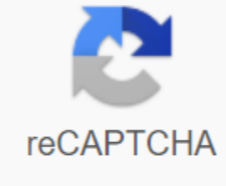




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Total war warhammer 2 dark elves unit guide

From Total War: WARHAMMER Wiki This page lists all the units of the Black Elves. Legendary Lords[edit - modifying the source] General Mixed Recruitment Unit Scope Defense Malekith Cost (MP): 1200 (1250) Tours: 1 Maintenance: 300 Health: 4280 Leadership: 85 Speed: Melee Attack: 65 Defense Melee: 55 Charge Bonus: 45 Weapon Damage: 273 Armor-Piercing Damage: 147 Mixed Interval: 4s Armor: 67.5% May Cause Fear: This unit scares all enemy units, reducing their leadership nearby. It is also safe from fear. Fear penalties don't pile up. Encourage: This unit offers a leadership bonus to neighboring allies. Units within range of the Lord's aura and an encouraging unit will receive the greater of the two bonuses. Hide (forest): This unit can hide in forests until enemy units get too close. Immunized against psychology: Unity is safe from psychological attacks (fear and terror). Morathi Cost (MP): 1500 (800) Tours: 1 Maintenance: 375 Health: 3680 Leadership: 85 Speed: Melee Attack: 55 Melee Defense: 40 Bonus Charge: 55 Weapon Damage: 100 Armor-Piercing Damage: 240 Melee Interval: 4s Bonus vs. Great: 15 Armor: 11.25% Encourage: This unit provides a leadership bonus to nearby allies. Units within range of the Lord's aura and an encouraging unit will receive the greater of the two bonuses. Hide (forest): This unit can hide in forests until enemy units get too close. Hellebron Cost (MP): 1250 (1250) Tours: 1 Maintenance: 312 Health: 4280 Leadership: 80 Speed: Melee Attack: 70 Melee Defense: 45 Bonus Charge: 55 Weapon Damage: 140 Armor-Piercing Damage: 330 Bonus vs. Infantry: 20 Melee Interval: 4s Armor: 11.25% Encourage: This unit provides a leadership bonus to nearby allies. Units within range of the Lord's aura and an encouraging unit will receive the greater of the two bonuses. Hide (forest): This unit can hide in forests until enemy units get too close. Lokhir Fellheart Cost (MP): 1110 (1110) Tours: 1 Maintenance: 287 Health: 4288 Leadership: 80 Speed: 40 Melee Attack: 65 Melee Defense: 55 Charge Bonus: 45 Weapon Damage: 290 Armour-Piercing Damage: 160 Bonus vs. Infantry: 25 Melee Interval: 4.0s Range: 3/10 Armor: 81.59% Can Cause Fear: This unit scares all enemy units, reducing their leadership nearby. It is also safe from fear. Fear penalties don't pile up. Encourage: This unit offers a leadership bonus to neighboring allies. Units within range of the Lord's aura and an encouraging unit will receive the greater of the two bonuses. Hide (forest): This unit can hide in forests until enemy units get too close. Lords [edit - amending the General Mixed Recruitment Unit Dreadlord Remote Defense (Sword and Crossbow) Cost (MP): 1500 (1500) Tours: 1 Maintenance: 375 Health: 4964 Leadership: 80 Speed: Melee Attack: 60 Melee Defense: 45 Charge Bonus: 45 65 Munitions 40 Weapon Damage: 260 Armor Drilling Damage: 140 Melee Interval: 4s Weapon Damage: 40 Armor Drilling Damage: 140 Reload Time : 12 Range: 125 Armor: 67.5% Shield: 55% Encourage: This unit provides a leadership bonus to neighboring allies. Neighbors. within reach of the Lord's aura and an encouraging unit will receive the greater of the two bonuses. Fire on the move: This unit can fire when it is mounted and in motion. Dreadlord (Sword and Shield) Cost (MP): 1000 (1000) Tours: 1 Maintenance: 250 Health: 4060 Leadership: 80 Speed: Melee Attack: 65 Melee Defense: 65 Defense Scrum: 65 Scrum defense: 65 Melee defense: 65 Scrum defense: 65 Scrum defense: 65 Scrum