

# THE IX AGE

## FANTASY BATTLES



# Dread Elves

Army Book (Core Rules)

2<sup>nd</sup> Edition, version 2021 alpha 1 – December 30, 2020

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The 9<sup>th</sup> Age: Fantasy Battles is a community-made miniatures wargame. All rules in this book are considered part of the Core Rules of T9A and should be available for use in any game. 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. Recent changes are marked in [blue](#), and listed at the end of this document. Copyright Creative Commons license: [the-ninth-age.com/license.html](http://the-ninth-age.com/license.html). Edited with  $\LaTeX$ .

# Army Model Rules

## Universal Rules

### Academy Training

Units with more than half of their models with Academy Training are considered Academy Trained. When calculating Combat Scores, each Academy Trained unit Engaged in the Combat reduces the opponent's Rank Bonus by 1, to a minimum of 0. In addition, while within 8" of one or more other non-Fleeing, friendly Academy Trained units, Academy Trained units:

- Gain **Devastating Charge (+1" Adv)** when declaring a Charge, until declaring a new Charge with the unit.
- Count as having one additional Full Rank for the purpose of Steadfast and Disrupted if they have at least one Full Rank.

### 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.

### Professional Courtesy

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

### Scent of Blood

The model gains **Fearless** and **Frenzy** while Engaged in Combat. In addition, when declaring a Charge against a unit with at least one Health Pool that contains fewer Health Points than it did when the unit was deployed or otherwise entered the Battlefield, the model gains **Devastating Charge (+1" Adv)**, until declaring a new Charge with its unit.

## Attack Attributes

### Artistry of Death – Close Combat

The attack gains +1 to wound.

### Ruthless Efficiency – Close Combat

The attack gains +1 to wound during the First Round of Combat.

## Armoury

### Kraken's Hide – Armour Equipment

If on foot, the wearer gains +1 Armour.

### Repeater Crossbow – Shooting Weapon

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

### Repeater Handbow [X] – Shooting Weapon

Range 12", Shots X, Str 3, AP 1, **Accurate, Quick to Fire**.

## Blades of Darag – Close Combat Weapon

**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, for as long as the spell's effects are applied. This weapon cannot be enchanted with Weapon Enchantments.

# Hereditary Spell

| <i>Casting Value</i>                | <i>Range</i> | <i>Type</i> | <i>Duration</i> | <i>Effect</i>  |
|-------------------------------------|--------------|-------------|-----------------|--|
| <b>H Curse of the Phantom Queen</b> |              |             |                 |  |
| 8+                                  | 24"          | Hex         | One Turn        | 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. |

# Special Items

## Weapon Enchantments

### Crippling Frost

95 pts

Enchantment: Great Weapon.  
Attacks made with this weapon gain +1 Strength, +1 Armour Penetration, and become **Magical Attacks**. In addition, for every hit inflicted with the weapon in a Duel, choose a model part of the enemy model. The chosen model part suffers -1 Attack Value until the end of the Duel.

### Lacerating Touch

50 pts

Enchantment: Paired Weapons.  
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**.

### Transcendence

50 pts

Enchantment: Lance.  
Attacks made with this weapon become **Magical Attacks**. For each unsaved wound inflicted against enemy models with this weapon, the wielder gains +1 Strength and +1 Armour Penetration for the rest of the game, up to a maximum of +2 each.

### Mastery of Slaughter

40 pts

Enchantment: Spear.  
While using this weapon, the wielder must reroll natural to-wound rolls of '1' with Close Combat Attacks, and attacks made with this weapon become **Magical Attacks**. In addition, for each Health Point lost by an enemy unit due to attacks made with this weapon, the wielder's side adds +1 to their Combat Score of this Round of Combat. This may exceed the normal limit in Duels.

### Pride of Gar Daecos

35 pts

Enchantment: Halberd.  
While using this weapon, the wielder gains +1 Attack Value, and attacks made with this weapon become **Divine Attacks** and **Magical Attacks**.

## Armour Enchantments

### Seal of the Republic

40 pts

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

## Banner Enchantments

**Executioner's Icon** 50 pts  
The bearer and R&F model parts with Ruthless Efficiency in the bearer's unit gain **Artistry of Death** and lose Ruthless Efficiency.

**Eye of the Gorgon** 50 pts  
Cannot be taken by units that count toward Core.  
The bearer gains **Petrifying Stare** (see **Gorgons** unit).  
Enemy units in base contact with the bearer **must** reroll successful Discipline Tests.

**Academy Banner** 40 pts  
0-2 per Army.  
R&F Infantry models in the bearer's unit gain **Academy Training**.

## Artefacts

**Moithir's Mirror** 65 pts  
For each successful Aegis Save roll of 5+ made by the bearer, the bearer immediately inflicts 1 hit with Strength 5, Armour Penetration 2, and **Magical Attacks** against the model that caused the wound, before any casualties are removed, distributed onto the model's Health Pool. This is considered a Special Attack. In addition, the bearer gains **Aegis (5+)**.

**Mask of the War Crow** 50 pts  
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.

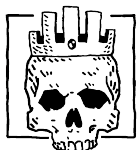
**Ceinran's Gambit** 40 pts  
Wizards only.  
The bearer can cast *The Wheel Turns* (Witchcraft) as a Bound Spell with Power Level (4/8).

**Ring of the 9<sup>th</sup> Legion** 40 pts  
Legion Legates only.  
Models with Academy Training in the bearer's unit gain **Battle Focus** in the First Round of Combat.

