

# THE IX AGE

## FANTASY BATTLES



# Dread Elves

Army Book

2<sup>nd</sup> Edition, version 2020 layout update 3 – September 20, 2020

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The 9<sup>th</sup> Age: Fantasy Battles is a community-made miniatures wargame.

All rules and feedback can be found and given at: [the-ninth-age.com](http://the-ninth-age.com)

Refer to the Rulebook for instructions on How to Read Unit Entries.

All changes are listed on: [the-ninth-age.com/archive.html](http://the-ninth-age.com/archive.html)

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# Army Model Rules

## Universal Rules

### Beast Master

Discipline Tests of all friendly Hydras and Krakens within 12" of one or more Characters with Beast Master are subject to Minimised Roll.

At the start of each Melee Phase, choose one friendly Hydra, Kraken, or Manticore (the rider is not affected) within 12" of the Beast Master. This model part must reroll failed to-hit rolls with its Close Combat Attacks during this phase.

### Fleet Commander

The model part gains **Kraken's Hide**. Model parts with Harnessed or Inanimate are not affected.

For each Character with Fleet Commander in the army, a single unit of Corsairs may be upgraded with Vanguard.

### Scent of Blood

While Engaged in Combat, the model gains **Fearless** and **Frenzy**.

## Attack Attributes

### Death Trance – Close Combat

Close Combat Attacks with Death Trance gain +1 to wound during the First Round of Combat. Close Combat Attacks that gain Death Trance from more than one source gain +1 to wound during all Rounds of Combat instead.

### Killer Instinct – Close Combat

Natural to-wound rolls of '1' from Close Combat Attacks with Killer Instinct **must** be rerolled.

## Armoury

### Kraken's Hide – Armour Equipment

If the wearer's model is mounted, the wearer gains +1 Armour. If on foot, the wearer gains +2 Armour.

### Repeater Crossbow – Shooting Weapon

Range 24", Shots 2, Str 3, AP 1.

### Repeater Handbow – Shooting Weapon

Range 12", Shots 2, Str 3, AP 0, **March and Shoot, Quick to Fire**.

# Cults

Each Cult rule may be a combination of several different types of Model Rules and Army Specific Rules. Each part is defined in the Cult's rules and follows the rules for its type of Model Rule. Cults are given to model parts. Any Attack Attributes are applied to that model part only, while Universal Rules and Personal Protections are applied to the Multipart Model.

## Cult General – Army Specific Rule

If the General belongs to a Cult and the Army List does not include any models from any other Cult, then all Corsairs, Dread Legionnaires, and Repeater Auxiliaries gain the same Cult rules as the General.

## Cult Rivalry – Universal Rule

A model can never belong to more than one Cult. Characters belonging to a Cult cannot join units that contain any model from another Cult.



### Cult of Nabh

- Universal Rule.  
The model gains **Cult Rivalry**.
- Attack Attribute – Close Combat.  
The model part gains **Hatred** and loses Killer Instinct if it had it.



### Cult of Yema

- Universal Rule.  
The model gains **Cult Rivalry**, **Strider**, +1" Advance Rate, and +2" March Rate.
- Attack Attribute – Close Combat.  
The model part loses Killer Instinct if it had it.



### Cult of Cadaron

- Universal Rule.  
The model gains **Cult Rivalry**.
- Attack Attribute.  
Shooting Attacks made by the model part gain +1 to hit when shooting at Short Range. A model part with Cult of Cadaron and a Shooting Weapon loses Killer Instinct if it had it.



### Cult of Olaron

- Universal Rule.  
The model gains **Cult Rivalry**. Discipline Tests taken by Dread Princes with Cult of Olaron and their units are subject to Minimised Roll. All other models with Cult of Olaron gain +1 Discipline instead.

# Hereditary Spell

<i>Casting Value</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>H Crippling Fatigue</b> (8+) {12+}	18"	Hex	One Turn	Failed to-wound rolls with (Melee Attacks) {Ranged Attacks} against the target must be rerolled.

# Special Items

## Weapon Enchantments

**Death's Kiss** 80 pts  
Models on foot only.  
Enchantment: Great Weapon.  
Attacks made with this weapon become **Magical Attacks** and gain +1 Strength, +1 Armour Penetration, and **Multiple Wounds (2)**.

**Moraec's Reaping** 65 pts  
Enchantment: Hand Weapon and Paired Weapons.  
The wielder **always** has at least Attack Value 4. Attacks made with this weapon become **Magical Attacks**, gain **Death Trance**, and **always** have at least Strength 4 and at least Armour Penetration 3. For each unsaved wound inflicted against enemy models with this weapon, the owner gains one Veil Token.

**Transcendence** 65 pts  
Enchantment: Halberd, Hand Weapon, Lance, and Paired Weapons.  
Attacks made with this weapon become **Magical Attacks** and gain **Lethal Strike**. For each unsaved wound inflicted against enemy models with this weapon, the wielder gains +1 Strength and +1 Armour Penetration for the remainder of the game, to a maximum of +2 each.

## Armour Enchantments

**Seal of the Republic** 40 pts  
Models on foot only.  
Enchantment: Heavy Armour.  
For each unsaved wound inflicted against enemy models by the wearer's Close Combat Attacks, the wearer gains +1 Armour for the remainder of the game.

**Terrifying Visage** 35 pts  
Standard Height models only.  
Enchantment: Shield.  
The bearer gains **Distracting** while using this Shield.

## Banner Enchantments

**Banner of Gar Daecos** 75 pts  
Cannot be taken by units that count towards Core.  
All friendly units Engaged in the same Combat as the bearer gain **Death Trance**.

**Academy Banner** 60 pts  
0-3 per Army. Corsairs, Dread Legionnaires, and Repeater Auxiliaries only.  
R&F models in the bearer's unit gain +1 Armour Penetration in the First Round of Combat. Corsairs, Dread Legionnaires, and Repeater Auxiliaries in units within 6" of one or more other units with Academy Banner gain +1 Armour Penetration in the First Round of Combat.

**Banner of Blood** 50 pts  
Model parts without Harnessed in the bearer's unit gain **Devastating Charge (+1 Att)**.

## Artefacts

### Midnight Cloak 95 pts

Cannot be taken by models with Towering Presence. The wearer gains **Aegis (3+, against Ranged Attacks)** and **Devastating Charge (Multiple Wounds (D3))**.