defense: 65 Scrum defense: 65 Charge Bonus : 45 Weapon Damage: 260 Armor-Piercing Damage: 140 Melee Interval: 4s Armor: 67.5% Shield: 55% Encourage: This unit provides a leadership bonus for nearby allies. Units within range of the Lord's aura and an encouraging unit will receive the greater of the two bonuses. Hide (forest): This unit can hide in forests until enemy units get too close. Supreme Witch (Beasts) Cost (MP): 1000 (300) Tours: 1 Maintenance: 250 Health: 3812 Leadership: 75 Speed: Melee Attack: 39 Melee Defense: 30 Bonus Charge: 15 Weapon Damage: 200 Armour-Piercing Damage: 85 Melee Interval: 4s Armor: 7.5% Encourage: This unit provides a leadership bonus to nearby allies. Units within range of the Lord's aura and an encouraging unit will receive the greater of the two bonuses. Hide (forest): This unit can hide in forests until enemy units get too close. Supreme Witch (Darkness) Cost (MP): 1000 (300) Tours: 1 Maintenance: 250 Health: 3812 Leadership: 75 Speed: Melee Attack: 39 Melee Defense: 1 Charge Bonus: 15 Weapon Damage: 200 Armour-Piercing Damage: 85 Mixed Interval: 4s Armor: 7.5% Encourage: This unit provides a leadership bonus to nearby allies. Units within range of the Lord's aura and an encouraging unit will receive the greater of the two bonuses. Hide (forest): This unit can hide in forests until enemy units get too close. Supreme Witch (Death) Cost (MP): 1000 (300) Tours: 1 Maintenance: 250 Health: 3812 Leadership: 75 Speed: Melee Attack: 39 Melee Defense: 1 Charge Bonus: 15 Weapon Damage: 200 Armour-Piercing Damage: 85 Mixed Interval: 4s Armor: 7.5% Encourage: This unit provides a leadership bonus to close allies. Units within range of the Lord's aura and an encouraging unit will receive the greater of the two bonuses. Hide (forest): This unit can hide in forests until enemy units get too close. Supreme Witch (Fire) Cost (MP): 1000 (300) Tours: 1 Maintenance: 250 Health: 3812 Leadership: 75 Speed: Melee Attack: 39 Melee Defense: 1 Charge Bonus: 15 Weapon Damage: 200 Armour-Piercing Damage: 85 Mixed Interval: 4s Armor: 7.5% Encourage: This unit provides a leadership bonus to nearby allies. Units within range of the Lord's aura and unity will receive the largest of the two bonuses. Hide (forest): This unit can hide in forests until enemy units get too close. Supreme Witch (Shadow) Cost (MP): 1000 (300) Tours: 1 Maintenance: 250 Health: 3812 Leadership: 75 Speed: Melee Attack: 39 Melee Defense: 30 Bonus Charge: 15 Weapon Damage: 200 Armour-Piercing Damage: 85 Melee Interval: 4s Armor: 7.5% Encourage: This unit provides a leadership bonus to nearby allies. Units within range of the Lord's aura and one of one will receive the largest of the two bonuses. Hide (forest): This unit can hide in forests until enemy units get too close. Heroes[edit - modify the source] General Recruitment Unit Mixed Defense Death Hag Cost (MP): 700 (700) Tours: 1 Maintenance: 175 Health: 3680 Leadership: 75 Speed: Melee Attack: 62 Melee Defense: 35 Charge Bonus: 35 Weapon Damage: 280 Blindage-Piercing Damage: 120 Bonus vs. Infantry: 25 Melee Interval: 4s Armor: 7.5% Encourage: This unit provides a leadership bonus to nearby allies. Units within range of the Lord's aura and an encouraging unit will receive the greater of the two bonuses. Hide (forest): This unit can hide in forests until enemy units get too close. Melee Infantry[edit - edit source] Mixed General Recruitment Unit Extended Defense Bleakwords Cost (MP): 450 (450) Tours: 1 Maintenance: 112 Health: 55 Leadership: 66 Speed: 33 Melee Attack: 34 Melee Defense: 30 Charge Bonus : 15 Weapon Damage: 