

Dark Elf Warband

Version 1.Ouch!

31/10/25

I designed this warband around a simple set of goals: it had to be in line with existing material for Erehwon, use only existing special rules, and be able to adequately represent any of the common archetypes for dark elves in fantasy gaming. This actually proved to be easier than I expected – a great testament to the ruleset’s flexibility and elegance. Aside from tending to be involved in all kinds of unsavory activities, one near-constant across different depictions of dark elves is that they are a fractious lot – thus the choice of the Cold-eyed special rule from the Reptilians, in this case being less about a lack of emotion in and of itself and more that the survivors of a squad each probably have one or two enemies among the casualties, and were probably planning on finding an opportunity to do them in themselves until the foe was so considerate as to do it for them. Similarly, dark elves rarely seem to have access to the kinds of wondrous materials their “normal” kin use for armor, thus the lack of spangly armor, replacing it with normal medium armor instead.

Many of the warband’s mounted characters and units – even their chariots – have the option to replace their horses with slower but more fearsome “Riding Raptors” providing a tradeoff of greater combat prowess in exchange for becoming a less-mobile unit. In the spirit of Erehwon, these can of course be any of a variety of more terrifying mounts preferred by these fell riders, but reptiles of various sorts seem to be fairly common in media, so I defaulted to such.

As another point of difference from traditional elves, dark elves are often depicted wielding crossbows of varying sorts, sometimes with any of a variety of mechanisms by which to increase rate of fire quite drastically. While

normal crossbows were already found in the game’s rulebook, repeating crossbows were not. However, this was easily rectified by “borrowing” the rules for slings, allowing for adequate rapid-firing missile weaponry.

But these are merely the core of the warband; the real fun begins with the variety of specialists the dark elves are able to bring to bear on their foes. The first of these are the Infiltrators, stealthy combatants that serve as a dark mirror of the Elf Rangers; bearing any of a wide range of combat gear as they maneuver towards their goals, utilizing whatever if any cover they can to protect themselves from enemy missile weapons.

Fanatics instead use a combination of Zealous and Berserk to become a fearsome if rather fragile unit, difficult to break and able to deal a significant amount of damage *if* they are able to survive moving to engage the enemy.

The accursed Hex Riders function as a notable high-speed threat, making up for their lack of protective gear with the defensive edge afforded by the Dread rule, while their enchanted blades make quick work of the enemy’s heavily-armored troops (though likely at the cost of several of these troops – a trade the other dark elves are more than okay with.)

The last of the more unique units in the warband are the dreaded Spider Centaurs; a particular favorite monster of mine from RPGs, but one I have never seen in wargaming. This made them somewhat more difficult to devise characteristics for, but the existing monsters for Erehwon provide sufficient inspiration to bring them to life in a suitable manner.

Dark Elf Lord							
Warlord Warrior Unit					Points Value:111		
Special: You must include one Dark Elf Lord, Mounted Dark Elf Lord, or Dark Elf Lord riding Chariot and one only.							
Unit: Dark Elf Lord	Ag	Acc	Str	Res	Init	Co	Special
1 x Dark Elf Lord with sword, light armor	6	6	5	5(6)	8	9	Tough, Command, Follow, 3x HtH, Wound, Cold-eyed
2 x Dark Elf Bodyguards with swords, light armor	6	6	5	5(6)	8	8	Cold-eyed
Options							
- Give unit long spears @Free - Give unit medium armor @ 10pts +2pts per Bodyguard model, increasing Res to 5(7) or heavy armor @ 15pts +4pts per Bodyguard model, increasing Res to 5(8)				- Upgrade Dark Elf Lord to tough 2 @10pts - Upgrade Dark Elf Lord to Wound 2 @12pts - Add up to 2 Dark Elf Bodyguards @18 pts each			

