

Brotherhood of the Dark Path

Alignment: Evil

Army Special Rules: all units are *Cruel*

Spearmen

Spearmen Troop Cost: 60 PTS

Type	Sp	Me	Ra	De	At	Ne
Inf(10)	6	4+	-	4+	10	3

Special: Can have banner (+10 pts), musician (+5 pts)

Spearmen Regiment Cost: 110 PTS

Type	Sp	Me	Ra	De	At	Ne
Inf (20)	6	4+	-	4+	10	6

Special: Phalanx

Can have banner (+15 pts), musician (+10 pts)

Spearmen Horde Cost: 210 PTS

Type	Sp	Me	Ra	De	At	Ne
Inf (40)	6	4+	-	4+	20	13

Special: Phalanx

Can have banner (+20 pts), musician (+15 pts)

Corsairs

Corsair Regiment Cost: 180 PTS

Type	Sp	Me	Ra	De	At	Ne
Inf(20)	6	4+	4+	4+	10	6

Special: Crossbow, Repeating Weapon

Can have banner (+15 pts), musician (+10 pts)

Corsair Horde Cost: 340 PTS

Type	Sp	Me	Ra	De	At	Ne
Inf (40)	6	4+	4+	4+	20	13

Special: Crossbow, Repeating Weapon

Can have banner (+20 pts), musician (+15 pts)

Crossbowmen

Crossbowmen Troop Cost: 90 PTS

Type	Sp	Me	Ra	De	At	Ne
Inf (10)	6	4+	4+	4+	10	3

Special: Crossbow, Repeating Weapon

Can have banner (+10 pts), musician (+5 pts)

Crossbowmen Regiment Cost: 160 PTS

Type	Sp	Me	Ra	De	At	Ne
Inf (20)	6	4+	4+	4+	10	6

Special: Crossbow, Repeating Weapon

Can have banner (+15 pts), musician (+10 pts)

Crossbowmen Horde Cost: 305 PTS

Type	Sp	Me	Ra	De	At	Ne
Inf (40)	6	4+	4+	4+	20	13

Special: Crossbow, Repeating Weapon

Can have banner (+20 pts), musician (+15 pts)

Shades

Shade Troop Cost: 80 PTS

Type	Sp	Me	Ra	De	At	Ne
Inf (10)	7	4+	4+	3+	10	3

Special: Crossbow, Nimble, Repeating Weapon

Can have musician (+5 pts)

Shade Regiment Cost: 140 PTS

Type	Sp	Me	Ra	De	At	Ne
Inf (20)	7	4+	4+	3+	10	6

Special: Crossbow, Repeating Weapon

Can have banner (+15 pts), musician (+10 pts)

Black Guard

Black Guard Troop Cost: 35 PTS

Type	Sp	Me	Ra	De	At	Ne
Inf (5)	6	3+	-	4+	5	2

Special: Crushing Strength (1), Elite

Can have banner (+10 pts), musician (+5 pts)

Black Guard Half-Regiment Cost: 65 PTS

Type	Sp	Me	Ra	De	At	Ne
Inf (10)	6	3+	-	4+	10	3

Special: Crushing Strength (1), Elite

Can have banner (+15 pts), musician (+10 pts)

Black Guard Regiment Cost: 120 PTS

Type	Sp	Me	Ra	De	At	Ne
Inf (20)	6	3+	-	4+	10	6

Special: Crushing Strength (1), Elite

Can have banner (+20 pts), musician (+15 pts)

Lizard Riders

Lizard Rider Troop Cost: 90 PTS

Type	Sp	Me	Ra	De	At	Ne
Cav (5)	8	3+	-	5+	8	3

Special: Elite Crushing Strength (1)

Can have banner (+15 pts), musician (+10 pts)

Lizard Rider Regiment Cost: 160 PTS

Type	Sp	Me	Ra	De	At	Ne
Cav (10)	9	3+	-	5+	16	6

Special: Elite Crushing Strength (1)

Can have banner (+20 pts), musician (+15 pts)

War Engines

Repeating Bolt Thrower Cost: 70 PTS

Type	Sp	Me	Ra	De	At	Ne
War Eng	6	-	4+	4+	6	2

Special: Piercing (2)

Heroes/Monsters

Dreadlord of Battle Dragon Cost: 350 PTS

Type	Sp	Me	Ra	De	At	Ne
H/M	10	3+	-	5+	10	9

Special: Breath Attack (15), Crushing Strength (2), Elite,

Fly, Inspiring

Dreadlord Cost: 120 PTS

Type	Sp	Me	Ra	De	At	Ne
H/M	6	3+	-	5+	5	6

Special: Crushing Strength (1), Elite, Individual, Inspiring

Sorceress Cost: 120 PTS

Type	Sp	Me	Ra	De	At	Ne
H/M	7	4+	4+	4+	1	3

Special: Elite, Healer (3), Individual, Zap! (5)

Assassin Cost: 90 PTS

Type	Sp	Me	Ra	De	At	Ne
H/M	7	3+	-	4+	4	3

Special: Crossbow, Elite, Individual, Repeating Weapon,

Army Standard Bearer Cost: 30 PTS

Type	Sp	Me	Ra	De	At	Ne
H/M	6	4+	-	4+	1	2

Special: Elite, Individual, Inspiring

Special Rules

Cruel

Dark Elves are renowned for their cruelty so being taken prisoner is literally a fate worse than death, rather than face capture, torture and a very slow agonizing death many good men have routed to save their skin.

Any unit attacked in melee by a Dark Elf unit must add +1 when checking its Nerve roll.

Repeating Weapon

With a modification to the mechanism, these weapons can be fired on the run.

This unit may fire even if it moved this round, however its range is limited to 18" if it received an order other than Halt!