



DREAD ELVES

EVERYTHING - 13 404 POINTS



2300 pts (17.00 %) 3490 pts (26.00 %) 4664 pts (35.00 %) 2990 pts (22.00 %) 1760 pts (13.00 %) 720 pts (5.00 %)

Characters (40 Max) **Core** (25 Least) **Special** (0 NoLimit) **Raiders** (30 Max) **The Menagerie** (30 Max) **Destroyers** (15 Max)

Characters

CAPTAIN #2
Captain - Standard - Infantry - 20x20mm

290 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Captain	5	6	6	4	3	3	7	3	9	Infantry
Pegasus	7[6] (8[7])*	4	-	4	4	3	4	2	6	Monstrous Beast
Model Rules	Lightning Reflexes • Killer Instinct • Light Armour									
Model Rules (Pegasus)	Thunderous Charge • Fly (8) • Barding • Mount's Protection (6+)									
Model Rules (Pegasus)	Thunderous Charge • Fly (8) • Barding • Mount's Protection (6+)									

Options	Pegasus
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CAPTAIN #1
Captain - Standard - Infantry - 20x20mm

290 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Captain	5	6	6	4	3	3	7	3	9	Infantry
Pegasus	7[6] (8[7])*	4	-	4	4	3	4	2	6	Monstrous Beast
Model Rules	Lightning Reflexes • Killer Instinct • Light Armour									
Model Rules (Pegasus)	Thunderous Charge • Fly (8) • Barding • Mount's Protection (6+)									
Model Rules (Pegasus)	Thunderous Charge • Fly (8) • Barding • Mount's Protection (6+)									

Options	Battle Standard Bearer • Pegasus
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DREAD PRINCE #2
Dread Prince - Standard - Infantry - 20x20mm

430 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Dread Prince	5	7	7	4	3	3	8	4	10	Infantry
Pegasus	7[6] (8[7])*	4	-	4	4	3	4	2	6	Monstrous Beast
Model Rules	Lightning Reflexes • Killer Instinct • Light Armour									
Model Rules (Pegasus)	Thunderous Charge • Fly (8) • Barding • Mount's Protection (6+)									
Model Rules (Pegasus)	Thunderous Charge • Fly (8) • Barding • Mount's Protection (6+)									

Options	Pegasus
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DREAD PRINCE #1
Dread Prince - Standard - Infantry - 20x20mm

780 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Dread Prince	5	7	7	4	3	3	8	4	10	Infantry
Dragon	6(7)	5	1	6	6	6	3	5	9	Monster
Rat-Ogre Broyeur	6	4	3	5	5	4	3	5	5	Swarm
Model Rules	Lightning Reflexes • Killer Instinct • Light Armour									
Model Rules (Dragon)	Breath Weapon (Strength 4, Flaming Attacks) • Fly (7) • Innate Defence (3+) • Sauve qui Peut ! • L'Union fait la Force • Fear • Innate Protection (3+)									
Model Rules (Dragon)	Breath Weapon (Strength 4, Flaming Attacks) • Fly (7) • Innate Defence (3+) • Sauve qui Peut ! • L'Union fait la Force • Fear • Innate Protection (3+)									

Options	Dragon
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ORACLE #2
Oracle - Standard - Infantry - 20x20mm

240 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Oracle	5	4	4	3	3	3	5	1	9	Infantry
Mastauroc	7	3	0	6	6	6	2	5	5	Monster
Elven Horse	9	3	-	3	3	1	4	1	3	War Beast
Model Rules	Lightning Reflexes • Wizard Apprentice with 1 learned spell • Master of the Dark Arts • Killer Instinct • Natural Armour • Hunting Beast • Earth-shattering Charge • Beast Rider • Frenzy • Large target • Stone Skeleton • Terror									
Model Rules (Elven Horse)	Mount's Protection (5+)									
Model Rules (Elven Horse)	Mount's Protection (5+)									

Options	Elven Horse
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ORACLE #1
Oracle - Standard - Infantry - 20x20mm

270 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Oracle	5	4	4	3	3	3	5	1	9	Infantry
Mastauroc	7	3	0	6	6	6	2	5	5	Monster
Model Rules	Lightning Reflexes • Wizard Apprentice with 1 learned spell • Master of the Dark Arts • Killer Instinct • Natural Armour • Hunting Beast • Earth-shattering Charge • Beast Rider • Frenzy • Large target • Stone Skeleton • Terror									