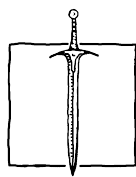
**Ring of the Obsidian Thrones** 35 pts  
Enemy units in base contact with the bearer's model suffer -1 Offensive Skill and -1 Defensive Skill for every Special Item in their unit, up to a maximum of -3. For that purpose, each instance of Daemonic Manifestations, even if it affects more than 1 model in the unit, counts as 1.

**Beastmaster's Whistle** 30 pts  
Beastmasters only.  
One use only. May be activated at the start of any friendly Charge Phase. Charge Range rolls of friendly models with Type Beast within 12" of the bearer are subject to Maximised Roll until the end of the Charge Phase.

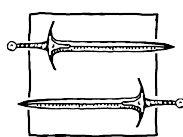
## Army Organisation



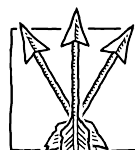
**Characters**  
Max. 40%



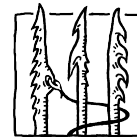
**Core**  
Min. 25%



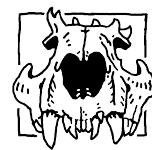
**Special**  
No limit



**Raiders**  
Max. 20%



**Destroyers**  
Max. 15%



**The Menagerie**  
Max. 30%

# Characters (Max. 40%)



## Dread Prince

240 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   | 6   | 3   | 0           | Heavy Armour |   |
| Offensive    | Att | Off | Str | AP          | Agi          |   |
| Dread Prince | 5   | 8   | 4   | 1           | 8            | Deadly Riposte, Lightning Reflexes, Ruthless Efficiency |

—Model Rules—

**Deadly Riposte:** Attack Attribute – Close Combat.  
For each 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.

—Options—

|                  |           |
|------------------|-----------|
| Special Items    | up to 200 |
| Shield           | 10        |
| One choice only: |           |
| Paired Weapons   | 8         |
| Halberd          | 10        |
| Great Weapon     | 15        |
| Lance            | 15        |

—Mount Options—

|                |     |
|----------------|-----|
| Elven Horse    | 50  |
| Plains Raptor  | 55  |
| Raptor Chariot | 120 |



## Beastmaster

210 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>Willbreaker's Craft</b> |  |   |
| Defensive   | HP  | Def | Res | Arm                        |  |   |
|             | 3   | 5   | 3   | 0                          | Cannot be Stomped, Heavy Armour, Kraken's Hide |   |
| Offensive   | Att | Off | Str | AP                         | Agi  |   |
| Beastmaster | 4   | 5   | 4   | 1                          | 7  | Lightning Reflexes, Ruthless Efficiency |

—Model Rules—

**Willbreaker's Craft:** Universal Rule.  
Discipline Tests taken by friendly Gigantic models 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.

—Options—

|                  |           |
|------------------|-----------|
| Special Items    | up to 150 |
| Shield           | 5         |
| One choice only: |           |
| Paired Weapons   | 5         |
| Halberd          | 8         |
| Lance            | 15        |

—Mount Options—

|                   |     |
|-------------------|-----|
| Elven Horse       | 55  |
| Plains Raptor     | 55  |
| Raptor Chariot    | 100 |
| Blackmane Pegasus | 110 |
| Manticore (TM)    | 170 |
| Dragon (TM)       | 430 |



## Legion Legate

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" | 10   | Academy Training |                   |   |      |
| Defensive              | HP  | Def | Res  | Arm              |                   |   |      |
|                        | 3   | 6   | 3    | 0                | Heavy Armour      |   |      |
| Offensive              | Att | Off | Str  | AP               | Agi               |   |      |
| Legion Legate          | 3   | 6   | 4    | 1                | 7                 | Lightning Reflexes, Ruthless Efficiency |      |
| Options                |     |     | pts- | Mount Options    |                   |   | pts- |
| Battle Standard Bearer |     |     |      | 50               | Elven Horse       | 55                                      |      |
| Special Items          |     |     |      | up to 100        | Plains Raptor     | 60                                      |      |
| If General             |     |     |      | up to 150        | Blackmane Pegasus | 100                                     |      |
| Shield                 |     |     |      | 5                | Raptor Chariot    | 100                                     |      |
| Kraken's Hide          |     |     |      | 15               | Manticore (TM)    | 180                                     |      |
| One choice only:       |     |     |      |                  |                   |   |      |
| Halberd                |     |     |      | 5                |                   |   |      |
| Paired Weapons         |     |     |      | 5                |                   |   |      |
| Spear                  |     |     |      | 5                |                   |   |      |
| Lance                  |     |     |      | 10               |                   |   |      |





