



DREAD ELVES

4500 DEFENSIF 2023 - 4 500 POINTS



1470 pts (33.00 %) 1133 pts (25.00 %) 1717 pts (38.00 %) 595 pts (13.00 %)

Characters (40 Max) **Core** (25 Least) **Special** (0 NoLimit) **Raiders** (20 Max)

0 pts (0.00 %)
The Menagerie (30 Max)
Destroyers

Characters



PRINCE NOIR #1

Dread Prince - Standard - Infantry - 20x20mm

425 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9			
Defensive	HP	Def	Res	Arm		
	3	7	3	0	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Dread Prince	5	8	4	1	8	Lightning Reflexes, Artistry of Death, Hand Weapon

Options | General • Halberd • Mask of the War Crow • Ring of the Obsidian Thrones • Destiny's Call • Pride of Gar Daecos



SORCIER REPROUVE #1

Warlock Outcast - Standard - Infantry - 20x20mm

475 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Wizard Adept, Irresistible Will, Mistrusted		
Defensive	HP	Def	Res	Arm		
	3	4	3	0		
Offensive	Att	Off	Str	Ap	Agi	
Warlock Outcast	1	4	3	0	5	Lightning Reflexes, Ruthless Efficiency, Hand Weapon

Options | Wizard Master • Cosmology • Binding Scroll x1



OFFICIER SILEXIEN #1

Silexian Officer - Standard - Infantry - 20x20mm

310 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	10	Tactician, Academy Trained		
Defensive	HP	Def	Res	Arm		
	3	6	3	0	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Silexian Officer	3	6	4	1	7	Lightning Reflexes, Ruthless Efficiency, Hand Weapon

Options | Battle Standard Bearer • Shield • Kraken's Hide • Spear • Willow's Ward • Mastery of Slaughter



OFFICIER SILEXIEN #2

Silexian Officer - Standard - Cavalry - 25x50mm

260 POINTS



Global	Adv	Mar	Dis	Model Rules	
--------	-----	-----	-----	-------------	--

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	10	Tactician, Academy Trained		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	6	3	0	Heavy Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Silexian Officer	3	6	4	1	7	Lightning Reflexes, Ruthless Efficiency, Hand Weapon



MOUNT DAEB RAPTOR

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	7"	14"	C	Scent of Blood		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	C	C	C	C+2		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Daeb Raptor	2	3	4	1	3	Harnessed, Lethal Strike

Options	Shield • Lance • Daeb Raptor • Shield Breaker
----------------	---

Core



LANCIERS SILEXIENS #1

Silexian Spears x32 - Standard - Infantry - 20x20mm

518 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	8	Scoring, Academy Trained		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	3	0	Light Armour, Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Silexian Spear	1	4	3	0	5	Lightning Reflexes, Ruthless Efficiency, Spear

Options	Champion • Musician • Standard Bearer
----------------	---------------------------------------



BANDE DE PILLARDS #1

Raiding Party x10 - Standard - Infantry - 20x20mm

200 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	8			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	3	0	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Dread Raider	1	4	3	0	5	Lightning Reflexes, Ruthless Efficiency

Options	Repeater Handbow (4+)
----------------	-----------------------



AUXILIAIRES SILEXIENS #1

Silexian Auxiliaries x25 - Standard - Infantry - 20x20mm

415 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	8	Scoring, Academy Trained	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	0	Light Armour, Shield

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



Options	Champion • Musician • Standard Bearer
Special	

	FAUCHEUSE NOIRE #1 Repeater Battery - <i>Standard - Construct - 60mm round</i>	210 POINTS	
--	--	-------------------	---



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	5"	8	War Machine, Daeb Bolt Thrower		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	1	4	0	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Crew	2	4	3	0	5	Lightning Reflexes, Ruthless Efficiency

	FAUCHEUSE NOIRE #2 Repeater Battery - <i>Standard - Construct - 60mm round</i>	210 POINTS	
--	--	-------------------	--

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	5"	8	War Machine, Daeb Bolt Thrower		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	1	4	0	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Crew	2	4	3	0	5	Lightning Reflexes, Ruthless Efficiency

	CHAR VENEUR #1 Hunting Chariot - <i>Large - Construct - 50x100mm</i>	175 POINTS	
--	--	-------------------	---



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	9"	9"	8	Swiftstride, Barbed Net Thrower		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	4	4	2	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Crew	1	4	3	0	5	Lightning Reflexes, Ruthless Efficiency, Light Lance
Elven Horse	1	3	3	0	4	Harnessed
Chassis			5	2	Impact Hits, Inanimate	

