



# DREAD ELVES

## LIST DREAD ELVES (v2021 ALPHA 3) #2 - 4 358 POINTS



1160 pts (26.00 %) 1165 pts (26.00 %) 1043 pts (23.00 %) 230 pts (5.00 %) 0 pts (0.00 %) 990 pts (22.00 %)

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

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

### Characters



#### LEGION LEGATE #1

Silexian Officer - Standard - Infantry - 20x20

320 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

**Options** | Kraken's Hide • Shield • Battle Standard Bearer • Eye of the Gorgon • Dragon Staff • Willow's Ward



#### TEMPLE LEGATE #1

Temple Exarch - Standard - Infantry - 20x20

410 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Professional Courtesy, Wizard Adept		
Defensive	HP	Def	Res	Arm		
	3	5	3	0	Aegis (4+, against Melee Attacks), Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Temple Exarch	3	5	4	1	6	Battle Focus, Lightning Reflexes, Ruthless Efficiency, Hand Weapon

**Options** | Alchemy • Blades of Darag • General • War Smith • Mask of the War Crow • Seal of the Republic • Potion of Strength



#### WARLOCK OUTCAST #1

Warlock Outcast - Standard - Cavalry - 25x50

430 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Not a Leader, Wizard Adept, Irresistible Will, Wizard Master		
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 ELVEN HORSE

Global	Adv	Mar	Dis	Model Rules		
	9"	18"	C			
Defensive	HP	Def	Res	Arm		
	C	C	C	C+2		
Offensive	Att	Off	Str	Ap	Agi	
Elven Horse	1	3	3	0	4	Harnessed

**Options** | Elven Horse • Light Armour • Evocation • Blades of Darag • Binding Scroll x1 • Sceptre of Power • Destiny's Call

## Core



### TEMPLE MILITANTS #1

Temple Militants x30 - Standard - Infantry - 20x20

**565 POINTS**



Global	Adv	Mar	Dis			Model Rules
	5"	10"	8			Scoring, Fearless, Frenzy
Defensive	HP	Def	Res	Arm		
	1	3	3	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Temple Militant	1	4	3	0	5	Battle Focus, Lightning Reflexes, Fight in Extra Rank , Ruthless Efficiency , Blades of Darag

<b>Options</b>	Champion • Musician • Standard Bearer • Rending Banner
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### TEMPLE MILITANTS #3

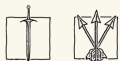
Temple Militants x17 - Standard - Infantry - 20x20

**370 POINTS**



Global	Adv	Mar	Dis			Model Rules
	5"	10"	8			Scoring, Fearless, Frenzy
Defensive	HP	Def	Res	Arm		
	1	3	3	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Temple Militant	1	4	3	0	5	Battle Focus, Lightning Reflexes, Fight in Extra Rank , Ruthless Efficiency , Blades of Darag

<b>Options</b>	Champion • Musician • Standard Bearer • Rending Banner
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### LEGION AUXILIARIES #1

Silexian Auxiliaries x15 - Standard - Infantry - 20x20

**230 POINTS**



Global	Adv	Mar	Dis			Model Rules
	5"	10"	8			Scoring, Academy Training, Suppressing Volley
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

## Special



### DIVINE ALTAR



Divine Altar - Large - Construct - 60x100

**310 POINTS**



Global	Adv	Mar	Dis			Model Rules
	5"	10"	8			Towering Presence, Frenzy
Defensive	HP	Def	Res	Arm		
	6	5	5	2	Aegis	
Offensive	Att	Off	Str	Ap	Agi	
Attendant(3)	2	5	3	1	5	Battle Focus, Lightning Reflexes, Ruthless Efficiency

Options	Crucible of Slaughter
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	<b>GORGONS #1</b>	<b>395 POINTS</b>	
	Gorgons <b>x3</b> - Large - Beast - 40x40		



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

Options	Halberd
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	<b>WARLOCK ACOLYTES #1</b>	<b>338 POINTS</b>	
	Warlock Acolytes <b>x9</b> - Standard - Cavalry - 25x50		

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	9"	18"	8	Light Troops, Wizard Conclave		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	3	1	Aegis (4+, against Melee Attacks), Aegis, Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Acolyte</b>	1	4	4	1	5	Lightning Reflexes, Ruthless Efficiency, Blades of Darag
<b>Elven horse</b>	1	3	3	0	4	Harnessed

## The Menagerie

	<b>KRAKEN #1</b>	<b>365 POINTS</b>	
	Kraken - Gigantic - Beast - 50x100		

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	6"	12"	8	Coastal Predator		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	5	5	5	3	Distracting, Hard Target (1, 1)	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Kraken</b>	4	5	7	3	3	Harnessed, Multiple Wounds (D3, D3), Hatred
<b>Lashmaster(2)</b>	1	4	3	0	5	Lightning Reflexes, Ruthless Efficiency

