



DREAD ELVES


TEST V3 GROSSE LISTE A CONVERTIR - 4 993 POINTS



1430 pts (29.00 %) 1265 pts (25.00 %) 2088 pts (42.00 %) 600 pts (12.00 %) 75 pts (2.00 %) 210 pts (4.00 %)

Characters (40 Max) **Core** (25 Least) **Special** (0 NoLimit) **Raiders** (15 Max) **The Menagerie** (30 Max) **Bolt Throwers** (3 MaxUnit)


Characters



PRINCE NOIR


Dread Prince - Standard - 25x50

495 POINTS



Global	Cha	Mob	Cou	Model Rules	
	"	"		Academy Commander, Disciplined	
Defensive	HP	Def	Res	Arm	
	3	7	3	0	
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




MOUNT RAPTOR

Global	Cha	Mob	Cou	Model Rules	
	7"	7"	C"	C	
Defensive	HP	Def	Res	Arm	
	C	C	C	C+2	
Offensive	Att	Off	Str	Ap	Agi
Daeb Raptor	2	3	4	1	3

Scent of Blood, Swiftstride


Options | General • Great Weapon and Elven Finesse • Vorpil Binding • Raptor • Academy Commander • Destiny's Call • Ring of the Obsidian Thrones



EXARQUE DU TEMPLE

Temple Exarch - Standard - 20x20


285 POINTS



Global	Cha	Mob	Cou	Model Rules	
	"	"		Irresistible Will, Light Troops	
Defensive	HP	Def	Res	Arm	
	3	5	3	0	
Offensive	Att	Off	Str	Ap	Agi
Temple Exarch	3	5	4	1	6

Aegis (5+, against Melee Attacks)
Metal Armour, Temple, Great Weapon, Great Weapon, Hand Weapon, First Strike (Artistry of Death), Elf, Elven Finesse


Options | Alchemy • Battle Standard Bearer • Great Weapon and Elven Finesse • Banner of Discipline x1 • Wizard Apprentice • Supernatural Dexterity • Warding of Unity



SANCTIONED WARLOCK

Sanctioned Warlock - Large - 50x50

650 POINTS



Global	Cha	Mob	Cou	Model Rules	
	"	"		Extraordinary Specimen, Extraordinary Specimen, Irresistible Will	
Defensive	HP	Def	Res	Arm	
	3	4	3	0	
Offensive	Att	Off	Str	Ap	Agi
Warlock Outcast	1	4	3	0	5

Paired Weapons, Paired Weapons, Paired Weapons, Hand Weapon, First Strike (Artistry of Death), Elf, Warlock



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

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

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

Options | Wizard Master • Cosmology • Moithir's Mirror • Paired Weapons • Manticore • Hero's Heart • Extraordinary Specimen

Core



AUXILIAIRES SILEXIENS #1

Silexian Auxiliaries x15 - Standard - 20x20

300 POINTS



Global	Cha	Mob	Cou	Model Rules	
	"	"		Daeb Warfare	
Defensive	HP	Def	Res	Arm	
	1	4	3	0	Shield
Offensive	Att	Off	Str	Ap	Agi
Silexian Auxiliary	1	4	3	0	5

Academy, Repeater Crossbow (3+), Light Armour, First Strike (Artistry of Death), Elf , March and Shoot

Options | Musician • Standard Bearer



AUXILIAIRES SILEXIENS #2

Silexian Auxiliaries x15 - Standard - 20x20

300 POINTS



Global	Cha	Mob	Cou	Model Rules	
	"	"		Daeb Warfare	
Defensive	HP	Def	Res	Arm	
	1	4	3	0	Shield
Offensive	Att	Off	Str	Ap	Agi
Silexian Auxiliary	1	4	3	0	5

Academy, Repeater Crossbow (3+), Light Armour, First Strike (Artistry of Death), Elf , March and Shoot

Options | Musician • Standard Bearer



CORSAIRES

Corsairs x10 - Standard - 20x20

245 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, Repeater Handbow , Repeater Handbow, Ruthless Efficiency

Options | Repeater Handbow (5+) • Musician • Standard Bearer • Sheltering Standard



