



# DREAD ELVES

## 4500 DE MONSTERLASTIG - 4 506 POINTS



1245 pts (28.00%) 1147 pts (25.00%) 1869 pts (42.00%) 0 pts (0.00%) 0 pts (0.00%) 245 pts (5.00%)

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

(40 Max)      (25 Least)      (0 NoLimit)      (20 Max)      (15 Max)      (30 Max)

### Core



#### SILEXIAN SPEARS #1

Silexian Spears x20 - Standard - Infantry - 20x20mm

300 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

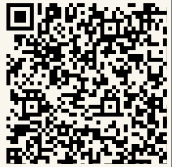
Champion • Musician • Standard Bearer



#### TEMPLE MILITANTS #1

Temple Militants x20 - Standard - Infantry - 20x20mm

365 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Fearless, Frenzy, Scoring		
Defensive	HP	Def	Res	Arm		
	1	3	3	0		
Offensive	Att	Off	Str	Ap	Agi	
Temple Militant	1	4	3	0	5	Battle Focus, Fight in Extra Rank, Lightning Reflexes, Ruthless Efficiency, Blades of Darag

#### Options

Champion • Musician • Standard Bearer



#### RAIDING PARTY #1

Raiding Party x10 - Standard - Infantry - 20x20mm

200 POINTS



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

#### Options

Corsair and Repeater Handbow (4+)



#### SILEXIAN AUXILIARIES #1

Silexian Auxiliaries x16 - Standard - Infantry - 20x20mm

282 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	, Suppressing Scoring, Academy Training 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

## Characters

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



### DREAD PRINCE #1

Dread Prince - Standard - Cavalry - 25x50mm

355 POINTS



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



### MOUNT DAEB RAPTOR

Options

Great Weapon (Crippling Frost) • Daeb Raptor

Magic items

Crippling Frost (Great Weapon) • Seal of the Republic (Heavy Armour)

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



### SILEXIAN OFFICER #1

Silexian Officer - Standard - Infantry - 20x20mm

340 POINTS



Options	Kraken's Hide • Halberd (Shield Breaker) • Extraordinary Specimen • General
Magic items	Death Cheater (Heavy Armour) • Shield Breaker (Halberd)

Global	Adv	Mar	Dis	Model Rules	



### TEMPLE EXARCH #1

Temple Exarch - Standard - Infantry - 20x20mm

310 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	9	Fearless, Wizard Apprentice, Professional Courtesy		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	5	3	0	, Heavy Aegis Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Temple Exarch	3	5	4	1	6	Lightning Reflexes Focus, Battle, Lightning Reflexes, Ruthless Efficiency, Hand Weapon

<b>Options</b>	Battle Standard Bearer • Paired Weapons (Lacerating Touch) • Divination
<b>Magic items</b>	Lacerating Touch (Paired Weapons)



### WARLOCK OUTCAST #1

Warlock Outcast - Standard - Infantry - 20x20mm


## 240 POINTS



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

<b>Options</b>	Light Armour • Cosmology
----------------	--------------------------


## Special



### JUDICATORS #1


Judicators x16 - Standard - Infantry - 20x20mm

## 350 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	Hatred, Lightning Reflexes, Artistry of Death, Great Weapon


<b>Options</b>	Champion • Musician • Standard Bearer
----------------	---------------------------------------



### HARPIES #1

Harpies x10 - Standard - Beast - 20x20mm

## 220 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	6	, Scent of Fly, Insignificant, Light Troops, Skirmisher Blood		
	10"	18"				
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	3	0	Hard Target	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Harpy	2	3	4	0	4	Devastating Charge



### GORGONS #1

Gorgons x2 - Large - Beast - 40x40mm

305 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	14"	8	Fear, Fearless, Strider, Supernal		
Defensive	HP	Def	Res	Arm		
	3	5	4	0	Aegis	
Offensive	Att	Off	Str	Ap	Agi	
<b>Gorgon</b>	4	5	4	1	5	Lightning Reflexes, Ruthless Efficiency, Petrifying Stare

<b>Options</b>	Halberd
----------------	---------



### THUNDER PACK #1

Thunder Pack x6 - Large - Beast - 40x60mm

485 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	10"	8	, Scent of Light TroopsBlood		
Defensive	HP	Def	Res	Arm		
	3	3	5	1		
Offensive	Att	Off	Str	Ap	Agi	
<b>Thunder Beast</b>	2	3	5	2	2	Devastating Charge, Harnessed, Impact Hits
<b>Lashmaster(2)</b>	1	4	3	0	5	Lightning Reflexes, Ruthless Efficiency