	<b>KRAKEN #2</b>	<b>365 POINTS</b>	
	Kraken - Gigantic - Beast - 50x100		

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	6"	12"	8	Coastal Predator		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	5	5	5	3	Distracting, Hard Target (1, 1)	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Kraken</b>	4	5	7	3	3	Harnessed, Multiple Wounds (D3, D3), Hatred
<b>Lashmaster(2)</b>	1	4	3	0	5	Lightning Reflexes, Ruthless Efficiency



# MIST LEVIATHAN #1

Mist Leviathan - Gigantic - Beast - 100x100

260 POINTS



Global	Adv	Mar	Dis	Model Rules		
	2"	4"	8	Light Troops, Fly, Under the Cover of Mists		
	7"	14"				
Defensive	HP	Def	Res	Arm		
	8	3	5	0	Distracting	
Offensive	Att	Off	Str	Ap	Agi	
Mist Leviathan	4	3	4	3	2	Harnessed
Lashmaster(2)	1	4	3	0	5	Lightning Reflexes, Ruthless Efficiency

## Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<b>Curse of the Phantom Queen</b>				
Mf	7+	24"	Translation missing: en.magic_spell.type_target.Hex	One Turn
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.				

Alchemy

		Casting	Range	Type	Duration	Effect
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.
2	Word of Iron	5+ [9+]	24"	Augment	One Turn	The target gains +1[+2] to its Armour.
6	Molter Copper	7+	24"	Hex Missile Damage	Instant	The target suffers D3+3 hits with Strength X, Armour Penetration 4, Flaming Attacks, and Magical Attacks, where X is equal to the target's Armour.
A	Alchemical Fire		18"	Hex	One Turn	The target gains Flammable against Melee Attacks.
5	Corruption of Tin	8+	36"	Hex	Permanent	The target suffers -1 Armour.
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).
3	Glory of Gold	8+	18"	Augment	One Turn	The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks.

Evocation

		Casting	Range	Type	Duration	Effect
6	Danse Macabre	5+ [9+]	12" [9"Aura]	Augment	Instant	The target may perform a 8" [6"] Magical Move and gains Ghost Step during this move.
1	Spectral Blades	5+ [9+]	18"	Augment	One Turn	The target must reroll failed to-wound rolls with its Melee Attacks [and gains Lethal Strike].
3	Hasten the Hour	7+ [10+]	24" [18"]	Hex Damage Direct	Instant	Choose 1 {up to 3 different} models in the target unit (which may be Characters or Champions). Each of them suffers 1 hit that wounds automatically with Armour Penetration 10 and Magical Attacks.
2	Whispers of the Veil	8+	24"	Hex	One Turn	The target suffers -1 Resilience. In addition, a unit with at least one model affected by one or more instances of the spell suffers -1 Discipline.
A	Evocation of Souls				Instant	If your Veil Token pool contains less than 3 Veil Tokens, you gain one Veil Token. No more than 1 Veil Token can be gained from this spell each Phase.
4	Ancestral Aid	6+ [7+]	12" [18"]	Augment	One Turn	The target must reroll failed to-hit rolls with its Close Combat Attacks.
5	Touch of the Reaper	7+ [9+]	(24") [18"]	Hex Missile Damage Focused Direct	Instant	The target suffers D3 hits with Strength 10, Armour Penetration 10, and Magical Attacks. When rolling to wound with this attack, use the target's Discipline instead of the target's Resilience.

## Magic items

**Dragon Staff:** The bearer gains Breath Attack (Str 3, AP 0, Flaming Attacks).

**Willow's Ward:** While using this Shield, the bearer cannot use Parry, gains +1 Armour, and Impact Hits distributed onto the bearer suffer -2 Armour

Penetration.

**Mask of the War Crow:** The bearer's unit gains **Fear**. In addition, the bearer and any friendly unit that contains one or more models with Fear within 6" of the bearer's unit **must** reroll natural to-wound rolls of '1' with its Close Combat Attacks.

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

**Seal of the Republic:** For each unsaved wound inflicted against enemy models with the wearer's Close Combat Attacks, the wearer gains +1 Armour for the rest of the game.

**Binding Scroll:** One use only. May be activated after Siphon the Veil (at the end of step 3 of the Magic Phase Sequence). When activated, pick an enemy model and select one of its Attribute, Bound, or Learned Spells. The selected model cannot cast the chosen instance of the spell during this Magic Phase. Only a single Binding Scroll may be activated during the same phase.

