

WARHAMMER AGE OF SIGMAR



WARHAMMER
LEGENDS

DARK ELVES

INTRODUCTION

From the chill land of Naggaroth, the black-hearted Dark Elf legions pour forth. For thousands of years, the Dark Elves have plundered the riches of the world, using the blood and treasure of distant lands to fuel their wars.

From his iron throne, the Witch King musters his armies to assail civilisation. Corsairs descend on trading ports leaving only death in their wake, Sorceresses conjure the darkest magics to consume their foe, and crazed

devotees of the Bloody-handed God slaughter their way across entire kingdoms. The craven may cower behind their walls, but nowhere is safe when the Dark Elves march to war.

WARHAMMER LEGENDS COMPENDIUMS

Every Citadel Miniature is a unique piece of the ever-evolving narrative of Warhammer. It is, then, an unfortunate truth that we can't continue to sell and support every model we've ever made indefinitely. As we make new models, and new books to explore their background and rules, we have to stop producing and featuring some older models. But just like many of you, we still treasure our collections of older Citadel Miniatures, and we still want to be able to use them in games and forge glorious narratives on the tabletop!

This is where the Warhammer Legends Compendiums come in. They give us a place to publish rules that allow you to play games with your older miniatures. The rules are designed to be definitive, and will only be updated when we change the Warhammer Age of Sigmar core rules. This means that Legends units are not designed for matched play (as they won't, for example, have yearly points updates).

ARMIES OF THE WORLD-THAT-WAS

The warscrolls in this compendium allow you to use Legends Citadel Miniatures to recreate the wars of the world-that-was using the Warhammer Age of Sigmar rules. It includes warscrolls for all of the Legends Dark Elf units, so you can include Dark Elf units and armies from the world-that-was in open and narrative play games.

We have also included warscrolls for Dark Elf units that fought in the world-that-was and whose descendants still fight in the Mortal Realms, the models for which are available as part of the Warhammer Age of Sigmar range. For example, a warscroll is included for Dark Elf Bleakswords, so that you can use the models as part of a Dark Elf army from the world-that-was. In addition, Bleaksword models can also be used with the Bleakswords warscroll in *Grand Alliance: Order*, as part of a Darkling Coven army from the Mortal Realms.

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WARSCROLLS

MALEKITH, THE WITCH KING OF NAGGAROTH

ON SERAPHON



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Noxious Breath	6"	—————		See below		—————
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Destroyer	1"	6	3+	3+	-1	D3
Great Claws	2"	☀	3+	3+	-1	2
Savage Teeth	3"	3	3+	☀	-2	D6

Wounds Suffered	DAMAGE TABLE		
	Move	Great Claws	Savage Teeth
0-3	16"	6	2+
4-6	14"	5	3+
7-9	12"	4	3+
10-12	10"	3	4+
13+	8"	2	4+

DESCRIPTION

Malekith, the Witch King of Naggaroth is a named character that is a single model. He is armed with the Destroyer.

MOUNT: Seraphon attacks with her Noxious Breath, her Savage Teeth and Great Claws.

FLY: This model can fly.

ABILITIES

Armour of Midnight: If an attack that targets this model has a Damage characteristic of 2 or more, change the Damage characteristic of that attack to 1.

Circlet of Iron: Add 2 to casting and unbinding rolls for this model.

Destroyer: If the unmodified hit roll for an attack made by the Destroyer is 6, you can pick an artefact of power carried by the target. That artefact of power can no longer be used (if a weapon was picked when the artefact of power was selected, that weapon reverts to normal). In addition, if the unmodified hit roll for an attack made by the Destroyer is 6 and the target is a **WIZARD**, you can pick one spell that **WIZARD** knows. That **WIZARD** no longer knows that spell.

Noxious Breath: Do not use the attack sequence for an attack made with Noxious Breath. Instead pick an enemy unit that is in range and roll a number of dice equal to the number of models in the target unit that are within 6" of this model and visible to this model. For each 6 the target unit suffers 1 mortal wound.

The Price of Failure: If a friendly **DARK ELF** unit within 3" of this model fails a battleshock test, only one model from that unit flees.

Supreme Spellshield: Each time this model is affected by a spell, you can roll a dice. If you do so, on a 2+, ignore the effects of that spell on this model. In addition, if this model is affected by a spell and the roll to ignore the effect of the spell was 4+, the caster suffers D3 mortal wounds after the effects of the spell have been resolved.

MAGIC

Malekith is a **WIZARD**. He can attempt to cast two spells in your hero phase, and attempt to unbind two spells in the enemy hero phase. He knows the Arcane Bolt, Mystic Shield, and Bladewind spells.

BLADEWIND

Bladewind has a casting value of 7. If successfully cast, pick an enemy unit within 18" of the caster and visible to them and roll a number of dice equal to the number of models in that unit. For each 5+ that unit suffers 1 mortal wound.

COMMAND ABILITIES

Absolute Power: If you use this command ability, pick D3 friendly **DARK ELF** units wholly within 18" of a friendly model with this command ability. In the following combat phase, you can re-roll failed wound rolls for attacks made by those units.

KEYWORDS

DARK ELF, HERO, MONSTER, WIZARD, DREADLORD, MALEKITH

HELLEBRON, THE BLOOD QUEEN OF HAR GANETH



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Deathsword and the Cursed Blade	1"	6	3+	3+	-1	1

DESCRIPTION

Hellebron, the Blood Queen of Har Ganeth is a named character that is a single model. She is armed with the Deathsword and the Cursed Blade.

ABILITIES

Amulet of Dark Fire: Each time this model is affected by a spell, you can roll a dice. If you do so, on a 4+, ignore the effects of that spell on this model.

Deathsword and the Cursed Blade: If the unmodified hit roll for an attack made with the Deathsword and the Cursed Blade is 6, that attack inflicts D3 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll). In addition, if the unmodified save roll for an attack made with a melee weapon that targets this model is 6, the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.

Priestess of Khaine: This model knows the Rune of Khaine and Touch of Death prayers. In your hero phase, you can declare that this model will pray. If you do so, pick a prayer this model knows and roll a dice. On a 1 this model suffers 1 mortal wound. On a 2 nothing happens. On a 3+ the prayer is successful.

Rune of Khaine: This model's melee weapons have a Damage characteristic of D3 instead of 1 until your next hero phase.

Touch of Death: Pick a unit within 3" of this model and then hide a dice in one of your hands. Your opponent must pick a hand; if that hand is holding the dice, that unit suffers D3 mortal wounds.

Witchbrew: In your hero phase, you can pick a friendly **WITCH ELF** unit within 3" of this model to drink witchbrew. If you do, then until your next hero phase you can re-roll failed wound rolls for attacks made by that unit's melee weapons. In addition, do not take battleshock tests for that unit.

KEYWORDS

DARK ELF, WITCH ELF, HERO, PRIEST, HELLEBRON

WARSCROLLS

HELLEBRON, THE BLOOD QUEEN OF HAR GANETH

ON CAULDRON OF BLOOD



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Deathsword and the Cursed Blade	1"	6	3+	3+	-1	1
Witch Elf Hand Weapons	1"	☀	3+	4+	-	1

Wounds Suffered	DAMAGE TABLE		
	Move	Witch Elf Hand Weapons	Bloodshield
0-2	6"	8	18"
3-5	5"	7	14"
6-8	4"	6	10"
9-10	3"	5	6"
11+	2"	4	2"

DESCRIPTION

Hellebron, the Blood Queen of Har Ganeth on Cauldron of Blood is a named character that is a single model. She is armed with the Deathsword and the Cursed Blade.

CREW: This model has a Witch Elf crew that attack with pairs of Witch Elf Hand Weapons. For rules purposes, the crew are treated in the same manner as a mount.