21 Armor Drilling Damage: 7 Melee Interval: 4.4s Armor: 22.5% Shield: 55% Skin (Forest): This unit can hide in forests until enemy units get too close. Dreadspears Cost (MP): 450 (450) Tours: 1 Maintenance: 112 Health: 55 Leadership: 66 Speed: 33 Melee Attack: 25 Melee Defense: 40 Bonus Charge: 8 Weapon Damage: 19 Armor Damage: 6 Melee Interval: 4.6s Bonus vs. Large: 14 Armor: 22.5% Shield: 55% Charge Defense vs. Large: During the brace, this unit denies the load bonus of any large attacker. Hide (forest): This unit can hide in forests until enemy units get too close. Black Ark Corsairs Cost (MP): 600 (600) Tours: 1 Maintenance: 150 Health: 62 Leadership: 66 Speed: Melee Attack: 36 Melee Defense: 28 Charge Bonus: 16 Weapon Damage: 21 Armor-Piercing Damage: 7 Bonus vs. Infantry: 7 Melee interval: 4.8s Armor: 60% Hide (forest): This unit can hide in the forests until enemy units get too close. Witch Elves Cost (MP): 800 (800) Tours: 2 Maintenance: 200 Health: 57 Leadership: 75 Speed: 44 Melee Attack: 38 Melee Defense: 26 Charge Bonus: 9 Bonus vs. Infantry: 8 Melee interval: 4.6s Armor: 3.75% Hide (forest): This unit can hide in the forests until enemy units get too close. Sisters of Slaughter Cost (MP): 1100 (1100) Tours: 2 Maintenance: 225 Health: 67 Leadership: 82 Speed: Melee Attack: 37 Melee Defense: 59 Bonus Charge: 20 Damage Weapon: 27 Armor Drilling Damage: 11 Melee Interval: 4.5s Armor: 3.75% Shield: 20% Skin (Forest): This unit can hide in forests until units get too close. Har Ganeth Executioners Cost (MP): 1200 (1200) Tours: 300 Health: 72 Leadership: 82 Speed: Melee Attack: 38 Melee Defense: 36 Charge Bonus: 13 Armor-Piercing Damage: 14 Melee Interval: 4.3s Armor: 81.59% Hide (forest): This unit can hide in the forests until enemy units get too close. Black Guard of Naggarund Cost (MP): 1300 (1300) Tours: 2 Maintenance: 325 Health: 78 Leadership: 90 90 Melee Attack: 36 Melee Defense: 48 Charge Bonus: 18 Weapon Damage: 18 Armor-Piercing Damage: 30 Mixed Interval: 4.9s Bonus vs. Large: 24 Armor: 81.59% Charge Defense vs. Large: During the brace, this unit denies the load bonus of any big attacker. Hide (forest): This unit can hide in forests until enemy units get too close. Immunized against psychology: Unity is safe from psychological attacks (fear and terror). Missile Infantry[edit - edit source] General Recruitment Unit Mixed Defense Darkshards Cost (MP): 600 (600) Tours: 1 Maintenance: 150 Health: 55 Leadership: 54 Speed: 33 Melee Attack: 18 Melee Defense: 1 Charge Bonus: 6 Munitions 18 Weapon Damage: 19 Armor-Piercing Damage: 5 Melee Interval: 4.3s Weapon Damage: 3 Armor-Piercing Damage: 11 Reload Time: 14 Range: 125 Armor : 22.5% Hide (forest): This unit can hide in forests until enemy units get too close. Darkshards (Shields) Cost (MP): 650 (650) Tours: 1 Maintenance: 162 Health: 55 Leadership: 54 Speed: Melee Attack: 16 Melee Defense: 22 Bonus Charge: 6 Munitions 18 Weapon Damage: 19 Armor-Piercing Damage: 5 Melee Interval: 4.3s Weapon Damage: 3 Armor-Piercing Damage: 11 RechargeMent Time: 14 Range: 125 Armor: 22.5% Shield: 55% Hide (Forest): This unit can hide in the forests until enemy units get too close. Black Ark Corsairs (Handbows) Cost (MP): 750 (750) Tours: 1 Maintenance: 187 Health: 62 Leadership: 66 Speed: Melee Attack: 32 Melee Defense: 24 Bonus Charge: 12 Munitions 18 Weapons Damage: 21 Drilling Damage Armor: 7 Melee Interval: 4.4s Weapon Damage: 9 Armor Drilling Damage: 3 Reload Time: 12 Scope: 70 Armor: 60% Skin (Forest): This unit can hide in the forests until enemy units get too close. Fire on the move: This