MILICIENS DU TEMPLE
Temple Militants **x10** - Standard - 20x20

200 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

Options	Musician • Standard Bearer • Sheltering Standard
----------------	--



CAVALIERS DES OMBRES
Shadow Riders **x5** - Standard - 25x50

220 POINTS



Global	Cha	Mob	Cou	Model Rules		
		Feigned Flight, Vanguard, Daeb Warfare, Swiftstride, Light Troops		
Defensive	HP	Def	Res	Arm		
	1	4	3	1	Shield	
Offensive	Att	Off	Str	Ap	Agi	
Shadow Rider	1	4	3	0	5	Academy, Light Armour, Light Lance, Light Lance, First Strike (Artistry of Death), Elf
Elven Horse	1	3	3	0	4	Mount, Light Lance, Light Lance

Options	Light Lance • Musician • Standard Bearer
----------------	--

Special



GARDE D'OBSIDIENNE
Obsidian Guard **x20** - Standard - 20x20

530 POINTS



Global	Cha	Mob	Cou	Model Rules		
		Rally Around the Flag (6"), Daeb Warfare, Disciplined		
Defensive	HP	Def	Res	Arm		
	1	6	3	0		
Offensive	Att	Off	Str	Ap	Agi	
Obsidian Guard	2	6	3	1	6	Academy, Metal Armour, Halberd, First Strike (Artistry of Death), Elf

Options	Musician • Standard Bearer • Caedhren's Pennon
----------------	--



JUDICATEURS
Judicators **x20** - Standard - 20x20

480 POINTS



Global	Cha	Mob	Cou	Model Rules		
		Daeb Warfare		
Defensive	HP	Def	Res	Arm		
	1	5	3	0		
Offensive	Att	Off	Str	Ap	Agi	
Judicator	1	5	3	2	5	Academy, Metal Armour, Great Weapon, First Strike (Artistry of Death), Elf, Elven Finesse, Lethal Strike

Options	Musician • Standard Bearer • Banner Of The War Crow
----------------	---



CHEVALIERS NOIRS
Dread Knights **x8** - Standard - 25x50

458 POINTS



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

Options	Great Weapon and Elven Finesse • Musician • Standard Bearer • Eye of the Gorgon
----------------	---



GORGONES
Gorgons **x2** - Large - 40x40

250 POINTS



Global	Cha	Mob	Cou	Model Rules		
	"	"		Supernal, Fearless, Strider, Swiftstride, Exclusive		
Defensive	HP	Def	Res	Arm		
	3	5	4	0	Aegis (5+)	
Offensive	Att	Off	Str	Ap	Agi	
Gorgon	3	5	4	1	5	Magical Attacks, Paired Weapons, Paired Weapons, Petrifying Stare, First Strike (Artistry of Death), Elf

Options	Paired Weapons
----------------	----------------



CHAR A RAPTORES
Raptor Chariot - Large - 50x100

190 POINTS



Global	Cha	Mob	Cou	Model Rules		
	"	"		Daeb Warfare, Scent of Blood, Swiftstride, Exclusive, Light Troops		
Defensive	HP	Def	Res	Arm		
	4	5	4	2		
Offensive	Att	Off	Str	Ap	Agi	
Crew(2)	2	5	4	1	6	Metal Armour, Halberd, First Strike (Artistry of Death), Elf
Raptor(2)	2	3	4	1	3	Halberd, Mount
Chassis			5	2		Halberd, Construct, Impact Hits (D6+1)

Options	Halberd
----------------	---------



AUTEL DIVIN
Divine Altar - Large - 60x100

180 POINTS



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

Options	Altar Of Urlain
----------------	-----------------

Bolt Throwers



CHAR VENEUR
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
Crew(2)	1	4	3	0	5
Elven Horse(2)	1	3	3	0	4
Chassis			5	2	Construct, Impact Hits (D6), Harpoon Launcher (3+)

Magics

Racial Trait Spell

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



		Casting	Range	Type	Duration	Effect
5	Word of Iron	11+	18"	Augment	One Turn	The target gains +2 Arm and Metal Armour.
1	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+.
2	Corruption of Tin	7+	24"	Hex	One Turn	The target suffers -1 Arm, -1 Agi and gains Metal Armour.
4	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.
3	Living Steel	8+	18"	Augment	One Turn	The target gains +1 to hit and Magical Attacks (Melee & Shooting).
6	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+.



