



DREAD ELVES

FEW - 4 554 POINTS



1270 pts (28.00 %) 1184 pts (26.00 %) 1870 pts (42.00 %) 824 pts (18.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Raiders** **The Menagerie**
 (40 Max) (25 Least) (0 NoLimit) (20 Max) (30 Max)

Characters

DREAD PRINCE #1

Dread Prince - Standard - Cavalry - 25x50

280 POINTS

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	9		
Defensive	HP	Def	Res	Arm	
	3	7	3	0	Heavy Armour
Offensive	Att	Off	Str	Ap	Agi
Dread Prince	5	8	4	1	8

Lightning Reflexes, Artistry of Death, Hand Weapon

MOUNT DAEB RAPTOR

Global	Adv	Mar	Dis	Model Rules	
	7"	14"	C	Scent of Blood	
Defensive	HP	Def	Res	Arm	
	C	C	C	C+2	
Offensive	Att	Off	Str	Ap	Agi
Daeb Raptor	2	3	4	1	3

Harnessed, Lethal Strike

Options Shield • Paired Weapons • Daeb Raptor

WARLOCK OUTCAST #1

Warlock Outcast - Gigantic - Beast - 50x100

825 POINTS

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	9	Wizard Adept, Irresistible Will, Mistrusted	
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 IMPERIOUS DRAGON

Global	Adv	Mar	Dis	Model Rules	
	7"	14"	C	Fly, Light Troops, Meeting of Minds, Scent of Blood	
	7"	14"			
Defensive	HP	Def	Res	Arm	
	6	5	6	4	
Offensive	Att	Off	Str	Ap	Agi
Imperious Dragon	5	5	6	3	3

Harnessed, Breath Attack

Options General • Wizard Master • Light Armour • Imperious Dragon • Paired Weapons

SILENT ASSASSIN #1

Silent Assassin - Standard - Infantry - 20x20

165 POINTS

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Hidden, Not a Leader, Professional Courtesy		
Defensive	HP	Def	Res	Arm		
	3	7	3	0		
Offensive	Att	Off	Str	Ap	Agi	
Silent Assassin	3	7	4	3	9	Lightning Reflexes, Multiple Wounds (2, against Characters), Poison Attacks, Artistry of Death, Hand Weapon, Paired Weapons, Repeater Handbow ([3] (2+))

Core



SILEXIAN SPEARS #1

Silexian Spears x40 - Standard - Infantry - 20x20

590 POINTS



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

Options	Champion • Musician • Standard Bearer
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SILEXIAN AUXILIARIES #1

Silexian Auxiliaries x16 - Standard - Infantry - 20x20

297 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Scoring, Academy Trained		
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 (3+)

Options	Champion • Musician • Standard Bearer
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SILEXIAN AUXILIARIES #1

Silexian Auxiliaries x16 - Standard - Infantry - 20x20


297 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Scoring, Academy Trained		
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 (3+)

Options	Champion • Musician • Standard Bearer
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Special



GORGONS #1

Gorgons x3 - Large - Beast - 40x40

440 POINTS



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

Options	Halberd
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	Obsidian Guard #1 Obsidian Guard x20 - Standard - Infantry - 20x20	480 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	9	Hold the Line, Scoring, Academy Trained		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	6	3	0	Heavy Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Obsidian Guard	2	6	3	1	6	Lightning Reflexes, Ruthless Efficiency, Halberd

Options	Champion • Musician • Standard Bearer
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	Dread Knights #1 Dread Knights x10 - Standard - Cavalry - 25x50	520 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	7"	14"	9	Scoring, Scent of Blood		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	5	3	2	Heavy Armour, Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Dread Knight	2	5	4	1	6	Lightning Reflexes, Ruthless Efficiency
Daeb Raptor	2	3	4	1	3	Harnessed, Lethal Strike

Options	Lance • Champion • Musician • Standard Bearer
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	Judicators #1 Judicators x20 - Standard - Infantry - 20x20	430 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	8	Scoring		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	5	3	0	Heavy Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Judicator	1	5	3	2	5	Lightning Reflexes, Hatred, Artistry of Death, Great Weapon

Options	Champion • Musician • Standard Bearer
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Raiders



SHADOW RIDERS #1

Shadow Riders x5 - Standard - Cavalry - 25x50

230 POINTS



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

Options	Repeater Crossbow (3+) • Champion • Musician • Standard Bearer
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Magics

Racial Trait Spell

	Casting	Range	Type	Duration
H Curse of the Phantom Queen				
Mf	8+	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

Academy Trained: 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:

Artistry of Death: The attack gains +1 to wound. Attacks with Artistry of Death lose Ruthless Efficiency if they had it.

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.

Great Weapon: Attacks made with a Great Weapon gain +2 Strength, +2 Armour Penetration and always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks

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

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.

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

Heavy Armour: +2 Armor

Hidden:

Hold the Line:

Irresistible Will: The model's Casting Attempts with 4 or more Magic Dice are subject to the following rules: • Total Casting Modifiers may not exceed +1. •

Dispelling rolls suffer a -2 Dispelling 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: March Moving in the same Player Turn while affected by this Attack Attribute does not prevent the attack from being performed, unless the attack is also subject to Move or Fire

Mistrusted: If the model is the General, Discipline Tests using its Commanding Presence suffer -1 Discipline.

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.

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: 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.

Professional Courtesy: The model cannot join units that contain another model from the same unit entry.

Repeater Crossbow: Shooting Weapon

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

Repeater Handbow: Shooting Weapon

Range 12", Shots X, Str 3, AP 0, Accurate, Quick to Fire. When shooting from Short Range, the weapon gains +1 Armour Penetration.

Ruthless Efficiency: 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) for Charges against units that have at least one Health Pool that contains fewer Health Points than it did when the unit was deployed or otherwise entered the Battlefield for the first time.

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.

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:

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.

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.

Dread Prince #1	Warlock Outcast #1	Silent Assassin #1	Silexian Spears #1	Silexian Auxiliaries #1	Silexian Auxiliaries #1	Shadow Riders #1	Gorgons #1	Obsidian Guard #1	Dread Knights #1	Judicators #1
										