



DREAD ELVES

LIST DREAD ELVES - V1 #1 - 6 857 POINTS



512 pts (7.00 %) 3370 pts (49.00 %) 2120 pts (31.00 %) 370 pts (5.00 %) 485 pts (7.00 %) 310 pts (5.00 %)

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

Lords



DREAD PRINCE #1

Dread Prince - Standard - Infantry - 20x20mm

485 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Dread Prince	5	7	7	4	3	3	8	4	10	Infantry
Dragon	6	5	1	6	6	6	3	5	9	Monster
Model Rules	Lightning Reflexes • Killer Instinct • Light Armour									
Model Rules (Dragon)	Breath Weapon (Strength 4, Flaming Attacks) • Fly (7) • Innate defence (3+)									
Model Rules (Dragon)	Breath Weapon (Strength 4, Flaming Attacks) • Fly (7) • Innate defence (3+)									

Options | Mount : Dragon (One of a Kind) • Flaming Lance • Force Shield • Divine Icon

Heroes



ASSASSIN #1

Assassin - Standard - Infantry - 20x20mm

146 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+) • May take Paired Weapons • Path of Bloody Murder • May take Distracting



CAPTAIN #1

Captain - Standard - Infantry - 20x20mm

163 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Captain	5	6	6	4	3	2	7	3	9	Infantry
Pegasus	7	4	-	4	4	3	4	2	6	Monstrous Beast
Model Rules	Lightning Reflexes • Killer Instinct • Light Armour									
Model Rules (Pegasus)	Fly (8) • Mount's Protection (6+)									
Model Rules (Pegasus)	Fly (8) • Mount's Protection (6+)									

Options | May take Heavy Armour • May take a Shield • Lance • Mount : Pegasus • May take Thunderous Charge



CAPTAIN - BSB

Captain - BSB - Standard - Infantry - 20x20mm

108 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



ORACLE #1

Oracle - Standard - Infantry - 20x20mm

95 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	Level 2 (Wizard Apprentice)
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.

Core



DARK RAIDERS #1

Dark Raiders x10 - Standard - Infantry - 20x20mm

590 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 • May take Shields • Champion • Musician • Standard Bearer
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DREAD LEGIONNAIRES #1

Dread Legionnaires x30 - Standard - Infantry - 20x20mm

1 530 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Dread Legionnaire	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 • Shield • Light Armour									

Options	May take Spears • Champion • Musician • Standard Bearer
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REPEATER AUXILIARIES #1

Repeater Auxiliaries x20 - Standard - Infantry - 20x20mm

1 250 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



DREAD KNIGHTS #1

Dread Knights **x5** - Standard - Infantry - 20x20mm

680 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	
Model Rules	Killer Instinct (Knight only) • Lightning Reflexes (Knight only) • Stupidity • Heavy Armour • Lance • Mount's Protection (5+) • Shield									

Options	Champion • Musician • Standard Bearer
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RAPTOR CHARIOT #1

Raptor Chariot - Standard - Infantry - 20x20mm

100 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chariot	-	-	-	5	5	4	-	-	-	Chariot
Crew (2)	-	5	4	4	-	-	6	1	9	
Raptor (2)	7	3	-	4	-	-	2	2	5	
Model Rules	Stupidity • Killer Instinct (Crew only) • Lightning Reflexes (Crew only) • Scythes • Heavy Armour • Lance • Repeater Crossbow • Mount's Protection (5+)									



TOWER GUARD #1

Tower Guard **x20** - Standard - Infantry - 20x20mm

1 340 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
Bonus Dread Guard	-	+1	-	-	-	-	-	-	-	
Model Rules	Bodyguard • Immune to Psychology • Lightning Reflexes • Armour Piercing (1) • Killer Instinct • Halberd • Heavy Armour									
Model Rules (Bonus Dread Guard)	Fight in Extra Ranks									

Options	Champion • Musician • Standard Bearer • May be upgraded to Dread Guardians
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Rare



DREAD REAPER #1

Dread Reaper - Standard - Infantry - 20x20mm

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 - 20x20mm

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

**HYDRA #1**

Hydra - Standard - Infantry - 20x20mm

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)

Magics**Magic items**

Divine Icon:

Flaming Lance:

Force Shield:

Model Rules

Armour Piercing (1):

Assassin Throwing Weapon:

Bodyguard:

Elven Bolt Thrower:

Fast Cavalry:

Fight in Extra Ranks:

Halberd:

Heavy Armour:

Hidden:

Immune to Psychology:

Innate Defence (4+):

Killer Instinct:

Killer Instinct (Crew only):

Killer Instinct (Knight only):

Killer Instinct (Rider only):

Lance:

Light Armour:

Light Lance:

Lightning Reflexes:

Lightning Reflexes (Crew only):

Lightning Reflexes (Knight only):

Lightning Reflexes (Rider only):

Master of the Dark Arts:

Mount's Protection (5+):

Mount's Protection (6+):

Not A Leader:

Poisoned Attacks:

Regeneration (4+):

Repeater Crossbow:

Scout:

Scythes:

Shield:

Stupidity:

Qr codes of your army

Your 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



Captain #1



Captain - BSB



Dark Raiders #1



Dread Knights #1



Dread Legionnaires #1



Dread Prince #1



Dread Reaper #1



Dread Reaper #2



Hydra #1



Oracle #1



Raptor Chariot #1



Repeater Auxiliaries #1



Tower Guard #1

