortured to death for the entertainment of the black-hearted crew. From the docks the slaves are driven in chains amidst the jeering crowds. As the slave masters beat them forward many stumble upon the steep rock and are trampled to death by the chained feet of those who follow. At this sight the crowds laugh all the louder and cry with pleasure, for such is their love of cruelty that this sorry spectacle is rated a great entertainment.

HAG GRAEF, THE DARK CRAG

Hag Graef is named the Dark Crag and of all the cities of the Dark Elves it is feared the most, for no captive man or Elf has ever escaped from this place. It lies at the bottom of a cold, dark valley and is completely surrounded by mountains of bare black rock, higher than the highest walls. No sunlight reaches the city of Hag Graef and it is shrouded in gloom and shadow.

All about the city lie many mines and quarries from where the Witch King takes iron and stone to arm his warriors and build his fortresses. Thousands of slaves labour in his service. Chained together they scrape and hack at the rock, often deep underground in narrow tunnels and dark



passages. The chill winds bite deep and there is little to eat but scraps of foul dark bread, for the Dark Elves enjoy to see their slaves cold and starving, and beat them all the harder when they fall faint from hunger.

All the black mountains about Hag Graef are riddled with tunnels and excavations, and it is during their excavations for rock and ore that the Dark Elves discovered the great subterranean lake they call the Underworld Sea. Beneath Naggaroth the mountains rise and buckle, so that as the peaks rise into the air a gigantic cavern lies beneath the earth. This Underworld Sea was first discovered by the Dark Lord of Hag Graef, Kaledor Maglan. So great is its extent that the Dark Elves have sailed upon this sea and explored its countless caves and branches, though doubtless the Underworld still holds many secrets.

In the deepest caverns of this Underworld the Dark Elves discovered strange reptilian creatures which they called Cold Ones. The stables of Hag Graef are full of these monstrous beasts, and many Dark Elves descend into the depths to hunt them.

HAR GANETH, CITY OF EXECUTIONERS

The very name of Har Ganeth is cursed with evil. In Ulthuan none will even speak of the city which they call only the Cursed Place, whilst to the Dark Elves it is the City of Executioners.

Once the High Elves brought battle to Har Ganeth and attacked the city with as great an army as had ever fought

in the Witch King's land. For many days and nights the battle raged and at last the High Elves were driven from the field. Many fell as they turned to flee, yet many more were taken captive. Too exhausted to fight on they collapsed and woke to find themselves upon the altars of Khaine.

The celebration of the Dark Elves was a terrible thing to behold. Captive after captive was brought to the altars and slain in the most cruel ways imaginable. The screams of the dying mingled with the shallow laughter of the Witch Elves as they danced naked about the bodies of the slain. Wine and blood flowed from the altars and drunkenly the Dark Elves praised their evil god. For many nights the sacrificial fires burned and the Dark Elves feasted upon raw flesh. It was a madness of death and when it was over the sun rose upon a city stained red with blood.

Blood fountained from the windows of the high citadel and ran down the streets like a river. Crimson gore spattered the temples of Khaine and stained his brazen idols. The steps of his temples were littered with the dismembered corpses of the slain. Everywhere lay Dark Elves entwined and covered in blood, stupefied with wine and gorged upon raw flesh, sated upon the horrors of their own inhuman depravity.

Har Ganeth is the City of the Executioners. To those who retain a shred of mortal decency it is known only as the Cursed Place.

CLAR KAROND, THE TOWER OF DOOM

In Clar Karond untold slaves labour upon the fleets of the Witch King, for here are his principal dockyards, where the raiding ships are built that harry the lands of Ulthuan and beyond. The city is vast and sprawling, and all around it is surrounded by forests of towering pines, black trees that harbour few creatures and cloak the ground beneath so that all is darkness in the forests of shadows.

Chained slave gangs work the forests, cutting and dragging the massive timbers into the city of Clar Karond - the Tower of Doom as it is called by men.

THE WATCH TOWERS

Across the northlands of Naggaroth the Witch King has raised many watch towers upon the borders of the Realm of Chaos. Though mighty he is ever fearful of treachery, for betrayal and treachery weigh heavily upon his mind, for such is his nature that he supposes others to be as greedy for power as himself. He sees enemies to the south in Ulthuan, to the east he spies the men of the Old World whose power grows by the day, further still are the Dwarfs - enemies of old who plot with men to overthrow him.

Yet the greatest enemy is not mortal at all, but lies to the north, in the Realm of Chaos. Here the Chaos gods watch and listen, gathering their armies for the time when Chaos shall inherit the whole world.

The Witch King watches also. His towers guard against the warbands that would harry his lands. His armies wait for the invasion of the gods, safe behind their stone walls in the bitter cold of the north.

DARK ELF TIMELINE

- 4461 Aenarion, the first of the High Elf Phoenix Kings, rescues the witch Morathi from a Slaaneshi warband.
- 4458 Morathi bears Aenarion a child, Malekith, the future Witch King of Naggaroth.
- 4419 Aenarion is slain at the Battle of the Isle of the Dead. Malekith is passed over as the new Phoenix King and Bel-Shanaar is crowned in his place.
- 4164 The foundation of the first colonies in the New World, on the east coast. Malekith defeats the Orc warlord Gritok Redfang and saves the city of Athel Toralien.
- 
- 2789 Malekith begins his great period of wandering around the world in search of magical artefacts of elder times. In the northern wasteland Malekith finds the Circlet of Iron in the ancient ruined city of Vorshgar.
- 2774 Malekith returns to Ulthuan and denounces his own mother as a lackey of the Chaos gods and traitor to the kindred of Elves.
- 2751 The massacre at the Shrine of Asuryan. Bel-Shanaar assassinated. Malekith is burned by the sacred flame and horribly mutilated. Later that year his assassins try to kill the future Phoenix King Caledor I who is rescued by a band of Chracian hunters, the ancestors of the White Lions. Civil war erupts across all Ulthuan.
- 2739 The renegade wizard princes flee Saphery and join Malekith. Hotek, a heretic priest of Vaul, steals the sacred hammer from Vaul's Anvil and makes his way to Nagarythe.
- 2736 Malekith is sealed within his black armour and is hailed as the Witch King. The intensity of the war increases.
- 2724 Caledor defeats the Witch King at the Battle of Maledor. The Witch King flees and decides to implement his master plan.
- 2723 The Sundering. As a result of the Witch King's interference with the vortex that contains the Realm of Chaos much of northern Ulthuan is sunk. The renegade wizards raise the feared Black Arks and depart to the cold north to found the Dark Elf kingdom of Naggaroth. There is little the High Elves can do to stop them at this point. Tiranoc is lost beneath the waves and the cataclysmic unleashing of energies devastates the land. The Elves begin to rebuild their shattered land. Contact is lost with the Old World colonies.
- 2630 A Dark Elf expedition returns to Ulthuan and hostilities resume. Caledor reorganises the High Elf army for defence and begins the building of the Gateway fortresses in the northern passes.
- 2599 Griffon Gate, the Unconquered Fortress, is finally completed. It is the first of a series of massive strongholds that will eventually guard the approaches to the Inner Lands. The war rages on unabated as the Dark Elves seek to gain access to the Inner Lands and conquer the Holy Shrines. The High Elves resist them.
- 2425 The dragon ship Indraguir, armed with the magically forged Starblade ram, sinks the Palace of Oblivion near the Blighted Isle. This is the first time a Black Ark has ever been sunk and marks the beginning of the High Elves' naval ascendancy over their dark kindred.
- 2343 The Dark Elves start exploring the caverns below Hag Graef. The first expedition enters the caverns and never returns. Further expeditions report finding numerous caverns and tunnels that appear to stretch deep under the Black Spine Mountains. This new realm is named the Underworld. The explorers also bring back the first Cold Ones to be captured by the Dark Elves.
- 2319 Dark Elf Knights mounted on Cold Ones are used in battle for the first time. Although highly effective their numbers are too limited to have a major effect on the battles being fought.
- 2219 The Elves finally succeed in driving the last Dark Elves from northern Ulthuan and begin to sweep the northern seas clear of their ships.
- 2200 The High Elves take the Blighted Isle. Caledor does not draw the Sword of Khaine even though it would give him the power to defeat the Witch King. On his way home a great tempest separates his flagship Indraguir from the rest of the fleet. Sails torn, driven to the very coast of Naggaroth, the ship is overwhelmed by Dark Elf reavers. Caledor throws himself into the sea rather than be captured.
- 2005 Dark Elf raids begin against Dwarf trading caravans. The raids are part of a cunning plan which eventually turns the Dwarfs against the High Elves, and result in the beginning of a long and terrible war. This will eventually exhaust the strength of both empires and lead to ages of bitter feuding.
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- 1968 The priest Nagash learns the secrets of Dark magic from a group of captured Dark Elves. The survivors are entombed alive in the great pyramid at Khemri.
- 1666 A huge Chaos army sweeps across the Chaos Wastes and invades Naggaroth. Ghroind is besieged but holds out until an army led by the Witch King arrives and defeats the Chaos horde at the Battle of Despair. Dark Elf casualties are high, but the Chaos army is completely wiped out in the fighting.

DARK ELF TIMELINE

- 1599 The Black Arks Citadel of Damnation and
-1499 Jade Palace of Pain are beached to become the core of the fortress of Anlec in the Shadowlands. This will provide the Dark Elves with a base from which to launch many massive attacks upon Ulthuan. Caradryel orders the recall of the Elf armies from the Old World to combat this new threat. Demoralised by the long war against the Dwarfs, the Elves are in no position to deal with the resurgent Naggarothi. Intermittent war rages across Ulthuan once more as the Dark Elves consolidate their hold on the northern lands.
- 986 Tethlis the Slayer, the 6th Phoenix King, launches the Scouring, a great drive north that will culminate in the slaying of every Dark Elf in Ulthuan.



- 946 Dark Elf counter-offensive reaches Griffon Gate and is caught in a carefully prepared trap.
- 922 The Battle of Grey Canyon. A massive army of Dark Elves is caught by surprise and destroyed while camped in a hidden valley in the Shadowlands.
- 732 In a last ditch attempt to win the war the Witch King launches a desperate winter offensive across the Shadowlands. Protected by spells against the cold his army advances. They take several Elf fortresses and precipitate the most bitter fighting ever seen between the Elves including the infamous Siege of Tor Lehan. After this battle there were no survivors on either side.
- 696 Anlec is destroyed. Even the stones are obliterated.
- 693 A great armada sails for the Blighted Isle and Naggaroth. The Battle of the Waves is fought on the Blighted Isle. Tethlis dies afterwards under mysterious circumstances. The armada turns back.
- 238 The great Dark Elf Scout and explorer Kaledor Maglen discovers the Black Way, a series of water-filled caverns which allows the Dark Elves Black Arks to pass under the Black Spine Mountains to the Broken Land on the west coast of the New World.
- 87 Black Arks start raiding the coasts of the eastern lands.
- 176 Following numerous small incursions by Chaos warbands, the Witch King orders a series of watch towers to be built along the border of Naggaroth and Chaos Wastes.
- 211 The watch towers are completed, and almost immediately prove their worth when a Chaos army is detected and defeated before it can penetrate deeply into Dark Elf territory.
- 451 The Black Ark Ultimate Oblivion and an Undead fleet under the command of Setna the Tomb King mount a combined raid on Tilea. The Tilean city of Sartosa is besieged and captured, and every single inhabitant – man, woman and child – is taken off by the attackers. This is the first in a long series of allied raids by Dark Elf and Undead fleets on the human kingdoms of the Old World.

- 753 Dark Elf slave-ships begin roaming the globe and bring entire tribes back to Naggaroth in chains.
- 860 The Black Ark Talon of Agony is overturned and sunk by a huge tidal wave off the coast of Cathay.
- 1122 The High Elf punitive expedition to Naggaroth is massacred by the Dark Elves, aided by a screaming horde of drugged slave warriors.
- 1125 The Dark Elves follow up their success and invade the Shadowlands. In a series of battles the High Elves are driven back, until all that remain in the Shadowlands are scattered bands of Shadow Warriors fighting a desperate guerrilla war from hidden camps in the mountains.
- 1131 The Dark Elves rebuild the citadel of Anlec in the Shadowlands.
- 1133 The Griffon Gate is besieged. Morvael appoints Mentheus of Caledor as his general and introduces the levy system of mandatory universal military service that will eventually produce the great citizen-soldier armies of Ulthuan.
- 1141 The siege of Griffon Gate drags on. The great keep is completely encircled by triple rings of ditches and war machines.
- 1146 Siege of Griffon Gate finally lifted by Mentheus leading an army mainly composed of spearmen and archers from Cothique and Chrace.
- 1501 Mentheus is slain assaulting Anlec. His dragon, Nightfang, goes berserk and routs the Dark Elves.



- 1783 Dark Elf scouts discover a way through the Underworld which leads to the High Elf colony of Arnheim in the New World. Until now the High Elf colonists have been shielded from the Dark Elves by the Black Spine Mountains to the west and the impassable Doomglades to the north. Caught completely unprepared, many outlying High Elf farmsteads are destroyed before a proper defence can be organised and the Dark Elf Scout raiding parties driven back into their mountain strongholds.
- 2301 The Great Chaos IncurSION. Dark Elves invade Ulthuan with many Chaos allies. The Everqueen is saved by Tyrion. Teclis forges his sword and departs the White Tower. The Witch King is defeated at the Battle of Finuval Plain. Teclis leaves with Finreir and Yrtle to join Magnus the Pious in the fight against Chaos in the Old World.
- 2303 The Dark Elves are driven out of Ulthuan after two years of relentless warfare.
- 2423 Eltharion, son of Moramion, leads a highly successful raid against Naggaroth itself. It is the first time High Elves have entered Naggaroth and returned alive. The Witch King broods and plots his revenge.



As the sun sank over the edge of the world, the shadows cast by the innumerable black towers of the fortified city flowed and merged together, oozing through the silent, empty streets like some insidious evil, invading every corner and doorway, leaving nothing untouched by the chill darkness.

The Hag Queen gazed out over the roof-tops and turrets of the Dark Elf city of Ghron, watching the last feeble rays of daylight recede from the bleak, rocky wilderness of Naggaroth, the aptly named Land of Chill. Seated next to the highest window in the tallest tower of the Temple of Khaine, Hellebron, Hag Queen of the Witch Elves, could see right across Ghron. From this vantage point she constantly scoured the streets and courtyards with her cruel gaze, like some ancient bird of prey surveying its territory for the slightest movement that might betray the presence of its prey.

And ancient she was, as were all the Hag Queens of Khaine the Lord of Murder. How ancient, even the Hag Queens themselves found it hard to remember now. Suffice to say that when Naggaroth was still a new land of promise to the exiled Dark Elves, many centuries ago, they were already the oldest of their kin.

Her age did not make the journey from the Witch King's court at Naggarond to the North Tower any easier. In fact, each year, it seemed to get harder for her to travel the distance across the wastes between the two cities, every jolt of the carriage ride echoed in her aching joints and bones. But on one point she was resolved: she would not remain in the Witch King's court at this time, not while she was in this condition, even though she was leader of the Witch Elves.

She would not give her enemies at the court, especially the ageless Morathi and her panderers, the pleasure of whispering about her behind her back. Hellebron knew that they would, and she would rather suffer a thousand pain-wracked journeys to Ghron than tolerate such treatment.

As the last ray of sunlight shone through the window directly into her eyes, the Hag Queen flinched and turned away, catching sight of her reflection in the mirror that hung against the bare stone wall of her chamber in its macabre iron frame.

The creature that glowered back at her from the glass was appalling to look upon. The gaunt, drawn face, with its eyes sunk deep in their shadowy sockets, was lined and pock-marked, while wrinkled skin hung in great folds from the neck. Tufts of hair sprouted from ugly warts on the hooked, almost beak-like, nose and the jutting chin. Long strands of coarse, grey hair grew from the scalp. On this haggard old crone the characteristic delicately-pointed ears that the Dark Elves shared with their hated High Elven kin had a more sinister, bat-like quality, adding to the hideous appearance of the apparition in the mirror.

It was a vision that the nightmares of a pious man would have been hard-pressed to create. The Hag Queen looked back at her reflection despisingly through half-closed eyes. Then, slowly, a cruel smile formed on her thin lips. It had been a long year. In fact

each year seemed to drag on longer than the last. But the time of waiting was over. Death Night was here once more.

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The guards posted at the gates of the city shivered, not so much from the cold but because of the unnatural stillness that pervaded every street and square of Ghron. Each offered up a swift prayer that tonight it would not be their bodies that were offered up as living sacrifices to the bloodthirsty Chaos gods. The guards gave the barren wilderness and bleak skies only cursory glances, for on this night the greater danger came not from without but from within.

Tonight the Witch Elves would prowl through all the cities of Naggaroth and steal away any Dark Elves they might find, even going so far as to break into houses to take petrified inhabitants back to their blood-soaked temples, never to be seen again. Tonight the Brides of Khaine would engage in their riotous celebrations, debauched revelries and depraved acts, in praise and honour of their master, the Lord of Murder. Tonight was Death Night.

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Within the temple of Khaine the Witch Elves knelt before their Queen.

"Sisters," the ancient crone intoned hoarsely, her voice weak and cracked. "The time has come once more that we must give thanks to our master, Khaine, mighty Lord of Murder, his name be praised."

"His name be praised," echoed the assembled sisterhood.

"Let us worship him with offerings of blood and flesh that his dark appetites may be sated."

Slowly, Hellebron shuffled over to the stone altar that stood in the centre of the chamber. As she did so, the other Witch Elves formed a circle around it. Dark stains covered the altar's cracked surface, betraying its dire purpose. On the altar rested a chalice that might once have been gleaming silver but which was now stained and encrusted with the dry remnants of the same liquid that on occasion drenched the sacrificial altar. The Hag Queen lifted the chalice in her bony grasp and raised it above her head, her frail, emaciated arms shaking slightly under its weight.

"Now let us drink from the crimson cup so that our lord's desires may be our desires, his appetites our appetites, his thirst our thirst. Let us glory in the destruction we create in his name. Praise be to Khaine!"

"Praise be to Khaine!"

Lowering the chalice again, Hellebron put it to her lips and took a mouthful of the warm blood it contained. As she did so, her eyes closed in dark ecstasy and a wicked smile formed on her lips. At last she swallowed and was almost unable to contain the surge of pleasure that flowed through her wasted body at its sickly-sweet taste. Turning away from the altar, the Hag Queen

carried the blood-filled chalice to the Witch Elf at the head of the circle who then also drank of its foul contents before passing it to the Dark Elf woman on her left. And so it continued, with each of the witches drinking of the life-giving fluid.

When the Hag Queen opened her eyes a hideous apparition floated before her. The constantly shifting skeletal form seemed to stretch and contract in front of her as it reached for her with talons as long as knives. The poisonous herbs mixed with the blood were rapidly taking effect, creating nightmarish hallucinations inside the Witch Elves' minds. And, of course, the older the mind and the more vileness it had witnessed, the worse the imagined spectres. The calcified horror opened its mouth so wide that its jaw seemed to dislocate, revealing row upon row of pointed fangs dripping with blood.

Hellebron screamed. The piercing cry echoed around the chamber with seemingly no likelihood of it stopping. Then a second shrill cry joined it and then another, and another, until the voices of the Witch Elves were all united in one cacophonous scream.

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A gibbous moon hung in a cold cloudless night sky, its wan light illuminating only the topmost pinnacles of Ghrond. Not a sound could be heard anywhere across the city as its Dark Elf inhabitants cowered in their homes, willing dawn to come quickly. Then a shrill piercing scream cut through the silence. The guards on the gates gripped the pommels of their swords for reassurance or hefted deadly repeater crossbows into position. Dark Elves in their houses ensured that all doors and windows were firmly locked and bolted, although they knew, deep down, that their precautions would do little to stop the rampaging Witch Elves should they decide to raid their home.

With a deep, resounding boom the doors of the temple of Khaine, covered with the flayed skin of prisoners who had been flogged to death, burst open and the savage warrior women poured out into Ghrond. Whooping and howling, they ran through the streets of the city in a frenzy, their only intention to kill in honour of their depraved master. Their cries, that had begun as screams of terror at the illusions thrown up by their fevered brains, were now exclamations of excitement and exhilaration as the intoxicating herbs drove them into a delirium of bloodlust.

Within their homes the Dark Elves shivered. Death Night had begun.

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Deep within the temple of Khaine, Hellebron delighted in the anguished screams of those dying in excruciating pain as the Witch Elves put to death their prisoners. They inflicted on the sacrificial victims – the chosen ones – such tortures that every fibre of their beings was filled with exquisite agony, until at last, having suffered unimaginable torments, they were released into blessed oblivion.

A young Witch Elf, only recently admitted to the sisterhood, approached her queen, cautiously and with her head bowed in reverence. Appropriately enough for the oldest Hag Queen of the Witch Elves, Hellebron was considered to be one of the most dangerous and violent

of all the Hag Queens, and all feared angering the Dark Witch. After a moment's pause, the young initiate spoke in a low voice: "Your bath is ready, majesty."

With the young witch's help, the ancient hag rose from her throne and, ever so slowly, hobbled across the flagstone floor and through an archway out of the room. Eventually she reached the bathing chamber. There, in sweltering humidity, another young Dark Elf woman was pouring a deep crimson liquid from a pitcher into the great iron cauldron that dominated the room. The bath was now full, the steam rising from it condensing in clouds around them.

With the aid of her servants, the disgusting crone disrobed, revealing the true grotesqueness of her withered form in all its macabre glory, and clambered into the cauldron, submerging totally for a few brief seconds so that every part of her was immersed in the rejuvenating fluid, before settling with only her head above the surface.

Lying in her annual ritual bath, Hellebron savoured the sweet smell of fear that still hung about the blood, as, not so very long ago, it had clung to the lacerated bodies of the dying. She luxuriated in its invigorating warmth, which soothed every aching joint and relaxed every tense muscle. There she lay, only at last having to get out before the cooling blood coagulated.

The creature that rose from the bath, stepping out of the red mist gracefully and without assistance, was very different from the crone that had entered it. The young Witch Elf, having never witnessed the transformation of a Hag Queen before, stood in speechless awe, staring at the exquisitely beautiful woman now in front of her. The Hag Queen's skin, usually pallid like that of all Dark Elves, was now like fine marble glowing with a cold inner light. Her hair fell in long dark tresses and her figure was the most enchanting and voluptuous the young witch had ever seen. The strangely cadaverous beauty was almost disturbing but, at the same time, was more powerful and captivating than any magic, even stronger than that of Naggarth's greatest masters of dark sorcery.

"My robe please, sister," purred the Hag Queen in a voice no longer a gasping wheeze but now as soft as velvet, her seductive, dulcet tones stirring the girl from her reverie.

"Yes... Your majesty."

As she dried herself, Hellebron revelled in her newly recovered strength, every part of her body feeling charged with new life. Restored and revitalised once more by blood, the ancient Dark Elf considered that she would never lose the sensation of tingling excitement she felt each time she bathed in the crimson, life-giving fluid, Khaine be praised! How many such bathings she had enjoyed she no longer knew, but that did not matter now. At the moment, the Hag Queen of the Witch Elves felt that she could do anything!

But there at the back of her mind, on the edge of consciousness, was the awareness of the nagging certainty that, gradually and inescapably, over the coming year, her body would deteriorate, no doubt more rapidly than before, reverting to its true, decrepit form, until that night, which brought with it the hope and expectation of renewed life, came again. That night when she would know the vigour and beauty of youth once more. Death Night.

DARK ELF WAR MACHINES

THE REPEATER BOLT THROWER

Neither the High Elves of Ulthuan nor the Dark Elves of Naggaroth have ever developed gunpowder technology. Indeed, they have never needed to do so as their marksmanship with the bow is superior to that of lesser races. Centuries ago they created torsion powered and counter-weighted devices which are their equivalent of cannons, perfecting them to such a degree that they are in many ways superior to crude gunpowder weapons of other races.

The repeater bolt thrower is the most outstanding example of the Elves' expertise in this field. It is a machine that shoots long, steel-tipped bolts or darts. It can shoot either a single dart or a whole volley. However, when a volley is fired, the energy of the weapon is divided and the bolts are less effective. The repeater bolt thrower is therefore ideally adapted to engage large, tough targets by means of a single shot, or multiple weaker targets with a volley of darts.

FIRING THE REPEATER BOLT THROWER

When it is your turn to shoot, declare whether you are firing a single shot or a volley. Single shots are worked out exactly as described in the Warhammer rulebook, but the rules are repeated below for your convenience.

A bolt thrower is a powerful weapon that can hurl its bolt through several ranks of troops, piercing each warrior in turn. If you hit, resolve damage against the target using the bolt thrower's full Strength of 5. If the model is slain then the bolt hits the trooper in the second rank directly behind: resolve damage on the second model with a Strength of 4. If the second rank trooper is slain then a model in the third rank is hit: resolve damage with S3. Continue to work out damage as the bolt pierces and slays a model in each rank, deducting -1 from the Strength for each rank pierced.

A model damaged by a bolt thrower sustains not 1 but D4 wounds, which means that even large monsters can be hurt or slain by a hit from a bolt thrower. Armour saves are not allowed for hits from a bolt thrower, because the missiles are so fast and deadly that any armour is pierced along with its wearer. Because saves are not taken, a target with only 1 wound will be slain if it takes damage; there is therefore no need to roll the D4 to decide the number of wounds.

VOLLEYS

A volley is worked out slightly differently from a normal bolt thrower shot. A volley consists of four separate bolts, but these are always fired towards the same target in the same way as a unit of archers or crossbowmen. Roll to hit for each bolt using the Ballistic Skill of the crewmen and the Missile Fire Chart as normal. As Dark Elves have a BS value of 4 this means a hit is scored on a 3 where no other modifiers apply. Because the bolt thrower's energy is divided between four individual bolts the Strength of any hit is 4 as opposed to 5 for a single shot. Resolve damage as normal using the 'To

Wound' chart. If successful 1 wound is inflicted. Note that this is less than the D4 wounds inflicted by a single shot because of the reduced effectiveness of a multiple shot. If the target is slain then the bolt penetrates to the second rank and hits again in exactly the same way as a normal bolt thrower. Several ranks can be penetrated in this way, but the Strength of the hit is reduced by -1 for each rank pierced. Thus the first hit is resolved at Strength 4, the second at Strength 3, the third at Strength 2 and the fourth at Strength 1. As with single shots, no armour saving throws are allowed for hits from a bolt thrower.

Example: Shooting at a unit of men at long range with a multiple shot. Roll 4 dice to hit. You will require a 4+ with each shot as the target is at long range. The dice score 2, 3, 5 and 6 = 2 hits. Men have Toughness 3 so you require 3+ to wound. Roll two dice scoring 3 and 5 = 2 wounds and two men slain (no saves allowed). Roll for the second rank at Strength 3 so you require 4+ to wound. Roll two dice scoring 4 and 6 = a further 2 men slain. The next rank is at S2 so you require 5+ to wound. Re-roll the two dice again scoring 3 and 6 = 1 man slain. The next rank is at S1 so you require a 6 to wound. Re-roll the dice scoring 2 = no further damage. Total = 5 men slain.

