



DREAD ELVES

29/07/17 - 8 663 POINTS




All Comers

313 pts (4.00 %) 3680 pts (42.00 %) 4160 pts (48.00 %) 210 pts (2.00 %) 300 pts (3.00 %) 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 #1
Exalted Oracle - Standard - Infantry - 20x20

300 POINTS



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

Options Level 4 (Wizard Master) • Talisman of Supreme Shielding x1 • Dispel Scroll

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.

Heroes




ASSASSIN #1
Assassin - Standard - Infantry - 20x20

180 POINTS




Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Assassin	6	7	7	4	3	2	9	3	9	Infantry
Model Rules	Hidden • Poisoned Attacks • Lightning Reflexes • Scout • Not A Leader • Armour Piercing (1) • Killer Instinct • Assassin Throwing Weapon									

Options May join the Cult of Nabh • May take Ward Save (4+) • Path of Bloody Murder • May take Distracting • Headsman's Axe - Infantry only (Heroe)



CAPTAIN #1
Captain - Standard - Infantry - 20x20


133 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Captain	5	6	6	4	3	2	7	3	9	Infantry
Model Rules	Lightning Reflexes • Killer Instinct • Light Armour									


Options May take Heavy Armour • May take a Shield • Beastmaster's Lash (Heroes) • Gem of Fortune

Core



BLADES OF NABH #1
Blades of Nabh x15 - Standard - Infantry - 20x20

1 390 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Blades of Nabh	5	4	4	3	3	1	5	1	8	Infantry
Champion	5	5	5	3	3	1	5	2	8	Infantry
Model Rules	Poisoned Attacks • Lightning Reflexes • Devastating Charge • Killer Instinct • Paired Weapons									

Options Champion • Musician • Standard Bearer



BLADES OF NABH #2
Blades of Nabh **x15** - Standard - Infantry - 20x20

1 390 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Blades of Nabh	5	4	4	3	3	1	5	1	8	Infantry
Champion	5	5	5	3	3	1	5	2	8	Infantry
Model Rules	Poisoned Attacks • Lightning Reflexes • Devastating Charge • Killer Instinct • Paired Weapons									

Options	Champion • Musician • Standard Bearer
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DARK RAIDERS #1
Dark Raiders **x5** - Standard - Infantry - 20x20

450 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	5	4	4	3	3	1	5	1	8	Cavalry
Champion	5	5	5	3	3	1	5	2	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 • Champion
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DARK RAIDERS #2
Dark Raiders **x5** - Standard - Infantry - 20x20

450 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	5	4	4	3	3	1	5	1	8	Cavalry
Champion	5	5	5	3	3	1	5	2	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 • Champion
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Special



DIVINE ALTAR OF YEMA
Divine Altar of Yema - Standard - Infantry - 20x20

215 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									




EXECUTIONERS #1
Executioners **x15** - Standard - Infantry - 20x20

1 305 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
Model Rules	Lightning Reflexes • Executioner's Blade • Heavy Armour									

Options	Champion • Musician • Standard Bearer
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EXECUTIONERS #2
Executioners x15 - Standard - Infantry - 20x20

1 305 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
Model Rules	Lightning Reflexes • Executioner's Blade • Heavy Armour									

Options	Champion • Musician • Standard Bearer
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TOWER GUARD #1
Tower Guard x22 - Standard - Infantry - 20x20

1 335 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Tower Guard	5	5	4	3	3	1	6	2	9	Infantry
Champion	5	6	5	3	3	1	6	3	9	Infantry
Model Rules	Bodyguard • Immune to Psychology • Lightning Reflexes • Armour Piercing (1) • Killer Instinct • Halberd • Heavy Armour									


Options	Champion • Musician • Standard Bearer • Beast-Bane Halberd
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Rare



HYDRA #1
Hydra - Standard - Infantry - 20x20

210 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Hydra	6	4	1	5	5	5	2	7	6	Monster
Model Rules	Regeneration (4+) • Innate Defence (4+)									

Options	Breath Weapon (Strength 4, Flaming Attacks)
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Magics

- Magic items**
- Headsman's Axe - Infantry only (Heroe):
 - Beastmaster's Lash (Heroes):
 - Gem of Fortune:
 - Dispel Scroll:
 - Talisman of Supreme Shielding:
 - Beast-Bane Halberd:

- Model Rules**
- Armour Piercing (1):
 - Assassin Throwing Weapon:
 - Aura of Despair:
 - Bodyguard:
 - Devastating Charge:
 - Divine Blessings:

Executioner's Blade:

Fast Cavalry:

Fear:

Fight in Extra Ranks:

Halberd:

Heavy Armour:

Hidden:

Immune to Psychology:

Impact Hits (+1):

Innate Defence (4+):

Killer Instinct:

Killer Instinct (Rider only):

Lance:

Large Target:

Light Armour:

Light Lance:

Lightning Reflexes:

Lightning Reflexes (Crew only):

Lightning Reflexes (Rider only):

Master of the Dark Arts:

Mount's Protection (6+):

Not A Leader:

Paired Weapons:

Petrifying Stare:

Poisoned Attacks:

Regeneration (4+):

Scout:

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.

Assassin #1	Blades of Nabh #1	Blades of Nabh #2	Captain #1	Dark Raiders #1	Dark Raiders #2	Divine Altar of Yema	Exalted Oracle #1	Executioner #1	Executioner #2	Hydra #1	Tower Guard #1