Options	Wizard Master
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Core

CORSAIRS #1
Corsairs x35 - Standard - Infantry - 20x20mm

770 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Corsairs	5	4	4	3	3	1	5	1	8	Infantry
Model Rules	Lightning Reflexes • Scoring • Killer Instinct • Innate Defence (5+) • Light Armour									

Options	May take Paired Weapons • Champion • Musician
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Core **DARK RAIDERS #1**
Dark Raiders x10 - Standard - Infantry - 25x50mm

500 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Raider	5	4	4	3	3	1	5	1	8	Cavalry
Elven horse	9	3	-	3	3	1	4	1	3	
Model Rules	Mount's Protection (6+) • Light Armour									
Model Rules (Raider)	Lightning Reflexes • Killer Instinct • Light Lance									
Model Rules (Elven horse)	Fast Cavalry									

Options May take a Repeater Crossbow • May take a Shield • Champion • Musician • Standard BearerCore **DARK RAIDERS #2**
Dark Raiders x10 - Standard - Infantry - 25x50mm

500 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Raider	5	4	4	3	3	1	5	1	8	Cavalry
Elven horse	9	3	-	3	3	1	4	1	3	
Model Rules	Mount's Protection (6+) • Light Armour									
Model Rules (Raider)	Lightning Reflexes • Killer Instinct • Light Lance									
Model Rules (Elven horse)	Fast Cavalry									

Options May take a Repeater Crossbow • May take a Shield • Champion • Musician • Standard BearerCore **DREAD LEGIONNAIRES #1**
Dread Legionnaires x40 - Standard - Infantry - 20x20mm

720 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Dread Legionnaires	5	4	4	3	3	1	5	1	8	Infantry
Model Rules	Lightning Reflexes • Scoring • Killer Instinct • Light Armour • Shield									

Options May take a Spear • Champion • Musician • Standard BearerCore **REPEATER AUXILIARIES #1**
Repeater Auxiliaries x20 - Standard - Infantry - 20x20mm

500 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Repeater Auxiliaries	5	4	4	3	3	1	5	1	8	Infantry
Model Rules	Lightning Reflexes • Scoring • Killer Instinct • Repeater Crossbow • Light Armour									

Options May take a Shield • Champion • Musician • Standard BearerCore **REPEATER AUXILIARIES #2**
Repeater Auxiliaries x20 - Standard - Infantry - 20x20mm

500 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Repeater Auxiliaries	5	4	4	3	3	1	5	1	8	Infantry
Model Rules	Lightning Reflexes • Scoring • Killer Instinct • Repeater Crossbow • Light Armour									

Options May take a Shield • Champion • Musician • Standard Bearer

Special

DANCERS OF YEMA #1
Dancers of Yema **x30** - Standard - Infantry - 20x20mm

700 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Dancers of Yema	5	5	4	3	3	1	5	1	8	Infantry
Model Rules	Lightning Reflexes • Scoring • Ward Save (4+) - Combat • Cult of Yema • Light Armour • Shield • Gladiator Weapons									

Options	Champion • Musician • Standard Bearer
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DARK ACOLYTES #1
Dark Acolytes **x10** - Standard - Infantry - 25x50mm

600 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Dark Acolytes	5	4	4	4	3	1	5	2	8	Cavalry
Elven horse	9	3	-	3	3	1	4	1	3	
Model Rules	Wizard Conclave (Altered Sight and Ice and Fire (Cosmology)) • Mount's Protection (6+)									
Model Rules (Dark Acolytes)	Lightning Reflexes • Poisoned Attacks • Ward Save (4+) • Killer Instinct									
Model Rules (Elven horse)	Light Troops									

Options	Champion
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DIVINE ALTAR
Divine Altar - Standard - Infantry - 60x100mm

360 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Wagon	5	-	-	5	5	5	-	-	-	Chariot
Avatar of the Gods	-	5	-	5	-	-	5	4	8	
Disciples (3)	-	4	4	3	-	-	5	1	8	
Model Rules	Mount's Protection (6+) • Light Armour									
Model Rules (Wagon)	Impact Hits (+1) • Towering Presence • War Platform									
Model Rules (Avatar of the Gods)	Fear • Divine Blessings • Ward Save (4+)									
Model Rules (Disciples (3))	Lightning Reflexes • Poisoned Attacks • Killer Instinct									

