



DREAD ELVES

LEAGUE 3000 - 1 145 POINTS



1145 pts (38.00 %) 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



PRINCE RHUKU KRANIC
Dread Prince - Standard - Cavalry - 25x50mm

470 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	
Dread Prince	5	8	4	1	8	Lightning Reflexes, Lightning Reflexes, Ruthless Efficiency, Deadly Riposte, Hand Weapon



MOUNT DAEB RAPTOR

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C	Scent of Blood		
Defensive	HP	Def	Res	Arm		
	C	C	C	C+2		
Offensive	Att	Off	Str	Ap	Agi	
Daeb Raptor	2	3	4	1	3	Harnessed, Lethal Strike

Options | Paired Weapons • Daeb Raptor • General • Moithir's Mirror • Obsidian Rock • Basalt Infusion • Hero's Heart



EXARCH DHABNALI
Temple Exarch - Standard - Infantry - 20x20mm

325 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Fearless, Wizard Apprentice, Professional Courtesy		
Defensive	HP	Def	Res	Arm		
	3	5	3	0	Aegis, Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Temple Exarch	3	5	4	1	6	Lightning Reflexes, Battle Focus, Lightning Reflexes, Ruthless Efficiency, Hand Weapon

Options | Battle Standard Bearer • Halberd • Divination • Aether Icon x2 • Magical Heirloom



PRINCESS YUMI THE WICKED
Warlock Outcast - Standard - Cavalry - 25x50mm

350 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	9	Not a Leader, Wizard Adept, Irresistible Will	
Defensive	HP	Def	Res	Arm	
	3	4	3	0	
Offensive	Att	Off	Str	Ap	Agi

<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



MOUNT DAEB RAPTOR

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	7"	14"	C	Scent of Blood		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	C	C	C	C+2		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Daeb Raptor	2	3	4	1	3	Harnessed, Lethal Strike

Options Light Armour • Daeb Raptor • Evocation • Destiny's Call

Magics

Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
H Curse of the Phantom Queen				
<i>Mf</i>	7+		Caster	Last one Turn
<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>				



Divination

The Conclave: Spells from Divination gain +3" range up to a maximum of +9" for each additional friendly Wizard within 12" of the Caster. This bonus can never increase the combined modifier beyond +9", however other sources may.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
A	Guiding Light		12"	Augment	Last one Turn	Discipline Tests of units with all models affected by the spell are subject to Minimised Roll. A unit cannot be affected by this spell more than once per Magic Phase.
1	Know Thy Enemy	<7+> {12+}	<18"> {6"Aura}	Augment	Last one Turn	The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.
2	Fate's Judgement	<5+> {9+}	18"	Hex, Missile, Damage	Instant	The target suffers <1D3> {1D6} hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).
3	Scrying	<7+> {12+}	<18"> {6"Aura}	Augment	Last one Turn	The target gains Distracting and Hard Target.
4	The Stars Align	<8+> {12+}	<18"> {6"Aura}	Augment	Last one Turn	The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat <and Shooting> Attacks.
5	Unerring Strike	<7+> {10+}	18"	Hex, Missile, Damage	Instant	The target suffers <2D6> {3D6} hits that wound on 4+ with Armour Penetration 1, Divine Attacks and Magical Attacks .
6	Portent of Doom	8+	24"	Hex	Permanent	When calculating Combat Score, a side with units containing at least one model affected by the spell suffers -X to its Combat Score (for each affected unit and instance of the spell), where X is equal to the number of Characters in the unit, increased by 1 if the unit contains any R&F models. A Character leaving a unit that was the target of the spell no longer is affected by the spell, unless the Character was a single model unit that was the initial target of the spell.



Evocation

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
A	Evocation of Souls				Instant	If your Veil Token pool contains less than 3 Veil Tokens, you gain one Veil Token. No more than 1 Veil Token can be gained from this spell each Phase.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
1	Spectral Blades	5+ [9+]	18"	Augment	Last one Turn	The target must reroll failed to-wound rolls with its Melee Attacks and gains [Lethal Strike][color].
2	Whispers of the Veil	8+	24"	Hex	Last one Turn	The target suffers -1 Resilience. In addition, a unit with at least one model affected by one or more instances of the spell suffers -1 Discipline.
3	Hasten the Hour	7+ [10+]	24" [18"]	Hex, Damage, Direct	Instant	Choose 1 {up to 3 different} models in the target unit (which may be Characters or Champions). Each of them suffers 1 hit that wounds automatically with Armour Penetration 10 and Magical Attacks.
4	Ancestral Aid	6+ [7+]	12" [18"]	Augment	Last one Turn	The target must reroll failed to-hit rolls with its Close Combat Attacks.
5	Touch of the Reaper	<7+> {9+}	<24"> {18"}	Hex, Missile, Damage, Focused, Direct	Instant	The target suffers 1D3 hits with Strength 10, Armour Penetration 10, and Magical Attacks . When rolling to wound with this attack, use the target's Discipline instead of the target's Resilience.
6	Danse Macabre	6+ [9+]	18" [9"Aura]	Augment	Instant	The target may perform a 12" [6"] Magical Move and gains Ghost Step during this move.

Magic items

Basalt Infusion: The wearer gains +1 Armour and Aegis (3+, against Flaming Attacks). The wearer automatically fails all Fortitude Saves.

Hero's Heart: The wielder gains +1 Attack Value while using this weapon. Attacks made with this weapon become Magical Attacks and always have at least Strength 5 and at least Armour Penetration 2.

Moithir's Mirror: The bearer gains Aegis (5,+ against Melee Attacks).

In addition, if one or more Melee Attacks are allocated towards or distributed onto the bearer's model (including Initiative Step 0), the bearer inflicts D3+1 hits with Strength 4, Armour Penetration 2, and Magical Attacks on the attacking model's unit at Initiative Step 0. This is considered a Special Attack.

Obsidian Rock: The bearer gains Magic Resistance (2).

Magical Heirloom: The bearer gains the Hereditary Spell during Spell Selection, always knows it in addition to its other spells, cannot select it during Spell Selection, and cannot replace or otherwise lose it.

Destiny's Call: The wearer gains Aegis (4+). In addition, its Armour is set to 3 and can never be improved beyond this.

Magic banners

Aether Icon: The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

Model Rules

Aegis:

Battle Focus: If the attack hits with a natural to-hit roll of '6', the attack causes two hits instead of one.

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.

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.

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

Heavy Armour: +2 Armor

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.

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:

Not a Leader: The model cannot be the General.

Professional Courtesy: The model cannot join units that contain another model from the same unit entry.

Ruthless Efficiency: 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 Apprentice: - Knows 1 spell.

- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.

The Wizard 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 Rhuku Kranic



Exarch Dhabnali



Princess Yumi the Wicked

