



# DREAD ELVES

## CORSAIRS ARE LIGHT! - 4 503 POINTS



1625 pts (36.00 %) 1188 pts (26.00 %) 490 pts (11.00 %) 0 pts (0.00 %) 980 pts (22.00 %) 420 pts (9.00 %)

**Characters**      **Core**      **Special**      **Raiders**      **The Menagerie**      **Bolt Throwers**

(40 Max)      (25 Least)      (0 NoLimit)      (15 Max)      (30 Max)      (3 MaxUnit)

### Characters



#### DREAD PRINCE #1

Dread Prince - Large - 50x50

595 POINTS



Global	Cha	Mob	Cou	Model Rules	
	"	"		Disciplined, Beastmaster	
Defensive	HP	Def	Res	Arm	
	3	7	3	0	
Offensive	Att	Off	Str	Ap	Agi
Dread Prince	5	8	4	1	8

Metal Armour, Paired Weapons, Artistry of Death, Hand Weapon, Elf



#### MOUNT MANTICORE

Global	Cha	Mob	Cou	Model Rules	
	8"	8"	C"	C	
Defensive	HP	Def	Res	Arm	
	4	C	5	C+1	
Offensive	Att	Off	Str	Ap	Agi
Manticore	4	5	5	2	5

Mount, Beast, Lethal Strike, Stomp Attacks (1)

Exclusive, Light Troops, Fly, Swiftstride, Scent of Blood

Options | General • Paired Weapons • Lacerating Touch • Manticore • Beastmaster



#### DREAD PRINCE #2

Dread Prince - Large - 40x40

385 POINTS



Global	Cha	Mob	Cou	Model Rules	
	"	"		Disciplined	
Defensive	HP	Def	Res	Arm	
	3	7	3	0 (+1)	
Offensive	Att	Off	Str	Ap	Agi
Dread Prince	5	8	4	1	8

Metal Armour, Artistry of Death, Great Weapon, Great Weapon, Hand Weapon, Elf, Elven Finesse

Shield



#### MOUNT BLACKMANE PEGASUS



Global	Cha	Mob	Cou	Model Rules	
	8"	8"	C"	C	
Defensive	HP	Def	Res	Arm	
	C	C	4	C+1	
Offensive	Att	Off	Str	Ap	Agi
Blackmane Pegasus	2	4	4	1	4

Mount, Devastating Charge (+1 Str, +1 AP), Beast



Light Troops, Fly, Swiftstride



Hard Target (1)

<b>Options</b>	Shield • Great Weapon and Elven Finesse • Blackmane Pegasus • Supernatural Dexterity • Destiny's Call
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	<b>TEMPLE EXARCH #1</b> Temple Exarch - <i>Standard</i> - 20x20	<b>385 POINTS</b>			
<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>	
	"	"		Irresistible Will, Light Troops	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	5	3	0	
				Aegis (5+, against Melee Attacks)	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Temple Exarch</b>	3	5	4	1	6
					Metal Armour, Temple, Great Weapon, Great Weapon, Hand Weapon, First Strike (Artistry of Death), Elf, Elven Finesse

<b>Options</b>	Alchemy • Talisman of the Void • Great Weapon and Elven Finesse • Wizard Adept • Warding of Unity
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	<b>SILENT ASSASSIN #1</b> Silent Assassin - <i>Standard</i> - 20x20	<b>130 POINTS</b>			
<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>	
	"	"		Attached, Exclusive (Unit without Silent Assassin), Light Troops, Not a Hero, Hidden	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	7	3	0	
				Distracting (1)	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Silent Assassin</b>	3	7	4	3	9
					Paired Weapons, Poison Attacks, Hand Weapon, First Strike (Artistry of Death), Elf, Repeater Handbow (2+), Zeal (Characters)

	<b>SILENT ASSASSIN #1</b> Silent Assassin - <i>Standard</i> - 20x20	<b>130 POINTS</b>			
<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>	
	"	"		Attached, Exclusive (Unit without Silent Assassin), Light Troops, Not a Hero, Hidden	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	7	3	0	
				Distracting (1)	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Silent Assassin</b>	3	7	4	3	9
					Paired Weapons, Poison Attacks, Hand Weapon, First Strike (Artistry of Death), Elf, Repeater Handbow (2+), Zeal (Characters)

## Core

	<b>TEMPLE MILITANTS #1</b> Temple Militants <b>x24</b> - <i>Standard</i> - 20x20	<b>398 POINTS</b>			
<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>	
	"	"		Afflict (-2 Def)	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	0	
				Aegis (6+, against Melee Attacks)	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Temple Militant</b>	1	4	3	0	5
					Temple, Paired Weapons, Light Armour, First Strike (Artistry of Death), Elf

