

Dark Elves

Core Units

Scout (110) (1 x 1)

HP	5
Move	7
Attack	1d8
Combat	Melee
Range	N/A
Radius	N/A
Defense	1d6
Save	30%
Magic	Multiplies Defense roll by two against Ranged attacks.

Sylth (150) (1 x 1)

HP	7
Move	9
Attack	1d12
Combat	Melee
Range	N/A
Radius	N/A
Defense	1d8
Save	35%
Magic	N/A

Seeker (120) (1 x 1)

HP	9
Move	3
Attack	0
Combat	N/A
Range	N/A
Radius	N/A
Defense	1d6
Save	30%
Magic	Friendly units who pass within a Radius of 3 do not expend Move points while moving.

Marker (165) (1 x 1)

HP	4
Move	7
Attack	1d20
Combat	Ranged
Range	15
Radius	N/A
Defense	1d6
Save	25%
Magic	N/A

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Advanced Units

Coldmage (280) (1 x 1)

HP	10
Move	6
Attack	1d12
Combat	Magic
Range	N/A
Radius	3
Defense	1d6
Save	40%
Magic	Can cast a life draining spell in which the target loses 2 HP. Can be used three times per battle.

Shadow Rider (235) (2 x 1)

HP	15
Move	14
Attack	1d12
Combat	Melee
Range	N/A
Radius	N/A
Defense	1d8
Save	60%
Magic	N/A

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Hero Units

Dark Sage (300) (1 x 1)

HP	9
Move	6
Attack	1d8
Combat	Melee
Range	N/A
Radius	N/A
Defense	1d6
Save	60%
Magic	Sacrifice to bring back into the battle any units whose total default HP adds up to 15 or less. Obviously, this ability can be used once per battle. Put the units in the Dark Sage's place.

Drow (210) (1 x 1)

HP	16
Move	10
Attack	2d8
Combat	Melee
Range	N/A
Radius	N/A
Defense	1d10
Save	70%
Magic	N/A

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Magic Items

Rod of Blight (85)

This item can be used once per battle. The target, who must be within a Range of 6, loses 6 HP without a Save throw.

Elsiner's Ring (115)

One of the greatest Drow ever to have lived had a ring of poison. The target, who must be within a Range of 12, loses 3 HP. The ring can be used three times per battle.

Black Crystal (185)

All units within a Radius of 6 roll their Attack rolls twice and take the better result.

Gray Blade (75)

This dagger allows its wielder greater ability in combat. It has an Attack of 1d12 and a Combat of Magic.

Heartfinder (225)

Developed by the best of the Markers, this lethal bow allows its wielder a powerful attack. It has an Attack of 3d4, a Combat of Ranged, and a Range of 10.