



# DREAD ELVES

## 2021 SEPTEMBER DE4 WARLOCK WARLOCK INF (GOTEBOR... - 4 494 POINTS




1370 pts (30.00 %) 1122 pts (25.00 %) 1662 pts (37.00 %) 875 pts (19.00 %) 0 pts (0.00 %) 0 pts (0.00 %)

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

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


### Characters



#### WARLOCK OUTCAST #1


Warlock Outcast - Standard - Infantry - 20x20

### 430 POINTS



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


**Options** | Evocation • Wizard Master • Talisman of the Void



#### WARLOCK OUTCAST #2


Warlock Outcast - Standard - Infantry - 20x20

### 445 POINTS



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

**Options** | Cosmology • Wizard Master • Ring of the Obsidian Thrones • Obsidian Rock




#### DREAD PRINCE #1

Dread Prince - Standard - Cavalry - 25x50

### 495 POINTS



| Global  | Adv | Mar | Dis | Model Rules |     |
|---|-----|-----|-----|-------------|-----|
|   | 5"  | 10" | 9   |             |     |
| Defensive   | HP  | Def | Res | Arm         |     |
|   | 3   | 6   | 3   | 0           |     |
| Offensive   | Att | Off | Str | Ap          | Agi |
| DreadPrince   | 5   | 8   | 4   | 1           | 8   |
| <b>Lightning Reflexes, Ruthless Efficiency, Deadly Riposte, Hand Weapon</b> |     |     |     |             |     |



#### 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   |
| <b>Harnessed</b> |     |     |     |             |     |

**Options** | Shield • Lance • Elven Horse • General • Mask of the War Crow • Basalt Infusion • Dusk Forged • Transcendence

### Core



**SILEXIAN SPEARS #1**  
Silexian Spears **x38** - Standard - Infantry - 20x20

**587 POINTS**



| Global                | Adv | Mar | Dis | Model Rules               |                      |  |
|-----------------------|-----|-----|-----|---------------------------|----------------------|--|
|                       | 5"  | 10" | 8   | Scoring, Academy Training |                      |  |
| Defensive             | HP  | Def | Res | Arm                       |                      |  |
|                       | 1   | 4   | 3   | 0                         | Light Armour, Shield |  |
| Offensive             | Att | Off | Str | Ap                        | Agi                  |  |
| <b>Silexian Spear</b> | 1   | 4   | 3   | 0                         | 5                    | Lightning Reflexes, Ruthless Efficiency, Spear |

|                |  |
|----------------|--|
| <b>Options</b> | Champion • Musician • Standard Bearer • Flaming Standard |
|----------------|--|



**SILEXIAN AUXILIARIES #1**  
Silexian Auxiliaries **x20** - Standard - Infantry - 20x20

**365 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                  |   |
| <b>Silexian Auxiliary</b> | 1   | 4   | 3   | 0   | 5                    | Lightning Reflexes, March and Shoot, Ruthless Efficiency, Repeater Crossbow |

|                |  |
|----------------|--|
| <b>Options</b> | Champion • Musician • Standard Bearer • Banner of the Relentless Company |
|----------------|--|



**RAIDING PARTY #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          |   |
| <b>Dread Raider</b> | 1   | 4   | 3   | 0                           | 5            | Lightning Reflexes, Ruthless Efficiency |

|                |         |
|----------------|---------|
| <b>Options</b> | Corsair |
|----------------|---------|

**Special**



**DIVINE ALTAR**  
Divine Altar - Large - Construct - 60x100

**200 POINTS**



| Global              | Adv | Mar | Dis | Model Rules               |       |   |
|---------------------|-----|-----|-----|---------------------------|-------|---|
|                     | 5"  | 10" | 8   | Towering Presence, Frenzy |       |   |
| Defensive           | HP  | Def | Res | Arm                       |       |   |
|                     | 6   | 5   | 5   | 2                         | Aegis |   |
| Offensive           | Att | Off | Str | Ap                        | Agi   |   |
| <b>Attendant(3)</b> | 2   | 5   | 3   | 1                         | 5     | Battle Focus, Lightning Reflexes, Ruthless Efficiency |

|                |                 |
|----------------|-----------------|
| <b>Options</b> | Effigy of Dread |
|----------------|-----------------|



