



# DREAD ELVES

## L'HOST DE CLAROND KAR - 4 496 POINTS



1526 pts (34.00 %) 1210 pts (27.00 %) 1400 pts (31.00 %) 690 pts (15.00 %) 880 pts (20.00 %) 0 pts (0.00 %)

**Characters** (40 Max)    **Core** (25 Least)    **Special** (0 NoLimit)    **Raiders** (30 Max)    **The Menagerie** (30 Max)    **Destroyers** (15 Max)

### Characters

### DOLTHAIC

Captain - Standard - Infantry - 20x20

276 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Captain	5	6	6	4	3	3	7	3	9	Infantry
<b>Model Rules</b>	Lightning Reflexes • Killer Instinct • Light Armour									

<b>Options</b>	Great Weapon • Banner of Gar Daecos • Talisman of Shielding x1
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### THARKIR

Dread Prince - Standard - Infantry - 20x20

780 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Dread Prince	5	7	7	4	3	3	8	4	10	Infantry
Dragon	6(7)	5	1	6	6	6	3	5	9	Monster
Rat-Ogre Broyeur	6	4	3	5	5	4	3	5	5	Swarm
<b>Model Rules</b>	Lightning Reflexes • Killer Instinct • Light Armour									
<b>Model Rules (Dragon)</b>	Breath Weapon (Strength 4, Flaming Attacks) • Fly (7) • Innate Defence (3+) • Sauve qui Peut ! • L'Union fait la Force • Fear • Innate Protection (3+)									
<b>Model Rules (Dragon)</b>	Breath Weapon (Strength 4, Flaming Attacks) • Fly (7) • Innate Defence (3+) • Sauve qui Peut ! • L'Union fait la Force • Fear • Innate Protection (3+)									

<b>Options</b>	Dragon
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### HESHOR

Oracle - Standard - Infantry - 20x20

470 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Oracle	5	4	4	3	3	3	5	1	9	Infantry
Mastauroc	7	3	0	6	6	6	2	5	5	Monster
<b>Model Rules</b>	Lightning Reflexes • Wizard Apprentice with 1 learned spell • Master of the Dark Arts • Killer Instinct • Natural Armour • Hunting Beast • Earth-shattering Charge • Beast Rider • Frenzy • Large target • Stone Skeleton • Terror									

<b>Options</b>	Wizard Master • 4 spells • May join the Cult of Yema • Razor Blade
<b>Notes</b>	Occultisme

### Core


### CORSAIRS

Corsairs x10 - Standard - Infantry - 20x20

260 POINTS


Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Corsairs	5	4	4	3	3	1	5	1	8	Infantry
<b>Model Rules</b>	Lightning Reflexes • Scoring • Killer Instinct • Innate Defence (5+) • Light Armour									

<b>Options</b>	May take Paired Weapons • May take Repeater Handbow (0-35 Models with Repeater Handbows per Army) • Champion • Musician • Standard Bearer
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Core	<b>CORSAIRS #2</b> Corsairs <b>x10</b> - Standard - Infantry - 20x20	<b>260</b> POINTS	
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Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Corsairs	5	4	4	3	3	1	5	1	8	Infantry
<b>Model Rules</b>	Lightning Reflexes • Scoring • Killer Instinct • Innate Defence (5+) • Light Armour									

<b>Options</b>	May take Paired Weapons • May take Repeater Handbow (0-35 Models with Repeater Handbows per Army) • Champion • Musician • Standard Bearer
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Core	<b>DARK RAIDERS</b> Dark Raiders <b>x5</b> - Standard - Infantry - 25x50	<b>290</b> POINTS	
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Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Raider	5	4	4	3	3	1	5	1	8	Cavalry
Elven horse	9	3	-	3	3	1	4	1	3	
<b>Model Rules</b>	Mount's Protection (6+) • Light Armour									
<b>Model Rules (Raider)</b>	Lightning Reflexes • Killer Instinct • Light Lance									
<b>Model Rules (Elven horse)</b>	Fast Cavalry									

<b>Options</b>	May take a Repeater Crossbow • May take a Shield • Champion • Musician • Standard Bearer
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Core	<b>REPEATER AUXILIARIES</b> Repeater Auxiliaries <b>x20</b> - Standard - Infantry - 20x20	<b>400</b> POINTS	
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Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Repeater Auxiliaries	5	4	4	3	3	1	5	1	8	Infantry
<b>Model Rules</b>	Lightning Reflexes • Scoring • Killer Instinct • Repeater Crossbow • Light Armour									