Options	Paired Weapons (Disciples only)
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DREAD KNIGHTS #1
Dread Knights **x12** - Standard - Infantry - 25x50mm

684 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	5	5	4	4	3	1	6	1	9	Cavalry
Raptor	7	3	-	4	4	1	2	2	5	
Model Rules	Mount's Protection (5+) • Heavy Armour • Shield									
Model Rules (Rider)	Lightning Reflexes • Scoring • Killer Instinct • Lance									
Model Rules (Raptor)	Stupidity									

Options	Champion • Musician • Standard Bearer
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EXECUTIONERS #1
Executioners **x30** - Standard - Infantry - 20x20mm

820 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Executioners	5	5	4	4	3	1	5	1	8	Infantry
Destrier du Chaos caparaçonné	8	3	0	4	3	1	3	1	5	Monstrous Beast
Model Rules	Lightning Reflexes • Scoring • Cult of Nabh • Executioner's Blade • Heavy Armour									

Options	Champion • Musician • Standard Bearer
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HARPIES #1
Harpies **x5** - Standard - Infantry - 20x20mm

130 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Harpies	5(10)	3	-	3	3	1	5	2	6	Infantry
Destrier du Chaos caparaçonné	8	3	0	4	3	1	3	1	5	Monstrous Beast
Model Rules	Insignificant • Skirmishers • Fly (10)									

HARPIES #2
Harpies **x5** - Standard - Infantry - 20x20mm

130 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Harpies	5(10)	3	-	3	3	1	5	2	6	Infantry
Destrier du Chaos caparaçonné	8	3	0	4	3	1	3	1	5	Monstrous Beast
Model Rules	Insignificant • Skirmishers • Fly (10)									

RAPTOR CHARIOT #1
Raptor Chariot - Standard - Infantry - 50x100mm

190 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chariot	-	-	-	5	5	4	-	-	-	Chariot
Crew (2)	-	5	4	4	-	-	6	1	9	
Raptors (2)	7	3	-	4	-	-	2	2	5	
Model Rules	Mount's Protection (5+) • Heavy Armour									
Model Rules (Chariot)	Impact Hits (+1)									
Model Rules (Crew (2))	Lightning Reflexes • Killer Instinct • Lance • Repeater Crossbow									
Model Rules (Raptors (2))	Stupidity									

RAPTOR CHARIOT #2
Raptor Chariot - Standard - Infantry - 50x100mm

190 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chariot	-	-	-	5	5	4	-	-	-	Chariot
Crew (2)	-	5	4	4	-	-	6	1	9	
Raptors (2)	7	3	-	4	-	-	2	2	5	
Model Rules	Mount's Protection (5+) • Heavy Armour									
Model Rules (Chariot)	Impact Hits (+1)									
Model Rules (Crew (2))	Lightning Reflexes • Killer Instinct • Lance • Repeater Crossbow									
Model Rules (Raptors (2))	Stupidity									

TOWER GUARD #1
Tower Guard **x30** - Standard - Infantry - 20x20mm

860 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Tower Guard	5	6	4	3	3	1	6	2	9	Infantry
Model Rules	Immune to Psychology • Lightning Reflexes • Scoring • Armour Piercing (1) • Killer Instinct • Bodyguard • Heavy Armour • Halberd									

Options	Champion • Musician • Standard Bearer
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Raiders

RAVEN CLOAKS #1
Raven Cloaks **x10** - Standard - Infantry - 20x20mm

330 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Raven Cloaks	5	5	5	3	3	1	5	1	8	Infantry
Model Rules	Lightning Reflexes • Scout • Skirmishers • Killer Instinct • Light Armour • Repeater Crossbow									

RAVEN CLOAKS #2
Raven Cloaks **x10** - Standard - Infantry - 20x20mm

330 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Raven Cloaks	5	5	5	3	3	1	5	1	8	Infantry
Model Rules	Lightning Reflexes • Scout • Skirmishers • Killer Instinct • Light Armour • Repeater Crossbow									