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

**Sceptre of Power:** One use only. A Wizard with this Artefact may add a single Magic Dice from its Magic Dice pool to one of its casting rolls or dispelling rolls, after seeing the casting or dispelling roll (note that casting rolls cannot exceed the limit of max 5 Magic Dice).

## Magic banners

**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.

**Rending Banner:** One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.

## 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.

**Aegis:**

**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:** Two-Handed. While using this weapon, the wielder gains +1 Attack Value, and attacks made with this weapon become Magical Attacks. For each non-Attribute Spell with duration One Turn targeting at least one model in the wielder's unit, attacks made with this weapon gain +1 Strength, up to a maximum of +2, for as long as the spell's effects are applied. This weapon cannot be enchanted with Weapon Enchantments.

**Coastal Predator:** Universal Rule.

While the centre of the model's base is inside a Water Terrain Feature, the model gains Devastating Charge (+2" Adv) and Hard Target (1).

**Distracting:** Close Combat Attacks allocated towards a model with Distracting suffer a -1 to-hit modifier. This to-hit modifier cannot be combined with any other negative to-hit modifiers.

**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.

**Fight in Extra Rank:**

**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.

**Frenzy:** A unit with at least half its models with Frenzy cannot choose Flee as Charge Reaction, and when taking Discipline Tests, apply the following:

- If it is a Panic Test, Decimated Test or Fear Test: the unit gains +2 Discipline.
- If it is a Break Test, roll the test as normal.
- If it is another Discipline Test, the unit suffers -2 Discipline.

At the start of the Charge Phase, each of your units with at least one model with Frenzy that could Declare a Charge against an enemy unit within the unit's Advance Rate +7" (using the lowest Advance Rate among the unit's models; if a model has more than 1 Advance Rate available, use the highest one) must take a Discipline Test, called a Frenzy Test. If the test is failed, the whole unit must Declare a Charge this Player Turn. Note that Characters are never forced to charge out of their units.

**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 Armor

**Irresistible Will:** Universal Rule.

The Casting Values of spells cast by the model are increased by +1. Dispelling rolls against non-Bound spells cast by the model suffer a -2 modifier.

**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:**

**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.

**Petrifying Stare:** Special Attack.

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

**Professional Courtesy:** The model cannot join units that contain another model from the same unit entry

**Repeater Crossbow:** Range 18", Shots 2, Str 3, AP 0. When shooting from Short Range, the weapon gains +1 Armour Penetration.

**Ruthless Efficiency:** Close Combat

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

**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.

**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:**

**Suppressing Volley:** Universal Rule.

At the start of each friendly Charge Phase, each unengaged non-Shaken friendly Silexian Auxiliaries unit, with at least one Full Rank may nominate a single, unengaged enemy unit within 18" and within Line of Sight. If so, the Silexian Auxiliaries unit cannot declare any Charges during this Charge Phase. Until the end of the Player Turn, the nominated enemy unit suffers -1 to-hit against Charging Academy Trained units. Nominating a unit from more than one Silexian Auxiliaries unit has no stacking effect.

**Tactician:** Universal Rule.

The range of Academy Training to and from the bearer's unit is increased from 8" to 12".

**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".

**Under the Cover of Mists:** Universal Rule.

When determining Deployment Zones, in case of a tie, the player whose army contains one or more Mist Leviathans may decide which player chooses their Deployment Zone instead of rolling again. Roll again if both armies contain one or more Mist Leviathans.

In addition, at the start of the owner's first Player Turn, friendly Infantry units within 8" of one or more Mist Leviathans may choose to set their March Rate to 14". If so, they lose March and Shoot. The effects last until the end of the Player Turn.

When calculating Combat Scores, the Combat Score bonus of friendly Charging models within 8" of one or more Mist Leviathan is +2 instead of +1.

**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

**Wizard Conclave:** The Champion of a unit with Wizard Conclave gains +1 Health Point in addition to the normal Characteristics increases associated with being a Champion, and is a Wizard Adept.

This Champion may select up to two spells from predetermined spells given in brackets after Wizard Conclave.  
This overrides the Spell Selection rules connected to being a Wizard Adept.

**Wizard Master:** - Knows 4 spells.

- Can select from the Learned Spells 1, 2, 3, 4, 5, and 6 of its chosen Path and the Hereditary Spell of its army.  
The Wizard gains Channel (1) and a +1 modifier to its casting rolls, 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.

Legion Legate #1	Temple Legate #1	Warlock Outcast #1	Temple Militants #1	Temple Militants #3	Legion Auxiliaries #1	Divine Altar	Gorgons #1	Warlock Acolytes #1	Kraken #1	Kraken #2	Mist Leviathan #1
