



DREAD ELVES

IVAN 4500 (HIGH ELVES?) - 1 939 POINTS



1939 pts (43.00 %) 0 pts (0.00 %) 395 pts (9.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)


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

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

Characters

ASSASSIN #1 **392 POINTS**

Assassin - Standard - Infantry - 20x20mm




Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Assassin	6	7	7	4	3	3	9	3	9	Infantry
Model Rules	Lightning Reflexes • Not a Leader • Poisoned Attacks • Scout • Armour Piercing (1) • Professional Courtesy • Killer Instinct									

Options	Paired Weapons • Bloodroot • Path of Bloody Murder • Ring of Shadows
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CULT PRIEST (CULT OF YEMA) #1 **671 POINTS**

Cult Priest (Cult of Yema) - Standard - Infantry - 20x20mm



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Cult Priest (Cult of Yema)	5	6	6	4	3	3	7	3	8	Infantry
Wagon	5	-	-	5	5	5	-	-	-	Chariot
Avatar	-	5	-	5	-	-	5	4	8	
Disciples(3)	-	4	4	3	-	-	5	1	8	
Model Rules	Lightning Reflexes • Aura of Despair • Cult of Yema • Paired Weapons									
Model Rules (Wagon)	Impact Hits (+1) • Towering Presence • War Platform • Fear • Divine Blessings • Ward Save (4+) • Lightning Reflexes • Poisoned Attacks • Killer Instinct • Mount's Protection (6+) • Light Armour									
Model Rules (Wagon)	Impact Hits (+1) • Towering Presence • War Platform • Fear • Divine Blessings • Ward Save (4+) • Lightning Reflexes • Poisoned Attacks • Killer Instinct • Mount's Protection (6+) • Light Armour									

Options	Paired Weapons (Disciples only) • Shield • Divine Altar • War Standard x1 • Sword of Strength • Crimson Mail • Dragonfire Gem x1
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DREAD PRINCE #1 **526 POINTS**

Dread Prince - Standard - Infantry - 20x20mm




Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Dread Prince	5	7	7	4	3	3	8	4	10	Infantry
Model Rules	Lightning Reflexes • Killer Instinct • Light Armour									

Options	Cult of Yema • Heavy Armour • Shield • Great Weapon • Bluffer's Helm • Midnight Cloak x1
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ORACLE #1 **350 POINTS**

Oracle - Standard - Infantry - 20x20mm



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									

Magics



Divination

The Conclave: Spells from Divination gain +3" Range for each other Wizard with non-Bound Spells from Divination, within 12" of the Caster. Whenever a Wizard attempting to cast a spell from Divination suffers from Lost Focus, all other friendly Wizards with non-Bound Spells from Divination and within 12" of the Caster also suffer from Lost Focus, until the end of the Magic Phase.

		Casting	Range	Type	Duration	Effect
5	Unerring Strike	9+ [13+]	18"	Hex, Missile, Damage	Instant	The target suffers [2D6][3D6] hits that wound on 4+, have Armour Piercing (2) and Divine Attacks.
3	The Stars Align	9+ [12+]	18" [6"Aura]	Augment	Last one Turn	The target gains Divine Attacks, and must reroll failed to-hit rolls 9+ with Close Combat and Shooting Attacks.
4	Look to the West	9+	18"	Augment	Last one Turn	The target gains Stubborn and Immune to Psychology.
6	Portent of Doom	10+	18"	Hex	Last one Turn	At the start of the following phases, roll a D6, plus one extra D6 for each Character in the unit. If one or more dice result in a '6', the target cannot perform the corresponding action this Phase. Declare Charges sub-phase: Declare Charges. Remaining Moves sub-phase: March Move. Magic Phase : Cast Spells. Shooting Phase: Shoot.
1	Fate's Judgement	7+ [10+]	18"	Hex, Missile, Damage	Instant	The target suffers D3[D6] hits that wound automatically, with no Ward or Regeneration Saves allowed.
A	Guiding Light		18"	Augment	Last one Turn	When the target takes a Leadership Test, roll an additional D6 and remove the highest D6 rolled. A unit cannot be affected by this spell more than once per Magic Phase.
0	Scrying	7+ [10+]	18" [6"Aura]	Augment	Last one Turn	The target gains Distracting and Hard Target.
2	Know Thy Enemy	8+ [12+]	18" [6"Aura]	Augment	Last one Turn	The target gains +2 Weapon Skill and +2 Initiative.

Magic items

Ring of Shadows: The bearer's model and all Infantry models in its unit count as being in Soft Cover. If one of the models affected by this item is already in Soft Cover, it counts as being in Hard Cover instead. Close Combat Attacks made against the bearer's model or any Infantry models in its unit suffer -1 Weapon Skill (to a minimum of 1).

Crimson Mail: Type: Heavy Armour. For each unsaved wound inflicted by the wearer in Close Combat, the wearer gains +1 to its Armour Save (which cannot be improved better than 1+) for the remainder of the game.

Dragonfire Gem: The bearer gains Fireborn.

Sword of Strength: Type: Hand Weapon. Attacks made with this weapon gain +1 Strength.

Bluffer's Helm: Type: None (6+ Armour Save). Successful towound rolls against the wearer must be rerolled.

Midnight Cloak: The wearer gains a Ward Save (3+) against Ranged Attacks. The wearer also gains Lethal Strike and Multiple Wounds (D3) in the first Round of Combat.

Wandering Familiar: At the start of each friendly Magic Phase you may place a familiar counter with a 20x20mm base within 6" of the owner. This familiar acts (and is subject to the same restrictions) as a model of Standard Height for the purpose of drawing Lines of Sight. It must be put more than 1" away from other models and from Impassable terrain. Once it is placed, the player must declare which side of the familiar is the front. Whenever the bearer of this item casts a non-bound spell, it may choose to use the position of its familiar when drawing Line of Sight, measuring Range and determining front arc (you must use all of these or none at all). At the end of the Magic Phase the familiar is removed.

Magic banners

War Standard: The bearer's unit adds +1 to the Combat Score of any combat they are involved in.

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.

Aura of Despair: Enemy units in base contact with one or more models with this special rule roll an extra D6 for Leadership Tests, excluding Break

Tests, and discard the lowest D6 rolled.

Beast Rider:

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.

Earth-shattering Charge:

Frenzy:

Hunting Beast:

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

Large target:

Light Armour:

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.

Natural Armour:

Not a Leader: Models with this rule can never be the General.

Paired Weapons:

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.

Professional Courtesy: Assassins cannot join (nor be deployed in) units that contain another Assassin. Assassins may perform Make Way moves even when they are in base contact with an enemy model.

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 .

Stone Skeleton:

Terror:

Wizard Apprentice with 1 learned spell:

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.

Assassin #1



Cult Priest (Cult of Yema) #1



Dread Prince #1



Oracle #1