unit can fire when it is mounted and in motion. Shades Cost (MP): 900 (900) Tours: 1 Maintenance: 225 Health: 74 Leadership: 68 Speed: Melee Attack: 40 Melee Defense: 32 Charge Bonus: 16 Munitions 18 Weapon Damage: 21 Armor Drilling Damage 9 Melee Interval: 4.5s Weapon Damage: 3 Armor Drilling Damage: 12 Loading Time: 10 Range: 130 Armor: 22.5% Vanguard Deployment: This unit can deploy outside the deployment area. Stem: This unit can move hidden in any terrain. Shades (Double Weapons) Cost (MP): 1100 (1100) Tours: 1 Maintenance: 275 Health: 74 Leadership: 68 Speed: Melee Attack: 40 Melee Defense: 36 Bonus Charge: 18 Munitions 18 Weapon Damage: 21 Armor Drilling Damage: 21 Armor Drilling Damage 9 Melee Interval: 4.5s Weapon Damage: 3 Armor Drilling Damage: 12 Loading Time: 10 Range: 130 Armor: 22.5% Vanguard Deployment: This unit can deploy outside the deployment area. Stem: This unit can move hidden in any terrain. Rod This unit can move hidden in any terrain. Shades (Greatswords) Cost (MP): 1200 (1200) Tours: 2 Maintenance: 300 Health: 74 Leadership: 68 Speed: Melee Attack: 40 Melee Defense: 32 Charge Bonus: 18 Munitions 18 Weapon Damage: 20 Armouring-Piercing Damage: 26 Bonus vs. Infantry: 12 Melee Interval: 4.3s Weapon Damage: 3 Armor-Piercing Damage: 12 Recharge Time: 10 Range: 130 Armor: 22.5% Vanguard Deployment: This Unit Can Deploy Deploy deployment zone. Stem: This unit can move hidden in any terrain. Cavalry[edit - modifying the source] General Mixed Recruitment Unit Scope Defense Dark Riders Cost (MP): 450 (450) Tours: 1 Maintenance: 112 Health: 73 Leadership: 52 Speed: Melee Attack: 24 Melee Defense: 22 Bonus Charge: 40 Weapon Damage: 20 Armor-Piercing Damage: 6 Melee Interval: 4.5s Armor: 22.5% Shield: 35% Vanguard Deployment: This unit can deploy outside the deployment area. Hide (forest): This unit can hide in forests until enemy units get too close. Cold One Knights Cost (MP): 1000 (1000) Tours: 2 Maintenance: 250 Health: 120 Leadership: 75 Speed: 66 Melee Attack: 29 Melee Defense: 26 Charge Bonus: 44 Weapon Damage: 12 Armor-Piercing Damage: 30 Melee Interval: 4.2s Bonus vs. Great: 14 Armor: 67.5% Shield: 35% can cause fear: This unit scares all enemy units, reducing their leadership nearby. It is also safe from fear. Fear penalties don't pile up. Hide (forest): This unit can hide in forests until enemy units get too close. Doomfire Warlocks Cost (MP): 1100 (1100) Tours: 1 Maintenance: 275 Health: 74 Leadership: 65 Speed: Melee Attack: 32 Melee Defense: 22 Charge Bonus: 22 40 Weapon Damage: 13 Melee Interval: 4.5s Magic Attacks: 1 Armor: 11.25% Skin (Forest): This unit can hide in the forests until enemy units get too close. Cold One Dread Knights Cost (MP): 1300 (1300) Tours: 3 Maintenance: 325 Health: 120 Leadership: 75 Speed: 66 Melee Attack: 39 Melee Defense: 42 Charge Bonus: 36 Weapon Damage : 14 Armor Drilling Damage: 34 Melee Interval: 4.3s Armor: 86.67% Shield: 35% Can Cause Fear: This unit scares all enemy units, reducing their leadership when it is nearby. It is also safe from fear. Fear penalties don't pile up. Hide (forest): This unit can hide in forests until enemy units get too close. Missile Cavalry[edit - modifying the source] General Mixed Recruitment Unit Scope Defense Dark Riders (Repeater Crossbow) Cost (MP): 600 (600) Tours: 1 Maintenance: 150 Health: 73 Leadership: 52 Speed: Melee Attack: 18 Mixed Defense: 16 Charge Bonus: 20 Munitions 16 Weapon Damage: Armor-Piercing Damage: 5 Melee Interval: 4.3s Weapon Damage: 3 Armor-Piercing Damage: 11 Recharge Time: 14 Range: 115 Armor: 22.5% Vanguard Deployment: