



DREAD ELVES

MA LISTE ELVES NOIRS LA BONNE COPY COPY COPY - 4 497 POINTS



1745 pts (39.00 %) 1125 pts (25.00 %) 1627 pts (36.00 %) 260 pts (6.00 %) 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)

Core



TEMPLE MILITANTS #1 COPY COPY

Temple Militants x28 - Standard - Infantry - 20x20mm

535 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 | Battle Focus, Fight in Extra Rank, Lightning Reflexes, Ruthless Efficiency, Blades of Darag |

| | |
|----------------------|---------------------------------------|
| Options | Champion • Musician • Standard Bearer |
| Magic banners | Rending Banner (Banner Enchantment) |



SILEXIAN AUXILIARIES #1

Silexian Auxiliaries x15 - Standard - Infantry - 20x20mm

280 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 | March and Shoot, Lightning Reflexes, Ruthless Efficiency, Repeater Crossbow |

| | |
|----------------|---------------------|
| Options | Champion • Musician |
|----------------|---------------------|



SHADOW RIDERS #1

Shadow Riders x10 - Standard - Cavalry - 25x50mm

310 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|--------------|-----|-----|-----|---|----------------------|--|
| | 9" | 18" | 8 | Feigned Flight, Light Troops, Vanguard, Hunting Bolas | | |
| 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 |

| | |
|----------------|------------------------|
| Options | Repeater Crossbow (3+) |
|----------------|------------------------|

Characters



WARLOCK OUTCAST #1 COPY COPY COPY

Warlock Outcast - Standard - Infantry - 20x20mm

560 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|-----------------|-----|-----|-----|---|-----|
| | 5" | 10" | 9 | Not a Leader, Wizard Adept, Irresistible Will | |
| Defensive | HP | Def | Res | Arm | |
| | 3 | 4 | 3 | 0 | |
| Offensive | Att | Off | Str | Ap | Agi |
| Warlock Outcast | 1 | 4 | 3 | 0 | 5 |

| | |
|--------------------|---|
| Options | Light Armour (Destiny's Call) • Wizard Master • Evocation • Blades of Darag |
| Magic items | Destiny's Call (Light Armour) • Binding Scroll |



TEMPLE EXARCH #1 COPY COPY

Temple Exarch - Standard - Infantry - 20x20mm

355 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|---------------|-----|-----|-----|--|----------------------|
| | 5" | 10" | 9 | Fearless, Wizard Apprentice, Professional Courtesy | |
| Defensive | HP | Def | Res | Arm | |
| | 3 | 5 | 3 | 0 | , Heavy Aegis Armour |
| Offensive | Att | Off | Str | Ap | Agi |
| Temple Exarch | 3 | 5 | 4 | 1 | 6 |

| | |
|--------------------|---|
| Options | War Smith • Blades of Darag • Alchemy • General |
| Magic items | Ceinran's Scales |



SILEXIAN OFFICER #2

Silexian Officer - Standard - Cavalry - 25x50mm

330 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|------------------|-----|-----|-----|-----------------------------|--------------|
| | 5" | 10" | 10 | Tactician, Academy Training | |
| Defensive | HP | Def | Res | Arm | |
| | 3 | 6 | 3 | 0 | Heavy Armour |
| Offensive | Att | Off | Str | Ap | Agi |
| Silexian Officer | 3 | 6 | 4 | 1 | 7 |



MOUNT ELVEN HORSE

| Global | Adv | Mar | Dis | Model Rules | |
|-------------|-----|-----|-----|-------------|-----|
| | 9" | 18" | C | | |
| Defensive | HP | Def | Res | Arm | |
| | C | C | C | C+ | |
| Offensive | Att | Off | Str | Ap | Agi |
| Elven Horse | 1 | 3 | 3 | 0 | 4 |

| | |
|----------------------|---|
| Options | Battle Standard Bearer • Shield (Dusk Forged) • Lance • Elven Horse |
| Magic items | Dusk Forged (Shield) |
| Magic banners | Aether Icon (Battle Standard Bearer) |



DREAD PRINCE #1 COPY
Dread Prince - Standard - Cavalry - 25x50mm

500 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 | |
| Dread Prince | 5 | 8 | 4 | 1 | 8 | Lightning Reflexes, Lightning Reflexes, Ruthless Efficiency, Deadly Riposte, Hand Weapon |



MOUNT ELVEN HORSE

| Global | Adv | Mar | Dis | Model Rules | | |
|-------------|-----|-----|-----|-------------|-----|-----------|
| | 9" | 18" | C | | | |
| Defensive | HP | Def | Res | Arm | | |
| | C | C | C | C+ | | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Elven Horse | 1 | 3 | 3 | 0 | 4 | Harnessed |

| | |
|--------------------|--|
| Options | Great Weapon (Blessed Inscriptions) • Elven Horse |
| Magic items | Death Cheater (Heavy Armour) • Obsidian Rock • Blessed Inscriptions (Great Weapon) |