### SHADOW RIDERS #1

Shadow Riders x5 - Standard - Infantry - 20x20

195 POINTS



| Global      | Adv | Mar | Dis | Model Rules   |                      |  |
|-------------|-----|-----|-----|---|----------------------|--|
|             | 9"  | 18" | 8   | Feigned Flight, Vanguard, Light Troops, Hunting Bolas |                      |  |
| Defensive   | HP  | Def | Res | Arm   |                      |  |
|             | 1   | 4   | 3   | 1   | Light Armour, Shield |  |
| Offensive   | Att | Off | Str | Ap  | Agi                  |  |
| ShadowRider | 1   | 4   | 3   | 0   | 5                    | Lightning Reflexes, Ruthless Efficiency, Light Lance |
| Elven Horse | 1   | 3   | 3   | 0   | 4                    | Harnessed  |

|                |                        |
|----------------|------------------------|
| <b>Options</b> | Repeater Crossbow (3+) |
|----------------|------------------------|



### OBSIDIAN GUARD #1

Obsidian Guard x24 - Standard - Infantry - 20x20

628 POINTS



| Global         | Adv | Mar | Dis | Model Rules                                   |              |  |
|----------------|-----|-----|-----|---|--------------|--|
|                | 5"  | 10" | 9   | Scoring, Academy Training, Will of the Senate |              |  |
| Defensive      | HP  | Def | Res | Arm   |              |  |
|                | 1   | 6   | 3   | 0   | Heavy Armour |  |
| Offensive      | Att | Off | Str | Ap  | Agi          |  |
| Obsidian Guard | 2   | 6   | 3   | 1   | 6            | Lightning Reflexes, Ruthless Efficiency, Halberd |

|                |   |
|----------------|---|
| <b>Options</b> | Champion • Musician • Standard Bearer • Caedhren's Pennon |
|----------------|---|



### DREAD KNIGHTS #1

Dread Knights x8 - Standard - Cavalry - 25x50

484 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                |

|                |  |
|----------------|--|
| <b>Options</b> | Champion • Musician • Standard Bearer • Lance • Stalker's Standard |
|----------------|--|



### GORGONS #1

Gorgons - Large - Beast - 40x40

155 POINTS



| Global    | Adv | Mar | Dis | Model Rules                       |            |   |
|-----------|-----|-----|-----|-----------------------------------|------------|---|
|           | 7"  | 14" | 8   | Strider, Fear, Fearless, Supernal |            |   |
| Defensive | HP  | Def | Res | Arm                               |            |   |
|           | 3   | 5   | 4   | 0                                 | Aegis (5+) |   |
| Offensive | Att | Off | Str | Ap                                | Agi        |   |
| Gorgon    | 4   | 5   | 4   | 1                                 | 5          | Lightning Reflexes, Petrifying Stare, Ruthless Efficiency |

|                |                |
|----------------|----------------|
| <b>Options</b> | Paired Weapons |
|----------------|----------------|

Raiders



## BLACK CLOAKS #1

Black Cloaks x5 - Standard - Infantry - 20x20

170 POINTS



| Global             | Adv | Mar | Dis | Model Rules                                    |                           |   |
|--------------------|-----|-----|-----|--|---------------------------|---|
|                    | 5"  | 10" | 8   | Light Troops, Scout, Skirmisher, Hunting Bolas |                           |   |
| Defensive          | HP  | Def | Res | Arm  |                           |   |
|                    | 1   | 4   | 3   | 0  | Hard Target, Light Armour |   |
| Offensive          | Att | Off | Str | Ap   | Agi                       |   |
| <b>Black Cloak</b> | 1   | 4   | 3   | 0  | 5                         | Poison Attacks, Lightning Reflexes, Ruthless Efficiency, Paired Weapons, Repeater Handbow [X] |



## BLACK CLOAKS #2

Black Cloaks x5 - Standard - Infantry - 20x20

170 POINTS



| Global             | Adv | Mar | Dis | Model Rules                                    |                           |   |
|--------------------|-----|-----|-----|--|---------------------------|---|
|                    | 5"  | 10" | 8   | Light Troops, Scout, Skirmisher, Hunting Bolas |                           |   |
| Defensive          | HP  | Def | Res | Arm  |                           |   |
|                    | 1   | 4   | 3   | 0  | Hard Target, Light Armour |   |
| Offensive          | Att | Off | Str | Ap   | Agi                       |   |
| <b>Black Cloak</b> | 1   | 4   | 3   | 0  | 5                         | Poison Attacks, Lightning Reflexes, Ruthless Efficiency, Paired Weapons, Repeater Handbow [X] |

