



DREAD ELVES

EXECUTION !!! - 4 545 POINTS



1210 pts (27.00 %) 1296 pts (29.00 %) 879 pts (20.00 %) 0 pts (0.00 %) 380 pts (8.00 %) 780 pts (17.00 %)

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

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

Core



LANCIERS SILEXIENS #1

Silexian Spears x39 - Standard - Infantry - 20x20

616 POINTS



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

Options | Champion • Musician • Standard Bearer • Rending Banner



AUXILIAIRES SILEXIENS #1

Silexian Auxiliaries x15 - Standard - Infantry - 20x20

280 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 |
| March and Shoot, Lightning Reflexes, Ruthless Efficiency, Repeater Crossbow | | | | | |

Options | Musician • Standard Bearer



BANDE DE PILLARDS #1

Raiding Party x10 - Standard - Infantry - 20x20

200 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|---|-----|-----|-----|---|--------------|
| | 5" | 10" | 8 | Light Troops, Hunting Bolas, Ruthless Slavers | |
| 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 • Champion • Musician



BANDE DE PILLARDS #1

Raiding Party x10 - Standard - Infantry - 20x20

200 POINTS





| Global | Adv | Mar | Dis | Model Rules | |
|-----------|-----|-----|-----|---|--|
| | 5" | 10" | 8 | Light Troops, Hunting Bolas, Ruthless Slavers | |
| Defensive | HP | Def | Res | Arm | |
| | | | | | |

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|------------------|------------|------------|------------|------------|--------------|---|
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | 1 | 4 | 3 | 0 | Light Armour | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Dread Raider | 1 | 4 | 3 | 0 | 5 | Lightning Reflexes, Ruthless Efficiency |



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| Options | Beast Breaker • Champion • Musician |
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Characters

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|--|--|-------------------|---|
|  | OFFICIER SILEXIEN #1 Silexian Officer - <i>Standard - Infantry - 20x20</i> | 345 POINTS |  |
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| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
| | 5" | 10" | 10 | Tactician, Academy Training | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | 3 | 6 | 3 | 0 | Heavy Armour | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Silexian Officer | 3 | 6 | 4 | 1 | 7 | Lightning Reflexes, Lightning Reflexes, Ruthless Efficiency, Hand Weapon |

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| Options | Spear • General • Seal of the 9th Fleet • Potion of Strength • Destiny's Call • Mastery of Slaughter |
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|  | EXARQUE DU TEMPLE #1 Temple Exarch - <i>Standard - Infantry - 20x20</i> | 345 POINTS |  |
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| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
| | 5" | 10" | 9 | Fearless, Wizard Apprentice, Professional Courtesy | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | 3 | 5 | 3 | 0 | Aegis, Heavy Armour | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Temple Exarch | 3 | 5 | 4 | 1 | 6 | Lightning Reflexes, Battle Focus, Lightning Reflexes, Ruthless Efficiency, Hand Weapon |

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| Options | Battle Standard Bearer • Halberd • Divination • Mask of the War Crow • Pride of Gar Daecos |
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|  | SORCIER REPROUVE #1 Warlock Outcast - <i>Standard - Infantry - 20x20</i> | 520 POINTS |  |
|--|--|-------------------|---|

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|------------------|------------|------------|------------|---|------------|--|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
| | 5" | 10" | 9 | Not a Leader, Wizard Adept, Irresistible Will | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | 3 | 4 | 3 | 0 | | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Warlock Outcast | 1 | 4 | 3 | 0 | 5 | Lightning Reflexes, Lightning Reflexes, Ruthless Efficiency, Hand Weapon |

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| Options | Wizard Master • Evocation • Binding Scroll x1 • Crystal Ball |
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Destroyers

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|--|--|-------------------|---|
|  | FAUCHEUSE NOIRE #1 Repeater Battery - <i>Standard - Construct - 60</i> | 190 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 |

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



FAUCHEUSE NOIRE #1
Repeater Battery - Standard - Construct - 60

190 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 |

Special



JUDICATEURS #1
Judicators x29 - Standard - Infantry - 20x20

709 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 | |
| <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 Hatred, Lightning Reflexes, Artistry of Death, Great Weapon |

Options

Champion • Musician • Standard Bearer • Caedhren's Pennon



HARPIES #1
Harpies x5 - Standard - Beast - 20x20

170 POINTS



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|------------------|------------|------------|------------|--|----------------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 5" | 10" | 6 | Fly, Insignificant, Light Troops, Skirmisher, Scent of Blood | |
| | 10" | 18" | | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 1 | 3 | 3 | 0 | Hard Target |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Harpy | 2 | 3 | 4 | 0 | 4 Devastating Charge |

