



DREAD ELVES

ARACHROS - EN - DRAGON - 2 525 POINTS



735 pts (29.00 %) 895 pts (35.00 %) 495 pts (20.00 %) 273 pts (11.00 %) **400 pts (16.00 %)** 0 pts (0.00 %)

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

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

Characters



PRINCE NOIR #1

Dread Prince - Standard - Infantry - 20x20mm

395 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-------------|-----|-----|-----|-------------|--------------|--|
| | 5" | 10" | 9 | | | |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | 6 | 3 | 0 | Heavy Armour | |
| Offensive | Att | Off | Str | Ap | Agi | |
| DreadPrince | 5 | 8 | 4 | 1 | 8 | Lightning Reflexes, Ruthless Efficiency, Deadly Riposte, Hand Weapon |

Options | Shield • Lance • General • Lightning Vambraces • Death Cheater



ORACLE #1

Warlock Outcast - Standard - Infantry - 20x20mm

340 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 |

Options | Light Armour • Witchcraft • Binding Scroll x1 • Essence of Mithril

Core



LEGIIONNAIRES NOIRS #1

Silexian Spears x16 - Standard - Infantry - 20x20mm

254 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 • Legion Standard



CORSAIRES #1


Raiding Party x22 - Standard - Infantry - 20x20mm

368 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|--------------|-----|-----|-----|-----------------------------|--------------|---|
| | 5" | 10" | 8 | Light Troops, Hunting Bolas | | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 4 | 3 | 0 | Light Armour | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Dread Raider | 1 | 4 | 3 | 0 | 5 | Lightning Reflexes, Ruthless Efficiency |


| | |
|----------------|---------------------------------------|
| Options | Champion • Musician • Standard Bearer |
|----------------|---------------------------------------|



REPEATER AUXILIARIES #1

Silexian Auxiliaries x16 - Standard - Infantry - 20x20mm

273 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 | Lightning Reflexes, March and Shoot, Ruthless Efficiency, Repeater Crossbow |

| | |
|----------------|---------------------------------------|
| Options | Champion • Musician • Standard Bearer |
|----------------|---------------------------------------|


Special



CHEVALIERS NOIRS #1


Dread Knights x5 - Standard - Cavalry - 25x50mm

295 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|----------------|-----|-----|-----|-------------------------|----------------------|---|
| | 7" | 14" | 9 | Scoring, Scent of Blood | | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 5 | 3 | 2 | Heavy Armour, Shield | |
| Offensive | Att | Off | Str | Ap | Agi | |
| DreadKnight | 2 | 5 | 4 | 1 | 6 | Lightning Reflexes, Ruthless Efficiency |
| Coastal Raptor | 2 | 3 | 4 | 1 | 3 | Harnessed, Lethal Strike |


| | |
|----------------|----------|
| Options | Champion |
|----------------|----------|



CHAR A RAPTORS #1

Raptor Chariot - Large - Construct - 50x100mm

200 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) | 2 | 5 | 4 | 1 | 6 | Lightning Reflexes, Ruthless Efficiency |
| Coastal Raptor(2) | 2 | 3 | 4 | 1 | 3 | Harnessed, Lethal Strike |
| Chariot | | | 5 | 2 | | Inanimate, Impact Hits (D6+1, D6+1) |

Destroyers



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

200 POINTS



| | | | | | |
|---|------------|------------|------------|--------------------|--------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 5" | 5" | 8 | War Machine | |
| <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, Daeb Bolt Thrower (3+, 3+) | | | | | |



FAUCHEUSE NOIRE #2
Repeater Battery - Standard - Construct - 60mm round

200 POINTS



| | | | | | |
|---|------------|------------|------------|--------------------|--------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 5" | 5" | 8 | War Machine | |
| <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, Daeb Bolt Thrower (3+, 3+) | | | | | |

Magics

Racial Trait Spell

| | <i>Casting</i> | <i>Range</i> | <i>Type</i> | <i>Duration</i> |
|--|----------------|--------------|-------------|-----------------|
| Curse of the Phantom Queen | | | | |
| <i>Mf</i> | 7+ | 24" | Hex | Last 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. | | | | |



| | | <i>Casting</i> | <i>Range</i> | <i>Type</i> | <i>Duration</i> | <i>Effect</i> |
|----------|------------------|----------------|--------------|-------------|-----------------|---|
| 5 | Will-o'-the-Wisp | 8+ [8+] | 18" | Universal | Last one Turn | The target gains Random Movement (2D6 [3D6]) |
| 4 | The Wheel Turns | 8+ [10+] | 24" | Hex | Last 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. |
| 3 | Twisted Effigy | 5+ [7+] | 36" | Hex | Last one Turn | The target cannot use Shooting Attacks [and suffers a -2 modifier to its casting rolls]. |
| 6 | Bewitching Glare | 8+ [12+] | 18" | Hex | Last one Turn | Melee {and Shooting} Attacks against the target must reroll failed to-wound rolls. |

| | | Casting | Range | Type | Duration | Effect |
|---|-------------------|---------|-------|-----------|---------------|---|
| 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. |
| A | Evil Eye | | 24" | Universal | Last 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. |
| 2 | Deceptive Glamour | 4+ [6+] | 24" | Hex | Last one Turn | The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility. |

Magic items

Death Cheater: The wearer gains +1 Armour and Fortitude (4+).

Lightning Vambraces: The bearer can cast Hand of Heaven (Thaumaturgy) as a Bound Spell with Power Level (4/8).

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.

Essence of Mithril: The wearer's Armour is set to 5 and can never be improved beyond this.

Magic banners

Legion Standard: A unit with one Legion Standard increases the maximum of its Rank Bonus by +1 (normally this means the unit can add up to 4 Full Ranks to its Combat Score). A unit with two or more Legion Standards increases the maximum of its Rank Bonus by +2 instead.

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.

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

Deadly Riposte: Attack Attribute – Close Combat.

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.

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 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: 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.

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.

March and Shoot:

Not a Leader: The model cannot be the General.

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

Ruthless Efficiency: Close Combat

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) with the following restrictions:

- The Charged unit has at least one Health Pool that contains fewer Health Points than it did when the unit was deployed or otherwise entered the Battlefield.
- The effect ends immediately before the unit declares a new Charge.

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: Universal Rule.

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, the nominated enemy unit suffers -1 to-hit against Charging Academy Trained units. Nominating a unit from more than one Silexian Auxiliaries unit has no stacking effect.

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.

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.

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.

Prince noir #1



Oracle #1



Légionnaires noirs #1



Corsaires #1



Repeater Auxiliaries #1



Chevaliers noirs #1



Char à raptors #1



Faucheuse noire #1



Faucheuse noire #2