<b>Options</b>	Musician • Standard Bearer • Banner Of The War Crow
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	<b>SHADOW RIDERS #1</b>				<b>310 POINTS</b>	
	Shadow Riders x10 - Standard - 25x50					
<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>		
	"	"		Feigned Flight, Vanguard, Daeb Warfare, Swiftstride, Light Troops		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	3	1	Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Shadow Rider</b>	1	4	3	0	5	Academy, Light Armour, Light Lance, Light Lance, First Strike (Artistry of Death), Elf
<b>Elven Horse</b>	1	3	3	0	4	Mount, Light Lance, Light Lance

<b>Options</b>	Light Lance • Musician • Standard Bearer
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	<b>CORSAIRS #1</b>				<b>240 POINTS</b>	
	Corsairs x15 - Standard - 20x20					
<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>		
	"	"		Vicious Slavers, Light Troops		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	3	0	Kraken's Hide	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Dread Raider</b>	1	4	3	0	5	Paired Weapons, Light Armour, Lightning Reflexes, Ruthless Efficiency

<b>Options</b>	Standard Bearer
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	<b>CORSAIRS #1</b>				<b>240 POINTS</b>	
	Corsairs x15 - Standard - 20x20					
<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>		
	"	"		Vicious Slavers, Light Troops		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	3	0	Kraken's Hide	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Dread Raider</b>	1	4	3	0	5	Paired Weapons, Light Armour, Lightning Reflexes, Ruthless Efficiency

<b>Options</b>	Standard Bearer
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**Special**

	<b>JUDICATORS #1</b>				<b>490 POINTS</b>	
	Judicators x20 - Standard - 20x20					
<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>		
	"	"		Daeb Warfare		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	5	3	0		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Judicator</b>	1	5	3	2	5	Academy, Metal Armour, Great Weapon, First Strike (Artistry of Death), Elf, Elven Finesse, Lethal Strike

Options

Musician • Standard Bearer • Caedhren's Pennon

## The Menagerie



**HYDRA #1**  
Hydra - Gigantic - 50x100

400 POINTS



Global	Cha	Mob	Cou	Model Rules		
	"	"		Scent of Blood, Terror, Swiftstride, Exclusive		
Defensive	HP	Def	Res	Arm		
	6	4	5	3	Fortitude (5+)	
Offensive	Att	Off	Str	Ap	Agi	
<b>Hydra</b>	5	4	5	2	2	Poison Attacks (Melee), Rage, Breath Attack (Str 3, AP 1), Beast, Stomp Attacks (D6)
<b>Lashmaster(2)</b>	1	4	3	0	5	First Strike (Artistry of Death), Slaver, Elf



**KRAKEN #1**  
Kraken - Gigantic - 50x100

380 POINTS



Global	Cha	Mob	Cou	Model Rules		
	"	"		Scent of Blood, Strider (Water Terrain), Terror, Swiftstride, Exclusive		
Defensive	HP	Def	Res	Arm		
	5	5	5	3	Coastal Predator, Distracting (1), Hard Target (1)	
Offensive	Att	Off	Str	Ap	Agi	
<b>Kraken</b>	4	5	7	3	3	Multiple Wounds (D3, towards Height 3-5), Hatred (towards Height 3-5), Beast, Stomp Attacks (D6)
<b>Lashmaster</b>	1	4	3	0	5	First Strike (Artistry of Death), Slaver, Elf

## Bolt Throwers



**HUNTING CHARIOT #1**  
Hunting Chariot - Large - 50x100

210 POINTS



Global	Cha	Mob	Cou	Model Rules		
	"	"		Swiftstride, Exclusive, Light Troops		
Defensive	HP	Def	Res	Arm		
	4	4	4	2		
Offensive	Att	Off	Str	Ap	Agi	
<b>Crew(2)</b>	1	4	3	0	5	Light Armour, Light Lance, First Strike (Artistry of Death), Slaver, Elf
<b>Elven Horse(2)</b>	1	3	3	0	4	Mount
<b>Chassis</b>			5	2		Construct, Impact Hits (D6), Harpoon Launcher (3+)



**HUNTING CHARIOT #1**  
Hunting Chariot - Large - 50x100

210 POINTS



Global	Cha	Mob	Cou	Model Rules	
	"	"		Swiftstride, Exclusive, Light Troops	
Defensive	HP	Def	Res	Arm	
	4	4	4	2	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Crew(2)	1	4	3	0	5	Light Armour, Light Lance, First Strike (Artistry of Death), Slaver, Elf
Elven Horse(2)	1	3	3	0	4	Mount
Chassis			5	2		Construct, Impact Hits (D6), Harpoon Launcher (3+)

