



DREAD ELVES

MONTADOS - 2 846 POINTS



635 pts (22.00 %) **426 pts (15.00 %)** 1385 pts (49.00 %) 0 pts (0.00 %) 400 pts (14.00 %) 0 pts (0.00 %)

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

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

Characters



DREAD PRINCE #1

Dread Prince - Standard - Cavalry - 25x50

310 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	9		
Defensive	HP	Def	Res	Arm	
	3	6	3	0	Heavy Armour
Offensive	Att	Off	Str	Ap	Agi
DreadPrince	5	8	4	1	8

Lightning Reflexes, Ruthless Efficiency, Deadly Riposte, 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

Options

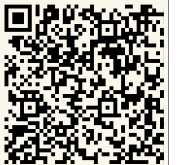
Shield • Lance • Daeb Raptor



CAPTAIN #1

Silexian Officer - Standard - Cavalry - 25x50

325 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	10	Academy Training, Tactician	
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



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

Options

Daeb Raptor • Kraken's Hide • Shield • Lance • Battle Standard Bearer • Stalker's Standard x1

Core



DREAD LEGIONNAIRES #1

Silexian Spears x29 - Standard - Infantry - 20x20

426 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	
Silexian Spear	1	4	3	0	5	Lightning Reflexes, Ruthless Efficiency, Spear

Options

Champion • Musician • Standard Bearer

Special



DREAD KNIGHTS #2

Dread Knights x9 - Standard - Cavalry - 25x50

495 POINTS



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

Options

Champion • Musician • Standard Bearer • Stalker's Standard



DREAD KNIGHTS #1

Dread Knights x10 - Standard - Cavalry - 25x50

490 POINTS



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

Options

Champion • Musician • Standard Bearer



RAPTOR CHARIOT #1

Raptor Chariot - Large - Construct - 50x100

200 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	7"	9	Swiftstride, Scent of Blood		
Defensive	HP	Def	Res	Arm		
	4	5	4	2	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Crew(2)	2	5	4	1	6	Lightning Reflexes, Ruthless Efficiency

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Coastal Raptor(2)	2	3	4	1	3	Harnessed, Lethal Strike
Chariot			5	2		Inanimate, Impact Hits (D6+1, D6+1)



RAPTOR CHARIOT #2

Raptor Chariot - Large - Construct - 50x100

200 POINTS



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

Destroyers



DREAD REAPER #1

Repeater Battery - Standard - Construct - 60

200 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	5"	8	War Machine		
<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>	
Crew	2	4	3	0	5	Lightning Reflexes, Ruthless Efficiency, Daeb Bolt Thrower (3+, 3+)



DREAD REAPER #2

Repeater Battery - Standard - Construct - 60

200 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	5"	8	War Machine		
<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>	
Crew	2	4	3	0	5	Lightning Reflexes, Ruthless Efficiency, Daeb Bolt Thrower (3+, 3+)

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<h3>Curse of the Phantom Queen</h3>				
<i>Mf</i>	7+	24"	Translation missing: en.magic_spell.type_target.Hex	One Turn
<p><i>Whenever a model that is the target of this spell inflicts a Health Point loss against an enemy unit, the model's unit suffers 1 hit with Strength 4, Armour Penetration 2, and Magical Attacks. These hits are considered Ranged Attacks that are distributed by the attacking unit's owner. Only consider Health Point losses caused by Close Combat Attacks, Shooting Attacks, Special Attacks, and spells with duration Instant for this purpose. No Health Pool can generate more hits this way than it had Health Points before the Health Point loss.</i></p>				

Magic banners

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.

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

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.

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

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

If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). In multipart models, only model parts that also have Harnessed or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.

Inanimate: Inanimate - Melee

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

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

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.

Ruthless Efficiency: Close Combat

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

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

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

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

Scoring can be lost during the game:

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

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

Spear:

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

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.

Qr codes of your army

Your 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	Captain #1	Dread Legionnaires #1	Dread Knights #2	Dread Knights #1	Raptor Chariot #1	Raptor Chariot #2	Dread Reaper #1	Dread Reaper #2
