




# DREAD ELVES

## 2020 - 2 170 POINTS



380 pts (18.00 %) **170 pts (8.00 %)** 1020 pts (47.00 %) 0 pts (0.00 %) 600 pts (28.00 %) 0 pts (0.00 %)  
**Characters**      **Core**      **Special**      **Raiders**      **Destroyers**      **The Menagerie**  
 (40 Max)      (25 Least)      (0 NoLimit)      (20 Max)      (15 Max)      (30 Max)


### Characters



#### ORACLE #1

Warlock Outcast - Standard - Infantry - 20x20


## 380 POINTS



Global	Adv	Mar	Dis			Model Rules
	5"	10"	9			Not a Leader, Wizard Adept, Irresistible Will, Wizard Master
Defensive	HP	Def	Res	Arm		
	3	4	3	0		
Offensive	Att	Off	Str	Ap	Agi	
Warlock Outcast	1	4	3	0	5	Lightning Reflexes, Ruthless Efficiency, Hand Weapon

**Options** | Light Armour • Cosmology • Obsidian Rock • Destiny's Call • Magical Heirloom


### Core



#### CORSAIRS #1

Raiding Party x10 - Standard - Infantry - 20x20

## 170 POINTS



Global	Adv	Mar	Dis			Model Rules
	5"	10"	8			Light Troops, Hunting Bolas
Defensive	HP	Def	Res	Arm		
	1	4	3	0		Light Armour
Offensive	Att	Off	Str	Ap	Agi	
Dread Raider	1	4	3	0	5	Lightning Reflexes, Ruthless Efficiency

### Special



#### DREAD KNIGHTS #1

Dread Knights x10 - Standard - Cavalry - 25x50

## 490 POINTS



Global	Adv	Mar	Dis			Model Rules
	7"	14"	9			Scoring, Scent of Blood
Defensive	HP	Def	Res	Arm		
	1	5	3	2		Heavy Armour, Shield
Offensive	Att	Off	Str	Ap	Agi	
DreadKnight	2	5	4	1	6	Lightning Reflexes, Ruthless Efficiency
Coastal Raptor	2	3	4	1	3	Harnessed, Lethal Strike

**Options** | Champion • Musician • Standard Bearer



### RAPTOR CHARIOT #1

Raptor Chariot - Large - Construct - 50x100

200 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	7"	9	Swiftstride, Scent of Blood		
Defensive	HP	Def	Res	Arm		
	4	5	4	2	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Crew(2)	2	5	4	1	6	Lightning Reflexes, Ruthless Efficiency
Coastal Raptor(2)	2	3	4	1	3	Harnessed, Lethal Strike
Chariot			5	2		Inanimate, Impact Hits (D6+1, D6+1)



### RAPTOR CHARIOT #2

Raptor Chariot - Large - Construct - 50x100

200 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	7"	9	Swiftstride, Scent of Blood		
Defensive	HP	Def	Res	Arm		
	4	5	4	2	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Crew(2)	2	5	4	1	6	Lightning Reflexes, Ruthless Efficiency
Coastal Raptor(2)	2	3	4	1	3	Harnessed, Lethal Strike
Chariot			5	2		Inanimate, Impact Hits (D6+1, D6+1)



### HARPIES #1

Harpies x5 - Standard - Beast - 20x20

130 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	6	Light Troops, Skirmisher, Swiftstride, Insignificant, Fly		
	10"	18"				
Defensive	HP	Def	Res	Arm		
	1	3	3	0	Hard Target (1, 1)	
Offensive	Att	Off	Str	Ap	Agi	
Harpy	2	3	4	0	4	Devastating Charge

## Destroyers



### HUNTING CHARIOT #1

Hunting Chariot - Large - Construct - 50x100

200 POINTS



Global	Adv	Mar	Dis	Model Rules	
	9"	9"	8	Swiftstride, Hunting Bolas	
Defensive	HP	Def	Res	Arm	
	4	4	4	2	Light Armour
Offensive	Att	Off	Str	Ap	Agi

Offensive	Att	Off	Str	Ap	Agi	
Crew(2)	1	4	3	0	5	Lightning Reflexes, Ruthless Efficiency, Light Lance
Elven Horses(2)	1	3	3	0	4	Harnessed
Chassis	-	-	5	2	-	Inanimate, Impact Hits (D6, D6), Dragonsbane Harpoon (3+, 3+)