## Temple Legate

280 pts

single model

Height Standard  
Type Infantry  
Base 20×20 mm

| Global   | Adv | Mar | Dis  | Model Rules                         |   |   |
|--|-----|-----|------|-------------------------------------|---|---|
|  | 5"  | 10" | 9    | Professional Courtesy, Wizard Adept |   |   |
| Defensive  | HP  | Def | Res  | Arm                                 |   |   |
|  | 3   | 5   | 3    | 0                                   | Aegis (4+, against Melee Attacks), Heavy Armour   |   |
| Offensive  | Att | Off | Str  | AP                                  | Agi   |   |
| Temple Legate  | 3   | 5   | 4    | 1                                   | 6   | Battle Focus, Lightning Reflexes, Ruthless Efficiency |
| Magic Options  |     |     | pts- | Optional Model Rules                |   |   |
| <b>Must choose (one choice only):</b>  |     |     |      |                                     | <b>Battle Oracle:</b> Universal Rule.   |   |
| <b>Battle Oracle</b>   |     |     |      | free                                | The model <b>must</b> select spells from Divination. Enemy units in base contact with the model suffer -1 to hit against models using Blades of Darag.  |   |
| <b>War Smith</b>   |     |     |      | free                                | <b>War Smith:</b> Universal Rule.   |   |
|  Alchemy  Divination |     |     |      |                                     | The model <b>must</b> select spells from Alchemy. Models with Armour 4 or more in enemy units in base contact with the model <b>must</b> reroll successful Armour Saves against wounds caused by Blades of Darag. |   |
| Options  |     |     | pts- |                                     |   |   |
| Battle Standard Bearer   |     |     |      | 50                                  |   |   |
| Special Items  |     |     |      | up to 100                           |   |   |
| One choice only:   |     |     |      |                                     |   |   |
| Blades of Darag  |     |     |      | free                                |   |   |
| Halberd  |     |     |      | 20                                  |   |   |
| Paired Weapons   |     |     |      | 20                                  |   |   |



## Warlock Outcast

380 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> , Not a Leader, Wizard Master |     |
| Defensive  | HP            | Def            | Res   | Arm  |     |
|  | 3             | 4              | 3   | 0  |     |
| Offensive  | Att           | Off            | Str   | AP   | Agi |
| Warlock Outcast  | 1             | 4              | 3   | 0  | 5   |
| Lightning Reflexes, Ruthless Efficiency  |               |                |   |  |     |
| —Model Rules—  |               |                | —Options— pts—  |  |     |
| <b>Irresistible Will:</b> Universal Rule.<br>The Casting Values of spells cast by the model are increased by +1. Dispelling rolls against spells cast by the model suffer a -2 modifier. |               |                | Special Items up to 200<br>Light Armour 5<br>Blades of Darag 10                                     |  |     |
| —Magic Options—  |               |                | —Mount Options— pts—  |  |     |
| <br>Cosmology  | <br>Occultism | <br>Witchcraft | Elven Horse 35<br>Plains Raptor 40<br>Blackmane Pegasus 65<br>Manticore (TM) 100<br>Dragon (TM) 425 |  |     |



## Silent Assassin

180 pts

single model

0–2 Units/Army

Height Standard  
Type Infantry  
Base 20×20 mm

| Global  | Adv | Mar | Dis | Model Rules   |     |
|---|-----|-----|-----|---|-----|
|   | 5"  | 10" | 9   | <b>Not a Leader</b> , Professional Courtesy, <b>Strike from the Shadows</b> |     |
| Defensive   | HP  | Def | Res | Arm   |     |
|   | 3   | 7   | 3   | 0   |     |
| Offensive   | Att | Off | Str | AP  | Agi |
| Silent Assassin   | 3   | 7   | 4   | 3   | 9   |
| Artistry of Death, Lightning Reflexes, Multiple Wounds (2, against Characters), Poison Attacks, Repeater Handbow [4] (2+) |     |     |     |   |     |
| —Options— pts—  |     |     |     |   |     |
| <b>Must</b> choose (one choice only):<br>Blades of Darag free<br>Paired Weapons free                                      |     |     |     |   |     |
| —Model Rules—   |     |     |     |   |     |

**Strike from the Shadows:** Universal Rule.

The model cannot be deployed during the Deployment Phase. Instead, at the start of any Player Turn, the owner may choose an unengaged friendly Standard Infantry unit that is not Fleeing and apply the following rules:

- Remove a non-Champion R&F model from the chosen unit and deploy the Silent Assassin inside that unit.
- You cannot remove the last R&F model from a unit, and removing the model never causes a Panic Test.
- The Silent Assassin cannot voluntarily leave its unit during the Player Turn in which it was deployed.
- If the model is not deployed by the end of Game Turn 4, it counts as a casualty and cannot be deployed for the rest of the game.

# 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 |



## Plains 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>C</b> | <b>C+2</b>            |          |                          |
| Offensive     | Att       | Off        | Str      | AP                    | Agi      |                          |
| Plains Raptor | <b>2</b>  | <b>3</b>   | <b>4</b> | <b>1</b>              | <b>3</b> | Harnessed, Lethal Strike |



## Blackmane Pegasus

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

| Global            | Adv       | Mar        | Dis      | Model Rules                        |          |           |
|-------------------|-----------|------------|----------|------------------------------------|----------|-----------|
| Ground            | <b>7"</b> | <b>14"</b> | <b>C</b> | <b>Fly (8", 16"), Light Troops</b> |          |           |
| Fly               | <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      |           |
| Blackmane Pegasus | <b>2</b>  | <b>4</b>   | <b>4</b> | <b>1</b>                           | <b>4</b> | Harnessed |





## Raptor Chariot

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

0–2 Mounts/Army

| 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>4</b> | <b>C+2</b>                         |  |
| Offensive         | Att       | Off       | Str      | AP                                 | Agi  |
| Crew (1)          | <b>2</b>  | <b>5</b>  | <b>4</b> | <b>1</b>                           | <b>6</b> <b>Lightning Reflexes, Ruthless Efficiency, Lance</b> |
| Plains Raptor (2) | <b>2</b>  | <b>3</b>  | <b>4</b> | <b>1</b>                           | <b>3</b> <b>Harnessed, Lethal Strike</b>                       |
| Chassis           |           |           | <b>5</b> | <b>2</b>                           | <b>Impact Hits (D6+1), Inanimate</b>                           |



## Manticore

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

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

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

— Options —

**Extraordinary Specimen**

pts-  
40

— Optional Model Rules —

**Extraordinary Specimen:** Universal Rule.  
 The Manticore gains **Stomp Attacks (D3)** and its base size is changed to 50×100 mm.



