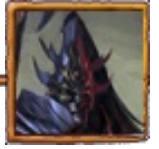




DREAD ELVES

JOSE PAULO PINHEIRO - 4 399 POINTS




The yema char list Missing Banner of speed on BSB +50 pt

1408 pts (32.00%) 1142 pts (26.00%) 1129 pts (26.00%) 340 pts (8.00%) 720 pts (16.00%) 0 pts (0.00%)

Characters (40 Max) **Core** (25 Least) **Special** (0 NoLimit) **Raiders** (30 Max) **The Menagerie** (30 Max) **Destroyers** (15 Max)


Characters



CAPTAIN #2


Captain - Standard - Infantry - 20x20mm

406 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Captain	5	6	6	4	3	3	7	3	9	Infantry
Chariot	-	-	-	5	5	4	-	-	-	Chariot
Rat-Ogre Broyeur	6	4	3	5	5	4	3	5	5	Swarm
Crew (2)	-	5	4	4	-	-	6	1	9	
Raptor (2)	7	3	-	4	-	-	2	2	5	
Model Rules	Lightning Reflexes • Killer Instinct • Light Armour									
Model Rules (Chariot)	Impact Hits (+1) • Lightning Reflexes • Killer Instinct • Stupidity • Sauve qui Peut ! • L'Union fait la Force • Fear • Lance • Repeater Crossbow • Mount's Protection (5+) • Heavy Armour									
Model Rules (Chariot)	Impact Hits (+1) • Lightning Reflexes • Killer Instinct • Stupidity • Sauve qui Peut ! • L'Union fait la Force • Fear • Lance • Repeater Crossbow • Mount's Protection (5+) • Heavy Armour									


Options	Cult of Yema • Great Weapon • Raptor Chariot
Magic items	Hardened Shield • Talisman of Greater Shielding • Crown of Scorn



CAPTAIN BSB


Captain - Standard - Infantry - 20x20mm

374 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Captain	5	6	6	4	3	3	7	3	9	Infantry
Chariot	-	-	-	5	5	4	-	-	-	Chariot
Rat-Ogre Broyeur	6	4	3	5	5	4	3	5	5	Swarm
Crew (2)	-	5	4	4	-	-	6	1	9	
Raptor (2)	7	3	-	4	-	-	2	2	5	
Model Rules	Lightning Reflexes • Killer Instinct • Light Armour									
Model Rules (Chariot)	Impact Hits (+1) • Lightning Reflexes • Killer Instinct • Stupidity • Sauve qui Peut ! • L'Union fait la Force • Fear • Lance • Repeater Crossbow • Mount's Protection (5+) • Heavy Armour									
Model Rules (Chariot)	Impact Hits (+1) • Lightning Reflexes • Killer Instinct • Stupidity • Sauve qui Peut ! • L'Union fait la Force • Fear • Lance • Repeater Crossbow • Mount's Protection (5+) • Heavy Armour									


Options	Battle Standard Bearer • Cult of Yema • Repeater Crossbow • Great Weapon • Raptor Chariot
Magic items	Armour of Fortune



DREAD PRINCE #1

Dread Prince - Standard - Infantry - 20x20mm


628 POINTS




Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Dread Prince	5	7	7	4	3	3	8	4	10	Infantry
Chariot	-	-	-	5	5	4	-	-	-	Chariot
Rat-Ogre Broyeur	6	4	3	5	5	4	3	5	5	Swarm
Crew (2)	-	5	4	4	-	-	6	1	9	
Raptor (2)	7	3	-	4	-	-	2	2	5	
Model Rules	Lightning Reflexes • Killer Instinct • Light Armour									
Model Rules (Chariot)	Impact Hits (+1) • Lightning Reflexes • Killer Instinct • Stupidity • Sauve qui Peut ! • L'Union fait la Force • Fear • Lance • Repeater Crossbow • Mount's Protection (5+) • Heavy Armour									
Model Rules (Chariot)	Impact Hits (+1) • Lightning Reflexes • Killer Instinct • Stupidity • Sauve qui Peut ! • L'Union fait la Force • Fear • Lance • Repeater Crossbow • Mount's Protection (5+) • Heavy Armour									


Options	Cult of Yema • Repeater Crossbow • Great Weapon • Raptor Chariot
Magic items	Bluffer's Helm • Sprout of Rebirth • Divine Icon


