



DREAD ELVES

MIECHU - 4 499 POINTS



1275 pts (28.00 %) 1159 pts (26.00 %) 2065 pts (46.00 %) 558 pts (12.00 %) 0 pts (0.00 %)

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

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

Characters



WARLOCK OUTCAST #1
Warlock Outcast - Standard - Infantry - 20x20

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

| | |
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| Options | General • Wizard Master • Cosmology • Talisman of the Void |
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TEMPLE EXARCH #1
Temple Exarch - Standard - Infantry - 20x20

455 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|---------------|-----|-----|-----|---|-----|
| | 5" | 10" | 9 | Fearless, Wizard Adept, Wizard Apprentice | |
| Defensive | HP | Def | Res | Arm | |
| | 3 | 5 | 3 | 0 | |
| Offensive | Att | Off | Str | Ap | Agi |
| Temple Exarch | 3 | 5 | 4 | 1 | 6 |

Aegis (4+, against Melee Attacks), Heavy Armour

Lightning Reflexes, Battle Focus, Ruthless Efficiency, Hand Weapon

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| Options | Alchemy • Oracle of Doom • Paired Weapons • Potion of Strength • Lucky Charm • Ghostly Guard • Hero's Heart |
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TEMPLE EXARCH #2
Temple Exarch - Standard - Infantry - 20x20

360 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|---------------|-----|-----|-----|-----------------------------|-----|
| | 5" | 10" | 9 | Fearless, Wizard Apprentice | |
| Defensive | HP | Def | Res | Arm | |
| | 3 | 5 | 3 | 0 | |
| Offensive | Att | Off | Str | Ap | Agi |
| Temple Exarch | 3 | 5 | 4 | 1 | 6 |

Aegis (4+, against Melee Attacks), Heavy Armour

Lightning Reflexes, Battle Focus, Ruthless Efficiency, Hand Weapon

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| Options | Divination • Battle Standard Bearer • Halberd • Potion of Strength • Lucky Charm • Essence of Mithril • Pride of Gar Daecos |
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Core



SILEXIAN SPEARS #1
Silexian Spears x24 - Standard - Infantry - 20x20

391 POINTS



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



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| Options | Champion • Musician • Standard Bearer • Banner of Discipline |
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|  | SILEXIAN AUXILIARIES #1 Silexian Auxiliaries x17 - Standard - Infantry - 20x20 | 279 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, Academy Trained | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 1 | 4 | 3 | 0 | Light Armour, Shield |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Silexian Auxiliary | 1 | 4 | 3 | 0 | 5 |
| Lightning Reflexes, March and Shoot, Ruthless Efficiency, Repeater Crossbow (3+) | | | | | |

| | | | |
|--|--|-------------------|--|
|  | SILEXIAN AUXILIARIES #1 Silexian Auxiliaries x17 - Standard - Infantry - 20x20 | 279 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, Academy Trained | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 1 | 4 | 3 | 0 | Light Armour, Shield |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Silexian Auxiliary | 1 | 4 | 3 | 0 | 5 |
| Lightning Reflexes, March and Shoot, Ruthless Efficiency, Repeater Crossbow (3+) | | | | | |

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|--|--|-------------------|---|
|  | SHADOW RIDERS #1 Shadow Riders x5 - Standard - Cavalry - 25x50 | 210 POINTS |  |
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| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 9" | 18" | 8 | Feigned Flight, Light Troops, Vanguard | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 1 | 4 | 3 | 1 | Light Armour, Shield |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Shadow Rider | 1 | 4 | 3 | 0 | 5 |
| Lightning Reflexes, Ruthless Efficiency, Light Lance | | | | | |
| Elven Horse | 1 | 3 | 3 | 0 | 4 |
| Harnessed | | | | | |

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| Options | Musician • Standard Bearer |
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Special

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|  | JUDICATORS #1 Judicators x30 - Standard - Infantry - 20x20 | 670 POINTS |  |
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| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
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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 |


| | |
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| Options | Champion • Musician • Standard Bearer • Flaming Standard |
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|  | THUNDER PACK #1 Thunder Pack x5 - Large - Beast - 40x60 | 410 POINTS |  |
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| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
| | 6" | 12" | 8 | Swift Reform, Scent of Blood | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | 3 | 3 | 5 | 1 | | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Thunder Beast | 4 | 3 | 6 | 1 | 3 | Devastating Charge (+ 1 AP, Terror) , Harnessed, Hatred |
| Lashmaster(2) | 1 | 4 | 3 | 0 | 5 | Lightning Reflexes, Ruthless Efficiency |

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|--|---|-------------------|--|
|  | THUNDER PACK #1 Thunder Pack x4 - Large - Beast - 40x60 | 340 POINTS |  |
|--|---|-------------------|--|