Mounted Dark Elf Lord							
Warlord Mounted Unit				Points Value:131			
Special: You must include one Dark Elf Lord, Mounted Dark Elf Lord, or Dark Elf Lord riding Chariot and one only.							
Unit: Mounted Dark Elf Lord	Ag	Acc	Str	Res	Init	Co	Special
1 x Dark Elf Lord with sword, light armor, riding horse	6	6	5	8(7)	8	9	Tough, Command, Follow, Fast 8, 3x HtH, Wound, Cold-eyed
2 x Dark Elf Bodyguards with swords, light armor, riding horses	6	6	5	6(7)	8	8	Fast 8, Cold-eyed
0 x Riding Raptors			6				Fast 6, 1x HtH SV2
Options							
- Give unit spears @Free - Give unit lances @1pt per model - Give unit medium armor @ 10pts +2pts per Bodyguard model, increasing Res to 6(8) or heavy armor @ 15pts +4pts per Bodyguard model, increasing Res to 6(9)				- Upgrade Dark Elf Lord to tough 2 @10pts - Upgrade Dark Elf Lord to Wound 2 @12pts - Replace horses with Riding Raptors (replacing Fast 8 with Fast 6) @+4 pts per model - Add up to 2 Mounted Dark Elf Bodyguards @24 pts each			

Dark Elf Lord riding Chariot							
Warlord Chariot Unit				Points Value: 153			
Special: You must include one Dark Elf Lord, Mounted Dark Elf Lord, or Dark Elf Lord riding Chariot and one only.							
Unit: Dark Elf Lord riding Chariot	Ag	Acc	Str	Res	Init	Co	Special
1x Dark Elf chariot with 2+ Dark Elf crew pulled by 2 horses	6	-	-	10	-	-	Large, Irresistible Charge, Fast 8
1 x Dark Elf Lord with sword, [light armor]	[6]	6	5	[5(6)]	8	9	[Tough], Command, Follow, 3x HtH, [Wound], Cold-eyed
1 x Dark Elf crew with sword	-	-	5	-	-	-	Cold-eyed
2 x Horses	-	-	-	-	-	-	
0 x Riding Raptors	-	-	6	-	-	-	Fast 6, 1x HtH SV2
Options							
- Replace Horses with Riding Raptors @8pts for 2 Raptors, replacing Fast 8 with Fast 6 - Give Dark Elf crew spears @free - Give Dark Elf crew crossbows @3pts per model - Give Lord medium armor @ 10pts increasing Res to 5(7) on foot only or heavy armor @ 15pts increasing Res to 5(8) on foot only - Upgrade Dark Elf Lord to [Tough 2] @10pts on foot only				- Upgrade Dark Elf Lord to [Wound 2] @12pts on foot only - Give Dark Elf crew repeating crossbows @3pts per model - Give Dark Elf crew heavy crossbows @4pts per model - Give chariot scythes @25 pts with d6 SV1 impact hits on charge			

Dark Elf Sorcerer							
Warrior Unit					Points Value: 62		
Special: You can include a maximum of one Dark Elf Sorcerer in your warband.							
Unit: Dark Elf Sorcerer	Ag	Acc	Str	Res	Init	Co	Special
1 x Dark Elf Sorcerer with dagger	6	6	5	5	8	9	Tough, Wound, Magic Level 1, Cold-eyed
0 x Bodyguards with swords	6	6	5	5	8	8	Cold-eyed
0 x Fell Spirits	5	5	5	5	3	3	Spirit, 1x HtH SV1, Exchange of Missiles SV1
Options							
- Give unit swords @1pt per model - Upgrade Sorcerer to Magic Level 2 @25pts - Upgrade Sorcerer to Magic Level 3 @35pts - Upgrade Sorcerer to Tough 2 @10pts				- Add up to 4 Fell Spirits @13pts each or Add up to 4 Bodyguards @15pts each - Give Bodyguards light armor @2 pts per Bodyguard model increasing Res to 5(6)			