Core

<input type="checkbox"/> Core	CORSAIRS #1 Corsairs x14 - <i>Standard - Infantry - 20x20mm</i>	316 POINTS 																				
Troops	<table border="1" style="margin: auto;"> <thead> <tr> <th>M</th> <th>WS</th> <th>BS</th> <th>S</th> <th>T</th> <th>W</th> <th>I</th> <th>A</th> <th>Ld</th> <th>Type</th> </tr> </thead> <tbody> <tr> <td>5</td> <td>4</td> <td>4</td> <td>3</td> <td>3</td> <td>1</td> <td>5</td> <td>1</td> <td>8</td> <td>Infantry</td> </tr> </tbody> </table>	M	WS	BS	S	T	W	I	A	Ld	Type	5	4	4	3	3	1	5	1	8	Infantry	
M	WS	BS	S	T	W	I	A	Ld	Type													
5	4	4	3	3	1	5	1	8	Infantry													
Model Rules	Lightning Reflexes • Scoring • Killer Instinct • Innate Defence (5+) • Light Armour																					

Options	May take Paired Weapons • May take Repeater Handbow (0-35 Models with Repeater Handbows per Army) • Musician
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<input type="checkbox"/> Core	DARK RAIDERS #1 Dark Raiders x5 - <i>Standard - Infantry - 25x50mm</i>	170 POINTS 																														
Troops	<table border="1" style="margin: auto;"> <thead> <tr> <th>M</th> <th>WS</th> <th>BS</th> <th>S</th> <th>T</th> <th>W</th> <th>I</th> <th>A</th> <th>Ld</th> <th>Type</th> </tr> </thead> <tbody> <tr> <td>5</td> <td>4</td> <td>4</td> <td>3</td> <td>3</td> <td>1</td> <td>5</td> <td>1</td> <td>8</td> <td>Cavalry</td> </tr> <tr> <td>9</td> <td>3</td> <td>-</td> <td>3</td> <td>3</td> <td>1</td> <td>4</td> <td>1</td> <td>3</td> <td></td> </tr> </tbody> </table>	M	WS	BS	S	T	W	I	A	Ld	Type	5	4	4	3	3	1	5	1	8	Cavalry	9	3	-	3	3	1	4	1	3		
M	WS	BS	S	T	W	I	A	Ld	Type																							
5	4	4	3	3	1	5	1	8	Cavalry																							
9	3	-	3	3	1	4	1	3																								
Model Rules	Mount's Protection (6+) • Light Armour																															
Model Rules (Raider)	Lightning Reflexes • Killer Instinct • Light Lance																															
Model Rules (Elven horse)	Fast Cavalry																															

<input type="checkbox"/> Core	DARK RAIDERS #2 Dark Raiders x5 - <i>Standard - Infantry - 25x50mm</i>	170 POINTS 																														
Troops	<table border="1" style="margin: auto;"> <thead> <tr> <th>M</th> <th>WS</th> <th>BS</th> <th>S</th> <th>T</th> <th>W</th> <th>I</th> <th>A</th> <th>Ld</th> <th>Type</th> </tr> </thead> <tbody> <tr> <td>5</td> <td>4</td> <td>4</td> <td>3</td> <td>3</td> <td>1</td> <td>5</td> <td>1</td> <td>8</td> <td>Cavalry</td> </tr> <tr> <td>9</td> <td>3</td> <td>-</td> <td>3</td> <td>3</td> <td>1</td> <td>4</td> <td>1</td> <td>3</td> <td></td> </tr> </tbody> </table>	M	WS	BS	S	T	W	I	A	Ld	Type	5	4	4	3	3	1	5	1	8	Cavalry	9	3	-	3	3	1	4	1	3		
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5	4	4	3	3	1	5	1	8	Cavalry																							
9	3	-	3	3	1	4	1	3																								
Model Rules	Mount's Protection (6+) • Light Armour																															
Model Rules (Raider)	Lightning Reflexes • Killer Instinct • Light Lance																															
Model Rules (Elven horse)	Fast Cavalry																															

<input type="checkbox"/> Core	DREAD LEGIONNAIRES #1 Dread Legionnaires x27 - <i>Standard - Infantry - 20x20mm</i>	486 POINTS 																				
Troops	<table border="1" style="margin: auto;"> <thead> <tr> <th>M</th> <th>WS</th> <th>BS</th> <th>S</th> <th>T</th> <th>W</th> <th>I</th> <th>A</th> <th>Ld</th> <th>Type</th> </tr> </thead> <tbody> <tr> <td>5</td> <td>4</td> <td>4</td> <td>3</td> <td>3</td> <td>1</td> <td>5</td> <td>1</td> <td>8</td> <td>Infantry</td> </tr> </tbody> </table>	M	WS	BS	S	T	W	I	A	Ld	Type	5	4	4	3	3	1	5	1	8	Infantry	
M	WS	BS	S	T	W	I	A	Ld	Type													
5	4	4	3	3	1	5	1	8	Infantry													
Model Rules	Lightning Reflexes • Scoring • Killer Instinct • Light Armour • Shield																					

Options	May take a Spear • Champion • Musician • Standard Bearer
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Special