### Pendant of Disdain 70 pts

The bearer gains **Aegis (4+, against Strength 5 or more)**.

### Wandering Familiar 70 pts

Dominant.

At the start of each friendly Magic Phase, you may place a Standard Height model with a 20×20 mm base representing the familiar within 6" of the bearer. It must be placed more than 1" away from any model and from Impassable Terrain. Whenever the bearer casts a non-Bound Spell, it may choose to use the position of the familiar when drawing Line of Sight and measuring Range, and the familiar's Front Arc for Direct spells (it must use all of these or none at all). At the end of the Magic Phase, the familiar is removed.

### Ring of Shadows 65 pts

If the bearer's unit consists entirely of Standard Height models:

- All models in the unit gain **Hard Target (1)**.
- Close Combat Attacks allocated towards models in the bearer's unit suffer -1 Offensive Skill.

### Amulet of Spite 40 pts

Wizards only.

In each friendly Magic Phase, before Siphon the Veil, the owner gains an additional Magic Dice. In each of the opponent's Magic Phases, before Siphon the Veil, the owner must discard a single Magic Dice.

### Beastmaster's Lash 40 pts

The roll for determining the number of hits from Stomp Attacks of friendly Gigantic models within 12" of the bearer's model is subject to Maximised Roll.

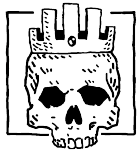
The roll for determining the number of hits from Stomp Attacks of enemy Gigantic models within 12" of the bearer's model is subject to Minimised Roll.

### Elixir of Shadows 30 pts

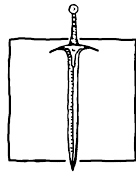
Assassins only.

One use only. May be activated at the start of any Round of Combat. Until the end of the phase, the bearer gains **Divine Attacks** and must reroll failed to-wound rolls with its Close Combat Attacks. At the end of the phase, the bearer loses 1 Health Point with no saves of any kind allowed.

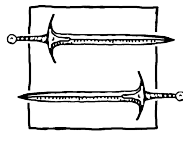
# Army Organisation



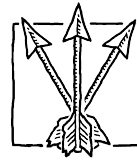
**Characters**  
Max. 40%



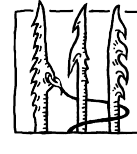
**Core**  
Min. 25%



**Special**  
No limit



**Raiders**  
Max. 30%



**Destroyers**  
Max. 15%



**The Menagerie**  
Max. 30%

## Characters (Max. 40%)



**Dread Prince**  
235 pts

single model

Height Standard  
Type Infantry  
Base 20×20 mm



A mount marked with (TM) counts towards The Menagerie. The mount and its rider also count towards Characters.

Global	Adv	Mar	Dis	Model Rules		
	<b>5"</b>	<b>10"</b>	<b>10</b>			
Defensive	HP	Def	Res	Arm		
	<b>3</b>	<b>7</b>	<b>3</b>	<b>0</b>	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Dread Prince	<b>4</b>	<b>7</b>	<b>4</b>	<b>1</b>	<b>8</b>	Killer Instinct, Lightning Reflexes
— Options —			pts-		— Mount Options — pts-	
Special Items			up to 200		Elven Horse	60
Shield			5		Raptor	65
Heavy Armour			15		Raptor Chariot (not Fleet Commander)	110
One choice only:					Pegasus	120
Repeater Crossbow (1+)			5		Manticore (TM) (not Fleet Commander)	180
Repeater Handbow (1+)			5		Dragon (TM)	410
One choice only:					— Alliance Options — pts-	
Paired Weapons	5	Great Weapon	15		One choice only:	
Halberd	10	Lance	20		Cult of Cadaron	5   Beast Master 45
					Cult of Nabh	20   Cult of Olaron 50
					Cult of Yema	35   Fleet Commander 60



## Captain

145 pts

single model

Height Standard  
Type Infantry  
Base 20×20 mm



A mount marked with (TM) counts towards The Menagerie. The mount and its rider also count towards Characters.

Global	Adv	Mar	Dis	Model Rules			
	5"	10"	9				
Defensive	HP	Def	Res	Arm			
	3	6	3	0	Light Armour		
Offensive	Att	Off	Str	AP	Agi		
Captain	3	6	4	1	7	Killer Instinct, Lightning Reflexes	
— Options —			pts-		— Mount Options — pts-		
Battle Standard Bearer				50	Elven Horse	45	
Special Items				up to 100	Raptor	50	
Shield				5	Pegasus	95	
Heavy Armour				10	Raptor Chariot (not Fleet Commander)	120	
One choice only:					Manticore (TM) (not Fleet Commander)	180	
Repeater Crossbow (2+)				5	— Alliance Options — pts-		
Repeater Handbow (2+)				5	One choice only:		
One choice only:					Cult of Cadaron	5   Cult of Olaron	40
Halberd	5	Great Weapon	10		Cult of Nabh	10   Fleet Commander	40
Paired Weapons	5	Lance	15		Cult of Yema	20   Beast Master	45



## Cult Priest

120 pts

single model

Height Standard  
Type Infantry  
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules			
	5"	10"	9				
Defensive	HP	Def	Res	Arm			
	3	5	3	0	Light Armour		
Offensive	Att	Off	Str	AP	Agi		
Cult Priest	2	5	4	1	5	Killer Instinct, Lightning Reflexes	
— Options —			pts-		— Alliance Options — pts-		
<b>Must</b> choose (one choice only):					<b>Must</b> choose (one choice only):		
<b>Cult Legate</b>				free	Cult of Cadaron	free   Cult of Yema	20
Divine Altar (Mount)				465	Cult of Nabh	5   Cult of Olaron	40
Battle Standard Bearer				50	— Optional Model Rules —		
Special Items				up to 100	<b>Cult Legate:</b> Universal Rule.		
Shield				5	Model parts with a Cult gain <b>Killer Instinct</b> as long as the model is joined to their unit.		
One choice only:							
Repeater Crossbow (4+)				5			
Repeater Handbow (4+)				5			
One choice only:							
Great Weapon	5	Paired Weapons	5				
Halberd	5	Spear	5				



# Oracle

170 pts

single model

Height Standard  
Type Infantry  
Base 20×20 mm



A mount marked with (TM) counts towards The Menagerie. The mount and its rider also count towards Characters.