	Range	Strength	Save	Wounds per hit
SINGLE SHOT	48"	5 -1 per rank	None	D4
MULTIPLE SHOT	48"	4 -1 per rank	None	1

The repeater bolt thrower is a solid device that has a Toughness value and an equivalent to 3 wounds as shown below. The repeater bolt thrower can be moved by its crew. It cannot move and shoot in the same turn, except that it can be turned to face its intended target. If one of the crew members is killed, then its movement is reduced by half.

MOVE	TOUGHNESS	WOUNDS
As crew	7	3

The repeater bolt thrower has a crew of two models and if one crewman is slain then the remaining crewman can continue to operate the machine without any reduction in performance. If both crew are slain the bolt thrower cannot shoot.

SUMMARY

1. Align bolt thrower on target and declare single or multiple shot. Roll to hit for each shot.
2. Resolve damage at Strength 5 for single shots, 4 for multiple shots. No armour save is permitted.
3. If the target is slain roll damage against the second rank at Strength 4 for single shots, 3 for multiple shots.
4. Continue rolling for damage until you fail to slay the target or run out of ranks, deducting -1 from the Strength for each rank already pierced.

THE WITCH ELF CAULDRON OF BLOOD

The legends of the Dark Elves tell that the Cauldron was a wedding gift from the god Khaine to his brides the Witch Elves. It is an ancient and potent artefact, heavy with magic and the power of blood sacrifice.

The Cauldron takes the form of a huge pot made of solid brass covered with arcane runes that flicker and glow with a strange magical light. The Cauldron is kept filled with the blood of the Witch Elves' victims, sacrificed in their hundreds. Curiously it never over-fills, and always maintains the same level no matter how many gallons of the unfortunate victims' life-blood is poured into it.

During the long and bloody rites of Khaine the ancient Hag Queens bathe in the Cauldron of Blood to renew their lost beauty, emerging naked and bloody, lithe and strong once more.



The Cauldron is tended by an ancient Hag Queen called the Keeper of the Cauldron, and is accompanied by a bodyguard of Witch Elves. The Cauldron is kept safely within the Temple of Blood in the city of Ghroind, but in times of need it is brought forth and travels with the Witch Elves as they march to war. In battle it drives the Witch Elves to an even greater pitch of frenzy, while its magical properties serve to sustain and protect them.

THE CAULDRON IN BATTLE

Any Witch Elf unit within 18" of the Cauldron of Blood will be driven into a frenzy of bloodlust by its presence. The effect of this is to increase the effects of the Witch Elves' frenzy so that their attacks are tripled, rather than only being doubled as would normally be the case. However, this bonus only applies in the first round of combat fought by the Witch Elves, after which they become tired by their exertions, and the normal rules for frenzy apply from then on.

The Cauldron itself cannot be harmed by anything – it is all enduring and any hits against it are ineffective. In addition, the magical properties of the Cauldron will protect the Keeper of the Cauldron, the Cauldron's guardians, and any other Witch Elves that are nearby. Roll a D6 for each Witch Elf within 18" of the Cauldron that is slain. On a roll of '6' the Witch Elf is saved by the magical properties of the Cauldron and is not removed as a casualty (Witch Elf characters survive with 1 wound remaining). Note that this is a magical, rather than an armour saving roll, and so ignores armour saving roll modifiers, and will even apply against attacks that do not normally allow an armour saving roll.

SHOOTING

The Cauldron, Keeper of the Cauldron, and two Guardians are considered to be a single entity for the purposes of shooting, in a similar way to a chariot. The Cauldron counts as a large target for shooting purposes and any hits scored against it are randomised between the Cauldron itself, the Keeper of the Cauldron, and the Guardians. For each hit roll a D6 and consult the following chart. Note that any hits scored on the Cauldron are immediately discounted – they just bounce off regardless... even cannonballs!

D6	Hits
1	Keeper of the Cauldron
2-3	The Guardians
4-6	The Cauldron (discount hit)

If the Cauldron group is hit by a cannonball, a bolt thrower, or a similar war engine, roll to determine whether the Keeper of the Cauldron, the Cauldron, or the Guardians are hit, as described above. If hit by a war machine with a template, such as a stone thrower, the usual rules apply (ie, any part of the Cauldron under the template is hit).

HAND-TO-HAND COMBAT

The Cauldron fights in hand-to-hand combat in a similar way to a chariot. Unlike a chariot, any of the Witch Elves tending the Cauldron may direct their attacks to the front, sides or rear of the Cauldron. This enables them to direct all of their attacks against a single enemy if they should so wish, or to divide their attacks between several enemy models – this is entirely up to the player.

When the Cauldron charges into combat it does not inflict extra hits in the same way as a chariot, but the individual Witch Elves do receive the usual prerogative of striking first.

Enemy models attacking the Cauldron may choose to direct their attacks against either the Keeper of the Cauldron or the Guardians. There is no point in attacking the Cauldron itself as it cannot be damaged. However, if the Keeper of the Cauldron and both the Guardians are slain, then the Cauldron is considered to have been desecrated by the opposing side and will not bring favour on the Witch Elves for the remainder of the battle.

MOVEMENT AND GUARDIAN CASUALTIES

The Cauldron has a normal move of 5". Its move is reduced by 2 1/2" for each Guardian that is slain. If both the Witch Elf Guardians are killed it may no longer move, not even to turn in place. The Cauldron and its associated Witch Elves may not join other units.

The Cauldron may not make a march move, but doubles its normal move when charging. The Cauldron is always moved without penalty for turning, and can be pivoted on the spot several times as it moves if you wish. The Cauldron cannot move over obstacles or difficult terrain except to cross a river at a bridge or ford.

URIAN POISONBLADE

Urian Poisonblade was one of the most infamous of all Dark Elf warriors. He was the Witch King's personal champion, a mighty fighter of awesome ability, skill and cunning. It was rumoured that he had been bred for battle by the Witch King himself to be the destroyer and relentless slayer of his enemies. Urian's cruelty was as legendary as his skill. His foes said that he had the heart of a daemon, and that if you were captured by him it was better to swallow your own tongue and choke to death than survive and face the horrors the following hours or days would bring. When Urian learnt of this he made sure that in future his prisoners had no tongue to choke on.

In battle he was all but unstoppable. He had been taught by the greatest masters of the fighting arts in Naggaroth. He let his teachers know that he would slay them once he had learnt all he could from them, unless they could kill him first. This he did, slaying each of his teachers in turn as he outgrew them in skill and ability. The techniques he learnt made him the most deadly of fighters. It was said he knew more than 10,000 ways to kill an opponent, and 10,000 more ways to cripple them and leave them at his mercy. He could kill a bull with one blow of his bare hands, and deflect an arrow in flight with a sweep of his blade. He was death incarnate.

With such ability went pride and vanity. Urian was even heard to boast that he could slay Khaine himself in single combat. It may be that the Bloody Handed God heard this and decided to pay Urian back, in which case his hubris cost him dear, for it was Urian's fate to meet the only warrior who was greater than himself.

It was at the battle of Finuval Plain that Urian met his nemesis. The Witch King's forces were poised, expectant of final victory over their hated High Elf enemies. Urian, as proud and arrogant as ever, strode forward and called out a challenge to single combat. Was there anyone in the High Elf army who dared fight him? First Arhalien of Yvresse and then Korhian Ironglave, captain of the White Lions, accepted the challenge. Urian cut them down as if they were children. Then Tyrion stepped forth.

The struggle between these two masters of the warriors' craft, so alike in skill and yet so deeply different in character, was awesome to behold. For fully an hour the



two mighty heroes fought in grim silence, first one gaining an advantage, then the other, but neither able to land the final telling blow before their opponent evened the odds. Then Tyrion slipped, and fell heavily to the ground. Urian leaped forward, his blade held high, but before he could land his death blow, Tyrion struck. A quick thrust of his blade found Urian's heart and the fight was over, its end so sudden and abrupt that watchers could hardly believe it was finished. Urian slid slowly to the ground. "The simplest of tricks," he gasped to Tyrion as he fell. "You killed me with the simplest of tricks..." And with that he died, receiving no answer from Tyrion other than a cold, pitiless stare.

URIAN POISONBLADE

DARK ELF WARRIORS

Dark Elves are deadly and extremely dangerous fighters, equally adept with sword, spear or their famous repeater crossbow. In times of war almost the entire Dark Elf population can be called to arms, even though the total number of Dark Elves is very small compared to the other races that inhabit the Warhammer world.



BLACK GUARD HALBERDIER



BLACK ARK CORSAIR



BLACK GUARD HALBERDIER



DARK ELF CHAMPION



DARK ELF SORCERESS



DARK ELF SPEARMAN



STANDARD BEARER

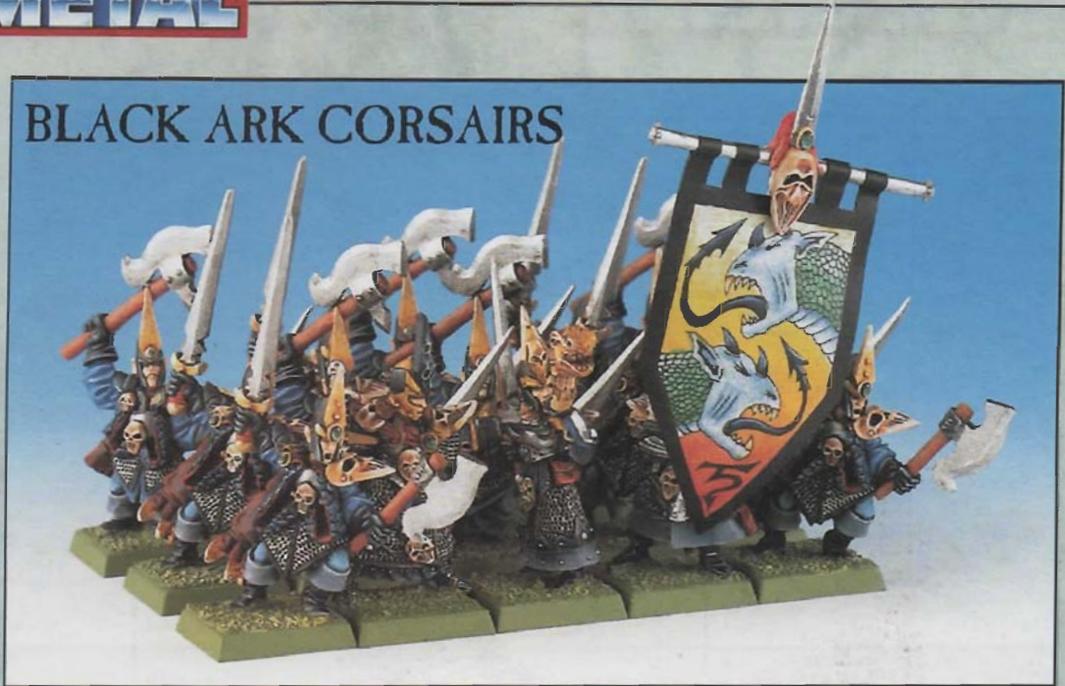


DARK ELF SPEARMAN

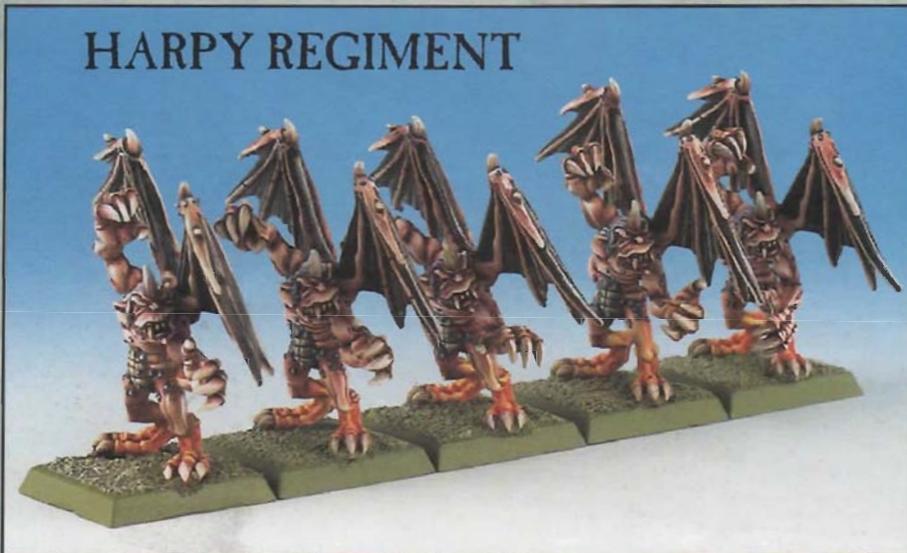
Regiments of Dark Elf Corsairs fight from the decks of the great Black Arks. Protected by their sea dragon cloaks, they spurn the use of shields, fighting with a sword or axe in each hand. They are renowned for their dazzling and ferocious skill in combat.



BLACK ARK CORSAIRS



HARPY REGIMENT

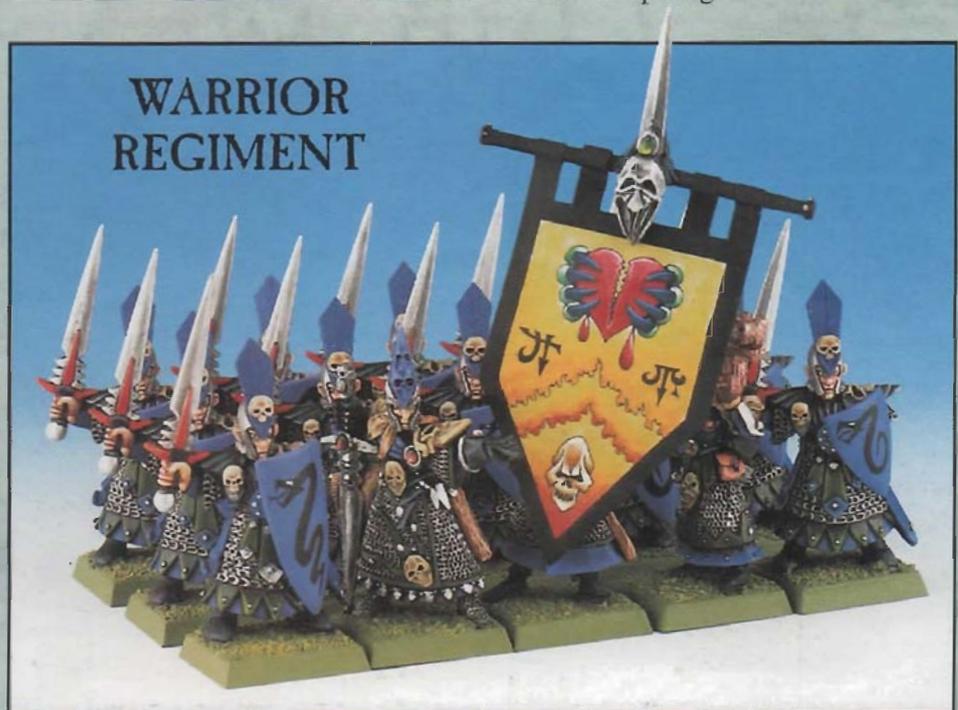


Flocks of Harpies circle over the battlefield, swooping down to rip apart their foes with their sharp fangs and talons.

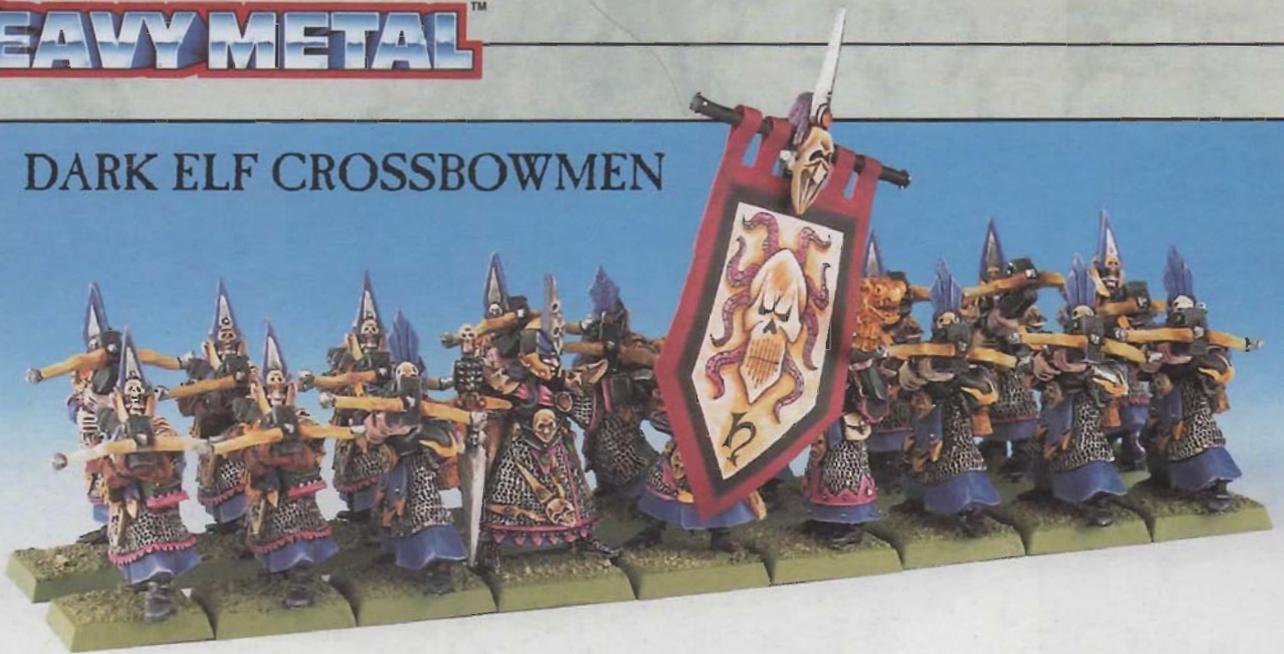
The cruelty of the Dark Elf race casts a shadow over the Warhammer world. Like the High Elves they are graceful and beautiful, but the souls of the Dark Elves have been irredeemably stained by evil. They love cruelty for its own sake, and delight in torturing their captured enemies.



WARRIOR REGIMENT



DARK ELF CROSSBOWMEN



THE BLACK GUARD



CITY GUARD REGIMENT



DARK ELF REPEATER CROSSBOWMEN

The repeater crossbow is one of the most deadly weapons in the Dark Elves' armoury. Only craftsmen as highly skilled as the Dark Elves could craft such a cunning and efficient weapon.



COLD ONE KNIGHTS

Cold One Knights are mighty champions who have dedicated their lives to Khaine, the Dark Elf god of murder. Although few in number these cold-hearted killers are amongst the most deadly troops in the Dark Elf army. They ride the ancient reptiles known as Cold Ones that live underneath Hag Graef. Cold Ones are almost immune to pain and their bodies exude a poisonous slime, the stink of which can overwhelm their opponents.



DARK RIDERS

The Dark Riders are heralds of the armies of Naggaroth. Mounted on black horses with glowing red eyes, the Dark Riders range ahead of the main army, spying on the enemy and spreading mayhem and confusion. They are the eyes and ears of the Dark Elf army commander, reporting back with vital information about the position and strength of the enemy's forces.



Of all the Dark Elves there are none more deadly or ferocious than the frenzied Witch Elves, devotees of the hellish Elven god Khaine, the Lord of Murder.



WITCH ELF REGIMENT



SPEARMEN REGIMENT



Dark Elf warriors are cruel and fierce fighters. They are lithe and sinuous, their muscles are strong and their reactions every bit as quick as their agile minds. Dark Elf warriors wear distinctive and highly ornate armour. They carry cruel swords and many are armed with a deadly repeater crossbow which shoots a hail of small barbed arrows.



WARRIOR REGIMENT



DARK ELF SHIELD AND BANNER DESIGNS

DARK ELF ARMY STANDARD



Almost every Dark Elf follows an army standard into battle. The standard is carried by a Dark Elf champion who has proved his skill and ability in battle. Before and after each battle bloody and horrific sacrifices are performed before the army banner, which quickly becomes splattered with the blood of the mutilated victims. Terrifyingly, the blood is absorbed by the banner and disappears without a trace, as if the banner itself were drinking the blood of the sacrifices that are made to it.

The banner on the left depicts a stylised form of a Hag Queen performing a blood sacrifice on Death Night. In the background can be seen the huge cauldrons which are used to collect the victims' blood, and in which the Hag Queen will later bathe. The four runes at the bottom are corrupted versions of the High Elf runes *Thalui*, *Elthrai*, *Oriour* and *Urithair*, signifying hatred, doom, blood, and destruction respectively.



DARK ELF BANNER DESIGNS

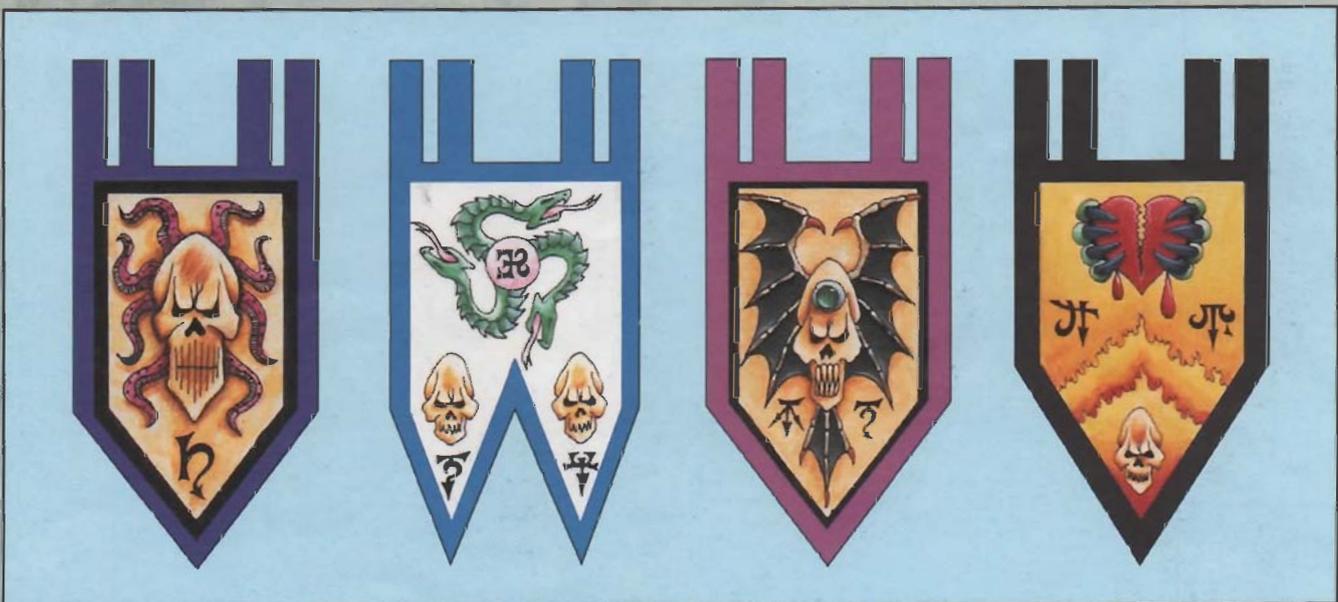


HAR GANETH EXECUTIONERS

Just the sight of the grim standard of the Har Ganeth Executioners can strike terror into the hearts of the enemy. This is the first and only banner the Executioners have had. It has never been captured in battle and is now several thousand years old. The banner depicts Khaine in his executioner's aspect, with the crossed axes of the Har Ganeth Executioners in the background. The rune is a corrupted version of the High Elf rune *Thalui*, which signifies hatred or vengeance.

COLD ONE KNIGHT PENNANTS

Many Cold One Knights carry pennants attached to their lances. The pennants are inscribed with evil runes and icons, drawn in blood during sickening rituals carried out in the name of the Dark Elf god Khaine, the Lord of Murder.

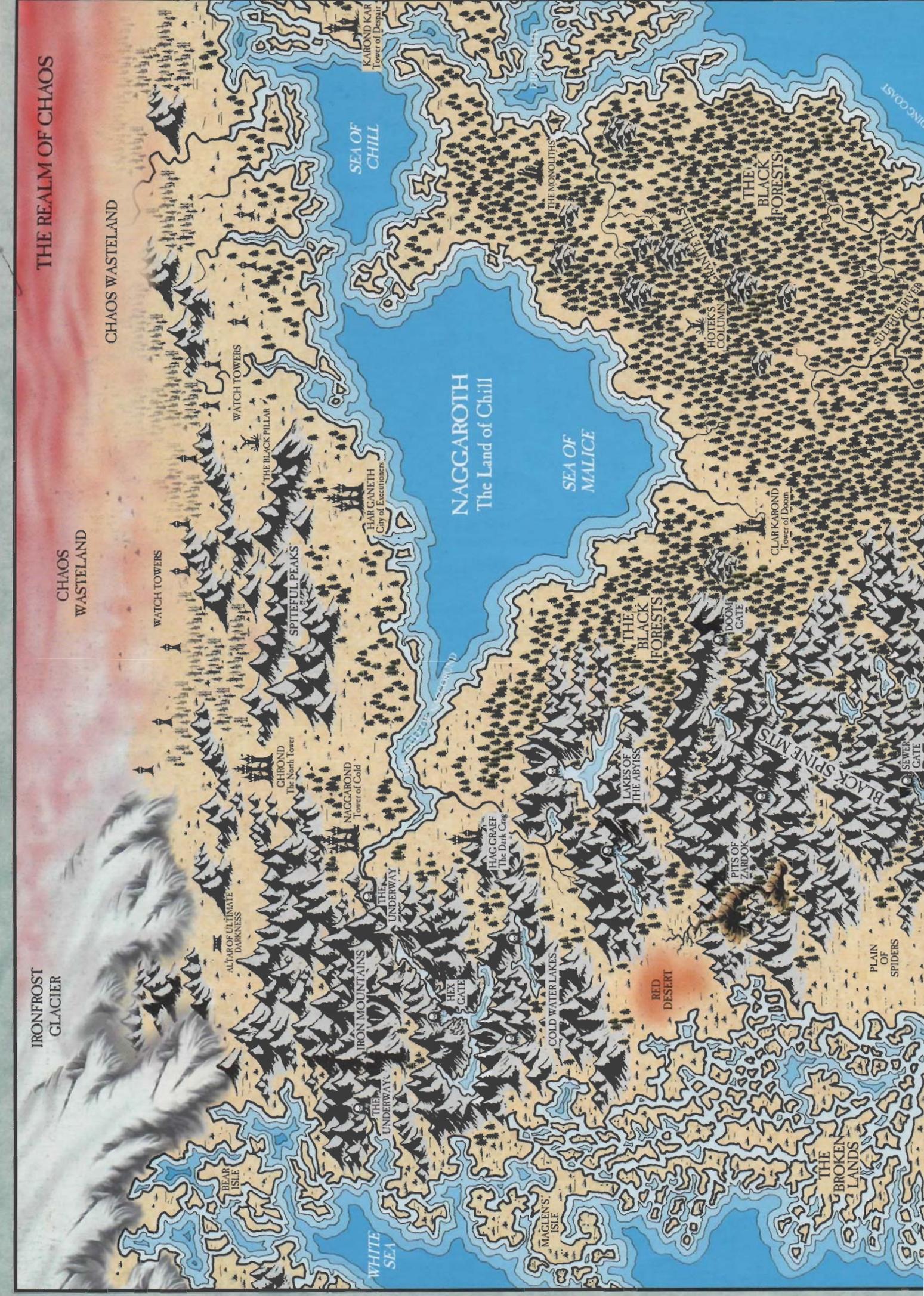


IRONFROST
GLACIER

CHAOS
WASTELAND

THE REALM OF CHAOS

CHAOS WASTELAND



WATCH TOWERS

WATCH TOWERS

THE BLACK PILLAR

SPITEFUL PEAKS

CHIROND
The North Tower

NAGGAROND
Tower of Cold

IRON MOUNTAINS

THE UNDERWAY

HEX GATE

HAG GRAEF
The Dark Crag

COLD WATER LAKES

LAKES OF THE ABYSS

THE BLACK FORESTS

PITS OF ZARDOK

RED DESERT

DOOM GATE

BLACK SPINE MTS

PLAIN OF SPIDERS

SEA OF CHILL

NAGGAROTH
The Land of Chill

SEA OF MALICE

THE MONOLITHS

THE BLACK FORESTS

HOTEK'S COLUMN

CLAR KAROND
Tower of Doom

KAROND KAR
Tower of Despair

INCOAST

SULPHUR RIVER

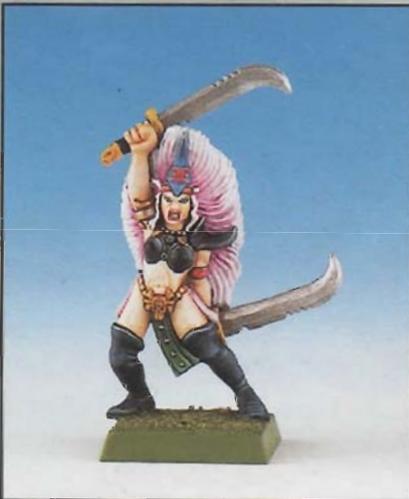
SEWER GATE

THE BROKEN LANDS



DARK ELF WITCH ELVES

Witch Elves are the most cruel and bloodthirsty of all the Dark Elves. Before battle Witch Elves drink blood laced with hallucinogenic herbs which drives them into a frenzy of bloodlust. They do not carry shields, caring nothing for their own protection, and are armed with sharp swords and long knives whose edges are dipped in venom. After battle they sacrifice victims to Khaine and bathe in cauldrons of blood, renewing their dark pact with the Lord of Murder.