### DREAD REAPER #1

Repeater Battery - Standard - Construct - 60

## 200 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	5"	8	War Machine		
Defensive	HP	Def	Res	Arm		
	4	1	4	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Crew	2	4	3	0	5	Lightning Reflexes, Ruthless Efficiency, Daeb Bolt Thrower (3+, 3+)



### DREAD REAPER #2

Repeater Battery - Standard - Construct - 60

## 200 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	5"	8	War Machine		
Defensive	HP	Def	Res	Arm		
	4	1	4	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Crew	2	4	3	0	5	Lightning Reflexes, Ruthless Efficiency, Daeb Bolt Thrower (3+, 3+)

## Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<b>Curse of the Phantom Queen</b>				
<i>Mf</i>	7+	24"	Translation missing: en.magic_spell.type_target.Hex	One Turn
<p><i>Whenever a model that is the target of this spell inflicts a Health Point loss against an enemy unit, the model's unit suffers 1 hit with Strength 4, Armour Penetration 2, and Magical Attacks. These hits are considered Ranged Attacks that are distributed by the attacking unit's owner. Only consider Health Point losses caused by Close Combat Attacks, Shooting Attacks, Special Attacks, and spells with duration Instant for this purpose. No Health Pool can generate more hits this way than it had Health Points before the Health Point loss.</i></p>				



**Duality:** All Cosmology spells are divided into two versions, representing opposing aspects; Cosmos and Chaos. When casting Cosmology spells, always declare which version of the spell you are using. Whenever the Caster successfully casts a non-Bound Cosmology spell, the next Cosmology spell it attempts to cast has its Casting Value reduced by 1, provided this spell is a Cosmology spell of the opposing aspect.

		Casting	Range	Type	Duration	Effect
<b>4</b>	Perception of Strength Chaos	8+	24"	Hex	One Turn	The target suffers <b>-1</b> Strength and <b>-1</b> Armour Penetration.
<b>5</b>	Unity in Divergence Cosmos	10+	24"	Augment	One Turn	All models in the target unit <b>gain Aegis (5+)</b> .

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>5</b>	Unity in Divergence Chaos	10+	24"	Hex Damage Direct	Instant	Each model in the target unit <b>suffers a hit with Strength 3, Armour Penetration 0, and Magical Attacks.</b>
<b>4</b>	Perception of Strength Cosmos	8+	24"	Augment	One Turn	The target gains <b>+1</b> Strength and <b>+1</b> Armour Penetration.
<b>6</b>	Truth of Time Cosmos	7+	24"	Augment Focused	Instant	The target <b>Recovers</b> 1 Health Point
<b>6</b>	Touch the Heart chaos	7+	24"	Hex Missile Damage Focused	Instant	The target suffers <b>1 hit that wounds automatically</b> with Armour Penetration 10 and Magical Attacks.
<b>1</b>	Altered Sight Cosmos	5+	24"	Augment	One Turn	The target gains <b>+1</b> Offensive Skill and <b>+1</b> Defensive Skill, and has its weapons' Aim <b>improved</b> by 1.
<b>1</b>	Altered Sight Chaos	5+	24"	Hex	One Turn	The target suffers <b>-1</b> Offensive Skill and <b>-1</b> Defensive Skill, and has its weapons' Aim <b>worsened</b> by 1.
<b>2</b>	Truth of Time Cosmos	5+	24"	Augment	One Turn	Rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance of units with at least one model affected by the spell are subject to two instances of Maximised Roll.
<b>3</b>	Ice and Fire Chaos	7+	24"	Hex Damage Augment	Instant	The target suffers 2D6 hits with Strength 4 and Armour Penetration 0, and Magical Attacks. Successful Armour Saves against wounds caused by this spell must be rerolled.
<b>2</b>	Truth of Time Chaos	5+	24"	Hex	One Turn	Rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance of units with at least one model affected by the spell are subject to two instances of Minimised Roll.
<b>3</b>	Ice and Fire Cosmos	7+	24"	Hex Missile Damage	Instant	The target suffers 2D6 hits with Strength 4, Armour Penetration 0, and <b>Magical Attacks</b> . Successful <b>Special Saves</b> against wounds caused by this spell must be rerolled.

## Magic items

**Destiny's Call:** The wearer gains Aegis (4+) and its Armour is set to 3 and can never be improved beyond this.

**Magical Heirloom:** The bearer gains the Hereditary Spell during Spell Selection, always knows it in addition to its other spells, cannot select it during Spell Selection, and cannot replace or otherwise lose it.