ABILITIES

Amulet of Dark Fire: Each time this model is affected by a spell, you can roll a dice. If you do so, on a 4+, ignore the effects of that spell on this model.

Bladed Impact: After this model makes a charge move, you can pick 1 enemy unit within 1" of this model and roll a dice. On a 2+ that enemy unit suffers D3 mortal wounds.

Bloodshield: The range of this ability is shown in the damage table above. Add 1 to the saving throw of friendly **WITCH ELF** units that are wholly within this range of this model. A unit can only be affected by a single Bloodshield ability at any one time.

Deathsword and the Cursed Blade: If the unmodified hit roll for an attack made with the Deathsword and the Cursed Blade is 6, that attack inflicts D3 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll). In addition, if the unmodified save roll for an attack made with a melee weapon that targets this model is 6, the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.

Pair of Hand Weapons: You can re-roll hit rolls of 1 for an attack made with a pair of Witch Elf Hand Weapons.

Priestess of Khaine: This model knows the Rune of Khaine and Touch of Death prayers. In your hero phase, you can declare that this model will pray. If you do so, pick a prayer this model knows and roll a dice. On a 1 this model suffers 1 mortal wound. On a 2 nothing happens. On a 3+ the prayer is successful.

Rune of Khaine: This model's melee weapons have a Damage characteristic of D3 instead of 1 until your next hero phase.

Touch of Death: Pick a unit within 3" of this model and then hide a dice in one of your hands. Your opponent must pick a hand; if that hand is holding the dice, that unit suffers D3 mortal wounds.

Witchbrew: In your hero phase, you can pick a friendly **WITCH ELF** unit within 3" of this model to drink witchbrew. If you do, then until your next hero phase you can re-roll failed wound rolls for attacks made by that unit's melee weapons. In addition, do not take battleshock tests for that unit.

Idol of Worship: Add 1 to the Bravery characteristic of friendly **WITCH ELF** units that are wholly within 12" of any friendly **CAULDRONS OF BLOOD**.

COMMAND ABILITIES

Orgy of Slaughter: You can use this command ability in your hero phase. If you do so, pick a friendly **WITCH ELF** unit that is within 3" of an enemy unit and wholly within 18" of a friendly model with this command ability. Make a pile in move with that unit, and then attack with all of the melee weapons that unit is armed with.

KEYWORDS

DARK ELF, WITCH ELF, WAR MACHINE, HERO, PRIEST, TOTEM, CAULDRON OF BLOOD, HELLEBRON

WARSCROLLS

MORATHI, THE HAG SORCERESS OF GHROND

ON SULEPHET



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Heartrender and the Darksword	1"	6	3+	3+	-1	1
Sulephet's Bite	1"	2	3+	4+	-	1

DESCRIPTION

Morathi, the Hag Sorceress of Ghronnd is a named character that is a single model. She is armed with Heartrender and the Darksword.

MOUNT: Sulephet attacks with her Bite.

FLY: This model can fly.

ABILITIES

Hekarti's Blessing: At the start of your hero phase, you can pick a friendly **DARK ELF** model within 3" of this model. If you do so, that model is slain, but you can add 2 to casting rolls for this model in that hero phase.

The First Sorceress: Add 1 to casting and unbinding rolls for this model.

Thousand and One Dark Blessings: Subtract 1 from hit rolls for attacks that target this model.

MAGIC

This model is a **WIZARD**. She can attempt to cast two spells in your hero phase, and attempt to unbind two spells in the enemy hero phase. She knows the Arcane Bolt, Mystic Shield, Arnzipal's Black Horror and Word of Pain spells.

ARNZIPAL'S BLACK HORROR

Arnzipal's Black Horror has a casting value of 7. If successfully cast, pick an enemy unit within 18" of the caster and visible to them and roll a dice. On a 1 that unit suffers 1 mortal wound, on a 2-3 that unit suffers D3 mortal wounds, and on a 4+ that unit suffers D6 mortal wounds.

WORD OF PAIN

Word of Pain has a casting value of 7. If successfully cast, pick an enemy unit within 16" of the caster and visible to them. That unit suffers 1 mortal wound. In addition, subtract 1 from hit rolls for attacks made by that unit until your next hero phase.

KEYWORDS

DARK ELF, WITCH ELF, HERO, WIZARD, MORATHI

WARSCROLLS

MALUS DARKBLADE

ON SPITE



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Warpsword of Khaine	1"	6	3+	2+	-2	1
Teeth and Claws	1"	3	3+	3+	-1	1

DESCRIPTION

Malus Darkblade is a named character that is a single model. He is armed with the Warpsword of Khaine.

MOUNT: Spite attacks with his Teeth and Claws.

ABILITIES

The Price of Failure: If a friendly **DARK ELF** unit within 3" of this model fails a battleshock test, only one model from that unit flees.

Sea Dragon Cloak: Re-roll save rolls of 1 for attacks made with a missile weapon that target this model.

Tz'arkan: Once per battle, at the start of the combat phase, you can say that Darkblade will draw on Tz'arkan's power. If you do so, for the rest of the battle add 2 to the Attacks characteristic of the Warpsword of Khaine, and you must re-roll hit rolls of 1 for attacks made by the Warpsword of Khaine. However, before you use this ability to re-roll a hit roll of 1 for the Warpsword of Khaine, you must inflict 1 mortal wound on a friendly unit within 3" of this model.

COMMAND ABILITIES

Do Not Disappoint Me: If you use this command ability, pick a friendly **DARK ELF** unit wholly within 18" of a friendly model with this command ability. In the following combat phase, you can re-roll failed wound rolls for attacks made by that unit.

KEYWORDS

DARK ELF, HERO, DREADLORD, MALUS DARKBLADE

WARSCROLLS

DARK ELF DREADLORD



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Repeater Crossbow	16"	3	4+	3+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dark Elf Great Weapon	1"	3	4+	3+	-2	2
Dark Elf Hand Weapon	1"	6	3+	4+	-	1
Dark Elf Halberd	2"	3	3+	3+	-1	2

DESCRIPTION

A Dreadlord is a single model armed with one of the following weapon options: Dark Elf Hand Weapon and Dark Elf Shield; pair of Dark Elf Hand Weapons; Dark Elf Halberd; or Dark Elf Great Weapon. A Dreadlord can be armed with a Repeater Crossbow in addition to their weapon option.

BATTLE STANDARD: One Dreadlord, or one Dreadlord on Cold One, or one Death Hag in an army can carry the army's Battle Standard. Subtract 1 from the Bravery characteristic of enemy units within 10" of a model with a Battle Standard.

ABILITIES

Dark Elf Shield: You can re-roll save rolls of 1 for attacks that target a unit that includes any models with a Dark Elf Shield.

The Price of Failure: If a friendly **DARK ELF** unit within 3" of this model fails a battleshock test, only one model from that unit flees.

Pair of Hand Weapons: You can re-roll hit rolls of 1 for an attack made with a pair of Dark Elf Hand Weapons.

COMMAND ABILITIES

Do Not Disappoint Me: If you use this command ability, pick a friendly **DARK ELF** unit wholly within 18" of a friendly model with this command ability. In the following combat phase, you can re-roll failed wound rolls for attacks made by that unit.

KEYWORDS

DARK ELF, HERO, DREADLORD

WARSCROLLS

DARK ELF DREADLORD

ON COLD ONE



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Repeater Crossbow	16"	3	4+	3+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dark Elf Great Weapon	1"	3	4+	3+	-2	2
Dark Elf Hand Weapon	1"	6	3+	4+	-	1
Dark Elf Lance	2"	3	3+	4+	-	1
Teeth and Claws	1"	2	3+	4+	-	1

DESCRIPTION

A Dreadlord on Cold One is a single model armed with one of the following weapon options: Dark Elf Hand Weapon and Dark Elf Shield; Dark Elf Lance and Dark Elf Shield; or Dark Elf Great Weapon. A Dreadlord can be armed with a Repeater Crossbow in addition to their weapon option.