## 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.

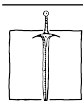
| Global    | Adv       | Mar        | Dis      | Model Rules  |   |
|-----------|-----------|------------|----------|--|---|
| Ground    | <b>6"</b> | <b>12"</b> | <b>C</b> | <b>Fly (7", 14"), Light Troops, Meeting of Minds</b> |   |
| Fly       | <b>7"</b> | <b>14"</b> |          |  |   |
| Defensive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

— Model Rules —

**Meeting of Minds:** Universal Rule.

The model gains **Scent of Blood** and treats all friendly Beast models as Insignificant.

# Core (Min. 25%)



## Dread Legionnaires

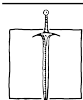
200 pts + 14 pts/extra model

15–40 models



Height Standard  
Type Infantry  
Base 20×20 mm

| Global                    | Adv | Mar | Dis  | Model Rules               |                      |  |          |
|---------------------------|-----|-----|------|---------------------------|----------------------|--|----------|
|                           | 5"  | 10" | 8    | Academy Training, 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                    | Lightning Reflexes, Ruthless Efficiency, Spear |          |
| — Command Group Options — |     |     | pts- | — Command Group Options — |                      |  | pts-     |
| Champion                  |     |     |      | 10                        | Standard Bearer      |  | 10       |
| Musician                  |     |     |      | 10                        | Banner Enchantment   |  | no limit |



## Temple Militants

265 pts + 16 pts/extra model

15–30 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   | 3   | 3    | 0                         | Light Armour       |   |          |
| 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 |          |
| — Command Group Options — |     |     | pts- | — Command Group Options — |                    |   | pts-     |
| Champion                  |     |     |      | 10                        | Standard Bearer    |   | 10       |
| Musician                  |     |     |      | 10                        | Banner Enchantment |   | no limit |



## Raiding Party

170 pts + 14 pts/extra model

10–20 models

0–3 Units/Army

Height Standard  
Type Infantry  
Base 20×20 mm



Units with an upgrade marked with [R] also count towards Raiders.

| Global                                | Adv | Mar | Dis  | Model Rules                 |              |   |          |                 |    |
|---------------------------------------|-----|-----|------|-----------------------------|--------------|---|----------|-----------------|----|
|                                       | 5"  | 10" | 8    | Hunting Bolas, Light Troops |              |   |          |                 |    |
| Defensive                             | HP  | Def | Res  | Arm                         |              |   |          |                 |    |
|                                       | 1   | 4   | 3    | 0                           | Light Armour |   |          |                 |    |
| Offensive                             | Att | Off | Str  | AP                          | Agi          |   |          |                 |    |
| Dread Raider                          | 1   | 4   | 3    | 0                           | 5            | Lightning Reflexes, Ruthless Efficiency |          |                 |    |
| Options                               |     |     | pts- |                             |              | Command Group Options                   |          | pts-            |    |
| <b>Must choose (one choice only):</b> |     |     |      |                             |              |   | Champion | 10              |    |
| <b>Beast Breaker</b>                  |     |     |      |                             |              |   | free     | Musician        | 10 |
| <b>Corsair [R]</b>                    |     |     |      |                             |              |   | 2/model  | Standard Bearer | 10 |

### Optional Model Rules

**Beast Breaker:** Universal Rule.

The model gains **Cannot be Stomped** and Shield. At the start of each friendly Player Turn, choose another friendly unit within 8" of each unit that contains one or more models with Beast Breaker. Model parts with Harnessed in the chosen units gain **Devastating Charge (Hatred)** until the end of the next Player Turn.

**Corsair:** Universal Rule.

The model gains Kraken's Hide, Throwing Weapons (4+), and Paired Weapons. In addition, each Charging unit with one or more models with Corsair adds +1 to its side's Combat Score if fighting an enemy unit in the enemy's Flank or Rear.



## Legion Auxiliaries

230 pts + 13 pts/extra model

15–25 models



Height Standard  
Type Infantry  
Base 20×20 mm

The unit counts both towards Core and Raiders.

| Global           | Adv | Mar | Dis | Model Rules  |                      |  |
|------------------|-----|-----|-----|--|----------------------|--|
|                  | 5"  | 10" | 8   | Academy Training, Scoring, <b>Suppressing Volley</b> |                      |  |
| Defensive        | HP  | Def | Res | Arm  |                      |  |
|                  | 1   | 4   | 3   | 0  | Light Armour, Shield |  |
| Offensive        | Att | Off | Str | AP   | Agi                  |  |
| Legion Auxiliary | 1   | 4   | 3   | 0  | 5                    | Lightning Reflexes, March and Shoot, Ruthless Efficiency, Repeater Crossbow (3+) |

### Model Rules

**Suppressing Volley:** Universal Rule.

At the start of each friendly Charge Phase, each unengaged non-Shaken friendly Legion 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 Legion Auxiliaries unit cannot declare any Charges during this Charge Phase. Until the end of the Player Turn, the nominated enemy unit suffers -1 to-hit against Charging Academy Trained units. Nominating a unit from more than one Legion Auxiliaries unit has no stacking effect.

### Command Group Options

|                    |          |
|--------------------|----------|
| Champion           | 10       |
| Musician           | 10       |
| Standard Bearer    | 10       |
| Banner Enchantment | no limit |

# Special (No limit)



## Shadow Riders

175 pts + 20 pts/extra model

5–10 models

0–4 Units/Army

Height Standard

Type Cavalry

Base 25×50 mm



Units of 8 or more models count towards Core instead of Special.

