

DARK ELF RAIDING PARTY

By [Tommy "Punk" Fransson](#)

All over both the Old and the New World Black Ark s have appeared, these are forteress-palaces of the once proud cities of Naggarythe. Broken off from the world by the great tidal waves of the cataclysm as the Witch King tried to undo the spells that bound Realm of Chaos to the Northern Wastes. They range the oceans and leave a wake of destruction as they perform lightning slave raidsto bring back prisoners for menial work, to work in the mines or for the numerous cruel and agonizing sacrifices.

However the feared Druchii have been sighted inlands as well, often in search of a particular object or in the case of Lustria in search of the fabled riches of the temple cities. When travelling far from the protection of the small army aboard the Black Ark the Scouts lead them safely through the night. Although the warbands are small their size enable them to move unnoticed where an army would have faced a quickly summoned army eager to drive them back. In the city of Mordheim a small group of Dark Elves are fighting other warbands, obviously in search of Wyrdstone - like every warband in the City of the Damned.

CHOICE OF WARRIORS

A Dark Elf raiding party must include a minimum of 3 models. You have 500 Gold Crowns to recruit and equip your raiding party. Maximum number of models in the raiding party is 12.

HEROES

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| Noble | Your raiding party must be lead by a Noble. |
| Assassin | Your raiding party may include a single Assassin. |
| Scouts | Your raiding party may include up to three Scouts. |

HENCHMEN

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| Warriors | Your raiding party may include any number of Warriors. |
| Witch Elves | Your raiding party may include any number of Witch Elves. |

HEROES

NOBLE.....80 Gold Crowns

Dark Elves are cruel and capable of carrying out the most wanton acts of depravity and murder. They take a perverse pleasure in inflicting pain in others , for no other reason

than to delight in seeing their victims suffer. The cities of Naggaroth are ruled by a number of Noble houses or families. They are the commanders of armies and young Nobles are encouraged to lead raids to prove their worth.

Profile	M	WS	BS	S	T	W	I	A	LD
Noble	5	5	5	3	3	1	7	1	9

Weapons and armour: The Noble may be equipped with weapons and armour from the Warriors Equipment list.

SPECIAL RULES

Leader: Any Dark Elf within 6" may use the Nobles Leadership characteristic when taking any Leadership test.

0-1 **ASSASSIN**.....85 Gold Crowns to hire

On Death Night the Brides of Khaine steal away male Dark Elven children to be raised and trained in the Temples of Khaine to become assassins. They are skilled in deadly martial arts and how to move unheard and unnoticed in the night. They are agents of the Witch King and rightly feared.

Profile	M	WS	BS	S	T	W	I	A	LD
Assassin	5	5	5	3	3	1	7	1	9

Weapons and armour: The Assassin may be equipped with weapons and armour from the Dark Elf Equipment list.

SPECIAL RULES

Poisoned weapons: All of the Assassins weapons, including missile weapons, are coated in a deadly poison. Resolve all to wound rolls at +1.

Assassin: Due to the very nature of the Assassins occupation no friendly Dark Elves may ever use his Leadership characteristic nor can you test against it for Bottle tests.

0-3 **SCOUTS**.....40 Gold Crowns to hire

The stealthy Dark Elven Scouts rely on their repeater crossbows to harass and snipe the enemy, rather than engaging them head on. Ambush is the preferred style of the Scouts, however if cornered they are at their most dangerous and they are just as skilled with their short blades as with the crossbow.

Profile	M	WS	BS	S	T	W	I	A	LD
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Scout	5	4	4	3	3	1	6	1	8
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Weapons and armour: The Scouts may be equipped with weapons and armour from the Dark Elf Equipment list.

HENCHMEN (bought in groups of 1-5 models)

WARRIORS 40 Gold Crowns to hire

The Dark Elves are cruel and fierce fighters and skilled with the sword and axe as well as the repeater crossbow, the distinct missile weapon of the Dark Elves. They are lithe and sinuous with quick reactions and strong muscles.

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

Weapons and armour: The Warriors may be equipped with weapons and armour from the Warriors Equipment list.

WITCH ELVES.....45 Gold Crowns to recruit

The Brides of Khaine, the elven god of murder and bloodlust, are lead by the cruel and ancient Hag Queens whose bodies are as beautiful as their youngest sisters. A naked Witch Elf is more than a match for a fully armoured warrior. The Brides of Khaine live in great temples in the cities of Naggaroth. Before a battle they drink herbal potions made from the blood of elven victims sacrificed alive in the most cruel manners mixed with poison to send them into a Frenzied state.

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

Weapons and armour: The Witch Elves may be equipped with weapons and armour from the Witch Elves Equipment list.

SPECIAL RULES

Frenzy: The Witch Elves are subject to *Frenzy* and must charge an enemy model if they can.

DARK ELF EQUIPMENT LIST

**Hand-to-hand combat
weapons:**

Dagger (first free)	2 GC
Mace	3 GC
Sword	5 GC
Battleaxe	5 GC

Missile weapons:

Throwing knives	5 GC
Crossbow pistol	10 GC
Repeating crossbow	25 GC

Armour:

Shield	5 GC
Buckler	5 GC
Helmet	10 GC
Light armour	20 GC

WARRIOR EQUIPMENT LIST

**Hand-to-hand combat
weapons:**

Dagger (first free)	2 GC
Mace	3 GC
Sword	5 GC
Battleaxe	5 GC
Spear	10 GC
Halberd	10 GC
Double-handed weapon	15 GC

Missile weapons:

Repeating crossbow	25 GC
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Armour:

Shield	5 GC
Buckler	5 GC
Helmet	10 GC
Light armour	20 GC

WITCH ELVES EQUIPMENT LIST

**Hand-to-hand combat
weapons:**

Dagger (first free)	2 GC
Sword	5 GC
Poisoned weapons	+10 GC
	per weapon coated

(Resolve hits at +1 to wound,
Hand-to-hand weapons only)

Missile weapons:

Throwing knives	5 GC
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Crossbow pistol	10 GC
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Repeating crossbow	25 GC
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Armour:

Light armour	20 GC
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