



# DREAD ELVES

## C - 180 POINTS



180 pts (4.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)  
**Characters**     **Core**     **Special**     **Raiders**     **Destroyers**     **The Menagerie**  
 (40 Max)     (25 Least)     (0 NoLimit)     (20 Max)     (15 Max)     (30 Max)

### Characters



**SILENT ASSASSIN #1**  
 Silent Assassin - Standard - Infantry - 20x20

**180 POINTS**



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	9	Not a Leader, Professional Courtesy, Strike from the Shadows	
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, Poison Attacks, Artistry of Death, Hand Weapon, Paired Weapons, Repeater Handbow

### Magics

Racial Trait Spell

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

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.

### Model Rules

**Artistry of Death:** The attack gains +1 to wound.

**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

**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.

**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.

**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.

**Strike from the Shadows:** The model cannot be deployed during the Deployment Phase. Instead, at the start of any Player Turn, the owner may choose a friendly Standard Infantry unit that is not Fleeing and that the model can join and apply the following rules: • Remove a R&F model from the chosen unit's first rank as a casualty. Deploy the Silent Assassin in the

position of the removed model. • You cannot remove the last R&F model from a unit, and removing the model never causes a Panic Test. • The Silent Assassin cannot voluntarily leave its unit during the Player Turn in which it was deployed. • If the model is not deployed by the end of Game Turn 4, it counts as a casualty and cannot be deployed for the rest of the game.

## 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.

Silent Assassin #1