RAVEN CLOAKS #3
Raven Cloaks **x10** - Standard - Infantry - 20x20mm

330 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Raven Cloaks	5	5	5	3	3	1	5	1	8	Infantry
Model Rules	Lightning Reflexes • Scout • Skirmishers • Killer Instinct • Light Armour • Repeater Crossbow									

Destroyers

DREAD REAPER #1
Dread Reaper - Standard - Infantry - 60mm round

180 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Bolt Thrower	-	-	-	-	4	4	-	-	-	War Machine
Crew (2)	5	4	4	3	-	-	5	1	8	
Model Rules	Light Armour									
Model Rules (Bolt Thrower)	Elven Bolt Thrower									
Model Rules (Crew (2))	Lightning Reflexes • Killer Instinct									

DREAD REAPER #2
Dread Reaper - Standard - Infantry - 60mm round

180 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Bolt Thrower	-	-	-	-	4	4	-	-	-	War Machine
Crew (2)	5	4	4	3	-	-	5	1	8	
Model Rules	Light Armour									
Model Rules (Bolt Thrower)	Elven Bolt Thrower									
Model Rules (Crew (2))	Lightning Reflexes • Killer Instinct									

DREAD REAPER #3
Dread Reaper - Standard - Infantry - 60mm round

180 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Bolt Thrower	-	-	-	-	4	4	-	-	-	War Machine
Crew (2)	5	4	4	3	-	-	5	1	8	
Model Rules	Light Armour									
Model Rules (Bolt Thrower)	Elven Bolt Thrower									
Model Rules (Crew (2))	Lightning Reflexes • Killer Instinct									

DREAD REAPER #4
Dread Reaper - Standard - Infantry - 60mm round

180 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Bolt Thrower	-	-	-	-	4	4	-	-	-	War Machine
Crew (2)	5	4	4	3	-	-	5	1	8	
Model Rules	Light Armour									
Model Rules (Bolt Thrower)	Elven Bolt Thrower									
Model Rules (Crew (2))	Lightning Reflexes • Killer Instinct									

The Menagerie

HYDRA #1
Hydra - Standard - Infantry - 50x100mm

440 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Hydra	6	5	1	5	5	5	2	7	8	Monster
Juggernaut de Khorne	7	5	0	5	4	3	2	3	7	Swarm
Model Rules	Breath Weapon (Strength 4, Flaming Attacks) • Innate Defence (4+) • Regeneration (4+)									
Model Rules (Juggernaut de Khorne)	Démon de Khorne • Démoniaque • Monstre d'Airain									

HYDRA #2
Hydra - Standard - Infantry - 50x100mm

440 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Hydra	6	5	1	5	5	5	2	7	8	Monster
Juggernaut de Khorne	7	5	0	5	4	3	2	3	7	Swarm
Model Rules	Breath Weapon (Strength 4, Flaming Attacks) • Innate Defence (4+) • Regeneration (4+)									
Model Rules (Juggernaut de Khorne)	Démon de Khorne • Démoniaque • Monstre d'Airain									

KRAKEN #1

Kraken - Standard - Infantry - 50x100mm

360 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Kraken	6	5	1	7	5	5	3	4	8	Monster
Juggernaut de Khorne	7	5	0	5	4	3	2	3	7	Swarm
Model Rules	Distracting • Hard Target • Multiple Wounds (D3) • Poisoned Attacks • Innate Defence (4+) • Strider (Water)									
Model Rules (Juggernaut de Khorne)	Démon de Khorne • Démoniaque • Monstre d'Airain									

Magics**Model Rules**

Armour Piercing (1): Attacks made with this special rule and Close Combat Attacks made by parts of models with this special rule impose a -X penalty on the enemy's Armour Saves taken against them (in addition to the normal modifier from the Strength of the attack). If an attack has more than one instance of the Armour Piercing special rule, use the highest value available for the attack. If the value within brackets is preceded by a "+" sign, add the existing value to already existing Armour Piercing value instead (if the model already had Armour Piercing). If not, use the value directly.

Beast Rider:

Bodyguard: When a Character is joined to a unit in which at least one model has the Bodyguard special rule, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

Breath Weapon (Strength 4, Flaming Attacks):

Cult of Nabh: Model parts with the Cult of Nabh gain Hatred, and lose Killer Instinct if they had it.

Cult of Yema: Model parts with the Cult of Yema gain Strider and +1. Movement (also affects mounts), and lose Killer Instinct if they had it.

