



# DREAD ELVES

## CHAR 2022 - 4 508 POINTS



1175 pts (26.00 %) 1134 pts (25.00 %) 1619 pts (36.00 %) 180 pts (4.00 %) 400 pts (9.00 %) 0 pts (0.00 %)

**Characters** (40 Max)    **Core** (25 Least)    **Special** (0 NoLimit)    **Raiders** (20 Max)    **Destroyers** (15 Max)    **The Menagerie** (30 Max)

### Core



**SILEXIAN AUXILIARIES #1**  
Silexian Auxiliaries x18 - Standard - Infantry - 20x20mm

**306 POINTS**



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Scoring, Academy Training, Suppressing Volley		
Defensive	HP	Def	Res	Arm		
	1	4	3	0	Light Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Silexian Auxiliary	1	4	3	0	5	March and Shoot, Lightning Reflexes, Ruthless Efficiency, Repeater Crossbow

Options

Musician



**SILEXIAN AUXILIARIES #1 COPY**  
Silexian Auxiliaries x16 - Standard - Infantry - 20x20mm

**282 POINTS**



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Scoring, Academy Training, Suppressing Volley		
Defensive	HP	Def	Res	Arm		
	1	4	3	0	Light Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Silexian Auxiliary	1	4	3	0	5	March and Shoot, Lightning Reflexes, Ruthless Efficiency, Repeater Crossbow

Options

Musician



**SILEXIAN SPEARS #1**  
Silexian Spears x34 - Standard - Infantry - 20x20mm

**546 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

Options

Champion • Musician • Standard Bearer • Rending Banner

### Characters



### SILEXIAN OFFICER #1

Silexian Officer - Standard - Infantry - 20x20mm

310 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	10	Tactician, Academy Training		
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, Lightning Reflexes, Ruthless Efficiency, Hand Weapon

<b>Options</b>	Paired Weapons • General • Crown of the Wizard King • Seal of the Republic • Lacerating Touch
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### WARLOCK OUTCAST #1

Warlock Outcast - Standard - Infantry - 20x20mm

475 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Not a Leader, Wizard Adept, Irresistible Will		
Defensive	HP	Def	Res	Arm		
	3	4	3	0		
Offensive	Att	Off	Str	Ap	Agi	
Warlock Outcast	1	4	3	0	5	Lightning Reflexes, Lightning Reflexes, Ruthless Efficiency, Hand Weapon

<b>Options</b>	Wizard Master • Evocation • Binding Scroll x1
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### SILEXIAN OFFICER #2

Silexian Officer - Large - Construct - 50x100mm

390 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	10	Tactician, Academy Training		
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, Lightning Reflexes, Ruthless Efficiency, Hand Weapon



### MOUNT RAPTOR CHARIOT

Global	Adv	Mar	Dis	Model Rules		
	7"	7"	C	Swiftstride, Scent of Blood		
Defensive	HP	Def	Res	Arm		
	4	C	4	C+2		
Offensive	Att	Off	Str	Ap	Agi	
Daeb Raptor(2)	2	3	4	1	3	Harnessed, Lethal Strike
Chassis			5	2		Impact Hits, Inanimate

<b>Options</b>	Battle Standard Bearer • Shield • Lance • Raptor Chariot • Basalt Infusion • Dusk Forged
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Destroyers



**HUNTING CHARIOT #1**  
Hunting Chariot - Large - Construct - 50x100mm

200 POINTS



Global	Adv	Mar	Dis	Model Rules		
	9"	9"	8	Swiftstride, Hunting Bolas, Barbed Net Thrower		
Defensive	HP	Def	Res	Arm		
	4	4	4	2	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
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



**HUNTING CHARIOT #2**  
Hunting Chariot - Large - Construct - 50x100mm

200 POINTS



Global	Adv	Mar	Dis	Model Rules		
	9"	9"	8	Swiftstride, Hunting Bolas, Barbed Net Thrower		
Defensive	HP	Def	Res	Arm		
	4	4	4	2	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
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

