



# DREAD ELVES

## LIST DREAD ELVES (v2020) #5 - 3 595 POINTS



395 pts (9.00%) 1180 pts (26.00%) 570 pts (13.00%) 0 pts (0.00%) 400 pts (9.00%) 1050 pts (23.00%)  
**Characters**      **Core**      **Special**      **Raiders**      **Destroyers**      **The Menagerie**  
 (40 Max)      (25 Least)      (0 NoLimit)      (20 Max)      (15 Max)      (30 Max)

### Characters



#### PRICK

Dread Prince - Standard - Infantry - 20x20mm

395 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

<b>Options</b>	Shield • Lance • General
<b>Magic items</b>	Death Cheater (Heavy Armour) • Obsidian Rock • Lucky Charm

### Core



#### DREAD LEGIONNAIRES #1

Silexian Spears x40 - Standard - Infantry - 20x20mm

590 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

<b>Options</b>	Champion • Musician • Standard Bearer
<b>Magic banners</b>	Aether Icon (Banner Enchantment)



#### DREAD LEGIONNAIRES #2

Silexian Spears x40 - Standard - Infantry - 20x20mm

590 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

<b>Options</b>	Champion • Musician • Standard Bearer
<b>Magic banners</b>	Aether Icon (Banner Enchantment)

### Special



### DREAD KNIGHTS #1

Dread Knights x5 - Standard - Cavalry - 25x50mm

285 POINTS



<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>	
<b>DreadKnight</b>	2	5	4	1	6	Lightning Reflexes, Ruthless Efficiency
<b>Coastal Raptor</b>	2	3	4	1	3	Harnessed, Lethal Strike



### DREAD KNIGHTS #2

Dread Knights x5 - Standard - Cavalry - 25x50mm

285 POINTS



<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>	
<b>DreadKnight</b>	2	5	4	1	6	Lightning Reflexes, Ruthless Efficiency
<b>Coastal Raptor</b>	2	3	4	1	3	Harnessed, Lethal Strike

## Destroyers



### 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>	
<b>Crew</b>	2	4	3	0	5	Lightning Reflexes, Ruthless Efficiency, Daeb Bolt Thrower (3+, 3+)



### DREAD REAPER #2

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>



<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Crew</b>	<b>2</b>	<b>4</b>	<b>3</b>	<b>0</b>	<b>5</b>	<b>Lightning Reflexes, Ruthless Efficiency, Daeb Bolt Thrower (3+, 3+)</b>

## The Menagerie

	<b>HYDRA #1</b>					<b>400 POINTS</b>	
Hydra - <i>Gigantic - Beast - 50x100mm</i>							
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>			
	<b>6"</b>	<b>12"</b>	<b>8</b>	<b>Cut one off... , Rage - Hydra</b>			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<b>Fortitude</b>		
	<b>6</b>	<b>4</b>	<b>5</b>	<b>3</b>			
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>		
<b>Hydra</b>	<b>5</b>	<b>4</b>	<b>5</b>	<b>2</b>	<b>3</b>	<b>Harnessed, Poison Attacks, Breath Attack</b>	
<b>Lashmaster(2)</b>	<b>1</b>	<b>4</b>	<b>3</b>	<b>0</b>	<b>5</b>	<b>Lightning Reflexes, Ruthless Efficiency</b>	

	<b>DREADED GIANT #1</b>					<b>325 POINTS</b>	
Dreaded Giant - <i>Gigantic - Infantry - 75x100mm</i>							
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>			
	<b>7"</b>	<b>14"</b>	<b>8</b>	<b>Giant See, Giant Do</b>			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>			
	<b>8</b>	<b>3</b>	<b>5</b>	<b>1</b>			
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>		
<b>Dreaded Giant</b>	<b>5</b>	<b>3</b>	<b>5</b>	<b>2</b>	<b>3</b>	<b>Rage</b>	

<b>Options</b>	Big Brother • Giant Club
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	<b>DREADED GIANT #2</b>					<b>325 POINTS</b>	
Dreaded Giant - <i>Gigantic - Infantry - 75x100mm</i>							
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>			
	<b>7"</b>	<b>14"</b>	<b>8</b>	<b>Giant See, Giant Do</b>			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>			
	<b>8</b>	<b>3</b>	<b>5</b>	<b>1</b>			
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>		
<b>Dreaded Giant</b>	<b>5</b>	<b>3</b>	<b>5</b>	<b>2</b>	<b>3</b>	<b>Rage</b>	

<b>Options</b>	Big Brother • Giant Club
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## Magics

Racial Trait Spell

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

## Magic items

**Death Cheater:** The wearer gains +1 Armour and Fortitude (4+).

**Lucky Charm:** One use only. May be activated when the bearer's model fails an Armour Save. This failed Armour Save may be rerolled.

**Obsidian Rock:** The bearer gains Magic Resistance (2).

## 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.

## 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:**

**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.

**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.

**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

**Giant See, Giant Do:** Universal Rule.

The model gains Scent of Blood.

**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.

**Heavy Armour:** +2 Armor

**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.

**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:** 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.

**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.

**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:**

**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.

Prick



Dread Legionnaires #1



Dread Legionnaires #2



Dread Knights #1



Dread Knights #2



Dread Reaper #1



Dread Reaper #2



Hydra #1



Dreaded Giant #1



Dreaded Giant #2