## Magics

Racial Trait Spell

|  | Casting | Range | Type   | Duration |
|--|---------|-------|--|----------|
| <b>Curse of the Phantom Queen</b>  |         |       |  |          |
| <b>Mf</b>  | 7+      | 24"   | Translation missing:<br>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. |         |       |  |          |



Cosmology

**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 -1 Strength and -1 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 +1 Strength and +1 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.      |

|          |                      | <i> Casting </i> | <i> Range </i> | <i> Type </i>      | <i> Duration </i> | <i> Effect </i>   |
|----------|----------------------|------------------|----------------|--------------------|-------------------|---|
| <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. |

### Evocation

|          |                      | <i> Casting </i> | <i> Range </i>  | <i> Type </i>                     | <i> Duration </i> | <i> Effect </i>  |
|----------|----------------------|------------------|-----------------|-----------------------------------|-------------------|--|
| <b>6</b> | Danse Macabre        | 5+ [9+]          | 12"<br>[9"Aura] | Augment                           | Instant           | The target may perform a <b>8"</b> [6"] Magical Move and gains Ghost Step during this move.  |
| <b>1</b> | Spectral Blades      | 5+ [9+]          | 18"             | Augment                           | One Turn          | The target must reroll failed to-wound rolls with its Melee Attacks [and gains <b>Lethal Strike</b> ].   |
| <b>3</b> | Hasten the Hour      | 7+ [10+]         | 24"<br>[18"]    | Hex Damage Direct                 | Instant           | Choose <b>1</b> {up to 3 different} models in the target unit (which may be Characters or Champions). Each of them suffers 1 hit that wounds automatically with Armour Penetration 10 and Magical Attacks. |
| <b>2</b> | Whispers of the Veil | 8+               | 24"             | Hex                               | One Turn          | The target suffers <b>-1</b> Resilience. In addition, a unit with at least one model affected by one or more instances of the spell suffers <b>-1</b> Discipline.  |
| <b>A</b> | Evocation of Souls   |                  |                 |                                   | Instant           | If your Veil Token pool contains less than 3 Veil Tokens, you gain one Veil Token. No more than 1 Veil Token can be gained from this spell each Phase.   |
| <b>4</b> | Ancestral Aid        | 6+ [7+]          | 12"<br>[18"]    | Augment                           | One Turn          | The target must reroll failed to-hit rolls with its Close Combat Attacks.  |
| <b>5</b> | Touch of the Reaper  | 7+ [9+]          | (24")<br>[18"]  | Hex Missile Damage Focused Direct | Instant           | The target suffers D3 hits with Strength 10, Armour Penetration 10, and Magical Attacks. When rolling to wound with this attack, use the target's Discipline instead of the target's Resilience.           |

### Magic items

**Talisman of the Void:** The bearer gains Channel (1).

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

**Ring of the Obsidian Thrones:** The bearer gains **Will of the Senate** (see Obsidian Guard unit).

**Basalt Infusion:** The wearer gains +1 Armour and Aegis (3+, against Flaming Attacks). The wearer automatically fails all Fortitude Saves.

**Dusk Forged:** The bearer may choose to reroll its failed Armour Saves while using this Shield. If it does, it automatically fails all Special Saves.

**Mask of the War Crow:** The bearer's unit gains **Fear**. In addition, the bearer and any friendly unit that contains one or more models with Fear within 6" of the bearer's unit **must** reroll natural to-wound rolls of '1' with its Close Combat Attacks.

**Transcendence:** Attacks made with this weapon become **Magical Attacks**. For each unsaved wound inflicted against enemy models with this weapon, the wielder gains +1 Strength and +1 Armour Penetration for the rest of the game, up to a maximum of +2 each.

### Magic banners

**Flaming Standard:** One use only. May be activated at the start of a Round of Combat or before shooting with the bearer's unit.

The bearer's unit gains Flaming Attacks. If activated when Engaged in Combat, the effect lasts until the bearer's unit is no longer Engaged in Combat. If activated before shooting with the bearer's unit, the effect lasts until the end of the phase.

**Banner of the Relentless Company:** One use only. May be activated during the owner's Movement Phase. All Infantry models in the bearer's unit always have March Rate 15", until the end of the Player Turn. Only a single Banner of the Relentless Company may be activated during the same phase.