Units with an upgrade marked with [R] also count towards Raiders.

| Global                     | Adv | Mar | Dis     | Model Rules   |                      |  |     |
|----------------------------|-----|-----|---------|---|----------------------|--|-----|
|                            | 9"  | 18" | 8       | Feigned Flight, Hunting Bolas, Light Troops, Vanguard |                      |  |     |
| 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                    |     |     | pts     | Command Group Options                                 |                      |  | pts |
| Repeater Crossbow (3+) [R] |     |     | 5/model | Champion  |                      |  | 10  |
|                            |     |     |         | Musician  |                      |  | 10  |
|                            |     |     |         | Standard Bearer                                       |                      |  | 10  |



## Warlock Acolytes

210 pts + 30 pts/extra model

5–12 models

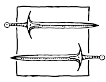
0–2 Units/Army

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 (5+), Warding Amulet, Light 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  |
| Model Rules  |     |     | Wizard Conclave   |                               |  |  |
| <b>Warding Amulet:</b> Personal Protection.<br>The bearer gains <b>Aegis (+1, max. 3+)</b> for each non-Attribute Spell with duration One Turn targeting at least one model in the bearer's unit for as long as the spell's effects are applied. |     |     | <b>Must</b> select 2 spells from: <ul style="list-style-type: none"> <li>• <i>Perception of Strength</i> (Cosmology)</li> <li>• <i>Hand of Glory</i> (Occultism)</li> <li>• <i>Twisted Effigy</i> (Witchcraft)</li> <li>• <i>Curse of the Phantom Queen</i> (Hereditary Spell)</li> </ul> |                               |  |  |
|  |     |     | Command Group Options   |                               |  | pts  |
|  |     |     | Champion  |                               |  | 120  |



## Dread Knights

285 pts + 35 pts/extra model

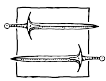
5–10 models



0–4 Units/Army

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   | 3       | 2                       | Heavy Armour, Shield      |   |          |  |
| Offensive        | Att | Off | Str     | AP                      | Agi                       |   |          |  |
| Dread Knight     | 2   | 5   | 4       | 1                       | 6                         | Lightning Reflexes, Ruthless Efficiency |          |  |
| Plains Raptor    | 2   | 3   | 4       | 1                       | 3                         | Harnessed, Lethal Strike                |          |  |
| — Options —      |     |     | pts—    |                         | — Command Group Options — |   | pts—     |  |
| One choice only: |     |     |         |                         | Champion                  |   | 10       |  |
| Lance            |     |     | 3/model |                         | Musician                  |   | 10       |  |
| Great Weapon     |     |     | 6/model |                         | Standard Bearer           |   | 10       |  |
|                  |     |     |         |                         | Banner Enchantment        |   | no limit |  |



## Obsidian Guard

220 pts + 20 pts/extra model

10–25 models



0–3 Units/Army

Height Standard  
Type Infantry  
Base 20×20 mm

| Global   | Adv | Mar | Dis  | Model Rules  |                           |  |          |  |
|--|-----|-----|------|--|---------------------------|--|----------|--|
|  | 5"  | 10" | 9    | Academy Training, Scoring, <b>Will of the Senate</b> |                           |  |          |  |
| 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 |          |  |
| — Model Rules —                                    |     |     | pts— |  | — Command Group Options — |  | pts—     |  |
| <b>Will of the Senate:</b> Universal Rule.         |     |     |      |  | Champion                  |  | 10       |  |
| Friendly units within 6" of a non-Fleeing Obsidian |     |     |      |  | Musician                  |  | 10       |  |
| Guard unit <b>must</b> reroll failed Panic Tests.  |     |     |      |  | Standard Bearer           |  | 10       |  |
|  |     |     |      |  | Banner Enchantment        |  | no limit |  |



## Judicators

200 pts + 20 pts/extra model

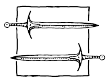
10–30 models



0–5 Units/Army

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                       |   |          |  |
| Judicator                 | 1   | 5   | 3    | 2           | 5                         | Artistry of Death, Hatred, Lightning Reflexes, Great Weapon |          |  |
| — Command Group Options — |     |     | pts— |             | — Command Group Options — |   | pts—     |  |
| Champion                  |     |     | 10   |             | Standard Bearer           |   | 10       |  |
| Musician                  |     |     | 10   |             | Banner Enchantment        |   | no limit |  |



## Harpies

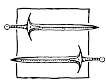
160 pts + 10 pts/extra model

8-12 models

0-3 Units/Army

Height Standard  
Type Beast  
Base 20x20 mm

| Global    | Adv | Mar | Dis | Model Rules   |                 |
|-----------|-----|-----|-----|---|-----------------|
| Ground    | 5"  | 10" | 6   | Fly (10", 18"), Insignificant, Light Troops, Scent of Blood, Skirmisher |                 |
| Fly       | 10" | 18" |     |   |                 |
| Defensive | HP  | Def | Res | Arm   |                 |
|           | 1   | 2   | 3   | 0   | Hard Target (1) |
| Offensive | Att | Off | Str | AP  | Agi             |
| Harpy     | 2   | 3   | 4   | 0   | 4               |