WITCH ELVES MAKE A FRENZIED ATTACK ON A UNIT OF DWARF WARRIORS

WITCH ELVES

The Witch Elves are called the Brides of Khaine, the mighty god of murder. As maiden-Elves his servants are wedded to him in midnight rites of blood sacrifice and cruel abasement. When the temple fires grow hot and the night is black and cold, Khaine takes new brides and blood flows in torrents down the steps of his altar.

Only the strongest and most graceful are chosen to honour Khaine in this way. Their cadaverous beauty is legendary even amongst the fair Elves of Ulthuan. Their unblemished skin is pale as milk and their hair is white like ice. Their disdainful eyes are pale and their full, red mouths are quick to laugh at another's pain. When their master calls the Dark Elves to battle the Witch Elves sharpen their blades. To the Brides of Khaine the battlefield is but another temple and combat is another chance to taste the blood of sacrifice. Mad-eyed they fall upon the enemy; howling with lust they eagerly sate their thirst for slaughter. They laugh as bones break and flesh is torn, and their own pale bodies are smeared with the red blood of battle.

When the fighting is done the Hag Queens lead the Witch Elves to the temples of Khaine where they bathe in cauldrons of warm blood and dance naked long into the night. The Witch Elves howl with pleasure to see beating hearts torn from living breasts by the knives of the cackling Hag Queens. These are the oldest of the Witch Elves and their ancient crone-like bodies are vile and bent. Their laughter is a cackle of madness and withered lust. As they bathe in the sacrificial blood their shrivelled bodies are renewed once more, and they emerge reinvigorated with the power and beauty of youth.

There is a night put aside for the Brides of Khaine called Death Night, when the Hag Queens lead the



Witch Elves through the streets, breaking into houses and stealing away the people from within. On Death Night all doors and windows are barred and Elves hide in terror from the servants of the God of Murder, for on his night the god shows no mercy, not even to his most faithful worshippers. Hundreds of Dark Elves are dragged to the altars and sacrificed, young and old, and their blood fills the cauldrons for the Hag Queens to bathe in. Amidst great revelry the Witch Elves feast upon raw flesh and drink blood mixed with wine. After many hours, intoxicated and exhausted by the dance they fall into a stupefied sleep and do not awake for many days.

WITCH ELVES

MAGIC ITEM

10 POINTS

THE BLOOD BANNER

The Blood Banner is a horrific sight which constantly oozes blood and fills the air around it with a charnel house stink.

A unit of Cold One Knights that has the Blood Banner may ignore the effects of the Cold One's stupidity for the entire battle. The sight and smell of the Blood Banner has worked the Cold Ones into a frothing frenzy before the battle starts.

COLD ONE KNIGHTS ONLY

MAGIC ITEM



MAGIC ITEM

POWER 2

RANGE: 18"

DEATH SPASM

The Wizard hurls a bolt of pure Dark Magic which will strike the first model in its path up to 18" away. Roll 1D6. If the dice roll exceeds the target's Toughness then it suffers terrible convulsions and dies, no matter how many wounds it has, and with no armour saving throw allowed. Such is the violence of the victim's death throes that it inflicts a single hit at its own Strength on any models in base-to-base contact with it, whether they are friend or foe.

VICTIM DESTROYED IF D6 ROLL EXCEEDS TOUGHNESS



Dark Hand of Destruction, Death Spasm and Power of Chaos replace the three Necromancy spells in the Dark Magic spell deck, provided in the Battle Magic supplement. Carefully photocopy and cut out the cards and glue them on top of the appropriate cards from the Dark Magic deck.

REPLACEMENT DARK MAGIC SPELL CARDS

MAGIC ITEM

25 POINTS

AMBER AMULET

At the start of their turn a character wearing the Amber Amulet automatically recovers wounds they have suffered previously in the battle. Only 1 wound may be recovered each turn, and the character may never have more wounds than they began the game with. If the character is slain outright, the Amulet has no power to regenerate wounds.

MAGIC ITEM



MAGIC ITEM

POWER 1

DARK HAND OF DESTRUCTION

Long talons of dark magical energy sprout from the Wizard's finger tips as he lunges at a single hand-to-hand opponent. The razor-sharp talons slice through flesh and bone, inflicting terrible wounds.

The Wizard may make a single hand-to-hand attack on one opponent that is base-to-base contact. Roll to see if the attack hits using the normal hand-to-hand combat rules. If the attack hits then it causes D3 wounds with no armour save allowed unless the victim has magic armour. Magic armour saving rolls may be made as normal.

POWER 1

POWER OF CHAOS

The Wizard mutters and chants, calling on the dark powers of Chaos to aid him. Roll a dice. On a roll of 1 the Wizard is drawn into the Realm of Chaos where he dies horribly, torn to pieces by a multitude of gibbering daemons. On a roll of 2-6 the Wizard may immediately draw three extra cards from the magic deck which he may use in this magic phase.

**ROLL 1D6:
1 = KILLED
2-6 = GAIN 3 MAGIC CARDS**

MAGIC ITEM 60 POINTS

WITCH KING'S ARMOUR

The Witch King's armour is forged from iron and covered in runes which make it difficult to look upon.

The armour confers an armour saving throw of 3+ which may be combined with shields, mounts and barding in the same way as other armour. In addition any opponent attempting to attack the Witch King must subtract -1 from their to hit rolls. This modifier applies to hand-to-hand attacks and to attacks with missile weapons. Note that the Witch King's armour does not affect his ability to cast spells in any way.

WITCH KING ONLY

MAGIC ITEM



MAGIC ITEM

MAGIC ITEM 50 POINTS

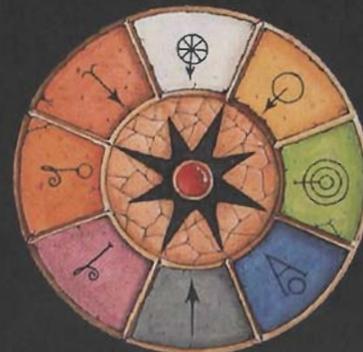
CIRCLET OF IRON

The Witch King discovered the Circlet of Iron amongst the rubble of an abandoned pre-human city. It is said to be older even than the ancient High Elf race, and is a potent source of magical power.

The Circlet provides the Witch King with a point of magical power each magic phase. This power can be used *either* to cast spells in the same way as a power card from the magic deck, *or* as a dispel against an enemy spell. If the power is used to power a spell, then it may be combined with power cards in order to cast 2 or 3 point spells. If the power is used as a dispel, then it is treated in exactly the same manner as a Dispel card from the Magic deck.

WITCH KING ONLY

MAGIC ITEM



MAGIC ITEM

MAGIC ITEM 50 POINTS

EXECUTIONERS AXE

The Executioner's Axe is a huge and extremely deadly weapon. The rules that apply to double-handed weapons also apply to the Executioner's Axe, ie the user always strikes last but receives a +2 Strength modifier. Roll to hit and to wound as normal. However, if any of the dice rolls to wound the target are a '6', then the axe has taken the opponent's head off at the shoulders, and he is killed instantly! Normal armour is ineffective against the magic of the Executioner's Axe so only foes in magic armour get a saving roll.

MAGIC ITEM



MAGIC ITEM

MAGIC ITEM 25 POINTS

WHIP OF AGONY

A character who has the Whip of Agony may use it to make one attack at the start of each hand-to-hand combat phase.

This attack is in addition to the character's normal attacks, and is made before *any* other attacks by either side are resolved. Roll to hit as normal. If the attack hits then the victim does not take any damage, but must pass a Leadership test in order to attack in that hand-to-hand combat phase. If the target fails the Leadership test they are overcome with pain and may not attack that turn. Creatures being ridden by a character that are hit with the Whip of Agony must use their own Leadership to see whether they are allowed to attack, not their rider's Leadership.

MAGIC ITEM



MAGIC ITEM



THE BLACK GUARD OF NAGGAROTH ENGAGE A UNIT OF SAVAGE ORC BOARBOYZ



DARK ELF WARRIORS CHARGE A PAIR OF SKAVEN WARPFIRE THROWERS



A WITCH ELF SORCERESS USES DARK MAGIC AGAINST THE FORCES OF CHAOS

DARK ELF BESTIARY

DARK ELF WARRIORS

The Dark Elves were driven from the Elf land of Ulthuan many centuries ago and now live in the northern regions of Naggaroth, the bleak and unwelcoming Land of Chill. Dark Elves, or *Druchii* as they are called in the Elf tongue, are close kin of the High Elves and in appearance they are almost identical, although Dark Elves have extremely pallid skin compared to their old rivals.

Dark Elf warriors are cruel and fierce fighters. Many of them are women and it is common to find both women and menfolk fighting side by side. Like all Elves, Dark Elves are lithe and sinuous, their muscles are strong and their reactions every bit as quick as their agile minds. Despite their deathly pallor and cruel faces they are savagely beautiful and highly intelligent, although they treat other creatures with contempt and place no value on the lives of lesser races. Dark Elf warriors wear distinctive and highly ornate armour. They carry cruel swords and many are armed with the deadly repeater crossbow which shoots a hail of small barbed arrows.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
DARK ELF	5	4	4	3	3	1	6	1	8
DARK ELF CHAMPION	5	5	5	4	3	1	7	2	8
DARK ELF HERO	5	6	6	4	4	2	8	3	9
DARK ELF LORD	5	7	7	4	4	3	9	4	10

SPECIAL RULES

HATE HIGH ELVES

Dark Elves hate their ancient enemies the High Elves so intensely that they will often fight them to the death rather than run away. When fighting High Elves, Dark Elves are affected by the rules for *hatred* as described in the Warhammer rulebook.

DARK ELF OBEDIENCE TESTS

Dark Elf troops are normally extremely disciplined, obeying orders promptly and efficiently. However, when fighting against High Elves the thousands of years of bitter enmity between the two races can affect even the iron discipline of a Dark Elf army. Ancient hatreds bubble forth, threatening to overwhelm the Dark Elves with a desire for revenge, a need to get to grips with their despised opponents and tear them to pieces in bloody conflict.

Under such circumstances the leaders of Dark Elf regiments have to struggle to keep the warriors under their command from acting impetuously and disrupting the army general's carefully conceived battle plan. Because of this a Dark Elf regiment that has a High Elf unit to their front and within 24" at the start of their turn must take an Obedience test. Note that tests are only taken for regiments. Characters, war engines, or indeed anything other than a regiment does not have to test.

Roll a D6 for each Dark Elf unit that has to take an Obedience test in the compulsory movement part of the movement phase. On a roll of 2-6 the unit remains under control and may move normally this turn. On a roll of 1, however, the unit is disobedient.

A unit acting disobediently must charge the nearest High Elf unit if any are within reach. If no High Elves are within charge reach then the unit must move as quickly as possible (marching if it is allowed to), directly towards the nearest High Elf unit it can see. Units that act disobediently on one turn are not forced to do so again on their next turn – unless you roll another '1' of course!

Note that regiments of Harpies do not hate the High Elves in the same way as the Dark Elves, and do not have to take Obedience tests.



DARK ELF SORCERERS

The High Elves are the greatest wizards in the whole world, and the Dark Elves are also a race touched by magic. Whereas the High Elves have always taken great care to protect themselves from dangerous magical energies, especially Chaos Daemons, the Dark Elves long ago embraced dark magic in all its evil majesty. The natural magic powers of Elves and the unnatural vitality of evil are mated together in the Dark Elves, so that they have become the ultimate masters of dark sorcery.

The magic energy used for Dark Magic is undivided: it contains all of the eight types of energy in a seething mass. The High Elf Mages knew of the power of Dark Magic but for long ages turned their back on its possibilities, regarding it as too dangerous to use. However, the temptation eventually proved too much for some Elves, who started to experiment with Dark Magic secretly. The experiments drew many evil things into the world and corrupted its practitioners, twisting their minds and turning their hearts to evil. Thus were born the Dark Elf sorcerers.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
SORCERER	5	4	4	3	4	1	7	1	8
CHAMPION SORCERER	5	4	4	4	4	2	7	1	8
MASTER SORCERER	5	4	4	4	4	3	8	2	8
SORCERER LORD	5	4	4	4	4	4	9	3	9

SPECIAL RULE

HATE HIGH ELVES

Dark Elves hate their ancient enemies the High Elves so intensely that they will often fight them to the death rather than run away. When fighting High Elves, Dark Elf Sorcerers are affected by the rules for *hatred* as described in the Warhammer rulebook.



MASTERS OF DARK MAGIC

Dark Elf Sorcerers are the supreme masters of Dark Magic. To represent their mastery in this area, Dark Magic spell cards are dealt out to Dark Elf Sorcerers before any other wizards receive their spells. For example, a Dark Elf Champion Sorcerer would be dealt his two spell cards before a Necromancer Sorcerer Lord received any of his four spells, even though the Necromancer is a higher level wizard. This means that Dark Elf Sorcerers (of any level) will receive their spells before any other wizards are able to draw spells from the Dark Magic deck. When there are several Dark Elf Sorcerers taking part in the same battle, the Dark Magic spell cards are dealt out to them in order of seniority, starting with the highest level Sorcerer.

BLACK ARK CORSAIRS

The Black Arks of Naggaroth are mighty floating fortress-palaces, kept aloft and propelled through the water by powerful spells of Dark magic. The Black Arks scour the seas of the Warhammer World, performing mysterious errands for the Witch King, or raiding the coasts for slaves.

When a Dark Elf fleet reaches the coast of a foreign land and disgorges its invading army, one or more regiments of Black Ark Corsairs will always be well to the fore. These deadly warrior-knights are sworn to carry out the orders of the Black Ark's ruler without question, no matter what foul deed or heinous crime they are ordered to commit.

Corsairs prefer to use equipment that is light and does not impede their movement in any way, as they are often called upon to take part in boarding actions if the Black Ark is attacked at sea. They are generally armed with either one or two hand weapons, which they wield with dazzling skill. They do not like to use shields, which they consider bulky and can get in the way in the wild and disorganised combats that they are normally called upon to fight. Instead, they rely for protection on the tough but remarkably light cloaks made from the scales of the sea monsters used by the Dark Elf fleet.

SPECIAL RULES

HATE HIGH ELVES

Dark Elves hate their ancient enemies the High Elves so intensely that they will often fight them to the death rather than run away. When fighting High Elves, Black Ark Corsairs are affected by the rules for *hatred* as described in the Warhammer rulebook.

SEA DRAGON CLOAK

Black Ark Corsairs wear cloaks made from the scales of sea monsters. The scales are skilfully joined together to give a cloak that is flexible, yet tough enough to deflect enemy blows. A Sea Dragon Cloak provides a save of 5 or 6 on a D6, and ignores armour saving throw modifiers for the strength of the attack. This means the Black Ark Corsairs always have an armour saving throw of 5 or 6 against wounds taken regardless of the enemy's strength. However, if hit by a weapon or enemy which cancels out armour saves altogether, for example a cannon shot, then no save is allowed – even the Sea Dragon cloak cannot protect against such a hit.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
BLACK ARK CORSAIRS	5	4	4	3	3	1	6	1	8

DARK RIDERS

The Dark Riders are heralds of the armies of Naggaroth. Mounted on black horses with glowing red eyes, the Dark Riders range ahead of the main army, spying on the enemy and spreading mayhem and confusion. They are the eyes and ears of the Dark Elf army commander, reporting back with vital information about the position and strength of the enemy's forces.

Dark Riders are expert horsemen, spending most of their lives in the saddle, and are deadly shots with the Dark Elf repeater crossbow. When called to take part in a pitched battle they are usually deployed ahead of the main Dark Elf army so that they can slow down and harry the enemy as they try to deploy for battle. If they are attacked they will normally fire off a quick volley of crossbow bolts and retreat, relying on the speed of their fleet-footed Dark Steeds to outdistance any pursuers.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
DARK RIDER	5	4	4	3	3	1	6	1	8



DARK STEEDS

The horses of the Elves and Dark Elves are renowned for their beauty and speed, and all breeds of horses known to man are descended from Elven steeds. Most High Elf steeds are grey or dappled, but the Dark Elves prefer pure black horses. These fearsome creatures are said to have evil tempers and a hatred of all living creatures that is only matched by their Dark Elf riders.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
DARK STEED	9	3	0	3	3	1	4	1	5

SPECIAL RULES

HATE HIGH ELVES

Dark Riders hate their ancient enemies the High Elves so intensely that they will often fight them to the death rather than run away. When fighting High Elves, Dark Riders are affected by the rules for *hatred* as described in the Warhammer rulebook.

SKIRMISH

Dark Riders can *skirmish* if you wish – see the rules for skirmishing in the Warhammer rulebook.

SPECIAL DEPLOYMENT

Dark Riders are allowed to make a free march move after both sides have deployed. Note that they may not use this free move to charge at the enemy, and may not shoot any missile weapons after making the move.

EXPERT RIDERS

Dark Riders do not suffer the -1 to hit modifier to their shooting if they moved in the same turn. However, this does not allow them to shoot if they charge or make a march move.

FIRE AND FLEE

Dark Riders are allowed to choose to 'fire and flee' as a charge reaction. The fire and flee charge reaction works by combining the stand and shoot option and the flee option. First of all the unit may fire missile weapons, but only if the chargers are more than half their charge move away when the charge is declared. All shooting suffers the normal -1 to hit modifier for shooting at charging troops.

If the missile fire fails to stop the charge (by causing the attackers to fail a Panic test), then the Dark Riders must flee. This is treated in exactly the same way as a normal flee charge reaction, except that the number of dice rolled to see how far the unit flees is reduced by one to represent the time that was spent firing at the charging unit. The Dark Riders suffer this penalty even if the unit failed to shoot because the chargers were less than half their charge move away.

WITCH ELVES



Amongst the Dark Elves she-Elves are just as deadly as their menfolk, and are equally adept warriors, fighting alongside the males in battle. The wildest of all are the Witch Elves, the brides of Khaine, Lord of Murder. They are the most cruel of all the Dark Elves, the most bloodthirsty and the most beautiful.

Before battle Witch Elves drink blood laced with poisonous herbs which drives them into a frenzy of bloodlust. They do not carry shields, caring nothing for their own protection, and are armed with sharp swords and long knives whose edges are dipped in venom. After a battle they choose victims to sacrifice to Khaine and bathe in cauldrons of blood, renewing their dark pact with the Lord of Murder.

Witch Elves live in the temples of Khaine under the glowering eyes of their Hag Queens. The Hag Queens are extremely ancient, and once a year they take part in the riotous celebrations of Death Night when the Witch Elves prowl the streets and steal away any Dark Elves they find, sometimes breaking into houses to take petrified inhabitants away for sacrifice.

On Death Night the Hag Queens bathe in blood to restore themselves, at which time they become the most enchanting and voluptuous of all Elves, their strangely cadaverous beauty more powerful and captivating than any magic. Over the year they revert into the haggard crones they really are, until Death Night comes round once more and Dark Elves hide in their homes, listening to the revelry and evil laughter of the midnight celebrations of the Witch Elves.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
WITCH ELF	5	4	4	3	3	1	6	1	8
WITCH ELF CHAMPION	5	5	5	4	3	1	7	2	8
WITCH ELF HERO	5	6	6	4	4	2	8	3	9
HAG QUEEN	5	7	7	4	4	3	9	4	10

The Witch Elves steal away some male children to raise in the temples of Khaine to be Assassins, and these are probably the most deadly and evil Dark Elves of all, the masters of subtle and murderous magics.

SPECIAL RULE

HATE HIGH ELVES

Dark Elves hate their ancient enemies the High Elves so intensely that they will often fight them to the death rather than run away. When fighting High Elves, Witch Elves are affected by the rules for *hatred* as described in the Warhammer rulebook.

FRENZY

Witch Elves are subject to *frenzy*, as described in the Psychology section of the Warhammer rules.

WITCH ELF POISONED WEAPONS

The Witch Elves' weapons are coated with a deadly poison. This increases the Strength of any attack made by a Witch Elf by +1 because the slightest scratch can kill.

Fear was not a common emotion amongst the inhabitants of Ghronnd; Dark Elves were more familiar with inflicting pain than experiencing suffering themselves. One night was different, though. On Death Night they were all rendered equal by the knowledge that death could strike any one of them, at any time. An equality of dread unified the city in a way no other event could.

The inevitability of Death Night hung over the life of Ghronnd like a blot, a pall of blood and cruelty that stained the souls of Elves that lived there. Even the architecture of the city reflected this time of darkness: doors were thick and barred with bands of iron, windows were such tiny narrow slits that no intruder could ever climb through them.

For ten long sleepless hours, the Dark Elves would cower in their homes, listening to the screams as the Witch Elves dragged their captives away. The following morning, those who had survived this lottery of death would celebrate their escape in the time-honoured fashion. Each family would sacrifice one of their own household – usually a slave or an elderly relative – as thanks to the Lord of Murder for sparing the lives of them and their children.

EXECUTIONERS

To the Elves of Ulthuan the tower of Har Ganeth is known as the Cursed Place, but to the Dark Elves it is the city of Executioners whose very streets are steeped in sacrificial blood. Here, long ago, it is said that ten thousand Elves were slain in an orgy of bloodletting that lasted for many nights. So many died upon the altars of Khaine that the streets of Har Ganeth ran red with blood, and to this day the walls and streets of the city are still stained from that great celebration.



The Executioners are the warriors and guardians of Har Ganeth, the wardens of its temples, whose keen axes are always ready to spill blood in the rites of Khaine. They are the cruellest of the cruel, these Executioners, who sing the praise of their bloody god as they go about their business. They laugh to hear the groans of their enemy as axes bite deeply into flesh, and rival warriors compete to collect the greatest number of cleanly severed heads.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
EXECUTIONER	5	5	4	4	3	1	6	1	8

SPECIAL RULES

HATE HIGH ELVES

Dark Elves hate their ancient enemies the High Elves so intensely that they will often fight them to the death rather than run away. When fighting High Elves, Har Ganeth Executioners are affected by the rules for *hatred* as described in the Warhammer rulebook.

EXPERT AXEMEN

The Har Ganeth Executioners are quite exceptionally skilled in the use of their huge double-bladed axes, lopping off heads and limbs with wanton precision. To represent their ability with their weapons, each wounding hit inflicted by a Har Ganeth Executioner in hand-to-hand combat causes not 1 but D3 wounds.

DARK ELF SCOUTS

Dark Elf Scouts are tall, sharp-eyed warriors, keen as hawks and cruel as leopards. They live and fight in and below the mountains to the west of Naggaroth. This is a terrible country: the mountains are harsh, relentless and jagged with rocky and precipitous peaks, while the caverns below the mountains are gloomy, dank and fraught with peril. It is a perfect natural arena for the wars of sniping and ambush practised by the Dark Elf Scouts.

Dark Elf Scouts must live and survive in this hostile environment from the day they are born, children being left outside the birthing tent to endure their first night on their own. Only if the child survives the night is it considered to be worthy enough to be a Dark Elf Scout. It goes without saying that the experience does much to foster the extreme self-reliance and pathological distrust of other creatures that is so characteristic of all Dark Elf Scouts.

In battle the Scouts prefer to rely on their skill with their repeater crossbows rather than risk direct confrontation. They will move out on their own well before the battle lines have been drawn up, choosing a well-concealed location from where they can harry and snipe at the enemy while remaining under cover themselves. Although they consider it foolish to engage in hand-to-hand combat unless the foe is surprised or his back turned, their ability with the short but deadly sharp swords that they carry should not be underestimated. Many an over-confident opponent has learned to his cost that a Dark Elf Scout is at his most dangerous when cornered and forced to fight.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
DARK ELF SCOUT	5	4	5	3	3	1	6	1	8

SPECIAL RULES

HATE HIGH ELVES

Dark Elves hate their ancient enemies the High Elves so intensely that they will often fight them to the death rather than run away. When fighting High Elves, Dark Elf Scouts are affected by the rules for *hatred* as described in the Warhammer rulebook.

SKIRMISH

Dark Elf Scouts can *skirmish* if you wish – see the rules for skirmishing.



SPECIAL DEPLOYMENT

Dark Elf Scouts are adept at infiltrating the enemy army's position and springing traps and ambushes from unexpected hiding places.

The Scouts are set up after the enemy has placed all of his units on the table. They can be set up anywhere outside the opponent's deployment area, as long as no model in the opposing army has a line of sight to their set-up position. If both armies contain troops with this ability, each player should roll a D6, with the player scoring lowest having to set up his infiltrating units first.



The last rays of the setting sun reflected redly off the shapely helms and finely-crafted weapons of the Silverhelm patrol, the white tunics of the High Elf warriors appearing orange in the light.

The Elves were returning through the pass to the enclave of Arnhelm. Aillion hated these mountains. The Blackspines were a relentless range of jagged peaks, precipitous crags and bleak, rocky escarpments – perfect ambush country.

Aillion knew that the patrol would not reach Arnhelm before nightfall, and travelling through these harsh lands in darkness appealed to him even less than having to make camp here for the night. However, he was determined that they should make it through the Stormfire Pass before they stopped.

