



DREAD ELVES

DE NEW V1 - 4 090 POINTS



1095 pts (24.00 %) 1140 pts (25.00 %) 1855 pts (41.00 %) 240 pts (5.00 %) 0 pts (0.00 %) 0 pts (0.00 %)

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

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

Characters



WARLOCK OUTCAST, MASTER OF COSMOLOGY

Warlock Outcast - Standard - Infantry - 20x20mm

335 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

Options	Light Armour (Essence of Mithril) • Cosmology
Magic items	Essence of Mithril (Light Armour) • Magical Heirloom



DREAD PRINCE GG

Dread Prince - Standard - Infantry - 20x20mm

435 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

Options	Great Weapon (Crippling Frost) • General
Magic items	Crippling Frost (Great Weapon) • Destiny's Call (Heavy Armour) • Ring of the Obsidian Thrones



LEGION LEGATE BSB

Silexian Officer - Standard - Infantry - 20x20mm

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

Options	Kraken's Hide • Shield (Willow's Ward) • Halberd (Pride of Gar Daecos) • Battle Standard Bearer
Magic items	Pride of Gar Daecos (Halberd) • Willow's Ward (Shield) • Seal of the 9th Fleet
Magic banners	Aether Icon (Battle Standard Bearer)

Core



DREAD LEGIONNAIRES
Silexian Spears x20 - Standard - Infantry - 20x20mm

300 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					

Options	Champion • Musician • Standard Bearer
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DREAD LEGIONNAIRES
Silexian Spears x20 - Standard - Infantry - 20x20mm

300 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					

Options	Champion • Musician • Standard Bearer
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DREAD LEGIONNAIRES
Silexian Spears x20 - Standard - Infantry - 20x20mm

300 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					

Options	Champion • Musician • Standard Bearer
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LEGION AUXILIARIES
Silexian Auxiliaries x15 - Standard - Infantry - 20x20mm

240 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Scoring, Academy Training, Suppressing 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

Dread Knights x10 - Standard - Cavalry - 25x50mm

550 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 • Great Weapon
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OBSIDIAN GUARD

Obsidian Guard x20 - Standard - Infantry - 20x20mm

535 POINTS



Global	Adv	Mar	Dis			Model Rules
	5"	10"	9			, Will of the Scoring, Academy Training Senate
Defensive	HP	Def	Res	Arm		
	1	6	3	0	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Obsidian Guard	2	6	3	1	6	Lightning Reflexes, Ruthless Efficiency, Halberd

Options	Champion • Musician • Standard Bearer
Magic banners	Executioner's Icon (Banner Enchantment)



JUDICATORS

Judicators x20 - Standard - Infantry - 20x20mm

450 POINTS



Global	Adv	Mar	Dis			Model Rules
	5"	10"	8			Scoring
Defensive	HP	Def	Res	Arm		
	1	5	3	0	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Judicator	1	5	3	2	5	Hatred, Lightning Reflexes, Artistry of Death, Great Weapon

Options	Champion • Musician • Standard Bearer
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HARPIES


Harpies x8 - Standard - Beast - 20x20mm

160 POINTS



Global	Adv	Mar	Dis			Model Rules
	5"	10"	6			Light Troops, Skirmisher, Swiftstride, Insignificant, Fly
	10"	18"				
Defensive	HP	Def	Res	Arm		


<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	3	0	Hard Target (1, 1)	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Harpy	2	3	4	0	4	Devastating Charge



HARPIES

Harpies x8 - Standard - Beast - 20x20mm

160 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	6	Light Troops, Skirmisher, Swiftstride, Insignificant, Fly		
	10"	18"				
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	3	0	Hard Target (1, 1)	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Harpy	2	3	4	0	4	Devastating Charge

Magics

Racial Trait Spell

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



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.

		Casting	Range	Type	Duration	Effect
4	Perception of Strength Chaos	8+	24"	Hex	Last one Turn	The target suffers -1 Strength and -1 Armour Penetration.
5	Unity in Divergence Cosmos	10+	24"	Augment	Last one Turn	All models in the target unit gain Aegis (5+) .
5	Unity in Divergence Chaos	10+	24"	Hex, Damage, Direct	Instant	Each model in the target unit suffers a hit with Strength 3, Armour Penetration 0, and Magical Attacks.
4	Perception of Strength Cosmos	8+	24"	Augment	Last one Turn	The target gains +1 Strength and +1 Armour Penetration.
6	Truth of Time Cosmos	7+	24"	Augment, Focused	Instant	The target Recovers 1 Health Point
6	Touch of the Heart chaos	7+	24"	Hex, Missile, Damage, Focused	Instant	The target suffers 1 hit that wounds automatically with Armour Penetration 10 and Magical Attacks.
1	Altered Sight Chaos	5+	24"	Hex	Last one Turn	The target suffers -1 Offensive Skill and -1 Defensive Skill, and has its weapons' Aim worsened by 1.
2	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.
2	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.
1	Altered Sight Cosmos	5+	24"	Augment	Last one Turn	The target gains +1 Offensive Skill and +1 Defensive Skill, and has its weapons' Aim improved by 1.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
3	Ice and Fire Cosmos	7+	24"	Hex, Missile, Damage	Instant	The target suffers 2D6 hits with Strength 4, Armour Penetration 0, and Magical Attacks . Successful Special Saves against wounds caused by this spell must be rerolled.
3	Ice and Fire Chaos	7+	24"	Hex, Damage, Augment	Instant	The target suffers 2D6 hits with Strength 4 and Armour Penetration 0, and Magical Attacks . Successful Armour Saves against wounds caused by this spell must be rerolled.

Magic items

Crippling Frost: Attacks made with this weapon gain +1 Strength, +1 Armour Penetration, and become **Magical Attacks**. In addition, for every hit inflicted with the weapon in a Duel, choose a model part of the enemy model. The chosen model part suffers -1 Attack Value until the end of the Round of Combat.

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

Essence of Mithril: The wearer's Armour is set to 5 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.

Pride of Gar Daecos: While using this weapon, the wielder gains +1 Attack Value, and attacks made with this weapon become **Divine Attacks** and **Magical Attacks**.

Ring of the Obsidian Thrones: The bearer gains **Will of the Senate** (see Obsidian Guard unit).

Seal of the 9th Fleet: Models with Academy Training in the bearer's unit gain **Battle Focus** in the First Round of Combat.

Willow's Ward: While using this Shield, the bearer cannot use Parry, gains +1 Armour, and Impact Hits distributed onto the bearer suffer -2 Armour Penetration.

Magic banners

Aether Icon: The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

Executioner's Icon: The bearer and R&F model parts with Ruthless Efficiency in the bearer's unit gain **Artistry of Death** and lose Ruthless Efficiency.

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.

Artistry of Death: Close Combat
The attack gains +1 to wound.

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.

Devastating Charge: Attacks & Weapons, Melee

A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.

Fly: The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move Chargers move, an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

Great Weapon: Attacks made with a Great Weapon gain +2 Strength, +2 Armour Penetration and always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks

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 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

Insignificant:

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.

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.

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:

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".

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 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.

Warlock Outcast, Master of Cosmology



Dread Prince GG



Legion Legate BSB



Dread Legionnaires



Dread Knights



Dread Legionnaires



Obsidian Guard



Dread Legionnaires



Judicators



Legion Auxiliaries



Harpies



Harpies