Démon de Khorne:**Démoniaque:**

Distracting: Close Combat Attacks allocated at a model with this special rule suffer a 1 penalty when rolling to hit. This to hit modifier cannot be combined with any other negative to hit modifiers.

Divine Blessings: At the beginning of each friendly Player Turn and before the battle (after moving Vanguarding units), choose one of the following effects. Effects lasts until the start of the next friendly Player Turn (check and update which friendly units are within range throughout this period). All friendly units within 12" of the Divine Altar gain Lethal Strike. Any Close Combat Attacks that already had Lethal Strike must reroll failed rolls to wound. Mounts are unaffected.

- All friendly units within 12" of the Divine Altar gain a Ward Save (5+) against Wounds caused by Artillery Weapons. If the opponent has the first Player Turn, apply this effect just before moving Vanguarding units.

- When choosing this effect, nominate an enemy unit on the battlefield. All Friendly units within 12" of the Divine Altar may reroll failed rolls when determining the Charge Range against the nominated unit.

Other models with Towering Presence cannot benefit from Divine Blessings. A single unit cannot be affected by more than one Divine Blessing at any time. If under the influence of more than one, only apply the most recently used one.

Earth-shattering Charge:

Elven Bolt Thrower: This weapon can be fired in two ways:

- As a Bolt Thrower Artillery Weapon with Range 48", Strength 3[6], [Multiple Wounds (D3)], Armour Piercing (6)

- As a Volley Gun (6) Artillery Weapon with: Range 48", Strength 4, Armour Piercing (1)

Executioner's Blade: Great Weapon. Attacks made with this weapon gain Lethal Strike and Multiple Wounds (2, Infantry, War Beast, Cavalry).

Fast Cavalry: Models with this special rule have Light Troops and Vanguard. If a unit consisting solely of models with Fast Cavalry voluntarily flees as a Charge Reaction and subsequently rallies the next friendly Player Turn, then the unit may move and shoot during that Player Turn. The rallied unit may not charge and counts as having moved for the purpose of shooting. This rule cannot be applied if a unit fails to rally on the next friendly Player or involuntarily flees, such as a result of a failed Panic Test.

Fear: All enemy units in base contact with one or more models with this special rule suffer a 1 Leadership modifier. Models that are Immune to Psychology or that have Fear themselves are immune to the effects of Fear. At the start of each Combat Round, units in base contact with one or more enemy models with Fear must take a Leadership Test. If this test is failed, the models in the unit have their Weapon Skill reduced to 1 for the remainder of the Combat Round.

Fly (10): Units composed entirely of models with this special rule can make Flying Movements in the Move Chargers and Remaining Moves sub-phases. When a unit makes a Flying Movement, substitute the models' Movement Characteristic with the value given in brackets (X). However, they cannot end their Movement inside or within 1" of a unit or Impassable Terrain (unless charging, when the normal exceptions to the Unit Spacing rule apply). Units using Flying Movement ignore any Terrain or units they fly over from their starting to their ending position, but they are still affected by the effects of the Terrain from which they take off and in which they land. Flying Movement can be used to March. Models with the Fly special rule also always have

Swiftstride and Light Troops.

Frenzy:

Gladiator Weapons: Close Combat Weapon. The bearer gains Weapon Master. This weapon may be used as Hand Weapon & Shield, Flail, Paired Weapons, Spear & Shield, Great Weapon or Halberd.

Halberd:

Hard Target: Shooting Attacks targeting a unit in which more than half of models have this special rule suffer a -1 penalty when rolling to hit.

Heavy Armour:

Hunting Beast:

Immune to Psychology: If more than half of a unit's models are Immune to Psychology, the unit automatically passes Panic Tests and cannot declare a Flee reaction (unless already fleeing). Models that are Immune to Psychology are also immune to the effects of Fear.

Impact Hits (+1):

Innate Defence (4+): A model can only use one instance of Innate Defence, use the best available Innate Defence. Innate Defence (4+): +3 to Armour Save.

Innate Defence (5+): A model can only use one instance of Innate Defence, use the best available Innate Defence. Innate Defence (5+): +4 to Armour Save.

Insignificant: Units consisting entirely of models with this special rule do not cause Panic Tests on friendly units without this special rule. Only Insignificant Characters can join units with Insignificant R&F models.

