



DREAD ELVES

TEST CYNØ CAC DEC20 - 4 192 POINTS




10-10 vs O&G de cac style CV Cyno

1270 pts (28.00 %) **1064 pts (24.00 %)** 1058 pts (24.00 %) 474 pts (11.00 %) 400 pts (9.00 %) 400 pts (9.00 %)

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

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


Characters




DREAD PRINCE #1

Dread Prince - Large - Construct - 50x100mm

515 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



MOUNT RAPTOR CHARIOT

Global	Adv	Mar	Dis	Model Rules		
	7"	7"	C	Scent of Blood, Swiftstride		
Defensive	HP	Def	Res	Arm		
	4	C	4	C+2		
Offensive	Att	Off	Str	Ap	Agi	
Coastal Raptor(2)	2	3	4	1	3	Harnessed, Lethal Strike
Chassis				5	2	Inanimate, Impact Hits (D6+1, D6+1)


Options | Shield • Paired Weapons • Raptor Chariot • General • Moithir's Mirror • Lucky Charm • Basalt Infusion • Hero's Heart



TEMPLE LEGATE #1


Temple Exarch - Standard - Infantry - 20x20mm

310 POINTS



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


Options | Divination • Battle Standard Bearer • Blades of Darag • Talisman of the Void



WARLOCK OUTCAST #1

Warlock Outcast - Standard - Infantry - 20x20mm


265 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	

<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, Ruthless Efficiency, Hand Weapon


Options	Cosmology • Crystal Ball
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SILENT ASSASSIN #1


Silent Assassin - Standard - Infantry - 20x20mm

180 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	9	Not a Leader, Professional Courtesy, Strike from the Shadows		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	7	3	0		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Silent Assassin	3	7	4	3	9	Multiple Wounds (2, against Characters), Poison Attacks, Lightning Reflexes, Artistry of Death, Paired Weapons, Repeater Handbow [X], Hand Weapon


Core



REPEATER AUXILIARIES #1


Silexian Auxiliaries x15 - Standard - Infantry - 20x20mm

240 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	8	Scoring, Academy Training, Suppressing Volley		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	3	0		
	Light Armour, Shield					
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Silexian Auxiliary	1	4	3	0	5	Lightning Reflexes, March and Shoot, Ruthless Efficiency, Repeater Crossbow


Options	Musician
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TEMPLE MILITANTS #1


Temple Militants x21 - Standard - Infantry - 20x20mm

380 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	8	Scoring, Fearless, Frenzy		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	3	0		
	Light Armour					
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Temple Militant	1	4	3	0	5	Battle Focus, Lightning Reflexes, Fight in Extra Rank, Ruthless Efficiency, Blades of Darag


Options	Champion • Musician • Standard Bearer
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RAIDING PARTY #1

Raiding Party x10 - Standard - Infantry - 20x20mm

170 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	8	Light Troops, Hunting Bolas		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	0	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Dread Raider	1	4	3	0	5 Lightning Reflexes, Ruthless Efficiency

Options	Beast Breaker
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SHADOW RIDERS #1

Shadow Riders x8 - Standard - Infantry - 20x20mm

274 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	9"	18"	8	Feigned Flight, Vanguard, Light Troops, Hunting Bolas


<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	1	Light Armour, Shield

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
ShadowRider	1	4	3	0	5 Lightning Reflexes, Ruthless Efficiency, Light Lance

<i>Elven Horse</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	0	4 Harnessed

Options	Repeater Crossbow (3+) • Musician
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Special



DIVINE ALTAR

Divine Altar - Large - Construct - 60x100mm

310 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	5"	10"	8	Towering Presence, Frenzy

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	6	5	5	2	Aegis

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Attendant(3)	2	5	3	1	5 Battle Focus, Lightning Reflexes, Ruthless Efficiency


Options	Crucible of Slaughter
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OBSIDIAN GUARD #1

Obsidian Guard x12 - Standard - Infantry - 20x20mm

294 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	5"	10"	9	Scoring, Academy Training, Will of the Senate

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	6	3	0	Heavy Armour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Obsidian Guard	2	6	3	1	6 Lightning Reflexes, Ruthless Efficiency, Halberd


Options	Champion • Musician • Standard Bearer
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OBSIDIAN GUARD #2


Obsidian Guard x12 - Standard - Infantry - 20x20mm

294 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	9	Scoring, Academy Training, Will of the Senate		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	6	3	0	Heavy Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Obsidian Guard	2	6	3	1	6	Lightning Reflexes, Ruthless Efficiency, Halberd