Dark Elf Hero							
Warrior Unit				Points Value:72			
Special: You can include a maximum of one Dark Elf Hero in your warband, whether a Hero or Mounted Hero.							
Unit: Dark Elf Hero	Ag	Acc	Str	Res	Init	Co	Special
1 x Dark Elf Hero with sword, light armor	6	6	5	5(6)	8	9	Tough 2, Hero, 3x HtH, Wound, Cold-eyed
Options							
- Give Hero medium armor @10pts, increasing Res to 5(7) or heavy armor @15pts, increasing 5(8) - Give Hero spear @free				- Give Hero long spear @free - Upgrade Hero to Wounds 2 @12pts - Upgrade Hero to Wound 3 @24pts.			

Mounted Dark Elf Hero							
Mounted Unit					Points Value: 90		
Special: You can include a maximum of one Dark Elf Hero in your warband, whether a Hero or Mounted Hero.							
Unit: Mounted Dark Elf Hero	Ag	Acc	Str	Res	Init	Co	Special
1 x Dark Elf Hero	6	6	5	5(6)	8	9	Tough 2, Hero, 3x HtH, Wound, Cold-eyed
0 x Riding Raptor			6				Fast 6, 1x HtH SV2
Options							
- Give Hero medium armor @10pts, increasing Res to 5(7) or heavy armor @15pts, increasing 5(8) - Give Hero spear @free				- Give Hero lance @1 - Upgrade Hero to Wounds 2 @12pts - Upgrade Hero to Wound 3 @24pts - Replace horse with Riding Raptor (replacing Fast 8 with Fast 6) @+4 pts			

Dark Elf Guard							
Warrior Unit				Points Value: 110			
Special: You can include a maximum of one Dark Elf Guard in your warband							
Unit: Dark Elf Guard	Ag	Acc	Str	Res	Init	Co	Special
1 x Dark Elf Guard Leader with huge sword, medium armor	6	6	5	5(7)	8	8	Tough, Cold-eyed
4 x Dark Elf Guard with huge swords, medium armor	6	6	5	5(7)	8	8	Cold-eyed
Options							
- Give unit halberds @1pt per model - Replace Cold-eyed with Zealous @4pts per model				- Add up to 5 Dark Elf Guard @20 pts each			

Dark Elf Warriors							
<i>Warrior Unit</i>				<i>Points Value:100</i>			
Unit: Dark Elf Warriors	Ag	Acc	Str	Res	Init	Co	Special
1 x Dark Elf Warrior Leader with sword, light armor	6	6	5	5(6)	8	8	Tough, Cold-eyed
4 x Dark Elf Warrior with swords, light armor	6	6	5	5(6)	8	8	Cold-eyed
Options							
- Give unit spears @free - Give unit long spears @ free				- Give unit medium armor @2pts per model, increasing Res to 5(7) - Add up to 5 Dark Elf Warriors @18pts each			

Dark Elf Crossbowmen							
Warrior Type				Points Value: 110			
Special:							
Unit: Dark Elf Crossbowmen	Ag	Acc	Str	Res	Init	Co	Special
1 x Dark Elf Crossbowman Leader with dagger, crossbow, light armor	6	6	5	5(6)	8	8	Tough, Cold-eyed
4 x Dark Elf Crossbowman with daggers, crossbows, light armor	6	6	5	5(6)	8	8	Cold-eyed
Options							
- Give unit swords @1pt per model - Give unit repeating crossbows @free				- Give unit medium armor @2pts per model, increasing Res to 5(7) - Add up to 5 Dark Elf Crossbowmen @20 pts each			