	AUTEL DIVIN #1 Divine Altar - <i>Large - Construct - 60x100mm</i>	200 POINTS	
--	---	-------------------	---

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	8	Channel (3), Towering Presence		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	5	5	2	Aegis
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Attendant	2	5	3	1	5 Lightning Reflexes, Battle Focus, Ruthless Efficiency, Blades of Darag

Options	Effigy of Dread
----------------	-----------------

	JUDICATEURS #1 Judicators x22 - <i>Standard - Infantry - 20x20mm</i>	460 POINTS	
--	---	-------------------	---

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>		<i>Model Rules</i>
	5"	10"	8		Scoring

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	5	3	0	Heavy Armour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Judicator	1	5	3	2	5 Lightning Reflexes, Hatred, Artistry of Death, Great Weapon

Options	Champion • Musician
----------------	---------------------

	CHEVALIERS NOIRS #1 Dread Knights x7 - <i>Standard - Cavalry - 25x50mm</i>	462 POINTS	
--	---	-------------------	--

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>		<i>Model Rules</i>
	7"	14"	9		Scoring, Scent of Blood



<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	5	3	2	Heavy Armour, Shield

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Dread Knight	2	5	4	1	6 Lightning Reflexes, Ruthless Efficiency

Daeb Raptor	2	3	4	1	3 Harnessed, Lethal Strike
--------------------	---	---	---	---	-----------------------------------

Options	Great Weapon • Champion • Musician • Standard Bearer
----------------	--

Raiders

	CAPES NOIRES #1 Black Cloaks x5 - <i>Standard - Infantry - 20x20mm</i>	180 POINTS	
--	---	-------------------	---

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>		<i>Model Rules</i>
	5"	10"	8		Light Troops, Scout, Skirmisher

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

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Black Cloak	1	4	3	0	5 Lightning Reflexes, Poison Attacks, Ruthless Efficiency, Paired Weapons

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<i>H Curse of the Phantom Queen</i>				

	Casting	Range	Type	Duration
Mf	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>				



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
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	The target suffers 1 hit with Area Attack (6x6), Strength 3, Armour Penetration 0, and Magical Attacks.
4	Perception of Strength Cosmos	8+	24"	Augment	Last one Turn	The target gains +1 Strength and +1 Armour Penetration.
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.
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	The target gains +2" Advance Rate and +2 Agility.
2	Truth of Time Chaos	5+	24"	Hex	Last one Turn	The target suffers -2" Advance Rate, to a minimum of 3", and -2 Agility, to a minimum of 1.
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.
3	Ice and Fire Cosmos	8+	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	8+	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.

Magic items

Destiny's Call: The wearer gains Aegis (4+). In addition, its Armour is set to 3 and can never be improved beyond this.

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.

Pride of Gar Daecos: While using this weapon, the wielder gains +1 Attack Value, and attacks made with this weapon become **Divine Attacks**.

Ring of the Obsidian Thrones: Friendly Break Tests and friendly Panic Tests taken within 6" of the bearer are subject to Minimised Roll.

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.

Mastery of Slaughter: Attacks made with this weapon gain **Artistry of Death**, **Battle Focus**, **Lethal Strike**, and **Multiple Wounds (2)**.

Willow's Ward: While using this Shield, the bearer cannot use Parry, gains +1 Armour, and Impact Hits distributed onto the bearer suffer -2 Armour Penetration.

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

Model Rules

Academy Trained: 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:

Artistry of Death: The attack gains +1 to wound. Attacks with Artistry of Death lose Ruthless Efficiency if they had it.

Barbed Net Thrower: Shooting Weapon.

Range 18", Shots 4, Str 4, AP 2, Multiple Wounds (2), Quick to Fire, Reload!. Units that suffer one or more hits from this weapon suffer -1 Agility and lose Swiftstride. The effects last until the start of the next friendly Player Turn.

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: Close Combat Weapon

Two-Handed. While using this weapon, the model part 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 model part's unit, attacks made with this weapon gain +1 Strength, for as long as the spell's effects are applied. The combined Strength modifiers of the model part and of attacks made with this weapon cannot exceed +2. This weapon cannot be enchanted.

Channel: During step 3 of the Magic Phase Sequence, each of the Active Player's models with Channel may add X Veil Tokens to the owner's Veil Token Pool. This Universal Rule is cumulative, adding X Veil Tokens of each independent instance of Channel to the model's total Channel value (so e.g. a model with Channel (1) and Channel (2) is treated like a model with Channel (3)).

Daeb Bolt Thrower: Artillery Weapon.