Options	Champion • Musician • Standard Bearer
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HARPIES #1


Harpies **x8** - Standard - Beast - 20x20mm

160 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	6	Light Troops, Skirmisher, Swiftstride, Insignificant, Fly		
	10"	18"				
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	3	0	Hard Target (1, 1)	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Harpy	2	3	4	0	4	Devastating Charge


Destroyers




REPEATER BATTERY #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+)



REPEATER BATTERY #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+)

The Menagerie



HYDRA #1

Hydra - Gigantic - Beast - 50x100mm

400 POINTS



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

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
Curse of the Phantom Queen				
Mf	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.				



Duality: All Cosmology spells are divided into two versions, representing opposing aspects; Cosmos and Chaos. When casting Cosmology spells, always declare which version of the spell you are using. Whenever the Caster successfully casts a non-Bound Cosmology spell, the next Cosmology spell it attempts to cast has its Casting Value reduced by 1, provided this spell is a Cosmology spell of the opposing aspect.

		Casting	Range	Type	Duration	Effect
4	Perception of Strength Chaos	8+	24"	Hex	Last one Turn	The target suffers -1 Strength and -1 Armour Penetration .
5	Unity in Divergence Cosmos	10+	24"	Augment	Last one Turn	All models in the target unit gain Aegis (5+) .
5	Unity in Divergence Chaos	10+	24"	Hex, Damage, Direct	Instant	Each model in the target unit suffers a hit with Strength 3, Armour Penetration 0, and Magical Attacks .
4	Perception of Strength Cosmos	8+	24"	Augment	Last one Turn	The target gains +1 Strength and +1 Armour Penetration .
6	Truth of Time Cosmos	7+	24"	Augment, Focused	Instant	The target Recovers 1 Health Point
6	Touch the Heart chaos	7+	24"	Hex, Missile, Damage, Focused	Instant	The target suffers 1 hit that wounds automatically with Armour Penetration 10 and Magical Attacks.
1	Altered Sight Chaos	5+	24"	Hex	Last one Turn	The target suffers -1 Offensive Skill and -1 Defensive Skill , and has its weapons' Aim worsened by 1.
2	Truth of Time Cosmos	5+	24"	Augment	Last one Turn	Rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance of units with at least one model affected by the spell are subject to two instances of Maximised Roll.
2	Truth of Time Chaos	5+	24"	Hex	Last one Turn	Rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance of units with at least one model affected by the spell are subject to two instances of Minimised Roll.
1	Altered Sight Cosmos	5+	24"	Augment	Last one Turn	The target gains +1 Offensive Skill and +1 Defensive Skill , and has its weapons' Aim improved by 1.
3	Ice and Fire Cosmos	7+	24"	Hex, Missile, Damage	Instant	The target suffers 2D6 hits with Strength 4, Armour Penetration 0, and Magical Attacks . Successful Special Saves against wounds caused by this spell must be rerolled.

		Casting	Range	Type	Duration	Effect
3	Ice and Fire Chaos	7+	24"	Hex, Damage, Augment	Instant	The target suffers 2D6 hits with Strength 4 and Armour Penetration 0, and Magical Attacks. Successful Armour Saves against wounds caused by this spell must be rerolled.



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.

		Casting	Range	Type	Duration	Effect
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.
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.
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.
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.
4	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.
2	Fate's Judgement	5+ [9+]	18"	Hex, Missile, Damage	Instant	The target suffers D3 [D6] hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).

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 of this enchanted weapon gains +1 Attack Value while using it. Attacks made with this enchanted weapon become Magical Attacks and always have at least Strength 5 and at least Armour Penetration 3.

Lucky Charm: One use only. May be activated when the bearer's model fails an Armour Save. This failed Armour Save may be rerolled.

Moithir's Mirror: For each successful Aegis Save roll of 5+ made by the bearer against an enemy attack, the bearer immediately inflicts 1 hit with Strength 5, Armour Penetration 2, and **Magical Attacks** against the model that caused the wound, before any casualties are removed, distributed onto the model's Health Pool. This is considered a Special Attack. In addition, the bearer gains **Aegis (5+)**.

Talisman of the Void: The bearer gains Channel (1).

Crystal Ball: The firsts Dispelling Attempt in each enemy Magic Phase gains a +2 Dispelling Modifier, provided the bearer is on the Battlefield.

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.

Aegis:

Artistry of Death: Close Combat
The attack gains +1 to wound.

