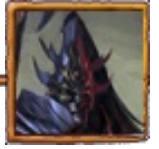




# DREAD ELVES

## LIST DREAD ELVES (v2020.2 ALPHA 1) #2 - 4 023 POINTS



765 pts (17.00%) 1265 pts (28.00%) 1175 pts (26.00%) 738 pts (16.00%) 200 pts (4.00%) 570 pts (13.00%)

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

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

### Characters



#### SILENT ASSASSIN #1

Silent Assassin - Standard - Infantry - 20x20mm

180 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	9	, Strike from the Shadows Not a Leader, Professional Courtesy	
Defensive	HP	Def	Res	Arm	
	3	7	3	0	
Offensive	Att	Off	Str	Ap	Agi
Silent Assassin	3	7	4	3	9

Multiple Wounds (2, against Characters), Paired, Artistry of Death Weapons, Poison Attacks, Lightning Reflexes, Repeater Handbow [X], Hand Weapon



#### LEGION LEGATE #1

Silexian Officer - Large - Cavalry - 50x100mm

325 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 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 • General



#### TEMPLE LEGATE #1

Temple Exarch - Standard - Infantry - 20x20mm

260 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	9	Wizard Apprentice, Professional Courtesy, Wizard Adept	
Defensive	HP	Def	Res	Arm	
	3	5	3	0 Aegis (4+, against Melee Attacks), Heavy Armour	


<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Temple Exarch</b>	3	5	4	1	6	<b>Battle Focus</b> , Lightning Reflexes, Ruthless Efficiency, Hand Weapon

<b>Options</b>	Alchemy • Battle Standard Bearer
<b>Core</b>	



**REPEATER AUXILIARIES #2**  
Silexian Auxiliaries x15 - Standard - Infantry - 20x20mm

**260 POINTS**




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	5"	10"	8	Scoring, Academy Training, Suppressing 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>	
<b>Silexian Auxiliary</b>	1	4	3	0	5	Lightning Reflexes, March and Shoot, Ruthless Efficiency, Repeater Crossbow

<b>Options</b>	Champion • Musician • Standard Bearer
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**REPEATER AUXILIARIES #3**  
Silexian Auxiliaries x15 - Standard - Infantry - 20x20mm

**260 POINTS**




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	5"	10"	8	Scoring, Academy Training, Suppressing 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>	
<b>Silexian Auxiliary</b>	1	4	3	0	5	Lightning Reflexes, March and Shoot, Ruthless Efficiency, Repeater Crossbow

<b>Options</b>	Champion • Musician • Standard Bearer
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**DREAD LEGIONNAIRES #1**  
Silexian Spears x15 - Standard - Infantry - 20x20mm

**230 POINTS**




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	5"	10"	8	Scoring, Academy Training

<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>	
<b>Silexian Spear</b>	1	4	3	0	5	Lightning Reflexes, Ruthless Efficiency, Spear

<b>Options</b>	Champion • Musician • Standard Bearer
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**TEMPLE MILITANTS #1**  
Temple Militants x30 - Standard - Infantry - 20x20mm



**515 POINTS**



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

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

	<b>DIVINE ALTAR</b> Divine Altar - Large - Construct - 60x100mm	<b>200 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	8	Towering Presence, Frenzy	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	6	5	5	2	Aegis
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Attendant(3)</b>	2	5	3	1	5
Battle Focus, Lightning Reflexes, Ruthless Efficiency					

<b>Options</b>	Effigy of Dread
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	<b>GORGONS #1</b> Gorgons x3 - Large - Beast - 40x40mm	<b>395 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	8	Strider, Fear, Fearless, Supernal	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	5	4	0	Aegis (5+)
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Gorgon</b>	4	5	4	1	5
Lightning Reflexes, Petrifying Stare, Ruthless Efficiency					

<b>Options</b>	Halberd
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	<b>OBSIDIAN GUARD #1</b> Obsidian Guard x10 - Standard - Infantry - 20x20mm	<b>250 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	9	Scoring, Academy TrainingSenate, Will of the	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	6	3	0	Heavy Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Obsidian Guard</b>	2	6	3	1	6
Lightning Reflexes, Ruthless Efficiency, Halberd					

<b>Options</b>	Champion • Musician • Standard Bearer
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### DREAD KNIGHTS #1

Dread Knights x5 - Standard - Cavalry - 25x50mm

330 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 • Lance

## Raiders



### BLACK CLOAKS #1

Black Cloaks x6 - Standard - Infantry - 20x20mm

218 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	, Hunting Light Troops, Scout, Skirmisher Bolas		
Defensive	HP	Def	Res	Arm		
	1	4	3	0	, Light Hard Target Armour	
Offensive	Att	Off	Str	Ap	Agi	
Black Cloak	1	4	3	0	5	Poison Attacks, Lightning Reflexes, Ruthless Efficiency Weapons, Paired Repeater Handbow [X]

Options

Champion

## Destroyers



### REPEATER BATTERY #1

Repeater Battery - Standard - Construct - 60mm round

200 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	5"	8	War Machine		
Defensive	HP	Def	Res	Arm		
	4	1	4	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Crew	2	4	3	0	5	Lightning Reflexes, Ruthless Efficiency, Daeb Bolt Thrower (3+, 3+)

