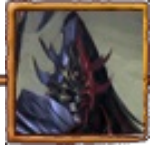




# DREAD ELVES

## BEAST MASTER KRAK - 4 691 POINTS



1075 pts (24.00 %) 1185 pts (26.00 %) 426 pts (9.00 %) 0 pts (0.00 %) 570 pts (13.00 %) 1235 pts (27.00 %)

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

(40 Max)      (25 Least)      (0 NoLimit)      (20 Max)      (15 Max)      (30 Max)

### Characters



#### BEASTMASTER #1

Beastmaster - Standard - Cavalry - 25x50mm

365 POINTS



| Global      | Adv | Mar | Dis | Model Rules         |  |  |
|-------------|-----|-----|-----|---------------------|--|--|
|             | 5"  | 10" | 9   | Willbreaker's Craft |  |  |
| Defensive   | HP  | Def | Res | Arm                 |  |  |
|             | 3   | 5   | 3   | 0                   | , Heavy<br>Cannot be Stomped Armour, Kraken's Hide |  |
| Offensive   | Att | Off | Str | Ap                  | Agi  |  |
| Beastmaster | 4   | 5   | 4   | 1                   | 7  | Lightning Reflexes, Ruthless Efficiency, Hand Weapon |



#### MOUNT ELVEN HORSE

| Global      | Adv | Mar | Dis | Model Rules |     |           |
|-------------|-----|-----|-----|-------------|-----|-----------|
|             | 9"  | 18" | C   |             |     |           |
| Defensive   | HP  | Def | Res | Arm         |     |           |
|             | C   | C   | C   | C+2         |     |           |
| Offensive   | Att | Off | Str | Ap          | Agi |           |
| Elven Horse | 1   | 3   | 3   | 0           | 4   | Harnessed |

|                    |   |
|--------------------|---|
| <b>Options</b>     | Shield • Elven Horse  |
| <b>Magic items</b> | Beastmaster's Whistle • Mask of the War Crow • Basalt Infusion (Heavy Armour) |



#### TEMPLE EXARCH #1

Temple Exarch - Standard - Infantry - 20x20mm

350 POINTS



| Global        | Adv | Mar | Dis | Model Rules                              |   |  |
|---------------|-----|-----|-----|--|---|--|
|               | 5"  | 10" | 9   | Wizard Apprentice, Professional Courtesy |   |  |
| Defensive     | HP  | Def | Res | Arm                                      |   |  |
|               | 3   | 5   | 3   | 0  | , Heavy<br>Aegis (4+, against Melee Attacks) Armour |  |
| Offensive     | Att | Off | Str | Ap                                       | Agi   |  |
| Temple Exarch | 3   | 5   | 4   | 1  | 6   | Battle Focus, Lightning Reflexes, Ruthless Efficiency, Hand Weapon |

|                    |  |
|--------------------|--|
| <b>Options</b>     | Alchemy • Battle Standard Bearer • Halberd (Pride of Gar Daecos) |
| <b>Magic items</b> | Pride of Gar Daecos (Halberd) • Magical Heirloom                 |



#### TEMPLE EXARCH #2

Temple Exarch - Standard - Infantry - 20x20mm

360 POINTS



| Global    | Adv | Mar | Dis | Model Rules                         |  |
|-----------|-----|-----|-----|-------------------------------------|--|
|           | 5"  | 10" | 9   | Professional Courtesy, Wizard Adept |  |
| Defensive | HP  | Def | Res | Arm                                 |  |

| <i>Defensive</i>     | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i> |   |  |
|----------------------|------------|------------|------------|------------|---|--|
|                      | 3          | 5          | 3          | 0          | , Heavy<br>Aegis (4+, against Melee Attacks) Armour |  |
| <i>Offensive</i>     | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>  | <i>Agi</i>  |  |
| <b>Temple Exarch</b> | 3          | 5          | 4          | 1          | 6   | <b>Battle Focus</b> , Lightning Reflexes, Ruthless Efficiency, Hand Weapon |

|                    |  |
|--------------------|--|
| <b>Options</b>     | Divination • Paired Weapons (Lacerating Touch) • General • Battle Oracle |
| <b>Magic items</b> | Lacerating Touch (Paired Weapons)  |

## Core

|  |  |                   |   |
|--|--|-------------------|---|
|  | <b>TEMPLE MILITANTS #1</b><br>Temple Militants x29 - Standard - Infantry - 20x20mm | <b>500 POINTS</b> |  |
|--|--|-------------------|---|

| <i>Global</i>          | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>        |                 |  |
|------------------------|------------|------------|------------|---------------------------|-----------------|--|
|                        | 5"         | 10"        | 8          | Scoring, Fearless, Frenzy |                 |  |
| <i>Defensive</i>       | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i>                |                 |  |
|                        | 1          | 3          | 3          | 0                         | Light<br>Armour |  |
| <i>Offensive</i>       | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>                 | <i>Agi</i>      |  |
| <b>Temple Militant</b> | 1          | 4          | 3          | 0                         | 5               | <b>Battle Focus</b> , Lightning Reflexes, Rank, Fight in Extra, Ruthless Efficiency, Blades of Darag |

|                |                                       |
|----------------|---------------------------------------|
| <b>Options</b> | Champion • Musician • Standard Bearer |
|----------------|---------------------------------------|

|  |   |                   |   |
|--|---|-------------------|---|
|  | <b>TEMPLE MILITANTS #1 COPY</b><br>Temple Militants x30 - Standard - Infantry - 20x20mm | <b>515 POINTS</b> |  |
|--|---|-------------------|---|

| <i>Global</i>          | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>        |                 |  |
|------------------------|------------|------------|------------|---------------------------|-----------------|--|
|                        | 5"         | 10"        | 8          | Scoring, Fearless, Frenzy |                 |  |
| <i>Defensive</i>       | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i>                |                 |  |
|                        | 1          | 3          | 3          | 0                         | Light<br>Armour |  |
| <i>Offensive</i>       | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>                 | <i>Agi</i>      |  |
| <b>Temple Militant</b> | 1          | 4          | 3          | 0                         | 5               | <b>Battle Focus</b> , Lightning Reflexes, Rank, Fight in Extra, Ruthless Efficiency, Blades of Darag |

|                |                                       |
|----------------|---------------------------------------|
| <b>Options</b> | Champion • Musician • Standard Bearer |
|----------------|---------------------------------------|

|  |  |                   |   |
|--|--|-------------------|---|
|  | <b>RAIDING PARTY #1</b><br>Raiding Party x10 - Standard - Infantry - 20x20mm | <b>170 POINTS</b> |  |
|--|--|-------------------|---|

| <i>Global</i>       | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>              |                 |   |
|---------------------|------------|------------|------------|---------------------------------|-----------------|---|
|                     | 5"         | 10"        | 8          | , Hunting<br>Light Troops Bolas |                 |   |
| <i>Defensive</i>    | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i>                      |                 |   |
|                     | 1          | 4          | 3          | 0                               | Light<br>Armour |   |
| <i>Offensive</i>    | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>                       | <i>Agi</i>      |   |
| <b>Dread Raider</b> | 1          | 4          | 3          | 0                               | 5               | Lightning Reflexes, Ruthless Efficiency |

|                |               |
|----------------|---------------|
| <b>Options</b> | Beast Breaker |
|----------------|---------------|

## Special



**WARLOCK ACOLYTES #1**  
Warlock Acolytes x8 - Standard - Cavalry - 25x50mm

426 POINTS



| Global      | Adv | Mar | Dis | Model Rules                   |  |  |
|-------------|-----|-----|-----|-------------------------------|--|--|
|             | 9"  | 18" | 8   | Light Troops, Wizard Conclave |  |  |
| Defensive   | HP  | Def | Res | Arm                           |  |  |
|             | 1   | 4   | 3   | 1                             | , Light<br>Aegis (4+, against Melee Attacks), Aegis 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  |

Options

Champion

**Destroyers**



**REPEATER BATTERY #1**  
Repeater Battery - Standard - Construct - 60mm round

190 POINTS



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



**REPEATER BATTERY #2**  
Repeater Battery - Standard - Construct - 60mm round

190 POINTS



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



**REPEATER BATTERY #2 COPY**  
Repeater Battery - Standard - Construct - 60mm round



190 POINTS





| Global    | Adv | Mar | Dis | Model Rules    |                 |
|-----------|-----|-----|-----|----------------|-----------------|
|           | 5"  | 5"  | 8   | War<br>Machine |                 |
| Defensive | HP  | Def | Res | Arm            |                 |
|           | 4   | 1   | 4   | 0              | Light<br>Armour |
| Offensive | Att | Off | Str | Ap             | Agi             |



|                  |            |            |            |           |            |  |
|------------------|------------|------------|------------|-----------|------------|--|
| <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>KRAKEN #1</b>                       | <b>455 POINTS</b> |  |                         |            |  |
| <i>Kraken - Gigantic - Beast - 150x100mm</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>Coastal Predator</b> |            |  |
| <i>Defensive</i>   | <i>HP</i>                              | <i>Def</i>        | <i>Res</i>  | <i>Arm</i>              |            |  |
|  | <b>7</b>                               | <b>5</b>          | <b>5</b>  | <b>3</b>                |            |  |
|  | <b>Distracting, Hard Target (1, 1)</b> |                   |   |                         |            |  |
| <i>Offensive</i>   | <i>Att</i>                             | <i>Off</i>        | <i>Str</i>  | <i>Ap</i>               | <i>Agi</i> |  |
| <b>Kraken</b>  | <b>4</b>                               | <b>5</b>          | <b>7</b>  | <b>3</b>                | <b>3</b>   | <b>Harnessed, Multiple Wounds (D3, D3), Hatred</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>Options</b> | Colossal Kraken |
|----------------|-----------------|

|  |  |                   |   |                         |            |  |
|--|--|-------------------|---|-------------------------|------------|--|
|  | <b>KRAKEN #1 COPY</b>                  | <b>380 POINTS</b> |  |                         |            |  |
| <i>Kraken - 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>Coastal Predator</b> |            |  |
| <i>Defensive</i>   | <i>HP</i>                              | <i>Def</i>        | <i>Res</i>  | <i>Arm</i>              |            |  |
|  | <b>5</b>                               | <b>5</b>          | <b>5</b>  | <b>3</b>                |            |  |
|  | <b>Distracting, Hard Target (1, 1)</b> |                   |   |                         |            |  |
| <i>Offensive</i>   | <i>Att</i>                             | <i>Off</i>        | <i>Str</i>  | <i>Ap</i>               | <i>Agi</i> |  |
| <b>Kraken</b>  | <b>4</b>                               | <b>5</b>          | <b>7</b>  | <b>3</b>                | <b>3</b>   | <b>Harnessed, Multiple Wounds (D3, D3), Hatred</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>HYDRA #1</b>  | <b>400 POINTS</b> |  |                                      |            |   |
| <i>Hydra - 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>6</b>         | <b>4</b>          | <b>5</b>  | <b>3</b>                             |            |   |
|  | <b>Fortitude</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>  |

## Magics

Racial Trait Spell

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

|   | <i>Casting</i> | <i>Range</i> | <i>Type</i> | <i>Duration</i> |
|---|----------------|--------------|-------------|-----------------|
| <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> |                |              |             |                 |



Alchemy

|          |                   | <i>Casting</i> | <i>Range</i> | <i>Type</i>          | <i>Duration</i> | <i>Effect</i>   |
|----------|-------------------|----------------|--------------|----------------------|-----------------|---|
| <b>1</b> | 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. |
| <b>2</b> | Word of Iron      | 5+ [9+]        | 24"          | Augment              | Last one Turn   | The target gains +1 [+2] to its Armour.   |
| <b>6</b> | Molter Copper     | 7+             | 24"          | Hex, Missile, Damage | Instant         | The target suffers D3+3 hits with Strength X, Armour Penetration 4, Flaming Attacks, and Magical Attacks, where X is equal to the target's Armour.  |
| <b>4</b> | Alchemical Fire   |                | 18"          | Hex                  | Last one Turn   | The target gains Flammable against Melee Attacks.   |
| <b>5</b> | Corruption of Tin | 8+             | 36"          | Hex                  | Permanent       | The target suffers -1 Armour.   |
| <b>4</b> | 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 (1x5).  |
| <b>3</b> | Glory of Gold     | 8+             | 18"          | Augment              | Last one Turn   | The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks.  |



Divination

**The Conclave:** Spells from Divination gain +3" range up to a maximum of +9" for each additional friendly Wizard within 12" of the Caster. This bonus can never increase the combined modifier beyond +9", however other sources may.

