

Lords	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Highborn	5	7	6	4	3	3	8	4	10	Hate High Elves
High Sorceress	5	4	4	3	3	3	5	1	9	Hate High Elves; Sect Enmity
Heroes	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Noble	5	6	6	4	3	2	7	3	9	Hate High Elves
Sorceress	5	4	4	3	3	2	5	1	8	Hate High Elves; Sect Enmity
Beastmaster	5	4	4	3	3	2	6	2	8	Hate High Elves; Beastmaster
Assassin	6	9	9	4	3	2	10	3	10	Hate High Elves; Hidden; Leadership
Core units	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Warrior	5	4	4	3	3	1	5	1	8	Hate High Elves
Lordling	5	4	4	3	3	1	5	2	8	Hate High Elves
Corsair	5	4	4	3	3	1	5	1	8	Hate High Elves
Reaver	5	4	4	3	3	1	5	2	8	Hate High Elves
Dark Rider	5	4	4	3	3	1	5	1	8	Hate High Elves; Fast Cavalry
Herald	5	4	5	3	3	1	5	1	8	Hate High Elves; Fast Cavalry
Special units	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Shade	5	4	4	3	3	1	5	1	8	Hate High Elves; Scouts; Skirmishers
Bloodshade	5	4	5	3	3	1	5	1	8	Hate High Elves; Scouts; Skirmishers
Witch Elf	5	5	4	3	3	1	6	1	8	Hate High Elves; Poisoned attacks; <i>Frenzy</i> ; Devotees of Khaine
Hag	5	5	4	3	3	1	6	2	8	Hate High Elves; Poisoned attacks; <i>Frenzy</i> ; Devotees of Khaine
Cold One Chariot	-	-	-	5	5	4	-	-	-	Chariot
Cold One Knight	5	5	4	3	3	1	5	1	9	Hate High Elves
Dread Knight	5	5	4	3	3	1	5	2	9	Hate High Elves
Executioner	5	5	4	3	3	1	5	1	8	Hate High Elves; Killing Blow
Draich-master	5	5	4	3	3	1	5	2	8	Hate High Elves; Killing Blow
Harpies	4	3	3	3	3	1	4	1	6	Flying Unit; Beasts
Rare units	M	WS	BS	S	T	W	I	A	Ld	Special Rules
War Hydra	6	4	0	5	5	6	2	5	6	Breathe Fire; <i>Terror</i> ; Controlled; Large Target; Scaly Skin
Apprentice	6	4	4	3	3	1	5	1	8	Hate High Elves
Black Guard	5	5	4	3	3	1	6	1	9	<i>Eternal Hatred</i> ; Stubborn
Master	5	5	4	3	3	1	6	2	9	<i>Eternal Hatred</i> ; Stubborn
Reaper Bolt Thrower	-	-	-	-	7	3	-	-	-	-
Beasts	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Black Dragon	6	6	0	6	6	6	3	5	8	<i>Fly</i> ; Cause <i>Terror</i> ; Large Target; Scaly Skin; Noxious Breath
Manticore	6	5	0	5	5	4	5	4	5	<i>Fly</i> ; Cause <i>Terror</i> ; Large Target
Dark Pegasus	8	3	0	4	4	3	4	2	6	<i>Fly</i> ; Impale
Dark Steed	9	3	0	3	3	1	4	1	5	-
Cold One	7	3	0	4	4	1	3	1	3	Scaly Skin; <i>Stupidity</i> ; Cause <i>fear</i>



DARK MAGIC

CHILLWIND	5+
Magic missile; range 24"; D6 Strength 3 hits. Units taking casualties may not shoot in the next Shooting phase.	
DOOMBOLT	6+
Magic missile; range 18"; D6 Strength 5 hits.	
WORD OF PAIN	8+
<i>Remains in Play</i>	
Range 24"; line of sight required. Models in affected unit reduce WS & BS to 1.	
SOUL STEALER	9+
Range 6". All models in affected unit take Strength 3 hit. Sorceress gains +1 Wound for each unsaved wound caused, to a maximum of double her starting Wounds.	
DOMINION	10+
Range 12". In the following enemy turn, Sorceress chooses: target unit may not move; target unit may not shoot; or unit may not cast Magic.	
BLACK HORROR	12+
Centre 5" template within 18" and in line of sight. Models under template are wounded with no armour save on D6 roll over their Strength (6 always wounds). Unit suffering any wounds must take a Panic test.	

"We are the most civilised race in the world. We have more exquisite ways to kill than any other."

Lord Vraneth the Cruel, master of Har Ganeth