**Caedhren's Pennon:** Infantry models in the bearer's unit gain Scent of Blood and Swiftstride.

**Stalker's Standard:** The bearer's unit gains Strider.

### 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:**

**Battle Focus:** If the attack hits with a natural to-hit roll of '6', the attack causes two hits instead of one.

**Deadly Riposte:** Attack Attribute – Close Combat.

For each enemy Close Combat Attack allocated towards the model for which a natural '1' is rolled to hit, the Dread Prince must perform a Close Combat Attack at the same Initiative Step that must be allocated towards the model (or Health Pool) that rolled the '1' to hit. If this is not possible, ignore the effect.

**Fear:** Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

**Fearless:** If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

**Feigned Flight:** A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

**Frenzy:** A unit with at least half its models with Frenzy cannot choose Flee as Charge Reaction, and when taking Discipline Tests, apply the following:

- If it is a Panic Test, Decimated Test or Fear Test: the unit gains +2 Discipline.
- If it is a Break Test, roll the test as normal.
- If it is any other Discipline Test, the unit suffers -2 Discipline.

At the start of the Charge Phase, each of your units with at least one model with Frenzy that could Declare a Charge against an enemy unit within the unit's Advance Rate +7" (using the lowest Advance Rate among the unit's models; if a model has more than 1 Advance Rate available, use the highest one) must take a Discipline Test, called a Frenzy Test. If the test is failed, the whole unit must Declare a Charge this Player Turn. Note that Characters are never forced to charge out of their units.

**Halberd:** Attacks made with a Halberd gain +1 Strength and +1 Armour Penetration. A model using this weapon cannot simultaneously use a Shield against Melee 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

**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.

**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.

**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.

**March and Shoot:**

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

**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.

**Petrifying Stare:** Special Attack.

At Initiative Step 10, each enemy unit in base contact with the model suffers 2 hits with Armour Penetration 10 and Magical Attacks that wound on:

- 4+ for models of Standard Height
- 5+ for models of Large Height
- 6+ for models of Gigantic Height

**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.

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

**Repeater Handbow [X]:** Range 12", Shots X, Str 3, AP 1, Accurate, Quick to Fire. 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.

**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.

**Scout:** At step 8 of the Pre-Game Sequence (after Spell Selection) an army that includes units with Scout must state which of its units with Scout will use it, starting with the player that picked the Deployment Zone. Deploy your army as usual, but without deploying any of the Scouting units. These units are placed after all other non-Scouting units have been deployed. They can either be deployed in your Deployment Zone, using the normal rules, or they can be deployed outside the Deployment Zone, but must be more than 18" away from any enemy units. This is decreased to 12" if the Scouting unit is deployed entirely within a Forest, Ruins, Field, Building, or Water Terrain Feature. Scouting units that are deployed outside their player's Deployment Zone may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have Scouting units, alternate deploying one unit at a time, starting with the player that finished deploying first.

**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.

**Spear:**

**Strider:** The model automatically passes Dangerous Terrain Tests taken due to Terrain.

If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain.

Sometimes Strider is linked to a specific type of Terrain, stated in brackets.

In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

**Supernal:**

**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.

**Towering Presence:** The model gains Tall and can never be joined or join a unit (unless it is a War Platform). A model with Towering Presence increases its Rally Around the Flag and Commanding Presence ranges by 6".

**Vanguard:** After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

**Will of the Senate:** Universal Rule.

Friendly units within 6" of a non-Fleeing unit containing one or more models with Will of the Senate must reroll failed Panic Tests.

**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.

## 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.

|                       |                       |                    |                       |                            |                     |                 |                     |                      |                        |               |                       |                       |
|-----------------------|-----------------------|--------------------|-----------------------|----------------------------|---------------------|-----------------|---------------------|----------------------|------------------------|---------------|-----------------------|-----------------------|
| Warlock<br>Outcast #1 | Warlock<br>Outcast #2 | Dread<br>Prince #1 | Silexian<br>Spears #1 | Silexian<br>Auxiliaries #1 | Raiding<br>Party #1 | Divine<br>Altar | Shadow<br>Riders #1 | Obsidian<br>Guard #1 | Dread<br>Knights<br>#1 | Gorgons<br>#1 | Black<br>Cloaks<br>#1 | Black<br>Cloaks<br>#2 |
|-----------------------|-----------------------|--------------------|-----------------------|----------------------------|---------------------|-----------------|---------------------|----------------------|------------------------|---------------|-----------------------|-----------------------|