## Gorgons

160 pts + 125 pts/extra model

1-3 models

0-2 Units/Army  
0-3 Models/Army

Height Large  
Type Beast  
Base 40x40 mm

| Global    | Adv | Mar | Dis | Model Rules                       |            |
|-----------|-----|-----|-----|-----------------------------------|------------|
|           | 7"  | 14" | 8   | Fear, Fearless, Strider, Supernal |            |
| Defensive | HP  | Def | Res | Arm                               |            |
|           | 3   | 5   | 4   | 0                                 | Aegis (5+) |
| Offensive | Att | Off | Str | AP                                | Agi        |
| Gorgon    | 4   | 5   | 4   | 1                                 | 5          |

### Model Rules

#### Petrifying Stare: Special Attack.

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

### Options

#### One choice only:

|                |    |
|----------------|----|
| Paired Weapons | 5  |
| Halberd        | 15 |



## Thunder Pack

285 pts + 70 pts/extra model

3-6 models

0-3 Units/Army

Height Large  
Type Beast  
Base 40x60 mm

| Global         | Adv | Mar | Dis | Model Rules                  |              |
|----------------|-----|-----|-----|------------------------------|--------------|
|                | 5"  | 10" | 8   | Light Troops, Scent of Blood |              |
| Defensive      | HP  | Def | Res | Arm                          |              |
|                | 3   | 3   | 5   | 1                            | Light Armour |
| Offensive      | Att | Off | Str | AP                           | Agi          |
| Thunder Beast  | 2   | 3   | 5   | 2                            | 2            |
| Lashmaster (2) | 1   | 4   | 3   | 0                            | 5            |

Devastating Charge (+1 Str, +1 AP, Terror), Harnessed, Impact Hits (D3)

Lightning Reflexes, Ruthless Efficiency



## Raptor Chariot

200 pts

single model

0–3 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   | 4   | 2                           | Heavy Armour |  |
| Offensive         | Att | Off | Str | AP                          | Agi          |  |
| Crew (2)          | 2   | 5   | 4   | 1                           | 6            | Lightning Reflexes, Ruthless Efficiency, Lance |
| Plains Raptor (2) | 2   | 3   | 4   | 1                           | 3            | Harnessed, Lethal Strike                       |
| Chassis           |     |     | 5   | 2                           |              | Impact Hits (D6+1), Inanimate                  |



## Divine Altar

200 pts

single model

0–1 Units/Army

Height Large  
Type Construct  
Base 60×100 mm

| Global        | Adv | Mar | Dis | Model Rules       |            |  |
|---------------|-----|-----|-----|-------------------|------------|--|
|               | 5"  | 10" | 8   | Towering Presence |            |  |
| Defensive     | HP  | Def | Res | Arm               |            |  |
|               | 6   | 5   | 5   | 2                 | Aegis (5+) |  |
| Offensive     | Att | Off | Str | AP                | Agi        |  |
| Attendant (3) | 2   | 5   | 3   | 1                 | 5          | Battle Focus, Lightning Reflexes, Ruthless Efficiency, Blades of Darag |

— Options — pts —

**Must choose (one choice only):**

|                              |      |
|------------------------------|------|
| <b>Effigy of Dread</b>       | free |
| <b>Crucible of Slaughter</b> | 70   |

— Optional Model Rules —

**Crucible of Slaughter:** Universal Rule.

The model gains **Not a Leader** and **War Platform** and **must** be deployed in a friendly Scoring Infantry unit. It may **never** voluntarily leave its unit and may **never** join another unit, even if all models from its unit have been removed as casualties. In addition, during the Melee Phase, the model's unit and enemy units in base contact with the model's unit suffer –1 Resilience. Models with Crucible of Slaughter are not affected.

**Effigy of Dread:** Universal Rule.

The model gains **Channel (3)**, **Fear**, and **Unbreakable**. The model cannot declare any Charges nor perform Pursuit Moves, and its Advance Rate and March Rate are **always** 0", i.e. the model cannot perform any Advance Moves, March Moves, Magical Moves, nor Random Movement.

In addition, friendly units within 18" of the model gain **Fear**. Enemy units within 18" of the model cannot benefit from Rally Around the Flag for Fear Tests.

At the end of each friendly Magic Phase, the owner may discard up to 2 Veil Tokens from their Veil Token pool to increase the range of Effigy of Dread by +3" for each discarded Veil Token. The effect lasts until the start of the next friendly Magic Phase.

# Raiders (Max. 20%)



## Black Cloaks

150 pts + 27 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   | Hunting Bolas, Light Troops, Scout, Skirmisher |                               |  |
| Defensive   | HP  | Def | Res | Arm  |                               |  |
|             | 1   | 4   | 3   | 0  | Hard Target (1), Light Armour |  |
| Offensive   | Att | Off | Str | AP   | Agi                           |  |
| Black Cloak | 1   | 4   | 3   | 0  | 5                             | Lightning Reflexes, Poison Attacks, Ruthless Efficiency, Paired Weapons, Repeater Handbow [2] (3+) |

— Command Group Options — pts —

Champion

10



# Destroyers (Max. 15%)



## Hunting Chariot

200 pts

single model 0–3 Models/Army

Height Large  
Type Construct  
Base 50×100 mm

| Global          | Adv | Mar | Dis | Model Rules                |              |  |
|-----------------|-----|-----|-----|----------------------------|--------------|--|
|                 | 9"  | 9"  | 8   | Hunting Bolas, 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            | Lightning Reflexes, Ruthless Efficiency, Light Lance         |
| Elven Horse (2) | 1   | 3   | 3   | 0                          | 4            | Harnessed  |
| Chassis         |     |     | 5   | 2                          |              | Impact Hits (D6), Inanimate, <b>Dragonsbane Harpoon (3+)</b> |

### Model Rules

**Dragonsbane Harpoon:** Shooting Weapon.

Range 18", Shots 1, Str 6, AP 10, **Multiple Wounds (D3), Quick to Fire, Reload!**. A model with Towering Presence that has lost one or more Health Points due to an attack with this Shooting Weapon loses Fly and Swiftstride until the end of the next Player Turn.



