

Count Elithrion the Flayed, Obsidian Warmaster

CC	RC	PW	LD	AC	WD	ST	MV	AR	DEF	SZ	CT
16	10	0	14	3	3	5	3	22	-3	2	95

Special Rules: Cause Fear
Execution
Hate: Stygian Flayers
Indomitable Will
Resilience
Warmaster

Equipment: Feuri, Dragonbane Sword <ST+10(x2), +2 to Draconics>
Serpent Headed Throwing Blades <ST+3 (x2)>
Dragonskin Cloak <Wearer saves against fire affects on a roll of 18 or less. No damage if saved. Half damage if failed>

Classification: Mortal

Weapon Stats:

Feuri, Dragonbane Sword

CR	MD	MX	DAM	Notes, Powers & Enchantments
CC	-	-	ST + 10 (x2)	+2 against Draconic beings.

Serpent Headed Throwing Blades

CR	MD	MX	DAM	Notes, Powers & Enchantments
CC	-	-	ST + 3 (x2)	none

Requirements: Only one per army.

RESILIENCE:

When the Count is successfully hit, he will roll twice against his armor to avoid the wound instead of the customary single roll. Should he miss both rolls, he has in fact sustained a wound.

Additional Notes:

Count Elithrion, while a cruel and haunted elf, is one blessed with surprising resilience. He has survived wounds that would have certainly slain normal warriors and managed to pick him self up and heal. Should the Count be brought to 0 Wounds, he may in fact not be slain outright. Following the battle (in Campaign games), he will be considered to return to his forces on a roll of 1-18. On a 19-20 he is in fact fallen and will not return to the Campaign.

NOTES: Throwing Blades- Count Elithrion may throw his blades at one model while he is charging at another so long as that model is within 3" of the model being charged.