



DREAD ELVES

PERSO - 205 POINTS



205 pts (5.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 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

DREAD PRINCE #1

Dread Prince - Standard - Infantry - 20x20mm

205 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	
Dread Prince	5	8	4	1	8	Lightning Reflexes, Lightning Reflexes, Ruthless Efficiency, Deadly Riposte, Hand Weapon

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<h3>H Curse of the Phantom Queen</h3>				
<i>Mf</i>	7+	Caster	Caster	Last one Turn
<i>You gain one Veil Token that is not removed at the end of the spell's duration. When an enemy unit inflicts one or more Health Point losses on a friendly unit within 18" of the Caster, you may discard up to two Veil Tokens from your Veil Token pool. For every discarded Veil Token, the enemy unit immediately suffers D3+1 hits with Strength 4, Armour Penetration 2, and Magical Attacks. These hits are considered Ranged Attacks.</i>				

Model Rules

Deadly Riposte: 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

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.

Lightning Reflexes:

Ruthless Efficiency: The attack gains +1 to wound during the First Round of Combat.

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.

Dread Prince #1