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	9	<b>Irresistible Will</b> , Wizard Apprentice	
Defensive	HP	Def	Res	Arm	
	3	4	3	0	
Offensive	Att	Off	Str	AP	Agi
Oracle	1	4	3	0	5

Killer Instinct, Lightning Reflexes

— Model Rules —

**Irresistible Will:** Universal Rule.

Dispelling rolls against non-Bound Spells cast by the model suffer a -1 modifier.

— Options —

Special Items	up to 100
If Wizard Master	up to 200
Light Armour	5

— Magic Options —

Wizard Adept	75
Wizard Master	225

— Mount Options —

Raptor	10
Elven Horse	20
Pegasus	45
Manticore (TM) (Wizard Master only)	85
Dragon (TM) (Wizard Master only)	430



Alchemy



Cosmology



Divination



Witchcraft

If Cult of Yema, **must** instead select spells from (choose one):



Cosmology



Divination



Occultism



Witchcraft

— Alliance Options —

Cult of Yema	30
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## Assassin

150 pts

single model

Height Standard  
Type Infantry  
Base 20×20 mm



When taking **Path of Silent Death**, the model also counts towards Raiders.

Global	Adv	Mar	Dis	Model Rules		
	<b>6"</b>	<b>12"</b>	<b>9</b>	<b>Agent of the Obsidian Thrones</b> , Not a Leader, <b>Professional Courtesy</b> , Scout		
Defensive	HP	Def	Res	Arm		
	<b>3</b>	<b>7</b>	<b>3</b>	<b>0</b>		
Offensive	Att	Off	Str	AP	Agi	
Assassin	<b>3</b>	<b>7</b>	<b>4</b>	<b>2</b>	<b>9</b>	Killer Instinct, Lightning Reflexes, Poison Attacks

### Model Rules

**Agent of the Obsidian Thrones:** Universal Rule.

The model ignores Cult Rivalry for the purpose of joining units, and is ignored regarding Cult Rivalry by Characters joining its unit.

**Professional Courtesy:** Universal Rule.

The model cannot join units that contain another model with Professional Courtesy. The model may perform Make Way moves even when it is in base contact with an enemy model.

### Options

Options	pts	Options	pts
<b>Master Poisoner</b>	no limit	Special Items	up to 100
One choice only:		Paired Weapons	15
<b>Path of Silent Death</b>	40		
<b>Path of Bloody Murder</b>	90		

### Optional Model Rules

**Assassin Throwing Weapons:** Shooting Weapon.

Range 12", Shots 3, Str as user, AP as user, **Quick to Fire**.

**Master Poisoner:** Attack Attribute – Close Combat, Shooting.

The model may buy a single Poison. A Poison cannot be used with attacks made with an enchanted weapon.

Poison	Cost	Effect
<b>Nightshade</b>	30 pts	The attack <b>always</b> wounds on at least 3+.
<b>Wolfsbane</b>	45 pts	The Armour Penetration of the attack is <b>set</b> to 10.
<b>Bloodroot</b>	50 pts	The attack gains +1 Strength, +1 Armour Penetration, and <b>Multiple Wounds (2, against Character)</b> .

**Path of Bloody Murder:** Universal Rule.

The model gains **Aegis (4+, against Melee Attacks)**, **Cult of Nabh**, and **Distracting**.

**Path of Silent Death:** Universal Rule.

The model gains **Assassin Throwing Weapons (1+)** and **Cult of Cadaron**.

# Character Mounts



## Elven Horse

Height **Standard**  
Type **Cavalry**  
Base **25×50 mm**

Global	Adv	Mar	Dis	Model Rules		
	<b>9"</b>	<b>18"</b>	<b>C</b>			
Defensive	HP	Def	Res	Arm		
	<b>C</b>	<b>C</b>	<b>C</b>	<b>C+2</b>		
Offensive	Att	Off	Str	AP	Agi	
Elven Horse	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>4</b>	Harnessed

— Options — pts —

If Cult of Cadaron, Dread Princes and Captains **must** take:

Light Troops and -1 Armour 15



## Raptor

Height **Standard**  
Type **Cavalry**  
Base **25×50 mm**

Global	Adv	Mar	Dis	Model Rules		
	<b>7"</b>	<b>14"</b>	<b>C</b>	<b>Scent of Blood</b>		
Defensive	HP	Def	Res	Arm		
	<b>C</b>	<b>C</b>	<b>4</b>	<b>C+2</b>		
Offensive	Att	Off	Str	AP	Agi	
Raptor	<b>2</b>	<b>3</b>	<b>4</b>	<b>1</b>	<b>2</b>	Harnessed



## Pegasus

Height **Large**  
Type **Cavalry**  
Base **40×40 mm**

Global	Adv	Mar	Dis	Model Rules		
	<b>7"</b>	<b>14"</b>	<b>C</b>	<b>Fly (8", 16"), Light Troops</b>		
	<b>8"</b>	<b>16"</b>				
Defensive	HP	Def	Res	Arm		
	<b>C</b>	<b>C</b>	<b>4</b>	<b>C+1</b>		
Offensive	Att	Off	Str	AP	Agi	
Pegasus	<b>2</b>	<b>4</b>	<b>4</b>	<b>1</b>	<b>4</b>	Devastating Charge (+1 Str, +1 AP), Harnessed



## Raptor Chariot

Height **Large**  
Type **Construct**  
Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules	
	<b>7"</b>	<b>7"</b>	<b>C</b>	<b>Scent of Blood, Swiftstride</b>	
Defensive	HP	Def	Res	Arm	
	<b>4</b>	<b>C</b>	<b>5</b>	<b>C+2</b>	
Offensive	Att	Off	Str	AP	Agi
Crew (2)	<b>1</b>	<b>5</b>	<b>4</b>	<b>1</b>	<b>6</b> Killer Instinct, Lightning Reflexes, Lance, Repeater Cross-bow (4+)
Raptor (2)	<b>2</b>	<b>3</b>	<b>4</b>	<b>1</b>	<b>2</b> Harnessed
Chassis			<b>5</b>	<b>2</b>	Impact Hits (D6+1), Inanimate



