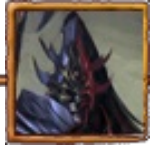




# DREAD ELVES

## DREAD ELF - 2 820 POINTS



675 pts (24.00 %) **350 pts (12.00 %) Core** 630 pts (22.00 %) **Special** 350 pts (12.00 %) **Raiders** 400 pts (14.00 %) **Destroyers** 845 pts (30.00 %) **The Menagerie**  
 (40 Max) (25 Least) (0 NoLimit) (20 Max) (15 Max) (30 Max)

### Characters



#### DARKHELM

Dread Prince - Large - Construct - 50x100mm

360 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	
DreadPrince	5	8	4	1	8	Lightning Reflexes, Ruthless Efficiency, Deadly Riposte, Hand Weapon



#### MOUNT RAPTOR CHARIOT

Global	Adv	Mar	Dis	Model Rules		
	7"	7"	C	Scent of Blood, Swiftstride		
Defensive	HP	Def	Res	Arm		
	4	C	4	C+2		
Offensive	Att	Off	Str	Ap	Agi	
Coastal Raptor(2)	2	3	4	1	3	Harnessed, Lethal Strike
Chassis			5	2		Inanimate, Impact Hits (D6+1, D6+1)

#### Options

Shield • Lance • Raptor Chariot • General



#### ORACLE #1

Warlock Outcast - Large - Cavalry - 50x100mm

315 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Not a Leader, Wizard Adept, Irresistible Will, Wizard Master		
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



#### MOUNT MANTICORE

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	C	, Scent of Blood, Towering Presence, Fly (8", 16", 8", 16")		
	8"	16"				
Defensive	HP	Def	Res	Arm		
	4	C	4	C+1		
Offensive	Att	Off	Str	Ap	Agi	
Manticore	4	5	5	2	5	Harnessed, Lethal Strike

#### Options

Manticore • Light Armour • Witchcraft

### Core



### REPEATER AUXILIARIES #1

Silexian Auxiliaries x10 - Standard - Infantry - 20x20mm

175 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	Lightning Reflexes, March and Shoot, Ruthless Efficiency, Repeater Crossbow

Options	Musician
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### REPEATER AUXILIARIES #2

Silexian Auxiliaries x10 - Standard - Infantry - 20x20mm

175 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	Lightning Reflexes, March and Shoot, Ruthless Efficiency, Repeater Crossbow

Options	Musician
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Special



### DREAD KNIGHTS #1

Dread Knights x5 - Standard - Cavalry - 25x50mm

315 POINTS



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

Options	Champion • Musician • Standard Bearer
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### DREAD KNIGHTS #2

Dread Knights x5 - Standard - Cavalry - 25x50mm



315 POINTS





Global	Adv	Mar	Dis	Model Rules	
	7"	14"	9	, Scent of Scoring Blood	
Defensive	HP	Def	Res	Arm	

<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>	
<b>DreadKnight</b>	2	5	4	1	6	Lightning Reflexes, Ruthless Efficiency
<b>Coastal Raptor</b>	2	3	4	1	3	Harnessed, Lethal Strike

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



	<b>DREAD REAPER #1</b> Repeater Battery - Standard - Construct - 60mm round	<b>200</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	5"	8	War Machine		
<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>	
<b>Crew</b>	2	4	3	0	5	Lightning Reflexes, Ruthless Efficiency, Daeb Bolt Thrower (3+, 3+)

	<b>DREAD REAPER #2</b> Repeater Battery - Standard - Construct - 60mm round	<b>200</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	5"	8	War Machine		
<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>	
<b>Crew</b>	2	4	3	0	5	Lightning Reflexes, Ruthless Efficiency, Daeb Bolt Thrower (3+, 3+)

## The Menagerie

	<b>KRAKEN #1</b> Kraken - Gigantic - Beast - 50x100mm	<b>365</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	6"	12"	8	Coastal Predator		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	5	5	5	3	Distracting, Hard Target (1, 1)	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Kraken</b>	4	5	7	3	3	Harnessed, Multiple Wounds (D3, D3), Hatred
<b>Lashmaster(2)</b>	1	4	3	0	5	Lightning Reflexes, Ruthless Efficiency



# HYDRA #1

Hydra - Gigantic - Beast - 50x100mm

400 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	8	Cut one off... , Rage - Hydra	
Defensive	HP	Def	Res	Arm	Fortitude
	6	4	5	3	
Offensive	Att	Off	Str	Ap	Agi
Hydra	5	4	5	2	3
Lashmaster(2)	1	4	3	0	5

## Magics

### Racial Trait Spell

Casting	Range	Type	Duration
<b>Curse of the Phantom Queen</b>			
Mf	7+	24"	Hex
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.			



