

# **Dread Elves**

*Dread Elves often form small raiding parties to enslave small villages and loot ruins.*

## **Special Rules**

### **Excellent Sight**

Can spot Hidden enemies double their I in inches away.

### **Dislike of Gunpowder**

Elves have a dislike of noisy, dirty gunpowder weapons. They will never use them.

## **Special Skills**

### **Cult of Nabh**

If this warrior takes all their opponents Out of Action in their close combat phase, they may make a 4" move immediately. If the warrior makes contact with another enemy, they count as charging and will fight in the next close combat phase.

### **Powerful Build**

Sorceresses cannot take this skill. A maximum of two warriors can take this skill. A warrior who choose this skill can now choose skills from the Strength list.

### **Fey Quickness**

A warrior with this skill can avoid melee and missile attacks on a D6 roll of a 6. Roll once the enemy has rolled their hits, for each hit. Can stack with Step Aside and Dodge.

### **Infiltrate**

This Hero is always placed on the battlefield after the opposing party and can be placed anywhere on the table as long as it is out of sight of the opposing party and more than 12" away from an enemy model. If both parties have models with Infiltrate, roll a D6 to decide who deploys them first.

### **Master of Poisons**

If this warrior does not search for rare items, they can make D3-1 doses of Dark Venom instead. This poison must be used for the next skirmish or is lost. It cannot be sold or traded.

## **Maximum Statistics**

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

Starting Gold	Model Count
500pg	3-12

## **Hired Hands and Legendary Figures**

<b>Hired Hands</b>	<b>Legendary Figures</b>
<ul style="list-style-type: none"><li>• Bard</li><li>• Bounty Hunter</li><li>• Duelist</li><li>• Freelancer</li><li>• Gladiator</li><li>• Highwayman</li><li>• Iron Orc Overseer</li><li>• Warlock</li><li>• Witch</li></ul>	<ul style="list-style-type: none"><li>• Demicus, the Great Wizard</li><li>• Yahn the Sneak</li></ul>

## **Heroes**

<b>Hero</b>	<b>Number Allowed</b>	<b>Start XP</b>	<b>Cost to Hire</b>
Noble	1	20	70pg
Fellblade	1-2	12	40pg
Sorceress	1	12	55pg
Beastmaster	1	8	45pg

## **Henchmen**

<b>Henchmen</b>	<b>Number Allowed</b>	<b>Cost to Hire</b>
Corsair	-	35pg
Raven Cloak	1-5	30pg
Raptor	1-2	30pg

## **Special Equipment**

### **Dread Elf Blade (+20pg to weapon, Rare 9)**

Any sword or dagger can be upgraded to have a Dread Elf Blade. The weapon retains all of its abilities, and gains +1 to critical hit chart rolls, and treats a 2-4 on the Injury table as Stunned.

### **Beastlash (10+D6pg, Rare 8) Beastmaster only.**

<b>Range</b>	<b>Strength</b>
Close Combat	As User -1

### **Special Rules**

Beastbane – Causes Fear in models with the Animal special rule.

Reach – can attack opponents up to 4" away (see Steelwhip).

### **Sea Dragon Cloak (50+2D6pg, Rare 10)**

5+ Armour Save in close combat, 4+ against shooting.

## **Equipment**

<b>Dread Elf</b>	<b>Cost to Equip</b>
Dagger	1 <sup>st</sup> free / 2pg
Axe / Shield / Buckler	5pg
Sword / Halberd / Spear / Beastlash / Helmet	10pg
Double-handed Weapon	15pg
Repeater Crossbow / Crossbow Pistol	35pg
Light Armour	50pg
Dread Elf Blade / Dark Venom (Heroes only)	15pg
Sea Dragon Cloak (Heroes and Corsairs only)	50pg

<b>Raven Cloak</b>	<b>Cost to Equip</b>
Dagger	1 <sup>st</sup> free / 2pg
Axe	5pg
Sword / Helmet	10pg
Light Armour	20pg
Repeater Crossbow	35pg

## **Warrior Profiles**

### **Noble**

*Dread Elven nobles are cruel masters. They see raiding as a part of everyday life, and are not afraid to charge into the thick of the fighting if there are salves to be had*

