



# DREAD ELVES

## DE 1500 GUNLINE - 1 500 POINTS



272 pts (18.00%)   438 pts (29.00%)   610 pts (41.00%)   438 pts (29.00%)   0 pts (0.00%)   180 pts (12.00%)

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

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

### Characters

**CAPTAIN #1**

Captain - *Standard - Infantry - 20x20mm*

**272 POINTS**

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Captain	5	6	6	4	3	3	7	3	9	Infantry
Raptor	7	3	-	4	4	1	2	2	5	War Beast
<b>Model Rules</b>	Lightning Reflexes • Killer Instinct • Light Armour									
<b>Model Rules (Raptor)</b>	Stupidity • Mount's Protection (5+)									
<b>Model Rules (Raptor)</b>	Stupidity • Mount's Protection (5+)									

<b>Options</b>	Heavy Armour • Great Weapon • Raptor
<b>Magic items</b>	Hardened Shield • Talisman of Shielding

### Core

**REPEATER AUXILIARIES #1**

Repeater Auxiliaries x19 - *Standard - Infantry - 20x20mm*

**438 POINTS**

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Repeater Auxiliaries	5	4	4	3	3	1	5	1	8	Infantry
<b>Model Rules</b>	Lightning Reflexes • Scoring • Killer Instinct • Repeater Crossbow • Light Armour									

<b>Options</b>	May take a Shield • Musician
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### Special

**DREAD KNIGHTS #2**

Dread Knights x5 - *Standard - Infantry - 25x50mm*

**300 POINTS**

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	5	5	4	4	3	1	6	1	9	Cavalry
Raptor	7	3	-	4	4	1	2	2	5	
<b>Model Rules</b>	Mount's Protection (5+) • Heavy Armour • Shield									
<b>Model Rules (Rider)</b>	Lightning Reflexes • Scoring • Killer Instinct • Lance									
<b>Model Rules (Raptor)</b>	Stupidity									

<b>Options</b>	Champion • Standard Bearer
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## DREAD KNIGHTS #1

Dread Knights x5 - Standard - Infantry - 25x50mm

**310** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	5	5	4	4	3	1	6	1	9	Cavalry
Raptor	7	3	-	4	4	1	2	2	5	
<b>Model Rules</b>	Mount's Protection (5+) • Heavy Armour • Shield									
<b>Model Rules (Rider)</b>	Lightning Reflexes • Scoring • Killer Instinct • Lance									
<b>Model Rules (Raptor)</b>	Stupidity									

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

## Destroyers

## DREAD REAPER #1

Dread Reaper - Standard - Infantry - 60mm round

**180** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Bolt Thrower	-	-	-	-	4	4	-	-	-	War Machine
Crew (2)	5	4	4	3	-	-	5	1	8	
<b>Model Rules</b>	Light Armour									
<b>Model Rules (Bolt Thrower)</b>	Elven Bolt Thrower									
<b>Model Rules (Crew (2))</b>	Lightning Reflexes • Killer Instinct									

## Magics

### Magic items

**Hardened Shield:** Type: Shield. The bearer gains an additional +1 to its Armour Save (for a total of +2) while using the shield. The bearer attacks with normal Close Combat Attacks at -3 Initiative (to a minimum of 1).

**Talisman of Shielding:** The bearer gains a Ward Save (6+).

### Magic banners

**Gleaming Icon:** One use only. Must be activated the first time the bearer's unit fails a Leadership Test. The unit may reroll the failed test.

### Model Rules

**Elven Bolt Thrower:** This weapon can be fired in two ways:

- As a Bolt Thrower Artillery Weapon with Range 48", Strength 3[6], [Multiple Wounds (D3)], Armour Piercing (6)
- As a Volley Gun (6) Artillery Weapon with: Range 48", Strength 4, Armour Piercing (1)

**Heavy Armour:**

**Killer Instinct:** A model part with this special rule may reroll all natural to-wound rolls of '1' in Close Combat.

**Lance:**

**Light Armour:**

**Lightning Reflexes:** Model parts with this special rule have +1 to hit with their Close Combat Attacks. This does not apply if the model part would be striking at initiative 0 (for example due to a Great Weapon or the Mesmeric Allure spell). If this is the case, it strikes at its own Initiative instead.

**Mount's Protection (5+):**

**Repeater Crossbow:** Shooting Weapon. Range 24", Strength 3, Armour Piercing (1), Multiple Shots (2).

**Scoring:** Units with at least one model with the Scoring special rule are considered Scoring Units and are used for capturing Secondary Objectives. Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with the Scoring special rule are marked in the Armybooks with a special pennant icon:

The Scoring special rule can be lost during the game:

- One or more models in the unit are Light Troops.





- A unit that is Fleeing loses its Scoring special rule for as long as it is Fleeing.
- An Ambushing unit that entered the Battlefield on Game Turn 4 or later loses its Scoring Special rule.
- A unit that has performed a Post-Combat Reform loses its Scoring special rule until the end of the current Player Turn.

**Shield:**

**Stupidity:** At the start of a Player Turn, each of the Active Player's unengaged nonfleeing units with one or more models (or a part of them) with this special rule must take a Leadership Test. If the test is failed, the unit must move D6" directly forward (stopping 1" before Impassible Terrain or other units) in the Compulsory Moves subphase and may not perform any other voluntary actions this Player Turn (such as charging, moving, shooting, casting spells and so on). If the model has no front (i.e. the model is on a round base), randomize which direction to move in. All models with the Stupidity special rule are also Immune to Psychology.

### 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 Knights #2	
Dread Knights #1	
Dread Reaper #1	
Repeater Auxiliaries #1	