



# DREAD ELVES



## LIST DREAD ELVES - V1 #1 - 6 127 POINTS

298 pts (5.00 %) 2952 pts (48.00 %) 1507 pts (25.00 %) 880 pts (14.00 %) 490 pts (8.00 %) 250 pts (4.00 %)

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

### Lords



#### DREAD PRINCE #1

Dread Prince - Standard - Infantry - 20x20mm

490 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
<b>Model Rules</b>	Lightning Reflexes • Killer Instinct • Light Armour									
<b>Model Rules (Dragon)</b>	Breath Weapon (Strength 4, Flaming Attacks) • Fly (7) • Innate defence (3+)									
<b>Model Rules (Dragon)</b>	Breath Weapon (Strength 4, Flaming Attacks) • Fly (7) • Innate defence (3+)									

<b>Options</b>	Mount : Dragon (One of a Kind)
<b>Magic items</b>	Beastmaster's Lash (Lord) • Midnight Cloak • Divine Icon

### Heroes



#### CAPTAIN - BSB

Captain - BSB - Standard - Infantry - 20x20mm

153 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>	Great Weapon
<b>Magic items</b>	Crimson Mail - Infantry only • Talisman of Greater Shielding



#### ORACLE #1

Oracle - Standard - Infantry - 20x20mm

145 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>	Level 2 (Wizard Apprentice)
<b>Magic items</b>	Ring of Fire • Wandering Familiar
<b>Magic</b>	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 x6 - Standard - Infantry - 20x20mm

496 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	
<b>Model Rules</b>	Killer Instinct (Rider only) • Fast Cavalry • Lightning Reflexes (Rider only) • Mount's Protection (6+) • Light Armour • Light Lance									

<b>Options</b>	May take Repeater Crossbow • May take Shields • Champion • Musician
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### REPEATER AUXILIARIES #2

Repeater Auxiliaries x16 - Standard - Infantry - 20x20mm

1 206 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
<b>Model Rules</b>	Lightning Reflexes • Killer Instinct • Light Armour • Repeater Crossbow									

<b>Options</b>	May take Shields • 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
<b>Model Rules</b>	Lightning Reflexes • Killer Instinct • Light Armour • Repeater Crossbow									

<b>Options</b>	May take Shields • Champion • Musician • Standard Bearer
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## Special



### MEDUSA #1

Medusa - Standard - Infantry - 20x20mm

77 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Medusa	6	5	4	4	4	3	5	5	8	Monstrous Infantry
<b>Model Rules</b>	Distracting • Petrifying Stare • Cult of Yema • Fear • Swiftstride									

<b>Options</b>	Halberd
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### TOWER GUARD #1

Tower Guard x26 - Standard - Infantry - 20x20mm

1 430 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
<b>Model Rules</b>	Bodyguard • Immune to Psychology • Lightning Reflexes • Armour Piercing (1) • Killer Instinct • Halberd • Heavy Armour									

<b>Options</b>	Champion • Musician • Standard Bearer
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<b>Magic items</b>	Beast-Bane Halberd
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<b>Magic banners</b>	Bloody Banner (Banner Enchantment)
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## Rare



### DREAD REAPER #1

Dread Reaper - Standard - Infantry - 20x20mm

**60** 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									



### DREAD REAPER #2

Dread Reaper - Standard - Infantry - 20x20mm

**60** 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									



### DREAD REAPER #3

Dread Reaper - Standard - Infantry - 20x20mm

**60** 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									



### 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
<b>Model Rules</b>	Regeneration (4+) • Innate Defence (4+)									

**Options**

Breath Weapon (Strength 4, Flaming Attacks)



### RAVEN CLOAKS #1

Raven Cloaks x8 - Standard - Infantry - 20x20mm

**490** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Raven Cloaks	5	5	5	3	3	1	5	1	8	Infantry
Champion	5	6	6	3	3	1	5	2	8	Infantry
<b>Model Rules</b>	Skirmishers • Lightning Reflexes • Scout • Killer Instinct • Repeater Crossbow									

**Options**

May take Light Armour • May take Great Weapons • May take Poisoned Attacks (Close Combat only) • Champion

## Magics

### Magic items

**Beast-Bane Halberd:**

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

**Crimson Mail - Infantry only:**

**Divine Icon:**

**Midnight Cloak:**

**Ring of Fire:**

**Talisman of Greater Shielding:**

**Wandering Familiar:**

## **Magic banners**

**Bloody Banner:**

## **Model Rules**

**Armour Piercing (1):**

**Bodyguard:**

**Cult of Yema:**

**Distracting:**

**Elven Bolt Thrower:**

**Fast Cavalry:**

**Fear:**

**Fight in Extra Ranks:**

**Halberd:**

**Heavy Armour:**

**Immune to Psychology:**

**Innate Defence (4+):**

**Killer Instinct:**

**Killer Instinct (Crew only):**

**Killer Instinct (Rider only):**

**Light Armour:**

**Light Lance:**

**Lightning Reflexes:**

**Lightning Reflexes (Crew only):**

**Lightning Reflexes (Rider only):**

**Master of the Dark Arts:**

**Mount's Protection (6+):**

**Petrifying Stare:**

**Regeneration (4+):**

**Repeater Crossbow:**

**Scout:**

**Skirmishers:**

**Swiftstride:**

## **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 - BSB



Dark Raiders #1



Dread Prince #1



Dread Reaper #1



Dread Reaper #2



Dread Reaper #3



Hydra #1



Medusa #1



Oracle #1



Raven Cloaks #1



Repeater Auxiliaries #2



Repeater Auxiliaries #1



Tower Guard #1

