

Dark Elves

On the Dark Elves society is said:

“Without honor, piety,!”

Typical assertions on the Dark Elves.

Introduction.

If you want an Army quickly on their movements, lethal and with a vast selection of troops, well, the Dark Elves are your Army.

Dark Elves

They live on the great island southern respect the Western's Edge mountains. They have even build underground cities.

Dark Elves Army (Free composition until a value of VDT=18/9)

<i>Number</i>	<i>Type</i>	<i>M</i>	<i>VBU</i>	<i>I</i>	<i>VD</i>	<i>Special notes</i>
0 – 2	LI	9	4	1	2	Quickly – Crossbow class B - Ranger
0 – 2	LC	12	3	2	2	Crossbow class B
2 – 4	HI	7	5	2	2	Quickly – Long Spear
0 – 2	S	7	5	0	2	Quickly – Dark Elves Crossbow class B
0 – 2	Art	3	3	0	2	Artillery class B
0 – 2	LIF	7	3	1	2	<i>Harpies</i> – Fly – Fear
0 – 2	LI	9	3	3	2	<i>Dark Elves Witches</i> - Quickly – Bloodiest
0 – 1	HCF	6	7	4	3	<i>Black Dragon</i> (Terror and Fly)
0 – 2	HC	8	6	4	3	<i>Saurian Cavalry</i> – Fear

Options and new rules:

A player has to his disposition the three following characters to add to his troops:

The Killer: just after the two armies deployment but before to start moving the units. The Dark Elves player choose, secretly, where to field The Killer. He can be hidden in every unit of LI or LC. He can never leave the unit where's assigned for all the game. The first time the Dark Elves unit is in close combat, doesn't mind if it has or was charged, his presence must be declare and a dice must be rolled. With a result of 5+ the enemy unit dices poll is reduced of one. This has value on the first round only of combat. Even if the Dark Elves unit is involved in a melee with many enemy units, only one, can lost the dice. The unit is chosen by the Dark Elves player. The Dark Elves where he's has the VD increased of +1 for all the game.

Dark Elves Witches or Wizard: he can be field near every units of LI, LC, HI, HC. When the unit where he's is in melee, throw two dices, for every 6+ the enemy lost one dice for all the close combat. The Dark Elves where he's has the VD increased of +1 for all the game.

Dark Elves General: can be assigned only to HC or HCF. The unit VBU is increased of +1 for all the game. He's so much feared from all the people and for this his unit provoke Fear. The Dark Elves where he's has the VD increased of +1 for all the game.

The Dark Elves can use the following special rules:

Quickly: The Dark Elves, like all the Elves, sum one (1) to their roll for to follow the enemy during the close combat or for to charge or retreat.

Ranger: they can be deployed out from their zone but no close to the enemy more than 20 Unit of Movement.

Fly: the Movement value in the sheet is for the movement on earth. When the unit is air this values double and is supposed that the unit is able to pass over any features. Like houses, units and so on. If the unit want to land it must use $\frac{1}{4}$ of his terrestrial movement (rounded up) and to have in front of her the some amount of space free from anything. An aerial unit can turn if it has moved at least $\frac{1}{2}$ of the normal movement in a straight way. After this it can turn until 45° if it's a heavy unit or 90° if it's a light unit. The center of the frontal side is the point around the which the unit turn. An unit can turn and land and arrive in charge, note that it can't use the d6 for the bonus movement. An aerial unit add 5 Units of movement to his range when it shot a target on earth. If it's taken like target from an enemy on earth , this one must add 10 Units of movement at the distance on the their bases. An aerial unit can shot with 360° of line of sight, only if it doesn't move more than his normal Movement on earth. The attack can happen in any point of the movement.

When two or more, flying units are in contact (it isn't possible to use the d6 for the charge bonus movement), the units will stay in the some point until one of them is destroyed (VBU=0). This rule, very childish, want to represent the units flying around themselves fighting.

Terror: an unit that wants to charge or is charged by a monster/unit that cause Terror must does a test of Cohesion against his actual VBU, more possible modifiers coming from character. If it fails it suffers a malus of -2 to the proper VBU in the first turn of fighting . If it has charged the monster, the unit suffer an additional malus of -1 to his own Impetus Value. The test of Cohesion is calculated on the unit's VBU plus any modifiers coming form aggregated character. This malus must be intended like a temporary disorganization of the unity and therefore of his ability to fight effectively.

Fear: an unit that wants to charge or is charged by a monster/unit that cause Fear must does a test of Cohesion against his actual VBU, more possible modifiers coming from character. If it fails it suffers a malus of -1 to the proper VBU in the first turn of fighting . If it has charged the monster, the unit suffer an additional malus of -1 to his own Impetus Value. The test of Cohesion is calculated on the unit's VBU plus any modifiers coming form aggregated character. This malus must be intended like a temporary disorganization of the unity and therefore of his ability to fight effectively.

Dark Elves Crossbow class B: when shooting the unit VBU can never drop below the half of the actual VBU. This independently form the shooting range modifiers.

Long Spear: when a unit with this ability his charged frontally from an enemy unit, this lost his Impetus values.