Thunderbolts (Elfes Noirs) - Martin

Rating	213	
Treasury:	87	couronnes
Number of models:	12	(3 to rout)
Maximum number:	12	

		Elf Racial max		5	7	7	4	4*	3	9	4	10					
Name	**ID**	**Unit Type**	**##**	**M**	**WS**	**BS**	**S**	**T**	**W**	**I**	**A**	**Ld**	**Save**	**Exp**	**Cost**	**Equipment**	**Kills**
Sword	As	High Born (Hero)	1	5"	5	4	4	3	1	6	3/4	9	4/5+	36	165	Dagger; Dark Elf Sword	4
		Leader: Any model within 6" of the High Born may use his leadership instead of their own.														Sword; Repeater Xbow	
		Fey Quickness (Avoids melee and missile attacks on a 6)														Lt.Armour; Shield; Lantern	
		Advance: +2 A, +1 S															
Dragon bleu	Roi	Fellblade (Hero)	1	5"	7	3	3	3	1	6	1/2	8	3+	21	70	Dagger; Dark Elf Sword	1
		Melee specialist: No missile weapon														Lt.Armour; Shield; Sword	
		Fey Quickness (Avoids melee and missile attacks on a 6)														Sea Dragon Cloak	
		Advance: +2 WS															
		Injury: *Blind in One Eye* (-1 BS)															
Dragon rouge	Valet	Fellblade (Hero)	1	5"	5	4	4	3	2: OO	6	1/2	8	4/5+	23	70	Dagger; Axe; Sword	4
		Melee specialist: No missile weapon														Lt.Armour; Shield	
		Fey Quickness (Avoids melee and missile attacks on a 6)															
		Advance: +1 W, +1 S															
Staff	10	Beast Master (Hero)	1	5"	6	5	3	3	1	6	1/2	8	4/5+	20	75	Dagger; Beastlash, Lt.Armour	3
		Fey Quickness (Avoids melee and missile attacks on a 6)														Sword; Shield	
		Advance: +2 WS, +1 BS															
Polearm 1	9	Corsair (Hero)	1	5"	4	5	4	3	2: OO	7	2/3	8	-	9	40	Dagger; Axe	
		Lad's got Talent: Combat + Speed skills															
		Advance: +1 A, +1 S, +1 Initiative, +1 W, +1 BS															
Polearm 2	8	Corsairs A - Polearms	1	5"	4	4	3	3	1	6	2/3	8	-	3	40	Dagger; Axe	
Polearm 3			1										-	3	40		
		Advance: +1 A															
Crossbow 1	7	Corsairs B - Crossbows	1	5"	5	5	3	3	1	6	2/3	8	-	7	70	Dagger (x2); Repeater Xbow	
Crossbow 2			1										-	7	70		
		Advance: +1 BS, +1 WS, +1 A															
	10*	Cold One Beasthounds	1	6"	3	0	4	4	1	1	1	4	6+	NA	30	NA	
			1											NA	30	NA	
		Animal, Stupidity, Cause Fear, Scaly Skin															
	Dame	Dark Elf Sorceress (Hero)	1	5"	4	4	3	3	2: OO	6	2/3	8	-	24	60	Dagger; Axe	3
		Injury: *Frenzy* (must charge if within range; +1 attack; immune to psychology; lasts until KD or Stunned)															
		Sorcery: +1 to casting spells															
		Advance: +1 W, +1 A															
		1. Doombolt	A bolt of pure dark energy strikes its target for a S5 hit. 18"R. Armor saves apply.														
			If the target is wounded, the next closest model is hit on a 4+ at -1S than the previous hit.														
			The bolt will keep leaping until there are no more targets or at S1.														
			Each Model can only be hit once per turn and may take a normal armor save.; Difficulty (x9)														
		4. Flamesword	One weapon within 6" becomes engulfed in black flame. Weapon strikes with a S+2 and ignores armor saves.														
			Lasts until next Dark Elf Sorceress turn; Difficulty (x8)														
		~~2. Word of Pain~~	~~Victim must pass a Ld test to charge into Hand-to-Hand, must reroll all~~														
			~~successful HtH or missile attacks and all rolls to wound.~~														
			~~Range: 12". Lasts until next Dark Elf recovery phase.; Difficulty (x8)~~														
		~~3. Soul Stealer~~	~~Sorceress makes a to hit roll against a model in base contact.~~														
			~~If successful, the model suffers a wound with no armor save.~~														
			~~The sorceress adds one Wound until the end of the battle. Cannot have greater than W+1.; Difficulty (x9)~~														
		~~5. Deathspasm~~	~~Closest enemy model within 6" must roll on the injury chart. Sorceress is knocked down.; Difficulty (x10)~~														
		~~6. Witch Flight~~	~~Sorceress may immediately move anywhere within 12", and may count as charging.~~														
			~~Engaging a fleeing enemy in close combat will score 1 automatic hit and opponent will flee again; Difficulty (x7)~~														
		Stash:															
															760		

Beastlash	No parry. Cause Fear (Animals only). *Whipcrack*: Charge=+1A. Be charged=+1A(Strike first).
Crossbow Pistol	1 Attack, 10" R, S4. Shoot in hand-to-hand combat: Crossbow pistol may be fired
	before blows are struck in hand-to-hand combat, at an extra -2 to hit penalty.
Dagger	+1 armour save, or save of 6+ if the model has none.
Dark Elf Sword	Parry; Critical Damage:add +1 to any Critical Hit Chart roll. Wicked Edge: A roll of 2-4 on the Injury chart counts as Stunned.
Light Armour	Basic D6 saving throw of 6. Serious Injury Save of 6.
Repeater Xbow	Range 24", S3, may fire twice at -1
Shield	+1 Armour Save. -1 movement if used with Heavy Armour.
Sword	Parry: When your opponent rolls to hit, roll a D6. If you beat his highest 'to hit' score, one attack against you is negated.

Notes:

All non-Hired Swords *Hate* High Elves.

All Elven models double the range at which they can spot Hidden models.

All Elves are *Frail* i.e. maximum Toughness of 3.

Heroes get new advances at 2, 4, 6, 8, 11, 14, 17, 20, 24, 28, 32, 36, 41, 46, 51, 57, 63, 69, 76, 83 and 90 experience.

Henchmen and Hired Swords get new advances at 2, 5, 9 and 14 experience.