Special



OBSIDIAN GUARD #1 COPY COPY COPY
Obsidian Guard x21 - Standard - Infantry - 20x20mm

582 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|----------------|-----|-----|-----|---|--------------|--|
| | 5" | 10" | 9 | , Will of the Scoring, Academy TrainingSenate | | |
| 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 | Caedhren's Pennon (Banner Enchantment) |



WARLOCK ACOLYTES #1 COPY
Warlock Acolytes x5 - Standard - Cavalry - 25x50mm

210 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-------------|-----|-----|-----|-------------------------------|--------------------------|--|
| | 9" | 18" | 8 | Light Troops, Wizard Conclave | | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 4 | 3 | 1 | , Light Aegis (5+)Armour | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Acolyte | 1 | 4 | 4 | 1 | 5 | Lightning Reflexes, Ruthless Efficiency, Blades of Darag |
| Elven Horse | 1 | 3 | 3 | 0 | 4 | Harnessed |



THUNDER PACK #1

Thunder Pack x3 - Large - Beast - 40x60mm

280 POINTS



| | | | | | |
|---|------------|------------|------------|---------------------------------|------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 6" | 10" | 8 | , Scent of Light TroopsBlood | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 3 | 3 | 5 | 1 | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Thunder Beast | 2 | 3 | 5 | 2 | 2 |
| Lashmaster(2) | 1 | 4 | 3 | 0 | 5 |
| Devastating Charge, Harnessed, Impact Hits Lightning Reflexes, Ruthless Efficiency | | | | | |



GORGONS #1

Gorgons x3 - Large - Beast - 40x40mm

365 POINTS



| | | | | | |
|---|------------|------------|------------|-----------------------------------|------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 7" | 14" | 8 | Fear, Fearless, Strider, Supernal | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 3 | 5 | 4 | 0 | Aegis |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Gorgon | 4 | 5 | 4 | 1 | 5 |
| Lightning Reflexes, Ruthless Efficiency, Petrifying Stare | | | | | |

| | |
|----------------|----------------|
| Options | Paired Weapons |
|----------------|----------------|



RAPTOR CHARIOT #1

Raptor Chariot - Large - Construct - 50x100mm

190 POINTS



| | | | | | |
|---|------------|------------|------------|--------------------------------|-----------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 7" | 7" | 9 | , Scent of SwiftstrideBlood | |
| <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 | 5 | 4 | 1 | 6 |
| Daeb Raptor | 2 | 3 | 4 | 1 | 3 |
| Chassis | | | 5 | 2 | |
| Lightning Reflexes, Ruthless Efficiency Harnessed, Lethal Strike Impact Hits, Inanimate | | | | | |

| | |
|----------------|---------|
| Options | Halberd |
|----------------|---------|

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> | 7+ | 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> | | | |



Alchemy

| | | <i>Casting</i> | <i>Range</i> | <i>Type</i> | <i>Duration</i> | <i>Effect</i> |
|----------|-------------------|----------------|--------------|----------------------|-----------------|---|
| 5 | Corruption of Tin | 8+ | 36" | Hex | Permanent | The target suffers -1 Armour. |
| 3 | Glory of Gold | 8+ | 18" | Augment | Last one Turn | The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks. |
| 4 | Silver Spike | <6+> {9+} | <18"> {36"} | Hex, Missile, Damage | Instant | The target suffers 1 hit with Strength 4 [6], Armour Penetration 10, Magical Attacks , [Multiple Wounds (D3)] , and Area Attack (1×5) . |
| 2 | Word of Iron | <5+> {9+} | <24"> {18"} | Augment | Last one Turn | The target gains <+1> {+2} to its Armour. |
| 6 | Molter Copper | 7+ | 24" | Hex, Missile, Damage | Instant | The target suffers D3+4 hits with Strength X, Armour Penetration 4, Flaming Attacks, and Magical Attacks, where X is equal to the target's Armour. |
| 1 | Quicksilver Lash | 7+ | 24" | Hex, Missile, Damage | Instant | The target suffers D3+1 hits with Flaming Attacks, Magical Attacks, and Armour Penetration 10. These hits always wound on a roll equal to or greater than "7 minus the target's Armour". An unmodified '6' always wounds and an unmodified '1' always fails to wound. |
| A | Alchemical Fire | | 18" | Hex | Last one Turn | The target gains Flammable against Melee Attacks. |



