



# DREAD ELVES

## LIST DREAD ELVES - V1 #1 - 6 400 POINTS



470 pts (7.00 %) 3069 pts (48.00 %) 1666 pts (26.00 %) 915 pts (14.00 %) 280 pts (4.00 %) 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 - 20x20mm

280 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>	Level 4 (Wizard Master) • Ring of Shadows • Wandering Familiar
<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.

### Heroes



**ASSASSIN #1**  
Assassin - Standard - Infantry - 20x20mm

175 POINTS



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

<b>Options</b>	May take Ward Save (4+) • Path of Bloody Murder • May take Distracting • Giant Sword (Heroes)
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**CAPTAIN - BSB**  
Captain - BSB - Standard - Infantry - 20x20mm

190 POINTS



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

<b>Options</b>	May take Heavy Armour • Fleet Commander • Bloody Banner • Hardened Shield • Lucky Charm x1
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**ORACLE #1**  
Oracle - Standard - Infantry - 20x20mm

105 POINTS



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

<b>Options</b>	Dispel Scroll
<b>Magic</b>	Level 1 Wizard Apprentice. G enerate 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



**BLADES OF NABH #1**  
Blades of Nabh **x20** - Standard - Infantry - 20x20mm

**1 475 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
<b>Model Rules</b>	Poisoned Attacks • Lightning Reflexes • Devastating Charge • Killer Instinct • Paired Weapons									

<b>Options</b>	Champion • Musician • Standard Bearer • Banner of Speed
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**DREAD LEGIONNAIRES #1**  
Dread Legionnaires **x29** - Standard - Infantry - 20x20mm

**1 594 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
<b>Model Rules</b>	Lightning Reflexes • Killer Instinct • Shield • Light Armour									

<b>Options</b>	May take Spears • May take Heavy Armour • Champion • Musician • Standard Bearer • War Standard
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**Special**



**HARPIES #1**  
Harpies **x5** - Standard - Infantry - 20x20mm

**65 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Harpy	5	3	-	3	3	1	5	2	6	Infantry
<b>Model Rules</b>	Fly (10) • Skirmishers • Insignificant									



**HARPIES #2**  
Harpies **x5** - Standard - Infantry - 20x20mm

**65 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Harpy	5	3	-	3	3	1	5	2	6	Infantry
<b>Model Rules</b>	Fly (10) • Skirmishers • Insignificant									



**TOWER GUARD #1**  
Tower Guard **x27** - Standard - Infantry - 20x20mm

**1 536 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	-	-	-	-	-	-	-	
<b>Model Rules</b>	Bodyguard • Immune to Psychology • Lightning Reflexes • Armour Piercing (1) • Killer Instinct • Halberd • Heavy Armour									
<b>Model Rules (Bonus Dread Guard)</b>	Fight in Extra Ranks									

<b>Options</b>	Champion • Musician • Standard Bearer • May be upgraded to Dread Guardians • Rending Banner • Beastmaster's Lash (Heroes)
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**Rare**



## DARK ACOLYTES #1

Dark Acolytes x5 - Standard - Infantry - 20x20mm

**675 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	
<b>Model Rules</b>	Ward Save (4+) • Lightning Reflexes (Rider only) • Light Troops • Poisoned Attacks (Rider only) • Killer Instinct (Rider only)									

<b>Options</b>	Champion • May join the Cult of Yema
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## 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	
<b>Model Rules</b>	Killer Instinct (Crew only) • Lightning Reflexes (Crew only) • Elven Bolt Thrower • Light Armour									

<b>Options</b>	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	
<b>Model Rules</b>	Killer Instinct (Crew only) • Lightning Reflexes (Crew only) • Elven Bolt Thrower • Light Armour									

<b>Options</b>	May purchase Repeating Shot
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## DREAD REAPER #3

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	
<b>Model Rules</b>	Killer Instinct (Crew only) • Lightning Reflexes (Crew only) • Elven Bolt Thrower • Light Armour									

<b>Options</b>	May purchase Repeating Shot
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## Magics

### Magic items

**Giant Sword (Heroes):**

**Hardened Shield:**

**Lucky Charm:**

**Ring of Shadows:**

**Wandering Familiar:**

**Dispel Scroll:**

**Beastmaster's Lash (Heroes):**

## Magic banners

**Banner of Speed:**

**Bloody Banner:**

**War Standard:**

**Rending Banner:**

## Model Rules

**Armour Piercing (1):**

**Assassin Throwing Weapon:**

**Bodyguard:**

**Devastating Charge:**

**Elven Bolt Thrower:**

**Fight in Extra Ranks:**

**Fly (10):**

**Halberd:**

**Heavy Armour:**

**Hidden:**

**Immune to Psychology:**

**Insignificant:**

**Killer Instinct:**

**Killer Instinct (Crew only):**

**Killer Instinct (Rider only):**

**Light Armour:**

**Light Troops:**

**Lightning Reflexes:**

**Lightning Reflexes (Crew only):**

**Lightning Reflexes (Rider only):**

**Master of the Dark Arts:**

**Not A Leader:**

**Paired Weapons:**

**Poisoned Attacks:**

**Poisoned Attacks (Rider only):**

**Scout:**

**Shield:**

**Skirmishers:**

**Ward Save (4+):**

## 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



Blades of Nabh #1



Captain - BSB



Dark Acolytes #1



Dread Legionnaires #1



Dread Reaper #1



Dread Reaper #2



Dread Reaper #3



Exalted Oracle #1



Harpies #1



Harpies #2



Oracle #1



Tower Guard #1