MOUNT: This model's Cold One attacks with its Teeth and Claws.

DARK STEED: This model's Cold One can be replaced with a Dark Steed. If it is, this model's Move characteristic is 14" instead of 10", but the mount's Attacks characteristic is reduced to 1.

DARK PEGASUS: This model's Cold One can be replaced with a Dark Pegasus. If it is, this model's Move characteristic is 16" instead of 10" and it can fly, but the mount's Attacks characteristic is reduced to 1.

BATTLE STANDARD: One Dreadlord, or one Dreadlord on Cold One, or one Death Hag in an army can carry the army's Battle Standard. Subtract 1 from the Bravery characteristic of enemy units within 10" of a model with a Battle Standard.

ABILITIES

Dark Elf Shield: You can re-roll save rolls of 1 for attacks that target a unit that includes any models with a Dark Elf Shield.

The Price of Failure: If a friendly **DARK ELF** unit within 3" of this model fails a battleshock test, only one model from that unit flees.

Dark Elf Lance: If this unit made a charge move in the same turn, add 1 to wound rolls for attacks made with this unit's Dark Elf Lance, improve the Rend characteristic for this unit's Dark Elf Lance to -1, and add 1 to the Damage characteristic of this unit's Dark Elf Lance.

COMMAND ABILITIES

Do Not Disappoint Me: If you use this command ability, pick a friendly **DARK ELF** unit wholly within 18" of a friendly model with this command ability. In the following combat phase, you can re-roll failed wound rolls for attacks made by that unit.

KEYWORDS

DARK ELF, HERO, DREADLORD

WARSCROLLS

DARK ELF DREADLORD

ON BLACK DRAGON



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Repeater Crossbow	16"	3	4+	3+	-	1
Noxious Breath	6"	—————		See below	—————	
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dark Elf Great Weapon	1"	3	4+	3+	-2	2
Dark Elf Hand Weapon	1"	6	3+	4+	-	1
Dark Elf Lance	2"	3	3+	4+	-	1
Great Claws	2"	✱	4+	3+	-1	2
Savage Teeth	3"	3	4+	✱	-2	D6

Wounds Suffered	DAMAGE TABLE		
	Move	Great Claws	Savage Teeth
0-3	14"	6	2+
4-6	12"	5	3+
7-9	10"	4	3+
10-12	8"	3	4+
13+	6"	2	4+

DESCRIPTION

A Dreadlord on Black Dragon is a single model armed with one of the following weapon options: Dark Elf Hand Weapon and Dark Elf Shield; Dark Elf Lance and Dark Elf Shield; or Dark Elf Great Weapon. A Dreadlord can be armed with a Repeater Crossbow in addition to their weapon option.

MOUNT: A Black Dragon attacks with its Noxious Breath, its Savage Teeth and its Great Claws.

FLY: This model can fly.

ABILITIES

Dark Elf Lance: If this unit made a charge move in the same turn, add 1 to wound rolls for attacks made with this unit's Dark Elf Lance, improve the Rend characteristic for this unit's Dark Elf Lance to -1, and add 1 to the Damage characteristic of this unit's Dark Elf Lance.

Dark Elf Shield: You can re-roll save rolls of 1 for attacks that target a unit that includes any models with a Dark Elf Shield.

Noxious Breath: Do not use the attack sequence for an attack made with Noxious Breath. Instead pick an enemy unit that is in range and roll a number of dice equal to the number of models in the target unit that are within 6" of this model and visible to this model. For each 6 the target unit suffers 1 mortal wound.

The Price of Failure: If a friendly DARK ELF unit within 3" of this model fails a battleshock test, only one model from that unit flees.

COMMAND ABILITIES

Do Not Disappoint Me: If you use this command ability, pick a friendly DARK ELF unit wholly within 18" of a friendly model with this command ability. In the following combat phase, you can re-roll failed wound rolls for attacks made by that unit.

KEYWORDS

DARK ELF, MONSTER, HERO, BLACK DRAGON, DREADLORD

WARSCROLLS

DARK ELF SORCERESS



MELEE WEAPONS

Witchstaff

Range

2"

Attacks

1

To Hit

4+

To Wound

3+

Rend

-1

Damage

D3

DESCRIPTION

A Sorceress is a single model armed with a Witchstaff.

ABILITIES

Hekarti's Blessing: At the start of your hero phase, you can pick a friendly **DARK ELF** model within 3" of this model. If you do so, that model is slain, but you can add 2 to casting rolls for this model in that hero phase.

MAGIC

This model is a **WIZARD**. She can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. She knows the Arcane Bolt, Mystic Shield and Word of Pain spells.

WORD OF PAIN

Word of Pain has a casting value of 7. If successfully cast, pick an enemy unit within 16" of the caster and visible to them. That unit suffers 1 mortal wound. In addition, subtract 1 from hit rolls for attacks made by that unit until your next hero phase.

KEYWORDS

DARK ELF, HERO, WIZARD, SORCERESS

WARSCROLLS

DARK ELF SORCERESS

ON COLD ONE



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Witchstaff	2"	1	4+	3+	-1	D3
Teeth and Claws	1"	2	3+	4+	-	1

DESCRIPTION

A Sorceress on Cold One is a single model armed with a Witchstaff.

MOUNT: This model's Cold One attacks with its Teeth and Claws.

DARK STEED: This model's Cold One can be replaced with a Dark Steed. If it is, this model's Move characteristic is 14" instead of 10", but the mount's Attacks characteristic is reduced to 1.

DARK PEGASUS: This model's Cold One can be replaced with a Dark Pegasus. If it is, this model's Move characteristic is 16" instead of 10" and it can fly, but the mount's Attacks characteristic is reduced to 1.

ABILITIES

Hekarti's Blessing: At the start of your hero phase, you can pick a friendly **DARK ELF** model within 3" of this model. If you do so, that model is slain, but you can add 2 to casting rolls for this model in that hero phase.

MAGIC

This model is a **WIZARD**. She can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. She knows the Arcane Bolt, Mystic Shield and Word of Pain spells.

WORD OF PAIN

Word of Pain has a casting value of 7. If successfully cast, pick an enemy unit within 16" of the caster and visible to them. That unit suffers 1 mortal wound. In addition, subtract 1 from hit rolls for attacks made by that unit until your next hero phase.

KEYWORDS

DARK ELF, HERO, WIZARD, SORCERESS

WARSCROLLS

DARK ELF SORCERESS

ON BLACK DRAGON



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Noxious Breath	6"	—	—	See below	—	—
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Witchstaff	2"	1	4+	3+	-1	D3
Great Claws	2"	☀	4+	3+	-1	2
Savage Teeth	3"	3	4+	☀	-2	D6

Wounds Suffered	DAMAGE TABLE		
	Move	Great Claws	Savage Teeth
0-3	14"	6	2+
4-6	12"	5	3+
7-9	10"	4	3+
10-12	8"	3	4+
13+	6"	2	4+

DESCRIPTION

A Sorceress on Black Dragon is a single model armed with a Witchstaff.

MOUNT: A Black Dragon attacks with its Noxious Breath, its Savage Teeth and its Great Claws.

FLY: This model can fly.

ABILITIES

Hekarti's Blessing: At the start of your hero phase, you can pick a friendly **DARK ELF** model within 3" of this model. If you do so, that model is slain, but you can add 2 to casting rolls for this model in that hero phase.

