

Druchii Warband (Pre-Beta release 4)

By multiple authors
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Edited by The Mordheimer.

Webmaster's Notes: This experimental warband is in ADVANCED development stages. It was originally developed by members of www.Druchii.net in late 2004. Being fans of the Dark Elves, they saw that the Lustrian version of the Dark Elves (or Druchii) were over-powered. They have gather together as a community and created this warband... and they have taken serious steps to insure regular developments. Their original objective is to create a fair and balanced warband for submission to Specialist Games, and eventual Official Status.

Joining forces with us, they are a core force for the upcoming push to Specialist Games of the elven warbands' process to become Official. The warband still needs some play-testing, so it can be balanced. In this case in particular, I had nothing to do with its development, but I for sure will do some play0testing! If you wish your opinion to be heard, feel free to do so at their forums! **We need your opinion on this warband!**

Remember: Play the warband, write your comments and email them in... THEN you can complain. :P

There are none living who know the ways of the elves, save perhaps the mighty lizard-priests of the South whose knowledge and power is rumored to grow far beyond that even of the High Mages of the College of Magic of Altdorf. Those few elves who roam the lands of the Empire are mysterious, their ways impenetrable to us.

There are those who, like Finubar the Proud, openly declare themselves Manfriend and help defend our glorious Empire from the encroaching forces of Chaos - too few of them, unfortunately. Of those, we know what they would have us know - their history and that of their families, and a little of the history of their land - the fabled island of Ulthuan. There are those who stalk the night, warriors who come cloaked in darkness and wielding bows, the death in their eyes revealed in their prey as their life is snuffed out like a candle atop Brass Keep by one, well-placed arrow shot - of those we know little, save that they name themselves "Shadow warriors of Nagarythe" and, as their kindred of Ulthuan reassure us, they seek to do us no harm.

There are those who protect the forests, defending them from touch of Chaos and Man alike. There are also rumors of a fourth breed of elves - a grim race, ruthless and sadistic. They come at night in their low ships with sails of midnight-black, craving the poison that lurks within the now-ruins of Mordheim, the Wyrdstone of which all those who go to the Cursed City and return speak. They leave no witnesses, taking prisoner those who are able-bodied enough to toil under them in slavery, murdering the others.

Of course, such nonsense is only that - rumors, and nonsense, the delusional infibulations of crazed minds that have seen the taint of Chaos from too close. It may be that some elves are more ruthless than others, but they are just that - elves, and their ways are closed to us.

Choice of Warriors:

A Druchii warband must include a minimum of three models. You have 500 gold crowns to recruit your initial warband. The maximum number of warriors in a warband may never exceed 12.

- **Noble:** Each Druchii warband must have one Noble to lead it - no more, no less.
- **Lordlings:** Your warband may include up to two Lordlings.
- **Sorceress:** Your warband may include one Sorceress.
- **Beastmaster:** Your warband may include one Beastmaster.
- **Corsairs:** Your warband may include any number of Corsairs.
- **Shades:** Your warband may include up to five Shades.
- **Witch Elves:** Your warband may include up to three Witch Elves.
- **Slavehounds:** Your warband may include up to three Slavehounds if it also includes a Beastmaster

Special Rules:

- *Kindred Hatred:* The Dark Elves (also known as Druchii) have been fighting the High Elves for many centuries. The wars between these two races have been very long and bloody affairs. Dark Elves Hate any High Elf warriors including High Elf Hired Swords.
- *Excellent Sight:* There are numerous legends detailing the excellent eyesight of the Elves, both Druchii and Asur kin. Elves can spot Hidden enemies from twice as far away than normal warriors (i.e. twice their Initiative value in inches).
- *Disdain:* Dark Elves may never use black powder weapons, as they find them too crude, noisy and unreliable.
- *Long-Lived:* Elves, as a race, can live right through dozens of human generations, with a lifespan spanning centuries rather than decades. Due to this, they take longer to advance through the ranks, as they do not have the short human lifespan to push them to great deeds before they die. As such, the first time any Dark Elf henchman rolls "The Lad's Got Talent", you must re-roll the dice. The second roll stands (even if you roll "The Lad's Got Talent" again). This represents the fact that elves must do much more than a member of the "lesser" races to gain the respect of their commander and comrades. Any later results of "The Lad's Got Talent" count as normal; only the first result rolled for each henchmen group must be re-rolled.

