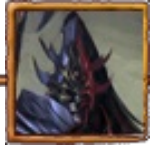




# DREAD ELVES

## LIST DREAD ELVES - V1 #3 COPY - 7 116 POINTS



606 pts (9.00%)   4840 pts (68.00%)   0 pts (0.00%)   915 pts (13.00%)   755 pts (11.00%)   400 pts (6.00%)

**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>	Beast Master • Mount : Dragon (One of a Kind) • Alpha Predator (Beast Master's mount only)
<b>Magic items</b>	Beastmaster's Lash (Lord)



#### EXALTED ORACLE #1

Exalted Oracle - Standard - Infantry - 20x20mm

265 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)
<b>Magic items</b>	Book of Arcane Power (Lords)
<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

141 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 Paired Weapons • Nightshade • Path of Silent Death
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### CAPTAIN - BSB

Captain - BSB - Standard - Infantry - 20x20mm

295 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Captain	5	6	6	4	3	2	7	3	9	Infantry
Manticore	6	5	-	5	5	4	5	3	5	Monstrous Beast
<b>Model Rules</b>	Lightning Reflexes • Killer Instinct • Light Armour									
<b>Model Rules (Manticore)</b>	Fear • Fly (8) • Large Target • Lethal Strike • Frenzy • Multiple Wounds (D3)									
<b>Model Rules (Manticore)</b>	Fear • Fly (8) • Large Target • Lethal Strike • Frenzy • Multiple Wounds (D3)									

<b>Options</b>	Lance • Mount : Manticore
<b>Magic items</b>	Midnight Cloak



### ORACLE #1

Oracle - Standard - Infantry - 20x20mm

170 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Oracle	5	4	4	3	3	2	5	1	8	Infantry
Elven Horse	9	3	-	3	3	1	4	1	3	War Beast
<b>Model Rules</b>	Lightning Reflexes • Killer Instinct • Master of the Dark Arts									
<b>Model Rules (Elven Horse)</b>	Mount's Protection (6+)									
<b>Model Rules (Elven Horse)</b>	Mount's Protection (6+)									

<b>Options</b>	Level 2 (Wizard Apprentice) • May join the Cult of Yema • Mount : Elven Horse
<b>Magic items</b>	Ring of Fire • Tome of Arcane Lore (Heroes)
<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



### CORSAIRS #1

Corsairs x10 - Standard - Infantry - 20x20mm

840 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Corsairs	5	4	4	3	3	1	5	1	8	Infantry
<b>Model Rules</b>	Lightning Reflexes • Killer Instinct • Light Armour • Innate Defence (5+)									

<b>Options</b>	May take Paired Weapons • Repeater Handbow • Musician • Standard Bearer
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### CORSAIRS #1

Corsairs x10 - Standard - Infantry - 20x20mm

840 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Corsairs	5	4	4	3	3	1	5	1	8	Infantry
<b>Model Rules</b>	Lightning Reflexes • Killer Instinct • Light Armour • Innate Defence (5+)									

<b>Options</b>	May take Paired Weapons • Repeater Handbow • Musician • Standard Bearer
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### DARK RAIDERS #1

Dark Raiders x5 - Standard - Infantry - 20x20mm

440 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	
<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
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### DARK RAIDERS #2

Dark Raiders x5 - Standard - Infantry - 20x20mm

440 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	
<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
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### REPEATER AUXILIARIES #1

Repeater Auxiliaries x12 - Standard - Infantry - 20x20mm

1 140 POINTS



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

<b>Options</b>	Musician • Standard Bearer
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### REPEATER AUXILIARIES #2

Repeater Auxiliaries x12 - Standard - Infantry - 20x20mm

1 140 POINTS



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

<b>Options</b>	Musician • Standard Bearer
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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

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

**Book of Arcane Power (Lords):**

**Midnight Cloak:**

**Ring of Fire:**

**Tome of Arcane Lore (Heroes):**

### Model Rules

**Armour Piercing (1):**

**Assassin Throwing Weapon:**

**Elven Bolt Thrower:**

**Fast Cavalry:**

**Hidden:**

**Innate Defence (5+):**

**Killer Instinct:**

**Killer Instinct (Crew only):**

**Killer Instinct (Rider only):**

**Light Armour:**

**Light Lance:**

**Light Troops:**

**Lightning Reflexes:**

**Lightning Reflexes (Crew only):**

**Lightning Reflexes (Rider only):**

**Master of the Dark Arts:**

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

**Not A Leader:**

**Poisoned Attacks:**

**Poisoned Attacks (Rider only):**

**Repeater Crossbow:**

**Scout:**

**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



Captain - BSB



Corsairs #1



Corsairs #1



Dark Acolytes #1



Dark Raiders #1



Dark Raiders #2



Dread Prince #1



Dread Reaper #1



Dread Reaper #2



Dread Reaper #3



Exalted Oracle #1



Oracle #1



Repeater Auxiliaries #1



Repeater Auxiliaries #2

