



DREAD ELVES

MONSTRES ALPHA 4 VERSION BSB - 4 499 POINTS



1775 pts (39.00 %) 1126 pts (25.00 %) 1143 pts (25.00 %) 500 pts (11.00 %) 0 pts (0.00 %) 1010 pts (22.00 %)

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

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

Characters



BEASTMASTER #1

Beastmaster - Gigantic - Beast - 50x100mm

745 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Willbreaker's Craft		
Defensive	HP	Def	Res	Arm		
	3	5	3	0	Cannot be Stomped, Heavy Armour, Kraken's Hide	
Offensive	Att	Off	Str	Ap	Agi	
Beastmaster	4	5	4	1	7	Lightning Reflexes, Ruthless Efficiency, Hand Weapon



MOUNT IMPERIOUS DRAGON

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	C	Fly (7",14", 7",14"), Light Troops, Meeting of Minds		
	7"	14"				
Defensive	HP	Def	Res	Arm		
	6	5	6	4		
Offensive	Att	Off	Str	Ap	Agi	
Imperious Dragon	5	5	6	3	3	Harnessed, Breath Attack

Options

Paired Weapons • Imperious Dragon • General • Beastmaster's Whistle • Obsidian Rock • Shield Breaker



WARLOCK OUTCAST #1

Warlock Outcast - Large - Cavalry - 50x100mm

700 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Not a Leader, Wizard Adept, Irresistible Will		
Defensive	HP	Def	Res	Arm		
	3	4	5	0		
Offensive	Att	Off	Str	Ap	Agi	
Warlock Outcast	1	4	3	0	5	Lightning Reflexes, Ruthless Efficiency, Hand Weapon



MOUNT MANTICORE

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	C	Towering Presence, Scent of Blood, Fly (8", 16", 8", 16")		
	8"	16"				
Defensive	HP	Def	Res	Arm		
	4	C	4	C+1		
Offensive	Att	Off	Str	Ap	Agi	
Manticore	4	5	5	2	5	Harnessed, Lethal Strike

Options

Manticore • Light Armour • Cosmology • Extraordinary Specimen • Paired Weapons • Wizard Master • Binding Scroll x1 • Talisman of Shielding • Basalt Infusion • Hero's Heart



TEMPLE EXARCH #1

Temple Exarch - Standard - Infantry - 20x20mm

330 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Wizard Apprentice, Professional Courtesy		
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	Alchemy • Battle Standard Bearer • Blades of Darag • Aether Icon x2 • Mask of the War Crow
Core	



SILEXIAN AUXILIARIES #1

Silexian Auxiliaries x15 - Standard - Infantry - 20x20mm

250 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
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SILEXIAN AUXILIARIES #2

Silexian Auxiliaries x15 - Standard - Infantry - 20x20mm

250 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
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SILEXIAN SPEARS #1

Silexian Spears x23 - Standard - Infantry - 20x20mm

392 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 • Rending Banner
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SHADOW RIDERS #1
Shadow Riders **x8** - Standard - Infantry - 20x20mm

234 POINTS



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

Options

Champion

Special



OBSIDIAN GUARD #1
Obsidian Guard **x21** - Standard - Infantry - 20x20mm

562 POINTS



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

Options

Champion • Musician • Standard Bearer • Caedhren's Pennon



WARLOCK ACOLYTES #1
Warlock Acolytes **x8** - Standard - Cavalry - 25x50mm

426 POINTS



Global	Adv	Mar	Dis	Model Rules		
	9"	18"	8	Light Troops, Wizard Conclave		
Defensive	HP	Def	Res	Arm		
	1	4	3	1	Aegis (4+, against Melee Attacks), Aegis, Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Acolyte	1	4	4	1	5	Lightning Reflexes, Ruthless Efficiency, Blades of Darag
Elven horse	1	3	3	0	4	Harnessed

Options

Champion



GORGONS #1
Gorgons - Large - Beast - 40x40mm

155 POINTS




Global	Adv	Mar	Dis	Model Rules	
	7"	14"	8	Strider, Fear, Fearless, Supernal	
Defensive	HP	Def	Res	Arm	
	3	5	4	0	Aegis (5+)
Offensive	Att	Off	Str	Ap	Agi

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	Lightning Reflexes, Petrifying Stare, Ruthless Efficiency
Gorgon	4	5	4	1	5	

Options	Paired Weapons
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The Menagerie