Starting Experience:

- A *Noble* starts with 20 experience.
- *Lordlings* start with 12 experience.
- A *Sorceress* starts with 12 experience.
- A *Beastmaster* starts with 8 experience.
- Henchmen start with 0 experience.

Druchii Skill Tables

- *Noble* may choose from the Combat, Shooting, Academic, Speed or Special Skills.
- *Lordling* may choose from the Combat, Shooting, Speed or Special Skills.
- *Sorceress* may choose from the Academic, Speed or Special Skills.
- *Beastmaster* may choose from the Combat, Speed or Special Skills.

Druchii Maximum Profile

Dark Elves have the same maximum profile as elves in the Mordheim rulebook.

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

Druchii May Hire

A Dark Elf warband may employ the following Hired Swords: Pit Fighter, Ogre Bodyguard, Warlock, Imperial Assassin, Tilean Marksman and Dark Elf Assassin.

Druchii Equipment List

Druchii Heroes		Corsairs	
<i>Hand to Hand Weapons</i>		<i>Hand to Hand Weapons</i>	
Dagger	1st free/ 2 gc	Dagger	1st free/ 2 gc
Axe	5 gc	Axe	5 gc
Sword	10 gc	Sword	10 gc
Double Handed Weapon	15 gc	Halberd	10 gc
Halberd	10 gc	Spear	10 gc
Spear	10 gc		
Beastlash (Beastmaster only)	10 gc		
Darksteel Blade	3x weapon cost gc		
<i>Missile Weapons</i>		<i>Missile Weapons</i>	
Repeater Crossbow *	20 gc	Repeater Crossbow *	20 gc
Crossbow Pistol	35 gc		
<i>Armor</i>		<i>Armor</i> (Except Wardancers)	
Light Armor	20 gc	Light Armor	20 gc
Helmet	10 gc	Helmet	10 gc
Shield	5 gc	Shield	5 gc
Buckler	5 gc	Buckler	5 gc
Sea Dragon Cloak	35 gc	Sea Dragon Cloak	35 gc
<i>Miscellaneous</i>		<i>Miscellaneous</i>	
Dark Venom	15 gc		
Shades		* These special prices represent the lower rarity of these items in Naggaroth. When attempting to purchase these items in Mordheim, Dark Elf warbands pay the same prices as other warbands and must	
<i>Hand to Hand Weapons</i>			
Dagger	1st free/ 2 gc		
Axe	5 gc		
Sword	10 gc		

<i>Missile Weapons</i>	
Repeater Crossbow *	20 gc
Bow	10 gc
<i>Armor</i>	
Light Armor	20 gc
Helmet	10 gc

roll to find them as normal. No roll is necessary to find these items when first starting a Dark Elf warband.

Heroes

1 Noble; 75 Gold Crowns to hire.

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

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

Weapons/Armor: A Noble may be armed with weapons and armor chosen from the Druchii Heroes Equipment list.

Special Rules:

- *Leader:* Any models in the warband within 6" of the Noble may use his Leadership instead of their own.
- *Feared and Respected:* Dark Elf Nobles are known to their troops for their cruelty and ruthlessness. As long as the Noble is not Out Of Action, the Druchii warband will only have to test for routing if it suffered more than a third of casualties instead of the normal quarter.

0-2 Lordlings; 45 Gold Crowns to hire.

Lordlings are would-be commanders of the Druchii forces, and often serve under a Noble as page or lieutenant. Lordlings accompany raiding parties to the Old World to further their career, seeking to acquire fame, riches and status in the Witch King's court.