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

Blades of Darag: Two-Handed. While using this weapon, the wielder gains +1 Attack Value, and attacks made with this weapon become Magical Attacks. For each non-Attribute Spell with duration One Turn targeting at least one model in the wielder's unit, attacks made with this weapon gain +1 Strength, up to a maximum of +2, for as long as the spell's effects are applied. This weapon cannot be enchanted with Weapon Enchantments.

Breath Attack:

Cut one off...: Universal Rule.

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: 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.

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.

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.

Fight in Extra Rank:

Fly: The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move Chargers move, an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

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

Frenzy: A unit with at least half its models with Frenzy cannot choose Flee as Charge Reaction, and when taking Discipline Tests, apply the following:

- If it is a Panic Test, Decimated Test or Fear Test: the unit gains +2 Discipline.
- If it is a Break Test, roll the test as normal.
- If it is anyother Discipline Test, the unit suffers -2Discipline.

At the start of the Charge Phase, each of your units with at least one model with Frenzy that could Declare a Charge against an enemy unit within the unit's Advance Rate +7" (using the lowest Advance Rate among the unit's models; if a model has more than 1 Advance Rate available, use the highest one) must take a Discipline Test, called a Frenzy Test. If the test is failed, the whole unit must Declare a Charge this Player Turn. Note that Characters are never forced to charge out of their units.

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

Hard Target:

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.

Insignificant:

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.

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.

March and Shoot:**Multiple Wounds:** Attacks & Weapons, Melee

Unsaved wounds caused by the attacks are multiplied into the value given in brackets (X). If the value is a dice (e.g. Multiple Wounds (D3)), roll one dice for each unsaved wound with Multiple Wounds. The amount of wounds that the attack is multiplied into can never be higher than the Health Points Characteristic of the target (excluding Health Points lost previously in the battle). For example, if a Multiple Wounds (D6) attack wounds a unit of Trolls (HP 3) and rolls a '5' for the multiplier, the number of unsaved wounds is reduced to 3, even if the Troll unit has already lost one or two Health Points previously in battle.

If Clipped Wings is stated after the X value in brackets, any unsaved wound caused by the attack against a model with Fly is multiplied into X+1 instead of X.

Not a Leader: The model cannot be the General.

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.

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.

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

Rage - Hydra: Attack Attribute – Close Combat.

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

Repeater Handbow [X]: Range 12", Shots X, Str 3, AP 1, Accurate, Quick to Fire. 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.

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.

Skirmisher: The model can draw Lines of Sight in any direction (i.e. it is not limited by the Front Arc) from any point on its base (remember that Charge Moves are limited by a single Wheel of no more than 90°, and that Stand and Shoot Charge Reactions can only be done against enemies in the Front Arc) and can always use Shooting Attacks from any rank (they are not limited to shooting from first and second rank).

Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base to base contact with each other. Instead, models are placed with a 12.5 mm distance between them. This gap is considered part of the unit for Cover purposes, and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops, never block Line of Sight, and when units in skirmish formation would contribute to Hard Cover, they contribute to Soft Cover instead.

Strike from the Shadows: Universal Rule.

The model cannot be deployed during the Deployment Phase. Instead, at the start of any Player Turn, the owner may choose an unengaged friendly Standard Infantry unit that is not Fleeing and apply the following rules:

- Remove a non-Champion R&F model from the chosen unit and deploy the Silent Assassin inside that unit.
- You cannot remove the last R&F model from a unit, and removing the model never causes a Panic Test.
- The Silent Assassin cannot voluntarily leave its unit during the Player Turn in which it was deployed.
- If the model is not deployed by the end of Game Turn 4, it counts as a casualty and cannot be deployed for the rest of the game.

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.

Towering Presence: The model gains Tall and can never be joined or join a unit (unless it is a War Platform). A model with Towering Presence increases its Rally Around the Flag and Commanding Presence ranges by 6".

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.

Will of the Senate: Universal Rule.

Friendly units within 6" of a non-Fleeing unit containing one or more models with Will of the Senate must reroll failed Panic Tests.

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

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.

Dread Prince #1



Temple Legate #1



Warlock Outcast #1



Silent Assassin #1



Repeater Auxiliaries #1



Temple Militants #1



Raiding Party #1



Shadow Riders #1



Divine Altar



Obsidian Guard #1



Obsidian Guard #2



Harpies #1



Repeater Battery #1



Repeater Battery #2



Hydra #1