## Special

Core	<b>DREAD KNIGHTS</b> Dread Knights <b>x10</b> - Standard - Infantry - 25x50	<b>730</b> POINTS	
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Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	5	5	4	4	3	1	6	1	9	Cavalry
Raptor	7	3	-	4	4	1	2	2	5	
<b>Model Rules</b>	Mount's Protection (5+) • Heavy Armour • Shield									
<b>Model Rules (Rider)</b>	Lightning Reflexes • Scoring • Killer Instinct • Lance									
<b>Model Rules (Raptor)</b>	Stupidity									

<b>Options</b>	Champion • Musician • Standard Bearer • Banner Enchantment • Banner of Speed
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Core	<b>EXECUTIONERS</b> Executioners <b>x10</b> - Standard - Infantry - 20x20	<b>300</b> POINTS	
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Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Executioners	5	5	4	4	3	1	5	1	8	Infantry
Destrier du Chaos caparaçonné	8	3	0	4	3	1	3	1	5	Monstrous Beast
<b>Model Rules</b>	Lightning Reflexes • Scoring • Cult of Nabh • Executioner's Blade • Heavy Armour									

## Options

Champion • Musician • Standard Bearer

**EXECUTIONERS #2**

Executioners x10 - Standard - Infantry - 20x20

**370** POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Executioners	5	5	4	4	3	1	5	1	8	Infantry
Destrier du Chaos caparaçonné	8	3	0	4	3	1	3	1	5	Monstrous Beast
<b>Model Rules</b>	Lightning Reflexes • Scoring • Cult of Nabh • Executioner's Blade • Heavy Armour									

## Options

Champion • Musician • Standard Bearer • Rending Banner

**The Menagerie****KRAKEN**

Kraken - Standard - Infantry - 50x100

**360** POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Kraken	6	5	1	7	5	5	3	4	8	Monster
Juggernaut de Khorne	7	5	0	5	4	3	2	3	7	Swarm
<b>Model Rules</b>	Distracting • Hard Target • Multiple Wounds (D3) • Poisoned Attacks • Innate Defence (4+) • Strider (Water)									
<b>Model Rules (Juggernaut de Khorne)</b>	Démon de Khorne • Démoniaque • Monstre d'Airain									

**Magics****Magic items****Talisman of Shielding:** The bearer gains a Ward Save (6+).**Razor Blade:** Type: Hand Weapon. Attacks made with this weapon gain Armour Piercing (1).**Magic banners****Banner of Gar Daecos:** Lord of Dread with Fleet Commander only

Corsairs and Dread Legionnaires in units within 6" of the bearer gain a +1 to-wound modifier in Close Combat.

**Banner of Speed:** The bearer's unit gains +1 Movement.**Rending Banner:** All non-character models in the bearer's unit gain Armour Piercing (1).**Model Rules****Beast Rider:****Cult of Nabh:** Model parts with the Cult of Nabh gain Hatred, and lose Killer Instinct if they had it.**Démon de Khorne:****Démoniaque:****Distracting:** Close Combat Attacks allocated at a model with this special rule suffer a 1 penalty when rolling to hit. This to hit modifier cannot be combined with any other negative to hit modifiers.**Earth-shattering Charge:****Executioner's Blade:** Great Weapon. Attacks made with this weapon gain Lethal Strike and Multiple Wounds (2, Infantry, War Beast, Cavalry).**Fast Cavalry:** Models with this special rule have Light Troops and Vanguard. If a unit consisting solely of models with Fast Cavalry voluntarily flees as a Charge Reaction and subsequently rallies the next friendly Player Turn, then the unit may move and shoot during that Player Turn. The rallied unit may not charge and counts as having moved for the purpose of shooting. This rule cannot be applied if a unit fails to rally on the next friendly Player or involuntarily flees, such as a result of a failed Panic Test.**Frenzy:****Hard Target:** Shooting Attacks targeting a unit in which more than half of models have this special rule suffer a -1 penalty when rolling to hit.