This Unit can deploy outside the deployment area. Hide (forest): This unit can hide in forests until enemy units get too close. Chariots [edit - modifying the source] General Recruitment Unit Mixed Cold Defense Scope A Chariot Cost (MP): 1000 (1000) Tours: 2 Maintenance: 250 Health: 1545 Leadership: 65 Speed: 66 Melee Attack: 24 Melee Defense: 23 Bonus Charge: 50 Weapon Damage: 12 12 Damage: 32 Bonus vs. Infantry: 22 Melee Interval: 4s Weapon Damage: 8 Armor-Piercing Damage: 24 Reload Time: 7 Range: 125 Armor: 81.59% Can Cause Fear: This Unit Scares All Enemy Units, Reducing Their Leadership Nearby. It is also safe from fear. Fear penalties don't pile up. Hide (forest): This unit can hide in forests until enemy units get too close. Artillery [edit - modifying source] General Recruitment Unit Mixed Defense Carry Reaper Bolt Thrower Cost (MP): 700 (700) Tours: 1 Maintenance: 175 Health: 55 Leadership: 70 Speed: Melee Attack: 10 Melee Defense: 15 Charge Bonus: 2 Munitions 24 Weapon Damage: 19 Blind-Piercing Damage: 50 Melee Interval: 4.3 Armor: 22.5%

Can't Work: This unit can't work and will only move at the walking rate. Hide (forest): This unit can hide in forests until enemy units get too close. Monsters and Beasts[edit source] Unit Recruitment General Melee Ranged Defense Harpies Cost (MP): 600 (600) Turns: 1 Interview: 150 Health: 79 Leadership: 52 Speed: Melee attack: 2 2 Mele defense: 38 Charge Bonus: 20 Weapon Damage: 32 Armor Drilling Damage: 12 Melee Interval: 4s Range: 1 Armor: 22.5% Vanguard Deployment: This unit can deploy outside the deployment area. Wild Manticore Fee (MP): 800 (800) Tours: 1 Maintenance: 200 Health: 3827 Leadership: 56 Speed: 85 Melee Attack: 40 Melee Defense: 34 Charge Bonus: 50 Weapon Damage: 290 Armor-Piercing Damage: 155 Mixed Interval: 4s Range: 3? Can cause fear: This unit scares all enemy units, reducing their leadership nearby. It is also safe from fear. Fear penalties don't pile up. Can cause terror: This unit can cause terror, making its melee target rout for a short time. Units that cause terror are immune to terror and fear themselves. - ! - Rampage: When this unit is wounded, it can go on a rampage against nearby enemy units, attack the nearest and ignore the given orders. Kharibdys Cost (MP): 1800 (1800) Tours: 3 Maintenance: 450 Health: 9450 Leadership: 65 Speed: Melee Attack: 55 Melee Defense: 30 Charge Bonus: 45 Weapon Damage: 150 Armor-Piercing Damage: 350 Mixed Interval: 3.6s Bonus vs. Great: 25 Armor: 60% can cause fear: This unit scares all enemy units, reducing their leadership nearby. It is also safe from fear. Fear penalties don't pile up. Can cause terror: This unit can cause terror, making its melee target rout for a short time. Units that cause terror are immune to terror and fear themselves. Black Dragon Cost (MP): 2100 (2100) Tours: 3 Maintenance: 525 Health: 7316 Leadership: 70 Speed: Melee Attack: 46 Melee Defense: 48 Charge Bonus: 50 Weapon Damage: 520 War Hydra Cost (MP): 1800 (1800) Tours: 3 450 Health: 9350 Leadership: 65 Speed: Melee Attack: 52 Melee Defense: 26 Charge Bonus: 40 Weapon Damage: 140 Armor-Piercing Damage: 300 Melee Interval: 3.6s Armor: 37.5% May Cause Fear: This unit scares all enemy units, enemy units, reduce their leadership nearby. It is also safe from fear. Fear penalties don't pile up. Can cause terror: This unit can cause terror, making its melee target rout for a short time. Units that cause terror are immune to terror and fear themselves. Regiments of Renown: References [edit - modify the source] -

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