## Divine Altar

Height **Large**  
Type **Construct**  
Base 60×100 mm  
0–1 Mounts/Army

Global	Adv	Mar	Dis	Model Rules	
	<b>5"</b>	<b>10"</b>	<b>C</b>	<b>Divine Blessings, Fear, Towering Presence, War Platform</b>	
Defensive	HP	Def	Res	Arm	
	<b>5</b>	<b>C</b>	<b>5</b>	<b>C+2</b>	<b>Aegis (4+)</b>
Offensive	Att	Off	Str	AP	Agi
Disciple (3)	<b>1</b>	<b>4</b>	<b>3</b>	<b>0</b>	<b>5</b> Killer Instinct, Lightning Reflexes, Poison Attacks
Avatar of the Gods	<b>4</b>	<b>5</b>	<b>5</b>	<b>2</b>	<b>5</b> Harnessed
Chassis			<b>5</b>	<b>2</b>	Impact Hits (D6+1), Inanimate

Options pts-

Disciples may choose (one choice only):

Light Lance	10
Paired Weapons	15

Model Rules

**Divine Blessings:** Universal Rule.

All friendly units within 12" of the model gain **Aegis (6+)**. At the beginning of each friendly Player Turn, you may choose to replace the Aegis with one of the following effects until the start of your next Player Turn:

- Rolls for Charge Range of all friendly units that are within 12" of the model when rolling for Charge Range in the Charge Phase are subject to Maximised Roll.
- All friendly units that are within 12" of the model at the beginning of their Initiative Step gain **Death Trance**.

Models with Towering Presence other than the model cannot benefit from Divine Blessings. A single unit can only be affected by a single Divine Blessing from a single Divine Altar at any time. If under the influence of more than one Divine Blessing, only apply the most recently used one.



## Manticore

Height **Large**  
Type **Cavalry**  
Base 50×100 mm

The mount and its rider count towards Characters. The mount also counts towards The Menagerie.

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
<i>Ground</i>	<b>6"</b>	<b>12"</b>	<b>C</b>	Fear, Fly (8", 16"), Light Troops, Scent of Blood, Towering Presence		
<i>Fly</i>	<b>8"</b>	<b>16"</b>				
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	<b>4</b>	<b>C</b>	<b>5</b>	<b>C+1</b>		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
<b>Manticore</b>	<b>4</b>	<b>5</b>	<b>5</b>	<b>2</b>	<b>5</b>	Death Trance, Harnessed



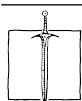
## Dragon

Height **Gigantic**  
Type **Beast**  
Base 50×100 mm  
0-1 Mounts/Army

The mount and its rider count towards Characters. The mount also counts towards The Menagerie.

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
<i>Ground</i>	<b>6"</b>	<b>12"</b>	<b>C</b>	Fly (7", 14"), Light Troops		
<i>Fly</i>	<b>7"</b>	<b>14"</b>				
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	<b>6</b>	<b>5</b>	<b>6</b>	<b>4</b>		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
<b>Dragon</b>	<b>5</b>	<b>5</b>	<b>6</b>	<b>3</b>	<b>3</b>	Breath Attack (Str 4, AP 1, Flaming Attacks), Harnessed

# Core (Min. 25%)



## Repeater Auxiliaries

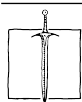
180 pts + 14 pts/extra model 10-30 models



Height Standard  
Type Infantry  
Base 20x20 mm

The unit counts both towards Core and Raiders.

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Scoring		
Defensive	HP	Def	Res	Arm		
	1	4	3	0	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Repeater Auxiliary	1	4	3	0	5	Killer Instinct, Lightning Reflexes, Repeater Crossbow (4+)
Options			pts	Command Group Options		pts
If Cult of Cadaron, <b>must</b> pay			3/model	Champion	20	
Shield			1/model	Musician	20	
				Standard Bearer	20	
				Banner Enchantment	no limit	



## Dark Raiders

160 pts + 20 pts/extra model 5-15 models 0-4 Units/Army

Height Standard  
Type Cavalry  
Base 25x50 mm

The unit counts both towards Core and Raiders.

Global	Adv	Mar	Dis	Model Rules		
	9"	18"	8	Feigned Flight, Light Troops, Vanguard		
Defensive	HP	Def	Res	Arm		
	1	4	3	1	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Raider	1	4	3	0	5	Cult of Cadaron, Killer Instinct, Lightning Reflexes, Light Lance
Elven Horse	1	3	3	0	4	Harnessed
Options			pts	Command Group Options		pts
Shield			4/model	Champion	20	
Repeater Crossbow (4+)			9/model	Musician	20	
				Standard Bearer	20	



## Dread Legionnaires

170 pts + 12 pts/extra model

15–50 models



Height Standard  
Type Infantry  
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules				
	5"	10"	8	Scoring				
Defensive	HP	Def	Res	Arm				
	1	4	3	0	Light Armour, Shield			
Offensive	Att	Off	Str	AP	Agi			
Dread Legionnaire	1	4	3	0	5	Killer Instinct, Lightning Reflexes		
Options			pts-		Command Group Options		pts-	
Spear			2/model		Champion	20		
					Musician	20		
					Standard Bearer	20		
					Banner Enchantment	no limit		



## Corsairs

155 pts + 13 pts/extra model

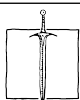
10–35 models



Height Standard  
Type Infantry  
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules				
	5"	10"	8	Scoring				
Defensive	HP	Def	Res	Arm				
	1	4	3	0	Kraken's Hide, Light Armour			
Offensive	Att	Off	Str	AP	Agi			
Corsair	1	4	3	0	5	Killer Instinct, Lightning Reflexes		
Options			pts-		Command Group Options		pts-	
Vanguard (0–X Units/Army)*			1/model		Champion	20		
Repeater Handbow (4+)					Musician	20		
(0–35 Models/Army)			4/model		Standard Bearer	20		
Paired Weapons			1/model		Banner Enchantment	no limit		

\*Where X is the number of Characters with Fleet Commander in the army. If joined to the unit, Characters with Fleet Commander and Assassins gain Vanguard.



## Blades of Nabh

190 pts + 17 pts/extra model

10–30 models



Height Standard  
Type Infantry  
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules				
	5"	10"	8	Fearless, Frenzy, Scoring				
Defensive	HP	Def	Res	Arm				
	1	2	3	0				
Offensive	Att	Off	Str	AP	Agi			
Blade of Nabh	2	4	3	0	6	Cult of Nabh, Lightning Reflexes, Poison Attacks, Paired Weapons		
Command Group Options			pts-		Command Group Options		pts-	
Champion			20		Standard Bearer	20		
Musician			20		Banner Enchantment	no limit		

# Special (No limit)



## Medusa

125 pts

single model

0-3 Units/Army

Height Standard  
Type Beast  
Base 40×40 mm

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	8	Fear, Fearless, Supernal		
Defensive	HP	Def	Res	Arm		
	3	5	4	0	Aegis (5+)	
Offensive	Att	Off	Str	AP	Agi	
Medusa	5	5	4	1	5	Cult of Yema, Petrifying Stare

### Model Rules

#### Petrifying Stare: Universal Rule.

The model can cast *Deceptive Glamour* (Witchcraft) as a Bound Spell with Power Level (4/8).