Killer Instinct: A model part with this special rule may reroll all natural to-wound rolls of '1' in Close Combat.

Lance:

Large target:

Light Armour:

Light Lance:

Light Troops: Units composed entirely of models with this special rule are allowed to make any number of Reforms when moving in the Remaining Moves subphase, while they may still Advance or March. They are allowed to shoot even if they Marched or Reformed. No model may move more than its Movement allowance (or twice that number if Marching), from its starting position to its final position, around any obstructions (including the Unit Spacing rule). If a model performed any action during the movement (such as Sweeping attacks), 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 the Light Troops special rule, 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 it remains with the unit.

Lightning Reflexes: Model parts with this special rule have +1 to hit with their Close Combat Attacks. This does not apply if the model part would be striking at initiative 0 (for example due to a Great Weapon or the Mesmeric Allure spell). If this is the case, it strikes at its own Initiative instead.

Master of the Dark Arts: If your army includes one or more models with this rule, add +1 to Channel Attempts in your Magic Phase.

Monstre d'Airain:

Mount's Protection (5+):

Mount's Protection (6+):

Multiple Wounds (D3): Unsaved Wounds caused by attacks with this special rule or by Close Combat Attacks from model parts with this special rule are multiplied into the value given in brackets (X). If the value is a Dice (such as "Multiple Wounds (D3)"), roll one such Dice for each unsaved Wound with this special rule. The amount of Wounds that the attack is multiplied into can never be higher than the Wounds Characteristic of the Target (excluding Wounds suffered previously in the battle). For example, if a Multiple Wounds (D6) attack wounds a Troll (W3) and rolls a '5' for the amount of Wounds, this is reduced to 3 Wounds.

If (Ordnance) is stated as the value in brackets, this normally counts as Multiple Wounds (D3+1), but against targets with the Fly special rule this is increased to Multiple Wounds (D3+2). Sometimes this rule is connected to certain Troop Types or special rules. If this is the case, the Troop Type will be given within brackets (Y), for example Multiple Wounds (2, Infantry). If this is the case, only apply the Multiple Wounds rule when attacking models of the given Troop Type or possessing the given special rules.

Natural Armour:

Poisoned Attacks: If an attack with this special rule, or an attack from a model part with this special rule (both Shooting and Close Combat Attacks), rolls a successful hit with a tohit roll of an unmodified '6', this hit automatically wounds with no to wound roll needed. Shooting Attacks that need a 7+ to hit (or more) can never benefit from Poisoned Attacks. If the Attack can be turned into more than one hit (such as for a hit with Penetrating or Area Attack), only a single hit (of attacker's choice) automatically wounds, all other hits must roll to wound as normal.

Regeneration (4+): 4+ save, taken after failed armour saves. Cannot be combined with Ward Save (if a model has both, it must chose which one to use), taken against Flaming Attacks or Killing Blows that rolled a '6' to wound.

Repeater Crossbow: Shooting Weapon. Range 24", Strength 3, Armour Piercing (1) , Multiple Shots (2).

Scoring: Units with at least one model with the Scoring special rule are considered Scoring Units and are used for capturing Secondary Objectives. Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with the Scoring special rule are marked in the Armybooks with a special pennant icon:

The Scoring special rule can be lost during the game:

- One or more models in the unit are Light Troops.
- A unit that is Fleeing loses its Scoring special rule for as long as it is Fleeing.
- An Ambushing unit that entered the Battlefield on Game Turn 4 or later loses its Scoring Special rule.
- A unit that has performed a Post-Combat Reform loses its Scoring special rule until the end of the current Player Turn.

Scout: Before deploying an army that includes units with Scout, you must state which of your units with this special rule will use it, starting with the player that picked the Deployment Zone. Deploy your army as usual, but without deploying any of the Scouting units. These units are placed after all other non Scouting units have been deployed. They can either be deployed in your Deployment Zone, using the normal rules, or they can be deployed outside the Deployment Zone, but must be more than 18" away from any enemy units . This is decreased to 12" if the Scouting unit is deployed whole within a Forest, Ruin, Building, Field or Water Terrain Feature . Scouting units that are deployed outside their player's Deployment Zone may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have Scouting units, alternate deploying one unit at a time, starting with the player that finished deploying first .

Shield:

Skirmishers: Models with this special rule always gain Light Troops. Shooting at Skirmishers suffers a -1 to-hit modifier.

