

## 2250 PTS - DARK ELVES - JAN C'S CORE LIST

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	US	Mgc	Cast	Disp	Cost
<b>Highborn (2<math>\times</math>, 575 Pts)</b>																	
Dreadlord	1	5	7	6	4	3	3	8	4	10	3+*		1				575
Composition: Lord, Hero <b>General;</b> Hand Weapon; Heavy Armour; Sea Dragon Cloak; Shield; Eternal Hatred																	
Black Dragon	1	6	6	-	6	6	6	3	5	8	3+		6				[320]
<b>Scaly Skin 3+ save, Noxious Breath:</b> Strength 4, Units (not undead or daemons, or troops Immune to Psychology) that take casualties must pass a Leadership test with a -3 modifier in order to declare charges next turn.; Causes Terror; Flyer; Large Target; Scaly Skin																	
<i>Heartseeker</i>	1	Re-roll all failed rolls to hit and to wound in HtH.															[35]
<i>Pendant of Khaeleth</i>	1	Reverse ward, roll under or equal to ST to succeed, 6 fails allways															[35]
<i>Potion of Strength</i>	1	+3 St for 1 turn; Drink start of turn; One use only															[30]
<b>Noble (1<math>\times</math>, 90 Pts)</b>																	
Master	1	5	6	6	4	3	2	7	3	9	3+ /2+ *		1				90
Composition: Hero Hand Weapon; Heavy Armour; Sea Dragon Cloak; Shield; Eternal Hatred																	
<b>Squad (1<math>\times</math>, 146 Pts)</b>																	
Assassin	1	5	9	9	4	3	2	10	3/4	10	-		1				146
The Assassin's Hand weapons and Ranged weapons are both poisoned.; A Killer Not a Leader; Always Strike First; Hidden: Pg 61 DE rule book.; Khainite; Hand Weapon; Extra Hand Weapon; Eternal Hatred; Poisoned Attacks; Scouts																	
<i>Manbane</i>	1	Strength counts as 1 higher than opponents Toughness (Max 6). Replaces poison															[25]
<i>Rune of Khaine</i>	1	+D3 Attack.															[25]
<b>Sorceress (1<math>\times</math>, 135 Pts)</b>																	
Sorceress	1	5	4	4	3	3	2	5	1	8	-		1	2	2	1	135
Composition: Hero Druchii Sorcery; Level 2 Upgrade; Hand Weapon; Eternal Hatred																	
<b>Dark Riders (5<math>\times</math>, 117 Pts)</b>																	
Dark Riders	5	5	4	4	3	3	1	5	1	8	5+		2				117
Composition: Core No longer Fast Cavalry if equipped with shields.; Musician $\mathcal{D}$ ; Hand Weapon; Repeater Crossbow; Spear; Light Armour; Eternal Hatred; Fast Cavalry																	
Dark Steed	5	9	3	-	3	3	1	4	1	5	-						[0]
<b>Repeater Crossbowmen (10<math>\times</math>, 110 Pts)</b>																	
Dark Elf Repeater Crossbowmen	10	5	4	4	3	3	1	5	1	8	5+ /4+		1				110
Composition: Core Hand Weapon; Repeater Crossbow; Light Armour; Shield; Eternal Hatred																	
<b>War Hydra (3<math>\times</math>, 175 Pts)</b>																	
War Hydra	1	6	4	-	5	5	5	2	7	6	4+		5				175
Composition: Rare If both Beastmasters are killed, Hydra reacts as monster.; Fiery Breath: The War Hydra has a flaming breath weapon attack. Uses the teardrop-shaped template. Strength is equal to the Hydra's remaining wounds. ; Monsters and Handlers: See Dark Elf rulebook p58 for details.; Causes Terror; Eternal Hatred; Large Target; Regenerate; Scaly Skin																	
Beastmaster	2	6	4	4	3	3	1	5	2/3	8	-		2				[0]
<b>Hydra Controllers: See p.58 of Dark Elves rulebook.;</b> Hand Weapon; Eternal Hatred																	
<i>Beastmasters Scourge</i>	2	Armor Piercing.															[0]
<b>Shades (5<math>\times</math>, 90 Pts)</b>																	
Shades	5	5	5	5	3/5	3	1	5	1	8	-		1				90
Composition: Special Hand Weapon; Great Weapon; Repeater Crossbow; Eternal Hatred; Scouts; Skirmishers																	
<b>Warriors (10<math>\times</math>, 70 Pts)</b>																	
Dark Elf Warriors	10	5	4	4	3	3	1	5	1	8	5+ /4+		1				70
Composition: Core Hand Weapon; Spear; Light Armour; Shield; Eternal Hatred																	
<b>Total Cost:</b>																<b>1508</b>	