### Witchcraft

		Casting	Range	Type	Duration	Effect
1	Raven's Wing	7+ [9+]	18"	Augment	Instant	The target may perform a 8" [12"] Magical Move and gains Fly and Light Troops until the end of the Player Turn. Nominate a single model part affected by the spell. This model part may perform a Sweeping Attack during the move (possibly in addition to other Sweeping Attacks). This Sweeping Attack causes D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.
3	Twisted Effigy	5+ [7+]	36"	Hex	Last one Turn	The target cannot use Shooting Attacks [and suffers a -2 modifier to its casting rolls].
2	Deceptive Glamour	4+ [6+]	24"	Hex	Last one Turn	The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility.
4	Evil Eye		24"	Universal	Last one Turn	If this spell targets a friendly unit, the target gains +1 Advance Rate and +2 March Rate. If this spell targets an enemy unit, the target suffers -1 Advance Rate and -2 March Rate, to a minimum of 3 and 6 respectively. A unit cannot be affected by this spell more than twice in the same Magic Phase.
5	Will-o'-the-Wisp	8+ [8+]	18"	Universal	Last one Turn	The target gains Random Movement (2D6 [3D6])
6	Bewitching Glare	8+ [12+]	18"	Hex	Last one Turn	Melee {and Shooting} Attacks against the target must reroll failed to-wound rolls.
4	The Wheel Turns	8+ [10+]	24"	Hex	Last one Turn	Melee Attacks made by {and distributed towards} R&F models in the target unit are set to wound on a 4+, and Close Combat Attacks made by {and allocated against} R&F models in the target unit additionally are set to hit on a 4+, regardless of Offensive Skill, Defensive Skill, Strength, and Resilience. Apply this effect before other to-hit and to-wound modifiers.

## 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.

### Breath Attack:

**Coastal Predator:** Universal Rule.

While the centre of the model's base is inside a Water Terrain Feature, the model gains Devastating Charge (+2" Adv) and Hard Target (1).

**Cut one off...:** Universal Rule.

For each successful Fortitude Save roll of a natural '6', the model disregards another simultaneously suffered wound. If there aren't enough simultaneously suffered

wounds to disregard, the model immediately Recovers 1 Health Point instead.

**Daeb Bolt Thrower:** Range 24", Shots 8, Str 5, AP 2. Note that the model can move and shoot.

**Deadly Riposte:** Attack Attribute – Close Combat.

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.

**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.

**Fortitude:** Fortitude is a Special Save . Fortitude Saves cannot be taken against attacks with Lethal Strike that rolled a natural 6+ to wound, or against attacks with Flaming 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

**Irresistible Will:** Universal Rule.

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

**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:**

**Multiple Wounds:** Attacks & Weapons, Melee

Unsaved wounds caused by the attacks are multiplied into the value given in brackets (X). If the value is a dice (e.g. Multiple Wounds (D3)), roll one dice for each unsaved wound with Multiple Wounds. The amount of wounds that the attack is multiplied into can never be higher than the Health Points Characteristic of the target (excluding Health Points lost previously in the battle). For example, if a Multiple Wounds (D6) attack wounds a unit of Trolls (HP 3) and rolls a '5' for the multiplier, the number of unsaved wounds is reduced to 3, even if the Troll unit has already lost one or two Health Points previously in battle.

If Clipped Wings is stated after the X value in brackets, any unsaved wound caused by the attack against a model with Fly is multiplied into X+1 instead of X.

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

**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.

**Rage - Hydra:** Attack Attribute – Close Combat.

Whenever the model loses a Health Point, it gains +1 Attack Value. Whenever it gains a Health Point, it suffers -1 Attack Value.

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

**Ruthless Efficiency:** Close Combat

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) with the following restrictions:

- The Charged unit has at least one Health Pool that contains fewer Health Points than it did when the unit was deployed or otherwise entered the Battlefield.
- The effect ends immediately before the unit declares a new Charge.

**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.

**Suppressing Volley:** Universal Rule.

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, the nominated enemy unit suffers -1 to-hit against Charging Academy Trained units. Nominating a unit from more than one Silexian Auxiliaries unit has no stacking effect.

**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.

**Wizard Master:** - Knows 4 spells.

- Can select from the Learned Spells 1, 2, 3, 4, 5, and 6 of its chosen Path and the Hereditary Spell of its army.

The Wizard gains Channel (1) and a +1 modifier to its casting rolls, 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.

Darkhelm



Oracle #1



Repeater Auxiliaries #1



Repeater Auxiliaries #2



Dread Knights #1



Dread Knights #2



Dread Reaper #1



Dread Reaper #2



Kraken #1



Hydra #1