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
5	5	4	3	3	1	6	1	9

**Equipment** – any from Dread Elf list.

**Skills** – Combat, Shooting, Academic, Speed, Special

### **Special Rules**

Hatred (Highborn Elves)

Excellent Sight

Dislike of Gunpowder

Leader

### **Fellblade**

*Fellblades are trained murderers.*

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
5	5	4	3	3	1	6	1	8

**Equipment** – any from Dread Elf list.

**Skills** – Combat, Speed, Special

### **Special Rules**

Hatred (Highborn Elves)

Excellent Sight

Dislike of Gunpowder

### **Beastmaster**

*Beastmasters are valued for their ability to tame Raptors, though they are also formidable fighters.*

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
5	4	4	3	3	1	6	1	8

**Equipment** – any from Dread Elf list.

**Skills** – Combat, Speed, Special

### **Special Rules**

Hatred (Highborn Elves)

Excellent Sight

Dislike of Gunpowder

### **Sorceress**

*Sorceresses are feared and respected by the Dread Elves. Sorceresses are often the real leaders of raiding parties.*

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
5	4	4	3	3	1	6	1	8

**Equipment** – any from Dread Elf list.

**Skills** – Academic, Speed, Special

### **Special Rules**

Hatred (Highborn Elves)

Excellent Sight

Dislike of Gunpowder

Wizard – uses Dread Elf Rituals

### **Corsair**

*Corsairs are cruel pirates who are constantly searching for adventure and plunder.*

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
5	4	3	3	3	1	6	1	8

**Equipment** – any from Dread Elf list.

Hatred (Highborn Elves)

Excellent Sight

Dislike of Gunpowder

### **Raptor**

*Raptors are a dull species prone to laziness. However, when provoked they can be incredibly dangerous. When tamed and trained by a Beastmaster, they are truly terrifying.*

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
6	3	0	4	4	1	1	1	4

**Equipment** – none.

### **Special Rules**

Animal

Beastmaster – Raptors can only take part in a skirmish if a Beastmaster is part of the same party. If the Beastmaster dies, the Raptors immediately flee the battle, and are removed from the party roster. Raptors within 6” of a Beastmaster can use its Ld.

Stupidity

Scaly Skin (6+)

Fear

### **Raven Cloak**

*Raven Cloaks are masters of stealth. They scout ahead of the raiding party and pick off the weakest enemies.*

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
5	3	3	3	3	1	5	1	8

**Equipment** – any from Raven Cloak list.

### **Special Rules**

Hatred (Highborn Elves)

Excellent Sight

Dislike of Gunpowder

Natural Stealth – When this model is Hidden, enemies trying to detect it suffer -1 to their I for their detection roll.

## **Dread Elf Rituals**

1. Doombolt
2. Word of Pain
3. Soul Stealer
4. Flamesword
5. Deathspasm
6. Witch Flight

### **Doombolt – Difficulty 9**

Range 18". Cast on enemy model in Line of Sight. The model is hit with a S5 hit. If wounded, then the closest enemy model within 6" is also hit on a 4+, at -1S. This will continue until there are no enemy models within 6", the 4+ is failed, or the bolt reaches S1. A model can only be hit by the bolt once per turn.

### **Word of Pain – Difficulty 8**

Range 12". Cast on enemy model. The target must re-roll all successful close combat and missile to hits and to wounds. If the target wishes to charge, they must pass a Ld test or fail the charge. Lasts until the beginning of your next turn.

### **Soul Stealer – Difficulty 9**

Range Base Contact. Cast on enemy model. Once cast, if, in the close combat phase, the Sorceress makes a successful to hit roll, the hit wounds automatically with no armour saves allowed. The Sorceress gains a wound for the rest of the skirmish (this can replenish or add to the wound total, but any extra wounds are removed at the end of the skirmish). This spell can only give the Sorceress one extra wound per skirmish.

### **Flamesword – Difficulty 8**

Range 6". Cast on friendly model. The model gains a +2 S bonus. Their attacks ignore armour saves. Lasts until your next Magic Phase.

### **Deathspasm – Difficulty 10**

Range 6". Cast on closest enemy model. The target must roll on the Injury chart. The Sorceress if immediately Knocked Down.

### **Witch Flight – Difficulty 7**

Cast on self. The Sorceress can immediately make an extra 12" move in any direction, ignoring terrain. If moved into contact with an enemy model, the Sorceress counts as charging.