Noxious Breath: Do not use the attack sequence for an attack made with Noxious Breath. Instead pick an enemy unit that is in range and roll a number of dice equal to the number of models in the target unit that are within 6" of this model and visible to this model. For each 6 the target unit suffers 1 mortal wound.

MAGIC

This model is a **WIZARD**. She can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. She knows the Arcane Bolt, Mystic Shield and Word of Pain spells.

WORD OF PAIN

Word of Pain has a casting value of 7. If successfully cast, pick an enemy unit within 16" of the caster and visible to them. That unit suffers 1 mortal wound. In addition, subtract 1 from hit rolls for attacks made by that unit until your next hero phase.

KEYWORDS

DARK ELF, MONSTER, HERO, WIZARD, BLACK DRAGON, SORCERESS

WARSCROLLS

DARK ELF HIGH BEASTMASTER

ON MANTICORE



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Dark Elf Spear	2"	6	3+	4+	-	1
Teeth and Claws	2"	3	4+	*	-1	2
Lashing Tail	2"	*	4+	3+	-	D3

DAMAGE TABLE

Wounds Suffered	Move	Teeth and Claws	Lashing Tail
0-2	12"	3+	3
3-4	10"	3+	2
5-6	8"	4+	2
7-8	6"	4+	1
9+	4"	5+	1

DESCRIPTION

A Dark Elf High Beastmaster on Manticore is a single model armed with a Dark Elf Spear.

MOUNT: This model's Manticore attacks with its Teeth and Claws and its Lashing Tail.

FLY: This model can fly.

ABILITIES

Beastslaver: At the start of your hero phase, you can pick a friendly **DARK ELF MONSTER** within 10" of this model. You can re-roll hit rolls of 1 for attacks made by that model until your next hero phase.

Dark Elf Spear: Add 1 to wound rolls for attacks made by this unit's Dark Elf Spear if this unit made a charge move in the same turn.

Sea Dragon Cloak: Re-roll save rolls of 1 for attacks made with a missile weapon that target this model.

KEYWORDS

DARK ELF, MONSTER, HERO, MANTICORE, BEASTMASTER

WARSCROLLS

DARK ELF HIGH BEASTMASTER

ON SCOURGERUNNER CHARIOT



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ravager Harpoon	18"	1	4+	3+	-1	D3
Dark Elf Repeater Crossbow	16"	4	5+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Beastmaster's Dark Elf Spear	2"	6	3+	4+	-	1
Crew's Dark Elf Spear	2"	2	3+	4+	-	1
Dark Steeds' Teeth	1"	2	3+	4+	-	1

DESCRIPTION

A Dark Elf High Beastmaster on Scourgerunner Chariot is a single model armed with Dark Elf Repeater Crossbows, a Ravager Harpoon and Dark Elf Spear.

CREW: This model has a Dark Elf crew that attacks with a Dark Elf Spear. For rules purposes, the crew is treated in the same manner as a mount.

STEEDS: Each Scourgerunner Chariot is drawn by two Dark Steeds that attack with their Teeth. For rules purposes, the Dark Steeds are treated in the same manner as a mount.

ABILITIES

Beastslaver: At the start of your hero phase, you can pick a friendly **DARK ELF MONSTER** within 10" of this model. You can re-roll hit rolls of 1 for attacks made by that model until your next hero phase.

Dark Elf Spear: Add 1 to wound rolls for attacks made by this unit's Dark Elf Spears if this unit made a charge move in the same turn.

Sea Dragon Cloak: Re-roll save rolls of 1 for attacks made with a missile weapon that target this model.

Lay Low the Beast: If the unmodified wound roll for an attack made with a Ravager Harpoon that targets a **MONSTER** is 6, that attack has a Damage characteristic of D6 instead of D3.

KEYWORDS

DARK ELF, HERO, SCOURGERUNNER CHARIOT, BEASTMASTER

WARSCROLLS

DARK ELF BLACK ARK FLEETMASTER



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dark Elf Hand Weapons	1"	6	3+	3+	-	1

DESCRIPTION

A Black Ark Fleetmaster is a single model armed with a pair of Dark Elf Hand Weapons.

ABILITIES

Pair of Hand Weapons: You can re-roll hit rolls of 1 for an attack made with a pair of Dark Elf Hand Weapons.

Sea Dragon Cloak: Re-roll save rolls of 1 for attacks made with a missile weapon that target this model.

COMMAND ABILITIES

At Them, You Curs! If you use this command ability, pick a friendly **BLACK ARK** unit wholly within 18" of a friendly model with this command ability. In the following combat phase, you can re-roll failed hit rolls for attacks made by that unit.

KEYWORDS

DARK ELF, HERO, BLACK ARK, FLEETMASTER

WARSCROLLS

SHADOWBLADE, THE DEATH THAT WALKS UNSEEN



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Poisoned Throwing Weapons	8"	2	4+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Poisoned Hand Weapons	1"	6	3+	3+	-1	D3

DESCRIPTION

Shadowblade, the Death that Walks Unseen is a named character that is a single model. He is armed with Poisoned Throwing Weapons, and Poisoned Hand Weapons.

ABILITIES

Dance of Doom: Roll a dice each time a wound or mortal wound is allocated to this model. On a 4+, the wound or mortal wound is negated.

Heart of Woe: If this model is slain, before this model is removed from play each enemy unit within 3" of this model suffers D3 mortal wounds.

Master of Disguise: Instead of setting up this model on the battlefield, you can place this model to one side and say that it is set up in disguise as a reserve unit. At the start of a combat phase, you can set up one or more reserve units in disguise on the battlefield within 3" of an enemy model from a unit that had at least 3 models when it was set up. Any reserve units in disguise that are not set up on the battlefield before the start of the fourth battle round are slain.

Potion of Diabolic Strength: Once per battle, at the start of the combat phase, you can say that this model is drinking this potion. If you do so, you can re-roll failed wound rolls for attacks made by this model in that phase, and any melee weapons used by this model have a Rend characteristic of -3 instead of their normal value in that phase.

KEYWORDS

DARK ELF, HERO, KHAINITE ASSASSIN, SHADOWBLADE

WARSCROLLS

LOKHIR FELLHEART, KRAKENLORD OF KAROND KAR



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Red Blades	3"	6	3+	3+	-1	1

DESCRIPTION

Lokhir Fellheart, Krakenlord of Karond Kar is a named character that is a single model. He is armed with the Red Blades.

ABILITIES

Helm of the Kraken: In your hero phase, you can heal D3 wounds allocated to this model.

Krakenlord of Karond Kar: Subtract 1 from the Bravery characteristic of enemy units while they are within 12" of this model. Add 1 to the Bravery characteristic of friendly **BLACK ARK** units while they are wholly within 18" of this model.

The Red Blades: You can re-roll hit rolls and wound rolls of 1 for an attack made with the Red Blades.

Sea Dragon Cloak: Re-roll save rolls of 1 for attacks made with a missile weapon that target this model.

COMMAND ABILITIES

At Them, You Curs!: If you use this command ability, pick a friendly **BLACK ARK** unit wholly within 18" of a friendly model with this command ability. In the following combat phase, you can re-roll failed hit rolls for attacks made by that unit.

KEYWORDS

DARK ELF, HERO, BLACK ARK, FLEETMASTER, LOKHIR FELLHEART

WARSCROLLS

DARK ELF DEATH HAG



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Witch Elf Hand Weapon	1"	4	3+	4+	-	1

DESCRIPTION

A Death Hag is a single model armed with a Witch Elf Hand Weapon.

BATTLE STANDARD: One Dreadlord, or one Dreadlord on Cold One, or one Death Hag in an army can carry the army's Battle Standard. Subtract 1 from the Bravery characteristic of enemy units within 10" of a model with a Battle Standard.