**Heavy Armour:****Hunting Beast:**

**Innate Defence (4+):** A model can only use one instance of Innate Defence, use the best available Innate Defence. Innate Defence (4+): +3 to Armour Save.

**Innate Defence (5+):** A model can only use one instance of Innate Defence, use the best available Innate Defence. Innate Defence (5+): +4 to Armour Save.

**Killer Instinct:** A model part with this special rule may reroll all natural to-wound rolls of '1' in Close Combat.

**Lance:****Large target:****Light Armour:****Light Lance:**

**Lightning Reflexes:** Model parts with this special rule have +1 to hit with their Close Combat Attacks. This does not apply if the model part would be striking at initiative 0 (for example due to a Great Weapon or the Mesmeric Allure spell). If this is the case, it strikes at its own Initiative instead.

**Master of the Dark Arts:** If your army includes one or more models with this rule, add +1 to Channel Attempts in your Magic Phase.

**Monstre d'Airain:****Mount's Protection (5+):****Mount's Protection (6+):**

**Multiple Wounds (D3):** Unsaved Wounds caused by attacks with this special rule or by Close Combat Attacks from model parts with this special rule are multiplied into the value given in brackets (X). If the value is a Dice (such as "Multiple Wounds (D3)"), roll one such Dice for each unsaved Wound with this special rule. The amount of Wounds that the attack is multiplied into can never be higher than the Wounds Characteristic of the Target (excluding Wounds suffered previously in the battle). For example, if a Multiple Wounds (D6) attack wounds a Troll (W3) and rolls a '5' for the amount of Wounds, this is reduced to 3 Wounds.

If (Ordnance) is stated as the value in brackets, this normally counts as Multiple Wounds (D3+1), but against targets with the Fly special rule this is increased to Multiple Wounds (D3+2). Sometimes this rule is connected to certain Troop Types or special rules. If this is the case, the Troop Type will be given within brackets (Y), for example Multiple Wounds (2, Infantry). If this is the case, only apply the Multiple Wounds rule when attacking models of the given Troop Type or possessing the given special rules.

**Natural Armour:**

**Poisoned Attacks:** If an attack with this special rule, or an attack from a model part with this special rule (both Shooting and Close Combat Attacks), rolls a successful hit with a tohit roll of an unmodified '6', this hit automatically wounds with no to wound roll needed. Shooting Attacks that need a 7+ to hit (or more) can never benefit from Poisoned Attacks. If the Attack can be turned into more than one hit (such as for a hit with Penetrating or Area Attack), only a single hit (of attacker's choice) automatically wounds, all other hits must roll to wound as normal.

**Repeater Crossbow:** Shooting Weapon. Range 24", Strength 3, Armour Piercing (1) , Multiple Shots (2).

**Scoring:** Units with at least one model with the Scoring special rule are considered Scoring Units and are used for capturing Secondary Objectives. Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with the Scoring special rule are marked in the Armybooks with a special pennant icon:

The Scoring special rule can be lost during the game:

- One or more models in the unit are Light Troops.
- A unit that is Fleeing loses its Scoring special rule for as long as it is Fleeing.
- An Ambushing unit that entered the Battlefield on Game Turn 4 or later loses its Scoring Special rule.
- A unit that has performed a Post-Combat Reform loses its Scoring special rule until the end of the current Player Turn.

**Shield:****Stone Skeleton:**

**Strider (Water):** May ignore any movement effect caused by the terrain type "Water". The unit can never lose their Steadfast or Rank Bonus due to the terrain type "Water".

**Stupidity:** At the start of a Player Turn, each of the Active Player's unengaged nonfleeing units with one or more models (or a part of them) with this special rule must take a Leadership Test. If the test is failed, the unit must move D6" directly forward (stopping 1" before Impassible Terrain or other units) in the Compulsory Moves subphase and may not perform any other voluntary actions this Player Turn (such as charging, moving, shooting, casting spells and so on). If the model has no front (i.e. the model is on a round base), randomize which direction to move in. All models with the Stupidity special rule are also Immune to Psychology.

**Terror:****Wizard Apprentice with 1 learned spell:**

## 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.

Dolthaic	Corsairs	Corsairs #2	Dark Baiders	Dread Knights	Tharkir	Executioner	Executioners #2	Kraken	Heshor	Repeater Auxiliaries