## Repeater Battery

200 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            | Lightning Reflexes, Ruthless Efficiency, <b>Daeb Bolt Thrower (3+)</b> |

### Model Rules

**Daeb Bolt Thrower:** Artillery Weapon.

Range 24", Shots 8, Str 5, AP 2. Note that the model can move and shoot.

# The Menagerie (Max. 30%)



## Kraken

365 pts

single model

0–3 Units/Army

Height Gigantic

Type Beast

Base 50×100 mm

| Global         | Adv | Mar | Dis | Model Rules             |                              |   |
|----------------|-----|-----|-----|-------------------------|------------------------------|---|
|                | 6"  | 12" | 8   | <b>Coastal Predator</b> |                              |   |
| Defensive      | HP  | Def | Res | Arm                     |                              |   |
|                | 5   | 5   | 5   | 3                       | Distracting, Hard Target (1) |   |
| Offensive      | Att | Off | Str | AP                      | Agi                          |   |
| Kraken         | 4   | 5   | 7   | 3                       | 3                            | Harnessed, Hatred (against Large, Gigantic), Multiple Wounds (D3) |
| Lashmaster (2) | 1   | 4   | 3   | 0                       | 5                            | Lightning Reflexes, Ruthless Efficiency                           |

—Model Rules—

**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)**.

—Options—

pts-

If the General is a Beastmaster, **Colossal Kraken** free

—Optional Model Rules—

**Colossal Kraken:** Universal Rule.

The model gains 2 additional Lashmasters and its base size is changed to 100×150 mm.



## Hydra

400 pts

single model

0–3 Units/Army

Height Gigantic

Type Beast

Base 50×100 mm

| Global         | Adv | Mar | Dis | Model Rules           |                |   |
|----------------|-----|-----|-----|-----------------------|----------------|---|
|                | 6"  | 12" | 8   | <b>Cut one off...</b> |                |   |
| Defensive      | HP  | Def | Res | Arm                   |                |   |
|                | 6   | 4   | 5   | 3                     | Fortitude (5+) |   |
| Offensive      | Att | Off | Str | AP                    | Agi            |   |
| Hydra          | 5   | 4   | 5   | 2                     | 3              | Breath Attack (Str 3, AP 2), Harnessed, Poison Attacks, <b>Rage</b> |
| Lashmaster (2) | 1   | 4   | 3   | 0                     | 5              | Lightning Reflexes, Ruthless Efficiency                             |

—Model Rules—

**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.

**Rage:** Attack Attribute – Close Combat.

Whenever the model loses a Health Point, it gains +1 Attack Value. Whenever it gains a Health Point, it suffers -1 Attack Value.



# Mist Leviathan

265 pts

single model

0-2 Units/Army

Height Gigantic

Type Beast

Base 100×100 mm

| Global         | Adv        | Mar        | Dis      | Model Rules  |             |   |
|----------------|------------|------------|----------|--|-------------|---|
| Ground         | <b>2"</b>  | <b>4"</b>  | <b>8</b> | Fly (7", 14"), Light Troops, <b>Under the Cover of Mists</b> |             |   |
| Fly            | <b>7"</b>  | <b>14"</b> |          |  |             |   |
| Defensive      | HP         | Def        | Res      | Arm  |             |   |
|                | <b>8</b>   | <b>3</b>   | <b>5</b> | <b>0</b>   | Distracting |   |
| Offensive      | Att        | Off        | Str      | AP   | Agi         |   |
| Mist Leviathan | <b>2D3</b> | <b>3</b>   | <b>4</b> | <b>3</b>   | <b>2</b>    | Harnessed                               |
| Lashmaster (4) | <b>1</b>   | <b>4</b>   | <b>3</b> | <b>0</b>   | <b>5</b>    | Lightning Reflexes, Ruthless Efficiency |

### Model Rules

#### **Under the Cover of Mists:** Universal Rule.

When determining Deployment Zones, in case of a tie, the player whose army contains one or more Mist Leviathans may decide which player chooses their Deployment Zone instead of rolling again. Roll again if both armies contain one or more Mist Leviathans.

In addition, at the start of the owner's first Player Turn, friendly Infantry units within 8" of one or more Mist Leviathans may choose to gain +4" March Rate and lose March and Shoot. The effects last until the end of the Player Turn.