Evocation

| | | <i>Casting</i> | <i>Range</i> | <i>Type</i> | <i>Duration</i> | <i>Effect</i> |
|----------|----------------------|----------------|---------------|---------------------------------------|-----------------|---|
| 5 | Touch of the Reaper | <7+> {9+} | <24"> {18"} | Hex, Missile, Damage, Focused, Direct | Instant | The target suffers 1D3 hits with Strength 10, Armour Penetration 10, and Magical Attacks . When rolling to wound with this attack, use the target's Discipline instead of the target's Resilience. |
| 3 | Hasten the Hour | 7+ [10+] | 24" [18"] | Hex, Damage, Direct | Instant | Choose 1 {up to 3 different} models in the target unit (which may be Characters or Champions). Each of them suffers 1 hit that wounds automatically with Armour Penetration 10 and Magical Attacks. |
| 4 | Ancestral Aid | 6+ [7+] | 12" [18"] | Augment | Last one Turn | The target must reroll failed to-hit rolls with its Close Combat Attacks. |
| 6 | Danse Macabre | 6+ {9+} | 18" [9" Aura] | Augment | Instant | The target may perform a 12" [6"] Magical Move and gains Ghost Step during this move. |
| 1 | Spectral Blades | 5+ [9+] | 18" | Augment | Last one Turn | The target must reroll failed to-wound rolls with its Melee Attacks and gains [Lethal Strike] [color]. |
| A | Evocation of Souls | | | | Instant | If your Veil Token pool contains less than 3 Veil Tokens, you gain one Veil Token. No more than 1 Veil Token can be gained from this spell each Phase. |
| 2 | Whispers of the Veil | 8+ | 24" | Hex | Last one Turn | The target suffers -1 Resilience. In addition, a unit with at least one model affected by one or more instances of the spell suffers -1 Discipline. |

Magic items

Binding Scroll: One use only. May be activated after Siphon the Veil (at the end of step 3 of the Magic Phase Sequence).

When activated, pick an enemy model and select one of its Attribute, Bound, or Learned Spells. The selected model cannot cast the chosen instance of the spell during this Magic Phase. Only a single Binding Scroll may be activated during the same phase.

Blessed Inscriptions: Attacks made with this weapon become Divine Attacks and Magical Attacks, and failed to wound rolls must be rerolled.

Ceinran's Scales: The bearer can cast The Wheel Turns (Witchcraft) as a Bound Spell with Power Level (4/8).

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

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

Dusk Forged: The bearer may choose to reroll its failed Armour Saves while using this Shield. If the reroll from Dusk Forged is failed, the bearer automatically fails any Special Save against that wound.

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.

Caedhren's Pennon: Infantry models in the bearer's unit gain **Scent of Blood** and **Swiftstride**.

Rending Banner: One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.

Model Rules

Academy Training: Units with more than half of their models with Academy Training are considered Academy Trained.

While within " 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.

Aegis:

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

Two-Handed. While using this weapon, the model part gains +1 Attack Value, and attacks made with this weapon become Magical 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.

Deadly Riposte: 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.

Fear: Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

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.

Fight in Extra Rank:

Frenzy: At the start of the Charge Phase, each of your non-Fleeing 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.

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

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

Hunting Bolas: The roll for Flee Distance of enemy units that Break from Combat while in base contact with one or more models with Hunting Bolas is subject to Minimised Roll.

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).

Irresistible Will: 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 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:

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: March Moving in the same Player Turn while affected

by this Attack Attribute does not prevent the attack from being performed, unless the attack is also subject to Move or Fire

Not a Leader: The model cannot be the General.

Petrifying Stare: At Initiative Step 10, each enemy unit in base contact with the model suffers 2 hits with Armour Penetration 10 and Magical Attacks that wound on: • 4+ for models of Standard Height • 5+ for models of Large Height • 6+ for models of Gigantic Height

Professional Courtesy: The model cannot join units that contain another model from the same unit entry.

Repeater Crossbow: Shooting Weapon

Range 18", Shots 2, Str 3, AP 0. When shooting from Short Range, the weapon gains +1 Armour Penetration

Ruthless Efficiency: 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) for Charges against units that have at least one Health Pool that contains fewer Health Points than it did when the unit was deployed or otherwise entered the Battlefield for the first time.

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.

Strider: The model automatically passes Dangerous Terrain Tests taken due to Terrain.

If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain.

Sometimes Strider is linked to a specific type of Terrain, stated in brackets.

In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

Supernal:

Suppressing Volley: 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, each enemy unit nominated by one or more Silexian Auxiliaries units suffers -1 to-hit against Charging Academy Trained units.

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.

Academy Trained units joined by the model and Academy Trained units within range of Commanding Presence of a non-Fleeing model with Tactician count as being within 8" of another friendly Academy Trained unit.

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.

Will of the Senate: 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 Apprentice: - Knows 1 spell.

- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.

The Wizard selects its spells as described in Spell Selection

Wizard Conclave: The Champion of a unit with Wizard Conclave gains +1 Health Point in addition to the normal Characteristics increases associated with being a

Champion, and is a Wizard Adept.

This Champion may select up to two spells from predetermined spells given in brackets after Wizard Conclave.

This overrides the Spell Selection rules connected to being a Wizard Adept.

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 #1 copy copy copy



Obsidian Guard #1 copy copy copy



Temple Militants #1 copy copy



Temple Exarch #1 copy copy



Silexian Officer #2



Dread Prince #1 copy



Warlock Acolytes #1 copy



Thunder Pack #1



Gorgons #1



Silexian Auxiliaries #1



Shadow Riders #1



Raptor Chariot #1