Special



**RAPTOR CHARIOT #1**  
Raptor Chariot - Large - Construct - 50x100mm

190 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	7"	9	Swiftstride, Scent of Blood		
Defensive	HP	Def	Res	Arm		
	4	5	4	2	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Crew	2	5	4	1	6	Lightning Reflexes, Ruthless Efficiency
Daeb Raptor	2	3	4	1	3	Harnessed, Lethal Strike
Chassis			5	2		Impact Hits, Inanimate

Options

Halberd



**RAPTOR CHARIOT #1 COPY**  
Raptor Chariot - Large - Construct - 50x100mm

190 POINTS




Global	Adv	Mar	Dis	Model Rules	
	7"	7"	9	Swiftstride, Scent of Blood	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	5	4	2	<b>Heavy Armour</b>
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Crew</b>	2	5	4	1	6 <b>Lightning Reflexes, Ruthless Efficiency</b>
<b>Daeb Raptor</b>	2	3	4	1	3 <b>Harnessed, Lethal Strike</b>
<b>Chassis</b>			5	2	<b>Impact Hits, Inanimate</b>



<b>Options</b>	Halberd
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	<b>THUNDER PACK #1</b> Thunder Pack x3 - Large - Beast - 40x60mm	<b>280 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	10"	8	<b>Light Troops, Scent of Blood</b>	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	3	5	1	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Thunder Beast</b>	2	3	5	2	2 <b>Devastating Charge, Harnessed, Impact Hits</b>
<b>Lashmaster(2)</b>	1	4	3	0	5 <b>Lightning Reflexes, Ruthless Efficiency</b>



	<b>THUNDER PACK #1 COPY</b> Thunder Pack x3 - Large - Beast - 40x60mm	<b>280 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	10"	8	<b>Light Troops, Scent of Blood</b>	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	3	5	1	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Thunder Beast</b>	2	3	5	2	2 <b>Devastating Charge, Harnessed, Impact Hits</b>
<b>Lashmaster(2)</b>	1	4	3	0	5 <b>Lightning Reflexes, Ruthless Efficiency</b>

	<b>GORGONS #1</b> Gorgons x3 - Large - Beast - 40x40mm	<b>365 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	8	<b>Fear, Fearless, Strider, Supernal</b>	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	5	4	0 <b>Aegis</b>	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Gorgon</b>	4	5	4	1	5 <b>Lightning Reflexes, Ruthless Efficiency, Petrifying Stare</b>

<b>Options</b>	Paired Weapons
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	<b>OBSIDIAN GUARD #1</b> Obsidian Guard x12 - Standard - Infantry - 20x20mm	<b>314 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	9	Scoring, Academy Training, Will of the Senate	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	6	3	0	Heavy Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Obsidian Guard	2	6	3	1	6 Lightning Reflexes, Ruthless Efficiency, Halberd


<b>Options</b>	Champion • Musician • Standard Bearer • Aether Icon
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## Raiders



**BLACK CLOAKS #1**  
Black Cloaks x5 - Standard - Infantry - 20x20mm

**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, Hunting Bolas	
<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
<b>H Curse of the Phantom Queen</b>				
<i>Mf</i>	7+	Caster	Caster	Last one Turn
<p><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></p>				