Cosmology is the Path of Balance. It focuses on the cosmic equilibrium between the enduring Cosmos of the Mortal Realm and the capricious Chaos of the Immortal, producing forces of preservation or destruction, peace or pandemonium, life or death. Cosmologists can be unpredictable, yet always seek to arrive at a balance. Their determination to see all sides often sets them at odds with ardent believers in a cause.

Duality: All Cosmology spells are divided into two versions, representing opposing aspects: Cosmos and Chaos.

When casting a Cosmology spell, always declare which version of the spell you are using, and substitute the square brackets ([α] or [β]) with the content listed in the table at the bottom of each Spell Card corresponding to the chosen version (Cosmos or Chaos).

		Casting	Range	Type	Duration	Effect
1	Weal and Woe	8+	18"	Universal	One Turn	The target must reroll [α] to-wound rolls, except natural rolls of [β]. [α]: Failed [β]: '1' [α]: Successful [β]: '6'

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
2	Hearts and Minds	6+	24"	[α]	Instant	If the target is Shaken, it stops being Shaken. If the target is not Shaken, it must take a Panic Test. [α]: Hex, Damage [α]: Augment
3	Truth of Time	9+	24"	Universal	One Turn	The target's Cha and Mob are set to [α]. [α]: 8" [α]: 3"
4	Ice and Fire	10+	24"	Hex Missile Damage	Instant	The target suffers 2D6 hits with Str 4, AP 0, and Magical Attacks. Successful [α] against wounds caused by this spell must be rerolled. [α]: Special Saves [α]: Armour Saves
5	Cosmic Scales	11+	18"	Augment	One Turn	The target gains Divine Attacks (Melee & Shooting) and Magical Attacks (Melee & Shooting), and it's [α] is set to at least 8. [α]: Def [α]: Off
6	Near and Far	11+		Damage [α]	Instant	The target suffers D3+1 hits with Str 7, AP 3, and Magical Attacks. [α]: Hex, Range 24" [α]: Aura*, Range 9", Universal *The caster's unit is not targeted.

Magic items

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.

Ring of the Obsidian Thrones: Unless the bearer is Shaken, Break Tests and Panic Tests taken by friendly units within 6" of the bearer are Minimised.

Vorpai Binding: Successful Armour Saves and Special Saves against attacks made with this weapon have to be rerolled.

Supernatural Dexterity: +3 Def and +3 Off.

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

Hero's Heart: +1 Att, and always at least Str 5 and AP 2.

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.

Magic banners

Banner of Discipline: The bearer's unit may reroll failed Panic Tests. If the Battle Standard Bearer or the General is part of the bearer's unit, it automatically passes Panic Tests instead.

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.

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.

Eye of the Gorgon: The bearer gains Horror and Petrifying Stare.

Sheltering Standard: Attacks with AP 3 or less can never reduce the Armour Save roll of the bearer's unit to worse than 6+.

Model Rules

Academy:

Academy Commander:

Aegis:

Afflict:

Altar Of Urlain: The model gains Channel (2), Emplacement, Exclusive, Fearless, Stubborn, and Unstable, its HP are set to 6 and its Cha and Mob are always set to 0". Enemy units that are Engaged in Combat and within Range 24" of the model suffer -1 Cou.

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

Construct:

Daeb Warfare:

Disciplined:

Elf:

Elven Finesse:

Exclusive:

Extraordinary Specimen: The Manticore gains **Stomp Attacks (D3)** and Towering Presence, and its base size is changed to 50×100 mm.

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.

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

Halberd: Attacks made with a Halberd gain +1 Strength and +1 Armour Penetration. 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

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

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.

Magical Attacks: The attack doesn't have any special effects. However, it interacts with other rules, such as Otherworldly. Model parts with Magical Attacks apply it also to their Special Attacks (such as Stomp Attacks, Impact Hits and Breath Attack).

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

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.

Petrifying Stare: At Initiative Step 10, each enemy unit in base contact with the model suffers 2 hits with Armour Penetration 10 and Magical Attacks that wound on: • 4+ for models of Standard Height • 5+ for models of Large Height • 6+ for models of Gigantic Height

Rally Around the Flag: All units, including Fleeing units, within 12" of a friendly non-Fleeing model with Rally Around the Flag

may reroll failed Discipline Tests

Repeater Crossbow: Shooting Weapon

Range 18", Shots 2, Str 3, AP 0. When shooting from Short Range, the weapon gains +1 Armour Penetration

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:

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.

Supernal:

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.

Warlock:

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.