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|----------------------|------------|------------|------------|-------------------------------------|------------|--|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
| | 6" | 12" | 8 | Swift Reform, Scent of Blood | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | 3 | 3 | 5 | 1 | | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Thunder Beast | 4 | 3 | 6 | 1 | 3 | Devastating Charge (+ 1 AP, Terror) , Harnessed, Hatred |
| Lashmaster(2) | 1 | 4 | 3 | 0 | 5 | Lightning Reflexes, Ruthless Efficiency |


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|  | REPEATER BATTERY #1 Repeater Battery - Standard - Construct - 60 | 215 POINTS |  |
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|------------------|------------|------------|------------|---------------------------------------|---------------------|--|
| <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> | |
| Crew | 2 | 4 | 3 | 0 | 5 | Lightning Reflexes, Ruthless Efficiency |

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|--|--|-------------------|---|
|  | REPEATER BATTERY #1 Repeater Battery - Standard - Construct - 60 | 215 POINTS |  |
|--|--|-------------------|---|

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|------------------|------------|------------|------------|---------------------------------------|---------------------|
| <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 |


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|------------------|------------|------------|------------|-----------|------------|--|
| <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 |



REPEATER BATTERY #1

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> | |
| Crew | 2 | 4 | 3 | 0 | 5 | Lightning Reflexes, Ruthless Efficiency |

Magics

Racial Trait Spell

| | Casting | Range | Type | Duration |
|--|-----------|---------------|---|-----------------|
| <h3>H Curse of the Phantom Queen</h3> | | | | |
| <i>Mf</i> | 8+ | 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> | | | | |



| | | Casting | Range | Type | Duration | Effect |
|----------|-------------------|----------------------------------|------------------------------------|--------------------|-----------|---|
| 5 | Corruption of Tin | 8+ | 36" | Hex | Permanent | The target suffers -1 Armour. |
| 3 | Glory of Gold | 8+ | 18" | Augment | One Turn | The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks. |
| 4 | Silver Spike | <6+> {9+} | <18"> {36"} | Hex Missile Damage | Instant | The target suffers 1 hit with Strength 4 [6], Armour Penetration 10, Magical Attacks, [Multiple Wounds (D3)], and Area Attack (1x5) . |
| A | Alchemical Fire | | 18" | Hex | One Turn | The target gains Flammable against Melee Attacks. |
| 6 | Molter Copper | 7+ | 24" | Hex Missile Damage | Instant | The target suffers D3+4 hits with Strength X, Armour Penetration 4, Flaming Attacks, and Magical Attacks, where X is equal to the target's Armour. |
| 2 | Word of Iron | <5+> {9+} | <24"> {18"} | Augment | One Turn | The target gains <+1> {+2} to its Armour. |
| 1 | Quicksilver Lash | 7+ | 24" | Hex Missile Damage | Instant | The target suffers D3+1 hits with Flaming Attacks, Magical Attacks, and Armour Penetration 10. These hits always wound on a roll equal to or greater than "7 minus the target's Armour". An unmodified '6' always wounds and an unmodified '1' always fails to wound. |



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 |
|----------|------------------------------|---------|-------|---------|----------|---|
| 4 | Perception of Strength Chaos | 8+ | 24" | Hex | One Turn | The target suffers -1 Strength and -1 Armour Penetration. |
| 5 | Unity in Divergence Cosmos | 10+ | 24" | Augment | One Turn | All models in the target unit gain Aegis (5+) . |

| | | <i> Casting </i> | <i> Range </i> | <i> Type </i> | <i> Duration </i> | <i> Effect </i> |
|----------|-------------------------------|------------------|----------------|----------------------------|-------------------|---|
| 5 | Unity in Divergence Chaos | 10+ | 24" | Hex Damage Direct | Instant | The target suffers 1 hit with Area Attack (6×6), Strength 3, Armour Penetration 0, and Magical Attacks. |
| 4 | Perception of Strength Cosmos | 8+ | 24" | Augment | One Turn | The target gains +1 Strength and +1 Armour Penetration. |
| 6 | Truth of Time Cosmos | 7+ | 24" | Augment Focused | Instant | The target Recovers 1 Health Point |
| 6 | Touch the Heart chaos | 7+ | 24" | Hex Missile Damage Focused | Instant | The target suffers 1 hit that wounds automatically with Armour Penetration 10 and Magical Attacks. |
| 1 | Altered Sight Cosmos | 5+ | 24" | Augment | One Turn | The target gains +1 Offensive Skill and +1 Defensive Skill, and has its weapons' Aim improved by 1. |
| 1 | Altered Sight Chaos | 5+ | 24" | Hex | One Turn | The target suffers -1 Offensive Skill and -1 Defensive Skill, and has its weapons' Aim worsened by 1. |
| 2 | Truth of Time Cosmos | 5+ | 24" | Augment | One Turn | The target gains +2" Advance Rate and +2 Agility. |
| 3 | 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. |
| 2 | Truth of Time Chaos | 5+ | 24" | Hex | One Turn | The target suffers -2" Advance Rate, to a minimum of 3", and -2 Agility, to a minimum of 1. |
| 3 | Ice and Fire Cosmos | 8+ | 24" | Hex Missile Damage | Instant | The target suffers 2D6 hits with Strength 4, Armour Penetration 0, and Magical Attacks . Successful Special Saves against wounds caused by this spell must be rerolled. |



