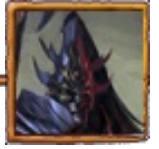




# DREAD ELVES

## LE REVE DE HAR GANETH - 1 889 POINTS



Pluie de flèches et déferlement de lames

520 pts (26.00 %)   **464 pts (23.00 %)**   705 pts (35.00 %)   **464 pts (23.00 %)**   200 pts (10.00 %)   0 pts (0.00 %)

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

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

### Characters



#### LILITH

Warlock Outcast - Standard - Infantry - 20x20mm

280 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

|                    |                       |
|--------------------|-----------------------|
| <b>Options</b>     | Cosmology             |
| <b>Magic items</b> | Talisman of Shielding |



#### MORL'AON

Silexian Officer - Standard - Cavalry - 25x50mm

240 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 |
| Silexian Officer | 3   | 6   | 4   | 1                           | 7   |

Lightning Reflexes, Ruthless Efficiency, Hand Weapon



#### MOUNT DAEB RAPTOR

| 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   |

|                    |                                     |
|--------------------|-------------------------------------|
| <b>Options</b>     | Daeb Raptor • Kraken's Hide • Lance |
| <b>Magic items</b> | Potion of Strength                  |

### Core



#### LEGIO BLOODY RAIN

Silexian Auxiliaries x28 - Standard - Infantry - 20x20mm

464 POINTS





| Global | Adv | Mar | Dis | Model Rules                                       |  |
|--------|-----|-----|-----|---|--|
|        | 5"  | 10" | 8   | , Suppressing<br>Scoring, Academy Training Volley |  |

| <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 |


|                      |                                       |
|----------------------|---------------------------------------|
| <b>Options</b>       | Champion • Musician • Standard Bearer |
| <b>Magic banners</b> | Flaming Standard (Banner Enchantment) |

## Special

|  |   |                   |   |
|--|---|-------------------|---|
|  | <b>LEGIO THOUSANDS TEETH</b><br>Dread Knights x9 - Standard - Cavalry - 25x50mm | <b>505 POINTS</b> |  |
|--|---|-------------------|---|



| <i>Global</i>    | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>       |                      |   |
|------------------|------------|------------|------------|--------------------------|----------------------|---|
|                  | 7"         | 14"        | 9          | , Scent of Scoring 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 |
| Coastal Raptor   | 2          | 3          | 4          | 1                        | 3                    | Harnessed, Lethal Strike                |

|                      |                                       |
|----------------------|---------------------------------------|
| <b>Options</b>       | Champion • Musician • Standard Bearer |
| <b>Magic banners</b> | Rending Banner (Banner Enchantment)   |

|  |  |                   |   |
|--|--|-------------------|---|
|  | <b>WHEEL OF STEEL</b><br>Raptor Chariot - Large - Construct - 50x100mm | <b>200 POINTS</b> |  |
|--|--|-------------------|---|

| <i>Global</i>     | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>           |              |   |
|-------------------|------------|------------|------------|------------------------------|--------------|---|
|                   | 7"         | 7"         | 9          | , Scent of Swiftstride Blood |              |   |
| <i>Defensive</i>  | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i>                   |              |   |
|                   | 4          | 5          | 4          | 2                            | Heavy Armour |   |
| <i>Offensive</i>  | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>                    | <i>Agi</i>   |   |
| Crew(2)           | 2          | 5          | 4          | 1                            | 6            | Lightning Reflexes, Ruthless Efficiency |
| Coastal Raptor(2) | 2          | 3          | 4          | 1                            | 3            | Harnessed, Lethal Strike                |
| Chariot           |            |            | 5          | 2                            |              | Inanimate, Impact Hits (D6+1, D6+1)     |

## Destroyers

|  |   |                   |   |
|--|---|-------------------|---|
|  | <b>FATE OF DOOM</b><br>Repeater Battery - Standard - Construct - 60mm round | <b>200 POINTS</b> |  |
|--|---|-------------------|---|

| <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>   |

|                  |            |            |            |           |            |   |
|------------------|------------|------------|------------|-----------|------------|---|
| <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, Daeb Bolt Thrower (3+, 3+) |

## Magics

### Racial Trait Spell

|   | <i>Casting</i> | <i>Range</i> | <i>Type</i> | <i>Duration</i> |
|---|----------------|--------------|-------------|-----------------|
| <b><i>Curse of the Phantom Queen</i></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> |                |              |             |                 |



### 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 1</b> 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           | 7+             | 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            | 7+             | 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. |

## Magic items

**Potion of Strength:** One use only. May be activated at the start of any phase or Round of Combat. Until the end of the Player Turn the bearer gains Crush Attack.

**Talisman of Shielding:** The bearer gains Aegis (5+).

## Magic banners

**Flaming Standard:** One use only. May be activated at the start of a Round of Combat or before shooting with the bearer's unit.

The bearer's unit gains Flaming Attacks. If activated when Engaged in Combat, the effect lasts until the bearer's unit is no longer Engaged in Combat. If activated before shooting with the bearer's unit, the effect lasts until the end of the phase.

**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.

## 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.

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

**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

**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

**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:** 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:**

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

**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.

**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.

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

**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

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.

Lilith



Mor'l'aon



Legio Bloody Rain



Legio Thousands Teeth



Wheel of Steel



Fate Of Doom

