



# DREAD ELVES

## GEORGE 2 - 155 POINTS



155 pts (3.00 %) **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



**SILEXIAN OFFICER #1**  
Silexian Officer - Standard - Infantry - 20x20mm

**155 POINTS**



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

### Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<b>Curse of the Phantom Queen</b>				
<i>Mf</i>	7+	24"	Hex	Last one Turn
<i>Whenever a model that is the target of this spell inflicts a Health Point loss against an enemy unit, the model's unit suffers 1 hit with Strength 4, Armour Penetration 2, and Magical Attacks. These hits are considered Ranged Attacks that are distributed by the attacking unit's owner. Only consider Health Point losses caused by Close Combat Attacks, Shooting Attacks, Special Attacks, and spells with duration Instant for this purpose. No Health Pool can generate more hits this way than it had Health Points before the Health Point loss.</i>				

### 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.

**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.

**Ruthless Efficiency:** Close Combat

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

**Tactician:** Universal Rule.

The range of Academy Training to and from the bearer's unit is increased from 8" to 12".

### 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.

Silexian Officer #1

