



DREAD ELVES

LIST DREAD ELVES #3 - 200 POINTS



0 pts (0.00%) Characters (40 Max)
 0 pts (0.00%) **Core** (25 Least)
 0 pts (0.00%) **Special** (0 NoLimit)
 0 pts (0.00%) **Raiders** (20 Max)
 200 pts (100.00%) **Destroyers** (15 Max)
 0 pts (0.00%) **The Menagerie** (30 Max)

Destroyers



HUNTING CHARIOT #1

Hunting Chariot - Large - Construct - 50x100mm

200 POINTS



Global	Adv	Mar	Dis	Model Rules		
	9"	9"	8	, Hunting SwiftstrideBolas		
Defensive	HP	Def	Res	Arm		
	4	4	4	2	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Crew(2)	1	4	3	0	5	Lightning Reflexes, Ruthless Efficiency, Light Lance
Elven Horses(2)	1	3	3	0	4	Harnessed
Chassis	-	-	5	2	-	Inanimate, Impact Hits (D6, D6), Dragonsbane Harpoon (3+, 3+)

Magics

Racial Trait Spell

Casting	Range	Type	Duration
Curse of the Phantom Queen			
Mf	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>			

Model Rules

Dragonsbane Harpoon: Shooting Weapon.

Range 18", Shots 1, Str 7, AP 4, Multiple Wounds (2), Quick to Fire, Reload!

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.

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.

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).

Light Armour: Armor +1

Light Lance:

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.

Ruthless Efficiency: Close Combat

The attack gains +1 to wound during the First Round of Combat.

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.

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.

Hunting Chariot #1