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

Weapons/Armor: Lordlings may be armed with weapons and armor chosen from the Druchii Heroes equipment list.

0-1 Dark Elf Sorceress; 45 Gold Crowns to hire.

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

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

Weapons/Armor: A Sorceress may be armed with weapons and armor chosen from the Druchii Heroes equipment list, but may not cast spells if wearing armor.

Special Rules:

- *Wizard:* The Dark Elf Sorceress is a wizard and uses Dark Magic, detailed below.
- *Sectarism (Convents):* A Sorceress and a Witch Elf do not count as friendly models for the purposes of an All Alone test taken by a warrior of the other sect.

0-1 Beastmaster; 40 Gold Crowns to hire.

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

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

Weapons/Armor: A Beastmaster may be armed with weapons and armor chosen from the Druchii Heroes equipment list.

Special Rules:

- *Slavehounds:* The Beastmaster may be accompanied by up to three Slavehounds. These are bought as henchmen and follow all rules listed for them.

Henchmen (In groups of 1-5)

0+ Corsairs; 35 Gold Crowns to hire.

The Dark Elves are cruel and fierce fighters. This is especially true of the Corsairs - the Black Ark Raiders. They are skilled with sword and axe, as well as the repeater crossbow, the distinct missile weapon of the Dark Elves. Whenever Druchii ships reach foreign shores, the Corsairs are the first to launch raiding parties.

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

Weapons/Armor: Corsairs may be armed with weapons and armor chosen from the Dark Elf Equipment list. In addition, they may wear Sea Dragon Cloaks even though they are not Heroes.

0-5 Shades; 35 Gold Crowns to hire.

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

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

Weapons/Armor: Shades may be armed with weapons and armor chosen from the Shades Equipment list.

Special Rules:

- *Natural Stealth:* The first thing that Dark Elf scouts master is the art of moving without being seen or heard. If a Shade is Hidden, enemy models suffer -1 to their Initiative value for determining if they can detect it or not.

0-3 Witch Elves; 45 Gold Crowns to hire.

Witch Elves are the lethally beautiful followers of Khaine, the Bloody-Handed god of murder, vengeance and war. Those amongst the devoted who seek to become full-fledged priestesses of Khaine and learn His holy canons are sent on missions for the Temple, to prove their worth in the eyes of their god, and also serve to spy upon those Nobles who are temporarily out of the King's grasp.

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

Weapons/Armor: Witch Elves may be armed with weapons and armor chosen from the Druchii equipment list, barring all missile weapons.

Special Rules:

- *Fervor:* Witch Elves, being intent on proving their battle prowess in Khaela Mensha Khaine's all-seeing gaze, follow the *Frenzy* special rule.
- *Sectarism (Temple):* A Witch Elf and a Sorceress do not count as friendly models for the purposes of an All Alone test taken by a warrior of the other sect. Note that for a Witch Elf this will only apply should she lose her Frenzy.
- *Maibd Poison:* Witch Elves, in battle, carry sacred weapons anointed in holy poisons traditionally used to paralyze slaves before their sacrifice. As such, any model Stunned or Knocked Down will only recover on a roll of 4+. This

effect lasts until the Dark Elf player's next turn.

0-3 Slavehounds; 25 Gold Crowns to hire.

The Dark Elves capture and breed many exotic creatures to fight for them, and fights between pets are often staged as a form of entertainment amongst the Dark Elves. Myriads of such animals can be discovered in the Chaos Wastes. Among them is the Slavehound, a fierce breed of wild hounds that resemble wolves more than dogs. The Dark Elves capture and train these creatures to fight in battles all over the Warhammer World.

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

Weapons/Armor: Slavehounds are animals and do not need any weapons, save their claws and massive jaws.

