



DREAD ELVES

1500 COPY - 1 499 POINTS



290 pts (19.00 %) 384 pts (26.00 %) 625 pts (42.00 %) 200 pts (13.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Raiders** **The Menagerie**
 (40 Max) (25 Least) (0 NoLimit) (20 Max) (30 Max)

Characters



WARLOCK OUTCAST #1

Warlock Outcast - Standard - Infantry - 20x20mm

290 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Wizard Adept, Irresistible Will, Mistrusted		
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	General • Cosmology
Magic items	Book of Arcane Mastery

Core



TEMPLE MILITANTS #1

Temple Militants x11 - Standard - Infantry - 20x20mm

199 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Fearless, Frenzy, Scoring		
Defensive	HP	Def	Res	Arm		
	1	3	3	0		
Offensive	Att	Off	Str	Ap	Agi	
Temple Militant	1	4	3	0	5	Lightning Reflexes, Battle Focus, Ruthless Efficiency, Blades of Darag

Options	Champion
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TEMPLE MILITANTS #2

Temple Militants x10 - Standard - Infantry - 20x20mm

185 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Fearless, Frenzy, Scoring		
Defensive	HP	Def	Res	Arm		
	1	3	3	0		
Offensive	Att	Off	Str	Ap	Agi	
Temple Militant	1	4	3	0	5	Lightning Reflexes, Battle Focus, Ruthless Efficiency, Blades of Darag

Options	Champion
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Special



JUDICATORS #1

Judicators x10 - Standard - Infantry - 20x20mm

200 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	Lightning Reflexes, Hatred, Artistry of Death, Great Weapon



REPEATER BATTERY #1

Repeater Battery - Standard - Construct - 60mm round

215 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	5"	8	War Machine , Daeb Bolt Thrower		
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



JUDICATORS #2

Judicators x10 - Standard - Infantry - 20x20mm

210 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	Lightning Reflexes, Hatred, Artistry of Death, Great Weapon

Options

Champion

Raiders



SHADOW RIDERS #1

Shadow Riders x5 - Standard - Cavalry - 25x50mm

200 POINTS



Global	Adv	Mar	Dis	Model Rules		
	9"	18"	8	Feigned Flight, Light Troops, Vanguard		
Defensive	HP	Def	Res	Arm		
	1	4	3	1	Light Armour , Shield	
Offensive	Att	Off	Str	Ap	Agi	
Shadow Rider	1	4	3	0	5	Lightning Reflexes, Ruthless Efficiency, Light Lance
Elven Horse	1	3	3	0	4	Harnessed

Magics

Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
<i>H Curse of the Phantom Queen</i>				
<i>Mf</i>	8+	Caster	Caster	Last one Turn
<p><i>You gain one Veil Token that is not removed at the end of the spell's duration. When an enemy unit inflicts one or more Health Point losses on a friendly unit within 18" of the Caster, you may discard up to two Veil Tokens from your Veil Token pool. For every discarded Veil Token, the enemy unit immediately suffers D3+1 hits with Strength 4, Armour Penetration 2, and Magical Attacks. These hits are considered Ranged Attacks.</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.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
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.
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	The target gains +2" Advance Rate and +2 Agility.
2	Truth of Time Chaos	5+	24"	Hex	Last one Turn	The target suffers -2" Advance Rate, to a minimum of 3", and -2 Agility, to a minimum of 1.
3	Ice and Fire Cosmos	8+	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	8+	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.
4	Perception of Strength Cosmos	8+	24"	Augment	Last one Turn	The target gains +1 Strength and +1 Armour Penetration.
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	The target suffers 1 hit with Area Attack (6×6), Strength 3, Armour Penetration 0, and Magical Attacks .
6	Truth of Time Cosmos	7+	24"	Augment, Focused	Instant	The target Recovers 1 Health Point
6	Touch 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 .

Magic items

Book of Arcane Mastery: Unless the bearer has Protean Magic, it knows one additional Learned Spell that it selects from the Learned Spells 1, 2, 3, and 4 of its chosen Path. In addition, the bearer cannot cast the Hereditary Spell.

Model Rules

Artistry of Death: The attack gains +1 to wound. Attacks with Artistry of Death lose Ruthless Efficiency if they had it.

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: Close Combat Weapon
Paired Weapons.

Attacks. For each non-Attribute Spell with duration One Turn targeting at least one model in the model part's unit, attacks made with this weapon gain +1 Strength, for as long as the spell's effects are applied. The combined Strength modifiers of the model part and of attacks made with this weapon cannot exceed +2. This weapon cannot be enchanted.

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

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.

Feigned Flight: A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

Frenzy: At the start of the Charge Phase, each of your nonFleeing units with at least one model with Frenzy that is unengaged, does not contain any Shaken models, and has an enemy unit inside its Front Arc within the unit's Advance Rate +7" must take a Discipline Test, called a Frenzy Test. If the test is failed, the whole unit must declare a Charge this Player Turn if possible.

Frenzy Tests and Restrain Pursuit Tests taken by units with at least one model with Frenzy are subject to Maximised Roll.

If there are different Advance Rates available in the unit, the Advance Rate used for the Frenzy Test and for the Charge Range is determined as follows:

- If a model has more than one Advance Rate (e.g. due to Fly), the model must use the Advance Rate that has the highest chance of completing the Charge.
- If a unit contains models with different Advance Rates, the unit must use the highest Advance Rate that all models in the unit can use (which will usually be the lowest Advance Rate in the unit).

For example, a model with Advance Rate 2" and Fly (8", 16") must use the Advance Rate from Fly. And if a Character in a Combined Unit has Advance Rate 4" while the R&F models have 6", the Combined Unit must use Advance Rate 4". Note that when a unit is forced to declare a Charge due to a failed Frenzy Test, it is not forced to Charge the enemy unit that triggered the Frenzy Test.

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

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.

Hatred: During the first Round of Combat, failed to-hit rolls from attacks with Hatred must be rerolled.

Heavy Armour: +2 Armor

Irresistible Will: The model's Casting Attempts with 4 or more Magic Dice are subject to the following rules: • Total Casting Modifiers may not exceed +1. • Dispelling rolls suffer a -2 Dispelling Modifier.

Light Armour: Armor +1

Light Lance:

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.

Mistrusted: If the model is the General, Discipline Tests using its Commanding Presence suffer -1 Discipline.

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

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.

Vanguard: After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

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.

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.

Shadow Riders #1



Temple Militants #1



Temple Militants #2



Judicators #1



Repeater Battery #1



Warlock Outcast #1



Judicators #2