ABILITIES

Priestess of Khaine: This model knows the Rune of Khaine and Touch of Death prayers. In your hero

phase, you can declare that this model will pray. If you do so, pick a prayer this model knows and roll a dice. On a 1 this model suffers 1 mortal wound. On a 2 nothing happens. On a 3+ the prayer is successful.

Rune of Khaine: This model's melee weapons have a Damage characteristic of D3 instead of 1 until your next hero phase.

Touch of Death: Pick a unit within 3" of this model and then hide a dice in one of your hands. Your opponent must pick a hand; if that hand is holding the dice, that unit suffers D3 mortal wounds.

Witchbrew: In your hero phase, you can pick a friendly **WITCH ELF** unit within 3" of this model to drink witchbrew. If you do, then until your next hero phase you can re-roll failed wound rolls for attacks made by that unit's melee weapons. In addition, do not take battleshock tests for that unit.

KEYWORDS

DARK ELF, WITCH ELF, HERO, PRIEST, DEATH HAG

WARSCROLLS

DARK ELF DEATH HAG

ON CAULDRON OF BLOOD



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Death Hag's Witch Elf Hand Weapon	1"	4	3+	4+	-	1
Crew's Witch Elf Hand Weapons	1"	☼	3+	4+	-	1

Wounds Suffered	DAMAGE TABLE		
	Move	Witch Elf Hand Weapons	Bloodshield
0-2	6"	8	18"
3-5	5"	7	14"
6-8	4"	6	10"
9-10	3"	5	6"
11+	2"	4	2"

DESCRIPTION

A Death Hag on Cauldron of Blood is a single model armed with a Witch Elf Hand Weapon.

CREW: This model has a Witch Elf crew that attack with pairs of Witch Elf Hand Weapons. For rules purposes, the crew are treated in the same manner as a mount.

ABILITIES

Bladed Impact: After this model makes a charge move, you can pick 1 enemy unit within 1" of this model and roll a dice. On a 2+ that enemy unit suffers D3 mortal wounds.

Bloodshield: The range of this ability is shown in the damage table above. Add 1 to the saving throw of friendly **WITCH ELF** units that are wholly within this range of this model. A unit can only be affected by a single Bloodshield ability at any one time.

Pair of Hand Weapons: You can re-roll hit rolls of 1 for an attack made with a pair of Witch Elf Hand Weapons.

Priestess of Khaine: This model knows the Rune of Khaine and Touch of Death prayers. In your hero phase, you can declare that this model will pray. If you do so, pick a prayer this model knows and roll a dice. On a 1 this model suffers 1 mortal wound. On a 2 nothing happens. On a 3+ the prayer is successful.

Rune of Khaine: This model's melee weapons have a Damage characteristic of D3 instead of 1 until your next hero phase.

Touch of Death: Pick a unit within 3" of this model and then hide a dice in one of your hands. Your opponent must pick a hand; if that hand is holding the dice, that unit suffers D3 mortal wounds.

Witchbrew: In your hero phase, you can pick a friendly **WITCH ELF** unit within 3" of this model to drink witchbrew. If you do, then until your next hero phase you can re-roll failed wound rolls for attacks made by that unit's melee weapons. In addition, do not take battleshock tests for that unit.

Idol of Worship: Add 1 to the Bravery characteristic of friendly **WITCH ELF** units that are wholly within 12" of any friendly **CAULDRONS OF BLOOD**.

COMMAND ABILITY

Orgy of Slaughter: You can use this command ability in your hero phase. If you do so, pick a friendly **WITCH ELF** unit that is within 3" of an enemy unit and wholly within 18" of a model with this command ability. Make a pile in move with that unit, and then attack with all of the melee weapons that unit is armed with.

KEYWORDS

DARK ELF, WITCH ELF, WAR MACHINE, HERO, PRIEST, TOTEM, CAULDRON OF BLOOD, DEATH HAG

DARK ELF KHAINITE ASSASSIN



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Poisoned Throwing Weapons	8"	2	4+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Poisoned Hand Weapons	1"	3	3+	3+	-1	D3

DESCRIPTION

A Khainite Assassin is a single model armed with Poisoned Throwing Weapons and Poisoned Hand Weapons.

ABILITIES

Master of Disguise: Instead of setting up this model on the battlefield, you can place this model to one side and say that it is set up in disguise as a reserve unit. At the start of a combat phase, you can set up one or more reserve units in disguise on the battlefield within 3" of an enemy model from a unit that had at least 3 models when it was set up. Any reserve units in disguise that are not set up on the battlefield before the start of the fourth battle round are slain.

KEYWORDS

DARK ELF, HERO, KHAINITE ASSASSIN

WARSCROLLS

DARK ELF DREADSPEARS



MELEE WEAPONS

Dark Elf Spear

Range

2"

Attacks

1

To Hit

4+

To Wound

4+

Rend

-

Damage

1

DESCRIPTION

A unit of Dark Elf Dreadspears can have any number of models, each armed with a Dark Elf Spear and a Dark Elf Shield.

CHAMPION: One model in this unit can be a Champion. Add 1 to the Attacks characteristic of a Champion's melee weapons.

STANDARD BEARER: One model in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of a unit that has any Standard Bearers.

MUSICIAN: One model in this unit can be a Musician. Add 1 to run and charge rolls for a unit that has any Musicians.

ABILITIES

Dark Elf Shield: You can re-roll save rolls of 1 for attacks that target a unit that includes any models with a Dark Elf Shield.

Indomitable Bastion: Add 1 to hit rolls for attacks made by this unit if this unit did not move in its preceding movement phase. Add 2 to the hit rolls instead while this unit has at least 20 models.

KEYWORDS

DARK ELF, DREADSPEARS

WARSCROLLS

DARK ELF BLEAKSWORDS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dark Elf Hand Weapon	1"	1	3+	4+	-	1

DESCRIPTION

A unit of Dark Elf Bleakswords can have any number of models, each armed with a Dark Elf Hand Weapon and a Dark Elf Shield.

CHAMPION: One model in this unit can be a Champion. Add 1 to the Attacks characteristic of a Champion's melee weapons.

STANDARD BEARER: One model in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of a unit that has any Standard Bearers.

MUSICIAN: One model in this unit can be a Musician. Add 1 to run and charge rolls for a unit that has any Musicians.

ABILITIES

Dark Elf Shield: You can re-roll save rolls of 1 for attacks that target a unit that includes any models with a Dark Elf Shield.

Quickstrike: If the unmodified hit roll for an attack made with a Bleaksword's Hand Weapon is 6, that attack inflicts 2 hits on the target instead of 1. Make a wound and save roll for each hit. While there are at least 20 models in this unit, that attack inflicts 2 hits on an unmodified roll of 5+ instead of 6.

KEYWORDS

DARK ELF, BLEAKSWORDS

WARSCROLLS

DARK ELF DARKSHARDS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dark Elf Repeater Crossbow	16"	2	5+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dark Elf Hand Weapon	1"	1	3+	4+	-	1

DESCRIPTION

A unit of Dark Elf Darkshards can have any number of models, each armed with a Dark Elf Repeater Crossbow and a Dark Elf Hand Weapon. This unit can also be armed with a Dark Elf Shield in addition to its other weapons.

CHAMPION: One model in this unit can be a Champion. Add 1 to the Attacks characteristic of a Champion's melee weapons.

STANDARD BEARER: One model in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of a unit that has any Standard Bearers.

MUSICIAN: One model in this unit can be a Musician. Add 1 to run and charge rolls for a unit that has any Musicians.

ABILITIES

Dark Elf Shield: You can re-roll save rolls of 1 for attacks that target a unit that includes any models with a Dark Elf Shield.