Behind Aillion rode a troop of twenty High Elf warriors, all mounted on the grey or dappled steeds prized by their race. Their thoughts and fears were the same as those of their lord. None felt any love for the chill peaks and all dearly wished to be back in the enclave at the soonest opportunity.

Although the most capable of fighters, these lands held unknown dangers that inspired feelings of uncertainty and fear in even the bravest Elves. As the crimson light faded around them, the horsemen anxiously scanned the ridges above the pass, expecting at any minute to be assailed by an Orc warband or some deadlier denizen of the mountains, incensed by their intrusion into its territory.

The crags were indeed home to many fearsome creatures, but none so relentless and dangerous as the black-clad, sharp-eyed warriors who were watching the High Elves passing at that moment.

A groan from the end of the column of riders made the others twist round in their saddles. In shocked surprise, they saw the last Elf in the line slumped over the neck of his startled steed, a crossbow bolt protruding from his back. The bolt had found its mark perfectly, having pierced the Elf's heart. He was already dead.

The dead Elf's panicked horse bolted along the pass, disturbing the other animals. As the steeds whinnied and shied, shouts came from some riders: others spun round, first one way then the other, in a desperate and futile attempt to locate the sniper.

But there was no further crossbow fire or, in fact, any sign of the attackers. Apart from their dead companion, it was as if nothing had happened at all.

"We should go after them," suggested one of the Silverhelms, rather too boldly, "and ride them down."

"In this half-light?" retorted Aillion.

"We should soon find them easily if we split up."

"No!" barked the unit's commander. "We stay together."

The young knight glowered back at Aillion with a look of defiance but kept his place in the line.

"Now let us be on our way."

The Dark Elf Scout party watched the riders ride off, their keen eyesight not in any way inhibited by the lack of light. No, their time was just beginning.

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The guard shivered, as much from a growing sense of unease as from the cold. It had been his dubious pleasure to be one of those selected to take the first watch. The troop had made it out of Stormfire Pass as the sun finally vanished beyond the jagged horizon, but they were still within the boundary of the mountains.

It had been decided that to go on through the night, consumed with tiredness after two days' hard riding, and at the mercy of keen-sighted potential enemies, would be pure folly. No, this way the resting Elves could be sure of being surrounded and protected by their fellows, who could give warning of any potential threat in plenty of time. Still, however, even though they desperately needed sleep, many could not after the attack in the pass.

What was that? The guard looked round quickly to his right, straining to see anything at all in the darkness. He was sure that he had heard something not far from the camp. Looking to his far left and then to the right he could see the other guards staring out into the night. Neither had reacted to the sound, suggesting that they had not heard it. There it was again, only closer now. Cautiously, sword at the ready, the Elf slowly stepped away from his post in the direction of the sound.

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The black-cloaked figure let the body of the Silverhelm slip from his grasp and slump to the ground, the Elf's throat cut. Without saying a word, through a series of hand signals, the leader of the Dark Elf scouting party directed his warriors towards the crest of the ridge overlooking the camp.

Even though the cold towers of Naggaroath, the usual haunts of the foul Dark Elves, were leagues away to the north, beyond the uncrossable Doomglades, bands of their hawk-eyed scouts would regularly make guerrilla raids on the High Elf enclave of Arnhelm. Theirs were the tactics of sniping and ambush. It was said that they would harry their prey for days, slowly picking off their victims, one by one.

Unimpeded by the rugged terrain of the mountains, the Dark Elf Scouts had followed the patrol for the last two days, using shortcuts familiar to them that



actually ran through tunnels and caves under the range of the Blackspines. The Dark Elves had known of a number of ways through these tunnels for centuries although they did not venture into the deeper caves, for there dwelt indescribable, eyeless things that shunned all light and warmth, that could tear apart rocks and Dark Elves with equal ease. However, a trained Scout could travel through the safe tunnels and cut out several leagues of more awkward and hazardous paths above ground.

The six Dark Elves were now crouched at the top of the escarpment, repeating crossbows at the ready. With one silent signal from their leader, the Scout party stealthily scurried down the slope and melted into the night.

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Aillion was woken by a cry. In seconds, the troop was on its feet, some seeing to the horses, which were whinnying nervously. Several of the Elves who had been on guard were standing together just outside the edge of the camp. Aillion quickly joined them.

"It's Gandrell," said one of the guards. "His throat's been cut."

"Any sign of the attacker?" demanded Aillion.

"No, nothing."

There was a shout from another Elf nearby. "Over here. There's a set of footprints."

Aillion strode over to the young Silverhelm. The single set of prints of a pair of booted feet in the grey dust disappeared into the night, towards the higher ground. The High Elf commander stood deep in thought for several moments, his brow lined in concentration. So far he only had evidence of one assailant and if they could be dealt with swiftly, the danger would be over.

Aillion's supernaturally keen High Elf hearing heard a slight 'click' from away in the darkness, followed by a loud 'shhhh-thunk'. A look of horror spread over the face of the Silverhelm by Aillion's side, and then he slumped forward. Even before the body of the first Silverhelm hit the ground, a crossbow bolt in his neck, another was clutching at a shaft sticking out of his midriff.

As Aillion roused himself, a shadow seemed to coalesce from the darkness around him into a humanoid form. Drawing his sword and leaping to one side in one fluid movement, Aillion felt the bolt glance off his scaled armour and swept his blade around in an arc. There was a cry and then the shadow was swallowed up by the night once more.

"Arm yourselves! We are attacked!" he yelled, suppressing his own growing feelings of panic. The

body and the footprints had been a trap, and he had led his men straight into it.

Two more Elves fell under a hail of arrows. He felt so helpless, fighting an unseen and unreachable enemy. He had no idea where the next attack would come from and so made a snap decision.

"To the horses!" he commanded. "Let us ride away from here!"

The Dark Elves revelled in the screams of the dying High Elves, their hated kin. Naggaroth was theirs: the lords of Ulthuan would never take it from them.

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With the first soft light of dawn, the sentry standing at the gates of Arnhelm looked out at the mountains to the west and caught sight of the lone grey horse galloping across the plain towards the enclave. When he saw a rider slumped across its neck he immediately alerted his superior.

The gates were opened to admit the horse, and the guards immediately made to help the Elf slouched semi-conscious in the saddle, with a crossbow bolt stuck in his side. The rider was wheezing badly, suggesting that the bolt had punctured a lung.

As he was helped down from his exhausted steed, Aillion half-opened his eyes. "They ambushed us... We could not help ourselves..." His words came raspily and he appeared to be almost delirious. "They charged down the rearguard." Tears began to run down his face. "They killed the horses..."

He coughed and a trickle of blood ran from the corner of his mouth. "They killed us all..."

And then he was dead.



DARK ELF ASSASSINS

During the insane revelries of Death Night the Witch Elves steal away young male children who they raise in the temples of Khaine. As they grow they learn the dark secrets of Khaine: the deadly martial arts, the power of poisons, how to move without sound and how to slip through the night unseen. They are murderers supreme, the most deadly agents of the Witch King.

Dark Elf Assassins have few equals in combat. They are master swordsmen and their weapons are rendered even more deadly by being tipped with Black Venom. In battle they are secreted amongst the other Dark Elves and hunt down enemy leaders, wizards and other vulnerable characters, pouncing upon them unexpectedly as regiments clash in combat.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
ASSASSIN	5	9	9	4	4	1	10	2	10

SPECIAL RULES

HATE HIGH ELVES

Dark Elves hate their ancient enemies the High Elves so intensely that they will often fight them to the death rather than run away. When fighting High Elves, Dark Elf Assassins are affected by the rules for *hatred* as described in the Warhammer rulebook.



POISON ATTACKS

Dark Elf Assassins are expert poisoners and their swords are tipped with the deadly Black Venom, a poison which drives its victims insane with agony. When a Dark Elf Assassin inflicts a wound he causes not 1 but up to D3 wounds (1-2 = 1, 3-4 = 2, 5-6 = 3). Roll a D6 to determine how many wounds the blade inflicts.



DISGUISE

At the start of the game Assassins may be hidden in Dark Elf infantry units. You can hide one Assassin in each unit – make a note to indicate which units conceal Assassins. Assassins are not placed on the table, but are assumed to move along with whatever unit they are with, keeping pace even if the unit moves faster. In this way the enemy does not know where your Assassins are until they are ready to attack.

ATTACK

Assassins may be revealed once their unit is fighting in hand-to-hand combat. The player declares that his unit contains an Assassin and places the model amongst the ranks where it can fight, removing another model from combat if necessary. The Assassin may choose to attack any model his base touches, so it is usual to position him next to the leader or some other important enemy character. In keeping with their ability to attack suddenly and unexpectedly they always attack first, even when the enemy charges.

FURTHER FIGHTING

Enemy models can attack the Assassin in the normal way. Assassins are quite vulnerable once they have made their attacks, although if an Assassin can slay all the enemy his base touches then he is safe from attack for that turn. Once the Assassin has been revealed he moves in company with his unit and continues to fight as described. In any round of hand-to-hand combat the Assassin can always choose where he wants to fight, moving from one place to another to take on the most powerful enemy characters if he wishes.

LEADERSHIP

The Assassin continues to move with his unit and the unit takes any Leadership-based tests using its own Leadership value. Assassins are not leaders but exceptional individuals, so their Leadership value is never used by the unit they are with. Should the Assassin's unit be broken, forced to flee, or subjected to any psychology or other Leadership-based test which it fails, then the Assassin has two options. Firstly, he can remain with the unit and is affected along with the other troops. Secondly, if he is within 5" of another Dark Elf infantry unit, he can take a separate Leadership test and, if he passes this, he can move immediately to this new unit. If unable to do so he is carried along with the broken/fleeing unit.

COLD ONES

Cold Ones are ancient green skinned reptiles that live in the dark caves and tunnels in the mountains underneath Hag Graef. Cold Ones are extremely stubborn beasts, and not at all intelligent. Their cold flesh is almost immune to pain and their bodies exude poisonous slime. Dark Elves can withstand small quantities of this slime and tiny amounts are used to make the poisons and intoxicating brews used by Assassins and Witch Elves. Other races succumb much more readily to the poison and creatures fighting Cold Ones are as likely to be overwhelmed by this as killed by the Cold One's brutish claws or razor sharp teeth. Cold Ones can be broken to the saddle and ridden to war.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
COLD ONE	8	3	0	4	4	1	1	2	3

SPECIAL RULES

FEAR

Cold Ones are large and frightening monsters with scaly skins and hideously sharp teeth. Cold Ones and troops riding Cold Ones therefore cause *fear* as described in the Warhammer rules.

STUPIDITY

Cold Ones are not very bright creatures and sometimes become confused or go inexplicably wild. In battle they are inclined to be lazy and sluggish until they have

tasted blood, needing to be goaded into their first action. They are therefore subject to *stupidity* as described in the Warhammer rulebook until they have fought a round of hand-to-hand combat. This means a Stupidity test must be taken at the start of each turn, using the Ld value of the Cold One's rider. Once a Cold One has become involved in a round of hand-to-hand combat (either on its own or as part of a unit) it is no longer subject to stupidity and may be used normally for the rest of the battle.



SAVE

Cold Ones are large, thick-skinned and very difficult to kill. They are cold-blooded creatures and hardly seem to be affected at all by wounds that would cause a warm-blooded creature to writhe in agony. A Cold One rider therefore receives an extra bonus onto his armour saving roll, +2 rather than +1 for other cavalry mounts such as horses or Dark Steeds. So, for example, a Dark Elf rider wearing light armour and a shield has an armour save of 3+ compared to 4+ for a Dark Elf wearing the same armour and riding a Dark Steed, and 5+ for the same Dark Elf fighting on foot.

HARPIES

These wild and savage creatures originally came from the Mountains of Mourn, far to the east. A single outcast tribe settled in Naggaroth near Karond Kar, the City of Despair. It is said that when the last Harpy leaves the land of Naggaroth, then within 90 days Karond Kar will fall to its enemies.

Harpies are scavengers and opportunists who prey upon the sick, the weary, the battle-worn and dying. Harpies can be seen circling over battlefields, waiting for the chance to dive down upon those too weak to defend themselves. There is no order amongst them, no more than amongst the most savage of beasts. Their screeching cries cleave the air and cast a shadow of dread on those below.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
HARPY	4	4	0	4	4	2	2	1	6

SPECIAL RULES

FLY

Harpies have wings and can *fly* as described in the Warhammer rulebook.

CHARACTERS

Note that although Harpies fight as units of troops they have neither champions, standards nor musicians. In this respect they are comparable to daemons and units of Chaos Hounds.

LEADERS

Harpies are savage and uncooperative creatures - they cannot be led by characters, not even by a character capable of flight.



DARK ELF WAR HYDRA

The Hydra is a many-headed monster with a scaly, reptilian body. Its serpentine heads belch out smoky flame, but they can also attack by biting enemies with their sharp teeth, and crushing them in the coils of their necks. Their bodies are low and squat, heavily muscled and covered with thick scales which are as hard as iron. Hydra scales are said to be even harder than dragon scales, and are much sought after to make suits of armour.

Hydra eggs are sometimes found in the Chaos Wastes to the north of Naggaroth, or hidden on the islands that are part of the Boiling Sea. The Hydras hatched from these eggs can be trained by Dark Elf Beastmasters and used in battle as a potent part of a Dark Elf army.

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

SPECIAL RULES

WAR HYDRA

The Dark Elf War Hydras have been extensively trained and toughened for battle by a highly skilled Dark Elf Beastmaster. Because of this its characteristics are higher than those of the Hydra described in the Warhammer Bestiary, and there are some changes to the *Breathe Fire* and *Scaly Skin* rules, printed below.

TERROR

The War Hydra causes *terror* as described in the Psychology section of the Warhammer rulebook. Remember that creatures which cause terror automatically cause *fear* as well.

BREATHE FIRE

The War Hydra's heads can breathe fire in the shooting phase. Although it has many heads, when the Hydra breathes fire several heads all breathe together, producing a single sheet of flame. The number of heads also means that the War Hydra is allowed to breathe fire even if it is engaged in hand-to-hand combat, and even if it charged in the same turn.

Use the teardrop-shaped flame template to work out hits. Place the template as you wish, with the end lying over the target and the narrow part coming from the front of the Hydra. Any model lying under the template area is hit on a D6 score of a 4 or more. Fire hits have a Strength equal to the number of hits the War Hydra has remaining. For example, a Hydra that has not suffered any wounds will have a fire attack with a Strength of 7, while a Hydra that has suffered 2 wounds will have a fire attack with a Strength of 5, and so on.

SCALY SKIN

The War Hydra has exceptionally tough scaly skin. This acts like armour and gives the Hydra an armour saving throw of 5 or 6 on a D6, but ignoring saving throw modifiers for the strength of the attack.

DARK ELF CITY GUARD

Each of the Dark Elf cities is garrisoned by a mighty army of warriors. Their primary duty is to protect the city from enemy attack, but they can also be mobilised by the Witch King in times of war. The core of each great garrison is its Guard. Dark Elves relish battle, and it is considered to be a great honour to serve in the City Guard. From the tall towers of their cold cities the City Guard keep watch over the land and ready themselves for war.

Half of the Dark Elves in a City Guard unit are armed with spears, while the other half carry the ubiquitous Dark Elf repeater crossbow. This means that they are equipped to battle any foe, even if they are operating on their own without support from other Dark Elf troops.

On the battlefield City Guard units form up in a unique two rank formation, with the crossbowmen in the front rank and the spearmen in the second rank. This is an excellent defensive formation which is almost impossible for most enemy troops to attack frontally.

SPECIAL RULES

HATE HIGH ELVES

Dark Elves hate their ancient enemies the High Elves so intensely that they will often fight them to the death rather than run away. When fighting High Elves, Dark Elf City Guard are affected by the rules for *hatred*.

COMBINED FORMATION

Models in a City Guard regiment may be either armed with a spear or a repeating crossbow. Generally, the regiment fights in two ranks, with crossbows in the front and the spearmen forming the second rank. The normal rules apply to each weapon, as described in the Weapons section of the Warhammer rulebook. Spear-armed models in the second rank are allowed to fight over the heads of models armed with repeater crossbows in the front rank.

Normally, casualties inflicted on a regiment are simply removed from the rear rank, it being assumed that the model that is removed has moved up to take the place of the model that was killed in the front rank. This will not work for a City Guard regiment, as the models in the rear rank may be equipped differently from those in front of them. Therefore you should remove casualties from the front of the unit, and fill any resulting gaps with models taken from the rear rank.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
DARK ELF CITY GUARD	5	4	4	3	3	1	6	1	8



An eerie stillness hung over the blasted plain between the two armies. Mounted on his scrawny warhorse, the general of the rebel slave army looked across the bleak wasteland at the Dark Elf force and his heart fell. He knew that this was the day he would die. An oppressive atmosphere shrouded the rebel army. Hargan knew what it was: a tense feeling of anticipation. Anticipation and fear.

Before them, the Dark Elf horde stretched out across the plain as far as any of them could see to the north and south. Hargan could hardly take in the number of Dark Elves ranged against his ill-matched army, such was the size of the implacable force. The enemy's black armour gleamed dully in the hazy light of the watery sun and here and there pinpricks of light glinted off sharply honed blades.

The army of the oppressors stood ranged before the slaves like a mighty, immovable wall. Directly in front of them was the infantry: lithe and sinuous Dark Elf men and women, fighting side by side, armed with deadly repeating crossbows, all ready for battle and almost goading the slaves to attack them by their mocking expressions. Behind the crossbowmen were the spearmen, the tips of their weapons visible above the warriors. Along with the armoured bodies of the Dark Elves the effect they had was to make the unit look like some enormous spiny-carapaced, many-legged horror.

Just the view of these regiments was enough to instil a knotted feeling of fear in the stomachs of the rebels, but there was worse still. Ranged between the units of the infantry were huge torsion-powered ballistas, loaded with heavy, steel tipped bolts – the notorious repeater bolt throwers. Powerful weapons, one bolt fired by such a machine could penetrate several ranks of troops, easily passing straight through a warrior's body. The bolt throwers could also fire volleys into the enemy ranks with equally devastating effect.

Beyond the regiments of crossbowmen and spearmen, to both north and south, were serried ranks of Dark Elf warriors, all intently staring towards the slave army. Behind them, Hargan could make out great lumbering green-skinned reptiles being ridden by magnificently armoured champions. The creatures' heads swayed lugubriously from side to side, nostrils flaring as they sniffed out the enemy, identifying them through their scent: a combination of sweat and fear. The Dark Elf Knights, mounted upon these cold-blooded monsters, stared directly ahead of them at the pitiful ranks of the rebel slaves, their chillingly handsome angular features made even more dreadful by the fixed expressions of cruel determination and ruthless dedication. Nothing would stop them once they had chosen their victims.

A distant screeching cry cut through the stillness and Hargan spun round, his heart pounding. Circling high above the battlefield were a number of bird-like silhouettes. From their terrible screams Hargan knew that they were harpies, ready to pick off the wounded and the dying.

Hargan's steed snorted, impatiently pawing the ground. Despite its emaciated condition, the warhorse had a fiery temperament and was eager to feel the bones of the enemy breaking under its hooves. Hargan suddenly became aware of another raucous howling joining the

screams of the harpies. The noise was coming from the ranks of the Dark Elves and could mean only one thing: the Witch Elves were preparing for battle.

Hargan could see the blood lusting warrior-women emerging from between the regular troops. Bearing no shields, but carrying long venom-edged knives, the Witch Elves were beginning to foam at the mouth, drugged into a frenzy by the hallucinogenic herb-laced blood which they all imbibed before battle. The warrior sisterhood of the Lord of Murder were rightly feared as the wildest and most bloodthirsty of the Dark Elves.

As the Witch Elves screeched and howled the rest of the Dark Elf horde began chanting to Khaine. The slaves all knew that there was no hope for them now. This was the end. Not one of them would leave the battlefield alive. But even though they knew it was futile, they had to try. They had come too far to give up now.



If they were going to die, Hargan thought, there was no better way than to die fighting – and to take as many of their evil oppressors with them as possible. At least that way it would be less likely that they would end up as tortured and degraded living sacrifices to the accursed Dark Elf god, and nothing could be worse than that.

We may be malnourished and ill-prepared, and certainly no match for the forces of the Witch King, Hargan thought, but we have right on our side, and the knowledge that we have nothing left to lose. With a grim expression of resigned resolution on his face, Hargan hefted his weapon and prepared to end his days fighting.

* * * * *

Dark Lord Ruerl of Har Ganeth looked over the heads of his forces at the pitiful slave army that faced him and allowed himself a cruel smile of satisfaction. Ten days before, he had received the intelligence from his scouts concerning the whereabouts of the slave army hiding in the Blackspine Mountains. The Dark Elves had long known about the clandestine contingent of slaves. Over the years, slaves from Naggaroth's great plantations had at times evaded the watchful gazes of their overseers and escaped into the unforgiving wilderness.

This concerned the Dark Elves little as the Land of Chill was a harsh enough place to live anyway and out in the open, at the mercy of the elements, not to mention the marauding tribes of Orcs and their Goblin kin, it was unlikely that any escaped slave could survive for long. But in more recent times, rumours had reached the great cities of the Dark Elves that a large number of renegade slaves were hiding out in the Blackspine Mountains that ran the length of Naggaroth, and that they had a leader.

Ten days had been ample time to mobilise Har Ganeth's army. Every single Dark Elf could be called upon to fight if necessary and many welcomed the opportunity to do so, being able to leave the claustrophobic confines of the city for a time and indulge in one of their greatest

pleasures – that of killing. Lord Ruerl knew that the slaves were no threat to his force but he was happy to treat the battle as a training exercise for his army. The warriors of Naggaroth had to be always ready in case the Witch King sent forth the long awaited command that the Black Arks would sail once more to reclaim the island continent of Ulthuan. Ruerl smiled in pleasant anticipation of the coming slaughter...

* * * * *

Bravely, Hargan's troops readied themselves to face the Dark Elves' onslaught. A shower of black-fletched bolts, darkening the heavy grey sky, rained down into the massed slaves. Many fell around Hargan, the slaves' only protection being scraps of stolen armour which proved too scant to be very effective against the crossbowmen's weapons. Hargan yelled out over the screams of the Dark Elves and the moans of the dying for his warriors to put all feelings of fear from their hearts. There was the side of right and they had nothing left to lose. Hearing their leader's words the rebels, filled with the courage of doomed men, took the initiative and surged forward to meet their foe.

With a dreadful whistling sound, the first volley of steel-tipped darts from the repeater bolt throwers flew into the front rank of the slaves. Many of the deadly missiles did not stop at the front line but continued through the men's bodies into those unfortunate troops behind them. Undaunted, and with the momentum of their charge carrying them past their fallen comrades, the slaves ran forward now even more driven, determined to avenge the deaths of their friends.

The infantry from the two sides clashed in the centre of the plain with a mighty ringing of steel upon steel. Headless human bodies fell to the left and right while the now enraged slaves cut down equal numbers of Dark Elf warriors. Giving their bloodthirsty battle-cries, the Cold One Knights urged their cold-blooded steeds forward into the flanks of the slave regiments. Usually slow and sluggish in their movements, as soon as the Cold Ones had tasted the blood of the humans falling before them, bellowing loudly, the great beasts no longer needed any encouragement from their riders. Their monstrous steeds striding into the melee, the Knights transfixed their enemies on their lances.

At the same time the frenzied Witch Elves cut a bloody swathe into the other side of the rebel army. Yelling insanely, the intoxicated murderesses dealt out death to all those around them, fighting with evil glee, each drop of blood they spilt being for the glory of Khaine. With a whining roar, a bolt of black fire burst from the Dark Elf ranks and smashed into a unit of slaves, scattering their charred bodies in an explosion of dark magic.

Caught between a contingent of Cold One Knights on their reptilian mounts and the frenzied Witch Elves, a regiment of slave warriors turned in panic and fled from its attackers. Loping after the fleeing slaves, the Cold Ones easily caught up with the desperate humans, allowing the Knights to drive them into the ground while the great beasts themselves tore the wretches limb from limb with their mighty jaws.

However, as the dread Knights cut down their companions, some of the slaves still managed to make good their flight, avoiding the lances of the Dark Elf champions. With siren screams, the black-winged harpies swooped down out of the sky and plucked these

survivors from the ground in their fleshrending talons. Screeching in the wild ecstasy of bloodlust, the harpies rose into the air, tearing apart the bodies of the humans, the screams of the slaves mingling with those of the demented monsters.

The embittered slave general stared out in dismay at the carnage taking place before him. In a momentary break in the fighting close to him, Hargan saw the slaves' standard fall as a Witch Elf sliced the bearer's head from his shoulders.

A second volley launched from the bolt throwers hurtled through the quickly-falling rebel lines. The remaining slaves fought on desperately. Another conjured missile of dark power slammed into the magically defenceless slaves to devastating effect.

Hargan knew that they could not take much more of this. Maybe he should order a retreat. There was no way the slaves could defeat the Dark Elves, with their great numbers and military precision. But then again, there was nowhere for them to go. The Blackpine Mountains held no hope for them. There was no way they could escape from the accursed continent and now that the Dark Elves knew of their existence, it would only be a matter of time before their one-time captors followed them into the mountains and finished them off. Resignedly, realising that there was absolutely no hope for the slaves, Hargan urged his steed into the fray.

He was only dimly aware of what happened next. The first thing he was conscious of was the assassin's dagger forced up to its hilt between his ribs, and then the pain hit him. As the poison took excruciating effect, the slave general felt his horse fall beneath him as it was struck from the side by a charging Cold One and its rider's lance. Hargan's eyes briefly met the coldhearted stare of the Knight before he toppled to the ground under crushing hooves and razor-edged claws. As he succumbed to the fumes of the poisonous slime of the beast's skin, Hargan felt the foetid breath of the reptilian monster on his face and gagged. The last thing he saw was the gaping, fang-lined maw as it closed around his skull.

* * * * *

The battle was over. It had been won swiftly and decisively by Lord Ruerl's mighty force and Dark Elf casualties had been minimal. The slaves' battle standard now lay trampled and torn on the rocky plain, as did their general. Virtually all the slaves had been killed or mortally wounded, and those left were now being herded up.

The wretched humans probably thought that they would now be returned to the plantations but Lord Ruerl had decided that they could not be trusted and that he would have to make an example of them. They would all be executed in a manner that was suitably slow and agonising. Ruerl looked across the wasteland now stained red with blood and heaped with the bodies of the slaves, here and there muddled with the corpses of Dark Elves and the occasional Cold One.

The Witch Elves were already excitedly smearing themselves in the still warm blood of the fallen, renewing their pact with their master, Khaine. The warriors of the Witch King had been victorious, of course, Ruerl thought to himself. Yes, the suppression of the slave revolt had been a most entertaining spectacle.



MALEKITH, THE WITCH KING

DARK ELF ARMY LIST

All the Warhammer army lists have been designed so that players can choose an army to a preset points value. There is no upper limit to the size of an army, but 1,000 points is about the smallest size that will allow you to field a battle-worthy force. Battles of 2,000 points a side will usually last an entire evening, while battles of 3,000 points will give you enough troops for a battle that will take most of the day.

If you wish to fight extremely large battles (say more than 6,000 points a side) you may wish to introduce additional restrictions on the number of characters and war machines otherwise these will tend to dominate the battle to the exclusion of other troops – this is left to experienced players to agree amongst themselves.