The Menagerie



KRAKEN #1
Kraken - Gigantic - Beast - 50x100

390 POINTS



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

| Offensive | Att | Off | Str | Ap | Agi | |
|-------------------|-----|-----|-----|----|-----|--|
| Kraken | 4 | 5 | 7 | 3 | 3 | Harnessed, Hatred, Multiple Wounds |
| Lashmaster | 1 | 4 | 3 | 0 | 5 | Lightning Reflexes, Ruthless Efficiency |



KRAKEN #1
Kraken - Gigantic - Beast - 50x100

390 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-------------------|-----|-----|-----|-------------------------|---------------------------------|--|
| | 6" | 12" | 8 | Coastal Predator | | |
| Defensive | HP | Def | Res | Arm | | |
| | 5 | 5 | 5 | 3 | Distracting, Hard Target | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Kraken | 4 | 5 | 7 | 3 | 3 | Harnessed, Hatred, Multiple Wounds |
| Lashmaster | 1 | 4 | 3 | 0 | 5 | Lightning Reflexes, Ruthless Efficiency |

Magics

Racial Trait Spell

| | Casting | Range | Type | Duration |
|--|---------|--------|---|----------|
| H Curse of the Phantom Queen | | | | |
| Mf | 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> | | | | |



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.

| | | Casting | Range | Type | Duration | Effect |
|----------|------------------|---------------|-------------------|--------------------|-----------|---|
| 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 . |
| 3 | Scrying | <7+> {12+} | <18"> {6"Aura} | Augment | One Turn | The target gains Distracting and Hard Target. |
| 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. |
| 6 | Portent of Doom | 8+ | 24" | Hex | Permanent | When calculating Combat Score, a side with units containing at least one model affected by the spell suffers -X to its Combat Score (for each affected unit and instance of the spell), where X is equal to the number of Characters in the unit, increased by 1 if the unit contains any R&F models. A Character leaving a unit that was the target of the spell no longer is affected by the spell, unless the Character was a single model unit that was the initial target of the spell. |
| 1 | Know Thy Enemy | <7+> {12+} | <18"> {6"Aura} | Augment | One Turn | The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility. |
| 4 | 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. |
| 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). |



Evocation

| | | Casting | Range | Type | Duration | Effect |
|---|----------------------|--------------|-----------------|-----------------------------------|----------|---|
| 5 | Touch of the Reaper | <7+> {9+} | <24"> {18"} | Hex Missile Damage Focused Direct | Instant | The target suffers 1D3 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. |
| 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. |
| 4 | Ancestral Aid | 6+ [7+] | 12" {18"} | Augment | One Turn | The target must reroll failed to-hit rolls with its Close Combat Attacks. |
| 6 | Danse Macabre | 6+ {9+} | 18" {9"Aura} | Augment | Instant | The target may perform a 12" [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][color]. |
| 4 | 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. |
| 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. |

Magic items

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

Mastery of Slaughter: Attacks made with this weapon become Magical Attacks and gain Artistry of Death, Battle Focus, Lethal Strike, and Multiple Wounds (2).

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.

Seal of the 9th Fleet: If the bearer's unit consists entirely of Infantry models, it is considered Academy Trained.

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.

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

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.

Crystal Ball: The firsts Dispelling Attempt in each enemy Magic Phase gains a +2 Dispelling Modifier, provided the bearer is on the Battlefield. When using a single Magic Dice for this Dispelling Attempt, a natural roll of '1' or '2' on the Magic Dice is always a failed Dispelling Attempt, regardless of any modifiers.

Magic banners

Caedhren's Pennon: Infantry models in the bearer's unit gain **Scent of Blood** and **Swiftstride**.

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:

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

Battle Focus: If the attack hits with a natural to-hit roll of '6', the attack causes two hits instead of one.

Coastal Predator: The model gains Strider (Water Terrain). In addition, 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).

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.

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.

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.

Fly: The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move, Charge, 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.

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:

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

Hunting Bolas: The roll for Flee Distance of enemy units that Break from Combat while in base contact with one or more models with Hunting Bolas is subject to Minimised Roll.

Insignificant:

Irresistible Will: 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:

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

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.

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

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.

Ruthless Slavers: Universal Rule.

Standard Infantry and Standard Cavalry models in units in base contact with one or more models with Ruthless Slavers suffer -1 Discipline. In addition, these units must take a Fear Test at the start of each Round of Combat. Models that are immune to the effects of Fear are immune to the effects of Ruthless Slavers. Note that Ruthless Slavers does not make the model immune to the effects of Fear.

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.

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.

Spear:

Suppressing Volley: 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, each enemy unit nominated by one or more Silexian Auxiliaries units suffers -1 to-hit against Charging Academy Trained units.

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.














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.

| Judicateu #1 | Officier silexien | Exarque du temple #1 | Lanciers silexiens #1 | Auxiliaires silexiens #1 | Sorcier réprouvé #1 | Bande de pillards #1 | Bande de pillards #1 | Faucheuse noire #1 | Faucheuse noire #1 | Kraken #1 | Kraken #1 | Harpies #1 |
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