In addition, friendly Standard Height units with at least one Full Rank that are Engaged in the same Combat as one or more Medusas count as having an additional Full Rank for the purpose of Steadfast and Disrupted.

### Options

One choice only:

Paired Weapons  
Halberd

pts-

5  
10



## Dark Acolytes

225 pts + 38 pts/extra model

5-10 models

0-2 Units/Army

Height Standard  
Type Cavalry  
Base 25×50 mm

Global	Adv	Mar	Dis	Model Rules		
	9"	18"	8	Light Troops, Wizard Conclave		
Defensive	HP	Def	Res	Arm		
	1	4	3	1	Aegis (4+)	
Offensive	Att	Off	Str	AP	Agi	
Acolyte	2	4	4	1	5	Killer Instinct, Lightning Reflexes, Poison Attacks
Elven Horse	1	3	3	0	4	Harnessed

### Wizard Conclave

**Must** select 2 spells from:

- *Altered Sight* (Cosmology)
- *Ice and Fire* (Cosmology)
- *Crippling Fatigue* (Hereditary Spell)

If Cult of Yema, **must** instead select 2 spells from:

- *Pentagram of Pain* (Occultism)
- *Breath of Corruption* (Occultism)
- *The Grave Calls* (Occultism)

### Alliance Options

Cult of Yema (Acolyte only)

pts-

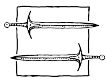
7/model

### Command Group Options

Champion

pts-

130



## Harpies

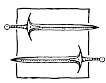
135 pts + 11 pts/extra model

5–15 models

0–3 Units/Army

Height Standard  
Type Infantry  
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules	
Ground	5"	10"	6	Fly (10", 20"), Insignificant, Light Troops, Skirmisher, Swiftstride	
Fly	10"	20"			
Defensive	HP	Def	Res	Arm	
	1	3	3	0	Hard Target (1)
Offensive	Att	Off	Str	AP	Agi
Harpy	2	3	3	0	5



## Dancers of Yema

200 pts + 22 pts/extra model

10–30 models



Height Standard  
Type Infantry  
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Scoring	
Defensive	HP	Def	Res	Arm	
	1	5	3	0	Light Armour, Shield
Offensive	Att	Off	Str	AP	Agi
Dancer of Yema	1	5	3	0	5

— Model Rules —

### Gladiator Weapons: Close Combat Weapon.

The wielder gains **Aegis (4+, against Melee Attacks)**, **Weapon Master**, and counts as equipped with Shield, Hand Weapon, Great Weapon, Halberd, Paired Weapons, and Spear.

— Options —

### Cultist Troupe

(0–1 Units/Army, 0–15 Models/Unit)

free

— Command Group Options —

Champion	20
Musician	20
Standard Bearer	20
Banner Enchantment	no limit

— Optional Model Rules —

### Cultist Troupe: Universal Rule.

The model loses Scoring and gains **Hard Target (1)**, **Light Troops**, and **Skirmisher**.



## Tower Guard

190 pts + 23 pts/extra model

10–30 models



Height Standard  
Type Infantry  
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Bodyguard, Fearless, Scoring	
Defensive	HP	Def	Res	Arm	
	1	6	3	0	Heavy Armour
Offensive	Att	Off	Str	AP	Agi
Tower Guard	2	6	3	1	6

— Command Group Options —

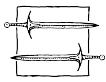
Champion	20
Musician	20

— Command Group Options —

Standard Bearer	20
Banner Enchantment*	no limit

\*If the General has Cult of Olaron, a single Tower Guard Standard Bearer in the army may take two Banner Enchantments for a combined cost of up to 100 pts.





## Dread Judges

210 pts + 23 pts/extra model

10-30 models



Height Standard  
Type Infantry  
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Scoring		
Defensive	HP	Def	Res	Arm		
	1	5	3	0	Heavy Armour	
Offensive	Att	Off	Str	AP	Agi	
Dread Judge	1	5	4	1	5	Cult of Nabh, Lightning Reflexes, <b>Executioner's Blade</b>

### Model Rules

**Executioner's Blade:** Close Combat Weapon. Follows the rules for Great Weapons. In addition, attacks made with this weapon gain **Lethal Strike** and **Multiple Wounds (2, against Standard)**.

### Command Group Options

Champion	20
Musician	20
Standard Bearer	20
Banner Enchantment	no limit



## Dread Knights

235 pts + 43 pts/extra model

5-12 models



Height Standard  
Type Cavalry  
Base 25×50 mm

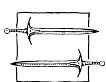
Global	Adv	Mar	Dis	Model Rules		
	7"	14"	9	Scent of Blood, Scoring		
Defensive	HP	Def	Res	Arm		
	1	5	4	2	Heavy Armour, Shield	
Offensive	Att	Off	Str	AP	Agi	
Knight	1	5	4	1	6	Killer Instinct, Lightning Reflexes, Lance
Raptor	2	3	4	1	2	Harnessed

### Command Group Options

Champion	20
Musician	20

### Command Group Options

Standard Bearer	20
Banner Enchantment	no limit



## Raptor Chariot

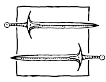
210 pts

single model

0-4 Units/Army

Height Large  
Type Construct  
Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules		
	7"	7"	9	Scent of Blood, Swiftstride		
Defensive	HP	Def	Res	Arm		
	4	5	5	2	Heavy Armour	
Offensive	Att	Off	Str	AP	Agi	
Crew (2)	1	5	4	1	6	Killer Instinct, Lightning Reflexes, Lance, Repeater Cross-bow (4+)
Raptor (2)	2	3	4	1	2	Harnessed
Chassis			5	2		Impact Hits (D6+1), Inanimate



## Divine Altar

370 pts

single model

0–1 Units/Army

Height Large

Type Construct

Base 60×100 mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	<b>Divine Blessings</b> , Fear, Not a Leader, Towering Presence, War Platform		
Defensive	HP	Def	Res	Arm		
	5	5	5	1	Aegis (4+), Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Disciple (3)	1	4	3	0	5	Killer Instinct, Lightning Reflexes, Poison Attacks
Avatar of the Gods	4	5	5	2	5	Harnessed
Chassis			5	2		Impact Hits (D6+1), Inanimate
— Options — pts —						
Disciples may choose (one choice only):						
	Light Lance					5
	Paired Weapons					10

— Model Rules —

**Divine Blessings:** Universal Rule.

All friendly units within 12" of the model gain **Aegis (6+)**. At the beginning of each friendly Player Turn, you may choose to replace the Aegis with one of the following effects until the start of your next Player Turn:

- Rolls for Charge Range of all friendly units that are within 12" of the model when rolling for Charge Range in the Charge Phase are subject to Maximised Roll.
- All friendly units that are within 12" of the model at the beginning of their Initiative Step gain **Death Trance**.