Most people prefer to collect their armies in blocks of 1,000 or 500 points, starting with say a 1,000 point 'core' force and adding 500 points at a time. This allows you to conveniently plan your purchases and gives you time to paint the models and try them out on the tabletop before deciding what to add next.

In most battles, both players begin the game with the same points value of troops – 2,000 points a side, for example. Before the game each player picks an army worth up to the agreed points value. The Dark Elf player uses the Dark Elf army list, while his opponent uses his own list. The total value of a player's army may be less than the agreed value, and will often be a few points

short simply because there is nothing left to spend the last few odd points on.

The following army list tells you what proportion of your army's points you may spend on character models, regiments, monsters, war machines and allies. All forces are subject to similar restrictions, and they are imposed to ensure that armies are reasonably well balanced, and don't consist entirely of monsters, characters or powerful war machines!

CHARACTERS

The Characters points allowance also includes the value of their armour, weapons, and any magic items they might have. If a character rides a monster its points value comes from the Characters points allowance and not the Monsters points allowance. The proportion of points you may spend on monsters is for monsters without riders.

The points paid for regimental Champions comes from the Characters points allowance, but remember that a Champion is part of his unit and cannot leave it.

A character may be equipped with any of the weapons or armour available to the ordinary troops in the list. The points cost of weaponry and armour is the standard value and the complete list is given at the end of this section.

A character can carry appropriate magic items chosen from the magic item cards in Warhammer Magic. It is also our intention to add more magic items at a future date, possibly as part of scenario supplements and also in White Dwarf magazine. The points value of magic items is noted on the cards themselves. Characters are permitted no more than the number of magic items shown on the chart below.

Character	Maximum Number of Magic Items
Dark Elf Champion	1
Dark Elf Hero	2
Dark Elf Lord	3
<i>DARK ELF SORCERERS</i>	
Dark Elf Sorcerer	1
Dark Elf Champion Sorcerer	2
Dark Elf Master Sorcerer	3
Dark Elf Sorcerer Lord	4
<i>WITCH ELF CHARACTERS</i>	
Witch Elf Champion	1
Witch Elf Hero	2
Hag Queen	3

Note that some magic items are restricted to certain races or types of characters. The Dark Blade can only be used by Chaos or Dark Elf characters, for example.



REGIMENTS

The bulk of the Dark Elf army is organised into units that are called regiments. Regiments must be at least five models strong unless indicated otherwise in the army list; there is no upper limit to their size. The minimum of five models includes its leader (which it must have), plus an optional regimental standard bearer, musician and Champion if it has them.

All regiments are assumed to include a leader equipped like his troops and with identical characteristics, who costs the same points as an ordinary trooper. All regiments may include a standard bearer and/or musician, but these cost double the points value of an ordinary trooper. Standard bearers and musicians are assumed to be equipped with the same weapons as the rest of the unit and fight just like ordinary troopers (see the Warhammer rulebook for a full description).

Some regiments are permitted magic standards. These are covered by the Warhammer Magic supplement and are included as magic item cards. Obviously, the regiment must include a standard bearer before it can be given a magic standard. If you include a magic standard then its points value is added to the points value of the regiment.

Regiments are permitted Champions, who are always equipped exactly like the rest of the unit, except that they are permitted one magic item in addition. A Champion may be the unit's leader, but does not have to be – you can have a separate leader and Champion model if you wish. Champions always fight with their regiment and cannot leave it. The points value of a Champion, his equipment and any magic item he carries, come from the proportion of points allocated to the army's characters and not the regiments.

WAR MACHINES

War machines include Reaper bolt throwers and other machines of war available to the Dark Elf army.

MONSTERS

Monsters are beasts brought along to fight beside the army. They include trained creatures hand-reared from birth and monsters that have been magically bound by spells of obedience. Monsters chosen as mounts for characters are not included in the points allocation for monsters: they are included in the points for characters instead.

ALLIES

The Dark Elf army may include up to a quarter of its total points value as allies. Allies are chosen from the Warhammer Armies book or books indicated. So, for example, your Dark Elf army could include up to a quarter of its points value as Undead chosen from the Undead list, or Chaos chosen from the Chaos list. There is nothing to prevent you choosing allies from several different lists if you wish. Including allies is a good way of expanding your model collection, and it also allows you to paint something different and still include it in your army.

When you choose allies you can spend your points freely on characters, regiments, and war machines (also Daemons in the case of Chaos allies). The normal army selection proportions do not apply, although other normal restrictions do. You cannot include monsters from your allies except for monsters ridden by characters.

You do not have to include a General model for your allies but you can do so if you wish. The allied General counts as a character in the normal way but he does not benefit from any of the special rules for Generals. In effect, the allied General becomes a subordinate character in the same way as other heroes.

PRESENTATION OF PROFILES

Profiles are given in the standard format and include all the characteristic values. They do not take into account movement reductions due to armour, as this may vary depending on how you choose to equip your troops. Saving throws are not included on the profiles for the same reason, as they may vary depending on what armour you choose to buy.

M = Movement	W = Wounds
WS = Weapon Skill	I = Initiative
BS = Ballistic Skill	A = Attacks
S = Strength	Ld = Leadership
T = Toughness	

LIMITATIONS ON CERTAIN CHARACTERS/UNITS

The army list presents the player with lists of troop types which can be included in the Dark Elf army. In most cases there is no limit on the number of individual models, or the number of units, other than that imposed by the points values. However, some particular types of unit or character are limited. In some cases you can only include one character of a certain type in your army, or one of a specific unit. Any such restrictions are clearly indicated in the lists. For example, you may only ever include one General model.

SPECIAL CHARACTERS

The army list has provision for a number of Dark Elf characters without specifying who they are or where they come from. It is assumed that players will like to create their own names and background histories for their characters. A separate section describing some of the most infamous individuals that have led and fought in the Dark Elf armies has been included at the end of the army list. These are ready-made characters with their own characteristics, history, magical artefacts and points values. You can include these characters in your army if you wish. The points cost of these special characters comes out of your Characters points allowance in the normal way.

ARMOUR

The saving throws for troops is not given on their profile because it can vary depending on the armour they wear. Saving throws are summarised below.

Armour	Save
None	None
Shield or light armour	6+
Shield & light armour or heavy armour only	5+
Shield & heavy armour	4+
Mounted on Dark Steed	+1 save
Mounted on Cold One	+2 save

EQUIPMENT LIST

The following is a list of all the usual weapons in the Warhammer game. It has been included so that you can refer to it for comparative purposes, and so that you can choose equipment for character models without having to refer to the army list entries or the Warhammer rulebook.



A character model may be armed with any weapons available to the troops themselves, subject to the usual restrictions regarding weapon use – eg, a halberd requires two arms to use and so prevents its wielder using a shield as well.

Items marked with an asterix (*) are not used by Dark Elf troops and are not therefore available to Dark Elf characters. They have been included out of a sense of completeness.

EQUIPMENT LIST

HAND-TO-HAND COMBAT WEAPONS

A single sword, axe, mace or other hand weapon	Free
An additional sword, axe, etc	1
A double-handed weapon, including double-handed axe, sword, etc	2
Flail*	1
Halberd	2
Spear	1
Lance	2

MISSILE WEAPONS

Bow *	2
Short Bow*	1
Long Bow*	3
Crossbow*	3
Repeating Crossbow	3
Javelin*	1
Sling*	1
Hand Gun*	3
Pistol*	2

ARMOUR

Shield	1
Light Armour	2
Heavy Armour	3

ARMY SELECTION

Characters	0-50%	Up to half the points value of the army may be spent on characters. This includes the cost of monsters ridden by the characters.
Regiments	25%+	At least a quarter of the total points value of the army must be spent on regiments. This does not include the cost of champions, who are paid for from the Characters allowance.
War Machines	0-25%	Up to a quarter of the points value of the army may be spent on war machines.
Monsters	0-25%	Up to a quarter of the points value of the army may be spent on monsters. Note that this does not include monsters ridden by characters, which must be paid for from the Characters allowance.
Allies	0-25%	Up to a quarter of the points value of the army may be spent on allied troops chosen from the following lists: Chaos, Undead, Orc & Goblin.

CHARACTERS

Your army may include up to 50% of its points value as characters chosen from the list below, or from the Special Characters section that follows the army list. You must always include one Dark Elf General, but apart from this you are free to choose as many or as few characters as you wish.

DARK ELF GENERAL 160 points

Your army must include a Dark Elf General to lead it. Alternatively, you may use one of the special characters described later in the list as the Army General (see the Special Characters section). Unless you choose to use one of the special characters the General has the characteristics shown below.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Dark Elf General	5	7	7	4	4	3	9	4	10
Cold One	8	3	0	4	4	1	1	2	3
Dark Steed	9	3	0	3	3	1	4	1	5

EQUIPMENT: Sword.

WEAPONS/ARMOUR: The General may be armed with any combination of weapons/armour allowed by the Equipment List. See the Equipment List for summary and points values.

MAY RIDE: The General may ride a Cold One (+10 points), a Dark Steed (+3 points) or a monster (see the separate Monster List for points).

MAGIC ITEMS: A Dark Elf General is entitled to up to three magic items chosen from the appropriate cards.



DARK ELF BATTLE STANDARD 98 points

The army may include a Battle Standard together with its bearer if you wish. Any unit within 12" of the Battle Standard may retake any Break tests that it fails to pass at the first attempt.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Battle Standard Bearer	5	5	5	4	3	1	7	2	8
Cold One	8	3	0	4	4	1	1	2	3
Dark Steed	9	3	0	3	3	1	4	1	5



EQUIPMENT: Sword and Battle Standard.

WEAPONS/ARMOUR: The Battle Standard Bearer may be armed with any combination of weapons/armour allowed by the Equipment List. See the Equipment List for summary and points values.

MAY RIDE: The Battle Standard Bearer may ride a Cold One (+10 points), a Dark Steed (+3 points) or a monster (see the separate Monster List for points).

MAGIC ITEMS: A Battle Standard Bearer is a Champion and entitled to up to one magic item chosen from the appropriate cards. This may be a magic standard, effectively turning the army's banner into a magic standard.

DARK ELF HERO

Dark Elf 104 points

Witch Elf 132 points

The army may include as many Dark Elf Heroes as you wish within the normal limitations of the points available.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Dark Elf Hero	5	6	6	4	4	2	8	3	9
Witch Elf Hero	5	6	6	4	4	2	8	3	9
Cold One	8	3	0	4	4	1	1	2	3
Dark Steed	9	3	0	3	3	1	4	1	5

DARK ELF ARMY LIST

EQUIPMENT: Sword.

WEAPONS/ARMOUR: The Hero may be armed with any combination of weapons/armour allowed by the Equipment List. See the Equipment List for summary and points values.

MAY RIDE: The Hero may ride a Cold One (+10 points), a Dark Steed (+3 points), or a monster (see the separate Monster List for points).

MAGIC ITEMS: A Dark Elf or Witch Elf Hero is entitled to up to two magic items chosen from the appropriate cards.

SPECIAL RULES: Witch Elf Heroes are subject to *frenzy* as described in the Psychology section of the Warhammer rules.

DARK ELF CHAMPION:

Dark Elf 48 points

Witch Elf 62 points

Any regiment of Dark Elves may include a Dark Elf Champion, and any regiment of Witch Elves may include a Witch Elf Champion.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Dark Elf	5	5	5	4	3	1	7	2	8
Witch Elf	5	5	5	4	3	1	7	2	8
Cold One	8	3	0	4	4	1	1	2	3
Dark Steed	9	3	0	3	3	1	4	1	5



WEAPONS/ARMOUR: Champions are armed identically to the unit that they lead. Champions of units of Black Ark Corsairs *must* have a Sea Dragon cloak at a cost of +5 points.

MAY RIDE: The Champion may ride a Cold One (+10 points) if he is leading a regiment of Cold One Knights, or he may ride a Dark Steed (+3 points) if he is leading a unit of Dark Riders.

MAGIC ITEMS: A Champion is entitled to up to one magic item chosen from the appropriate cards.

SPECIAL RULES: Witch Elf Champions are subject to *frenzy* as described in the Psychology section of the Warhammer rules.

DARK ELF SORCERERS:

Sorcerer 59 points

Champion Sorcerer .. 121 points

Master Sorcerer 219 points

Sorcerer Lord 328 points

The army may include as many Sorcerers as you wish within the usual limitations of points cost.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Sorcerer	5	4	4	3	4	1	7	1	8
Champion Sorcerer	5	4	4	4	4	2	7	1	8
Master Sorcerer	5	4	4	4	4	3	8	2	8
Sorcerer Lord	5	4	4	4	4	4	9	3	9
Cold One	8	3	0	4	4	1	1	2	3
Dark Steed	9	3	0	3	3	1	4	1	5

EQUIPMENT: Sword.

WEAPONS/ARMOUR: The Sorcerer may be armed with any combination of weapons/armour allowed by the Equipment List. See the Equipment List for summary and points values. Note that wearing armour prevents a Sorcerer casting spells, so they do not normally do so.

MAY RIDE: The Sorcerer may ride a Cold One (+10 points), a Dark Steed (+3 points), or a monster (see the separate Monster List for points).

MAGIC ITEMS: A Sorcerer is entitled to magic items chosen from the appropriate cards. A Sorcerer may have up to one item, a Champion Sorcerer may have up to two items, a Master Sorcerer may have up to three items and a Sorcerer Lord may have up to four items.

DARK ELF ASSASSIN 56 points

Any regiment of Dark Elf infantry may include a single Dark Elf Assassin. The Assassin was stolen away as a young child by the followers of the evil god Khaine. He is now a murderer supreme, and a deadly agent of his evil cult. Rules for Assassins are included in the Bestiary.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Dark Elf Assassin	5	9	9	4	4	1	10	2	10



EQUIPMENT: Sword.

WEAPONS/ARMOUR: The Assassin may be armed with any combination of weapons/armour allowed by the Equipment List. See the Equipment List for summary and points values.

MAGIC ITEMS: A Dark Elf Assassin is entitled to up to one magic item chosen from the appropriate cards.

REGIMENTS

Your army must include at least 25% of its points value as units chosen from the following section of the Dark Elf army list; it may include more if you wish. There is no limitation on the size of a unit, other than units must consist of at least five models unless otherwise stated.

COLD ONE KNIGHTS 38 pts per model

Cold One Knights are mighty champions who have dedicated their lives to Khaine, god of murder. Although few in number these cold-hearted killers are amongst the most deadly troops in the Dark Elf army.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Knight	5	5	4	3	3	1	7	1	8
Cold One	8	3	0	4	4	1	1	2	3

EQUIPMENT: Cold One Knights are mounted on Cold Ones and are armed with a sword, heavy armour and shield.

SAVE: 2+.

OPTIONS: Any regiment may be armed with lances at a cost of +4 points per model. Any regiment may be armed with repeating crossbows at a cost of +6 points per model. Any regiment may carry a magic standard. This may be chosen from the appropriate magic item cards and its cost is indicated on the card itself.

SPECIAL RULES: Cold Ones cause *fear*, are subject to *stupidity*, and give their riders a +2 modifier to their armour save instead of only +1. See the Dark Elf Bestiary rules section for the full rules.

DARK RIDERS 25 pts per model

Heralds of the armies of Naggaroth, these fell riders spread fear before them as they burn and pillage. Mounted on black horses with glowing red eyes, the Dark Riders range ahead of the main army, spying on the enemy and spreading mayhem and confusion.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Rider	5	4	4	3	3	1	6	1	8
Dark Steed	9	3	0	3	3	1	4	1	5

EQUIPMENT: Dark Riders are mounted on Dark Steeds and armed with a sword and light armour.

SAVE: 5+.

OPTIONS: Any regiment may be armed with spears at a cost of +2 points per model. Any regiment may be armed with repeating crossbows at a cost of +6 points per model.

SPECIAL RULES: Dark Riders can *skirmish* (see the Warhammer rulebook), and have special deployment rules. They are *Expert Riders*, and can *fire and flee* as a charge reaction. See the Dark Elf Bestiary rules section for the full rules.

0-1 EXECUTIONERS 16 pts per model

The Executioners of Har Ganeth wield their deadly axes with murderous skill and grim determination. As they hew their enemy the Executioners cry out their praise of Khaine, a piercing wail that chills the blood of all who hear it, a reminder of the City of Executioners where blood once flowed through the streets in a scarlet torrent.

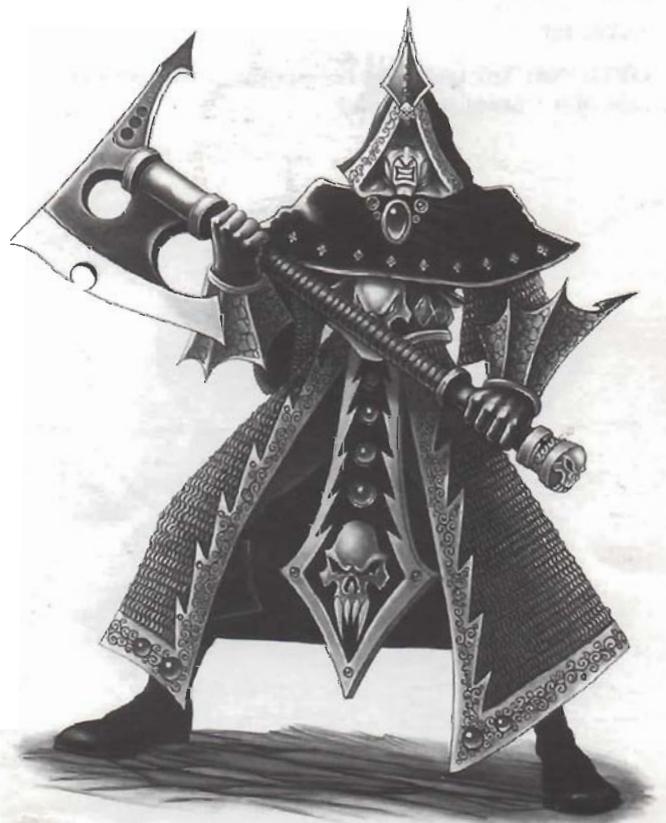
PROFILE	M	WS	BS	S	T	W	I	A	Ld
Executioner	5	5	4	4	3	1	6	1	8

EQUIPMENT: The Executioners are armed with double-handed axes and wear heavy armour.

SAVE: 5+.

OPTIONS: The regiment may carry a magic standard. This may be chosen from the appropriate magic item cards and its cost is indicated on the card itself.

SPECIAL RULES: Such is the Executioners' skill with their axes that they cause D3 wounds with each hit. See the Dark Elf Bestiary rules section for the full rules.



0-1 BLACK GUARD OF NAGGAROTH 15 pts per model

The Black Guard guards Naggarond, the Tower of Cold, where dwells the mighty Witch King himself. These warriors are marked by Khaine for the service of their grim master, and willingly do they lay their lives upon the altar of battle.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Black Guard	5	5	4	3	3	1	7	1	8

EQUIPMENT: The Black Guard are armed with halberds and wear heavy armour.

SAVE: 5+.

OPTIONS: The regiment may carry a magic standard. This may be chosen from the appropriate magic item cards and its cost is indicated on the card itself.

DARK ELF CROSSBOWMEN 13 pts per model

Your army may include any number of regiments of Dark Elf crossbowmen.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Dark Elf Crossbowmen	5	4	4	3	3	1	6	1	8

EQUIPMENT: Dark Elf Crossbowmen are armed with a sword, repeating crossbow and light armour.

SAVE: 6+.

OPTIONS: Any unit may be equipped with shields at a cost of +1 point per model.



DARK ELF WARRIORS 10 pts per model

Your army may include any number of regiments of Dark Elf Warriors.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Dark Elf Warriors	5	4	4	3	3	1	6	1	8

EQUIPMENT: Dark Elf Warriors are armed with a sword and wear light armour.

SAVE: 6+.

OPTIONS: Any unit may be equipped with shields at a cost of +1 point per model.

DARK ELF CITY GUARD 11 pts per model

Your army may include any number of regiments of Dark Elf City Guard.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
City Guard	5	4	4	3	3	1	6	1	8

EQUIPMENT: Dark Elf City Guard models can be armed either with a spear, at 11 points per model, or with a repeating crossbow, for an additional cost of +2 points per model. A unit may include spears and repeating crossbows if you wish. All models wear light armour.

SAVE: 6+.

OPTIONS: Any unit may be equipped with shields at a cost of +1 point per model.

SPECIAL RULES: Use a special combined formation. See the Bestiary section for full details.

WITCH ELVES 12 pts per model

Witch Elves are cruel and deadly, and they are called the brides of Khaine, the lord of murder. Before battle they drink a potion made of poisonous herbs which drives them into a wild frenzy of bloodlust.

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

EQUIPMENT: Witch Elves are armed with two hand weapons.

SAVE: None.

OPTIONS: Any unit may have light armour at a cost of +2 points per model. Any regiment may carry a magic standard. This may be chosen from the appropriate magic item cards and its cost is indicated on the card itself.

SPECIAL RULES: Witch Elves are subject to *frenzy* as described in the Psychology section of the Warhammer rules.

DARK ELF SCOUTS 13 pts per model

Dark Elf Scouts are tall, sharp-eyed warriors, keen as hawks and cruel as leopards. They live and fight in and below the mountains to the west of Naggaroth.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Dark Elf Scouts	5	4	5	3	3	1	6	1	8

EQUIPMENT: Dark Elf Scouts are armed with a sword and repeating crossbow.

SAVE: None.

OPTIONS: Any regiment may be equipped with light armour at a cost of +2 points per model.

SPECIAL RULES: Scouts suffer no movement penalties for moving through rocky or hilly terrain. They may *skirmish*, and use special deployment rules. See the Dark Elf Bestiary rules section for the full rules.



BLACK ARK CORSAIRS 12 pts per model

Each Black Ark has a regiment of Corsairs. These deadly warrior-knights are sworn to carry out the orders of the Black Ark's ruler without question, no matter what foul deed or heinous slaughter their master bids.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Black Ark Corsairs	5	4	4	3	3	1	6	1	8



EQUIPMENT: Black Ark Corsairs are armed with a sword and wear Sea Dragon Cloaks.

SAVE: Sea Dragon Cloak providing a 5+ save which is not modified by the strength of the attacker (see the Dark Elf Bestiary section for full rules).

OPTIONS: Any regiment may be armed with additional hand weapons at a cost of +1 point per model. Any regiment may be armed with repeating crossbows at a cost of +3 points per model. Any regiment may carry a magic standard. This may be chosen from the appropriate magic item cards and its cost is indicated on the card itself.



DARK ELF SPEARMEN 11 pts per model

Your army may include any number of regiments of Dark Elf spearmen.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Dark Elf Spearmen	5	4	4	3	3	1	6	1	8

EQUIPMENT: Dark Elf Spearmen are armed with a spear and wear light armour.

SAVE: 6+.

OPTIONS: Any unit may be equipped with shields at a cost of +1 point per model.

O-1 HARPIES 15 pts per model

Your army may include up to one regiment of Harpies.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Harpy	4	4	0	4	4	2	2	1	6

EQUIPMENT: None.

SAVE: None.

SPECIAL RULES: Harpies can *fly* as described in the Warhammer rulebook. Harpy units never have champions, standard bearers or musicians, and cannot be led by character models.

WAR MACHINES

O-1 CAULDRON OF BLOOD 125 points

The Cauldron of Blood is an ancient gift from the god Khaine himself. It is redolent with magic and the power of blood sacrifice. The Cauldron is attended by an especially decrepit Hag Queen called the Keeper of the Cauldron, who has the profile of a Witch Elf Champion, rather than a Hag Queen as given in the Bestiary. She is accompanied by two Guardians who fanatically defend the relic against all attackers.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Keeper of the Cauldron	5	5	5	4	3	1	7	2	8
Guardians	5	4	4	3	3	1	6	1	8

EQUIPMENT: The Keeper of the Cauldron and the Cauldron Guardians are armed with two swords each and all wear light armour.

SAVE: 6+.

OPTIONS: None.

SPECIAL RULES: See the Dark Elf Bestiary section for the full rules. The Keeper may not carry magic items.

REPEATER BOLT THROWER 100 points each

You may take up to one bolt thrower for each regiment of ten or more Dark Elf warriors, spearmen, crossbowmen, City Guard or Black Ark Corsairs included in the army.

Each bolt thrower has a crew of two Dark Elves to operate and defend it.

PROFILE	M	WS	BS	S	T	W	I	A	Ld	
Bolt Thrower	-	-	-	-	7	3	-	-	-	
Dark Elf crew	5	4	4	3	3	1	6	1	8	
	RANGE	STRENGTH	SAVE	WOUNDS PER HIT						

Single Shot 48" 5 / -1 per rank none D4

Multiple Shot 48" 4 / -1 per rank none 1

EQUIPMENT: The crew are armed with swords and wear light armour.

SAVE: 6+.

OPTIONS: None.

MONSTERS

The Dark Elf army may include up to 25% of its points value as monsters chosen from the list below. Note that this does not include monsters ridden by characters, which are paid for from the Characters points allocation.

WAR HYDRA 225 points

The War Hydra is a fearsome monster that has been specially trained for battle by a Dark Elf Beastmaster, who has cared for the creature since it was hatched.

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

CHIMERA 250 points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
CHIMERA	6	4	0	7	6	6	4	6	8

COCKATRICE 150 points

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

DARK PEGASUS 50 points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
DARK PEGASUS	8	3	0	4	4	3	4	2	5



DRAGON

Dragon	450 points
Great Dragon	600 points
Emperor Dragon	750 points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
DRAGON	6	6	0	6	6	7	8	7	7
GREAT DRAGON	6	7	0	7	7	8	7	8	8
EMPEROR DRAGON	6	8	0	8	8	9	6	9	9

GIANT SCORPION 50 points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
GIANT SCORPION	5	3	0	5	4	4	1	2	7

GIGANTIC SPIDER 50 points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
GIGANTIC SPIDER	5	3	0	5	4	4	1	2	7

GRIFFON 150 points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
GRIFFON	6	5	0	6	5	5	7	4	8

HIPPOGRIFF 145 points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
HIPPOGRIFF	8	5	0	6	5	5	6	3	8

MANTICORE 200 points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
MANTICORE	6	6	0	7	7	5	4	4	8

WYVERN 180 points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
WYVERN	6	5	0	5	6	4	4	3	5

SWARMS 100 points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
FROGS	4	3	0	3	2	5	1	5	10
LIZARDS	4	3	0	3	2	5	1	5	10
BATS	8	3	0	3	2	5	1	5	10
SERPENTS	3	3	0	4	2	5	1	5	10
RATS	6	3	0	3	2	5	1	5	10
INSECTS/ SPIDERS	4	3	0	3	2	5	1	5	10
SCORPIONS	4	3	0	4	2	5	1	5	10

SPECIAL CHARACTERS

This section includes a number of infamous and extremely powerful Dark Elf characters, which you may include in your army if you wish. Although the list includes characters who may never have actually met, you may include them in the same army if you want to do so.

The points value for special characters includes all of their equipment. Magical items and ridden monsters or chariots are listed separately for clarity. However, if you use a special character you must take them exactly as they are described here, and you may not change or leave out any of their equipment or magic items.



