



# DREAD ELVES

## GROUND - 4 310 POINTS



1115 pts (25.00 %) 1240 pts (28.00 %) 1115 pts (25.00 %) 750 pts (17.00 %) 415 pts (9.00 %)  
**Characters**      **Core**      **Special**      **Raiders**      **The Menagerie**  
 (40 Max)      (25 Least)      (0 NoLimit)      (20 Max)      (30 Max)

### Characters



#### DREAD PRINCE #1

Dread Prince - Standard - Infantry - 20x20

260 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

**Options**

General • Shield • Kraken's Hide • Lance



#### WARLOCK OUTCAST #1

Warlock Outcast - Large - Cavalry - 40x40

460 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 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 • Witchcraft • Light Armour • Blackmane Pegasus



#### SILEXIAN OFFICER #1

Silexian Officer - Standard - Infantry - 20x20

230 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

**Options**

Battle Standard Bearer • Shield • Kraken's Hide



### 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



### RAIDING PARTY #1

Raiding Party x25 - Standard - Infantry - 20x20

435 POINTS



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

Lightning Reflexes, Ruthless Efficiency

**Options** Corsair (les figurines ennemies qui ne sont pas immunisées aux effets de la Peur dans des unités en contact d'au moins une unité avec Corsaire subissent -1 en Discipline) • Champion • Musician • Standard Bearer



### RAIDING PARTY #2

Raiding Party x30 - Standard - Infantry - 20x20

480 POINTS



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

Lightning Reflexes, Ruthless Efficiency

**Options** Beast Breaker (désignez une autre unité alliée qui se trouve à 8" ou moins de celle-ci. Les éléments de figurine des unités choisies qui ont la règle Harnaché gagnent Charge dévastatrice (Ardeur guerrière) jusqu'à la fin du prochain Tour de joueur.) • Champion • Musician • Standard Bearer



### SILEXIAN AUXILIARIES #1

Sillexian Auxiliaries x20 - Standard - Infantry - 20x20

325 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
Sillexian Auxiliary	1	4	3	0	5

Lightning Reflexes, March and Shoot, Ruthless Efficiency, Repeater Crossbow (3+)

**Options** Musician

## Special



### DREAD KNIGHTS #1

Dread Knights x10 - Standard - Cavalry - 25x50

520 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
Daeb Raptor	2	3	4	1	3	Harnessed, Lethal Strike

**Options**

Lance • Champion • Musician • Standard Bearer



### REPEATER BATTERY #1

Repeater Battery - Standard - Construct - 60

210 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



### REPEATER BATTERY #2

Repeater Battery - Standard - Construct - 60

210 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



### HARPIES #1

Harpies x5 - Standard - Beast - 20x20

175 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	2	3	4	0	4	Devastating Charge, Raking Claws



### SHADŌW RIDERS #1

Shadow Riders x5 - Standard - Cavalry - 25x50

235 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

<b>Options</b>	Repeater Crossbow (3+) • Champion • Musician • Standard Bearer
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### BLACK CLOAKS #1

Black Cloaks x5 - Standard - Infantry - 20x20

190 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Light Troops, Scout, Skirmisher		
Defensive	HP	Def	Res	Arm		
	1	4	3	0	Hard Target, Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Black Cloak	1	4	3	0	5	Lightning Reflexes, Poison Attacks, Ruthless Efficiency, Paired Weapons

<b>Options</b>	Champion
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## The Menagerie



### HYDRA #1

Hydra - Gigantic - Beast - 50x100

415 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	8	Cut one off..., Rage (DE)		
Defensive	HP	Def	Res	Arm		
	6	4	5	3	Fortitude	
Offensive	Att	Off	Str	Ap	Agi	
Hydra	5	4	5	2	2	Breath Attack, Harnessed, Poison Attacks
Lashmaster	1	4	3	0	5	Lightning Reflexes, Ruthless Efficiency

## Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<b>H Curse of the Phantom Queen</b>				
<b>Mf</b>	7+	Caster	Translation missing: en.magic_spell.type_target.Caster	One Turn
<p><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></p>				



Witchcraft

		Casting	Range	Type	Duration	Effect
5	Will-o'-the-Wisp	8+ [8+]	18"	Universal	One Turn	Choose which effect to apply when casting the spell: <ul style="list-style-type: none"> <li>• The target gains Random Movement (2D6")</li> <li>• The target gains Random Movement (3D6")</li> </ul>
3	Twisted Effigy	5+ [7+]	36"	Hex	One Turn	The target cannot use Shooting Attacks [and suffers a -2 modifier to its casting rolls] .
4	The Wheel Turns	6+ [8+]	18"	Universal	One Turn	Melee Attacks against the target always (hit) [wound] on 4+.
6	Bewitching Glare	8+ [12+]	18"	Hex	One Turn	Melee (and Shooting) Attacks against the target must reroll failed to-wound rolls.
1	Raven's Wing	7+ [9+]	18"	Augment	Instant	The target may perform a 8" [12"] Magical Move and gains Fly and Light Troops until the end of the Player Turn. In addition, the target loses Scoring until the start of the next friendly Magic Phase.
A	Evil Eye		24"	Universal	One Turn	If this spell targets a friendly unit, the target gains +1 Advance Rate and +2 March Rate. If this spell targets an enemy unit, the target suffers -1 Advance Rate and -2 March Rate, to a minimum of 3 and 6 respectively. A unit cannot be affected by this spell more than twice in the same Magic Phase.
2	Deceptive Glamour	5+ [8+]	24"	Hex	One Turn	The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility.

## 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.

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

**Breath Attack:**

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

**Daeb Bolt Thrower:** 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.

**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.

**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.

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

**Hand Weapon:** All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry

**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

**Hidden:**

**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.

**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.

**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.

**Rage (DE):** Attack Attribute – Close Combat.

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

**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.

**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.

**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.

**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.

**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.

Dread Prince #1	Warlock Outcast #1	Silexian Officer #1	Silent Assassin	Raiding Party #1	Raiding Party #2	Silexian Auxiliaries	Shadow Riders #1	Dread Knights #1	Repeater Battery #1	Black Cloaks #1	Hydra #1	Repeater Battery #2	Harpies #1