### DREAD KNIGHTS #1

Dread Knights x9 - Standard - Cavalry - 25x50mm

509 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	14"	9	, Scent of ScoringBlood		
Defensive	HP	Def	Res	Arm		
	1	5	3	2	Heavy Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
<b>Dread Knight</b>	2	5	4	1	6	Lightning Reflexes, Ruthless Efficiency
<b>Daeb Raptor</b>	2	3	4	1	3	Harnessed, Lethal Strike

<b>Options</b>	Great Weapon • Champion • Musician • Standard Bearer
----------------	--

## The Menagerie



### MIST LEVIATHAN #1

Mist Leviathan - Gigantic - Beast - 100x100mm

245 POINTS



Global	Adv	Mar	Dis	Model Rules	
	2"	4"	8	, Under the Cover of Fly, Light TroopsMists	
Defensive	HP	Def	Res	Arm	
	8	3	5	0	Distracting
Offensive	Att	Off	Str	Ap	Agi

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Mist Leviathan</b>	<b>4</b>	<b>3</b>	<b>4</b>	<b>3</b>	<b>2</b>	<b>Harnessed</b>
<b>Lashmaster(4)</b>	<b>1</b>	<b>4</b>	<b>3</b>	<b>0</b>	<b>5</b>	<b>Lightning Reflexes, Ruthless Efficiency</b>

## Magics

### Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
<b><i>H Curse of the Phantom Queen</i></b>				
<i>Mf</i>	7+	<b>Caster</b>	<b>Caster</b>	<b>Last one Turn</b>
<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.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>4</b>	Perception of Strength Chaos	8+	24"	Hex	Last one Turn	The target suffers <b>-1</b> Strength and <b>-1</b> Armour Penetration.
<b>5</b>	Unity in Divergence Cosmos	10+	24"	Augment	Last one Turn	All models in the target unit <b>gain Aegis (5+)</b> .
<b>5</b>	Unity in Divergence Chaos	10+	24"	Hex, Damage, Direct	Instant	Each model in the target unit <b>suffers a hit with Strength 3, Armour Penetration 0, and Magical Attacks.</b>
<b>4</b>	Perception of Strength Cosmos	8+	24"	Augment	Last one Turn	The target gains <b>+1</b> Strength and <b>+1</b> Armour Penetration.
<b>6</b>	Truth of Time Cosmos	7+	24"	Augment, Focused	Instant	The target <b>Recovers</b> 1 Health Point
<b>6</b>	Touch the Heart chaos	7+	24"	Hex, Missile, Damage, Focused	Instant	The target suffers <b>1 hit that wounds automatically</b> with Armour Penetration 10 and Magical Attacks.
<b>1</b>	Altered Sight Chaos	5+	24"	Hex	Last one Turn	The target suffers <b>-1</b> Offensive Skill and <b>-1</b> Defensive Skill, and has its weapons' Aim <b>worsened</b> by 1.
<b>2</b>	Truth of Time Cosmos	5+	24"	Augment	Last one Turn	Rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance of units with at least one model affected by the spell are subject to two instances of Maximised Roll.
<b>2</b>	Truth of Time Chaos	5+	24"	Hex	Last one Turn	Rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance of units with at least one model affected by the spell are subject to two instances of Minimised Roll.
<b>1</b>	Altered Sight Cosmos	5+	24"	Augment	Last one Turn	The target gains <b>+1</b> Offensive Skill and <b>+1</b> Defensive Skill, and has its weapons' Aim <b>improved</b> by 1.
<b>3</b>	Ice and Fire Cosmos	8+	24"	Hex, Missile, Damage	Instant	The target suffers 2D6 hits with Strength 4, Armour Penetration 0, and <b>Magical Attacks</b> . Successful <b>Special Saves</b> against wounds caused by this spell must be rerolled.
<b>3</b>	Ice and Fire Chaos	8+	24"	Hex, Damage, Augment	Instant	The target suffers 2D6 hits with Strength 4 and Armour Penetration 0, and <b>Magical Attacks</b> . Successful <b>Armour Saves</b> against wounds caused by this spell must be rerolled.



### Divination

**The Conclave:** Spells from Divination gain +3" range up to a maximum of +9" for each additional friendly Wizard within 12" of the Caster. This bonus can never increase the combined modifier beyond +9", however other sources may.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>5</b>	Unerring Strike	<7+> {10+}	18"	Hex, Missile, Damage	Instant	The target suffers <2D6> {3D6} hits that wound on 4+ with Armour Penetration 1, <b>Divine Attacks and Magical Attacks</b> .
<b>3</b>	Scrying	<7+> {12+}	<18"> {6"Aura}	Augment	Last one Turn	The target gains Distracting and Hard Target.