THE WITCH KING OF NAGGAROTH 350 points

- Circlet of Iron +50 points
- Witch King's Armour +60 points
- Spellshield +50 points
- Destroyer +75 points
- Black Chariot +90 points



Your army may be led by Malekith, the Witch King of Naggaroth. He is a Sorcerer Lord and army general. If you do decide to use him, the Witch King is the general of your army and replaces the general described in the main army list.

Malekith was the son of Aenarion, the first of the High Elf Phoenix Kings, and the mysterious and beautiful seeress Morathi. He grew to be a mighty warrior, a great sorcerer and a mighty general. When Aenarion died there were many who doubted that a child reared during the cruel days of Aenarion's court in Nagarythe would make a suitable Phoenix King, and so Malekith was passed over and Bel-Shanaar became the second Phoenix King.

Hiding his resentment and frustration, Malekith vowed to wait until he could make the throne his own. None suspected his evil intentions or his unquenchable thirst for power.

Malekith bided his time. Slowly, over many decades, he worked himself into a position of power second only to the Phoenix King's, and then he acted. Malekith claimed that the King was a secret worshipper of the Chaos gods, and had him poisoned. Believing that all he now had to do was crown himself as the new Phoenix King, Malekith marched into the sacred flame of Asuryan, the final test that each Phoenix King has to pass to prove their worthiness for the crown.

Malekith was confident that he could endure the ordeal as his father had done before him, but he was proved horribly wrong. The flame of Asuryan would not suffer his polluted body to pass through it. Horribly scarred and burned, Malekith was cast back onto the side of the platform he had entered from.

Believing Malekith to be on the verge of death, his discouraged followers took their leader's body and fled north to Nagarythe. But Malekith did not die. He slowly recovered his strength and then called his armourers to him. With their aid he forged a great suit of black armour which would lend strength to his withered and fire-blasted body. To the brow of its great horned helmet was welded the Cirklet of Iron, a talisman of awesome sorcerous power. The armour was covered in vile and evil runes which baffled the eyes of all those who looked on them. After that day all those who looked upon Malekith shuddered, for he was a figure of dread.



For over 5,000 years Malekith has continued to wage his war against the High Elf Phoenix Kings. Many times he has come close to reclaiming the throne that is rightfully his, but each time he has been thwarted at the last moment. His last attempt was only defeated by the combined powers of Tyrion and Teclis, but even these mighty heroes were not able to slay the Witch King himself. In the decades since then the Witch King has rebuilt his forces, and is now preparing once more to make war against the High Elves.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Witch King	5	7	7	5	5	4	9	4	10
Black Chariot	-	-	-	7	7	3	-	D6	-
Cold One	8	3	0	4	4	1	4	2	3

WEAPONS/ARMOUR: The Witch King is armed with a sword and shield, and rides into battle in a scythed chariot pulled by two Cold Ones.

MAGIC ITEMS: The Witch King always has the following magic items: Cirklet of Iron, the Spellshield, the sword Destroyer and the Witch King's Armour. The magic item cards for these artefacts are included elsewhere in this rulebook or are available in Warhammer Magic. The game rules are repeated below for convenience.

CIRKLET OF IRON

The Witch King took the Cirklet of Iron from the rubble of an abandoned pre-human city. It is said to be older even than the ancient High Elf race, and it is a potent source of magical power.

The Cirklet provides the Witch King with 1 point of magical energy each magic phase, including that of the enemy player. This can be used either as a power card or as a dispel card. If the power is used to power a spell, then it may be combined with power cards in order to cast 2 or 3 point spells. If the power is used as a dispel, then it is treated in exactly the same manner as a Dispel card from the magic deck.

WITCH KING'S ARMOUR

The Witch King's Armour is forged from iron and covered in runes which make it difficult to look upon. It confers an armour saving throw of 3+ which may be combined with shields, mounts and barding in the same way as other armour. In addition, any opponent attempting to attack the Witch King must subtract -1 from their to hit rolls. This modifier applies to hand-to-hand attacks and to attacks with missile weapons. Note that the Witch King's armour does not affect his ability to cast spells in any way, not even if he carries a shield.

SPELLSHIELD

A Spellshield may be carried instead of a normal shield and confers the same save, ie 6+ on its own, 5+ with light armour, etc. If a spell is cast upon the bearer or the unit he is with, it may be dispelled on a D6 roll of 4+. If successfully dispelled the power used to cast the spell is bounced back at the caster, inflicting 1 S6 hit per power card used. No armour saves are permitted against rebounded hits. See Warhammer Magic.

DESTROYER

Destroyer is an awesome weapon forged with Dark Sorcery by the Witch King of Naggaroth as a symbol of the Dark Elves' determination to destroy the High Elves and all their works. Destroyer is ensorcelled to steal a foe's magic and then turn it against them - a fine joke which appeals to the Witch King's sardonic sense of humour.

If a character using Destroyer hits a foe who is carrying any magic items and/or who is able to cast spells Destroyer will steal their power on a roll of 4 or more on a D6. Take one spell or magic item at random from the enemy character. The character using Destroyer can use the newly gained power from now on until Destroyer steals another card. The previously held card must then be discarded in favour of the newly stolen power. See Warhammer Magic.

SPECIAL RULES

The Witch King is a Sorcerer Lord and has a magic level of 4. In addition, the following special rules apply.

IMMUNE TO PSYCHOLOGY

The Witch King is not affected by psychology. He is immune to fear, terror, panic and all other psychology tests.

FEAR

The Witch King is a frightening being who causes *fear* as described in the Psychology section of the Warhammer rulebook.

THE BLACK CHARIOT

The Witch King rides into battle in an awesome scythed chariot pulled by two Cold Ones.

Note that the -1 to hit modifier caused by the Witch King's Armour also applies to any attacks made on his chariot, while the Spellshield will affect any spells that are cast at the chariot.

THE BEASTLORD RAKARTH OF KAROND KAR 134 points

- Whip of Agony +25 points
- Armour of Fortune +15 points
- Enchanted Shield +5 points
- Black Dragon +450 points

Your army may include Beastlord Rakarth if you wish. Rakarth is a Dark Elf Hero and always fights in battle mounted on the back of a Black dragon.

The Dark Elves have always made great use of enslaved monsters, both for their fleets and for their land armies, but although there have been many famous Beastmasters in the past, none have approached Rakarth's consummate skill or expertise. It is said that the dungeons of Karond Kar are filled with creatures that Rakarth has tamed, and that amongst them can be found one or more of all of the creatures known in the Warhammer World.

Even as a child Rakarth had an almost supernatural ability to subdue wild creatures. When Rakarth was only eight years old his father had been gifted with a particularly fine Dark Steed. The beast was called Bracchus and was faster and stronger than any other in the Rakarth stables, but it had a vicious temperament and would buck and rear uncontrollably if anybody tried to ride it.

Rakarth's father attempted to break Bracchus, and was quickly hurled to the ground and almost trampled to death under the creature's hooves. Wild with fury, Rakarth's father ordered Bracchus destroyed, but Rakarth strode forward and asked if he might have one attempt to ride the creature, and that if he succeeded he might keep Bracchus for himself. Rakarth's father readily agreed, for Dark Elves love all forms of gambling, even above the safety of their own children.

Rakarth walked slowly towards Bracchus, fixing the steed with his steely gaze. Bracchus was visibly shaken at the young child's ice-cold stare, recognising instinctively that here was a being that out-matched it in sheer cruelty and ability to inflict pain. Lowering his head, Bracchus allowed Rakarth to jump easily on to his back, and meekly obeyed Rakarth's every command. From that day on Bracchus was Rakarth's faithful mount, serving him well until he was slain at the battle of Finuval Plain some 30 years later.

The Black dragon that Rakarth rides into battle now is named Bracchus in honour of the steed that he rode as a youth.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Rakarth	5	6	6	4	4	2	8	3	9
Black Dragon	6	6	0	6	6	7	8	7	7

WEAPONS/ARMOUR: Beastlord Rakarth is armed with a sword and heavy armour. He rides into battle mounted on the back of a Black dragon.

MAGIC ITEMS: Rakarth always has the following magic items: Whip of Agony, the Enchanted Shield and the Armour of Fortune. The magic item cards for these artefacts are included elsewhere in this book or are available in Warhammer Magic. The game rules are repeated below for convenience.

WHIP OF AGONY

A character who has the Whip of Agony may use it to make one attack at the start of each hand-to-hand combat phase. This attack is in addition to the character's normal attacks, and is made before any other attacks by either side are resolved. Roll to hit as normal. If the attack hits then the victim does not take any damage, but must pass a Leadership test in order to attack in that hand-to-hand combat phase. If the character fails the Leadership test they are overcome with pain and may not attack that turn. Creatures being ridden by a character that are hit with the Whip of Agony must use their own Leadership to see if they are allowed to attack, not their rider's Leadership.



ENCHANTED SHIELD

An Enchanted Shield may be carried instead of a normal shield. It provides a +2 armour save instead of the +1 conferred by a normal shield, so a character equipped only with an Enchanted Shield would have an armour saving throw of 5+. However, note that no-one can ever have an armour saving throw of better than 1+.

ARMOUR OF FORTUNE

Armour of Fortune counts exactly as heavy armour – ie, a 5+ save on its own. It may be combined with shield/mount bonuses exactly like ordinary heavy armour. A character wearing this armour rolls to save as normal. If he fails his normal armour save he can immediately roll again, this time saving on a roll of 5 or more but ignoring saving roll modifiers for the strength of the attack. If this second roll fails, there are no further rolls and he is wounded.

SPECIAL RULES

The following special rules apply to Beastlord Rakarth.

BEASTLORD

Rakarth is an expert at controlling wild monsters and making them do his bidding. If he wins or draws a round of hand-to-hand combat, then any monsters he was fighting are considered to have been broken by Rakarth and come under his control. Rakarth may not use this ability against monsters being used as mounts for characters unless the character riding the monster has been killed. As long as Rakarth is still alive the creature is considered to be part of the Dark Elf army, and may be used as normal by the Dark Elf player starting from his next turn.

If Rakarth is killed then any monsters under his control revert to the control of their original owner.

**MORATHI,
THE HAG SORCERESS** 327 points

- Dark Sword +15 points
- Amber Amulet +25 points
- Power Scroll +30 points
- Dispel Magic Scroll +25 points
- Dark Pegasus +50 points

Your army may include Morathi if you wish.

Morathi is the ancient mother of the Witch King. She is the first of the Hag Queens and a great and powerful sorceress. She lives alone in her dark tower, working her evil sorcery in the darkness. Morathi is said to be as beautiful as she was when she was rescued from a Chaos warband by Aenarion, the first Phoenix King and the Witch King's father, more than 5,000 years ago. It is whispered that the great Cauldron of Battle was given to her by Khaine himself, and each year she bathes in its warm blood to restore her beauty.

Of all the Dark Elves she alone holds any influence over the Witch King. For she is his mother, and, it is rumoured, his ancient and unholy lover aso. Now her power is second only to her son's, and she rejoices in the evil wrought in her name.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Morathi	5	4	4	4	4	4	9	3	9
Dark Pegasus	8	3	0	4	4	3	4	2	5

WEAPONS/ARMOUR: Morathi is armed with a sword. She rides the Dark Pegasus 'Sulephet'.

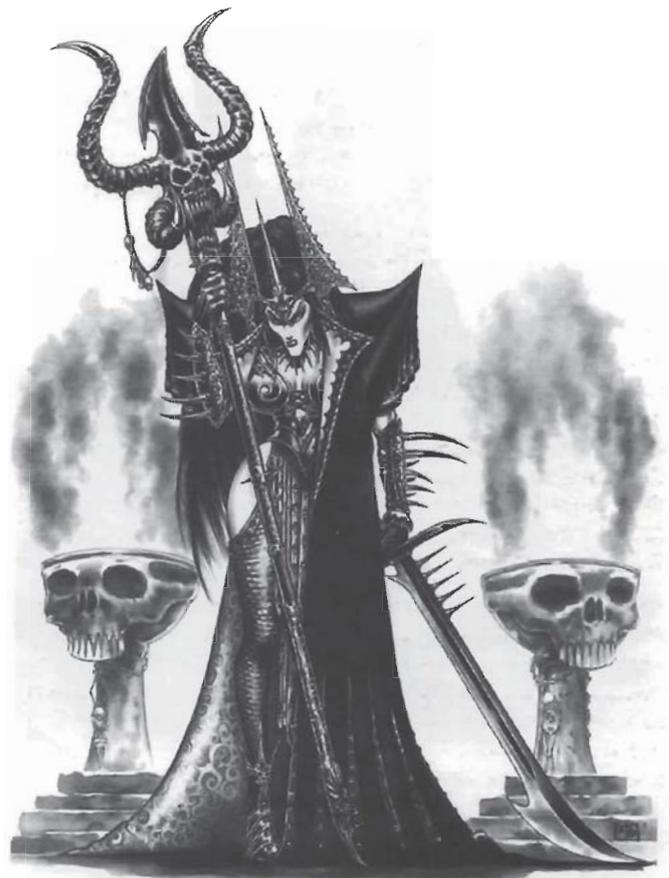
MAGIC ITEMS: Morathi always has the following magic items: Dark Sword, Amber Amulet, Power Scroll, Dispel Scroll. The magic item cards for these artefacts are included elsewhere in this rulebook or are available in Warhammer Magic. The game rules are repeated below for convenience.



DARK SWORD

A sword forged with spells of blinding and enfeeblement incanted in the dark tongue by an evil sorcerer. A foe struck by this weapon will be weakened.

A character using this weapon in close combat rolls to hit and wound as normal. Each wound suffered also deducts -1 from the victim's Weapon Skill and Bow Skill for the rest of the game. Creatures whose WS or BS are reduced to 0 can no longer fight in close combat or use missile weapons, as appropriate. A character reduced to 0 WS or BS can still lead units.



AMBER AMULET

A character wearing the Amber Amulet automatically recovers wounds they have suffered at the start of their turn. Only 1 wound may be recovered each turn, and the character may never have more wounds than they began the game with. If the character is slain outright, the Amulet has no power to regenerate wounds.

POWER SCROLL

This scroll is imbued with great power from an ancient era, which the wizard can call upon to enhance his spell casting ability in battle.

A wizard may use the Power Scroll to cast one spell in his hand. The spell is cast without the wizard needing to use any power cards. Opposing wizards may attempt to dispel the spell as normal. One use only. See Warhammer Magic.

DISPEL MAGIC SCROLL

This scroll of parchment contains a powerful dispel - an anti-magic enchantment that may be used by a wizard to cancel the spell of another wizard.

When an enemy casts a spell you may immediately counter its effects by reading the Dispel Magic Scroll. The dispel automatically stops the enemy's spell working. One use only. See Warhammer Magic.

SPECIAL RULES

Morathi is a Sorcerer Lord with a magic level of 4. She is allowed to take spells from either the Dark Magic or Slaanesh spell decks.



KOURAN, CAPTAIN OF THE BLACK GUARD 105 points

Blade of Ensorcelled Iron +20 points
 Armour of Meteoric Iron +25 points

Your army may include Kouran as long as it also includes the Black Guard of Naggaroth. Kouran is a Dark Elf Hero.

Kouran is a cunning commander, renowned for taking risks, though always claiming victory in the end. Once he sacrificed half a Dark Elf army to draw the enemy into a trap – caring nothing for the lives of those who served him. He is an extremely efficient leader, and is respected and feared by the Dark Elves under his command.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Kouran	5	6	6	4	4	2	8	3	9

WEAPONS/ARMOUR: Captain Kouran is armed with a sword which he uses in conjunction with the Blade of Ensorcelled Iron for a total of 4 attacks.

MAGIC ITEMS: Captain Kouran always has the following magic items: Blade of Ensorcelled Iron and Armour of Meteoric Iron. The magic item cards for these artefacts are included elsewhere in this rulebook or are available in Warhammer Magic. The game rules are repeated below for convenience.

BLADE OF ENSORCELLED IRON

A blade of pure iron tempered to the sound of arcane incantations in ages past. The weapon's magic guides the hand of its wielder and makes it easier for him to hit his foes.

A character using this weapon adds +1 to his dice rolls to hit in close combat. For example, if the character would normally hit his foe on a 4+, he would instead hit on a 3+ while using this sword. See Warhammer Magic.

ARMOUR OF METEORIC IRON

Cunningly wrought armour forged from meteoric iron and stamped with protective runes.

A character wearing this potent magic armour has a saving roll of 2+, just as if he were wearing heavy armour, carrying a shield and riding a barded steed. However, carrying a shield and riding a steed will not further improve this saving throw. The armour is so lightweight that it incurs no movement penalty. See Warhammer Magic.

CRONE HELLEBRON, THE HAG QUEEN 207 points

Deathsword +100 points
 Parrying Blade +20 points
 Amulet of Fire +25 points
 Manticore +200 points

Your army may include Hellebron as long as it also includes at least one regiment of Witch Elves. Hellebron is a Hag Queen and always fights in battle mounted on the back of a Manticore. Hellebron may be the army general if you wish.

After a great and bloody battle the Witch Elves bathe in cauldrons of blood. By foul sorceries and the sacrifice of captives their bodies are renewed in the warm cauldron. The life-energy of their victims passes into the Witch Elves so that they remain forever young and beautiful. As the years pass many Witch Elves die in battle and also during the dangerous bridal rites of Khaine, but some live for many centuries. As they grow old they must bathe more and more often in the blood cauldrons, for if they do not their lithe and lustful bodies become bent and cold, beauty turns to foulness, and laughter to a thin and ugly cackle.

These ancient brides of Khaine are called the Hag Queens. They are the greatest of their kind, the mistresses of the Witch Elves and guardians of their god's temples. It is they who wield the crooked knives of slaughter and light the flames of Khaine's altars. It is a Hag Queen who plucks the beating heart from the breast of each sacrifice and tosses it to the young Witch Elves who tear apart the raw meat and gulp it down hungrily.

Of all the Hag Queens Hellebron is the most ancient, save only the mother of the Witch King herself, Morathi, the first and greatest of the brides of Khaine. But while the youth and beauty of Morathi is eternally renewed, that of Hellebron is now almost expended. The power of blood no longer refreshes this ancient Hag Queen for long. Each year more sacrifices are needed to fill the cauldron, and yet the rejuvenating effects last for less and less time. Once beautiful beyond measure Hellebron must now endure many dark months as an old and ugly crone for each day of renewed youth.

Still, ugly and age worn as she may be, Hellebron is the greatest of the brides of Khaine, after the seldom seen and reclusive Morathi. Witch Elves kneel before her to take the rites of the god of murder. To entertain their mistress the youngest she-Elves dance upon the steps of his altars, whilst Hellebron and the lesser Hags feast upon flesh and sate their withering lust with warm blood. They are the leaders and mistresses of the Witch Elves, with memories of battles and blood-letting that span five thousand years.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Hellebron	5	7	7	4	4	3	9	4	10
Manticore	6	6	0	7	7	5	4	4	8

WEAPONS/ARMOUR: Hellebron is armed with two swords and wears light armour. She rides into battle mounted on the back of a Manticore.

MAGIC ITEMS: Hellebron always has the following magic items: Deathsword, Parrying Blade and the Amulet of Fire. The points cost for these magic items are included in Hellebron's points value, and the magic item cards for them are included elsewhere in this rulebook or are available in Warhammer Magic. The game rules are repeated below for convenience.

DEATHSWORD

The blade of this long, black sword glistens with dark magic. When it is wielded in combat, the sharp tip of the sword leaves a gleaming red trail in the air.

A character in possession of this weapon gains maximum Strength 10. This means that the character will probably be stronger than any opponents that they meet in close combat, and so is more likely to wound them. See Warhammer Magic.

PARRYING BLADE

A character using this sword automatically stops one of their opponent's attacks from hitting. One enemy attacking the character therefore has 1 less attack than normal. You may choose which enemy will lose the attack. See Warhammer Magic.

AMULET OF FIRE

If a spell is cast against the character wearing the Amulet of Fire, or against the unit that they are with, then the Amulet will dispel the spell on a D6 roll of 4 or more. However, the Amulet will only work once per magic phase – a second spell cast against the character cannot be countered by the Amulet. See Warhammer Magic.

SPECIAL RULES

The following special rules apply to the Hag Queen of the Witch Elves.

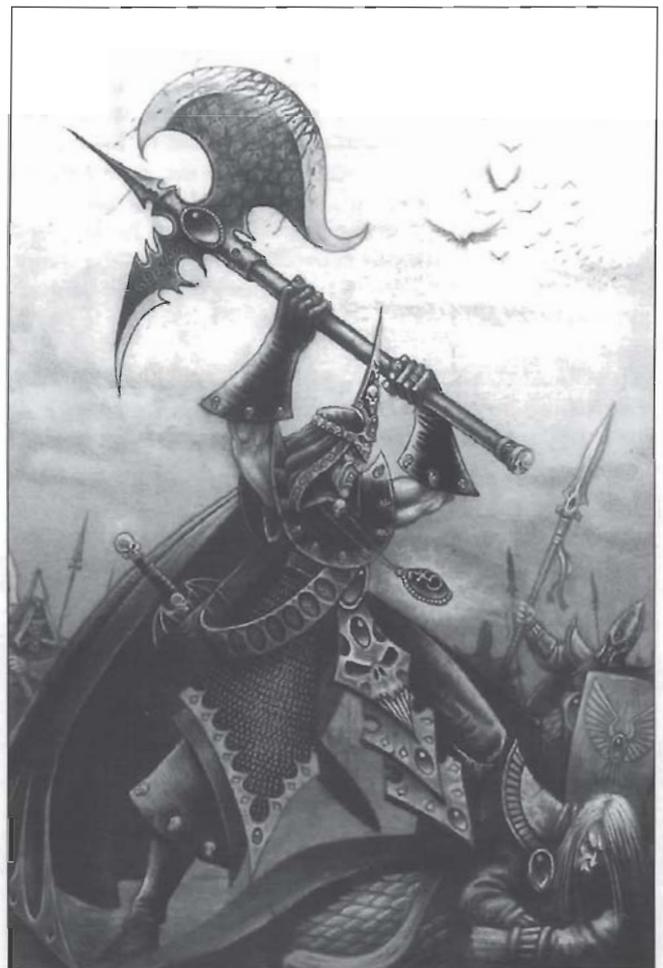
FRENZY

Hellebron is subject to *frenzy* as described in the Psychology section of the Warhammer rules.

TWO MAGIC SWORDS

Hellebron is an exception to the rule that a character may be armed with only a single magic weapon. She is armed with two magic swords, the Deathsword and the Parrying Blade, and is allowed to use both in hand-to-hand combat.

The Deathsword increases her Strength to 10, and the Parrying Blade allows her to reduce the number of attacks made by one enemy model by 1. Note that the Parrying Blade also counts as an 'additional hand weapon' and so increases the number of attacks that Hellebron can make by +1 (this additional attack does not receive the Strength bonus from the Deathsword, however).



TULLARIS OF HAR GANETH 123 points

Executioner's Axe +50 points
Black Amulet +50 points

Your army may include Tullaris as long as it also includes the Har Ganeth Executioners. Tullaris is a Dark Elf Hero.

Tullaris is one of the most murderous leaders in the whole of Naggaroth. He once had all of the inhabitants of a captured town butchered and the town itself levelled to the ground simply because he didn't like its name! Under his command the Executioners have partaken in such devastating orgies of destruction that they have gained a fearful reputation all across the Warhammer World. Just the rumour that they are part of an invading Dark Elf army can cause floods of refugees to flee before the Dark Elf forces.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Tullaris	5	6	6	5	5	2	6	3	9

WEAPONS/ARMOUR: Tullaris wears heavy armour.

MAGIC ITEMS: Tullaris always has the following magic items: Executioner's Axe and Black Amulet. The points cost for these magic items is included in his points value, and the magic item cards for them are included elsewhere in this rulebook or are available in Warhammer Magic. The game rules are repeated below for convenience.

EXECUTIONER'S AXE

The Executioner's Axe is a huge and deadly weapon. The rules that apply to double-handed weapons also apply to the Executioner's Axe, ie the user always strikes last but receives a +2 Strength modifier. Roll to hit and to wound as normal. However, if any of the dice rolls to wound the target are a '6', then the axe has taken the opponent's head off at the shoulders, and he is killed instantly! Normal armour is ineffective against the magic of the Executioner's Axe so only foes in magic armour get a saving roll.

BLACK AMULET

The Black Amulet is a lustrous polished stone of midnight hue, engraved with a single glowing rune.

The amulet will negate any wound suffered by the bearer on the D6 roll of a 4, 5 or 6. In hand-to-hand combat, any wound saved by the amulet is rebounded against the foe that struck it, inflicting a wound for each wound saved. No armour save is allowed for rebounded wounds. See Warhammer Magic.

SPECIAL RULES

Tullaris leads the Executioners, and the rules for Expert Axemen that apply to Executioners also apply to him (see the Executioners entry in the Dark Elf Bestiary).

SHADOWBLADE, MASTER OF ASSASSINS

..... 115 points
 Heart of Woe +25 points
 Potion of Strength +10 points

Your army may include Shadowblade. He is a Master Assassin with the characteristics shown below.

Shadowblade is still young in Dark Elf terms, being a mere 150 years old. His reputation, however, is already legendary. Stories of his grisly adventures are used as the basis of ballads sung by Dark Elf minstrels, or as bedtime stories for Dark Elf children. Possibly his most famous exploit was the murder of the entire crew of a High Elf Hawkship, one by one over a period of several days. Only the horribly mutilated captain was left alive, so that he could tell of the days and nights of mounting horror on the ship as the crew desperately attempted to corner Shadowblade, but without success.

With my nails I wrenched the stone from the black heart of the mountain, baptising it in the blood of my own hands. I wrapped the stone in velvet for the journey back to Clar Karond, for if a single mote of the sun's light had touched the stone's surface the enchantments would not have taken, and my five-year search would have been in vain. I had hoped to begin creating the amulet immediately upon my return, but in my absence my own two sons, may their names never soil my lips again, seized my lands and title for themselves. The young fools - how could they hope to best me? Cloaking myself in shadows, I stole into the tower using the secret ways and murdered them while they slept, smashing their skulls with the black stone - a fitting payment for their treachery. Their naked, lifeless bodies now hang in my laboratory, and not until their rotting bodies drop from their heads will I dispose of them. I can now begin my great work - the creation of the black amulet.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Shadowblade	5	10	10	4	4	2	10	3	10

WEAPONS/ARMOUR: Shadowblade is armed with two hand weapons.

MAGIC ITEMS: Shadowblade always has the following magic items: Heart of Woe and Potion of Strength. The points cost for these magic items is included in Shadowblade's points value, and the magic item cards for them are included elsewhere in this rulebook or are available in Warhammer Magic. The game rules are repeated below for convenience.

HEART OF WOE

The Heart of Woe is a huge red ruby that beats like a heart. Should the bearer of the Heart be slain, the crystal shatters into thousands of tiny pieces, slaying anyone in the vicinity.

If the bearer of the Heart of Woe is slain, the Heart explodes into thousands of deadly fragments. All models within a radius equal to the bearer's original number of wounds each sustain 1 automatic hit with a Strength equal to the bearer's Strength +D6. Any wound inflicted causes not 1 but D6 wounds. Normal saving throws apply. See Warhammer Magic.

POTION OF STRENGTH

A potent magical brew created from Troll blood and the heart of a Griffon.