Storm of Bolts: You can re-roll hit rolls of 1 for attacks made with missile weapons by this unit while this unit has at least twenty models

KEYWORDS

DARK ELF, DARKSHARDS

WARSCROLLS

DARK ELF BLACK ARK CORSAIRS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dark Elf Repeater Handbow	9"	2	5+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dark Elf Hand Weapon	1"	1	3+	4+	-	1

DESCRIPTION

A unit of Black Ark Corsairs has any number of models. The unit is armed with one of the following weapon options: pair of Dark Elf Hand Weapons; or Dark Elf Repeater Handbow and Dark Elf Hand Weapon.

CHAMPION: One model in this unit can be a Champion. Add 1 to the Attacks characteristic of a Champion's melee weapons.

STANDARD BEARER: One model in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of a unit that has any Standard Bearers.

MUSICIAN: One model in this unit can be a Musician. Add 1 to run and charge rolls for a unit that has any Musicians.

ABILITIES

Notorious Raiders: If an enemy unit fails a battleshock test within 3" of this unit, add 1 to the number of models that flee.

Pair of Hand Weapons: You can re-roll hit rolls of 1 for an attack made with a pair of Dark Elf Hand Weapons.

Sea Dragon Cloak: Re-roll save rolls of 1 for attacks made with a missile weapon that target this unit.

KEYWORDS

DARK ELF, BLACK ARK, CORSAIRS

WARSCROLLS

DARK ELF DARK RIDERS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dark Elf Repeater Crossbow	16"	2	5+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dark Elf Spear	1"	1	3+	4+	-	1
Dark Steed's Teeth	1"	1	3+	4+	-	1

DESCRIPTION

A unit of Dark Riders has any number of models. The unit is armed with one of the following weapon options: Dark Elf Spears; Dark Elf Spears and Dark Elf Shields; Dark Elf Repeater Crossbows and Dark Elf Spears; Dark Elf Repeater Crossbows, Dark Elf Spears, and Dark Elf Shields.

MOUNT: The unit's Dark Steeds attack with their Teeth.

CHAMPION: One model in this unit can be a Champion. Add 1 to the Attacks characteristic of a Champion's Dark Elf Spear.

STANDARD BEARER: One model in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of a unit that has any Standard Bearers.

MUSICIAN: One model in this unit can be a Musician. Add 1 to run and charge rolls for a unit that has any Musicians.

ABILITIES

Dark Elf Shield: You can re-roll save rolls of 1 for attacks that target a unit that includes any models with a Dark Elf Shield.

Dark Elf Spear: Add 1 to wound rolls for attacks made by this unit's Dark Elf Spears if this unit made a charge move in the same turn.

KEYWORDS

DARK ELF, DARK RIDERS

WARSCROLLS

DARK ELF WITCH ELVES



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Witch Elf Hand Weapons	1"	3	3+	4+	-	1

DESCRIPTION

A unit of Witch Elves has any number of models armed with Witch Elf Hand Weapons.

CHAMPION: One model in this unit can be a Champion. Add 1 to the Attacks characteristic of a Champion's melee weapons.

STANDARD BEARER: One model in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of a unit that has any Standard Bearers.

MUSICIAN: One model in this unit can be a Musician. Add 1 to run and charge rolls for a unit that has any Musicians.

ABILITIES

Frenzied Fervour: Add 1 to the Attacks characteristic of this unit's Witch Elf Hand Weapons while this unit is wholly within 12" of any friendly **WITCH ELF HEROES**.

KEYWORDS

DARK ELF, WITCH ELF, WITCH ELVES

DARK ELF COLD ONE KNIGHTS



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Dark Elf Lance	2"	1	3+	4+	-	1
Teeth and Claws	1"	2	3+	4+	-	1

DESCRIPTION

A unit of Cold One Knights has any number of models armed with Dark Elf Lances and Dark Elf Shields.

MOUNT: This unit's Cold Ones attack with their Teeth and Claws.

CHAMPION: One model in this unit can be a Champion. Add 1 to the Attacks characteristic of a Champion's Dark Elf Lance.

STANDARD BEARER: One model in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of a unit that has any Standard Bearers.

MUSICIAN: One model in this unit can be a Musician. Add 1 to run and charge rolls for a unit that has any Musicians.

ABILITIES

Dark Elf Lance: If this unit made a charge move in the same turn, add 1 to wound rolls for attacks made with this unit's Dark Elf Lances, improve the Rend characteristic for this unit's Dark Elf Lances to -1, and add 1 to the Damage characteristic of this unit's Dark Elf Lances.

Dark Elf Shield: You can re-roll save rolls of 1 for attacks that target a unit that includes any models with a Dark Elf Shield.



KEYWORDS DARK ELF, COLD ONE KNIGHTS

DARK ELF BLACK GUARD OF NAGGAROND



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dark Elf Halberd	2"	2	3+	3+	-1	2

DESCRIPTION

A unit of Black Guard has any number of models armed with Dark Elf Halberds.

CHAMPION: One model in this unit can be a Champion. Add 1 to the Attacks characteristic of a Champion's melee weapons.

STANDARD BEARER: One model in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of a unit that has any Standard Bearers.

MUSICIAN: One model in this unit can be a Musician. Add 1 to run and charge rolls for a unit that has any Musicians.

ABILITIES

Elite Bodyguard: You can re-roll hit rolls of 1 for attacks made by this unit if a friendly **MALEKITH** is on the battlefield.



KEYWORDS DARK ELF, BLACK GUARD

WARSCROLLS

DARK ELF SHADES



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dark Elf Repeater Crossbow	16"	3	5+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dark Elf Hand Weapon	1"	1	3+	4+	-	1

DESCRIPTION

A unit of Shades has any number of models armed with Dark Elf Repeater Crossbows and Dark Elf Hand Weapons.

CHAMPION: One model in this unit can be a Champion. Add 1 to the Attacks characteristic of a Champion's melee weapons.

STANDARD BEARER: One model in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of a unit that has any Standard Bearers.

MUSICIAN: One model in this unit can be a Musician. Add 1 to run and charge rolls for a unit that has any Musicians.

ABILITIES

A Shadow Moves Unseen: Instead of setting up this unit on the battlefield, you can place it to one side and say that it is set up hiding in the shadows as a reserve unit. At the end of your first movement phase, you must set up reserve units hiding in the shadows on the battlefield more than 9" from any enemy units.

KEYWORDS

DARK ELF, SHADES

MENGIL'S MANFLAYERS



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Dark Elf Repeater Crossbow		16"	3	5+	4+	-	1
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Dark Elf Great Weapon		1"	2	4+	3+	-2	2

DESCRIPTION

Mengil's Manflayers has any number of models armed with Dark Elf Repeater Crossbows and Dark Elf Great Weapons.

MENGIL MANHIDE: One model in this unit must be Mengil Manhide. Add 1 to the Attacks characteristic of Mengil Manhide's melee weapons, and add 1 to Mengil Manhide's Wounds characteristic.

STANDARD BEARER: One model in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of a unit that has any Standard Bearers.

MUSICIAN: One model in this unit can be a Musician. Add 1 to run and charge rolls for a unit that has any Musicians.

ABILITIES

A Shadow Moves Unseen: Instead of setting up this unit on the battlefield, you can place it to one side and say that it is set up hiding in the shadows as a reserve unit. At the end of your first movement phase, you must set up reserve units hiding in the shadows on the battlefield more than 9" from any enemy units.

Banner of Kalad: Add 1 to save rolls for attacks made with missile weapons that target this unit while this unit includes a Standard Bearer.

KEYWORDS

DARK ELF, MENGIL'S MANFLAYERS

WARSCROLLS

DARK ELF COLD ONE CHARIOTS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dark Elf Repeater Crossbow	16"	4	5+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dark Elf Spears	2"	2	3+	4+	-	1
Teeth and Claws	1"	4	3+	4+	-	1

DESCRIPTION

A unit of Cold One Chariots has any number of models armed with Dark Elf Repeater Crossbows and Dark Elf Spears.

