



DREAD ELVES

YEMA 2500 - 5 028 POINTS



534 pts (11.00 %) 3043 pts (61.00 %) 200 pts (4.00 %) 916 pts (18.00 %) 335 pts (7.00 %) 80 pts (2.00 %)

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

Lords



EXALTED ORACLE #1

Exalted Oracle - Standard - Infantry - 20x20

335 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Exalted Oracle	5	4	4	3	3	3	5	1	9	Infantry
Pegasus	7	4	-	4	4	3	4	2	6	Monstrous Beast
Model Rules	Master of the Dark Arts • Lightning Reflexes • Killer Instinct									
Model Rules (Pegasus)	Fly (8) • Mount's Protection (6+)									
Model Rules (Pegasus)	Fly (8) • Mount's Protection (6+)									

Options	May join the Cult of Yema • Mount : Pegasus • May take Barding • Midnight Cloak x1
Magic	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.
Notes	3+ att a distances, bles 1D3 et coup fatal 1er round de Cac

Heroes



CAPTAIN #1

Captain - Standard - Infantry - 20x20

207 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Captain	5	6	6	4	3	2	7	3	9	Infantry
Elven Horse	9	3	-	3	3	1	4	1	3	War Beast
Model Rules	Lightning Reflexes • Killer Instinct • Light Armour									
Model Rules (Elven Horse)	Mount's Protection (6+)									
Model Rules (Elven Horse)	Mount's Protection (6+)									

Options	May take Heavy Armour • May take a Shield • Lance • Repeater Crossbow • Mount : Elven Horse • May take Mount's Protection (5+) • Cult of Yema • May take Light Troops • Dragonscale Helm • Ring of Shadows
Notes	+1MVT et guide, +1 couvert -1CC ennemie, heaume 6+



CAPTAIN #2

Captain - Standard - Infantry - 20x20

202 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Captain	5	6	6	4	3	2	7	3	9	Infantry
Elven Horse	9	3	-	3	3	1	4	1	3	War Beast
Model Rules	Lightning Reflexes • Killer Instinct • Light Armour									
Model Rules (Elven Horse)	Mount's Protection (6+)									
Model Rules (Elven Horse)	Mount's Protection (6+)									

Options	May take a Shield • Lance • Repeater Crossbow • Mount : Elven Horse • May take Mount's Protection (5+) • Cult of Yema • May take Light Troops • Armour of Destiny
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ORACLE #1
Oracle - Standard - Infantry - 20x20

125 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Oracle	5	4	4	3	3	2	5	1	8	Infantry
Model Rules	Lightning Reflexes • Killer Instinct • Master of the Dark Arts									

Options	May join the Cult of Yema • Dispel Scroll
Magic	Level 1 Wizard Apprentice. 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.
Notes	+1 cana pou

Core



CORSAIRS #1
Corsairs x10 - Standard - Infantry - 20x20

830 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Corsairs	5	4	4	3	3	1	5	1	8	Infantry
Model Rules	Lightning Reflexes • Killer Instinct • Light Armour • Innate Defence (5+)									

Options	May take Paired Weapons • Repeater Handbow • Standard Bearer
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DARK RAIDERS #1
Dark Raiders x6 - Standard - Infantry - 20x20

476 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	
Model Rules	Killer Instinct (Rider only) • Fast Cavalry • Lightning Reflexes (Rider only) • Mount's Protection (6+) • Light Armour • Light Lance									

Options	May take Repeater Crossbow • May take Shields
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DARK RAIDERS #2
Dark Raiders x6 - Standard - Infantry - 20x20

476 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	
Model Rules	Killer Instinct (Rider only) • Fast Cavalry • Lightning Reflexes (Rider only) • Mount's Protection (6+) • Light Armour • Light Lance									

Options	May take Repeater Crossbow • May take Shields
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REPEATER AUXILIARIES #1
Repeater Auxiliaries x21 - Standard - Infantry - 20x20

1 261 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Repeater Auxiliaries	5	4	4	3	3	1	5	1	8	Infantry
Champion	5	5	5	3	3	1	5	2	8	Infantry
Model Rules	Lightning Reflexes • Killer Instinct • Light Armour • Repeater Crossbow									

Options	May take Shields • Champion • Musician • Standard Bearer
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Special



DIVINE ALTAR OF YEMA #1

Divine Altar of Yema - Standard - Infantry - 20x20

200 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Wagon	8	-	-	5	5	5	-	-	-	Chariot
Disciples of Yema (2)	-	4	4	3	-	-	5	1	8	
Cult of Yema Medusa	-	5	4	5	-	-	5	4	8	
Model Rules	Divine Blessings • Fear • Impact Hits (+1) • Large Target • Ward Save (4+) • Lightning Reflexes (Crew only) • Aura of Despair • Mount's Protection (6+) • Light Armour									
Model Rules (Disciples of Yema (2))	Lance									
Model Rules (Cult of Yema Medusa)	Petrifying Stare									

Rare



DARK ACOLYTES #1

Dark Acolytes x8 - Standard - Infantry - 20x20

756 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	5	4	4	4	3	1	5	2	8	Cavalry
Champion	5	5	5	4	3	2	5	3	8	Cavalry
Elven Horse	9	3	-	3	3	1	4	1	3	
Model Rules	Ward Save (4+) • Lightning Reflexes (Rider only) • Light Troops • Poisoned Attacks (Rider only) • Killer Instinct (Rider only)									

Options	Champion • May join the Cult of Yema
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DREAD REAPER #1

Dread Reaper - Standard - Infantry - 20x20

80 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Bolt Thrower	-	-	-	-	7	2	-	-	-	War Machine
Crew (2)	5	4	4	3	3	-	5	1	8	
Model Rules	Killer Instinct (Crew only) • Lightning Reflexes (Crew only) • Elven Bolt Thrower • Light Armour									

Options	May purchase Repeating Shot
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DREAD REAPER #2

Dread Reaper - Standard - Infantry - 20x20

80 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Bolt Thrower	-	-	-	-	7	2	-	-	-	War Machine
Crew (2)	5	4	4	3	3	-	5	1	8	
Model Rules	Killer Instinct (Crew only) • Lightning Reflexes (Crew only) • Elven Bolt Thrower • Light Armour									

Options	May purchase Repeating Shot
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Magics

Magic items

Dragonscale Helm:

Ring of Shadows:

Armour of Destiny:

Midnight Cloak:

Dispel Scroll:

Model Rules

Aura of Despair:

Divine Blessings:

Elven Bolt Thrower:

Fast Cavalry:

Fear:

Impact Hits (+1):

Innate Defence (5+):

Killer Instinct:

Killer Instinct (Crew only):

Killer Instinct (Rider only):

Lance:

Large Target:

Light Armour:

Light Lance:

Light Troops:

Lightning Reflexes:

Lightning Reflexes (Crew only):

Lightning Reflexes (Rider only):

Master of the Dark Arts:

Mount's Protection (6+):

Petrifying Stare:

Poisoned Attacks (Rider only):

Repeater Crossbow:

Ward Save (4+):

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.

Captain #1	Captain #2	Corsairs #1	Dark Acolytes #1	Dark Raiders #1	Dark Raiders #2	Divine Altar of Yema #1	Dread Reaper #1	Dread Reaper #2	Exalted Oracle #1	Oracle #1	Repeater Auxiliaries #1
											