

2400 Pts - Dark Elves Roster

Unit Name	##	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Cp	Dp	US	Cost
Dreadlord	1	5	7	6	4/6	3	3	8	4	10	2/1+	*			In	297.0
	Eternal Hatred; General; Units within 12" may use General's Leadership, 18" if he has the Large Target special rule.; Heavy Armour; Sea Dragon Cloak; 6+ Save in CC, 5+ vs. All other attacks															
<i>Pendant of Khaeleth</i>	Ward Save based on Str of hit, Roll a D6 for each wound, on a roll less than or equal to the attack's strength it is ignored, 6 always fails															[35.0]
<i>Crown of Command</i>	Bearer is Stubborn.															[35.0]
<i>Dragonhelm</i>	Armour save is better by 1, 2+ ward save against fire attacks															[10.0]
<i>Soulrender</i>	Great Weapon, +2S, Always Strikes Last t, Two-handed, Armour Piercing															[15.0]
Dark Pegasus	1	8	3		4	4	3	4	2	6					MB	[50.0]
	Fly, +1S when charging; Monstrous Beast - Stomp															
Supreme Sorceress	1	5	4	4	3	3	3	5	1	9					In	290.0
	Druchii Sorcery: not limited by lvl for number of dice able to roll for a single cast, Regardless of Lore chosen always receives spell Power of Darkness; Eternal Hatred; Magic Level 4; Has 4 spells. +4 to cast and +4 to dispel.; Lore of Shadow; Smoke & Mirrors: After the Wizard has successfully cast a spell from the Lore of Shadow he may switch places with another friendly character of the same type within 18".															
<i>#0: Power of Darkness</i>	4+ to cast, Caster gains D3+1 Power Dice. If these dice are not used by end of phase bearer takes a str 4 hit for each, May not be used to dispell RiP spells or be stored in anyway.															[0.0]
<i>#0: Melkoth's Mystifying Miasma</i>	5+ to cast, Hex, 48" Range. Target one enemy unit. Reduce one characteristic Ws, Bs, In or Mv of your choice by D3 until Casters Next Magic Phase. Extended - 10+ to cast. Reduce ALL 4 characteristics.Shadow Lore															[0.0]
<i>#1: Steed of Shadows</i>	5+ to cast, Augment, 12" Range. One friendly character can make Flying move as if in Remaining Moves phase. Shadow Lore.															[0.0]
<i>#2: The Enfeebling Foe</i>	10+ to cast, Hex, Remains in Play, 18" Range. Reduce target unit by D3 Str to min 1. Extended - 13+ to cast, 36" range. Shadow Lore.															[0.0]
<i>#3: The Withering</i>	13+ to cast, Hex, Remains in Play, 18" Range. Enemy units To reduced by D3 to a min 1. Extended - 16+ to cast, 36" Range. Shadow Lore.															[0.0]
<i>#4: The Penumbal Pendulum</i>	13+ to cast, Direct Damage. Draw a line 6D6" from caster. Every model touched must pass In test else suffer S10 hit, D3 wounds. Extended - 18+ to cast, 6D6" X2 Range. Shadow Lore.															[0.0]
<i>#5: Pit of Shades</i>	14+ to cast, Direct Damage, 24" Range. Place small template then scatter D6". Enemies touched must pass In test or are removed with no saves. Extended - 17+ to cast, Large Templae scatters 2D6" Shadow Lore.															[0.0]
<i>#6: Okkam's Mindrazor</i>	18+ to cast, Augment, Range 18". Choose friendly unit. They attack with thier LD amount for their Str until Casters Next Magic Phase. Extended - 21+ to cast, 36" Range. Shadow Lore.															[0.0]
<i>Sacrificial Dagger</i>	Once per cast attempt, after rolling the dice, bearer may sacrifice one model in unit she joined, model removed immediately. Bearer gains a Power Dice that must berolled and added to the casting roll. Note it's possible to cause friendly panic tests if Sacrifices total 25+% of unit in a single phase.															[25.0]
<i>Ironcurse Icon</i>	The character (and any unit he is with) gain a 6+ ward save against war machines.															[5.0]