STEEDS: Each Cold One Chariot is drawn by two Cold Ones that attack with their Teeth and Claws. For rules purposes, the Cold Ones are treated in the same manner as a mount.

ABILITIES

Dark Elf Spear: Add 1 to wound rolls for attacks made by this unit's Dark Elf Spears if this unit made a charge move in the same turn.

Scythes: Roll a dice for each enemy unit that is within 1" of a model from this unit after the model from this unit finishes a charge move. On a 4+ that enemy unit suffers D3 mortal wounds. If this unit has more than 1 model, roll to determine if mortal wounds are inflicted after each model completes its charge move, but do not allocate the mortal wounds until after all of the models in the unit have moved.

KEYWORDS

DARK ELF, COLD ONE CHARIOTS

DARK ELF HAR GANETH EXECUTIONERS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dark Elf Great Weapon	1"	2	4+	3+	-2	2

DESCRIPTION

A unit of Har Ganeth Executioners has any number of models armed with Dark Elf Great Weapons.

CHAMPION: One model in this unit can be a Champion. Add 1 to the Attacks characteristic of a Champion's melee weapons.

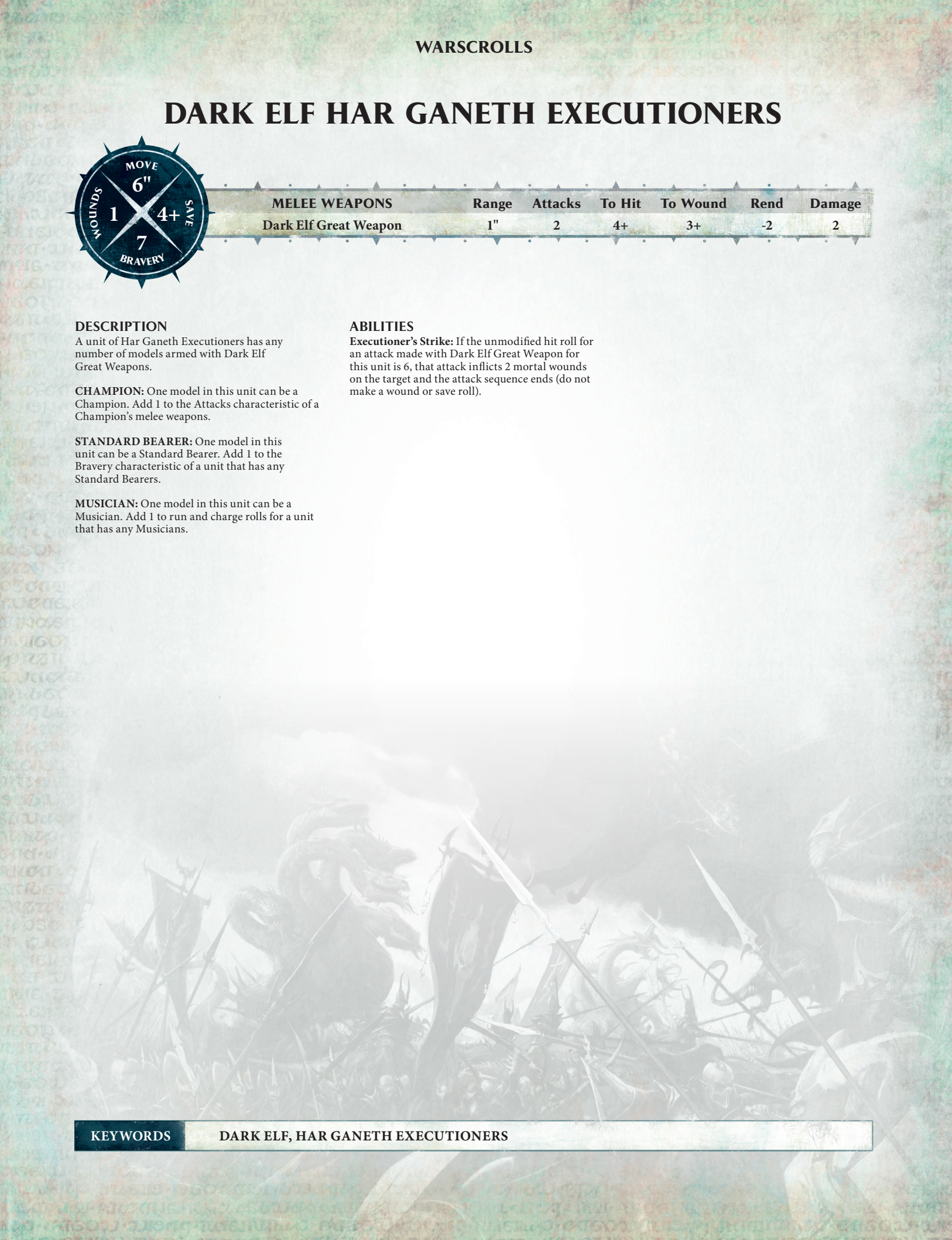
STANDARD BEARER: One model in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of a unit that has any Standard Bearers.

MUSICIAN: One model in this unit can be a Musician. Add 1 to run and charge rolls for a unit that has any Musicians.

ABILITIES

Executioner's Strike: If the unmodified hit roll for an attack made with Dark Elf Great Weapon for this unit is 6, that attack inflicts 2 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll).

KEYWORDS DARK ELF, HAR GANETH EXECUTIONERS



WARSCROLLS

DARK ELF REAPER BOLT THROWERS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Reaper Bolts (Single Shot)	36"	1	3+	3+	-2	D3
Reaper Bolts (Rapid Fire)	24"	6	4+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dark Elf Hand Weapon	1"	2	3+	4+	-	1

DESCRIPTION

A Reaper Bolt Thrower consists of a Bolt Thrower and a crew of two Dark Elves. The Bolt Thrower is armed with Reaper Bolts, while the Dark Elves are armed with Hand Weapons. The Bolt Thrower and its crew are treated as a single model, using the characteristics given above. The crew must remain within 1" of the Bolt Thrower.

ABILITIES

Reaper Bolts: Before attacking with Reaper Bolts, choose either the Single Shot or Rapid Fire missile weapon characteristics for that shooting attack.

KEYWORDS

DARK ELF, REAPER BOLT THROWER

WARSCROLLS

HARPIES



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Teeth and Claws	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Harpies has any number of models, each armed with Teeth and Claws.

FLY: This unit can fly.

ABILITIES

Prey Upon the Weak: If an enemy unit fails a battleshock test within 3" of this unit, add D3 to the number of models that flee.

KEYWORDS	DARK ELF, HARPIES
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WARSCROLLS

DARK ELF SCOURGERUNNER CHARIOTS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dark Elf Repeater Crossbow	16"	4	5+	4+	-	1
Ravager Harpoon	18"	1	4+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dark Elf Spears	2"	2	3+	4+	-	1
Dark Steeds' Teeth	1"	2	3+	4+	-	1

DESCRIPTION

A unit of Scourgerunner Chariots has any number of models armed with Dark Elf Repeater Crossbows, Ravager Harpoons and Dark Elf Spears.

STEEDS: Each Scourgerunner Chariot is drawn by two Dark Steeds that attack with their Teeth. For rules purposes, the Dark Steeds are treated in the same manner as a mount.

ABILITIES

Dark Elf Spear: Add 1 to wound rolls for attacks made by this unit's Dark Elf Spears if this unit made a charge move in the same turn.

Lay Low the Beast: If the unmodified wound roll for an attack made with a Ravager Harpoon that targets a **MONSTER** is 6, that attack has a Damage characteristic of D6 instead of D3.

