



DREAD ELVES

TEST 1 INTER REGION - 4 143 POINTS



835 pts (19.00 %) 1128 pts (25.00 %) 1560 pts (35.00 %) 865 pts (19.00 %) 0 pts (0.00 %) 415 pts (9.00 %)

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 x32 - Standard - Infantry - 20x20

468 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



AUXILIAIRES SILEXIENS #1
Silexian Auxiliaries x20 - Standard - Infantry - 20x20

330 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



AUXILIAIRES SILEXIENS #1
Silexian Auxiliaries x20 - Standard - Infantry - 20x20

330 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

Characters



PRINCE NOIR #1
Dread Prince - Large - Construct - 50x100

370 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|--------|-----|-----|-----|-------------|--|
| | 5" | 10" | 9 | | |

| | | | | | |
|------------------|------------|------------|------------|------------|--|
| <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> |
| Dread Prince | 5 | 8 | 4 | 1 | 8 Lightning Reflexes, Lightning Reflexes, Ruthless Efficiency, Deadly Riposte, Hand Weapon |



MOUNT RAPTOR CHARIOT

| | | | | | |
|------------------|------------|------------|------------|-----------------------------|----------------------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 7" | 7" | C | Swiftstride, Scent of Blood | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 4 | C | 4 | C+2 | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Daeb Raptor(2) | 2 | 3 | 4 | 1 | 3 Harnessed, Lethal Strike |
| <i>Chassis</i> | | | 5 | 2 | Impact Hits, Inanimate |

| | |
|----------------|--|
| Options | Paired Weapons • Raptor Chariot • General • Potion of Strength • King Slayer |
|----------------|--|



SORCIER REPROUVE #1

Warlock Outcast - Standard - Infantry - 20x20

465 POINTS



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

| | |
|----------------|---|
| Options | Light Armour • Wizard Master • Witchcraft • Binding Scroll x1 |
|----------------|---|

Special



FAUCHEUSE NOIRE #1

Repeater Battery - Standard - Construct - 60

200 POINTS



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



FAUCHEUSE NOIRE #1

Repeater Battery - Standard - Construct - 60

200 POINTS



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



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

200 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----|-----|-----|--------------------------------|--------------|---|
| | 5" | 5" | 8 | War Machine, Daeb Bolt Thrower | | |
| Defensive | HP | Def | Res | Arm | | |
| | 4 | 1 | 4 | 0 | Light Armour | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Crew | 2 | 4 | 3 | 0 | 5 | Lightning Reflexes, Ruthless Efficiency |



CHAR A RAPTORS #1
Raptor Chariot - Large - Construct - 50x100

190 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-------------|-----|-----|-----|-----------------------------|--------------|---|
| | 7" | 7" | 9 | Swiftstride, Scent of Blood | | |
| Defensive | HP | Def | Res | Arm | | |
| | 4 | 5 | 4 | 2 | Heavy Armour | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Crew | 2 | 5 | 4 | 1 | 6 | Lightning Reflexes, Ruthless Efficiency |
| Daeb Raptor | 2 | 3 | 4 | 1 | 3 | Harnessed, Lethal Strike |
| Chassis | | | 5 | 2 | | Impact Hits, Inanimate |

Options

Halberd



CHAR A RAPTORS #1
Raptor Chariot - Large - Construct - 50x100

190 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-------------|-----|-----|-----|-----------------------------|--------------|---|
| | 7" | 7" | 9 | Swiftstride, Scent of Blood | | |
| Defensive | HP | Def | Res | Arm | | |
| | 4 | 5 | 4 | 2 | Heavy Armour | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Crew | 2 | 5 | 4 | 1 | 6 | Lightning Reflexes, Ruthless Efficiency |
| Daeb Raptor | 2 | 3 | 4 | 1 | 3 | Harnessed, Lethal Strike |
| Chassis | | | 5 | 2 | | Impact Hits, Inanimate |

Options

Halberd



BETES TONNERRE #1
Thunder Pack x3 - Large - Beast - 40x60

290 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|---------------|-----|-----|-----|------------------------------|-----|--|
| | 6" | 10" | 8 | Light Troops, Scent of Blood | | |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | 3 | 5 | 1 | | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Thunder Beast | 2 | 3 | 5 | 2 | 2 | Devastating Charge, Harnessed, Impact Hits |
| Lashmaster(2) | 1 | 4 | 3 | 0 | 5 | Lightning Reflexes, Ruthless Efficiency |



BETES TONNERRE #1
Thunder Pack x3 - Large - Beast - 40x60

290 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|---------------|-----|-----|-----|------------------------------|-----|--|
| | 6" | 10" | 8 | Light Troops, Scent of Blood | | |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | 3 | 5 | 1 | | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Thunder Beast | 2 | 3 | 5 | 2 | 2 | Devastating Charge, Harnessed, Impact Hits |
| Lashmaster(2) | 1 | 4 | 3 | 0 | 5 | Lightning Reflexes, Ruthless Efficiency |

