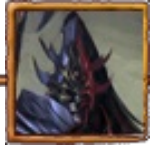




DREAD ELVES

LIST DREAD ELVES #5 - 2 534 POINTS



225 pts (9.00%) 489 pts (19.00%) 655 pts (26.00%) 175 pts (7.00%) 400 pts (16.00%) 765 pts (30.00%)
Characters **Core** **Special** **Raiders** **Destroyers** **The Menagerie**
 (40 Max) (25 Least) (0 NoLimit) (20 Max) (15 Max) (30 Max)

Characters



CAPTAIN #1

Silexian Officer - Standard - Cavalry - 25x50mm

225 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 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

Options | Daeb Raptor • Kraken's Hide • Paired Weapons

Core



DREAD LEGIONNAIRES #1

Silexian Spears x21 - Standard - Infantry - 20x20mm

314 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



REPEATER AUXILIARIES #1

Silexian Auxiliaries x10 - Standard - Infantry - 20x20mm

175 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Scoring, Academy Training, Suppressing Volley	
Defensive	HP	Def	Res	Arm	

<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>	
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 #1 Dread Knights x9 - Standard - Cavalry - 25x50mm	455 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	7"	14"	9	, Scent of Scoring Blood		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	5	3	2	Heavy Armour, Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
DreadKnight	2	5	4	1	6	Lightning Reflexes, Ruthless Efficiency
Coastal Raptor	2	3	4	1	3	Harnessed, Lethal Strike

Options	Champion • Musician • Standard Bearer
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	RAPTOR CHARIOT #1 Raptor Chariot - Large - Construct - 50x100mm	200 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	7"	7"	9	, Scent of Swiftstride Blood		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	5	4	2	Heavy Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Crew(2)	2	5	4	1	6	Lightning Reflexes, Ruthless Efficiency
Coastal Raptor(2)	2	3	4	1	3	Harnessed, Lethal Strike
Chariot			5	2		Inanimate, Impact Hits (D6+1, D6+1)

Destroyers

	DREAD REAPER #2 Repeater Battery - Standard - Construct - 60mm round	200 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	5"	8	War Machine		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	1	4	0	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Crew	2	4	3	0	5	Lightning Reflexes, Ruthless Efficiency, Daeb Bolt Thrower (3+, 3+)



DREAD REAPER #1

Repeater Battery - Standard - Construct - 60mm round

200 POINTS



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

The Menagerie



KRAKEN #1

Kraken - Gigantic - Beast - 50x100mm

365 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			<i>Model Rules</i>
	6"	12"	8			Coastal Predator
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	5	5	5	3	Distracting, Hard Target (1, 1)	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Kraken	4	5	7	3	3	Harnessed, Multiple Wounds (D3, D3), Hatred
Lashmaster(2)	1	4	3	0	5	Lightning Reflexes, Ruthless Efficiency



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			Cut one off..., Rage - Hydra
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	6	4	5	3	Fortitude	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
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

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
Curse of the Phantom Queen				
<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>				

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:

Coastal Predator: Universal Rule.

While the centre of the model's base is inside a Water Terrain Feature, the model gains Devastating Charge (+2" Adv) and Hard Target (1).

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.

Distracting: Close Combat Attacks allocated towards a model with Distracting suffer a -1 to-hit modifier. This to-hit modifier cannot be combined with any other negative to-hit modifiers.

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

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.

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

Heavy Armour: +2 Armor

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).

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

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.

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.

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.

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".

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.

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.

Captain #1



Dread Legionnaires #1



Repeater Auxiliaries #1



Dread Knights #1



Raptor Chariot #1



Dread Reaper #2



Dread Reaper #1



Kraken #1



Hydra #1