A character equipped with a Potion of Strength can drink it at the beginning of any of his turns. The potion increases his Strength characteristic by +3 points for the duration of that turn only. One use only. Discard after use. See Warhammer Magic.

SPECIAL RULES

All of the rules that apply to Assassins also apply to Shadowblade, ie he starts the game hidden as part of a Dark Elf unit, always attacks first etc. In addition the following special rules apply.

MASTER OF DISGUISE

Shadowblade is a master of disguise. If you wish you may have him use this ability to attempt to infiltrate the opposing army instead of setting up hidden in a Dark Elf unit.



If you decide to do this then Shadowblade is not set up at the start of the game. Instead you may reveal that he is hidden in a regiment in the opposing army at the start of any of your turns. You may not pick a regiment that is in combat. Tell your opponent which regiment he is hiding in, and then roll a D6 and refer to the table below to see whether Shadowblade has been discovered, or if his disguise was successful. Note that Shadowblade is only allowed to hide in a regiment - you may not pick a character, monster or war machine.

Disguise	Discovered	Successful
High Elf, Wood Elf, Dark Elf, Human, Zombie	1	2-6
Skaven, Orc, Black Orc, Savage Orc, Chaos Warrior, Beastman	1-3	4-6
Any other	1-5	6

If Shadowblade was discovered he may not be used in this battle and your opponent scores victory points as if he had been slain. If the disguise was a success, pick a single, basic model in the nominated regiment (you may not

choose special models such as champions or standard bearers). The model you choose was slain by Shadowblade before the battle, and he has taken the unfortunate victim's place. Now Shadowblade whips off his disguise and leaps to the attack!

Remove the model and place Shadowblade within 2D6" of where it was located. You may place Shadowblade directly into hand-to-hand combat if you wish, and he counts as charging in the first round of combat. Shadowblade is not allowed to move on the turn that he is revealed, but may fight as normal.



Almost imperceptibly, the shadow slipped over the outer wall of the Dark Lord's residence and dropped silently to the ground on the other side. Shadowblade was frequently called upon by Hellebron to dispose of her political opponents or those who had wronged her in some way, however slight their indiscretion.

He had no opinions about the murders he committed for his mistress, only that he had been ordered to carry them out and that he enjoyed nothing more. He liked the way a body went limp as a poisoned dagger was slipped between its ribs. He took pleasure in the contorted expressions of indescribable pain his victims exhibited under the effects of the agonising Black Venom.

Quite simply, he loved his work. And he was loyal. The only thing he valued more than being able to kill was loyalty, a quality indoctrinated into him from childhood during his harsh upbringing in the Temple of Khaine, ever since he was stolen from his parents' home on Death Night many, many years ago.

In the Temple he had learnt the deadly martial arts of the assassins of Khaine, studied the power of poisons, learnt how to move without making a sound and slip through shadows unseen, and that there was none more important than the Hag Queen, except the Witch King himself.

As Shadowblade sank his dagger up to its hilt into the back of the guard at the entrance to the tower he did not even have to think about his action. It was second nature to him and he did it automatically. The guards further into the tower likewise gave him no trouble, only becoming vaguely aware of his presence as he killed them.

* * * * *

The guard shifted at his post by the archway, uneasily. He peered along the well-lit passage and saw nothing and yet he was sure that when the torches guttered he had seen something. What, he didn't know. There was certainly nothing there now. He must have imagined it.

Like a great black spider, the Master Assassin lowered himself on his strong arms from his perch within the vaulted space below the ceiling of the corridor. In a sudden pincer movement, he swung his legs around the guard's neck and squeezed. The Dark Elf's spear clattered to the floor as he flung up his hands to try and free himself from the crushing grip. Shadowblade pulled himself up slightly, his smooth movement belying the strength he was using, and raised the struggling guard onto the tips of his toes. With a sharp twist Shadowblade heard the satisfying crack of the guard's neck breaking.

Quickly, Shadowblade hauled the Dark Elf's inert body onto his perch, and only just in time. The very next second, a second Dark Elf appeared through the archway. Having heard the noise of the falling spear, he was creeping forward cautiously, crossbow raised, to investigate what was going on. Shadowblade watched as the guard passed beneath the beam on which he was crouched and then lowered himself into the passageway again, directly behind the Dark Elf.

It was not because he heard anything but some other inner sixth sense screaming a warning that made the guard spin round and come face-to-face with the masked assassin. With lightning fast reactions, even before the guard could fire the crossbow, Shadowblade grabbed his weapon and with a yank, wrestled it from his grasp. Spinning the crossbow round, the assassin fired it, at point black range, into the Dark Elf's heart. With a bewildered expression and strangled gasp, the guard slipped to the floor.

* * * * *

Bring it to my bedchamber directly, and be quick about it," Lord Corvass snapped, clouting the servant across the back of his head. Unbegrudgingly, the mute shambled away towards the cellars. Taken as a child of only four years by a Dark Elf raiding fleet, the poor wretch's master had first had his tongue cut out and then lamed him in one leg.

Sensible precautions Corvass thought, so that the human could never betray him or easily leave his service, not unless the Dark Lord deemed it, in which case it would be with the assistance of a dagger in his throat.

There was nothing Corvass liked more than a glass of the finest Clar Karond wine upon retiring, and after today's events at court he felt even more ready for it. He was in a foul mood, even worse than normal, and he needed a nightcap to help settle his nerves and put aside his anxieties.

Corvass turned and strode away towards his personal quarters.

* * * * *

From his hiding place, Shadowblade eyed the two well-armed, and heavily-armoured, elite guards standing outside Corvass's bedchamber. The antechamber was well-lit and he knew that he would be spotted should he enter. Although an accomplished swordsman, Shadowblade preferred to kill with subtlety and, if possible, avoid direct confrontation. As a master of disguise, he would have no trouble impersonating one of the guards but to do so he would have to eliminate the other. Also, if he could help it, Shadowblade did not want Corvass's death to be discovered until well after he had left the scene of the crime. No, he would have to try something else here.

* * * * *

The two guards stood to attention as their Lord entered the antechamber. Corvass walked haughtily passed them and opened the double doors. He suddenly paused on the threshold and turned to one of the armoured Dark Elves. "You may leave me now," he said dismissively.

"Are you sure, sire?" the guard enquired, mystified by the Dark Lord's command.

"Of course I'm sure, oaf!" Corvass retorted. "I just gave the order didn't I?"

"Yes, sire. At once, sire."

Without another word, the two guards left their post and disappeared down the corridor.

* * * * *

The limping mute froze in horror. In front of him, in the silent passageway, a pool of blood was coagulating on the cold marble floor as it dripped from the shadows above. Nervously, the servant

looked up at the vaulted ceiling. Slumped over a cross-beam, like a puppet with its strings cut, was the body of the Dark Elf guard. The mute fled back towards his master's chambers as quickly as it could. He had to warn Lord Corvass.

* * * * *

Corvass stopped in the ante-chamber. Where were the guards? How dare the impudent fools leave their posts! He would have them both handed over to the Witch Elves, but it would have to wait until morning. Now he just needed to sleep.

Corvass entered his bedchamber and, in the almost total darkness, made his way over to the bed. Instantly, a black shape flew at him, pushing him onto the bed. Corvass found himself being held down by the assassin who had one hand over the Dark Lord's mouth. The Lord stared with frightened eyes into those of Shadowblade, murderer supreme.

"You thought you could insult the Hag Queen of the Witch Elves and live?" the Master Assassin hissed.

Corvass struggled to free himself but then froze suddenly as the poison-tipped blade lodged in his heart. His body was immediately wracked with the most terrible pain, as if white-hot knives had been forced into every nerve-ending.

"Now look upon the face of death," Shadowblade growled and, taking his hand from Corvass's mouth, removed his mask from his face.

"You!" Corvass gasped, incredulously, with his dying breath and was then still.

A satisfied smile formed on Shadowblade's lips. Another mission successfully completed. But now it was time to leave.

* * * * *

Puffing and panting, the servant turned the corner in the passageway and found himself looking into the face of the Master Assassin. In the last few seconds of his life, the mute was confused as to what exactly happened. Shadowblade swept past him, his flapping cloak making him look like some great bird of ill-omen and it was only as the servant looked after the fleeing assassin that he realized that he had been stabbed. In less than a minute, the lame mute had died a swift but agonizing death as the Black Venom took its course.

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Shadowblade paused for a moment to savour the death of the helpless wretch. The mute would have been no threat to the Master Assassin being unable to protect himself against the trained killer or even tell anyone what he really looked like but it was the principle that mattered.

Grimly, Shadowblade replaced his mask. No-one saw his face and lived. No-one. And then he was gone, into the night.

DARK ELF BATTLE TACTICS

The Dark Elf army is a tough one for any opponent to defeat. Just about all of the troops in the army have good fighting abilities and above average leadership values, and have access to excellent weapons and armour. The rank and file are backed up by a powerful selection of heroes and wizards, and supported by the awesome Dark Elf repeater bolt thrower.

This being said, the Dark Elves have a number of weaknesses that can be exploited by a competent enemy general. They are expensive in terms of points, for a start, which means that a Dark Elf army will tend to be rather small. This is not helped by the fact that Dark Elves are not all that tough (at least, not when compared to Dwarfs or Orcs). These two factors mean that a Dark Elf army is very vulnerable to attrition, and can start to melt away even if subject to quite low strength attacks. The purpose of this tactics section is to help new Dark Elf generals downplay their weaknesses and maximise their strengths.

MISSILE FIRE

The Dark Elf army is blessed with two extremely powerful missile weapons in the form of the repeater crossbow and the repeater bolt thrower. When combined with the Dark Elves' high Bow Skill characteristic, these two weapons allow a Dark Elf army to out-shoot almost any opponent. They are not without their limitations however.

The repeater crossbow's main strength is its extremely high rate of fire. When using them, always shoot off two shots unless the extra -1 modifier will make it impossible for you to score a hit. While there might not appear to be much difference between two shots hitting on a 6 compared to one shot hitting on a 5, if you are lucky the two shots will both hit, giving you a chance of scoring double damage compared to a single shot. If at all possible you should try to keep stationary with troops using repeater crossbows, as this will greatly increase their chance of hitting.

Although they are generally excellent weapons, repeater crossbows are sometimes hampered by their low strength and lack of a saving throw modifier. When going up against especially tough or well-armoured targets, try to combine the fire of several regiments against a single opponent, as this will mean that the sheer number of hits you score will cause some damage. Even so, you will probably find that your repeater crossbows are best used against targets with a Toughness of 3 or less and which are lightly armoured.

Fortunately the Dark Elves have a superb alternative weapon to use against hard targets, in the shape of the repeater bolt thrower. This weapon's high strength and its ability to ignore armour altogether makes it deadly against most ordinary rank and file enemy troops, especially Human or High Elf knights, while its ability to fire a single bolt that inflicts D4 wounds makes it quite effective at killing monsters and powerful enemy characters. The choice as to whether to fire a single or a multiple shot can be a little bit more difficult than with the repeater crossbow, but as a rule of thumb I tend to fire multiple shots unless I am going for a target with a Toughness of 8 or more.

The combined effect of massed repeater crossbow and bolt thrower fire can be quite devastating, and the sheer number of dice you will be rolling can have a very intimidating effect on your opponent. Try and use this to your advantage to 'psych' your opponent out. In more than one game I've played, long-range volleys of repeater crossbow fire that only caused one or two casualties have caused my opponent to slow down or even abort his attack, just because he was scared by the vast number of dice I was rolling for each volley!

SHOCK TROOPS

While the massed missile fire of a Dark Elf army can win a battle on its own, it is seldom capable of doing so very convincingly. When I first started using the Dark Elf army, I tended to concentrate on trying to win with missile fire alone. Although this worked in a couple of battles, it completely failed to do so in an equal number of others. When I did win a game, victory was achieved by the narrowest of margins, and the result could be (and often was!) overturned by one well-executed enemy charge.

If you want to win convincingly with the Dark Elves, their firepower needs to be combined with the ferocity of their shock troops, which are many and varied. Probably the most powerful are the Cold One Knights whose combination of high weapon skill and extremely thick armour make them a match for any opponent. However, they are very expensive (both in terms of points and cold hard cash!), so it is unlikely a Dark Elf army will have very many of these potent warriors. Those it does have need to be carefully protected, especially against attacks that ignore armour saving throws.

Almost as dangerous are the Black Ark Corsairs and the Witch Elves. Both of these troops are ferocious close combat opponents, and if used correctly can be every bit as damaging to an opposing army as a regiment of Cold One Knights. The Witch Elves, in particular, are capable of inflicting huge amounts of damage, especially if they are supported by the dreaded Cauldron of Blood. In one game I played a Witch Elf Hero, aided by a Potion of Strength and the Cauldron of Blood, managed to kill a Treeman on her own in one round of combat!

Last but by no means least in the Dark Elf armoury of shock troops are the Black Guard of Naggaroth and the Har Ganeth Executioners. Both of these elite formations are capable of inflicting damage on even the very toughest opponents.

LIGHT TROOPS

More so than almost any other army, the Dark Elves have a number of troops that can seriously disrupt their opponent's plan. These troops are the Dark Elf Scouts, the Dark Riders and the Harpies.

Dark Elf Scouts are extremely useful and flexible. Because they are set up after both armies have deployed, you have a chance to look at the opponent's set-up before placing them on the table. Furthermore, they can be set up anywhere on the table as long as they are out of sight of the enemy.

I tend to use the Scouts in two ways. If there is suitable cover close to the enemy's battle line, such as a nice clump of woods or a building, I will normally set up a group of Scouts in it. From such a position they are capable of harrying the enemy with extremely accurate missile fire. In addition, their proximity to the enemy will probably stop some units from marching, which will slow up the enemy attack.

The other way I use Scouts is by deploying them to counter any unforeseen threats revealed by the enemy's set-up. For example, in a recent game my opponent set up a number of fast-moving troops on a flank that I had only lightly defended. Fortunately I had not yet set up my Scouts, and was able to use them to stiffen the threatened flank. Although the flank was eventually overrun, the extra Scouts there meant that it took my opponent far longer to carry this action out, by which time my shock troops had smashed up the rest of his army.

Dark Riders are every bit as useful as the Scouts. Their ability to make a free 18" march move before the first turn means that they can be on the enemy before they know what's hit them, and can allow them to get round an opponent's flank almost before the game has begun. I usually position my Dark Riders on the flanks of the army, and as far forward as possible (i.e. the full 12" on to the table allowed). From here they can quickly swoop round the enemy's flank, or advance into a good firing position for the start of the battle.

The Dark Riders' ability to fire on the move without suffering a -1 to hit modifier and their special fire and flee option make them easily the best light cavalry in the Warhammer world, and they should be used in the traditional light cavalry manner: swooping towards the enemy to unleash well-aimed volleys of repeater crossbow bolts, and firing and then fleeing at any enemy units that try to get to grips with them.

Finally we have the Harpies. Although the Dark Elf army can only have one regiment of these ferocious flying creatures, this is usually more than enough. You should note that Harpies are treated like any other regiment, and so move about as a unit in base-to-base contact with each other (not like skirmishers, who can set up 2" apart). Although at first this may seem to be a bit of a disadvantage, in fact it is quite the reverse, because it means that the Harpies can have a rank bonus.

By forming up about 8-16 Harpies in a solid phalanx several ranks deep, it makes them into an extremely effective force for dealing with the enemy's light troops, such as skirmishers. The Harpies' long 24" charge move means that any light troops they charge probably won't get away if they attempt to flee, while the Harpies' rank bonus should pretty much guarantee that they win the combat if the light troops stand and fight. The Harpies' ability to fly combined with their rank bonus also make them extremely good at dealing with the opposing player's artillery...

ASSASSINS

No description of the Dark Elf army would be complete without a mention of the justly feared Dark Elf Assassins. A properly executed attack by an Assassin can win you the game by killing off a valuable enemy model. However, more often than not your Assassins will remain hidden and never get used.



The reason for this is that they may only be hidden in 'ordinary' regiments of Dark Elves, rather than your regiments of special shock troops, like Cold One Knights, or exposed light troops, like Scouts, which usually end up doing most of the fighting. If you follow the tactics described above, and slow up the enemy enough with your light troops, you will generally find that the enemy fail to get to grips with the ordinary regiments of your troops. This is no reason not to take an Assassin or two, but you should bear it in mind and not go overboard on them.

In addition, resist the temptation of buying them very expensive magic items. Although equipping an Assassin with a Frost Blade will mean that any character he attacks will quite likely be killed, it is a waste of points if the Assassin only gets to fight in one battle in five. Instead you are much better off giving the Assassin a fairly cheap item (the Potion of Strength for 10 points is a good one), which will give them an edge in combat without breaking the bank!

CONCLUSION

The Dark Elf army has access to a wide variety of excellent troop types. However, in order for it to do well all of the different types of troops need to be used as a combined force that emphasises the special abilities of each of the different elements. I tend to think of this as a 'hammer and anvil' attack: the Dark Elves' missile troops form a solid and immovable anvil against which the enemy army is smashed by hammer blows from the Dark Elf shock troops. Meanwhile the Dark Elves' light troops disrupt the enemy's attack, harrying the opponent's flanks and slowing up his troops so that the main 'hammer and anvil' tactic is even more effective.

KURL VRANETH'S RAIDERS

Dark Elf raiding parties prowl the Warhammer world, spreading terror and misery in their endless quest for conquests and living captives. The menace of the Dark Elves cannot easily be defined or predicted, for their mighty floating citadels, the Black Arks, can appear off the coast at any time to launch devastating lightning attacks where they are least expected.

Kurl Vraneth's Raiders is a typical example of a 2,000 point Dark Elf army. You can use it exactly as it appears below, or as a basis for designing your own force.

Kurl Vraneth – Dark Elf General

PROFILE	M	WS	BS	S	T	W	I	A	Ld
General	5	7	7	4	4	3	9	4	10
Cold One	8	3	0	4	4	1	1	2	3

Weapons/Armour: Kurl Vraneth is armed with a lance and sword and is equipped with heavy armour and an Enchanted Shield. He is mounted on a Cold One.

Save: 1+

Total Points: 180

Cold One Knights

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Knight	5	5	4	3	3	1	7	1	8
Cold One	8	3	0	4	4	1	1	2	3

The unit of Cold One Knights consists of five Knights including a standard bearer all mounted on Cold Ones. The Cold One Knight regiment is led by the army general Kurl Vraneth.

Weapons/Armour: Cold One Knights are armed with a sword, lance, heavy armour and shield.

Magic items: The Standard Bearer carries the Blood Banner.

Save: 2+

252 points + Blood Banner (10 points)

Total points: 262

Tuern Redvenom, Dark Elf Champion Sorcerer

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Sorcerer Champion	5	4	4	4	4	2	7	1	8

Tuern is a level 2 Sorcerer.

Weapons/Armour: Tuern Redvenom is armed with a sword.

Magic items: Tuern Redvenom carries a Dispel scroll.

Save: None.

121 points + Dispel scroll (25 points)

Total points: 146

Captain Galroth Dark Elf Champion

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

Captain Galroth leads the regiment of Black Guard.

Weapons/Armour: Captain Galroth is armed with a halberd and wears heavy armour.

Save: 5+

Total points: 53

Black Guard of Naggaroth

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Black Guard	5	5	4	3	3	1	7	1	8

The Black Guard regiment consists of nine Black Guard including a Musician and Standard Bearer. The Black Guard regiment is led by the Dark Elf Champion Captain Galroth

Weapons/Armour: The Black Guard are armed with a halberd and wear heavy armour.

Save: 5+, 4+ with the Standard of Shielding to all models in the unit.

Magic items: The Standard Bearer carries the Standard of Shielding, +1 armour save.

165 points + Standard of Shielding (25 points)

Total Points: 190

Asperon Khan, Executioner Champion

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

Asperon leads the regiment of Har Ganeth Executioners.

Weapons/Armour: Asperon Khan is armed with a double-handed axe and wears heavy armour.

Save: 5+

Total points: 53

Har Ganeth Executioners

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

The Executioner regiment consists of nine Executioners including a Musician and Standard Bearer. The Standard Bearer carries the Banner of Defiance. The Executioner regiment is led by Asperon Khan.

Weapons/Armour: The Har Ganeth Executioners are armed with a double-handed axe and wear heavy armour.

Save: 5+

Magic items: The Standard Bearer carries the Banner of Defiance (double rank bonus in hand-to-hand combat).

176 points + Banner of Defiance (50 points)

Total points: 226

WARHAMMER ARMIES DARK ELVES

Elon Sulphunet, Witch Elf Champion

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Witch Elf Champion	5	5	5	4	3	1	7	2	8

Weapons/Armour: Elon Sulphunet is armed with two hand weapons and wears light armour.

Save: 6+

Magic Items: Elon Sulphunet has a Potion of Strength.

Special Rules: Elon Sulphunet is a Witch Elf and therefore subject to *frenzy*.

65 points + Potion of Strength (10 points)

Total points: 75



Witch Elves

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

The Witch Elf regiment consists of nine Witch Elves and is led by Elon Sulphunet.

Weapons/Armour: Witch Elves are armed with two hand weapons and wear light armour.

Save: 6+

Special Rules: Witch Elves are subject to *frenzy*.

Total Points: 126

Dark Elf Crossbow regiment

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

The Dark Elf regiment consists of ten crossbowmen.

Weapons/Armour: Dark Elf crossbowmen are armed with a sword, repeating crossbow and wear light armour.

Save: 6+

Total Points: 130

Dark Elf Crossbow regiment

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

The Dark Elf regiment consists of ten crossbowmen.

Weapons/Armour: Dark Elf crossbowmen are armed with a sword, repeating crossbow and wear light armour.

Save: 6+

Total Points: 130

Dark Elf Spearmen regiment

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

The Dark Elf regiment consists of ten spearmen.

Weapons/Armour: Dark Elf spearmen are armed with a spear, shield and wear light armour.

Save: 5+

Total Points: 120

Dark Elf City Guard

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

The Dark Elf City Guard regiment consists of five spearmen and five crossbowmen.

Weapons/Armour: The Dark Elf spearmen are armed with a spear and the crossbowmen are armed with a repeating crossbow and sword. All models in the unit wear light armour and carry shields.

Save: 5+

Special Rules: The City Guard fight as a mixed formation.

Total Points: 130

Harpies

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Harpy	4	4	0	4	4	2	2	1	6

The unit of Harpies consists of five Harpies.

Special Rules: Harpies can *fly*.

Total points: 75

Repeater Bolt Thrower

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Bolt thrower	-	-	-	-	7	3	-	-	-
Dark Elf crew	5	4	4	3	3	1	6	1	8

The Dark Elf army contains one repeater bolt thrower. The bolt thrower has a crew of two Dark Elf warriors.

Weapons/Armour: The crew are armed with swords and wear light armour.

Save: 6+

Total Points: 100

Total army points value

1996 points



DARK ELF BANNERS

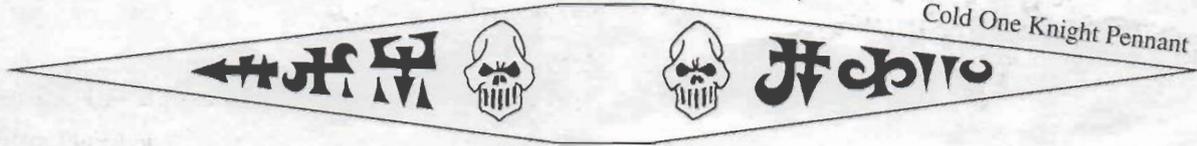
Here is a selection of Dark Elf banner designs for you to use in your army. You can photocopy this page to make your own banners or alternatively cut them straight out from the book. Painted examples of most of these designs are shown in the colour section.



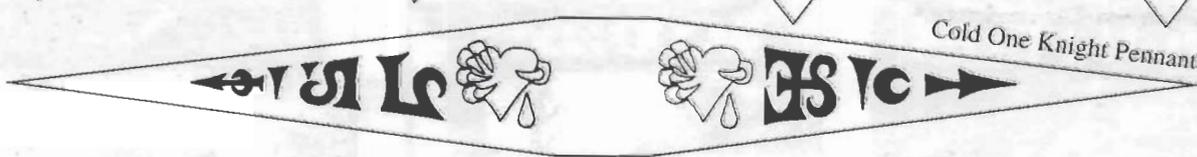
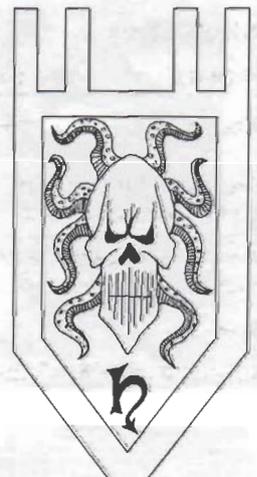
Har Ganeth Executioners



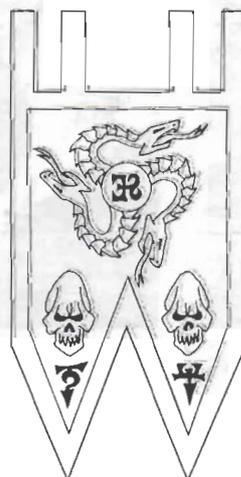
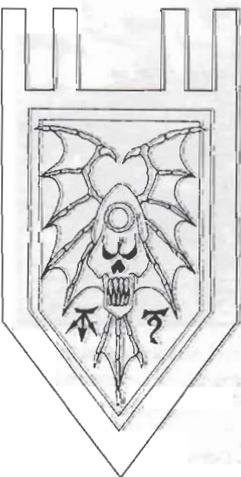
Dark Elf Army Standard



Cold One Knight Pennant



Cold One Knight Pennant



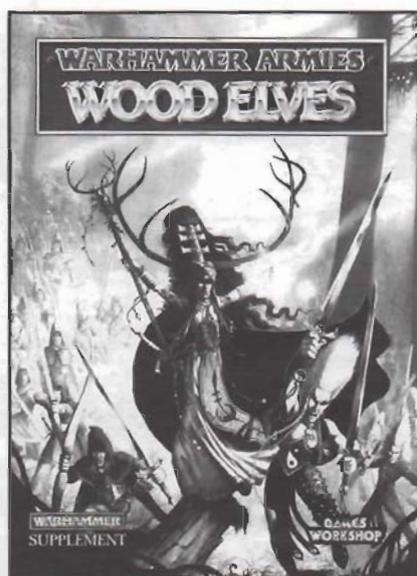
WARHAMMER®



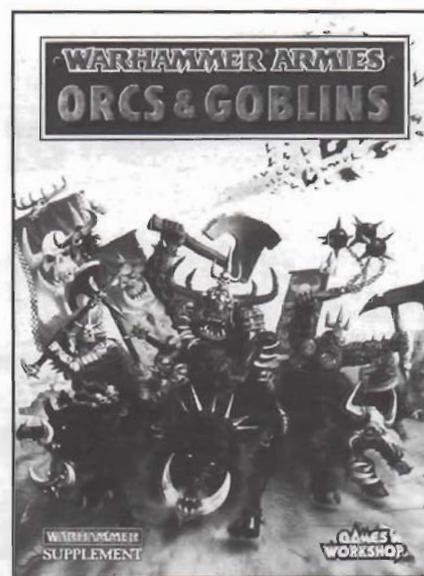
In Warhammer - the game of fantasy battles - mighty armies clash in mortal combat. This boxed set contains all you need to get started in the Warhammer hobby, including rulebook, Battle book (detailing the myriad fantastic races and creatures which populate the Warhammer world), card templates, quick reference cards, dice and two superb sets of finely crafted plastic Citadel miniatures.