<input type="checkbox"/>	DANCERS OF YEMA #1 Dancers of Yema x18 - <i>Standard - Infantry - 20x20mm</i>	491 POINTS 																				
Troops	<table border="1" style="margin: auto;"> <thead> <tr> <th>M</th> <th>WS</th> <th>BS</th> <th>S</th> <th>T</th> <th>W</th> <th>I</th> <th>A</th> <th>Ld</th> <th>Type</th> </tr> </thead> <tbody> <tr> <td>5</td> <td>5</td> <td>4</td> <td>3</td> <td>3</td> <td>1</td> <td>5</td> <td>1</td> <td>8</td> <td>Infantry</td> </tr> </tbody> </table>	M	WS	BS	S	T	W	I	A	Ld	Type	5	5	4	3	3	1	5	1	8	Infantry	
M	WS	BS	S	T	W	I	A	Ld	Type													
5	5	4	3	3	1	5	1	8	Infantry													
Model Rules	Lightning Reflexes • Scoring • Ward Save (4+) - Combat • Cult of Yema • Light Armour • Shield • Gladiator Weapons																					

Options	Champion • Musician • Standard Bearer
Magic banners	Aether Icon (Banner Enchantment)

TOWER GUARD #1

Tower Guard x21 - Standard - Infantry - 20x20mm

638 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Tower Guard	5	6	4	3	3	1	6	2	9	Infantry
Model Rules	Immune to Psychology • Lightning Reflexes • Scoring • Armour Piercing (1) • Killer Instinct • Bodyguard • Heavy Armour • Halberd									


Options	Champion • Musician • Standard Bearer
Magic banners	Icon of the Relentless Company (Banner Enchantment)

The Menagerie

KRAKEN #1

Kraken - Standard - Infantry - 50x100mm

360 POINTS




Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Kraken	6	5	1	7	5	5	3	4	8	Monster
Juggernaut de Khorne	7	5	0	5	4	3	2	3	7	Swarm
Model Rules	Distracting • Hard Target • Multiple Wounds (D3) • Poisoned Attacks • Innate Defence (4+) • Strider (Water)									
Model Rules (Juggernaut de Khorne)	Démon de Khorne • Démoniaque • Monstre d'Airain									

KRAKEN #2

Kraken - Standard - Infantry - 50x100mm

360 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Kraken	6	5	1	7	5	5	3	4	8	Monster
Juggernaut de Khorne	7	5	0	5	4	3	2	3	7	Swarm
Model Rules	Distracting • Hard Target • Multiple Wounds (D3) • Poisoned Attacks • Innate Defence (4+) • Strider (Water)									
Model Rules (Juggernaut de Khorne)	Démon de Khorne • Démoniaque • Monstre d'Airain									

Magics

Magic items

Armour of Fortune: Type: Heavy Armour. The wearer gains a Ward Save (5+)

Bluffer's Helm: Type: None (6+ Armour Save). Successful towound rolls against the wearer must be rerolled.

Crown of Scorn: Instead of making a dispel roll, you may use this item. The spell is automatically dispelled. In an Armylist that includes a model bearing the Crown of Scorn, friendly models cannot cast Spells (including Bound Spells) nor can any friendly models carry Arcane Items.

Divine Icon: The bearer's model gains Divine Attacks.

Hardened Shield: Type: Shield. The bearer gains an additional +1 to its Armour Save (for a total of +2) while using the shield . The bearer attacks with normal Close Combat Attacks at -3 Initiative (to a minimum of 1).

Sprout of Rebirth: The bearer gains a Regeneration (4+).

Talisman of Greater Shielding: The bearer gains a Ward Save (5+).

Magic banners

Aether Icon: The bearer can make Dispel Attempts as if it was a Wizard Master.

Icon of the Relentless Company: One use only. Activate at the start of any of your Remaining Moves sub-phases. Infantry models in the bearer's unit can triple its Movement when Marching instead of doubling it this turn. This March Move cannot be longer than 15" and cannot be used in Game Turn 1 if the unit has used Vanguard

or Scout.

Model Rules

Armour Piercing (1): Attacks made with this special rule and Close Combat Attacks made by parts of models with this special rule impose a -X penalty on the enemy's Armour Saves taken against them (in addition to the normal modifier from the Strength of the attack). If an attack has more than one instance of the Armour Piercing special rule, use the highest value available for the attack. If the value within brackets is preceded by a "+" sign, add the existing value to already existing Armour Piercing value instead (if the model already had Armour Piercing). If not, use the value directly.

Bodyguard: When a Character is joined to a unit in which at least one model has the Bodyguard special rule, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

Cult of Yema: Model parts with the Cult of Yema gain Strider and +1. Movement (also affects mounts), and lose Killer Instinct if they had it.