# Quick Reference Sheet

## Characters

|                        |     |    |     |     |     |    |     |   |     |   |  |  |  |  |  |  |  |  |  |  |   |
|------------------------|-----|----|-----|-----|-----|----|-----|---|-----|---|--|--|--|--|--|--|--|--|--|--|---|
| <b>Dread Prince</b>    | Adv | 5" | Mar | 10" | Dis | 9  |     |   |     |   |  |  |  |  |  |  |  |  |  |  |   |
| Standard, Infantry     | HP  | 3  | Def | 6   | Res | 3  | Arm | 0 |     |   |  |  |  |  |  |  |  |  |  |  | Heavy Armour  |
| Dread Prince           | Att | 5  | Off | 8   | Str | 4  | AP  | 1 | Agi | 8 |  |  |  |  |  |  |  |  |  |  | Deadly Riposte, Lightning Reflexes, Ruthless Efficiency   |
| <b>Beastmaster</b>     | Adv | 5" | Mar | 10" | Dis | 9  |     |   |     |   |  |  |  |  |  |  |  |  |  |  | Willbreaker's Craft   |
| Standard, Infantry     | HP  | 3  | Def | 5   | Res | 3  | Arm | 0 |     |   |  |  |  |  |  |  |  |  |  |  | Cannot be Stomped, Heavy Armour, Kraken's Hide  |
| Beastmaster            | Att | 4  | Off | 5   | Str | 4  | AP  | 1 | Agi | 7 |  |  |  |  |  |  |  |  |  |  | Lightning Reflexes, Ruthless Efficiency   |
| <b>Legion Legate</b>   | Adv | 5" | Mar | 10" | Dis | 10 |     |   |     |   |  |  |  |  |  |  |  |  |  |  | Academy Training  |
| Standard, Infantry     | HP  | 3  | Def | 6   | Res | 3  | Arm | 0 |     |   |  |  |  |  |  |  |  |  |  |  | Heavy Armour  |
| Legion Legate          | Att | 3  | Off | 6   | Str | 4  | AP  | 1 | Agi | 7 |  |  |  |  |  |  |  |  |  |  | Lightning Reflexes, Ruthless Efficiency   |
| <b>Temple Legate</b>   | Adv | 5" | Mar | 10" | Dis | 9  |     |   |     |   |  |  |  |  |  |  |  |  |  |  | Professional Courtesy, Wizard Adept   |
| Standard, Infantry     | HP  | 3  | Def | 5   | Res | 3  | Arm | 0 |     |   |  |  |  |  |  |  |  |  |  |  | Aegis (4+, against Melee Attacks), Heavy Armour   |
| Temple Legate          | Att | 3  | Off | 5   | Str | 4  | AP  | 1 | Agi | 6 |  |  |  |  |  |  |  |  |  |  | Battle Focus, Lightning Reflexes, Ruthless Efficiency   |
| <b>Warlock Outcast</b> | Adv | 5" | Mar | 10" | Dis | 9  |     |   |     |   |  |  |  |  |  |  |  |  |  |  | Irresistible Will, Not a Leader, Wizard Master  |
| Standard, Infantry     | HP  | 3  | Def | 4   | Res | 3  | Arm | 0 |     |   |  |  |  |  |  |  |  |  |  |  |   |
| Warlock Outcast        | Att | 1  | Off | 4   | Str | 3  | AP  | 0 | Agi | 5 |  |  |  |  |  |  |  |  |  |  | Lightning Reflexes, Ruthless Efficiency   |
| <b>Silent Assassin</b> | Adv | 5" | Mar | 10" | Dis | 9  |     |   |     |   |  |  |  |  |  |  |  |  |  |  | Not a Leader, Professional Courtesy, Strike from the Shadows  |
| Standard, Infantry     | HP  | 3  | Def | 7   | Res | 3  | Arm | 0 |     |   |  |  |  |  |  |  |  |  |  |  |   |
| Silent Assassin        | Att | 3  | Off | 7   | Str | 4  | AP  | 3 | Agi | 9 |  |  |  |  |  |  |  |  |  |  | Artistry of Death, Lightning Reflexes, Multiple Wounds (2, against Characters), Poison Attacks, Repeater Handbow [4] (2+) |

## 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>Plains Raptor</b>     | Adv | 7" | Mar | 14" | Dis | C |     |     |     |   |  |  |  |  |  |  |  |  |  |  | Scent of Blood  |
| Standard, Cavalry        | HP  | C  | Def | C   | Res | C | Arm | C+2 |     |   |  |  |  |  |  |  |  |  |  |  |   |
| Plains Raptor            | Att | 2  | Off | 3   | Str | 4 | AP  | 1   | Agi | 3 |  |  |  |  |  |  |  |  |  |  | Harnessed, Lethal Strike                                |
| <b>Blackmane Pegasus</b> | Adv | 7" | Mar | 14" | Dis | C |     |     |     |   |  |  |  |  |  |  |  |  |  |  | Fly (8", 16"), Light Troops                             |
| Large, Cavalry           | HP  | C  | Def | C   | Res | 4 | Arm | C+1 |     |   |  |  |  |  |  |  |  |  |  |  |   |
| Blackmane Pegasus        | Att | 2  | Off | 4   | Str | 4 | AP  | 1   | Agi | 4 |  |  |  |  |  |  |  |  |  |  | Harnessed   |
| <b>Raptor Chariot</b>    | Adv | 7" | Mar | 7"  | Dis | C |     |     |     |   |  |  |  |  |  |  |  |  |  |  | Scent of Blood, Swiftstride                             |
| Large, Construct         | HP  | 4  | Def | C   | Res | 4 | Arm | C+2 |     |   |  |  |  |  |  |  |  |  |  |  |   |
| Crew (1)                 | Att | 2  | Off | 5   | Str | 4 | AP  | 1   | Agi | 6 |  |  |  |  |  |  |  |  |  |  | Lightning Reflexes, Ruthless Efficiency, Lance          |
| Plains Raptor (2)        | Att | 2  | Off | 3   | Str | 4 | AP  | 1   | Agi | 3 |  |  |  |  |  |  |  |  |  |  | Harnessed, Lethal Strike                                |
| Chassis                  |     |    |     |     | Str | 5 | AP  | 2   | Agi |   |  |  |  |  |  |  |  |  |  |  | