



DREAD ELVES

LIST DREAD ELVES #1 - 380 POINTS



380 pts (8.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)

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

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

Characters



ORACLE #1

Warlock Outcast - Standard - Infantry - 20x20

380 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

Magics

Racial Trait Spell

| | Casting | Range | Type | Duration |
|-----------------------------------|---------|-------|--|----------|
| Curse of the Phantom Queen | | | | |
| 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.

Model Rules

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

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.

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.

Not a Leader: The model cannot be the General.

Ruthless Efficiency: Close Combat

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

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 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.

Oracle #1

