

## 4500 Pts - Dread Elves Roster

Unit Name	##	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Type	Cost
Dread Prince	1	5	7	7	5	3	3	8	4	10	5+		In	430.0
	Infantry; Lightning Reflexes; General; Inspiring Presence: Units within 12" (18" if TP) may use General's Leadership; Light Armour; Armour Save (6+); Killer Instinct; A model part with this special rule may reroll all natural to-wound rolls of '1' in Close Combat.													
<i>Charm of Cursed Iron</i>	The Wearer and his unit has Ward Save (5+) against wounds caused by Artillery Weapons.													[30.0]
<i>Beast-Bane Halberd</i>	Halberd. Attacks made with this weapon have Strength 5 (regardless of modifiers) and Multiple Wounds (2) Special Rule against Monsters, Ridden Monsters, Monstrous Cavalry, Monstrous Infantry, Monstrous Beasts and Chariots.													[60.0]
<i>Lucky Shield</i>	Shield. Discount the first hit the wearer's model suffers while wielding the shield (One use Only). If the bearer is hit by several simultaneous attacks, the bearer may choose which attack to ignore.													[10.0]
<i>Amulet of Spite</i>	If an enemy Wizard within 12" attempted casting a spell in which two or more Magic Dice rolled a double, the caster suffers a Miscast. A single casting roll cannot result in more than one Miscast.													[70.0]
Dread Prince	1	5	7	7	4/7	3	3	8	4	10	/5+		In	500.0
	Infantry; Lightning Reflexes; Cult of Nabh; Hatred													
<i>Headsmen's Axe</i>	Great Weapon. Attacks with this weapon gain +3 Strength (instead of +2) and Multiple Wounds (2). Infantry only													[110.0]
<i>Crimson Mail</i>	Heavy Armour. For each unsaved wound inflicted by the wearer in Close Combat, the wearer gains +1 to its Armour Save (which cannot be improved better than 1+) for the remainder of the game.													[40.0]
<i>Divine Icon</i>	Wearer's model has Divine Attacks.													[40.0]
<i>Lucky Charm</i>	One use only. May be activated when wearer's model fails an Armour Save. Wearer may reroll the failed Armour Save.													[10.0]
Dread Prince	1	6	7	7	4/7	3	3	8/5	4	10	1+		Ca	596.0
	Infantry; Lightning Reflexes; Cult of Yema; Strider. +1 Movement (also affects mounts)													
<i>Giant Sword</i>	Attacks made with this weapon are at +3 Strength.													[120.0]
<i>Hardened Shield</i>	Shield. The bearer gains an additional +1 to its Armour Save (for a total of +2) while using the shield. The bearer attacks with normal Close Combat Attacks at -3 Initiative (to a minimum of 1).													[10.0]
<i>Potion of Swiftess</i>	One use only. May be activated at the start of any phase or Round of Combat. Until the end of the Player Turn, the bearer gains +3 Initiative.													[10.0]
<i>Dusk Stone</i>	The bearer may choose to reroll its failed Armour Saves. If it does, it cannot take Ward or Regeneration Saves.													[60.0]
Elven Horse	1	10	3		3	3	1	4	1	3				[0.0]
	War Beast													
Corsairs	28	5/6	4	4	3	3	1	5/6	1/2	8	4+		In	708.0
	Infantry; Lightning Reflexes; Innater Defence (5+); Scoring; Paired Weapons; Requires Two Hands. +1 Attack and +1 Initiative.; Light Armour; Armour Save (6+); Veteran Magic Standard; +1CR; Musician; Allows swift reforms. Enemy march tests within 8" suffer -1 to Ld.													
<i>Banner of Speed</i>	The bearer's unit has +1 Movement.													[50.0]
Champion	1	5	4	4	3	3	1	5/6	2/3	8	3+			[20.0]
Dark Riders	5	5	4	4	3	3	1	5	1	8	5+		Ca	220.0
	Cavalry; Lightning Reflexes (Riders only); Fast Cavalry; Mount's Protection (6+); Light Lance; +1S on charge; Repeater Crossbow; Range 24", St3, Armour Piercing, Multiple Shots (2); Light Armour; Armour Save (6+); Musician; Allows swift reforms. Enemy march tests within 8" suffer -1 to Ld.; Killer Instinct; A model part with this special rule may reroll all natural to-wound rolls of '1' in Close Combat.													
Elven Horse	5	9	3		3	3	1	4	1	3				[0.0]
	War Beast													

