

WARHAMMER ARMIES: DARK ELVES

Page 31 (WAR HYDRA – Profiles) – replace profiles with:

	M	WS	BS	S	T	W	I	A	Ld
War Hydra	6	4	0	5	5	6	2	5	6
Apprentice	6	4	4	3	3	1	5	1	8

Page 30 (COLD ONE KNIGHTS – Profiles) – replace first two profiles with:

	M	WS	BS	S	T	W	I	A	Ld
Knight	5	5	4	3	3	1	5	1	9
Dread Knight	5	5	4	3	3	1	5	2	9

Page 7 (BLACK GUARD – Special Rules – Hatred) – replace paragraph with:

Eternal Hatred: Black Guard are vicious killers and *bate* everybody and everything. In addition, *batred* continues to have an effect in second and subsequent rounds of a combat.

Page 8 (COLD ONE KNIGHTS – Profiles) – replace first two profiles with:

	M	WS	BS	S	T	W	I	A	Ld
Knight	5	5	4	3	3	1	5	1	9
Dread Knight	5	5	4	3	3	1	5	2	9

Page 10 (WITCH ELVES – Special Rules – Frenzy) – replace paragraph with:

Frenzy: Witch Elves (including Hags) are affected by the rules for *frenzy*. While *frenzied*, Witch Elves still *bate* High Elves, although normally immune to psychology.

Page 31 (BLACK GUARD – Special Rules) – replace entries with:

Special Rules:
Eternal Hatred; Stubborn.

Page 29 (SHADES) – replace Unit Size entry:

Unit Size: 5-15

Page 10 (CAULDRON OF BLOOD – The Cauldron in the Game) – replace entire entry with:

THE CAULDRON IN THE GAME

The Cauldron and its Guardians are considered to be a single entity and have a Unit Strength of 3. The Cauldron cannot move and its Guardians must remain within 2" of it. The Cauldron itself cannot be harmed. Any shooting hits scored against the unit are randomised between the Guardians and Cauldron in the same manner as war machines (discounting any hits against the Cauldron itself). The energies of Khaine surround the Cauldron, giving the guardians a 4+ Ward save against missile fire (including *magic missiles*), and Magic Resistance (1).

In hand-to-hand combat the guardians are assembled in front of the Cauldron in the same way as a war engine crew, fighting with any enemies in base contact. The Cauldron cannot be attacked. The Guardians cannot be broken in combat.

Page 13 (WAR HYDRA – Profiles) – replace profiles with:

	M	WS	BS	S	T	W	I	A	Ld
War Hydra	6	4	0	5	5	6	2	5	6
Apprentice	6	4	4	3	3	1	5	1	8

Page 19 (BANNER OF NAGARYTHE) – replace 2nd paragraph with:

This standard adds +1 to the combat resolution of all friendly Dark Elf units within 6" and the unit carrying the banner is Unbreakable.

Page 18 (WEB OF SHADOWS) – replace 2nd paragraph with:

A Web of Shadows can only be used once per game against a single enemy model. The character uses the Web of Shadows instead of making any normal attacks that round. When used, one model in base contact with the character automatically takes 2D6 Strength 3 hits. A character with a Web of Shadows may also use another ordinary close combat weapon (but not another magic weapon).

Page 11 (ASSASSINS – Hidden) – replace first paragraph with:

Hidden: If you wish, any Assassin in your army may start the game hidden in one of the following units: Witch Elves, Warriors, Corsairs, Executioners or Black Guard. Alternatively, he may deploy as a Scout.

Page 27 (BEASTMASTER) – replace options entry:

Options:

- May choose an additional hand weapon (+4 pts), or a lance if mounted (+4 pts).
- May wear light armour (+2 pts). May be given a Sea Dragon cloak (+6 pts).
- May ride either a a Dark Pegasus (+55 pts), a Cold One (+26 pts) or a Manticore (+190 pts).
- May choose magic items from the Common or Dark Elf magic items lists, with a maximum total value of 25 pts.

Special Rules:

Hate High Elves; Beastmaster.

Page 17 (WORD OF PAIN) – replace entire entry:

WORD OF PAIN

Remains in Play

Difficulty 8+

Upon uttering the true name of Khaine as the Serpent Lord, an unnatural and unbearable agony suffuses the body of his hated foes. This spell can be cast on an enemy unit which is within 24" and is visible to the caster, including units in combat. Any models in the unit have their Weapon Skill and Ballistic Skill reduced to 1. Once it is cast the Word of Pain remains in play until the wizard chooses to end it (which she can do at any time), it is dispelled, she attempts to cast another spell, or she is slain.

Page 30 (EXECUTIONERS) – replace entire entry:

	M	WS	BS	S	T	W	I	A	Ld
Executioner	5	5	4	3	3	1	5	1	8
Draich-master	5	5	4	3	3	1	5	2	8

Unit Size: 10+

Weapons and Armour: Draich (Great weapon) and heavy armour.