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Sorceress	1	5	4	4	3	3	2	5	1	8					In	160.0
	Druchii Sorcery: not limited by lvl for number of dice able to roll for a single cast, Regardless of Lore chosen always receives spell Power of Darkness; Eternal Hatred; Magic Level 2; Has 2 spells. +2 to cast & +2 to dispel.; Lore of Death; Life Leeching: for each casualty caused by the Lore of Death roll a D6. On a roll of 5+ you are granted an additional power dice to power pool.															
#0: Power of Darkness	4+ to cast, Caster gains D3+1 Power Dice. If these dice are not used by end of phase bearer takes a str 4 hit for each, May not be used to dispell RiP spells or be stored in anyway.															[0.0]
#0: Spirit Leech	7+ to cast, Direct Damage, 12" Range. Both Caster & Target roll a D6 and add their unmodified LDR. For each point the caster's result exceeds the target result it suffers 1 wound no armor save. Extended - 10+ to cast, 24" Range. Death Lore															[0.0]
#1: Aspect of the Dreadknight	4+ to cast, Augment, 24" Range. Targeted unit causes Fear until Casters Next Magic Phase. Extended - 9+ to cast, Causes Terror Death Lore.															[0.0]
#2: Caress of Laniph	6+ to cast, Direct Damage, 12" Range. Nominate 1 target model. Roll 2D6 and subtract the targets Str. The result equals the number of hits the target takes, wounding on 4+ no armor save. Extended - 12+ to cast, 24" Range Death Lore.															[0.0]
#3: Soulblight	9+ to cast, Hex, 24" Range. Targeted unit suffers a -1 St and -1 To to a min 1 until Casters Next Magic Phase. Extended - 18+ to cast, ALL enemy units within 24" Death Lore.															[0.0]
#4: Doom & Darkness	10+ to cast, Hex, Remains In Play, 24" Range. Targeted unit suffers -3 LDR. Extended - 13+ to cast, 48" Range Death Lore.															[0.0]
#5: Fate of Bajuna	13+ to cast, Direct Damage, 12" Range. Nominate 1 model: Roll 2 D6 and subtract the targets To. The result equals the number of hits the target suffers, wounding on 2+ no armor saves. If target survives it suffers Stupidity for the rest of the game. Death Lore.															[0.0]
#6: Purple Sun of Xereus	15+ to cast, Magical Vortex, Remains In Play. Place small template in base contact with caster & roll Arty dice. Multiply result X3. Result is number of inches moved. Each model touched (not Wizard) must pass In test or removed with NO SAVE. If misfire is rolled place template over Wizard and roll scatter dice and 1D6. Template moves at end of each following magic phase rolling Arty and scatter dice. If misfire again remove template. Extended - 25+ to cast, Large template Death Lore.															[0.0]
Dispel Scroll	One use only; Automatically dispels one spell cast that turn only.															[25.0]
Death Hag	1	5	6	6	4	3	2	8	3/5	9		4+			In	225.0
	Eternal Hatred; Khainite ; Poison Attacks; Cauldron of Blood; Frenzy; Immune to Psychology. Frenzy ends when unit loses combat.; 2ndWeapon; +1A if on foot; Battle Standard; Units w/in 12" may re-roll Leadership tests															
Cauldron of Blood	1					10	4*					4+			WM	[110.0]
	Eternal Hatred; Frenzy; Khainite; Terror; MR(1); Hag Attendants: 4+ Ward, Death Hag and Hags are treated as crew, deployed at the same time as characters together, Attendants never pursue; Alter of Khaine: All Khainite units within 12" are stubborn; 1st wound received - 1 Hag Attendant removed. 2nd wound received - 2nd Hag Attendant removed. 4th wound received - Death Hag removed.															
Hag Attendant	2	5	4	4	3	3		6	2/4	8		4+				[0.0]
	Eternal Hatred; Khainite; Poison Attacks ; Frenzy; Immune to Psychology. Frenzy ends when unit loses combat.; 2ndWeapon; +1A if on foot															
Dark Elf Repeater Crossbowmen	20	5	4	4	3	3	1	5	1	8	5+				In	235.0
	Eternal Hatred; Rptr Crossbow; Range 24", St 3 hit Armour Piercing, 2x Multiple Shot; Light Armour; Shield; Standard; +1CR; Musician; +1CR if tied; +1 Ld in rally attempts.															
Dark Elf Warriors	33	5	4	4	3	3	1	5	1	8/9	5+				In	268.0
	Eternal Hatred; Spear; 3 ranks in HtH if static; Light Armour; Shield; Standard; +1CR; Musician; +1CR if tied; +1 Ld in rally attempts.															
Standard of Discipline	+1 on leadership, but can not use the generals inspiring presence.															[15.0]
Lordling	1	5	4	4	3	3	1	5	2	8	5+				In	[6.0]
Harpies	5	5	3		3	3	1	5	2	6					In	55.0
	Fly; Beasts: Do not cause panic checks in friendly models and can not be affected by the Cauldron of Blood.															