|          |                  | <i>Casting</i> | <i>Range</i> | <i>Type</i>          | <i>Duration</i> | <i>Effect</i>  |
|----------|------------------|----------------|--------------|----------------------|-----------------|--|
| <b>5</b> | Unerring Strike  | 7+ [10+]       | 18"          | Hex, Missile, Damage | Instant         | The target suffers 2D6 [3D6] hits that wound on 4+ with Armour Penetration 1, Divine Attacks and Magical Attacks.  |
| <b>3</b> | Screaming        | 7+ [12+]       | 18" [6"Aura] | Augment              | Last one Turn   | The target gains Distracting and Hard Target.  |
| <b>4</b> | The Stars Align  | 8+ [12+]       | 18" [6"Aura] | Augment              | Last one Turn   | The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat and Shooting Attacks.   |
| <b>6</b> | Portent of Doom  | 8+             | 24"          | Hex                  | Permanent       | When calculating Combat Score, a side with units containing at least one model affected by the spell suffers -X to its Combat Score (for each affected unit and instance of the spell), where X is equal to the number of Characters in the unit, increased by 1 if the unit contains any R&F models. A Character leaving a unit that was the target of the spell no longer is affected by the spell, unless the Character was a single model unit that was the initial target of the spell. |
| <b>1</b> | Know Thy Enemy   | 7+ [12+]       | 18" [6"Aura] | Augment              | Last one Turn   | The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.   |
| <b>4</b> | Guiding Light    |                | 12"          | Augment              | Last one Turn   | Discipline Tests of units with all models affected by the spell are subject to Minimised Roll. A unit cannot be affected by this spell more than once per Magic Phase.   |
| <b>2</b> | Fate's Judgement | 5+ [9+]        | 18"          | Hex, Missile, Damage | Instant         | The target suffers D3 [D6] hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).  |

## Magic items

**Basalt Infusion:** The wearer gains +1 Armour and Aegis (3+, against Flaming Attacks). The wearer automatically fails all Fortitude Saves.

**Beastmaster's Whistle:** One use only. May be activated at the start of any friendly Charge Phase. Charge Range rolls of friendly Manticores and models with Type Beast within 12" of the bearer are subject to Maximised Roll until the end of the Charge Phase.

**Lacerating Touch:** Attacks made with this weapon become **Magical Attacks** and gain +2 Armour Penetration. While using this weapon, the wielder gains +2 Attack Value and **Fear**.

**Magical Heirloom:** The bearer gains the Hereditary Spell during Spell Selection, always knows it in addition to its other spells, cannot select it during Spell Selection, and cannot replace or otherwise lose it.

**Mask of the War Crow:** The bearer's unit gains **Fear**. In addition, the bearer and any friendly unit that contains one or more models with Fear within 6" of the bearer's unit must reroll natural to-wound rolls of '1' with its Close Combat Attacks.

**Pride of Gar Daecos:** While using this weapon, the wielder gains +1 Attack Value, and attacks made with this weapon become **Divine Attacks** and **Magical Attacks**.

## Model Rules

### 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:** Two-Handed. While using this weapon, the wielder 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 wielder's unit, attacks made with this weapon gain +1 Strength, up to a maximum of +2, for as long as the spell's effects are applied. This weapon cannot be enchanted with Weapon Enchantments.

### Breath Attack:

### Cannot be Stomped:

### 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.

**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.

### Fight in Extra Rank:

**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

**Frenzy:** A unit with at least half its models with Frenzy cannot choose Flee as Charge Reaction, and when taking Discipline Tests, apply the following:

- If it is a Panic Test, Decimated Test or Fear Test: the unit gains +2 Discipline.

- If it is a Break Test, roll the test as normal.

- If it is any other Discipline Test, the unit suffers -2 Discipline.

At the start of the Charge Phase, each of your units with at least one model with Frenzy that could Declare a Charge against an enemy unit within the unit's Advance Rate +7" (using the lowest Advance Rate among the unit's models; if a model has more than 1 Advance Rate available, use the highest one) must take a Discipline Test, called a Frenzy Test. If the test is failed, the whole unit must Declare a Charge this Player Turn. Note that Characters are never forced to charge out of their units.

**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 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

**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.

**Kraken's Hide:** If on foot, the wearer gains +1 Armour

**Light Armour:** Armor +1

**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.

### 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.

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

**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.

**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.

**Towering Presence:** The model gains Tall and can never be joined or join a unit (unless it is a War Platform). A model with Towering Presence increases its Rally Around the Flag and Commanding Presence ranges by 6".

**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.

**Willbreaker's Craft:** Universal Rule.

Discipline Tests taken by friendly non-Construct models with Towering Presence within 12" of one or more models with Willbreaker's Craft are subject to Minimised Roll.

If within 12" of one or more models with Willbreaker's Craft, the roll for determining the number of hits from Stomp Attacks of:

- Friendly models is subject to Maximised Roll.
- Enemy models is subject to Minimised Roll.

**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

Your 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.

Beastmaster #1



Temple Exarch #1



Temple Exarch #2



Temple Militants #1



Temple Militants #1 copy



Raiding Party #1



Kraken #1



Kraken #1 copy



Hydra #1



Warlock Acolytes #1



Repeater Battery #1



Repeater Battery #2



Repeater Battery #2 copy



Divine Altar



