



# DREAD ELVES

## RAPTOR - 3 323 POINTS



1135 pts (34.00 %)   878 pts (26.00 %)   910 pts (27.00 %)   0 pts (0.00 %)   0 pts (0.00 %)   400 pts (12.00 %)  
**Characters**                      **Core**                      **Special**                      **Raiders**                      **Destroyers**                      **The Menagerie**  
 (40 Max)                      (25 Least)                      (0 NoLimit)                      (20 Max)                      (15 Max)                      (30 Max)

### Characters

### LORD

Dread Prince - Standard - Cavalry - 25x50mm

## 345 POINTS

Global	Adv	Mar	Dis			Model Rules
	5"	10"	9			
Defensive	HP	Def	Res	Arm		
	3	6	3	0	<b>Heavy Armour</b>	
Offensive	Att	Off	Str	Ap	Agi	
<b>DreadPrince</b>	5	8	4	1	8	<b>Lightning Reflexes, Ruthless Efficiency, Deadly Riposte, Hand Weapon</b>

### MOUNT DAEB RAPTOR

Global	Adv	Mar	Dis			Model Rules
	7"	14"	C			<b>Scent of Blood</b>
Defensive	HP	Def	Res	Arm		
	C	C	C	C+2		
Offensive	Att	Off	Str	Ap	Agi	
<b>Daeb Raptor</b>	2	3	4	1	3	

<b>Options</b>	Shield • Lance • Daeb Raptor
<b>Magic items</b>	Basalt Infusion (Heavy Armour)

### MALUS DARK

Silexian Officer - Standard - Cavalry - 25x50mm

## 375 POINTS

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

### MOUNT DAEB RAPTOR

Global	Adv	Mar	Dis			Model Rules
	7"	14"	C			<b>Scent of Blood</b>
Defensive	HP	Def	Res	Arm		
	C	C	C	C+2		
Offensive	Att	Off	Str	Ap	Agi	
<b>Daeb Raptor</b>	2	3	4	1	3	

<b>Options</b>	Daeb Raptor • Kraken's Hide • Shield • Lance • Battle Standard Bearer
<b>Magic items</b>	Destiny's Call (Heavy Armour) • Potion of Swiftmess



## HELEBRON

Warlock Outcast - Standard - Cavalry - 25x50mm

415 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 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 • Light Armour (Death Cheater)
<b>Magic items</b>	Death Cheater (Light Armour) • Magical Heirloom

Core



## LEGIONER

Silexian Spears x32 - Standard - Infantry - 20x20mm

468 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

<b>Options</b>	Champion • Musician • Standard Bearer
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## KORSARIEN

Raiding Party x25 - Standard - Infantry - 20x20mm

410 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	, Hunting Light TroopsBolas	
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

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



### RAPTOR GENERAL

Dread Knights x9 - Standard - Cavalry - 25x50mm

455 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

<b>Options</b>	Champion • Musician • Standard Bearer
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### RAPTOR CAPITAN

Dread Knights x9 - Standard - Cavalry - 25x50mm

455 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

<b>Options</b>	Champion • Musician • Standard Bearer
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## The Menagerie



### HIDRA

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		
	6	4	5	3	Fortitude	
Offensive	Att	Off	Str	Ap	Agi	
Hydra	5	4	5	2	3	Harnessed, Poison Attacks, Breath Attack
Lashmaster(2)	1	4	3	0	5	Lightning Reflexes, Ruthless Efficiency

## Magics

Racial Trait Spell

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

*Casting*

*Range*

*Type*

*Duration*

*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.*

## Magic items

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

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

**Destiny's Call:** The wearer gains Aegis (4+) and its Armour is set to 3 and can never be improved beyond this.

**Magical Heirloom:** The bearer gains the Hereditary Spell during Spell Selection, always knows it in addition to its other spells, cannot select it during Spell Selection, and cannot replace or otherwise lose it.

**Potion of Swiftmess:** One use only. May be activated at the start of any Round of Combat. Until the end of the Player Turn, the bearer gains +3 Agility.

## 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:**

**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.

**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.

**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

**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.

**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

**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.

**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.

**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.

**Spear:**

**Tactician:** Universal Rule.

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

**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.

LORD



MALUS DARK



HELEBRON



LEGIONER



KORSARIEN



RAPTOR GENERAL



RAPTOR CAPITAN



HIDRA

