



# DREAD ELVES

## DELPHEN - 1 819 POINTS



730 pts (16.00 %) 279 pts (6.00 %) 210 pts (5.00 %) 279 pts (6.00 %) 200 pts (4.00 %) 400 pts (9.00 %)

**Characters**      **Core**      **Special**      **Raiders**      **Destroyers**      **The Menagerie**

(40 Max)      (25 Least)      (0 NoLimit)      (20 Max)      (15 Max)      (30 Max)

### Characters



#### MORATHI

Warlock Outcast - Standard - Cavalry - 25x50

360 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



#### MOUNT ELVEN HORSE

Global	Adv	Mar	Dis	Model Rules		
	9"	18"	C			
Defensive	HP	Def	Res	Arm		
	C	C	C	C+2		
Offensive	Att	Off	Str	Ap	Agi	
Elven Horse	1	3	3	0	4	

Harnessed

#### Options

Elven Horse • Light Armour • Cosmology • Binding Scroll x1 • Talisman of Shielding



#### MALEKITH

Silexian Officer - Large - Cavalry - 40x40

370 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	10	Academy Training, Tactician		
Defensive	HP	Def	Res	Arm		
	3	6	3	0		
Offensive	Att	Off	Str	Ap	Agi	
Silexian Officer	3	6	4	1	7	

Lightning Reflexes, Ruthless Efficiency, Hand Weapon



#### MOUNT BLACKMANE PEGASUS

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C	Fly (8", 16", 8", 16"), Light Troops		
	8"	16"				
Defensive	HP	Def	Res	Arm		
	C	C	4	C+1		
Offensive	Att	Off	Str	Ap	Agi	
Blackmane Pegasus	2	4	4	1	4	

Harnessed

#### Options

Blackmane Pegasus • Kraken's Hide • Halberd • Battle Standard Bearer • Destiny's Call

### Core



**BAM**  
Silexian Auxiliaries **x18** - Standard - Infantry - 20x20

**279** POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Scoring, Academy Training, Suppressing Volley		
Defensive	HP	Def	Res	Arm		
	1	4	3	0	Light Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Silexian Auxiliary	1	4	3	0	5	Lightning Reflexes, March and Shoot, Ruthless Efficiency, Repeater Crossbow

Options

Musician

**Special**



**DARK ACOLYTES #1**  
Warlock Acolytes **x5** - Standard - Cavalry - 25x50

**210** POINTS



Global	Adv	Mar	Dis	Model Rules		
	9"	18"	8	Light Troops, Wizard Conclave		
Defensive	HP	Def	Res	Arm		
	1	4	3	1	Aegis (4+, against Melee Attacks), Aegis, Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Acolyte	1	4	4	1	5	Lightning Reflexes, Ruthless Efficiency, Blades of Darag
Elven horse	1	3	3	0	4	Harnessed

**Destroyers**



**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+)

**The Menagerie**



**HYDRA #1**  
Hydra - Gigantic - Beast - 50x100

**400** POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	8	Cut one off..., Rage - Hydra	
Defensive	HP	Def	Res	Arm	
	6	4	5	3	Fortitude
Offensive	Att	Off	Str	Ap	Agi

Offensive	Att	Off	Str	Ap	Agi	
Hydra	5	4	5	2	3	Harnessed, Poison Attacks, Breath Attack
Lashmaster(2)	1	4	3	0	5	Lightning Reflexes, Ruthless Efficiency

## 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
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.				



**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> .
<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 1</b> 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 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>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>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>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.
<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 <b>Magical Attacks</b> . Successful <b>Armour Saves</b> against wounds caused by this spell must be rerolled.

## Magic items

**Binding Scroll:** One use only. May be activated after Siphon the Veil (at the end of step 3 of the Magic Phase Sequence).

When activated, pick an enemy model and select one of its Attribute, Bound, or Learned Spells. The selected model cannot cast the chosen instance of the spell during this Magic Phase. Only a single Binding Scroll may be activated during the same phase.

**Talisman of Shielding:** The bearer gains Aegis (5+).

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

## Model Rules

**Academy Training:** Units with more than half of their models with Academy Training are considered Academy Trained. While within 8" of one or more other non-Fleeing, friendly Academy Trained units, Academy Trained units:

- Gain Devastating Charge (+1" Adv) when declaring their first Charge in any Charge Phase. The effect lasts until the end of the Charge Phase. Characters without Academy Training that Charge out of the unit are not affected.
- Count as having one additional Full Rank for the purpose of Steadfast and Disrupted if they have at least one Full Rank.

### Aegis:

**Blades of Darag:** Two-Handed. While using this weapon, the wielder gains +1 Attack Value, and attacks made with this weapon become Magical Attacks. For each non-Attribute Spell with duration One Turn targeting at least one model in the wielder's unit, attacks made with this weapon gain +1 Strength, up to a maximum of +2, for as long as the spell's effects are applied. This weapon cannot be enchanted with Weapon Enchantments.

### Breath Attack:

**Cut one off...:** Universal Rule.

For each successful Fortitude Save roll of a natural '6', the model disregards another simultaneously suffered wound. If there aren't enough simultaneously suffered wounds to disregard, the model immediately Recovers 1 Health Point instead.

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

**Fortitude:** Fortitude is a Special Save. Fortitude Saves cannot be taken against attacks with Lethal Strike that rolled a natural 6+ to wound, or against attacks with Flaming Attacks

**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

**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.

**Heavy Armour:** +2 Armor

**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.

**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.

### March and Shoot:

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

**Poison Attacks:** If the attack successfully hits with a natural to-hit roll of '6', it automatically wounds with no to-wound roll needed. Shooting Attacks using the Hopeless Shot can only automatically wound if the first to-hit roll is a natural '6'. Note that the second to-hit roll must still be successful in order to hit the target. If the attack can be turned into more than one hit (e.g. a hit with Area Attack, Battle Focus, or Penetrating), only a single hit, chosen by the attacker, automatically wounds. All other hits must roll to wound as normal.

**Rage - Hydra:** Attack Attribute – Close Combat.

Whenever the model loses a Health Point, it gains +1 Attack Value. Whenever it gains a Health Point, it suffers -1 Attack Value.

**Repeater Crossbow:** Range 18", Shots 2, Str 3, AP 0. When shooting from Short Range, the weapon gains +1 Armour Penetration.

**Ruthless Efficiency:** Close Combat

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

**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.

**Suppressing Volley:** Universal Rule.

At the start of each friendly Charge Phase, each unengaged non-Shaken friendly Silexian Auxiliaries unit, with at least one Full Rank may nominate a single, unengaged enemy unit within 18" and within Line of Sight. If so, the Silexian Auxiliaries unit cannot declare any Charges during this Charge Phase. Until the end of the Player Turn, the nominated enemy unit suffers -1 to-hit against Charging Academy Trained units. Nominating a unit from more than one Silexian Auxiliaries unit has no stacking effect.

**Tactician:** Universal Rule.

The range of Academy Training to and from the bearer's unit is increased from 8" to 12".

**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 Conclave:** The Champion of a unit with Wizard Conclave gains +1 Health Point in addition to the normal Characteristics increases associated with being a Champion, and is a Wizard Adept.

This Champion may select up to two spells from predetermined spells given in brackets after Wizard Conclave.

This overrides the Spell Selection rules connected to being a Wizard Adept.

**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.