**Obsidian Rock:** The bearer gains Magic Resistance (2).

## Model Rules

**Daeb Bolt Thrower:** Range 24", Shots 8, Str 5, AP 2. Note that the model can move and shoot.

**Devastating Charge:** Attacks & Weapons, Melee

A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.

**Dragonsbane Harpoon:** Shooting Weapon.

Range 18", Shots 1, Str 7, AP 4, Multiple Wounds (2), Quick to Fire, Reload!

**Fly:** The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move, Charge, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

**Hand Weapon:** All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry

**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 at least one model part with Harnessed is considered to be mounted.

**Heavy Armour:** +2 Armor

**Hunting Bolas:** The roll for Flee Distance of enemy units that Break from Combat while in base contact with one or more models with Hunting Bolas is subject to Minimised Roll.

**Impact Hits:** At Initiative Step 10, a charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's Strength and Armour Penetration.

If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). In multipart models, only model parts that also have Harnessed or Inanimate can use their Impact Hits. When several models in the same unit have

Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.

**Inanimate:** Inanimate - Melee

Model parts with Inanimate cannot make Close Combat Attacks and cannot use Shooting Weapons. Shooting Weapons carried by model parts with Inanimate can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate).

**Insignificant:**

**Irresistible Will:** Universal Rule.

The Casting Values of spells cast by the model are increased by +1. Dispelling rolls against non-Bound spells cast by the model suffer a -2 modifier.

**Lethal Strike:** If the attack wounds with a natural to-wound roll of 6+, its Armour Penetration is set to 10 and the target of the attack cannot take a Regeneration save against it.

**Light Armour:** Armor +1

**Light Lance:**

**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.

**Not a Leader:** The model cannot be the General.

**Ruthless Efficiency:** Close Combat

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

**Scent of Blood:** The model gains Fearless and Frenzy while Engaged in Combat. In addition, the model gains Devastating Charge (+1" Adv) with the following restrictions:

- The Charged unit has at least one Health Pool that contains fewer Health Points than it did when the unit was deployed or otherwise entered the Battlefield.
- The effect ends immediately before the unit declares a new Charge.

**Scoring:** Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives (see section XVI.2 "Scoring Secondary Objectives", page 67). Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon:

Scoring can be lost during the game:

- A unit that is Fleeing loses Scoring for as long as it is Fleeing.
- An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring.
- A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.

**Shield:** +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

**Skirmisher:** The model can draw Lines of Sight in any direction (i.e. it is not limited by the Front Arc) from any point on its base (remember that Charge Moves are limited by a single Wheel of no more than 90°, and that Stand and Shoot Charge Reactions can only be done against enemies in the Front Arc) and can always use Shooting Attacks from any rank (they are not limited to shooting from first and second rank).

Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base to base contact with each other. Instead, models are placed with a 12.5 mm distance between them. This gap is considered part of the unit for Cover purposes, and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops, never block Line of Sight, and when units in skirmish formation would contribute to Hard Cover, they contribute to Soft Cover instead.

**Swiftstride:** When a unit composed entirely of models with Swiftstride rolls Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 (normally this will lead to rolling 3D6) and discards the lowest D6 rolled.

**War Machine:** The model cannot Pursue, Declare Charges or Declare Flee as Charge Reaction. Characters can never join units with War Machines, and Characters with War Machine cannot join units at all.

When a War Machine fails a Panic Test, instead of Fleeing it is Shaken until the end of the next Player Turn. War Machines that fail a Break Test are automatically destroyed. War Machines and units Engaged in Combat with them cannot make Combat Reforms.

When a unit charges a War Machine, it can move into base contact by having its Front Facing contact any point of the War Machine's base (it must still maximise the number of models in base contact, see subsection II.1.A "Bases and Base Contact", page 4 and Figure 1 page 4). No Align Move is allowed. Ignore the War Machine's Facing, as it does not have any due to its round base.

**Wizard Adept:** - Knows 2 spells.

- Can select from the Learned Spells 1, 2, 3, and 4 of its chosen Path and the Hereditary Spell of its army.  
The Wizard gains Channel (1) and selects its spells as described in Spell Selection.

**Wizard Master:** - Knows 4 spells.

- Can select from the Learned Spells 1, 2, 3, 4, 5, and 6 of its chosen Path and the Hereditary Spell of its army.  
The Wizard gains Channel (1) and a +1 modifier to its casting rolls, and selects its spells as described in Spell Selection

## 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.

Oracle #1	Corsairs #1	Dread Knights #1	Raptor Chariot #1	Raptor Chariot #2	Harpies #1	Hunting Chariot #1	Dread Reaper #1	Dread Reaper #2