## 4500 Pts - Dread Elves Roster

Unit Name	##	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Type	Cost
Dark Riders	5	5	4	4	3	3	1	5	1	8	5+		Ca	220.0
	Cavalry; Lightning Reflexes (Riders only); Fast Cavalry; Mount's Protection (6+); Light Lance; +1S on charge; Repeater Crossbow; Range 24", St3, Armour Piercing, Multiple Shots (2); Light Armour; Armour Save (6+); Musician; Allows swift reforms. Enemy march tests within 8" suffer -1 to Ld.; Killer Instinct; A model part with this special rule may reroll all natural to-wound rolls of '1' in Close Combat.													
Elven Horse	5	9	3		3	3	1	4	1	3				[0.0]
	War Beast													
Divine Altar	1	5			5	5	5		D6+1		5+	4+	Ch	360.0
	Chariot; Mount's Protection (6+); Towering Presence; War Platform; Light Armour; Armour Save (6+)													
Avatar	1		5		5			5	4	8				[0.0]
	Ward Save (4+); Divine Blessings; Fear													
Disciples	3		4	4	3			5/6	1/2	8				[20.0]
	Killer Instinct; Lightning Reflexes; Poisoned Attacks; Paired Weapons													
Dark Acolytes	8	5	4	4	4	3	1	5	2	8	6+	4+	Ca	552.0
	Cavalry; Lightning Reflexes (Rider only); Poisoned Attacks (Rider only); Light Troops; Wizard Conclave (Level 2: Curse of Mortality, Bolt of Darkness); If the unit is upgraded to Cult of Lust, Wizard Conclave is instead (Level 2: Crippling Agony, Wicked Lash) ; Killer Instinct; A model part with this special rule may reroll all natural to-wound rolls of '1' in Close Combat.													
Champion	1	5	4	4	4	3	2	5	3	8	6+	4+		[120.0]
<i>Cosm0: Altered Sight</i>	8(6)+ to cast. Range 24". COSMOS: Augment. Lasts one Turn. The Target gains +1 Weapon Skill and +1 Ballistic Skill. CHAOS: Hex. Lasts one Turn. The Target suffers -1 Weapon Skill, to a minimum of 1, and -1 Ballistic Skill. Cosmology													[0.0]
<i>Cosm4: Ice and Fire</i>	9(7)+ to cast. Range 18". COSMOS: Hex. Missile. Damage. The Target suffers 2D6 Strength 3 hits with Flaming Attacks and Divine Attacks. CHAOS: Hex, Missile, Damage. The Target suffers 2D6 Strength 3 hits with Armour Piercing (3). Cosmology													[0.0]
Elven Horse	9	9	3		3	3	1	4	1	3				[0.0]
	War Beast													
Dark Acolytes	4	5	4	4	4	3	1	5	2	8	6+	4+	Ca	360.0
	Cavalry; Lightning Reflexes (Rider only); Poisoned Attacks (Rider only); Light Troops; Wizard Conclave (Level 2: Curse of Mortality, Bolt of Darkness); If the unit is upgraded to Cult of Lust, Wizard Conclave is instead (Level 2: Crippling Agony, Wicked Lash) ; Killer Instinct; A model part with this special rule may reroll all natural to-wound rolls of '1' in Close Combat.													
Champion	1	5	4	4	4	3	2	5	3	8	6+	4+		[120.0]
<i>Cosm0: Altered Sight</i>	8(6)+ to cast. Range 24". COSMOS: Augment. Lasts one Turn. The Target gains +1 Weapon Skill and +1 Ballistic Skill. CHAOS: Hex. Lasts one Turn. The Target suffers -1 Weapon Skill, to a minimum of 1, and -1 Ballistic Skill. Cosmology													[0.0]
<i>Cosm4: Ice and Fire</i>	9(7)+ to cast. Range 18". COSMOS: Hex. Missile. Damage. The Target suffers 2D6 Strength 3 hits with Flaming Attacks and Divine Attacks. CHAOS: Hex, Missile, Damage. The Target suffers 2D6 Strength 3 hits with Armour Piercing (3). Cosmology													[0.0]
Elven Horse	5	9	3		3	3	1	4	1	3				[0.0]
	War Beast													
Mount: Dragon (Prince)	1	6	5	1	6	6	6	3	5	9	3+		RMo	520.0
	Monster; Towering Presence; Terror; Breath Weapon (strength 4 Flaming Attacks); Fly (7); Innate Defence (3+)													

Total **4466.0**

## 4500 Pts - Dread Elves Roster

Killer Instinct: may reroll all 1 to wound rolls in CC

Master of the Dark Arts: Army includes one or more models with this rule, add an additional +1 to channel attempts for PD.

Aura of Despair: Enemy units in base contact with one or more models with this rule roll an extra D6 for Ld tests (excl break tests) and discard the lowest dice.

Cult of #Nabh - gain Hatred, but cannot benefit from Killer Instinct. #Yema - gain +1Mv and Strider, but cannot benefit from Killer Instinct.

A model can never belong to more than one Cult. Units containing models belonging to a Cult cannot benefit from Hold Your Ground or Inspiring Presence from models from the other Cult. Characters belonging to a Cult cannot join units which contain any model from the other Cult.

Models in Army: 56

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

Roster satisfies all enforced validation rules

Troop Type	Count	Unused	Points	Unused	Percent
Characters (<=35%)	3	n/a	1526.0	49.0	33%
Core (>=25%)	3	n/a	1148.0	3352.0	25%
Special (<=100%)	3	n/a	1272.0	3228.0	28%
Raiders (<=25%)	0	n/a	0.0	1125.0	0%
Destroyers (<=15%)	0	n/a	0.0	675.0	0%
The Menagerie (<=30%)	1	n/a	520.0	830.0	11%
Magic Item Summary	13	n/a	620.0	n/a	13%