



DREAD ELVES

RODGE - 540 POINTS



0 pts (0.00%) 165 pts (4.00%) 0 pts (0.00%) 0 pts (0.00%) 375 pts (8.00%)
Characters **Core** **Special** **Raiders** **The Menagerie**
(40 Max) (25 Least) (0 NoLimit) (20 Max) (30 Max)

Core



CORSAIRS #1

Corsairs x10 - Standard - Infantry - 20x20

165 POINTS



Global	Adv	Mar	Dis			Model Rules
	5"	10"	8			Vicious Slavers, Light Troops
Defensive	HP	Def	Res	Arm		
	1	4	3	0	Light Armour, Kraken's Hide	
Offensive	Att	Off	Str	Ap	Agi	
Dread Raider	1	4	3	0	5	Paired Weapons, Ruthless Efficiency, Lightning Reflexes

The Menagerie



KRAKEN #1

Kraken - Gigantic - Beast - 50x100

375 POINTS



Global	Adv	Mar	Dis			Model Rules
	6"	12"	8			Coastal Predator
Defensive	HP	Def	Res	Arm		
	5	5	5	3	Distracting, Hard Target	
Offensive	Att	Off	Str	Ap	Agi	
Kraken	4	5	7	3	3	Multiple Wounds (1D3), Hatred, Harnessed
Lashmaster	1	4	3	0	5	Ruthless Efficiency, Lightning Reflexes

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
H Curse of the Phantom Queen				
<i>Mf</i>	7+	Caster	Translation missing: en.magic_spell.type_target.Caster	One Turn
<i>You gain one Veil Token that is not removed at the end of the spell's duration. When an enemy unit inflicts one or more Health Point losses on a friendly unit within 18" of the Caster, you may discard up to two Veil Tokens from your Veil Token pool. For every discarded Veil Token, the enemy unit immediately suffers D3+1 hits with Strength 4, Armour Penetration 2, and Magical Attacks. These hits are considered Ranged Attacks.</i>				

Model Rules

Coastal Predator: The model gains **Strider (Water Terrain)**. In addition, units gain **Devastating Charge (+2" Adv)** and **Hard Target (1)** while both the following conditions are met:
 • More than half of their models have Coastal Predator. • More than half of their models have the centre of their base inside a Water Terrain Feature. Characters without Coastal Predator that Charge out of a unit do not benefit from Coastal Predator.

Distracting: Close Combat Attacks allocated towards a model with Distracting suffer a -1 to-hit modifier. This to-hit modifier cannot be combined with any other negative to-hit modifiers.

Hard Target:

Harnessed: Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with with at least one model part with Harnessed is considered to be mounted.

Hatred: During the first Round of Combat, failed to-hit rolls from attacks with Hatred must be rerolled.

Kraken's Hide: Armour Equipment
If on foot, the wearer gains +1 Armour

Light Armour: Armor +1

Light Troops: Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

Lightning Reflexes: Close Combat

A Close Combat Attack with Lightning Reflexes gains a +1 to-hit modifier. Model parts with this Attack Attribute wielding Great Weapons do not gain this +1 to-hit modifier, but strike with the Great Weapon at the Initiative Step corresponding to their Agility instead of always striking at Initiative Step 0.

Multiple Wounds: Attacks & Weapons, Melee

Unsaved wounds caused by the attacks are multiplied into the value given in brackets (X). If the value is a dice (e.g. Multiple Wounds (D3)), roll one dice for each unsaved wound with Multiple Wounds. The amount of wounds that the attack is multiplied into can never be higher than the Health Points Characteristic of the target (excluding Health Points lost previously in the battle). For example, if a Multiple Wounds (D6) attack wounds a unit of Trolls (HP 3) and rolls a '5' for the multiplier, the number of unsaved wounds is reduced to 3, even if the Troll unit has already lost one or two Health Points previously in battle.

If Clipped Wings is stated after the X value in brackets, any unsaved wound caused by the attack against a model with Fly is multiplied into X+1 instead of X.

Paired Weapons: The wielder gains +1 Attack Value when using Paired Weapons. Attacks made with Paired Weapons gain +1 Offensive Skill and ignore Parry. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

Ruthless Efficiency: The attack gains +1 to wound during the First Round of Combat.

Vicious Slavers: Universal Rule.

Enemy models that are not immune to the effects of Fear in units in base contact with one or more models with Vicious Slavers suffer -1 Discipline.

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.

Kraken #1



Corsairs #1