Divination

The Conclave: Spells from Divination gain +3" range up to a maximum of +9" for each additional friendly Wizard within 12" of the Caster. This bonus can never increase the combined modifier beyond +9", however other sources may.

| | | <i> Casting </i> | <i> Range </i> | <i> Type </i> | <i> Duration </i> | <i> Effect </i> |
|----------|--------------------|------------------|-------------------|--------------------|-------------------|---|
| 1 | Know Thy Enemy | <7+> {12+} | <18"> {6"Aura} | Augment | One Turn | The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility. |
| 3 | Scrying | <7+> {12+} | <18"> {6"Aura} | Augment | One Turn | The target gains Distracting and Hard Target. |
| 2 | Fate's Judgement | <5+> {9+} | 18" | Hex Missile Damage | Instant | The target suffers <1D3> {1D6} hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed). |
| A | Guiding Light | | 12" | Augment | One Turn | Discipline Tests of units with all models affected by the spell are subject to Minimised Roll. A unit cannot be affected by this spell more than once per Magic Phase. |
| 5 | Unerring Strike | <7+> {10+} | 18" | Hex Missile Damage | Instant | The target suffers <2D6> {3D6} hits that wound on 4+ with Armour Penetration 1, Divine Attacks and Magical Attacks . |
| 6 | Mirror of the Veil | (7+){10+} | (18"){6" Aura} | Hex | Permanent | The target gains Magic Resistance (3) that is also applied to friendly spells. |
| 4 | The Stars Align | <8+> {12+} | <18"> {6"Aura} | Augment | One Turn | The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat <and Shooting> Attacks. |

Magic items

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

Ghostly Guard: The wearer gains +2 Armour against non-Magical Attacks.

Hero's Heart: The wielder gains +1 Attack Value while using this weapon. Attacks made with this weapon become Magical Attacks and always have at least Strength 5 and at least Armour Penetration 2.

Lucky Charm: One use only. May be activated when the bearer's model fails an Armour Save. This failed Armour Save may be rerolled.

Potion of Strength: One use only. May be activated at the start of any Round of Combat. Until the end of the Player Turn the bearer gains Crush Attack.

Essence of Mithril: The wearer's Armour is set to 5 and can never be improved beyond this.

Pride of Gar Daecos: While using this weapon, the wielder gains +1 Attack Value, and attacks made with this weapon become **Divine Attacks**.

Magic banners

Banner of Discipline: The bearer's unit may reroll failed Panic Tests. If the Battle Standard Bearer or the General is part of the bearer's unit, it automatically passes Panic Tests instead.

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.

Model Rules

Academy Trained: Units with more than half of their models with Academy Training are considered Academy Trained.

While within " 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.

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.

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

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.

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

Heavy Armour: +2 Armor

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.

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.

Repeater Crossbow: Shooting Weapon

Range 18", Shots 2, Str 3, AP 0. 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:

Swift Reform: During the Movement Phase, a unit containing one or more models with Swift Reform may execute a Swift Reform instead of a Reform. The unit makes a Reform with the following exceptions:

- The unit is not prohibited from shooting in the next Shooting Phase (but will still suffer the to-hit modifier for moving and shooting).
- The unit can perform an Advance Move after the Reform. For the purpose of no model being able to end its movement with its centre farther away than its Advance Rate from its starting position, measure this distance after the Reform.
- No model can end its movement (after an Advance Move) with its centre farther away than its March Rate from its starting position before the Reform.

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.

Wizard Apprentice: - Knows 1 spell.

- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.
- The Wizard selects its spells as described in Spell Selection

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.

| Warlock Outcast #1 | Temple Exarch #1 | Temple Exarch #2 | Silexian Spears #1 | Silexian Auxiliaries #1 | Silexian Auxiliaries #1 | Shadow Riders #1 | Judicator #1 | Thunder Pack #1 | Thunder Pack #1 | Repeater Battery #1 | Repeater Battery #1 | Repeater Battery #1 |
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