Special Rules:

- *Animals:* Slavehounds are animals, and all animal rules apply to them. They never gain experience.
- *Beastmaster:* Slavehounds are vicious creatures that are barely kept under control. If the Beastmaster dies the beasts will immediately escape from the warband - remove them from the warband roster. If the Beastmaster is unable to participate in a battle, then neither will the beasts.
- *Trained:* Slavehounds may use the basic Leadership of the Beastmaster if they are within 6" of him. They may never use the Leadership of the warband leader, but they may benefit from the Beastmaster's increased Leadership if he is within 6" of the leader. Since Slavehounds are still wild creatures and their fighting spirit is what makes them so precious, any Slavehound too far away from its master will often refuse to obey orders. As such, a Slavehound out of the Beastmaster's control radius suffer from the Stupidity special rule.
- *Take Down:* Slavehounds are trained to catch fleeing slaves and drag them to a halt as fast as possible. On the turn a Slavehound charges, any result of 6 on the To Hit roll will result in one model in base-to-base contact being immediately Knocked Down . Since the Slavehound forgoes a more damaging attack to bring its prey down, it does not roll to wound this close combat phase.

Druchii' Special Skills

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

- **Fury of Khaine:** The Dark Elf is infused with an intense raging thirst for blood and is a whirlwind in hand-to-hand combat, moving from opponent to opponent. The Druchii may make a 4" follow up move if he takes all of his opponents out of action. If he comes into contact with another enemy, this

starts a new combat. This new combat takes place in the following turn and the model counts as charging.

- **Fey Quickness:** Few can ever hope to match an Elf 's inhuman quickness and agility. An Elf with Fey Quickness can avoid melee or missile attacks on a roll of 6. If the Elf also has Step Aside or Dodge this will increase to a 4+ in the relevant area. For example, an Elf with Fey Quickness and Step Aside avoids melee attacks on a 4+ and missile attacks on a 6.
- **Infiltration:** The Dark Elf can Infiltrate. This skill is exactly the same as the Skaven skill, here reproduced for convenience. An individual with this skill is always placed on the battlefield after the opposing warband and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model. If both players have models which infiltrate, roll a D6 for each, and the lowest roll sets up first.
- **Master of Poisons:** The Dark Elf is proficient in concocting different poisons. If the Hero doesn't search for rare items, he may make D2 doses of Dark Venom instead. The poison must be used in the next battle and cannot be sold or traded to other warbands as the Dark Elves guard their secrets very carefully.
- **Counter Attack:** An experienced fighter can anticipate the moves of his enemy to avoid his attack while performing an attack of his own. If any enemy model in base contact with the Hero fails at least one to-hit roll, the Hero gets an additional attack.

Druchii' Special Equipment

Darksteel Weapon; 3 x Price; Availability: Rare 9

Darksteel weapons are forged in the city of Hag Graef, the Dark Crag. They are fashioned from black steel, a rare form of steel found deep within the mountains around the city and are forged using an ancient technique known only to the Dark Elves. Darksteel weapons have wicked protrusions and serrated edges, which inflict serious damage on an opponent. Any Druchii can upgrade any weapon to a Darksteel weapon by paying the required amount of gold crowns in addition to the weapon's price at the time of purchase. Weapons upgraded to a Darksteel Weapon retain all of their abilities (i.e. swords can parry, double-handed weapons strike last).

Range	Strength	Special Rules
Close Combat	As user	Critical Damage, Wicked Edge

Special Rules:

- *Critical Damage:* Darksteel weapons inflict serious damage on their opponents. When rolling on the critical hit chart, a Darksteel weapon will add +1 to the result.
- *Wicked Edge:* Darksteel weapons are set with sharp protrusions and serrated edges which inflict serious damage on an opponent. A roll of 2-4 on the injury table is a stunned result.