KRAKEN #1

Kraken - Gigantic - Beast - 150x100mm

455 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	6"	12"	8	Coastal Predator		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	7	5	5	3	Distracting, Hard Target (1, 1)	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Kraken	4	5	7	3	3	Harnessed, Multiple Wounds (D3, D3), Hatred
Lashmaster(2)	1	4	3	0	5	Lightning Reflexes, Ruthless Efficiency

Options	Colossal Kraken
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Magics

Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
<h3>Curse of the Phantom Queen</h3>				
<i>Mf</i>	7+	24"	Hex	Last one Turn
<p><i>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></p>				



		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
5	Corruption of Tin	8+	36"	Hex	Permanent	The target suffers -1 Armour.
2	Word of Iron	5+ [9+]	24"	Augment	Last one Turn	The target gains +1[+2] to its Armour.
3	Glory of Gold	8+	18"	Augment	Last one Turn	The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks.
4	Silver Spike	(6+)[9+] (18")[36"]		Hex, Missile, Damage	Instant	The target suffers 1 hit with Strength 4 [6], Armour Penetration 10, Magical Attacks, [Multiple Wounds (D3)], and Area Attack (1x5).
6	Molter Copper	7+	24"	Hex, Missile, Damage	Instant	The target suffers D3+3 hits with Strength X, Armour Penetration 4, Flaming Attacks, and Magical Attacks, where X is equal to the target's Armour.
A	Alchemical Fire		18"	Hex	Last one Turn	The target gains Flammable against Melee Attacks.
1	Quicksilver Lash	7+	24"	Hex, Missile, Damage	Instant	The target suffers D3+1 hits with Flaming Attacks, Magical Attacks, and Armour Penetration 10. These hits always wound on a roll equal to or greater than "7 minus the target's Armour". An unmodified '6' always wounds and an unmodified '1' always fails to wound.



Cosmology

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
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.
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.
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.
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.
4	Perception of Strength Cosmos	8+	24"	Augment	Last one Turn	The target gains +1 Strength and +1 Armour Penetration.
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 .
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 .

Magic items

Beastmaster's Whistle: One use only. May be activated at the start of any friendly Charge Phase. Charge Range rolls of friendly Manticores and models with Type Beast within 12" of the bearer are subject to Maximised Roll until the end of the Charge Phase.

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

Shield Breaker: Attacks made with this enchanted weapon gain +6 Armour Penetration, become Magical Attacks, and can never wound on to-wound rolls better than 3+.

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

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.

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.

Talisman of Shielding: The bearer gains Aegis (5+).

Mask of the War Crow: The bearer's unit gains **Fear**. In addition, the bearer and any friendly unit that contains one or more models with Fear within 6" of the bearer's unit **must** reroll natural to-wound rolls of '1' with its Close Combat Attacks.

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.

Caedhren's Pennon: Infantry models in the bearer's unit gain Scent of Blood and Swiftstride.

Rending Banner: One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.

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:

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.

Cannot be Stomped:

Coastal Predator: Universal Rule.

While the centre of the model's base is inside a Water Terrain Feature, the model gains Devastating Charge (+2" Adv) and Hard Target (1).

Distracting: Close Combat Attacks allocated towards a model with Distracting suffer a -1 to-hit modifier. This to-hit modifier cannot be combined with any other negative to-hit modifiers.

Fear: Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

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.

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.

Hatred: During the first Round of Combat, failed to-hit rolls from attacks with Hatred must be rerolled.

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.

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.

Kraken's Hide: If on foot, the wearer gains +1 Armour

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.

Petrifying Stare: Special Attack.

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

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

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.

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:

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:

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.

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.

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.

Willbreaker's Craft: Universal Rule.

Discipline Tests taken by friendly non-Construct models with Towering Presence within 12" of one or more models with Willbreaker's Craft are subject to Minimised Roll.

If within 12" of one or more models with Willbreaker's Craft, the roll for determining the number of hits from Stomp Attacks of:

- Friendly models is subject to Maximised Roll.
- Enemy models is subject to Minimised Roll.

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

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Wizard Conclave: The Champion of a unit with Wizard Conclave gains +1 Health Point in addition to the normal Characteristics increases associated with being a Champion, and is a Wizard Adept.

This Champion may select up to two spells from predetermined spells given in brackets after Wizard Conclave.

This overrides the Spell Selection rules connected to being a Wizard Adept.

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.

Beastmaster #1



Warlock Outcast #1



Temple Exarch #1



Obsidian Guard #1



Silexian Auxiliaries #1



Warlock Acolytes #1



Silexian Auxiliaries #2



Gorgons #1



Silexian Spears #1



Shadow Riders #1



Kraken #1