## Magics

Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
<b>H Curse of the Phantom Queen</b>				
<i>Mf</i>	9+	24"	Translation missing: en.magic_spell.type_target.Hex	One Turn
<i>Attacks made by the target suffer -1 AP, and attacks made against the target gain +1 AP. Attacks from spells are not affected.</i>				



Alchemy

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>3</b>	Living Steel	8+	18"	Augment	One Turn	The target gains +1 to hit and Magical Attacks (Melee & Shooting).
<b>1</b>	Molter Copper	8+	18"	Hex Missile Damage Replicable	Instant	The target suffers D3+1 hits with AP 4, Flaming Attacks, Magical Attacks, and Zeal (against Metal Armour). These hits always wound on 4+.
<b>2</b>	Corruption of Tin	7+	24"	Hex	One Turn	The target suffers -1 Arm, -1 Agi and gains Metal Armour.
<b>4</b>	Wall of Lead	8+	24"	Ground	One Turn	Place a Wall Terrain Feature with dimensions 1x6" on the target. Remove the Terrain Feature when the spell ends.
<b>6</b>	Quicksilver Lash	11+	24"	Hex Missile Damage	Instant	The target suffers 2D3+1 hits with AP 4, Flaming Attacks, Magical Attacks, and Zeal (against Metal Armour). These hits always wound on 4+.
<b>5</b>	Word of Iron	11+	18"	Augment	One Turn	The target gains +2 Arm and Metal Armour.

## Magic items

**Lacerating Touch:** +2 AP and +2 Att.

**Destiny's Call:** Aegis (4+), and the wearer's model's Arm is set to always 3. Note that this means it cannot be improved beyond 3. It is still affected by AP.

**Supernatural Dexterity:** +3 Def and +3 Off.

**Talisman of the Void:** Channel (1). This item can only be used if the model's army total combined Channel is 3 or less (excluding Channel from this Magic Item).

**Warding of Unity:** Attached and Resistance (Melee Attacks).

## Magic banners

**Banner Of The War Crow:** While the bearer's unit is part of a Combined Combat, the unit and all other friendly units part of this Combined Combat must reroll natural to-wound rolls of '1' with their Standard Melee Attacks.

**Caedhren's Pennon:** While the bearer's unit is part of a Combined Charge, the unit and all other units part of this Combined Charge gain Swiftstride.

## Model Rules

**Academy:**

**Aegis:**

**Afflict:**

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

**Attached:**

**Beast:**

**Beastmaster:**

**Breath Attack:**

**Coastal Predator:** The model gains **Strider (Water Terrain)**. In addition, units gain **Devastating Charge (+2"Adv)** and **Hard Target (1)** while both the following conditions are met: • More than half of their models have Coastal Predator. • More than half of their models have the centre of their base inside a Water Terrain Feature. Characters without Coastal Predator that Charge out of a unit do not benefit from Coastal Predator.

**Construct:****Daeb Warfare:****Disciplined:**

**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.

**Elf:****Elven Finesse:****Exclusive:**

**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.

**First Strike:**

**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

**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

**Hard Target:**

**Harpoon Launcher:** Shooting Weapon.

Range 18", Shots 3, Str 6, AP 3, Accurate, Quick to Fire, Reload!

Units that suffer one or more hits from this weapon lose Swiftstride (and cannot gain it in any way) until the start of the next friendly Player Turn

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

**Hidden:**

**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.

**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.

**Kraken's Hide:** Armour Equipment

If on foot, the wearer gains +1 Armour

**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.

**Metal Armour:****Mount:**

**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 Hero:**

**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.

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

**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.

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

**Slaver:**

**Stomp Attacks:**

**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.

**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.

**Temple:**

**Terror:** The model gains Fear and is immune to the effects of Terror. When a unit with one or more models with Terror Declares a Charge, its target must take a Panic Test. If the test is failed, the target of the charge must declare a Flee Charge Reaction, if able to do so.

**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.

**Vicious Slavers:** Universal Rule.

Enemy models that are not immune to the effects of Fear in units in base contact with one or more models with Vicious Slavers suffer -1 Discipline.

**Zeal:**

### 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.

Temple Militants #1	Shadow Riders #1	Corsairs #1	Hydra #1	Kraken #1	Dread Prince #1	Dread Prince #2	Temple Exarch #1	Silent Assassin #1	Silent Assassin #1	Corsairs #1	Judicators #1	Hunting Chariot #1	Hunting Chariot #1