Models with Towering Presence other than the model cannot benefit from Divine Blessings. A single unit can only be affected by a single Divine Blessing from a single Divine Altar at any time. If under the influence of more than one Divine Blessing, only apply the most recently used one.

## Raiders (Max. 30%)



## Raven Cloaks

170 pts + 32 pts/extra model

5–10 models

0–3 Units/Army

0–20 Models/Army

Height Standard

Type Infantry

Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Light Troops, Scout, Skirmisher		
Defensive	HP	Def	Res	Arm		
	1	5	3	0	Hard Target (1), Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Raven Cloak	1	5	3	0	5	Cult of Cadaron, Lightning Reflexes, Repeater Crossbow (3+)
— Options — pts —						
One choice only:						
	Paired Weapons			1/model		
	Great Weapon			2/model		
— Command Group Options — pts —						
				Champion		20

# Destroyers (Max. 15%)



## Hunting Chariot

210 pts

single model

Height Large

Type Construct

Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules		
	9"	9"	8	Swiftstride		
Defensive	HP	Def	Res	Arm		
	4	4	4	2	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Crew (2)	1	4	3	0	5	Killer Instinct, Lightning Reflexes, Light Lance
Elven Horse (2)	1	3	3	0	4	Harnessed
Chassis			5	2		Impact Hits (D6), Inanimate, <b>Harpoon Launcher (3+)</b>

### Model Rules

**Harpooned:** Attack Attribute – Shooting.

A model with Towering Presence that has lost one or more Health Points due to an attack with this Attack Attribute suffers -2" Advance Rate, -4" March Rate, and loses Fly until the end of the next Player Turn.

**Harpoon Launcher:** Shooting Weapon.

Range 18", Shots 1, Str 7, AP 3, **Accurate, Harpooned, Lethal Strike, Multiple Wounds (D3, Clipped Wings), Quick to Fire, Reload!**



## Dread Reaper

180 pts

single model

0–3 Units/Army

Height Standard

Type Construct

Base 60 mm round

Global	Adv	Mar	Dis	Model Rules		
	5"	5"	8	War Machine		
Defensive	HP	Def	Res	Arm		
	4	1	4	0	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Crew	2	4	3	0	5	Killer Instinct, Lightning Reflexes, Move or Fire, <b>Elven Bolt Thrower (3+)</b>

### Model Rules

**Elven Bolt Thrower:** Artillery Weapon.

This Artillery Weapon can be fired in two ways:

- Range 48", Shots 1, Str 3 [6], AP 10, **Area Attack (1×5), [Multiple Wounds (D3)]**
- Range 48", Shots 6, Str 4, AP 2

# The Menagerie (Max. 30%)



## Kraken

390 pts

single model

0-3 Units/Army

Height Gigantic

Type Beast

Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules		
	<b>6"</b>	<b>12"</b>	<b>8</b>	Strider (Water Terrain)		
Defensive	HP	Def	Res	Arm		
	<b>5</b>	<b>5</b>	<b>5</b>	<b>3</b>	Distracting, Hard Target (1)	
Offensive	Att	Off	Str	AP	Agi	
Kraken	<b>4</b>	<b>5</b>	<b>7</b>	<b>4</b>	<b>3</b>	Multiple Wounds (D3), Poison Attacks



## Hydra

450 pts

single model

0-3 Units/Army

Height Gigantic

Type Beast

Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules		
	<b>6"</b>	<b>12"</b>	<b>8</b>			
Defensive	HP	Def	Res	Arm		
	<b>5</b>	<b>5</b>	<b>5</b>	<b>3</b>	Fortitude (4+)	
Offensive	Att	Off	Str	AP	Agi	
Hydra	<b>7</b>	<b>5</b>	<b>5</b>	<b>2</b>	<b>2</b>	Breath Attack (Str 4, AP 1, Flaming Attacks)

# Quick Reference Sheet

## Characters

<b>Dread Prince</b>	Adv	5"	Mar	10"	Dis	10															
Standard, Infantry	HP	3	Def	7	Res	3	Arm	0													Light Armour
Dread Prince	Att	4	Off	7	Str	4	AP	1	Agi	8											Killer Instinct, Lightning Reflexes
<b>Captain</b>	Adv	5"	Mar	10"	Dis	9															
Standard, Infantry	HP	3	Def	6	Res	3	Arm	0													Light Armour
Captain	Att	3	Off	6	Str	4	AP	1	Agi	7											Killer Instinct, Lightning Reflexes
<b>Cult Priest</b>	Adv	5"	Mar	10"	Dis	9															
Standard, Infantry	HP	3	Def	5	Res	3	Arm	0													Light Armour
Cult Priest	Att	2	Off	5	Str	4	AP	1	Agi	5											Killer Instinct, Lightning Reflexes
<b>Oracle</b>	Adv	5"	Mar	10"	Dis	9															Irresistible Will, Wizard Apprentice
Standard, Infantry	HP	3	Def	4	Res	3	Arm	0													
Oracle	Att	1	Off	4	Str	3	AP	0	Agi	5											Killer Instinct, Lightning Reflexes
<b>Assassin</b>	Adv	6"	Mar	12"	Dis	9															Agent of the Obsidian Thrones, Not a Leader, Professional Courtesy, Scout
Standard, Infantry	HP	3	Def	7	Res	3	Arm	0													
Assassin	Att	3	Off	7	Str	4	AP	2	Agi	9											Killer Instinct, Lightning Reflexes, Poison Attacks