The Menagerie



HYDRE #1
Hydra - Gigantic - Beast - 50x100

415 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|------------|-----|-----|-----|----------------|-----|--|
| | 6" | 12" | 8 | Cut one off... | | |
| Defensive | HP | Def | Res | Arm | | |
| | 6 | 4 | 5 | 3 | | Fortitude |
| Offensive | Att | Off | Str | Ap | Agi | |
| Hydra | 5 | 4 | 5 | 2 | 2 | Breath Attack, Harnessed, Poison Attacks, Rage |
| Lashmaster | 1 | 4 | 3 | 0 | 5 | Lightning Reflexes, Ruthless Efficiency |

Raiders



CAVALIERS DES OMBRES #1
Shadow Riders x5 - Standard - Cavalry - 25x50

205 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|--------------|-----|-----|-----|---|-----|--|
| | 9" | 18" | 8 | Feigned Flight, Light Troops, Vanguard, Hunting Bolas | | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 4 | 3 | 1 | | Light Armour, Shield |
| Offensive | Att | Off | Str | Ap | Agi | |
| Shadow Rider | 1 | 4 | 3 | 0 | 5 | Lightning Reflexes, Ruthless Efficiency, Light Lance |
| Elven Horse | 1 | 3 | 3 | 0 | 4 | Harnessed |

Options

Musician • Repeater Crossbow (3+)

Magics

Racial Trait Spell

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



Witchcraft

| | | Casting | Range | Type | Duration | Effect |
|----------|-------------------|----------|-------|-----------|----------|--|
| 6 | Bewitching Glare | 8+ [12+] | 18" | Hex | One Turn | Melee [and Shooting] Attacks against the target must reroll failed to-wound rolls. |
| 1 | Raven's Wing | 7+ [9+] | 18" | Augment | Instant | The target may perform a 8" [12"] Magical Move and gains Fly and Light Troops until the end of the Player Turn. Nominate a single model part affected by the spell. This model part may perform a Sweeping Attack during the move (possibly in addition to other Sweeping Attacks). This Sweeping Attack causes D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks. |
| 3 | Twisted Effigy | 5+ [7+] | 36" | Hex | One Turn | The target cannot use Shooting Attacks [and suffers a -2 modifier to its casting rolls] . |
| 2 | Deceptive Glamour | 4+ [6+] | 24" | Hex | One Turn | The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility. |
| A | Evil Eye | | 24" | Universal | One Turn | If this spell targets a friendly unit, the target gains +1 Advance Rate and +2 March Rate. If this spell targets an enemy unit, the target suffers -1 Advance Rate and -2 March Rate, to a minimum of 3 and 6 respectively. A unit cannot be affected by this spell more than twice in the same Magic Phase. |
| 4 | The Wheel Turns | 8+ [10+] | 24" | Hex | One Turn | Melee Attacks made by [and distributed towards] R&F models in the target unit are set to wound on a 4+, and Close Combat Attacks made by [and allocated against] R&F models in the target unit additionally are set to hit on a 4+, regardless of Offensive Skill, Defensive Skill, Strength, and Resilience. Apply this effect before other to-hit and to-wound modifiers. |
| 5 | Will-o'-the-Wisp | 8+ [8+] | 18" | Universal | One Turn | Choose which effect to apply when casting the spell: • The target gains Random Movement (2D6") • The target gains Random Movement (3D6") |

Magic items

King Slayer: The wielder gains +X Attack Value while using this weapon, and attacks made with this weapon gain +X Strength, +X Armour Penetration, and Magical Attacks, where X is equal to the number of enemy Characters in base contact with the wielder's unit. This bonus is calculated at the Initiative Step when the attacks are made.

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.

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.

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.

Breath Attack:

Cut one off...: For each successful Fortitude Save roll of a natural '6', the model disregards another simultaneously suffered wound. If there aren't enough simultaneously suffered wounds to disregard, the model immediately Recovers 1 Health Point instead.

Daeb Bolt Thrower: Artillery Weapon.

Range 24", Shots 8, Str 5, AP 2. Note that the model can move and shoot

Deadly Riposte: For each enemy Close Combat Attack allocated towards the model for which a natural '1' is rolled to hit, the Dread Prince **must** perform a Close Combat Attack at the same Initiative Step that **must** be allocated towards the model (or Health Pool) that rolled the '1' to hit. If this is not possible, ignore the effect.

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.

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.

Fortitude: Fortitude is a Special Save. Fortitude Saves cannot be taken against attacks with Lethal Strike that rolled a natural 6+ to wound, or against attacks with Flaming 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

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.

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.

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.

Inanimate: Inanimate - Melee

Model parts with Inanimate cannot make Close Combat Attacks and cannot use Shooting Weapons. Shooting Weapons carried by model parts with Inanimate can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate).

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.

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.

Lightning Reflexes:

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

Not a Leader: The model cannot be the General.

Poison Attacks: If the attack successfully hits with a natural to-hit roll of '6', it automatically wounds with no to-wound roll needed. Shooting Attacks using the Hopeless Shot can only automatically wound if the first to-hit roll is a natural '6'. Note that the second to-hit roll must still be successful in order to hit the target. If the attack can be turned into more than one hit (e.g. a hit with Area Attack, Battle Focus, or Penetrating), only a single hit, chosen by the attacker, automatically wounds. All other hits must roll to wound as normal.

Rage: Whenever the model loses a Health Point, it gains +1 Attack Value. Whenever it gains a Health Point, it suffers -1 Attack Value.

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.

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.

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.

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.

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.

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.

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.

