



Lords 250 pts (10%)	Heroes 315 pts (13%)	Core 1 160 pts (48%)	Special 205 pts (8%)	Rare 490 pts (20%)
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CAPTAIN #1

Captain • Heroes

115 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Captain	5	6	6	4	3	2	7	3	9	Infantry
Equipments	Light Armour									
Special rules	Killer Instinct • Lightning Reflexes									
Options	Fleet Commander									

CAPTAIN - BSB

Unique • Heroes

200 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Captain	5	6	6	4	3	2	7	3	9	Infantry
Equipments	Light Armour									
Special rules	Killer Instinct • Lightning Reflexes									
Options	Fleet Commander									
Magic standards	Dread Fleet Standard - Fleet Commander only									

CORSAIRS #1

Corsairs • Core

370 POINTS

Troops		M	WS	BS	S	T	W	I	A	Ld	Type
Corsairs	x30	5	4	4	3	3	1	5	1	8	Infantry
Champion		5	5	5	3	3	1	5	2	8	Infantry
Equipments	Light Armour • Innate Defence (5+)										
Special rules	Killer Instinct • Lightning Reflexes										
Options	May take Paired Weapons • Champion • Musician • Standard Bearer • [Fleet Commander] Vanguard										

CORSAIRS #2

Corsairs • Core

370 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Corsairs	5	4	4	3	3	1	5	1	8	Infantry
Champion	5	5	5	3	3	1	5	2	8	Infantry
Equipments	Light Armour • Innate Defence (5+)									
Special rules	Killer Instinct • Lightning Reflexes									
Options	May take Paired Weapons • Champion • Musician • Standard Bearer • [Fleet Commander] Vanguard									

HARPIES #1

Harpies • Special

65 POINTS

[illegible]

HARPIES #2

Harpies • Special

65 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Harpy <i>x5</i>	5	3	-	3	3	1	5	2	6	Infantry
Special rules	Skirmishers • Fly (10) • Insignificant									

DARK RAIDERS #1

Dark Raiders • Core

100 POINTS

Troops		M	WS	BS	S	T	W	I	A	Ld	Type
Rider	x5	5	4	4	3	3	1	5	1	8	Cavalry
Elven Horse		9	3	-	3	3	1	4	1	3	
Equipments		Light Lance • Mount's Protection (6+) • Light Armour									
Special rules		Killer Instinct (Rider only) • Lightning Reflexes (Rider only) • Fast Cavalry									
Options		May take Repeater Crossbow									

DARK RAIDERS #2

Dark Raiders • Core

100 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type	
Rider	x5	5	4	4	3	3	1	5	1	8	Cavalry
Elven Horse		9	3	-	3	3	1	4	1	3	
Equipments	Light Lance • Mount's Protection (6+) • Light Armour										
Special rules	Killer Instinct (Rider only) • Lightning Reflexes (Rider only) • Fast Cavalry										
Options	May take Repeater Crossbow										

REPEATER AUXILIARIES #1

Repeater Auxiliaries • Core

110 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Repeater Auxiliaries <i>x10</i>	5	4	4	3	3	1	5	1	8	Infantry
Equipments	Repeater Crossbow • Light Armour									
Special rules	Killer Instinct • Lightning Reflexes									

REPEATER AUXILIARIES #2

Repeater Auxiliaries • Core

110 POINTS

[illegible]

EXALTED ORACLE #1

Exalted Oracle • Lords

250 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Exalted Oracle	5	4	4	3	3	3	5	1	9	Infantry
Special rules	Killer Instinct • Lightning Reflexes • Master of the Dark Arts									
Options	Level 4 (Wizard Master)									
Magic items	Dispel Scroll									
Magic	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.									

DREAD REAPER #1

Dread Reaper • Rare

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	
Equipments	Elven Bolt Thrower • Light Armour									
Special rules	Killer Instinct (Crew only) • Lightning Reflexes (Crew only)									
Options	May purchase Repeating Shot									

DREAD REAPER #2

Dread Reaper • Rare

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	
Equipments	Elven Bolt Thrower • Light Armour									
Special rules	Killer Instinct (Crew only) • Lightning Reflexes (Crew only)									
Options	May purchase Repeating Shot									

KRAKEN #1

Kraken • Rare

165 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Kraken	6	4	1	7	5	5	3	4	6	Monster
Equipments	Innate Defence (4+)									
Special rules	Poisoned Attacks • Multiple Wounds (D3) • Strider (Water) • Distracting • Hard Target									

MEDUSA #1

Medusa • Special

75 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Medusa	6	5	4	4	4	3	5	5	8	Monstrous Infantry
Special rules	Petrifying Stare • Distracting • Swiftstride • Fear • Cult of Yema									
Options	Paired Weapons									

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Kraken	6	4	1	7	5	5	3	4	6	Monster
Equipments	Innate Defence (4+)									
Special rules	Poisoned Attacks • Multiple Wounds (D3) • Strider (Water) • Distracting • Hard Target									