Skirmishing models are not placed in base to base contact with each other. Instead, models are placed with a 12.5mm distance between them. This gap is considered part of the unit for Line of Sight purposes, and will have the same Height as the largest fraction of the models in the unit. Other than this gap between models, units of Skirmishers follow the normal rules for forming units and therefore have a front, two flanks, a rear, can perform Supporting Attacks from the second rank, and so on . Skirmishing units can only be joined by Characters that have the same Troop Type as the unit. A Character which joins a unit of Skirmishers gains Skirmishers for as long as it remains with the unit. The unit ceases to be Skirmishers if all models with Skirmishers are wiped out, immediately contracting their loose formation into a normal formation, without moving the centre of the front rank. Nudge any unit as normal to maintain base contact when possible . The Character is always considered Mismatched for the purpose of placement within the unit unless it has the exact same base size as the other Skirmisher models.

Stone Skeleton:

Strider (Water): May ignore any movement effect caused by the terrain type "Water". The unit can never lose their Steadfast or Rank Bonus due to the terrain type "Water".

Stupidity: At the start of a Player Turn, each of the Active Player's unengaged nonfleeing units with one or more models (or a part of them) with this special rule must take a Leadership Test. If the test is failed, the unit must move D6" directly forward (stopping 1" before Impassible Terrain or other units) in the Compulsory Moves subphase and may not perform any other voluntary actions this Player Turn (such as charging, moving, shooting, casting spells and so on). If the model has no front (i.e. the model is on a round base), randomize which direction to move in. All models with the Stupidity special rule are also Immune to Psychology.

Terror:

Towering Presence: A model with Towering Presence is of Gigantic Height and can never be joined or join a unit (unless it is a War Platform). A model with Towering Presence increases its Hold Your Ground or Inspiring Presence Range by 6".

War Platform: Models with this special rule may join units as if they were Characters, even if they are not Characters and even if they are Large Targets, and follow the rules for Characters with regards to distributing hits. While joined to and moving with a unit consisting of 5 or more models (besides the War Platform itself) a model with the War Platform special rule may March even though its Troop Type would normally forbid it, for example if it is a Chariot. When joined to a unit, it must always be placed in the centre of the front rank, possibly pushing back models with the Front Rank rule, and must keep its position in the centre of the front rank at all times. If two positions are equally central (this is the case in a unit with an even number of models in the first rank), the War Platform can be placed in either of these positions. If the War Platform cannot be placed in the centre of the the front rank (for example due to Mismatching bases or the front rank being too narrow), the model cannot join the unit. This means that a War Platform can never join a unit with Mismatching bases and that only a single War Platform can ever be in the same unit. Models with this rule lose Swiftstride.

Ward Save (4+): Ward Saves are special saves, taken after failed Armour Saves. The value of the save will be stated in brackets. Ward Saves cannot be taken alongside Regeneration Saves (if a model has both, it must choose which one to use).

Ward Save (4+) - Combat: Ward Saves are special saves, taken after failed Armour Saves. The value of the save will be stated in brackets. Ward Saves cannot be taken alongside Regeneration Saves (if a model has both, it must choose which one to use). *Can only be used against Close Combat Attacks.

Wizard Apprentice with 1 learned spell:

Wizard Conclave (Altered Sight and Ice and Fire (Cosmology)): Altered Sight and Ice and Fire (Cosmology).

If the unit has joined the Cult of Yema, they instead have Wizard Conclave: Breath of Corruption and The Grave Calls (Occultism).

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.

Captain #2



Captain #1



Corsairs #1



Dancers of Yema #1



Dark Acolytes #1



Dark Raiders #1



Dark Raiders #2



Divine Altar



Dread Knights #1



Dread Legionnaires #1



Dread Prince #2



Dread Prince #1



Dread Reaper #1



Dread Reaper #2



Dread Reaper #3



Dread Reaper #4



Executioners #1



Harpies #1



Harpies #2



Hydra #1



Hydra #2



Kraken #1



Oracle #2



Oracle #1



Raptor Chariot #1



Raptor Chariot #2



Raven Cloaks #1



Raven Cloaks #2



Raven Cloaks #3



Repeater Auxiliaries #1



Repeater Auxiliaries #2



Tower Guard #1

