



# DREAD ELVES

## EMPIREMIKE - 5 013 POINTS



288 pts (6.00%)   2515 pts (50.00%)   1165 pts (23.00%)   525 pts (10.00%)   520 pts (10.00%)   60 pts (1.00%)

**Heroes**                      **Core**                      **Special**                      **Rare**                      **Lords**                      **Mount**

(50 Max)                      (25 Least)                      (50 Max)                      (25 Max)                      (50 Max)                      (0 NoLimit)

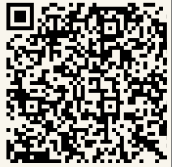
### Lords



#### MEE

Dread Prince - *Standard - Infantry - 20x20mm*

**280 POINTS**



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

<b>Options</b>	Beast Master
<b>Magic items</b>	Headsmen's Axe - Infantry only (Lord) • Crimson Mail - Infantry only • Lucky Charm • Divine Icon



#### HOO

Exalted Oracle - *Standard - Infantry - 20x20mm*

**240 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>	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



#### KID

Captain - *Standard - Infantry - 20x20mm*

**183 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Captain	5	6	6	4	3	2	7	3	9	Infantry
Pegasus	7	4	-	4	4	3	4	2	6	Monstrous Beast
<b>Model Rules</b>	Lightning Reflexes • Killer Instinct • Light Armour									
<b>Model Rules (Pegasus)</b>	Fly (8) • Mount's Protection (6+)									
<b>Model Rules (Pegasus)</b>	Fly (8) • Mount's Protection (6+)									

<b>Options</b>	Fleet Commander • May take Heavy Armour • May take a Shield • Mount : Pegasus
<b>Notes</b>	Pegasus = Banner of Gar Daecos



#### 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>Magic items</b>	Dispel Scroll
<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

	<b>CORSAIRS #1</b> Corsairs x35 - Standard - Infantry - 20x20mm	<b>1 135 POINTS</b>								
<b>Troops</b>	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Type</b>
Corsairs	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 • Innate Defence (5+)									

<b>Options</b>	May take Paired Weapons • Champion • Musician • Standard Bearer
<b>Magic banners</b>	Flaming Standard (Banner Enchantment)



	<b>DARK RAIDERS #1</b> Dark Raiders x5 - Standard - Infantry - 20x20mm	<b>85 POINTS</b>								
<b>Troops</b>	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Type</b>
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>DARK RAIDERS #2</b> Dark Raiders x5 - Standard - Infantry - 20x20mm	<b>85 POINTS</b>								
<b>Troops</b>	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Type</b>
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>REPEATER AUXILIARIES #1</b> Repeater Auxiliaries x19 - Standard - Infantry - 20x20mm	<b>1 210 POINTS</b>								
<b>Troops</b>	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Type</b>
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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## Special

	<b>DANCERS OF YEMA #1</b> Dancers of Yema x10 - Standard - Infantry - 20x20mm	<b>950 POINTS</b>								
<b>Troops</b>	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Type</b>
Dancers of Yema	5	5	4	3	3	1	5	1	8	Infantry
Champion	5	6	5	3	3	1	5	2	8	Infantry
<b>Model Rules</b>	Ward Save (4+) (only in Close Combat) • Lightning Reflexes • Gladiator Weapons • Light Armour • Shield									


<b>Options</b>	Champion • Musician • Standard Bearer • May Skirmish (max 15 models, One of a Kind)
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### DIVINE ALTAR OF YEMA


Divine Altar of Yema - Standard - Infantry - 20x20mm

## 215 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Wagon	8	-	-	5	5	5	-	-	-	Chariot
Disciples of Yema (2)	-	4	4	3	-	-	5	1	8	
Cult of Yema Medusa	-	5	4	5	-	-	5	4	8	
<b>Model Rules</b>	Divine Blessings • Fear • Impact Hits (+1) • Large Target • Ward Save (4+) • Lightning Reflexes (Crew only) • Aura of Despair • Mount's Protection (6+) • Light Armour									
<b>Model Rules (Disciples of Yema (2))</b>	Lance									
<b>Model Rules (Cult of Yema Medusa)</b>	Petrifying Stare									


## Rare




### DREAD REAPER #1

Dread Reaper x3 - Standard - Infantry - 20x20mm

## 180 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

## 180 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+)									



### KRAKEN #1

Kraken - Standard - Infantry - 20x20mm

## 165 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Kraken	6	4	1	7	5	5	3	4	6	Monster
<b>Model Rules</b>	Strider (Water) • Poisoned Attacks • Multiple Wounds (D3) • Distracting • Hard Target • Innate Defence (4+)									

## Magics

### Magic items

**Crimson Mail - Infantry only:**

**Dispel Scroll:**

**Divine Icon:**

**Headsman's Axe - Infantry only (Lord):**

**Lucky Charm:**

**Wandering Familiar:**

## Magic banners

Flaming Standard:

## Model Rules

Aura of Despair:

Distracting:

Divine Blessings:

Elven Bolt Thrower:

Fast Cavalry:

Fear:

Gladiator Weapons:

Hard Target:

Impact Hits (+1):

Innate Defence (4+):

Innate Defence (5+):

Killer Instinct:

Killer Instinct (Crew only):

Killer Instinct (Rider only):

Lance:

Large Target:

Light Armour:

Light Lance:

Lightning Reflexes:

Lightning Reflexes (Crew only):

Lightning Reflexes (Rider only):

Master of the Dark Arts:

Mount's Protection (6+):

Multiple Wounds (D3):

Petrifying Stare:

Poisoned Attacks:

Regeneration (4+):

Repeater Crossbow:

Shield:

Strider (Water):

Ward Save (4+):

Ward Save (4+) (only in Close Combat):

## 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.

Kid



Corsairs #1



Dancers of Yema #1



Dark Raiders #1



Dark Raiders #2



Divine Altar of Yema



Mee



Dread Reaper #1



Hoo



Hydra #1



Kraken #1



Oracle #1



Repeater Auxiliaries #1