Dark Elf Horsemen							
<i>Mounted Unit</i>					<i>Points Value: 82</i>		
Special:							
Unit: Dark Elf Horsemen	Ag	Acc	Str	Res	Init	Co	Special
1 x Dark Elf Horseman with sword, riding horse	6	6	5	6	8	8	Tough, Fast 8, Cold-eyed
2 x Dark Elf Horseman with sword, riding horse	6	6	5	6	8	8	Fast 8, Cold-eyed
Options							
- Give unit spears @free - Give unit crossbows @free - Give unit repeating crossbows @free				- Give unit light armor @2pts per model, increasing Res to 6(7) - Add up to 2 Dark Elf Horsemen @24 pts per model			

Dark Elf Raptor Knights							
Mounted Unit					Points Value:112		
Special: You may only include one unit of Raptor Knights in your warband							
Unit: Dark Elf Raptor Knights	Ag	Acc	Str	Res	Init	Co	Special
1 x Raptor Seneschal with sword, heavy armor, riding raptor	6	6	5	6(9)	8	8	Tough, Fast 6, Cold-eyed
2 x Raptor Knight with sword, heavy armor, riding raptor	6	6	5	6(9)	8	8	Fast 6, Cold-eyed
3 x Riding Raptors			6				1x HtH SV2
Options							
- Give unit lances @1pt per model				- Add up to 2 Raptor Knights @34pts per model			

Dark Elf Infiltrators							
Warrior Unit				Points Value:115			
Special: You may only include one unit of Dark Elf Infiltrators in your warband							
Unit: Dark Elf Infiltrators	Ag	Acc	Str	Res	Init	Co	Special
1 x Dark Elf Infiltrator Leader with sword	7	6	5	5	8	8	Tough, Cold-eyed, Stealthy
4 x Dark Elf Infiltrator with sword	7	6	5	5	8	8	Cold-eyed, Stealthy
Options							
- Give unit crossbows @3pts per model - Give unit repeater crossbows @3pts per model - Give unit huge swords @free				- Give unit light armor @2pts per model, increasing Res to 5(6) - Add up to 5 Infiltrators @21pts per model			

Dark Elf Fanatics							
<i>Warriors Unit</i>					<i>Points Value: 145</i>		
Special: You may only include one unit of Dark Elf Fanatics in your warband							
Unit: Dark Elf Fanatics	Ag	Acc	Str	Res	Init	Co	Special
1 x Dark Elf Fanatic Leader with dagger	6	6	5	5	8	8	Tough, Zealous, Berserk,
4 x Dark Elf Fanatic with daggers	6	6	5	5	8	8	Zealous, Berserk
Options							
- Give unit scourges @free - Give unit swords @1pt per model				- Give unit light armor @2pts per model, increasing Res to 5(6) - Add up to 5 Fanatics @27pts per model			

Hex Riders							
<i>Mounted Unit</i>				<i>Points Value: 105</i>			
Special: You may only include one unit of Hex Riders in your warband							
Unit: Hex Riders	Ag	Acc	Str	Res	Init	Co	Special
1 x Hex Rider with sword, riding horse	6	6	5	6	8	8	Tough, Fast 8, Cold-eyed, Dread, Deathly Chill
2 x Hex Rider with sword, riding horse	6	6	5	6	8	8	Fast 8, Cold-eyed, Dread, Deathly Chill
Options							
- Add up to 2 Hex Riders @25pts per model							

Dark Elf Bolt Thrower							
<i>Artillery Unit</i>				<i>Points Value: 96</i>			
Unit: Dark Elf Bolt Thrower	Ag	Acc	Str	Res	Init	Co	Special
3 x Dark Elf crew with swords, light armor, bolt-throwing engine	6	6	5	5(6)	8	8	Cold-eyed, Large, Slow 3
Equipment							
1 x Small Bolt Thrower							
Options							
- Give unit Large Bolt Thrower instead of Small Bolt Thrower @21pts				- Add up to 2 Dark Elf crew to unit @18pts per model			

