



# DREAD ELVES

## PRUEBA - 1 020 POINTS



355 pts (8.00 %) **665 pts (15.00 %)** 0 pts (0.00 %) 165 pts (4.00 %) 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



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Dread Prince - Large - Construct - 50x100mm

355 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 • Halberd • Raptor Chariot • General

### Core



### DREAD LEGIONNAIRES #2

Silexian Spears x15 - Standard - Infantry - 20x20mm

200 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



### DREAD LEGIONNAIRES #1

Silexian Spears x20 - Standard - Infantry - 20x20mm

300 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

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>
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<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Silexian Spear</b>	<b>1</b>	<b>4</b>	<b>3</b>	<b>0</b>	<b>5</b>	<b>Lightning Reflexes, Ruthless Efficiency, Spear</b>

<b>Options</b>	Champion • Musician • Standard Bearer
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	<p><b>REPEATER AUXILIARIES #1</b> Silexian Auxiliaries <b>x10</b> - Standard - Infantry - 20x20mm</p>	<p><b>165</b> POINTS</p>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	<b>5"</b>	<b>10"</b>	<b>8</b>	<b>Scoring, Academy Training, Suppressing Volley</b>

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	<b>1</b>	<b>4</b>	<b>3</b>	<b>0</b>	<b>Light Armour, Shield</b>

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Silexian Auxiliary</b>	<b>1</b>	<b>4</b>	<b>3</b>	<b>0</b>	<b>5</b>	<b>Lightning Reflexes, March and Shoot, Ruthless Efficiency, Repeater Crossbow</b>

## Magics

Racial Trait Spell

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

## 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.

**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

**Heavy Armour:** +2 Armor

**Light Armour:** Armor +1

**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:**

**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:**

**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.

## Qr codes of your army

Your 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.

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Dread Legionnaires #2



Dread Legionnaires #1



Repeater Auxiliaries #1