Démon de Khorne:

Démoniaque:

Distracting: Close Combat Attacks allocated to a model with this special rule suffer a 1 penalty when rolling to hit. This to hit modifier cannot be combined with any other negative to hit modifiers.

Fast Cavalry: Models with this special rule have Light Troops and Vanguard. If a unit consisting solely of models with Fast Cavalry voluntarily flees as a Charge Reaction and subsequently rallies the next friendly Player Turn, then the unit may move and shoot during that Player Turn. The rallied unit may not charge and counts as having moved for the purpose of shooting. This rule cannot be applied if a unit fails to rally on the next friendly Player or involuntarily flees, such as a result of a failed Panic Test.

Gladiator Weapons: Close Combat Weapon. The bearer gains Weapon Master. This weapon may be used as Hand Weapon & Shield, Flail, Paired Weapons, Spear & Shield, Great Weapon or Halberd.

Halberd:

Hard Target: Shooting Attacks targeting a unit in which more than half of models have this special rule suffer a -1 penalty when rolling to hit.

Heavy Armour:

Immune to Psychology: If more than half of a unit's models are Immune to Psychology, the unit automatically passes Panic Tests and cannot declare a Flee reaction (unless already fleeing). Models that are Immune to Psychology are also immune to the effects of Fear.

Innate Defence (4+): A model can only use one instance of Innate Defence, use the best available Innate Defence. Innate Defence (4+): +3 to Armour Save.

Innate Defence (5+): A model can only use one instance of Innate Defence, use the best available Innate Defence. Innate Defence (5+): +4 to Armour Save.

Killer Instinct: A model part with this special rule may reroll all natural to-wound rolls of '1' in Close Combat.

Light Armour:

Light Lance:

Lightning Reflexes: Model parts with this special rule have +1 to hit with their Close Combat Attacks. This does not apply if the model part would be striking at initiative 0 (for example due to a Great Weapon or the Mesmeric Allure spell). If this is the case, it strikes at its own Initiative instead.

Monstre d'Airain:

Mount's Protection (6+):

Multiple Wounds (D3): Unsaved Wounds caused by attacks with this special rule or by Close Combat Attacks from model parts with this special rule are multiplied into the value given in brackets (X). If the value is a Dice (such as "Multiple Wounds (D3)"), roll one such Dice for each unsaved Wound with this special rule. The amount of Wounds that the attack is multiplied into can never be higher than the Wounds Characteristic of the Target (excluding Wounds suffered previously in the battle). For example, if a Multiple Wounds (D6) attack wounds a Troll (W3) and rolls a '5' for the amount of Wounds, this is reduced to 3 Wounds.

If (Ordnance) is stated as the value in brackets, this normally counts as Multiple Wounds (D3+1), but against targets with the Fly special rule this is increased to Multiple Wounds (D3+2). Sometimes this rule is connected to certain Troop Types or special rules. If this is the case, the Troop Type will be given within brackets (Y), for example Multiple Wounds (2, Infantry). If this is the case, only apply the Multiple Wounds rule when attacking models of the given Troop Type or possessing the given special rules.

Poisoned Attacks: If an attack with this special rule, or an attack from a model part with this special rule (both Shooting and Close Combat Attacks), rolls a successful hit with a tohit roll of an unmodified '6', this hit automatically wounds with no to wound roll needed. Shooting Attacks that need a 7+ to hit (or more) can never benefit from Poisoned Attacks. If the Attack can be turned into more than one hit (such as for a hit with Penetrating or Area Attack), only a single hit (of attacker's choice) automatically wounds, all other hits must roll to wound as normal.

Scoring: Units with at least one model with the Scoring special rule are considered Scoring Units and are used for capturing Secondary Objectives. Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with the Scoring special rule are marked in the Armybooks with a special pennant icon:

The Scoring special rule can be lost during the game:

- One or more models in the unit are Light Troops.
- A unit that is Fleeing loses its Scoring special rule for as long as it is Fleeing.
- An Ambushing unit that entered the Battlefield on Game Turn 4 or later loses its Scoring Special rule.
- A unit that has performed a Post-Combat Reform loses its Scoring special rule until the end of the current Player Turn.

Shield:

Strider (Water): May ignore any movement effect caused by the terrain type "Water". The unit can never lose their Steadfast or Rank Bonus due to the terrain type "Water".

Ward Save (4+) - Combat: Ward Saves are special saves, taken after failed Armour Saves. The value of the save will be stated in brackets. Ward Saves cannot be taken alongside Regeneration Saves (if a model has both, it must choose which one to use). *Can only be used against Close Combat Attacks.

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 #2



Captain BSB



Corsairs #1



Dancers of Yema #1



Dark Raiders #1



Dark Raiders #2



Dread Legionnaires #1



Dread Prince #1



Kraken #1



Kraken #2



Tower Guard #1