## Character Mounts

<b>Elven Horse</b>	Adv	9"	Mar	18"	Dis	C															
Standard, Cavalry	HP	C	Def	C	Res	C	Arm	C+2													
Elven Horse	Att	1	Off	3	Str	3	AP	0	Agi	4											Harnessed
<b>Raptor</b>	Adv	7"	Mar	14"	Dis	C															Scent of Blood
Standard, Cavalry	HP	C	Def	C	Res	4	Arm	C+2													
Raptor	Att	2	Off	3	Str	4	AP	1	Agi	2											Harnessed
<b>Pegasus</b>	Adv	7"	Mar	14"	Dis	C															Fly (8", 16"), Light Troops
Large, Cavalry	HP	C	Def	C	Res	4	Arm	C+1													
Pegasus	Att	2	Off	4	Str	4	AP	1	Agi	4											Devastating Charge (+1 Str, +1 AP), Harnessed
<b>Raptor Chariot</b>	Adv	7"	Mar	7"	Dis	C															Scent of Blood, Swiftstride
Large, Construct	HP	4	Def	C	Res	5	Arm	C+2													
Crew (2)	Att	1	Off	5	Str	4	AP	1	Agi	6											Killer Instinct, Lightning Reflexes, Lance, Repeater Crossbow (4+)
Raptor (2)	Att	2	Off	3	Str	4	AP	1	Agi	2											Harnessed
Chassis					Str	5	AP	2	Agi												Impact Hits (D6+1), Inanimate
<b>Divine Altar</b>	Adv	5"	Mar	10"	Dis	C															Divine Blessings, Fear, Towering Presence, War Platform
Large, Construct	HP	5	Def	C	Res	5	Arm	C+2													Aegis (4+)
Disciple (3)	Att	1	Off	4	Str	3	AP	0	Agi	5											Killer Instinct, Lightning Reflexes, Poison Attacks
Avatar of the Gods	Att	4	Off	5	Str	5	AP	2	Agi	5											Harnessed
Chassis					Str	5	AP	2	Agi												Impact Hits (D6+1), Inanimate
<b>Manticore</b>	Adv	6"	Mar	12"	Dis	C															Fear, Fly (8", 16"), Light Troops, Scent of Blood, Towering Presence
Large, Cavalry	HP	4	Def	C	Res	5	Arm	C+1													
Manticore	Att	4	Off	5	Str	5	AP	2	Agi	5											Death Trance, Harnessed
<b>Dragon</b>	Adv	6"	Mar	12"	Dis	C															Fly (7", 14"), Light Troops
Gigantic, Beast	HP	6	Def	5	Res	6	Arm	4													
Dragon	Att	5	Off	5	Str	6	AP	3	Agi	3											Breath Attack (Str 4, AP 1, Flaming Attacks), Harnessed

## Core

<b>Repeater Auxiliaries</b>	Adv	5"	Mar	10"	Dis	8															Scoring	
Standard, Infantry	HP	1	Def	4	Res	3	Arm	0														Light Armour
Repeater Auxiliary	Att	1	Off	4	Str	3	AP	0	Agi	5											Killer Instinct, Lightning Reflexes, Repeater Crossbow (4+)	
<b>Dark Raiders</b>	Adv	9"	Mar	18"	Dis	8															Feigned Flight, Light Troops, Vanguard	
Standard, Cavalry	HP	1	Def	4	Res	3	Arm	1														Light Armour
Raider	Att	1	Off	4	Str	3	AP	0	Agi	5												Cult of Cadaron, Killer Instinct, Lightning Reflexes, Light Lance
Elven Horse	Att	1	Off	3	Str	3	AP	0	Agi	4												Harnessed

<b>Dread Legionnaires</b>	Adv	5"	Mar	10"	Dis	8						Scoring
Standard, Infantry	HP	1	Def	4	Res	3	Arm	0				Light Armour, Shield
Dread Legionnaire	Att	1	Off	4	Str	3	AP	0	Agi	5		Killer Instinct, Lightning Reflexes
<b>Corsairs</b>	Adv	5"	Mar	10"	Dis	8						Scoring
Standard, Infantry	HP	1	Def	4	Res	3	Arm	0				Kraken's Hide, Light Armour
Corsair	Att	1	Off	4	Str	3	AP	0	Agi	5		Killer Instinct, Lightning Reflexes
<b>Blades of Nabh</b>	Adv	5"	Mar	10"	Dis	8						Fearless, Frenzy, Scoring
Standard, Infantry	HP	1	Def	2	Res	3	Arm	0				
Blade of Nabh	Att	2	Off	4	Str	3	AP	0	Agi	6		Cult of Nabh, Lightning Reflexes, Poison Attacks, Paired Weapons

