

Dark Elves

Troops

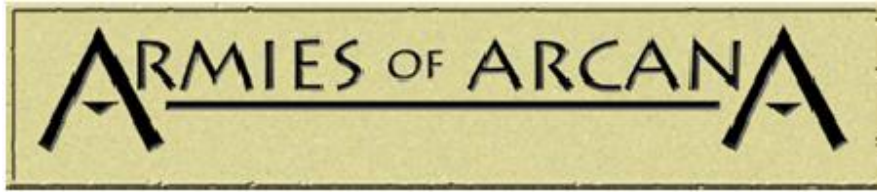
Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Human Slaves	5	6"	1	0	1	6	1 / 1		
Orc Slaves	8	6"	1	0	1	7	1 / 1 - Str (1)		
Longswordsmen	16	6"	1	3 - Shield	2	8	1 / 3 - Str (1)		
Pikemen	24	6"	1	3 - Shield	2	8	1 / 3 - Str (1), Long Weapons		
Halberdiers	24	6"	1	2	2	8	1 / 3 - Str (2), Long Weapons		
Warriors with 2 weapons	19	6"	1	2	2	8	2 / 3 - Str (1)		
Longbowmen	46	6"	1	2	2	8	1 / 3	Longbow (27"): 1 / 3 - Str (2)	
Double Crossbowmen	45	6"	1	2	2	8	1 / 3	Double X-bow (18"): 2 / 2 - Str (2)	
Berserkers	24	7"	1	0	2	9	3 / 3 - Str (1)		Berserk
Assassins	41	7"	1	0 Evasion(1)	2	9	1 / 4 - Str (1), d3 wounds	Darts (9"): 1 / 4 Str (0), d3 wounds	Infiltrate (51)
Night Hunters	67	7"	1	2 fixed	2	9	1 / 3 - Str (1)	Double X-bow (18"): 2 / 3 - Str (2)	Infiltrate (84)
(Elite) Mounted Night Hunter	82	18"	2	2 fixed	2	9	1 / 3 - Str (1) Horse: 1 / 2	Double X-bow (18"): 2 / 3 - Str (2)	Base: 2
(Elite) Med. Cavalry with Lance	36	16"	2	3	2	8	1 / 3 - Str (1), Long Weapons Horse: 1 / 2		Base: 2
Med. Cavalry	29	16"	2	3	2	8	1 / 3 - Str (1) Horse: 1 / 2		Base: 2

Characters

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Lord	217	7"	4	3 Fixed Evasion (2)	3	11 - Fearless	3 / 4 - Str (3), Magical, First Strike	(1 / 4)	
Champion	121	7"	3	3 Fixed Evasion (1)	3	10 - Fearless	3 / 3 - Str (2), Magical, First Strike	(1 / 4)	
Wizard	343	7"	3	2 Fixed	4	10 - Fearless	2 / 3 - Str (1),	(1 / 4)	Spell Caster Death, Chaos, Fire, Plague

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				Evasion (1)			Magical, First Strike		
Horse For Characters	18	18"	1	Same as rider	-	Same as rider	1 / 2		

Artillery

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Elf Multibalista (Fires every other turn)	166	6"	4	3 Fixed	2	8 Fearless	Wounds / 3	Bolts (24"): 1 / 3 - Str (2), 2d3 hits, d3 wounds	Base 9

Elf war machines have skill 3 melee attacks, magic resistance 2, and cost 8 points more than standard war machines. The reinforcement cost is 52 points.