Spider Centaurs							
Monster Unit				Points Value: 47			
Special: You may only include one unit of Spider Centaurs in your warband							
Unit: Spider Centaurs	Ag	Acc	Str	Res	Init	Co	Special
1 x Spider Centaur with dagger	6	6	6	6	8	8	2x HtH, Wound, Dread, Vengeful
Options							
- give unit swords @1pt per model - give unit spears @1pt per model - give unit bows @2pts per model				- give unit light armor @4pts per model, increasing Res to 6(7) - Add up to 2 spider centaurs @37pts per model			

Dark Elf Chariot							
<i>Chariot Unit</i>				<i>Points Value: 118</i>			
Unit: Dark Elf Chariot	Ag	Acc	Str	Res	Init	Co	Special
1x Dark Elf chariot with 2+ Dark Elf crew pulled by 2 horses	6	-	-	10	-	-	Large, Irresistible Charge, Fast 8
2 x Dark Elf crew with sword	-	6	5	-	8	8	Cold-eyed
2 x Horses	-	-	-	-	-	-	
0 x Riding Raptors	-	-	6	-	-	-	Fast 6, 1x HtH SV2
Options							
<ul style="list-style-type: none"> - Replace Horses with Riding Raptors @8pts for 2 Raptors, replacing Fast 8 with Fast 6 - Give Dark Elf crew spears @free - Give Dark Elf crew crossbows @3pts per model 				<ul style="list-style-type: none"> - Give Dark Elf crew repeating crossbows @3pts per model - Give Dark Elf crew heavy crossbows @4pts per model - Give chariot scythes @25 pts with d6 SV1 impact hits on charge 			

Weapon and Special Rule Summary					
Weapon	Short	Long	Extreme	Strike Value	Special Rules
Bow	0-10"	10-20"	-	0	-
Crossbow	0-10"	10-30"	-	1	Fire Order to shoot
Repeater Crossbow	0-10"	10-20"	-	0	2x Ranged SV0 on Fire order
Heavy Crossbow	0-10"	10-30"	-	2	Fire Order to shoot
Small Bolt Thrower	0-20"	20-30"	30-40"	3	Fire Order to shoot, 3x Ranged SV3
Large Bolt Thrower	0-20"	20-30"	30-40"	5	Fire Order to shoot, Unstoppable
Dagger	Hand-to-Hand			1	
Sword	Hand-to-Hand			1	Strength +1
Huge Sword	Hand-to-Hand			2	
Spear	Hand-to-Hand			1	Can also be thrown during exchange of missiles
Long Spear	Hand-to-Hand			1	Cancels charge bonus
Halberd	Hand-to-Hand			2	Strength +1
Scourge	Hand-to-Hand			0	Can also be 'cracked' during exchange of missiles
Lance	Hand-to-Hand			1/3	SV3 on charge

Berserk – Auto-pass order test or reactio to charge. Fights with double attacks. Ceases to apply once a break test is failed or defeated in combat

Cold-eyed – Pin penalties to Command are reduced by 1

Command – Friends within 10" can use unit's command stat

Deathly Chill – No armor bonus allowed

Dread - -1 to hit shooting/close combat. -1 to break test if defeated by dreaded enemy. Dread units are immune to dread.

Follow – Can activate friendly unpinned units within 5" with same order. Additional activated units take their turns on at a time after the original unit.

Hero – Friends within 10" can use unit's initiative value for reaction tests.

Irresistible Charge - +D3 Strike Value on charge.

Large - +1 to hit shooting. Can draw LOS to body. Can draw LOS to or from over non-Large models.

Slow/Fast – Unit's base movement as stated.

Stealthy – If models are in cover shooting hits upon them must be re-rolled.

Tough – can re-roll one failed Res roll or Damage Chart result

Vengeful – Must follow-on if unit wins combat where possible. Double attacks in follow-on combat.

Wound - Can lose the 'wounds value' of lives before a further Res fail slays. Can't recover pins beyond wounds suffered.

Zealous – Ignores pins when taking tests. Re-roll failed order tests.