



# DREAD ELVES

## TOURNAMENT DOUBLE 1300PTS - 4 570 POINTS



0 pts (0.00 %) 2060 pts (45.00 %) **2290 pts (50.00 %)** 0 pts (0.00 %) 220 pts (5.00 %) 0 pts (0.00 %)

**Heroes** (50 Max)    **Core** (25 Least)    **Special** (50 Max)    **Rare** (25 Max)    **Lords** (50 Max)    **Mount** (0 NoLimit)

### Lords



#### EXALTED ORACLE (DOMAINE DU FEU)

Exalted Oracle - Standard - Infantry - 20x20

220 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Exalted Oracle	5	4	4	3	3	3	5	1	9	Infantry
<b>Model Rules</b>	Master of the Dark Arts • Lightning Reflexes • Killer Instinct									

<b>Options</b>	Dispel Scroll
<b>Magic</b>	Level 3 Wizard Master . Generate spells from any Path of Battle Magic or Path of Black Magic. If the Cult of Yema upgrade is chosen, only spells from the Path of Lust or Path of Black Magic may be generated.

### Core



#### DARK RAIDERS #1

Dark Raiders x5 - Standard - Infantry - 20x20

465 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	5	4	4	3	3	1	5	1	8	Cavalry
Elven Horse	9	3	-	3	3	1	4	1	3	
<b>Model Rules</b>	Killer Instinct (Rider only) • Fast Cavalry • Lightning Reflexes (Rider only) • Mount's Protection (6+) • Light Armour • Light Lance									

<b>Options</b>	May take Repeater Crossbow • May take Shields • Musician
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#### DARK RAIDERS #2

Dark Raiders x5 - Standard - Infantry - 20x20

465 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	5	4	4	3	3	1	5	1	8	Cavalry
Elven Horse	9	3	-	3	3	1	4	1	3	
<b>Model Rules</b>	Killer Instinct (Rider only) • Fast Cavalry • Lightning Reflexes (Rider only) • Mount's Protection (6+) • Light Armour • Light Lance									

<b>Options</b>	May take Repeater Crossbow • May take Shields • Musician
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#### REPEATER AUXILIARIES #1

Repeater Auxiliaries x10 - Standard - Infantry - 20x20

1 130 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Repeater Auxiliaries	5	4	4	3	3	1	5	1	8	Infantry
<b>Model Rules</b>	Lightning Reflexes • Killer Instinct • Light Armour • Repeater Crossbow									

<b>Options</b>	May take Shields • Musician • Standard Bearer
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### Special



## DREAD KNIGHTS #1

Dread Knights **x10** - Standard - Infantry - 20x20

**835** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	5	5	4	4	3	1	6	1	9	Cavalry
Champion	5	6	5	4	3	1	6	2	9	Cavalry
Raptor	7	3	-	4	4	1	2	2	5	
<b>Model Rules</b>	Killer Instinct (Knight only) • Lightning Reflexes (Knight only) • Stupidity • Heavy Armour • Lance • Mount's Protection (5+) • Shield									

<b>Options</b>	Champion • Musician • Standard Bearer • Banner of Speed
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## EXECUTIONERS #1

Executioners **x25** - Standard - Infantry - 20x20

**1 455** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Executioner	5	5	4	4	3	1	5	1	8	Infantry
Champion	5	6	5	4	3	1	5	2	9	Infantry
<b>Model Rules</b>	Lightning Reflexes • Executioner's Blade • Heavy Armour									

<b>Options</b>	Champion • Musician • Standard Bearer
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### Magics

#### Magic items

Dispel Scroll:

#### Magic banners

Banner of Speed:

#### Model Rules

Executioner's Blade:

Fast Cavalry:

Heavy Armour:

Killer Instinct:

Killer Instinct (Knight only):

Killer Instinct (Rider only):

Lance:

Light Armour:

Light Lance:

Lightning Reflexes:

Lightning Reflexes (Knight only):

Lightning Reflexes (Rider only):

Master of the Dark Arts:

Mount's Protection (5+):

Mount's Protection (6+):

Repeater Crossbow:

Shield:

Stupidity:

### Qr codes of your army

You can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

Dark Raiders #1



Dark Raiders #2



Dread Knights #1



Exalted Oracle (domaine du feu)



Executioners #1



Repeater Auxiliaries #1