## The Menagerie



### HYDRA #1

Hydra - Gigantic - Beast - 50x100mm

400 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	8	<b>Cut one off...</b>	<b>, Rage - Hydra</b>
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<b>Fortitude</b>
	6	4	5	3	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Hydra</b>	5	4	5	2	3
					<b>Harnessed, Poison Attacks, Breath Attack</b>
<b>Lashmaster(2)</b>	1	4	3	0	5
					<b>Lightning Reflexes, Ruthless Efficiency</b>

## Magics

### Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
<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>				



Alchemy

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>1</b>	Quicksilver Lash	7+	24"	Hex, Missile, Damage	Instant	The target suffers D3+1 hits with Flaming Attacks, Magical Attacks, and Armour Penetration 10. These hits always wound on a roll equal to or greater than "7 minus the target's Armour". An unmodified '6' always wounds and an unmodified '1' always fails to wound.
<b>2</b>	Word of Iron	5+ [9+]	24"	Augment	Last one Turn	The target gains +1 [+2] to its Armour.
<b>6</b>	Molter Copper	7+	24"	Hex, Missile, Damage	Instant	The target suffers D3+3 hits with Strength X, Armour Penetration 4, Flaming Attacks, and Magical Attacks, where X is equal to the target's Armour.
<b>A</b>	Alchemical Fire		18"	Hex	Last one Turn	The target gains Flammable against Melee Attacks.
<b>5</b>	Corruption of Tin	8+	36"	Hex	Permanent	The target suffers -1 Armour.
<b>4</b>	Silver Spike	(6+){9+}	(18"){36"}	Hex, Missile, Damage	Instant	The target suffers 1 hit with Strength 4 [6], Armour Penetration 10, Magical Attacks, [Multiple Wounds (D3)], and Area Attack (1x5).
<b>3</b>	Glory of Gold	8+	18"	Augment	Last one Turn	The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks.

## 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.

### Aegis:

**Artistry of Death:** Close Combat  
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:** Two-Handed. While using this weapon, the wielder 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 wielder's unit, attacks made with this weapon gain +1 Strength, up to a maximum of +2, for as long as the spell's effects are applied. This weapon cannot be enchanted with Weapon Enchantments.

### 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.

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

**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:**

**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

**Frenzy:** A unit with at least half its models with Frenzy cannot choose Flee as Charge Reaction, and when taking Discipline Tests, apply the following:

- If it is a Panic Test, Decimated Test or Fear Test: the unit gains +2 Discipline.
- If it is a Break Test, roll the test as normal.
- If it is any other Discipline Test, the unit suffers -2 Discipline.

At the start of the Charge Phase, each of your units with at least one model with Frenzy that could Declare a Charge against an enemy unit within the unit's Advance Rate +7" (using the lowest Advance Rate among the unit's models; if a model has more than 1 Advance Rate available, use the highest one) must take a Discipline Test, called a Frenzy Test. If the test is failed, the whole unit must Declare a Charge this Player Turn. Note that Characters are never forced to charge out of their units.

**Halberd:** Attacks made with a Halberd gain +1 Strength and +1 Armour Penetration. 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.

**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.

**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.

**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.

**Paired Weapons:** The wielder gains +1 Attack Value when using Paired Weapons. Attacks made with Paired Weapons gain +1 Offensive Skill and ignore Parry. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

**Petrifying Stare:** Special Attack.

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

**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.

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

**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.

**Repeater Handbow [X]:** Range 12", Shots X, Str 3, AP 1, Accurate, Quick to Fire. 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.

**Scout:** At step 8 of the Pre-Game Sequence (after Spell Selection) an army that includes units with Scout must state which of its units with Scout will use it, starting with the player that picked the Deployment Zone. Deploy your army as usual, but without deploying any of the Scouting units. These units are placed after all other non-Scouting units have been deployed. They can either be deployed in your Deployment Zone, using the normal rules, or they can be deployed outside the Deployment Zone, but must be more than 18" away from any enemy units. This is decreased to 12" if the Scouting unit is deployed entirely within a Forest, Ruins, Field, Building, or Water Terrain Feature. Scouting units that are deployed outside their player's Deployment Zone may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have Scouting units, alternate deploying one unit at a time, starting with the player that finished deploying first.

**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.

**Strike from the Shadows:** Universal Rule.

The model cannot be deployed during the Deployment Phase. Instead, at the start of any Player Turn, the owner may choose an unengaged friendly Standard Infantry unit that is not Fleeing and apply the following rules:

- Remove a non-Champion R&F model from the chosen unit and deploy the Silent Assassin inside that unit.
- You cannot remove the last R&F model from a unit, and removing the model never causes a Panic Test.
- The Silent Assassin cannot voluntarily leave its unit during the Player Turn in which it was deployed.
- If the model is not deployed by the end of Game Turn 4, it counts as a casualty and cannot be deployed for the rest of the game.

**Supernal:**

**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.

**Tactician:** Universal Rule.

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

**Towering Presence:** The model gains Tall and can never be joined or join a unit (unless it is a War Platform). A model with Towering Presence increases its Rally Around the Flag and Commanding Presence ranges by 6".

**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.

**Will of the Senate:** Universal Rule.

Friendly units within 6" of a non-Fleeing unit containing one or more models with Will of the Senate must reroll failed Panic Tests.

**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

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.

Silent Assassin #1



Legion Legate #1



Temple Legate #1



Repeater Auxiliaries #2



Repeater Auxiliaries #3



Dread Legionnaires #1



Temple Militants #1



Divine Altar



Gorgons #1



Obsidian Guard #1





Dread Knights #1



Black Cloaks #1



Repeater Battery #1



Hydra #1

