



# DREAD ELVES

## C'EST PAS SI MAL... - 5 002 POINTS



1090 pts (22.00 %) 1270 pts (25.00 %) 2642 pts (53.00 %) 760 pts (15.00 %) 0 pts (0.00 %)  
**Characters**      **Core**      **Special**      **Raiders**      **The Menagerie**  
 (40 Max)      (25 Least)      (0 NoLimit)      (20 Max)      (30 Max)

### Characters



#### OFFICIER SILEXIEN

Silexian Officer - *Standard - Infantry - 20x20*

**330 POINTS**



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	10	Tactician, Academy Trained		
Defensive	HP	Def	Res	Arm		
	3	6	3	0	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Silexian Officer	3	6	4	1	7	Lightning Reflexes, Ruthless Efficiency, Hand Weapon, Spear

**Options** | General • Kraken's Hide • Spear • Seal of the 9th Fleet • Moithir's Mirror • Mastery of Slaughter



#### SORCIER REPROÛVE

Warlock Outcast - *Large - Cavalry - 40x40*

**595 POINTS**



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Wizard Adept, Irresistible Will, Mistrusted		
Defensive	HP	Def	Res	Arm		
	3	4	3	0 (+1)	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Warlock Outcast	1	4	3	0	5	Lightning Reflexes, Ruthless Efficiency, Hand Weapon



#### MOUNT BLACKMANE PEGASUS

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

**Options** | Wizard Master • Light Armour • Cosmology • Blackmane Pegasus • Crystal Ball • Obsidian Rock • Destiny's Call



#### ASSASSIN FURTIIF

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



## LANCIERS SILEXIENS

Silexian Spears x20 - Standard - Infantry - 20x20

**310 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

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



## CORSAIRS

Corsairs x10 - Standard - Infantry - 20x20

**230 POINTS**



Global	Adv	Mar	Dis			Model Rules
	5"	10"	8			Light Troops, Vicious Slavers
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	Lightning Reflexes, Ruthless Efficiency, Paired Weapons, Repeater Handbow

<b>Options</b>	Repeater Handbow (4+) • Champion • Musician • Standard Bearer
----------------	---------------------------------------------------------------



## BEAST BREAKERS

Beast Breakers x10 - Standard - Infantry - 20x20

**200 POINTS**



Global	Adv	Mar	Dis			Model Rules
	5"	10"	8			Scoring, Lash's Sting
Defensive	HP	Def	Res	Arm		
	1	4	3	0	Light Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Beast Breaker	1	4	3	0	5	Lightning Reflexes, Ruthless Efficiency

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



## AUXILIAIRES SILEXIENS #1

Silexian Auxiliaries x15 - Standard - Infantry - 20x20

**265 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+)

<b>Options</b>	Musician
----------------	----------



### AUXILIAIRES SILEXIENS #2

Silexian Auxiliaries x15 - Standard - Infantry - 20x20

265 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

Musician

Special



### CHEVALIERS NOIRS

Dread Knights x10 - Standard - Cavalry - 25x50

555 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	
Dread Knight	2	5	4	1	6	Lightning Reflexes, Ruthless Efficiency, Lance
Daeb Raptor	2	3	4	1	3	Harnessed, Lethal Strike, Lance

Options

Lance • Champion • Musician • Standard Bearer • Stalker's Standard



### GARDE D'OBSIDIENNE

Obsidian Guard x15 - Standard - Infantry - 20x20

460 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Hold the Line, Scoring, Academy Trained		
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

Options

Champion • Musician • Standard Bearer • Caedhren's Pennon



### JUDICATEURS

Judicators x15 - Standard - Infantry - 20x20

380 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Scoring		
Defensive	HP	Def	Res	Arm		
	1	5	3	0	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Judicator	1	5	3	2	5	Lightning Reflexes, Hatred, Artistry of Death, Great Weapon

Options

Champion • Musician • Standard Bearer • Eye of the Gorgon



**HARPIES**  
Harpies **x6** - Standard - Beast - 20x20

177 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	6	Fly (8",16"), Insignificant, Light Troops, Skirmisher, Scent of Blood		
	8"	16"				
Defensive	HP	Def	Res	Arm		
	1	3	3	0	Hard Target (1)	
Offensive	Att	Off	Str	Ap	Agi	
Harpy	1	3	4	0	4	Devastating Charge, Raking Claws



**GORGONES**  
Gorgons **x3** - Large - Beast - 40x40

440 POINTS



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

Options	Halberd
---------	---------



**EFFIGIE D'EFFROI**  
Divine Altar - Large - Construct - 60x100

200 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Channel (3), Towering Presence, Effigy of Dread		
Defensive	HP	Def	Res	Arm		
	5	5	5	2	Aegis (5+)	
Offensive	Att	Off	Str	Ap	Agi	
Attendant	2	5	3	1	5	Lightning Reflexes, Battle Focus, Ruthless Efficiency, Blades of Darag