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Dark Riders	5	5	4	4	3	3	1	5	1	8	5+				Ca	117.0
Eternal Hatred, Fast Cavalry (when without shields); Spear; +1S on charge; Rptr Crossbow; Range 24", St 3 hit Armour Piercing, 2x Multiple Shot; Light Armour; Musician; +1CR if tied; +1 Ld in rally attempts.																
Dark Steed	5	9	3		3	3	1	4	1	5					Ca	[0.0]
Black Guard	17	5	5	4	3/4	3	1	6	2	9	5+				In	284.0
Eternal Hatred; Stubborn; Immune to Psychology; Warrior Elite: Always able to re-roll failed rolls to hit; Halberd; Heavy Armour; Standard; +1CR; Musician; +1CR if tied; +1 Ld in rally attempts.																
* Tower Master	1	5	5	4	3/6	3	1	6	3	9	5+				In	[29.0]
Usage Conflict; Halberd; Heavy Armour																
Soulrender	Great Weapon, +2S, Always Strikes Last t, Two-handed, Armour Piercing															[15.0]
Shades	7	5	5	5	3	3	1	5	1/2	8					In	119.0
Eternal Hatred; Skirmish; Scout;; 2ndWeapon; +1A if on foot; Rptr Crossbow; Range 24", St 3 hit Armour Piercing, 2x Multiple Shot																
War Hydra	1	6	4		5	5	5	2	7	6	4+				Mo	175.0
Eternal Hatred; Terror; Scaly Skin(4+); Large Target; Monster - Thunder Stomp; Fiery Breath (Flaming, Str=remaining wounds); Regenerate; Monster and Handlers; Beastmasters: All randomized hits are automatically allocated to the Hydra, All CC attacks that can target Hydra must, No other models may join unit																
Beastmaster	2	6	4	4	3	3	1	5	2/3	8						[0.0]
Eternal Hatred; Beastmaster's Scourge; Hand Weapon, All CC attacks are Armour Piercing																
War Hydra	1	6	4		5	5	5	2	7	6	4+				Mo	175.0
Eternal Hatred; Terror; Scaly Skin(4+); Large Target; Monster - Thunder Stomp; Fiery Breath (Flaming, Str=remaining wounds); Regenerate; Monster and Handlers; Beastmasters: All randomized hits are automatically allocated to the Hydra, All CC attacks that can target Hydra must, No other models may join unit																
Beastmaster	2	6	4	4	3	3	1	5	2/3	8						[0.0]
Eternal Hatred; Beastmaster's Scourge; Hand Weapon, All CC attacks are Armour Piercing																

Total **2400.0**

Khainite units may only be join by Khainite characters. Khainite characters may join non-Khainite units

Additional Casting Dice: 0

Additional Dispel Dice: 0

Models in Army: 102

Validation Results for Army List 'Standard Army List' using Rule-Set 'Primary Rule Set':

Roster satisfies all enforced validation rules

Troop Type	Count	Unused	Points	Unused	Percent
Lord (<=25%)	2	n/a	587.0	13.0	24%
Hero (<=25%)	2	n/a	385.0	215.0	16%
Core (>=25%)	3	n/a	620.0	1780.0	25%
Special (<=50%)	2	n/a	403.0	797.0	16%
Rare (<=25%)	2	n/a	350.0	250.0	14%
NoCore (N/A)	1	n/a	55.0	2345.0	2%
Magic Item Summary	9	n/a	180.0	n/a	7%