KEYWORDS

DARK ELF, SCOURGERUNNER CHARIOTS

WARSCROLLS

DARK ELF WAR HYDRA



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fiery Breath	9"	*	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Mauling Claws	1"	6	3+	3+	-1	D3
Vicious Teeth	2"	*	3+	3+	-1	2
Dark Elf Hand Weapons	2"	2	3+	4+	-	1

Wounds Suffered	DAMAGE TABLE		
	Move	Fiery Breath	Vicious Teeth
0-2	8"	6	6
3-5	7"	5	5
6-7	6"	4	4
8-9	5"	3	3
10+	4"	2	2

DESCRIPTION

A War Hydra is a single model armed with Fiery Breath, Mauling Claws, Vicious Teeth and its Beastmaster Handlers' Dark Elf Hand Weapons.

ABILITIES

Quick With the Lash: Before you make a charge roll for this model, you can say that the Beastmaster Handlers will apply the lash. If you do so, roll 3D6 for the charge roll and use the 2 dice that roll highest to determine the 2D6 roll. However, if you apply the lash and roll a triple, this model cannot make a charge move and suffers 1 mortal wound.

Sever One Head, Another Takes Its Place: In your hero phase, you can heal 3 wounds allocated to this model.

KEYWORDS

DARK ELF, MONSTER, WAR HYDRA

WARSCROLLS

DARK ELF KHARIBDYSS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Jagged teeth	3"	✱	4+	3+	-1	2
Tearing Claws	1"	2	3+	3+	-1	1
Spiked Tail	2"	2D6	4+	✱	-1	1
Dark Elf Hand Weapons	2"	2	3+	4+	-	1

Wounds Suffered	DAMAGE TABLE		
	Move	Jagged Teeth	Spiked Tail
0-3	7"	6	2+
4-6	6"	5	3+
7-9	5"	4	4+
10-12	4"	3	5+
13+	3"	2	6+

DESCRIPTION

A Kharibdyss is a single model armed with Jagged Teeth, Tearing Claws, Spiked Tail and its Beastmaster Handlers' Dark Elf Hand Weapons.

ABILITIES

Abyssal Howl: At the start of your hero phase, you can pick an enemy unit within 10" of this model. Subtract 1 from the Bravery characteristic of that unit until your next hero phase.

Feast of Bones: At the end of the combat phase, you can heal 1 wound allocated to this model for each enemy model that was slain by attacks made by this model.

Quick With the Lash: Before you make a charge roll for this model, you can say that the Beastmaster Handlers will apply the lash. If you do so, roll 3D6 for the charge roll and use the 2 dice that roll highest to determine the 2D6 roll. However, if you apply the lash and roll a triple, this model cannot make a charge move and suffers 1 mortal wound.

KEYWORDS

DARK ELF, MONSTER, KHARIBDYSS

DARK ELF BLOODWRACK MEDUSA



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bloodwrack Stare	10"	See below		See below		
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bladed Claw	1"	4	3+	3+	-	1
Serpent Tails	2"	D6	4+	4+	-	1
Bloodwrack Spear	2"	2	3+	3+	-1	D3

DESCRIPTION

A Bloodwrack Medusa is a single model armed with a Bloodwrack Stare, Bladed Claw, Serpent Tails and Bloodwrack Spear.

ABILITIES

Bloodwrack Stare: Do not use the attack sequence for an attack made with a Bloodwrack Stare. Instead pick an enemy unit that is in range and roll a number of dice equal to the number of models in the target unit that are within 10" of this model and visible to this model. For each 5+ the target unit suffers 1 mortal wound.

KEYWORDS

DARK ELF, BLOODWRACK MEDUSA

WARSCROLLS

BLOODWRACK SHRINE



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bloodwrack Stare	10"			See below		
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Vicious Claw	1"	4	3+	3+	-	1
Serpent Tails	2"	D6	4+	4+	-	1
Bloodwrack Spear	2"	2	3+	3+	-1	D3
Crew's Witch Elf Spears	2"	☀	3+	4+	-	1

Wounds Suffered	DAMAGE TABLE		
	Move	Witch Elf Spears	Aura of Agony
0-2	6"	8	2+
3-5	5"	7	2+
6-8	4"	6	3+
9-10	3"	5	4+
11+	2"	4	5+

DESCRIPTION

A Bloodwrack Shrine is a single model armed with a Bloodwrack Stare, Vicious Claw, Serpent Tails and Bloodwrack Spear.

CREW: This model has a Witch Elf crew that attack with Witch Elf Spears. For rules purposes, the crew are treated in the same manner as a mount.

ABILITIES

Aura of Agony: At the start of your hero phase, roll a dice for each enemy unit within 7" of any friendly **BLOODWRACK SHRINES**. If the dice roll is equal to or greater than the Aura of Agony dice roll on the Damage table above, that unit suffers D3 mortal wounds.

Bladed Impact: After this model makes a charge move, you can pick 1 enemy unit within 1" of this model and roll a dice. On a 2+ that enemy unit suffers D3 mortal wounds.

Bloodwrack Stare: Do not use the attack sequence for an attack made with a Bloodwrack Stare. Instead pick an enemy unit that is in range and roll a number of dice equal to the number of models in the target unit that are within 10" of this model and visible to this model. For each 5+ the target unit suffers 1 mortal wound.

Witch Elf Spear: Add 1 to wound rolls for attacks made by this unit's Witch Elf Spears if this unit made a charge move in the same turn.

KEYWORDS

DARK ELF, WITCH ELF, WAR MACHINE, BLOODWRACK SHRINE

DOOMFIRE WARLOCKS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dark Elf Poisoned Scimitar	1"	2	4+	4+	-1	1
Dark Steed's Teeth	1"	1	3+	4+	-	1

DESCRIPTION

A unit of Doomfire Warlocks has any number of models armed with Dark Elf Poisoned Scimitars.

MOUNTS: This unit's Dark Steeds attack with their Teeth.

CHAMPION: One model in this unit can be a Champion. Add 1 to the Attacks characteristic of a Champion's Dark Elf Poisoned Scimitar.

ABILITIES

Cursed Coven: Add 1 to casting and unbinding rolls for this unit while it has at least 10 models.

MAGIC

This unit is a **WIZARD**. It can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Doomfire spells.

Doomfire: Doomfire has a casting value of 6. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them. The target unit suffers D3 mortal wounds if the caster's unit has fewer than 5 models, D6 mortal wounds if it has 5 to 9 models, or 6 mortal wounds if it has 10 or more models.



KEYWORDS DARK ELF, WIZARD, DOOMFIRE WARLOCKS

DARK ELF SISTERS OF SLAUGHTER



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Witch Elf Hand Weapon	1"	2	3+	4+	-	1

DESCRIPTION

A unit of Sisters of Slaughter has any number of models, each armed with a Witch Elf Hand Weapon and Dark Elf Shield.

CHAMPION: One model in this unit can be a Champion. Add 1 to the Attacks characteristic of a Champion's melee weapons.

STANDARD BEARER: One model in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of a unit that has any Standard Bearers.

MUSICIAN: One model in this unit can be a Musician. Add 1 to run and charge rolls for a unit that has any Musicians.

ABILITIES

Dance of Death: In the combat phase, this unit is eligible to fight with and to pile in if it is within 6" of an enemy unit instead of it having to be within 3" of an enemy unit. In addition, when this unit piles in, you can move it up to 6" instead of up to 3".

Dark Elf Shield: You can re-roll save rolls of 1 for attacks that target a unit that includes any models with a Dark Elf Shield.

KEYWORDS

DARK ELF, WITCH ELF, SISTERS OF SLAUGHTER