




# DREAD ELVES

## 3 - 1360 POINTS




240 pts (6.00 %) **490 pts (12.00 %)** 630 pts (16.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)  
**Characters**      **Core**      **Special**      **Raiders**      **The Menagerie**      **Bolt Throwers**  
 (40 Max)      (25 Least)      (0 NoLimit)      (15 Max)      (30 Max)      (3 MaxUnit)

### Characters



**SILEXIANISCHER OFFIZIER #1**  
Silexian Officer - Standard - 20x20


**240 POINTS**



Global	Cha	Mob	Cou			Model Rules
	"	"				Commanding Presence (Range 6", Academy), Disciplined, Light Troops, Light Troops
Defensive	HP	Def	Res	Arm		
	3	6	3	0		
Offensive	Att	Off	Str	Ap	Agi	
Silexian Officer	3	6	4	1	7	Academy, Metal Armour, Paired Weapons, Hand Weapon, First Strike (Artistry of Death), Elf

**Options** | General • Moithir's Mirror • Paired Weapons • Lacerating Touch • Light Troops

### Core



**MILIZEN DES TEMPELS #1**  
Temple Militants x10 - Standard - 20x20

**150 POINTS**



Global	Cha	Mob	Cou			Model Rules
	"	"				Daeb Warfare, Afflict (-2 Def)
Defensive	HP	Def	Res	Arm		
	1	3	3	0	Aegis (6+, against Melee Attacks)	
Offensive	Att	Off	Str	Ap	Agi	
Temple Militant	1	4	3	0	5	Temple, Paired Weapons, Light Armour, First Strike (Artistry of Death), Elf




**CORSAIRS #1**  
Corsairs x10 - Standard - 20x20

**155 POINTS**




Global	Cha	Mob	Cou			Model Rules
	"	"				Vicious Slavers, Light Troops
Defensive	HP	Def	Res	Arm		
	1	4	3	0	Kraken's Hide	
Offensive	Att	Off	Str	Ap	Agi	
Dread Raider	1	4	3	0	5	Paired Weapons, Light Armour, Lightning Reflexes, Ruthless Efficiency



**SCHATTENREITER #1**  
Shadow Riders x5 - Standard - 25x50

**185 POINTS**



<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>
Shadow Rider	1	4	3	0	5 Academy, Light Armour, First Strike (Artistry of Death), Elf
Elven Horse	1	3	3	0	4 Mount

## Special




**DUSTERRITTER #1**  
Dread Knights x5 - Standard - 25x50

**260 POINTS**




<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>	
	"	"		Daeb Warfare, Scent of Blood, Disciplined, Swiftstride	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	5	3	2	Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Dread Knight	2	5	4	1	6 Metal Armour, First Strike (Artistry of Death), Elf
Daeb Raptor	2	3	4	1	3 Mount



**JURØREN #1**  
Judicators x10 - Standard - 20x20

**190 POINTS**




<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>
Judicator	1	5	3	2	5 Academy, Metal Armour, Great Weapon, First Strike (Artistry of Death), Elf, Elven Finesse, Lethal Strike



**HEILIGER ALTAR #1**  
Divine Altar - Large - 60x100

**180 POINTS**



<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>	
	"	"			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	5	5	2	Aegis (5+)
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Attendant(3)	2	5	3	1	5 Temple, Paired Weapons, Artistry of Death, Elf
Chassis			5	2	

### Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<b>H Curse of the Phantom Queen</b>				

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
<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>				

## Magic items

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

**Moithir's Mirror:** The bearer gains Aegis (5+, against Melee Attacks).

If one or more Melee Attacks are allocated towards the bearer\*, the bearer gains Grind Attack (3 hits, Str 4, AP 2, Magical Attacks) until the end of the Round of Combat. The Grind Attack is resolved with Agi 0.

\*Note that attacks with Agi 0 can trigger this.

## 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.

**Commanding Presence:**

**Daeb Warfare:**

**Disciplined:**

**Elf:**

**Elven Finesse:**

**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:**

**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

**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 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:**

**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.

**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 &quot; 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.

**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:**

**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.

## 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.

Milizen des Tempels #1	Düsterritter #1	Juroren #1	Corsairs #1	Schattenreiter #1	Heiliger Altar #1	Silexianischer Offizier #1