Options	Effigy of Dread
---------	-----------------



**FAUCHEUSE NOIRE #1**  
Repeater Battery - Standard - Construct - 60

215 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	5"	8	War Machine, Daeb Bolt Thrower		
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



**FAUCHEUSE NOIRE #2**  
Repeater Battery - Standard - Construct - 60

215 POINTS



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

## Magics

Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
<b><i>H Curse of the Phantom Queen</i></b>				
<i>Mf</i>	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>				



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.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<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	The target suffers 1 hit with Area Attack (6x6), Strength 3, Armour Penetration 0, and Magical Attacks.
<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 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	The target gains <b>+2"</b> Advance Rate and <b>+2</b> Agility.
<b>2</b>	Truth of Time Chaos	5+	24"	Hex	One Turn	The target suffers <b>-2"</b> Advance Rate, to a minimum of 3", and <b>-2</b> Agility, to a minimum of 1.
<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	8+	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	8+	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.

## Magic items

**Mastery of Slaughter:** Attacks made with this weapon gain **Artistry of Death**, **Battle Focus**, **Lethal Strike**, and **Multiple Wounds (2)**.

**Moithir's Mirror:** The bearer gains **Aegis (5,+ against Melee Attacks)**. In addition, at Initiative Step 0 of a Round of Combat in which one or more Melee Attacks are allocated towards or distributed onto the bearer's model (including Initiative Step 0), the bearer inflicts 3 hits with Strength 4, Armour Penetration 2, and Magical Attacks on each of the attacking models' units. This is considered a Special Attack.

**Seal of the 9th Fleet:** If the bearer's unit consists entirely of Infantry models, it is considered Academy Trained.

**Crystal Ball:** The firsts Dispelling Attempt in each enemy Magic Phase gains a +2 Dispelling Modifier, provided the bearer is on the Battlefield. When using a single Magic Dice for this Dispelling Attempt, a natural roll of '1' or '2' on the Magic Dice is always a failed Dispelling Attempt, regardless of any modifiers.

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

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

## Magic banners

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

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

**Eye of the Gorgon:** The bearer gains **Petrifying Stare** (see Gorgons unit). Enemy units in base contact with the bearer **must** reroll successful Discipline Tests.

## 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.

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

**Blades of Darag:** Close Combat Weapon

Paired Weapons.

Attacks. For each non-Attribute Spell with duration One Turn targeting at least one model in the model part's unit, attacks made with this weapon gain +1 Strength, for as long as the spell's effects are applied. The combined Strength modifiers of the model part and of attacks made with this weapon cannot exceed +2. This weapon cannot be enchanted.

**Channel:** During step 3 of the Magic Phase Sequence, each of the Active Player's models with Channel may add X Veil Tokens to the owner's Veil Token Pool. This Universal Rule is cumulative, adding X Veil Tokens of each independent instance of Channel to the model's total Channel value (so e.g. a model with Channel (1) and Channel (2) is treated like a model with Channel (3)).

**Daeb Bolt Thrower:** Artillery Weapon.

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.

**Effigy of Dread:** The model gains **Fear**, **Fearless**, and **Unbreakable**. Its Health Points are **set** to 6 and its Advance Rate and March Rate are **always** set to 0". The model cannot declare any Charges nor perform any Advance Moves, March Moves, Magical Moves, Pursuit Moves, nor Random Movement. In addition, friendly units within 18" of the model gain **Fear**. Enemy units within 18" of the model cannot benefit from Rally Around the Flag for Fear Tests.

**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.

**Fly:** The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move Chargers move, an Advance Move, 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.

**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

**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.

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

**Heavy Armour:** +2 Armour

**Hidden:**

**Hold the Line:**

**Insignificant:**

**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.

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

**Lance:** Attacks made with a Lance and allocated toward models in the wielders' Front Facing gain Devastating Charge (+2 Strength, +2 Armour Penetration). Infantry cannot use Lances.

**Lash's Sting:** Universal Rule.

Units containing one or more models with Lash's Sting gain Cannot be Stomped. At the start of each friendly Player Turn, for each unit that contains one or more models with Lash's Sting, choose another friendly unit within 8" of that unit.

Mounted models in a unit chosen once or more gain +1" Advance Rate until the end of the Movement Phase

**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 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.

**Raking Claws:** Sweeping Attack. The enemy unit suffers 1 hit for each model with Raking Claws in the unit. These hits are resolved with the Strength and Armour Penetration of model part with Raking Claws.

**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.

**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:**

**Tactician:** Universal Rule.

Academy Trained units joined by the model and Academy Trained units within range of Commanding Presence of a non-Fleeing model with Tactician count as being within 8" of another friendly Academy Trained unit.

**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".

**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.

**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.

## 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.

Officier silexien Sorcier réprouvé Assasins furatifs silexiens Corsairs Breakers silexiens Beast silexiens #1 Auxiliaires silexiens #2 Chevaliers noirs d'obsidiennes Gardes Judicats Harpies Gorgones Effigies d'effroi Faucheurs noirs #1 Faucheurs noirs #2