## Special

<b>Medusa</b>	Adv	6"	Mar	12"	Dis	8						Fear, Fearless, Supernal
Standard, Beast	HP	3	Def	5	Res	4	Arm	0				Aegis (5+)
Medusa	Att	5	Off	5	Str	4	AP	1	Agi	5		Cult of Yema, Petrifying Stare
<b>Dark Acolytes</b>	Adv	9"	Mar	18"	Dis	8						Light Troops, Wizard Conclave
Standard, Cavalry	HP	1	Def	4	Res	3	Arm	1				Aegis (4+)
Acolyte	Att	2	Off	4	Str	4	AP	1	Agi	5		Killer Instinct, Lightning Reflexes, Poison Attacks
Elven Horse	Att	1	Off	3	Str	3	AP	0	Agi	4		Harnessed
<b>Harpies</b>	Adv	5"	Mar	10"	Dis	6						Fly (10", 20"), Insignificant, Light Troops, Skirmisher, Swiftstride
Standard, Infantry	HP	1	Def	3	Res	3	Arm	0				Hard Target (1)
Harpy	Att	2	Off	3	Str	3	AP	0	Agi	5		
<b>Dancers of Yema</b>	Adv	5"	Mar	10"	Dis	8						Scoring
Standard, Infantry	HP	1	Def	5	Res	3	Arm	0				Light Armour, Shield
Dancer of Yema	Att	1	Off	5	Str	3	AP	0	Agi	5		Cult of Yema, Lightning Reflexes, Gladiator Weapons
<b>Tower Guard</b>	Adv	5"	Mar	10"	Dis	8						Bodyguard, Fearless, Scoring
Standard, Infantry	HP	1	Def	6	Res	3	Arm	0				Heavy Armour
Tower Guard	Att	2	Off	6	Str	3	AP	1	Agi	6		Cult of Olaron, Killer Instinct, Lightning Reflexes, Halberd
<b>Dread Judges</b>	Adv	5"	Mar	10"	Dis	8						Scoring
Standard, Infantry	HP	1	Def	5	Res	3	Arm	0				Heavy Armour
Dread Judge	Att	1	Off	5	Str	4	AP	1	Agi	5		Cult of Nabh, Lightning Reflexes, Executioner's Blade
<b>Dread Knights</b>	Adv	7"	Mar	14"	Dis	9						Scent of Blood, Scoring
Standard, Cavalry	HP	1	Def	5	Res	4	Arm	2				Heavy Armour, Shield
Knight	Att	1	Off	5	Str	4	AP	1	Agi	6		Killer Instinct, Lightning Reflexes, Lance
Raptor	Att	2	Off	3	Str	4	AP	1	Agi	2		Harnessed
<b>Raptor Chariot</b>	Adv	7"	Mar	7"	Dis	9						Scent of Blood, Swiftstride
Large, Construct	HP	4	Def	5	Res	5	Arm	2				Heavy Armour
Crew (2)	Att	1	Off	5	Str	4	AP	1	Agi	6		Killer Instinct, Lightning Reflexes, Lance, Repeater Crossbow (4+)
Raptor (2)	Att	2	Off	3	Str	4	AP	1	Agi	2		Harnessed
Chassis					Str	5	AP	2	Agi			Impact Hits (D6+1), Inanimate
<b>Divine Altar</b>	Adv	5"	Mar	10"	Dis	8						Divine Blessings, Fear, Not a Leader, Towering Presence, War Platform
Large, Construct	HP	5	Def	5	Res	5	Arm	1				Aegis (4+), Light Armour
Disciple (3)	Att	1	Off	4	Str	3	AP	0	Agi	5		Killer Instinct, Lightning Reflexes, Poison Attacks
Avatar of the Gods	Att	4	Off	5	Str	5	AP	2	Agi	5		Harnessed
Chassis					Str	5	AP	2	Agi			Impact Hits (D6+1), Inanimate

## Raiders

<b>Raven Cloaks</b>	Adv	5"	Mar	10"	Dis	8						Light Troops, Scout, Skirmisher
Standard, Infantry	HP	1	Def	5	Res	3	Arm	0				Hard Target (1), Light Armour
Raven Cloak	Att	1	Off	5	Str	3	AP	0	Agi	5		Cult of Cadaron, Lightning Reflexes, Repeater Crossbow (3+)

## Destroyers

<b>Hunting Chariot</b>	<i>Adv</i> 9"	<i>Mar</i> 9"	<i>Dis</i> 8							Swiftstride
Large, Construct	<i>HP</i> 4	<i>Def</i> 4	<i>Res</i> 4	<i>Arm</i> 2						Light Armour
Crew (2)	<i>Att</i> 1	<i>Off</i> 4	<i>Str</i> 3	<i>AP</i> 0	<i>Agi</i> 5					Killer Instinct, Lightning Reflexes, Light Lance
Elven Horse (2)	<i>Att</i> 1	<i>Off</i> 3	<i>Str</i> 3	<i>AP</i> 0	<i>Agi</i> 4					Harnessed
Chassis			<i>Str</i> 5	<i>AP</i> 2	<i>Agi</i>					Impact Hits (D6), Inanimate, Harpoon Launcher (3+)
<b>Dread Reaper</b>	<i>Adv</i> 5"	<i>Mar</i> 5"	<i>Dis</i> 8							War Machine
Standard, Construct	<i>HP</i> 4	<i>Def</i> 1	<i>Res</i> 4	<i>Arm</i> 0						Light Armour
Crew	<i>Att</i> 2	<i>Off</i> 4	<i>Str</i> 3	<i>AP</i> 0	<i>Agi</i> 5					Killer Instinct, Lightning Reflexes, Move or Fire, Elven Bolt Thrower (3+)

## The Menagerie

<b>Kraken</b>	<i>Adv</i> 6"	<i>Mar</i> 12"	<i>Dis</i> 8							Strider (Water Terrain)
Gigantic, Beast	<i>HP</i> 5	<i>Def</i> 5	<i>Res</i> 5	<i>Arm</i> 3						Distracting, Hard Target (1)
Kraken	<i>Att</i> 4	<i>Off</i> 5	<i>Str</i> 7	<i>AP</i> 4	<i>Agi</i> 3					Multiple Wounds (D3), Poison Attacks
<b>Hydra</b>	<i>Adv</i> 6"	<i>Mar</i> 12"	<i>Dis</i> 8							
Gigantic, Beast	<i>HP</i> 5	<i>Def</i> 5	<i>Res</i> 5	<i>Arm</i> 3						Fortitude (4+)
Hydra	<i>Att</i> 7	<i>Off</i> 5	<i>Str</i> 5	<i>AP</i> 2	<i>Agi</i> 2					Breath Attack (Str 4, AP 1, Flaming Attacks)

## Shooting Weapons

Name	Artillery	Range	Str	AP	Shots	Rules
Repeater Crossbow	-	24"	3	1	2	-
Repeater Handbow	-	12"	3	0	2	March and Shoot Quick to Fire
Assassin Throwing Weapons	-	12"	User	User	3	Quick to Fire
Harpoon Launcher	-	18"	7	3	1	Accurate Harpooned* Lethal Strike Multiple Wounds (D3, Clipped Wings) Quick to Fire Reload!
Elven Bolt Thrower (1)	-	48"	3 [6]	10	1	Area Attack (1×5) [Multiple Wounds (D3)]
Elven Bolt Thrower (2)	-	48"	4	2	6	-

\*A model with Towering Presence successfully wounded suffers -2"/-4" movement and loses Fly.

## Aim Table

Name	Aim	Shooting Model
Repeater Crossbow	1+	Dread Prince
	2+	Captain
	3+	Raven Cloak
	4+	Cult Priest, Raptor Chariot, Repeater Auxiliary, Dark Raider
Repeater Handbow	1+	Dread Prince
	2+	Captain
	4+	Cult Priest, Corsair
Assassin Throwing Weapons	1+	Assassin
Harpoon Launcher	3+	Hunting Chariot
Elven Bolt Thrower	3+	Dread Reaper