Beastlash; 10+D6 gc; Availability: Rare 8 (Beastmaster only)

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

Range	Strength	Special Rules
Close Combat	As user -1	Beastbane; Whipcrack; Cannot be Parried

Special Rules:

- *Beastbane:* The Beastmaster wielding a Beastlash causes Fear in animals. Any animal charged by or wishing to charge a Beastmaster with one of these weapons must first take a fear test as mentioned in the psychology section of the Mordheim rules.
- *Whipcrack:* When the wielder charges they gain +1A for that turn. This bonus attack is added after any other modifications. When the wielder is charged they gain +1A that they may only use against the charger. This additional attack will 'strike first'. If the wielder is simultaneously charged by two or more opponents they will still only receive a total of +1A. If the wielder is using two whips at the same time then they get +1A for the additional hand weapon, but only the first whip gets the whipcrack +1A.
- *Cannot be Parried:* A Beastlash, being a very flexible weapon and used with great expertise by the Beastmaster wielding it, cannot be parried.

Sea Dragon Cloak; 35+2D6 gc; Availability: Rare 10

Dark Elf Corsairs use special cloaks fashioned from the skin and scales of the sea monsters that dwell deep in the oceans depths. These cloaks are tough and resilient, and offer Dark Elves a very good amount of protection.

Special Rule - *Scales:* The wearer of the Sea Dragon receives a +2 bonus to his save against shooting (or in the event where he has none, a 5+ save) and a +1 bonus to his save in close combat (or, if he has none, a 6+ save). A Sea Dragon Cloak may be combined with other pieces of armor (shield, light armor) with no penalty.

Dark Magic

Like their hated Asur kin, the Dark Elves are accomplished practitioners of magic. However, whereas the High Elves essentially use magic defensively and for the power of good, the Dark Elves utilize the evil powers of Dark Magic - a very destructive force indeed.

1. Doombolt: Whispering an ancient incantation, the Sorceress conjures a bolt of pure dark energy and unleashes it from her outstretched hand. The Doombolt may be targeted at any enemy model in line of sight. The bolt has an 18" range and causes a Strength 5 hit. If the target model is wounded, then the next closest model within 6" is also hit on a 4+, at -1 Strength than the previous hit. The bolt will keep leaping until there are no more targets within range or until its Strength drops to a one. Take armor saves as normal. Difficulty 8

2. Word of Pain: The Sorceress calls down the wrath of Khaine upon her enemy, causing his resolve to disappear. The spell may be cast at an enemy model within 12". The victim must re-roll all successful hand to hand or missile attacks and all to wound rolls. If the victim wishes to charge, he must pass a successful Leadership test first. Lasts until the beginning of the next Dark Elf turn. Difficulty 8
3. Soul Stealer: At the Sorceress's touch, the essence of life is drained from her enemy and absorbed into her body, giving her renewed strength and vigor. Once successfully cast, the Sorceress has to make a to hit roll against a model in base contact. If the attack is successful and her opponent is struck, he suffers a wound with no armor save possible. The Sorceress feeds on this life-force and adds one wound to her current total. Note: the Sorceress can never have more than one extra wound on her profile from the use of this spell (she may cast it as many times as she wishes to regain lost wounds) and the extra wound is lost once the battle is over. Difficulty 9
4. Black Blade of Khaine: Summoning Dark Magic, the Sorceress engulfs a weapon in twisted black flames. The Sorceress may choose the hand-to-hand combat weapon of a member of her warband within 6" to be engulfed in flames. A weapon with these flames acts as a normal weapon of its type, but adds a +2 bonus to the user's Strength. Hits inflicted from the weapon ignore armor saves. Lasts until the Sorceress' next shooting phase. Difficulty 8
5. Deathspasm: The Sorceress channels Dark Magic into her enemy, causing him to writhe in excruciating pain. The Deathspasm has a range of 6" and must be cast on the closest enemy model. The affected model must roll on the injury chart. If successfully cast, the casting Sorceress is immediately knocked down. This cannot be prevented by using the Jump Up skill. Difficulty 9
6. Witch Flight: The Sorceress bends the winds of magic to her will and flies through the air. The Sorceress may immediately move anywhere within 12", and may count as charging. If she engages a fleeing enemy in the close combat phase, she will score 1 automatic hit and then the opponent will flee again. Difficulty 7