High Elves are the most powerful sorcerers and warriors in the Warhammer world. This indispensable Warhammer supplement describes the land of Ulthuan and the armies of the High Elves in detail.



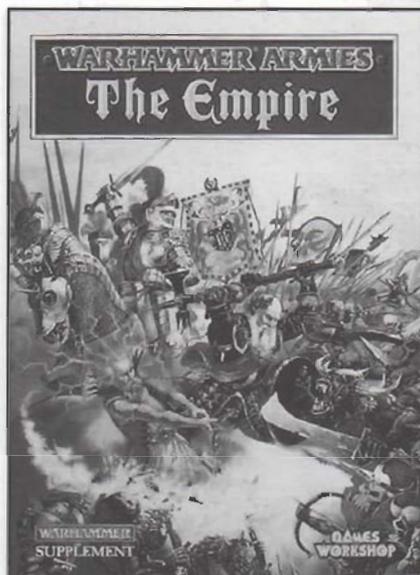
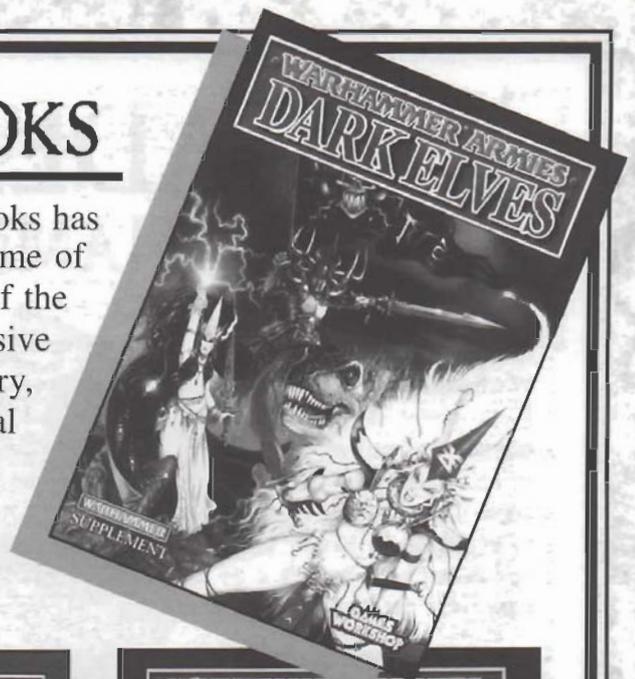
Wood Elves protect their forest realm against all intruders. This Warhammer Armies book describes the defenders of Athel Loren and includes a detailed history of these guardians of the forest.



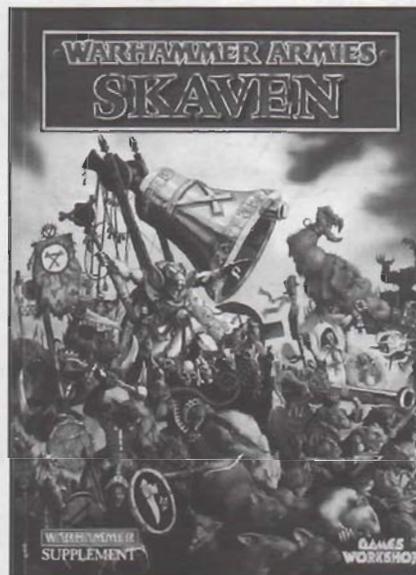
Orcs and Goblins wreak havoc amongst the realms of men. This invaluable companion to the Warhammer game of fantasy battles describes the armies of Orcs and Goblins in complete and colourful detail.

WARHAMMER® ARMIES BOOKS

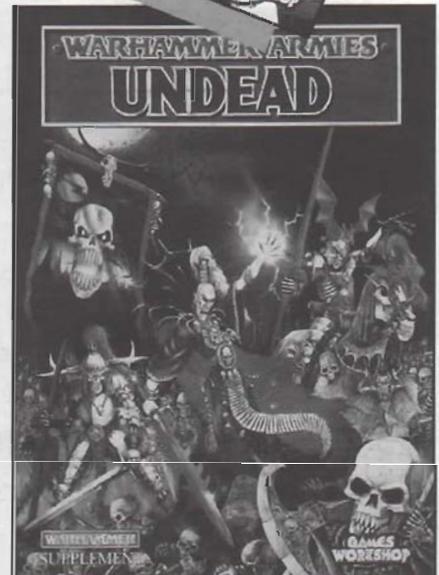
The ever-expanding series of Warhammer Armies books has been designed to complement Warhammer - the game of fantasy battles. Each book deals exclusively with one of the major races of the Old World, and contains extensive background and history information, maps, bestiary, special rules, war machines and colour 'Eavy Metal pages. At the heart of each book is a complete army list, including a selection of special characters, which enables you to select your forces and assemble your army ready to take on your enemies.



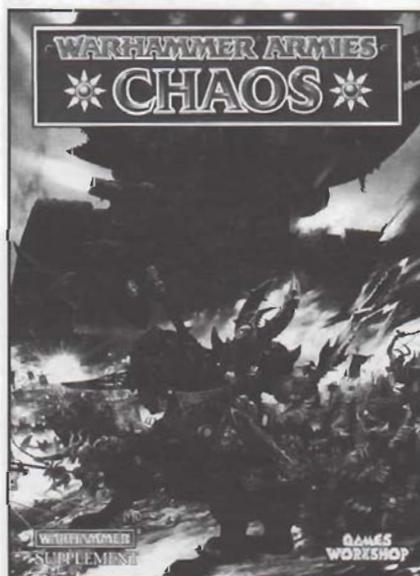
The Empire is the largest realm in the Old World. This volume describes the lands and history of the Empire, and details its troops and mighty war machines.



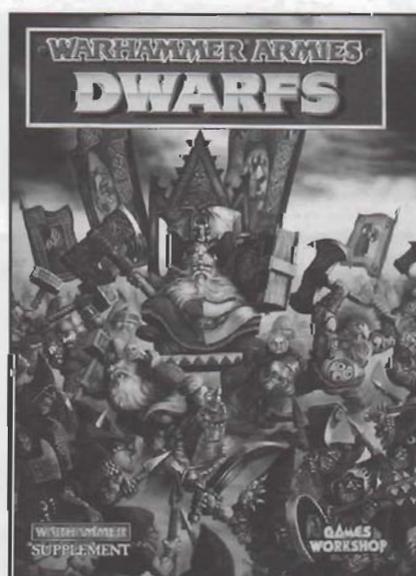
The vile and malevolent Skaven spread decay from their sprawling capital of Skavenblight. This armies book describes the history and armies of the evil Skaven.



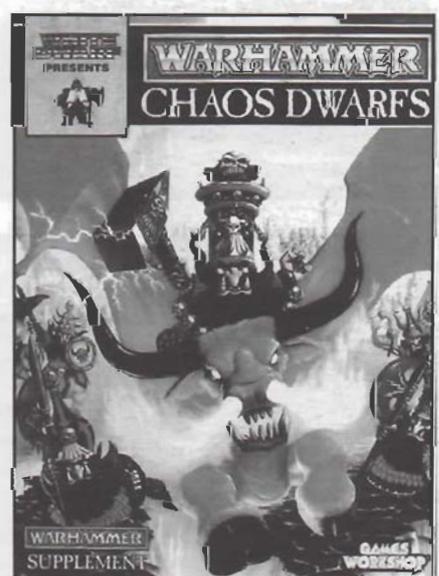
The Undead hate all living creatures, and are terrible and tireless foes. This volume describes the armies and heroes of the dead, including the great Necromancer Nagash.



Warhammer Armies Chaos is a boxed set containing a complete 88 page rulebook in addition to over a hundred cards detailing spells, chaos gifts and rewards.



Dwarfs are skilful and determined warriors. This Warhammer Armies book describes the armies of the Dwarfs and includes a detailed history of this hardy and unforgiving race.



Chaos Dwarfs are the foul inhabitants of the Dark Lands. This book is a compilation of Chaos Dwarf articles from White Dwarf magazine, including a full army list.



CITADEL MINIATURES

WARHAMMER FANTASY RANGE

There is a huge range of Citadel miniatures available for your Warhammer games. Each army is fully represented with all the troop types you could need. This massive range is available in boxed sets and blister packs which is an easy way to build up your

own army. Many people start off with a small force adding more models as they go along. The range of Citadel miniatures available are shown in the current catalogue called the Citadel Annual. Details of all new releases can be found in White Dwarf, the monthly Games Workshop magazine.



These are just a few of the wide range of Citadel Miniature boxed sets available for Warhammer. Whether you need some mounted troops or a special character model, the choice is large. New boxed sets are being released all the time, so keep an eye on White Dwarf for more information on new releases.

Collecting your own army is easy. Games Workshop products are available all over the world. You can find them in our own stores and through specialist hobby stores who stock Games Workshop games and miniatures.

If you have any difficulty in finding exactly what you want, you can contact us at these addresses where we'll be more than happy to help.

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23 Liverpool Street,
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NSW 2565, Australia.
Tel: 006 123 172 755

Games Workshop
1645 Bonhill Road, Units 9 - 11,
Mississauga, Ontario,
Canada, L5T 1R3.
Tel: 001 905 795 2962

THE GENERAL AND COLD ONE KNIGHTS



DARK ELF GENERAL ON
ARMOURED COLD ONE

One blister pack containing a Cold One Knight provides us with our General. We have chosen a particularly impressive model riding a Cold One bedecked in armour.



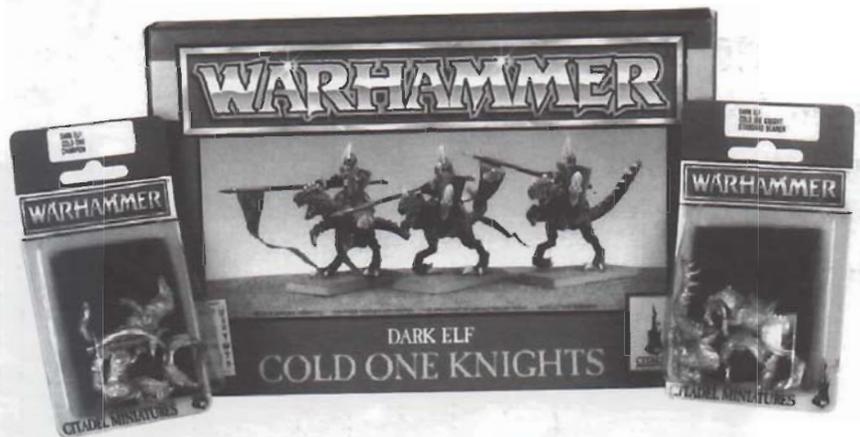
PROFILE	M	WS	BS	S	T	W	I	A	LD
General	5	7	7	4	4	3	9	4	10
Cold One Knight	5	5	4	3	3	1	7	1	8
Cold One	8	3	0	4	4	1	1	2	3



A UNIT OF DARK ELF COLD ONE
KNIGHTS LED BY THE ARMY GENERAL

The unit of Cold One Knights is built up using a boxed set of three models plus two blister packs each containing a single Cold One Knight. One of these was chosen especially to be the standard bearer.

The Cold One Knights are the hard-hitting shock cavalry of the Dark Elf army and an essential core unit to build up. By starting straight away with a unit of five of these, which will be accompanied by the General himself, our initial 1,000 points will be a very effective force. This unit will look incredibly impressive with a suitably awesome Blood Banner, and Cold Ones are a real joy to paint!



DARK ELF COLD ONE KNIGHT BOXED SET AND COLD ONE
KNIGHT CHAMPION AND STANDARD BEARER BLISTER PACKS

DARK ELF WARRIORS

We can use the plastic boxed set of Dark Elf warriors to build another core unit for our army. One box gives us eight warriors to which we add one command blister pack. We just put one of the plastic warriors aside in the spares box for use later as the army expands and this gives us a unit of 10 models complete with leader, standard bearer and musician.

PROFILE	M	WS	BS	S	T	W	I	A	LD
Dark Elf	5	4	4	3	3	1	6	1	8



PLASTIC DARK ELF WARRIORS BOXED SET AND COMMAND BLISTER PACK



DARK ELF WARRIOR UNIT

DARK ELF CROSSBOWMEN

Dark Elves armed with the deadly repeater crossbows are very definitely a core troop type to put in our initial 1,000 point army. A unit of 15 crossbowmen can be raised from three blister packs plus a command pack. This is about as big as a unit of missile troops needs to be to hurl a very effective hail of bolts at the foe.

When we expand the army further it will make good tactical sense to build another one or two core units like this one rather than make this unit bigger.



PROFILE	M	WS	BS	S	T	W	I	A	LD
Dark Elf	5	4	4	3	3	1	6	1	8



DARK ELF CROSSBOW UNIT

WARHAMMER ROSTER SHEET

KURL VRANETH'S RAIDERS

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Point Value
KURL VRANETH Cold One Dark Elf General sword, lance, heavy armour, shield	5	7	7	4	4	3	9	4	10	2+	Enchanted shield +1 sv, Amulet of Fire, dispels on a D6 roll of 4+. Any unit within 12" may test against Kurl's Ld.	205
5 COLD ONE KNIGHTS	8	3	0	4	4	1	1	2	3			
Cold One Sword, lance, heavy armour, shield Standard bearer.	5	5	4	3	3	1	7	1	8	2+	Blood Banner, ignore stupidity of Cold Ones	262
7 WITCH ELVES	8	3	0	4	4	1	1	2	3			
2 hand weapons, light armour	5	4	4	3	3	1	6	1	8	6+	Subject to frenzy	98
ELON SULPHUNET	5	5	5	4	3	1	7	2	8	6+		
Witch Elf Champion 2 hand weapons, light armour	5	5	5	4	3	1	7	2	8	6+	Frenzy, Potion of Strength +3 Strength for one turn only	74
10 WARRIORS	5	4	4	3	3	1	6	1	8	5+		
sword, light armour, shield leader, standard, musician	5	4	4	3	3	1	6	1	8	5+	Range 24", S3 may fire once or twice	132
15 CROSSBOWS	5	4	4	3	3	1	6	1	8	6+		
sword, light armour repeater crossbow leader, standard, musician	5	4	4	3	3	1	6	1	8	6+		221

DARK ELVES REFERENCE

DARK ELVES

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Dark Elf	5	4	4	3	3	1	6	1	8
Champion	5	5	5	4	3	1	7	2	8
Hero	5	6	6	4	4	2	8	3	9
Lord	5	7	7	4	4	3	9	4	10

Hate High Elves.

DARK ELF SORCERERS

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Sorcerer	5	4	4	3	4	1	7	1	8
Champion	5	4	4	4	4	2	7	1	8
Master	5	4	4	4	4	3	8	2	8
Lord	5	4	4	4	4	4	9	3	9

Hate High Elves. Receive Dark Magic spells before other races' Sorcerers.

DARK ELF ASSASSIN

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Assassin	5	9	9	4	4	1	10	2	10

Hate High Elves. Hidden in Dark Elf infantry unit. Hits cause D3 wounds. May not lead units. May test against Ld to leave unit they are with if it breaks.

WITCH ELVES

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Witch Elf	5	4	4	3	3	1	6	1	8
Champion	5	5	5	4	3	1	7	2	8
Hero	5	6	6	4	4	2	8	3	9
Hag Queen	5	7	7	4	4	3	9	4	10

Hate High Elves. Subject to *frenzy*. Poisoned weapons give +1 Strength.

DARK RIDERS

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Dark Rider	5	4	4	3	3	1	6	1	8

Hate High Elves. May skirmish. Special deployment rules. May fire & flee as a charge reaction. Expert riders - Ignore -1 to hit modifier for moving and shooting.

DARK ELF SCOUTS

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

Hate High Elves. May skirmish. Use special deployment rules.

BLACK ARK CORSAIRS

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

Hate High Elves. Sea Dragon Cloak gives save of 5 or 6, and is not modified by attacker's Strength.

DARK ELF CITY GUARD

PROFILE	M	WS	BS	S	T	W	I	A	Ld
City Guard	5	4	4	3	3	1	6	1	8

Hate High Elves. Use special combined formation rules.

DARK ELF ELITE TROOPS

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Knights	5	5	4	3	3	1	7	1	8
Black Guard	5	5	4	3	3	1	7	1	8
Executioners	5	5	4	4	3	1	6	1	8

Hate High Elves. Executioners cause D3 wounds per hit.

DARK STEED

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

COLD ONE

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Cold One	8	3	0	4	4	1	1	2	3

Cause *fear*. Subject to stupidity until it fights a round of combat. Provides +2 armour save bonus to rider.

HARPY

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Harpy	4	4	0	4	4	2	2	1	6

May fly. May not have characters, standards or musicians. May not be led by a character.

DARK ELF WAR HYDRA

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

Causes *terror*. Breathes fire - use Dragonfire template, hits on 4+ with Strength equal to remaining wounds. May breathe fire even if charged or in hand-to-hand combat. Scaly skin gives a 5 or 6 save which is not modified by attacker's Strength.

CAULDRON OF BLOOD

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Hag Queen	5	5	5	4	3	1	7	2	8
Guards	5	4	4	3	3	1	6	1	8

Witch Elves within 18" triple attacks due to *frenzy* in 1st round of combat, and receive unmodified 6+ save if slain. Cauldron cannot be damaged. Keeper & Guards subject to *frenzy* and have +1S due to poisoned weapons.

CAULDRON OF BLOOD HIT LOCATION TABLE

D6	Shooting	Hand-to-Hand
1	Keeper	Attackers can choose
2-3	Guardians	to attack Keeper or the Guardians.
4-6	Cauldron	

REPEATER BOLT THROWER

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Bolt Thrower	-	-	-	-	7	3	-	-	-
Crew	5	4	4	3	3	1	6	1	8

Crew *bate* High Elves. May fire single S5 bolt which inflicts D4 wounds, or four S4 bolts that cause single wound. Any bolts that hit and wound will pass through and hit next rank at -1 S.



MONSTERS

CHIMERAS

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Chimera	6	4	0	7	6	6	4	6	8

Causes *terror*. Breathes fire – use Dragonfire template, hits on 4+ at Strength 4. May fly.

COCKATRICE

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

Causes *fear*. May attempt to petrify one opponent per magic phase – spell has a range of 8", victim must roll under Initiative or be turned to stone and slain (roll of 6 always fails).

DARK PEGASUS

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Dark Pegasus	8	3	0	4	4	3	4	2	5

May fly.

DRAGONS

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Dragon	6	6	0	6	6	7	8	7	7
Great Dragon	6	7	0	7	7	8	7	8	8
Emperor Dragon	6	8	0	8	8	9	6	9	9

Causes *terror*. May fly. Scaly skin provides 5+ armour save. Has breath attack – use Dragonfire template, hits on 4+. Effect depends on type:

Black Dragon – Victim takes wounds equal to D6 minus their Toughness, no armour save allowed.

Red Dragon – Inflicts Strength 3 hit, can set buildings on fire, causes double damage to flammable targets.

Green Dragon – Inflicts Strength 3 hit with no armour save, and target must pass Ld test or retreat D6".

Blue Dragon – Do not use template, attack has range of 12", hitting target at Strength 6 on a roll of 4+. If target is hit then you may attack a model touching target, hitting on a 4+, and so on until attack misses.

White Dragon – Victims take a wound on roll of 6, no armour save allowed, may not move in following turn.

GIANT SCORPION

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Giant Scorpion	5	3	0	5	4	4	1	2	7

Causes *fear*. Chitinous armour provides 4+ armour save. If both attacks hit, damage for each is worked out at double Strength.

GIGANTIC SPIDER

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Gigantic Spider	5	3	0	5	4	4	1	2	7

Causes *fear*. Chitinous armour provides 4+ armour save. Not slowed down by difficult ground or obstacles.

GRIFFON

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Griffon	6	5	0	6	5	5	7	4	8

Causes *terror*. May fly.

HIPPOGRIFF

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Hippogriff	8	5	0	6	5	5	6	3	8

Causes *terror*. May fly.

MANTICORE

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Manticore	6	6	0	7	7	5	4	4	8

Causes *terror*. May fly.

SWARMS

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Insect/Frog/Spider/Lizard	4	3	0	3	2	5	1	5	10
Scorpions	4	3	0	4	2	5	1	5	10
Serpents	3	3	0	4	2	5	1	5	10
Rats	6	3	0	3	2	5	1	5	10
Bats	8	3	0	3	2	5	1	5	10

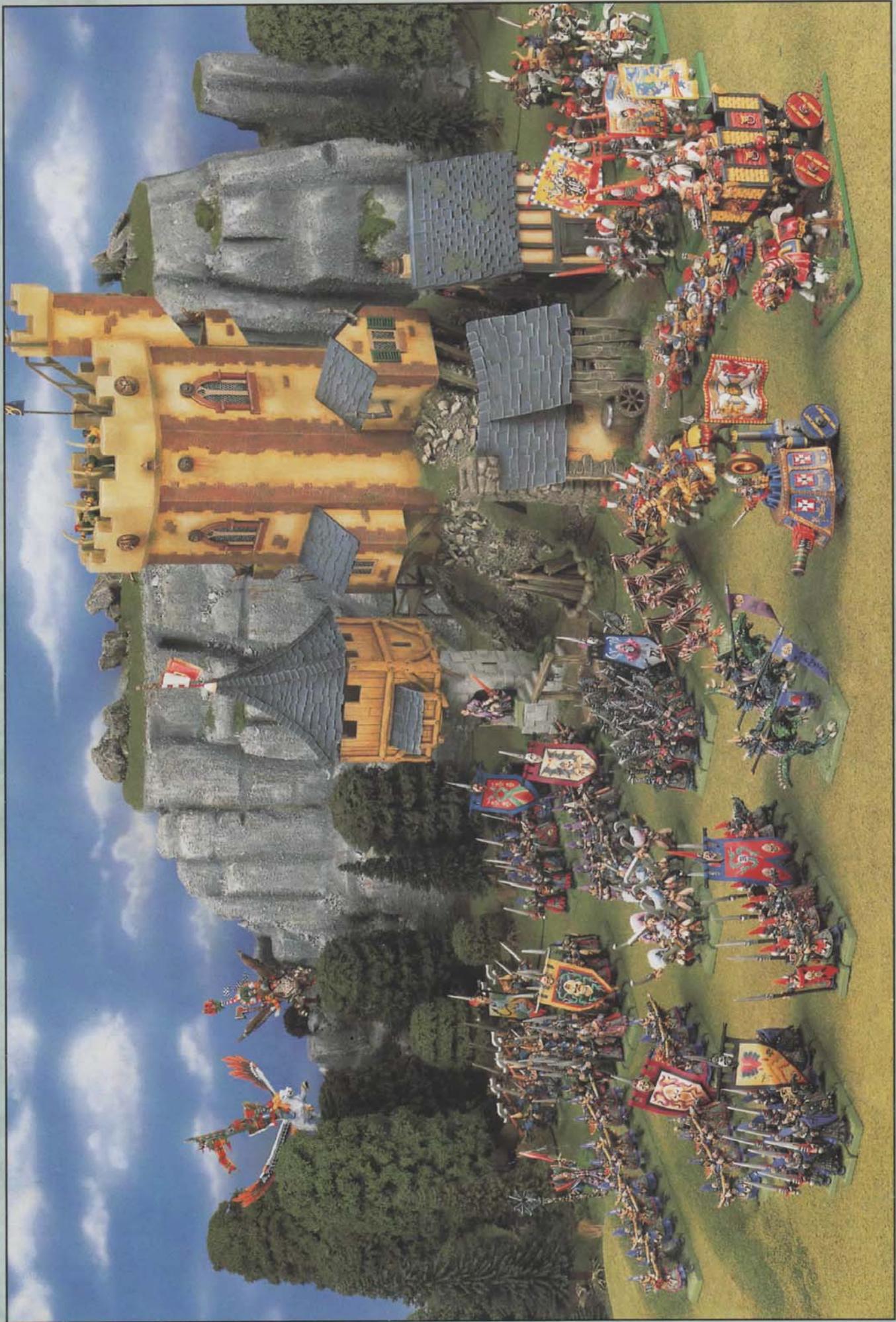
Treated as large monster with 5 wounds and 5 attacks. Immune to psychology and never break. Insects & spiders ignore armour saves. Frogs cross wet ground without penalty. Bats can fly 8".

WYVERN

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Wyvern	6	5	0	5	6	4	4	3	5

Causes *terror*. May fly. Scaly skin provides 5+ armour save.





AN UNSTOPPABLE DARK ELF ARMY MARCHES FORTH AGAINST THE DESPERATE FORCES OF THE EMPIRE

WARHAMMER® ARMIES

DARK ELVES

In the far north lies the realm of the Witch King of Naggaroth, the bleak and frozen Land of Chill. Here are the cities of the Dark Elves, battlements of black stone and high towers rising like cruel spears into the pale sky. The Witch King rules over all the cold mountains and dark forests with an unbending will of iron. Dark Lords and their mighty armies are his to command. Sorcerers hasten to his call. Pale and beautiful Witch Elves dance their deadly rites before his throne as they keen the battle songs of their bloody master.

NAGGAROTH - THE LAND OF CHILL

Learn now mere humans that the Witch King is master of this poor thin world. Countless thousands of slaves are his to command. Untold numbers of lives are expended in the quarries and mines of Naggaroth. Others are slain and burned upon the altars of Khaine, their flayed skins flapping from the walls of the Witch King's tower and from the standards of his conquering armies. For five thousand years he has nurtured a hatred that has ripened into a bitter and deadly malice. Now his armies stand poised to carry out his vengeance: swords thirst for blood, monstrous beasts scent battle and hunger for flesh.

HISTORY

This volume covers the history of the Dark Elf race since the time of the Sundering, when civil war divided the Dark Elves from their High Elf kin and drove the Witch King and his followers northwards to the Land of Chill.

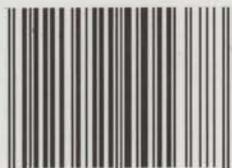
ARMY LIST

This Warhammer Armies book describes the armies of the Witch King and the Dark Elves of Naggaroth, including Dark Elf Sorcerers, Black Ark Corsairs, Dark Riders, Witch Elves, Executioners, Assassins, Scouts and their deadly reptilian war beasts the Cold Ones. The Special Characters section gives background and rules for some of the greatest heroes of the Dark Elf race - Hellebron Hag Queen of the Witch Elves, Shadowblade Master of Assassins, and the Witch King himself.

SPECIAL RULES

Rules are provided for the Dark Elf repeater bolt thrower and the Cauldron of Blood. A full colour 'Eavy Metal section shows photographs of the Dark Elves' armies painted by the Games Workshop miniature painters, plus a selection of new Magic Item cards.

ISBN: 1 872372 88 0



5 011921 001378 >

Games Workshop Inc.,
3431-C Benson Avenue,
Baltimore, Maryland,
21227-1072
USA.

Games Workshop Ltd.,
Chewton Street,
Hilltop, Eastwood,
Nottingham, NG16 3HY, England.

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Games Workshop,
Unit 7/7-9 Kent Road,
(Cnr Church),
Mascot NSW 2020
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MADE IN THE U.K.

PRODUCT
CODE:

0137