		Casting	Range	Type	Duration	Effect
<b>5</b>	Touch of the Reaper	<7+> {9+}	<24"> {18"}	Hex, Missile, Damage, Focused, Direct	Instant	The target suffers 1D3 hits with Strength 10, Armour Penetration 10, and <b>Magical Attacks</b> . When rolling to wound with this attack, use the target's Discipline instead of the target's Resilience.
<b>3</b>	Hasten the Hour	7+ [10+]	24" [18"]	Hex, Damage, Direct	Instant	Choose 1 {up to 3 different} models in the target unit (which may be Characters or Champions). Each of them suffers 1 hit that wounds automatically with Armour Penetration 10 and Magical Attacks.
<b>4</b>	Ancestral Aid	6+ [7+]	12" [18"]	Augment	Last one Turn	The target must reroll failed to-hit rolls with its Close Combat Attacks.
<b>6</b>	Danse Macabre	6+ [9+]	18" [9" Aura]	Augment	Instant	The target may perform a 12" [6"] Magical Move and gains Ghost Step during this move.
<b>1</b>	Spectral Blades	5+ [9+]	18"	Augment	Last one Turn	The target must reroll failed to-wound rolls with its Melee Attacks and gains <b>[Lethal Strike]</b> .
<b>A</b>	Evocation of Souls				Instant	If your Veil Token pool contains less than 3 Veil Tokens, you gain one Veil Token. No more than 1 Veil Token can be gained from this spell each Phase.
<b>2</b>	Whispers of the Veil	8+	24"	Hex	Last one Turn	The target suffers -1 Resilience. In addition, a unit with at least one model affected by one or more instances of the spell suffers -1 Discipline.

## Magic items

**Crown of the Wizard King:** During Spell Selection, randomise a Magic Path (from all Paths in this book). The bearer is a Wizard Apprentice using the

randomised Path. It cannot select the Hereditary Spell. The bearer cannot take any Special Items nor any other upgrades that are restricted to Wizards (or any types of Wizards).

**Lacerating Touch:** Attacks made with this weapon become **Magical Attacks** and gain +2 Armour Penetration. While using this weapon, the wielder gains +2 Attack Value and **Fear**.

**Seal of the Republic:** For each unsaved wound inflicted on enemy models with the wearer's Close Combat Attacks, the wearer gains +1 Armour for the rest of the game.

**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.

**Basalt Infusion:** The wearer gains +1 Armour and Aegis (3+, against Flaming Attacks). The wearer automatically fails all Fortitude Saves.

**Dusk Forged:** The bearer may choose to reroll its failed Armour Saves while using this Shield. If the reroll from Dusk Forged is failed, the bearer automatically fails any Special Save against that wound.

## Magic banners

**Rending Banner:** One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.

**Aether Icon:** The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

## 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.

### Aegis:

**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.

**Devastating Charge:** Attacks & Weapons, Melee

A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.

**Fear:** Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

**Fearless:** If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

**Halberd:** Attacks made with a Halberd gain +1 Strength and +1 Armour Penetration. 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.

**Heavy Armour:** +2 Armor

**Hunting Bolas:** The roll for Flee Distance of enemy units that Break from Combat while in base contact with one or more models with Hunting Bolas is subject to Minimised Roll.

**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 Casting Values of spells cast by the model are increased by 1. Dispelling rolls against non-Bound spells cast by the model suffer a -2 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.

**Lightning Reflexes:**

**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

**Not a Leader:** The model cannot be the General.

**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.

**Petrifying Stare:** At Initiative Step 10, each enemy unit in base contact with the model suffers 2 hits with Armour Penetration 10 and Magical Attacks that wound on: • 4+ for models of Standard Height • 5+ for models of Large Height • 6+ for models of Gigantic Height

**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:**

**Strider:** The model automatically passes Dangerous Terrain Tests taken due to Terrain.  
If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain.  
Sometimes Strider is linked to a specific type of Terrain, stated in brackets.  
In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

**Supernal:**

**Suppressing Volley:** 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, each enemy unit nominated by one or more Silexian Auxiliaries units suffers -1 to-hit against Charging Academy Trained units.

**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.

**Will of the Senate:** Friendly units within 6" of a non-Fleeing unit containing one or more models with Will of the Senate **must** reroll failed Panic Tests.

**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

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.

Silexian Officer #1



Silexian Auxiliaries #1



Silexian Auxiliaries #1 copy



Silexian Spears #1



Raptor Chariot #1



Raptor Chariot #1 copy





Thunder Pack #1



Thunder Pack #1 copy



Hunting Chariot #1



Hunting Chariot #2



Warlock Outcast #1



Silexian Officer #2



Gorgons #1



Black Cloaks #1



Obsidian Guard #1