		Casting	Range	Type	Duration	Effect
4	The Stars Align	<8+> {12+}	<18"> {6"Aura}	Augment	Last one Turn	The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat <and Shooting> Attacks.
6	Portent of Doom	8+	24"	Hex	Permanent	When calculating Combat Score, a side with units containing at least one model affected by the spell suffers -X to its Combat Score (for each affected unit and instance of the spell), where X is equal to the number of Characters in the unit, increased by 1 if the unit contains any R&F models. A Character leaving a unit that was the target of the spell no longer is affected by the spell, unless the Character was a single model unit that was the initial target of the spell.
1	Know Thy Enemy	<7+> {12+}	<18"> {6"Aura}	Augment	Last one Turn	The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.
4	Guiding Light		12"	Augment	Last one Turn	Discipline Tests of units with all models affected by the spell are subject to Minimised Roll. A unit cannot be affected by this spell more than once per Magic Phase.
2	Fate's Judgement	<5+> {9+}	18"	Hex, Missile, Damage	Instant	The target suffers <1D3> {1D6} hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).

## Magic items

**Crippling Frost:** Attacks made with this weapon become Magical Attacks. In addition, enemy units in base contact with the bearer's model suffer -2 Defensive Skill.

**Death Cheater:** The wearer gains +1 Armour and Fortitude (4+).

**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.

**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 Training:** Units with more than half of their models with Academy Training are considered Academy Trained.

While within &quot; 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.

**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.

**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.

**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.

**Distracting:** Close Combat Attacks allocated towards a model with Distracting suffer a -1 to-hit modifier. This to-hit modifier cannot be combined with any other negative to-hit modifiers.

**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.

**Fight in Extra Rank:**

**Fly:** The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move Chargers move, an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

**Frenzy:** At the start of the Charge Phase, each of your nonFleeing units with at least one model with Frenzy that is unengaged, does not contain any Shaken models, and has an enemy unit inside its Front Arc within the unit's Advance Rate +7" must take a Discipline Test, called a Frenzy Test. If the test is failed, the whole unit must

declare a Charge this Player Turn if possible.

Frenzy Tests and Restrain Pursuit Tests taken by units with at least one model with Frenzy are subject to Maximised Roll.

If there are different Advance Rates available in the unit, the Advance Rate used for the Frenzy Test and for the Charge Range is determined as follows:

- If a model has more than one Advance Rate (e.g. due to Fly), the model must use the Advance Rate that has the highest chance of completing the Charge.
- If a unit contains models with different Advance Rates, the unit must use the highest Advance Rate that all models in the unit can use (which will usually be the lowest Advance Rate in the unit).

For example, a model with Advance Rate 2" and Fly (8", 16") must use the Advance Rate from Fly. And if a Character in a Combined Unit has Advance Rate 4" while the R&F models have 6", the Combined Unit must use Advance Rate 4". Note that when a unit is forced to declare a Charge due to a failed Frenzy Test, it is not forced to Charge the enemy unit that triggered the Frenzy Test.

**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

**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.

**Insignificant:**

**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 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:**

**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

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

**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

**Professional Courtesy:** The model cannot join units that contain another model from the same unit entry.

**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.

**Ruthless Slavers:** Universal Rule.

Standard Infantry and Standard Cavalry models in units in base contact with one or more models with Ruthless Slavers suffer -1 Discipline. In addition, these units must take a Fear Test at the start of each Round of Combat. Models that are immune to the effects of Fear are immune to the effects of Ruthless Slavers. Note that Ruthless Slavers does not make the model immune to the effects of Fear.

**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.

**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.

**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.

**Under the Cover of Mists:** Enemy units within 8" of one or more Mist Leviathans suffer -1 to hit for Shooting Attacks. In addition, during the first Game Turn, friendly Infantry units gain Hard Target (1) while within 8" of one or more Mist Leviathans.

**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.

**Wizard Apprentice:** - Knows 1 spell.

- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.

The Wizard 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.

Dread Prince #1



Silexian Officer #1



Temple Exarch #1



Warlock Outcast #1





Silexian Spears #1



Temple Militants #1



Raiding Party #1



Silexian Auxiliaries #1



Judicators #1



Harpies #1



Gorgons #1



Thunder Pack #1



Mist Leviathan #1



Dread Knights #1