Range 24", Shots 8, Str 5, AP 2. Note that the model can move and shoot

Great Weapon: Attacks made with a Great Weapon gain +2 Strength, +2 Armour Penetration and always strike at Initiative Step 0 (regardless of the wielder's Agility). 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

Impact Hits: At Initiative Step 10, a charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's Strength and Armour Penetration.

If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). In multipart models, only model parts that also have Harnessed or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.

Inanimate: Inanimate - Melee

Model parts with Inanimate cannot make Close Combat Attacks and cannot use Shooting Weapons. Shooting Weapons carried by model parts with Inanimate can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate).

Irresistible Will: The model's Casting Attempts with 4 or more Magic Dice are subject to the following rules: • Total Casting Modifiers may not exceed +1. • Dispelling rolls suffer a -2 Dispelling Modifier.

Lethal Strike: If the attack wounds with a natural to-wound roll of 6+, its Armour Penetration is set to 10 and the target of the attack cannot take a Regeneration save against it.

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: March Moving in the same Player Turn while affected by this Attack Attribute does not prevent the attack from being performed, unless the attack is also subject to Move or Fire

Mistrusted: If the model is the General, Discipline Tests using its Commanding Presence suffer -1 Discipline.

Paired Weapons: The wielder gains +1 Attack Value when using Paired Weapons. Attacks made with Paired Weapons gain +1 Offensive Skill and ignore Parry. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

Poison Attacks: If the attack successfully hits with a natural to-hit roll of '6', it automatically wounds with no to-wound roll needed. Shooting Attacks using the Hopeless Shot can only automatically wound if the first to-hit roll is a natural '6'. Note that the second to-hit roll must still be successful in order to hit the target. If the attack can be turned into more than one hit (e.g. a hit with Area Attack, Battle Focus, or Penetrating), only a single hit, chosen by the attacker, automatically wounds. All other hits must roll to wound as normal.

Repeater Crossbow: Shooting Weapon
Range 18", Shots 2, Str 3, AP 0. When shooting from Short Range, the weapon gains +1 Armour Penetration

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

Scent of Blood: The model gains **Fearless** and **Frenzy** while Engaged in Combat. In addition, the model gains Devastating Charge (+1 "Adv) for Charges against units that have at least one Health Pool that contains fewer Health Points than it did when the unit was deployed or otherwise entered the Battlefield for the first time.

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.

Scout: At step 8 of the Pre-Game Sequence (after Spell Selection) an army that includes units with Scout must state which of its units with Scout 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 entirely within a Forest, Ruins, Field, Building, 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: +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

Skirmisher: The model can draw Lines of Sight in any direction (i.e. it is not limited by the Front Arc) from any point on its base (remember that Charge Moves are limited by a single Wheel of no more than 90°, and that Stand and Shoot Charge Reactions can only be done against enemies in the Front Arc) and can always use Shooting Attacks from any rank (they are not limited to shooting from first and second rank).

Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base to base contact with each other. Instead, models are placed with a 12.5 mm distance between them. This gap is considered part of the unit for Cover purposes, and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops, never block Line of Sight, and when units in skirmish formation would contribute to Hard Cover, they contribute to Soft Cover instead.

Spear:

Swiftstride: When a unit composed entirely of models with Swiftstride rolls Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 (normally this will lead to rolling 3D6) and discards the lowest D6 rolled.

Tactician: Universal Rule.

Academy Trained units joined by the model and Academy Trained units within range of Commanding Presence of a non-Fleeing model with Tactician count as being within 8" of another friendly Academy Trained unit.

Towering Presence: The model gains Tall and can never be joined or join a unit (unless it is a War Platform). A model with Towering Presence increases its Rally Around the Flag and Commanding Presence ranges by 6".

War Machine: The model cannot Pursue, Declare Charges or Declare Flee as Charge Reaction. Characters can never join units with War Machines, and Characters with War Machine cannot join units at all.

When a War Machine fails a Panic Test, instead of Fleeing it is Shaken until the end of the next Player Turn. War Machines that fail a Break Test are automatically destroyed. War Machines and units Engaged in Combat with them cannot make Combat Reforms.

When a unit charges a War Machine, it can move into base contact by having its Front Facing contact any point of the War Machine's base (it must still maximise the number of models in base contact, see subsection II.1.A "Bases and Base Contact", page 4 and Figure 1 page 4). No Align Move is allowed. Ignore the War Machine's Facing, as it does not have any due to its round base.

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.

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.

Lanciers silexiens #1



Bande de pillards #1



Auxiliaires silexiens #1



Prince noir #1



Sorcier réprouvé #1



Officier silexien #1



Faucheuse noire #1



Faucheuse noire #2



Char veneur #1



Autel divin #1



Judicateurs #1



Chevaliers noirs #1



Capes noires #1



Officier silexien #2