Options:

- Upgrade one Executioner to a Musician for +6 pts.
- Upgrade one Executioner to a Standard Bearer for +12 pts.
- A Standard Bearer may carry a Magic Standard worth up to 50 pts.
- Promote one Executioner to a Draich-master for +12 pts.

Special Rules:

Hate High Elves; Killing Blow.

Page 80 (DARK MAGIC summary) – replace Chillwind & Doombolt entries:

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.	

Page 19 (BLOOD ARMOUR) – replace entire entry:

BLOOD ARMOUR

20 points

When anointed with the blood of the enemy, this armour becomes ever more durable.

Blood Armour is treated as a suit of normal heavy armour (5+ save) and can be combined with other armour as normal. For every unsaved wound the wearer inflicts, their save is improved by 1 point (to 4+ then 3+, etc) up to a maximum total save of 1+.

Page 29 (COLD ONE CHARIOT) – replace entire entry:

COLD ONE CHARIOT*	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	5	5	4	-	-	-
Crew	-	4	4	3	-	-	5	1	8
Cold One	7	3	-	4	-	-	3	1	-

Points/model: 95

**Note that 1-2 Cold One Chariots may be taken as a single Special Unit choice.*

Unit Size: Each Cold One Chariot is a separate unit, with two crew pulled by two Cold Ones.

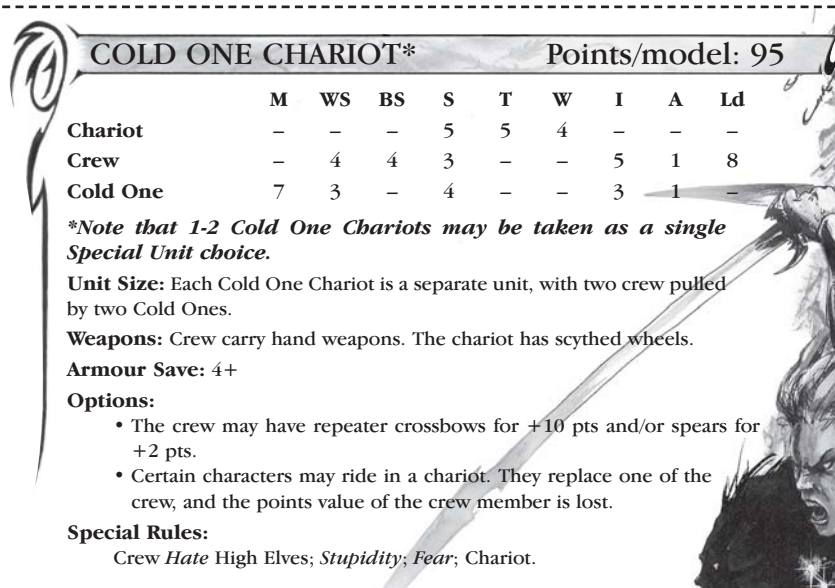
Weapons: Crew carry hand weapons. The chariot has scythed wheels.

Armour Save: 4+

Options:

- The crew may have repeater crossbows for +10 pts and/or spears for +2 pts.
- Certain characters may ride in a chariot. They replace one of the crew, and the points value of the crew member is lost.

Special Rules:
Crew *Hate High Elves; Stupidity; Fear;* Chariot.



Page 28 (DARK ELF WARRIORS) – replace header bar:

DARK ELF WARRIORS	Points/model: 7
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Page 80 (RARE UNITS) – replace entries with:

Special units	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Shade	5	4	4	3	3	1	5	1	8	<i>Hate High Elves; Scouts; Skirmishers</i>
Bloodshade	5	4	5	3	3	1	5	1	8	<i>Hate High Elves; Scouts; Skirmishers</i>
Witch Elf	5	5	4	3	3	1	6	1	8	<i>Hate High Elves; Poisoned attacks; Frenzy; Devotees of Khaine</i>
Hag	5	5	4	3	3	1	6	2	8	<i>Hate High Elves; Poisoned attacks; Frenzy; Devotees of Khaine</i>
Cold One Chariot	-	-	-	5	5	4	-	-	-	Chariot
Cold One Knight	5	5	4	3	3	1	5	1	9	<i>Hate High Elves</i>
Dread Knight	5	5	4	3	3	1	5	2	9	<i>Hate High Elves</i>
Executioner	5	5	4	3	3	1	5	1	8	<i>Hate High Elves; Killing Blow</i>
Draich-master	5	5	4	3	3	1	5	2	8	<i>Hate High Elves; Killing Blow</i>
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	<i>Hate High Elves</i>
Black Guard	5	5	4	3	3	1	6	1	9	<i>Eternal Hatred; Stubborn</i>
Master	5	5	4	3	3	1	6	2	9	<i>Hatred; Stubborn</i>
Reaper Bolt Thrower	-	-	-	-	7	3	-	-	-	-

WARHAMMER ARMIES: VAMPIRE COUNTS

Page 52 (BLOOD DRAGON) – replace 3rd paragraph:

The Blood Dragon with the highest Leadership in a combat must always issue challenges and must always accept enemy challenges if possible.