



DREAD ELVES


DREAD ELVES - 4 765 POINTS



265 pts (6.00 %) 2595 pts (54.00 %) 1435 pts (30.00 %) 80 pts (2.00 %) 390 pts (8.00 %) 250 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

390 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)
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Heroes




ASSASSIN #1
Assassin - Standard - Infantry - 20x20mm

75 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									




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.



ORACLE #2
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



CORSAIRS #1

Corsairs **x15** - Standard - Infantry - 20x20mm

895 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Corsairs	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 • Innate Defence (5+)									

Options	May take Paired Weapons • Champion • Musician • Standard Bearer
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DREAD LEGIONNAIRES #1

Dread Legionnaires **x20** - Standard - Infantry - 20x20mm

1 480 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 • May take Heavy Armour • Champion • Musician • Standard Bearer
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CROSSBOW UNIT 1

Repeater Auxiliaries **x10** - Standard - Infantry - 20x20mm

110 POINTS



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

CROSSBOW UNIT 2

Repeater Auxiliaries **x10** - Standard - Infantry - 20x20mm

110 POINTS

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

Special



DREAD KNIGHTS #1

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

130 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	5	5	4	4	3	1	6	1	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									



EXECUTIONERS #1
Executioners **x15** - Standard - Infantry - 20x20mm

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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Rare



DREAD REAPER #1
Dread Reaper **x3** - 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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Magics

Model Rules

Armour Piercing (1):

Assassin Throwing Weapon:

Elven Bolt Thrower:

Executioner's Blade:

Heavy Armour:

Hidden:

Innate Defence (5+):

Killer Instinct:

Killer Instinct (Crew only):

Killer Instinct (Knight only):

Lance:

Light Armour:

Lightning Reflexes:

Lightning Reflexes (Crew only):

Lightning Reflexes (Knight only):

Master of the Dark Arts:

Mount's Protection (5+):

Not A Leader:

Poisoned Attacks:

Repeater Crossbow:

Scout:

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.

Assassin #1



Corsairs #1



Dread Knights #1



Dread Legionnaires #1



Dread Prince #1



Dread Reaper #1



Executioners #1



Oracle #1



Oracle #2



Crossbow Unit 1



Crossbow Unit 2

