



WARLORDS  
OF  
EREHWON

DREAD REAVERS

by  
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## Reaver Dread Lord

Warlord Warriors Unit

Points Value: 176

**Special:** You may include one Reaver Dread Lord in your army.

Unit:	Ag	Acc	Str	Res	Init	Co	Special
1 x Reaver Dreadlord with sword, Axe, or mace, Heavy Armour and warhorse	5	5	6	7(10)	8	9	Tough, Wound, Follow, Command, 3 x HtH, Fast 8
2 x Reaver Dread Knights with Axe, Sword, or Mace, Heavy Armour and Warhorse	5	5	6	7(10)	7	8	
Options							
Give unit Lances: 1pt							
Give unit Dread for 10pts							
	Give Dread Lord Tough 2 @10						
	Give Dread Lord Wound 2 @20pts						
	Add up to 2 Dread Knights @36 each						

## Reaver Dread Lord on Foot

Warlord Warriors Unit

Points Value: 132

**Special:** You may include one Reaver Dread Lord on Foot your warband

Unit:	Ag	Acc	Str	Res	Init	Co	Special
1 x Reaver Dread Lord on Foot with Sworc, Axe, or Mace, and Heavy Armour	5	5	6	6(9)	8	9	Tough, Wound, Follow, Command, 3 x HtH, Heavily Laden
2 x Reaver Dread Knights on Foot with Sworc, Axe, or Mace, and Heavy Armour	5	5	6	6(9)	7	8	Heavily Laden
Options							
Give unit big axe, huge sword, massive mace or warhammer: free							
Give unit Dread for 10pts							
	Add up to 2 Dread Foot-Knights @22 each						
	Give the Dread Lord on Foot Tough 2 @10pts						
	Give the Dread Lord on Foot Wound 2 @18pts						

## Dread Sorcerer

Warlord Warriors Unit

Points Value: 57

**Special:** You may have one Dread Sorcerer in your warband

Unit:	Ag	Acc	Str	Res	Init	Co	Special
1 x Dread Sorcerer with Sword, Axe, or mace and Light Armour	5	5	5	5(6)	7	8	Tough/Wound/Magic Level 1/Dread
0x Dread Shades	5	5	6	6	7	8	Dread, choking
Options							
Give Sorcerer medium armour +4 OR heavy armour +6							
Magic Level 2: 25							
Magic Level 3: 50							
may give the Sorcerer Savage at 1pt per model							
May upgrade the Sorcerer to mutants/beastmen/gribblies at +2pts (+1 inherent res)							
	add up to 2 Dread Shades at 22pts each						
	Give Dread Sorcerer Tough 2 10						
	Give Dread Sorcerer Wound 2 14pts						

## Dread Foot-Knights

Warriors Unit

Points Value: 144

**Special:**

Unit:	Ag	Acc	Str	Res	Init	Co	Special
1 X Dread Champion with sword, axe, or mace, with heavy armour	5	5	6	6(9)	7	9	Tough, Heavily Laden
4x Dread Foot-Knights with sword, axe, or mace, and heavy armour	5	5	6	6(9)	7	8	Heavily laden

**Options**

Give unit big axe, huge sword, massive mace or warhammer: free

Add up to 5 Dread Foot-Knights @22pts each

Give unit Dread for 10pts

## Dread Knights

Warriors Unit

Points Value: 120

**Special:**

Unit:	Ag	Acc	Str	Res	Init	Co	Special
1 X Dread Champion with sword, axe, mace, heavy armour and warhorse	5	5	6	7(10)	7	9	Tough, Fast 8
2X Dread Knight with sword, axe, mace, heavy armour and warhorse	5	5	6	7(10)	7	8	Fast 8

**Options**

Lances: 1pt per model

Add up to 2 extra Dread Knights @36pts each.

Give unit Dread for 10pts

## Reavers

Unit

Points Value: 72

**Special:**

Unit:	Ag	Acc	Str	Res	Init	Co	Special
1 X Reaver Champion with sword, axe, or mace, and light armour	5	5	5	5(6)	7	8	Tough
4x Reavers with sword, axe, or mace, and light armour	5	5	5	5(6)	7	7	

**Options**

Give unit spears: free

add up to 5 reavers at 12pts each

Give unit: Give unit huge swords or axes: free

may give the unit Savage at 1pt per model

Give unit medium armour: 2pts per model

May upgrade the unit to mutants/beastmen/gribbles at +2pts per model (+1 inherent res)

Give unit bows @2pts per model

## Reaver Horsemen

Warrior Unit

Points Value: 72

Special:

Unit:	Ag	Acc	Str	Res	Init	Co	Special
1 x Reaver Champion with sword, axe or mace and light armour	5	5	5	6(7)	7	8	Tough, Fast 8
2x Reaver Horsemen with sword, axe, or mace and Light armour	5	5	5	6(7)	7	7	Fast 8

### Options

Give Unit Bows @2pts each

add up to 2 reaver horsemen at @20pts each

Give unit spears: free

may give the unit Savage @ 1pt per model

Give unit medium armour @2pts each

May upgrade the unit to mutants/beastmen/gribbles at @2pts per model (+1 inherent res)

## Warbeasts

Warrior/Beast Unit

Points Value: 70

Special:

Unit:	Ag	Acc	Str	Res	Init	Co	Special
1 x Reaver packmaster with sword, axe, or mace and Light armour	5	5	5	5(6)	7	8	Tough, Rapid Sprint
4x Warbeasts	5	-	5	6	5	5	Savage, Rapid Sprint, 1 xHtH SV1

### Options

Give packmaster a spear: free

Make Warbeasts Venemous @5pts for unit

Give pack master medium armour @2pts each

May give the packmaster Savage @1pt

Add up to 5 Warbeasts @11pts each

May upgrade the packmaster to mutants/beastmen/gribbles at +2pt (+1 inherent res)

## Dread Shades

Warrior unit

Points Value: 66

Special:

Unit:	Ag	Acc	Str	Res	Init	Co	Special
3x Dread Shades	5	5	6	6	7	8	Dread, choking

### Options

May add up to 2 Dread shades @22 each

May give one unit a single Magic level with Fiery balls @40pts

Note: the unit as whole counts as a single wizard and may not purchase additional spells

## Tainted Beasts

Monster Unit

Points Value: 35

Special:

Unit:	Ag	Acc	Str	Res	Init	Co	Special
1 x Tainted Beast	4	5	6	7	4	7	Large, 3xHtH SV 2, Regenerate, Frenzied Attack

### Options

May add up to 2 Tainted Beasts @35 each