



DREAD ELVES

LIST DREAD ELVES #1 - 550 POINTS



325 pts (59.00%) **Heroes** (50 Max) 85 pts (15.00%) **Core** (25 Least) 0 pts (0.00%) **Special** (50 Max) 0 pts (0.00%) **Rare** (25 Max) 140 pts (25.00%) **Lords** (50 Max) 0 pts (0.00%) **Mount** (0 NoLimit)

Lords



DREAD PRINCE #1

Dread Prince - Standard - Infantry - 20x20mm

140 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Dread Prince	5	7	7	4	3	3	8	4	10	Infantry
Model Rules	Lightning Reflexes • Killer Instinct • Light Armour									

Heroes



ASSASSIN #1

Assassin - Standard - Infantry - 20x20mm

90 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									



CAPTAIN #1

Captain - Standard - Infantry - 20x20mm

70 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									



CULT OF NABH PRIEST #1

Cult of Nabh Priest - Standard - Infantry - 20x20mm

95 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Cult of Nabh Priest	5	6	6	4	3	2	7	3	8	Infantry
Model Rules	Poisoned Attacks • Lightning Reflexes • Devastating Charge • Hatred • Paired Weapons									



ORACLE #1

Oracle - Standard - Infantry - 20x20mm

70 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									

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 x5 - Standard - Infantry - 20x20mm

85 POINTS



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

Magics

Model Rules

Armour Piercing (1):

Assassin Throwing Weapon:

Devastating Charge:

Fast Cavalry:

Hatred:

Hidden:

Killer Instinct:

Killer Instinct (Rider only):

Light Armour:

Light Lance:

Lightning Reflexes:

Lightning Reflexes (Rider only):

Master of the Dark Arts:

Mount's Protection (6+):

Not A Leader:

Paired Weapons:

Poisoned Attacks:

Scout:

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



Captain #1



Cult of Nabh Priest #1



Dark Raiders #1



Dread Prince #1



Oracle #1

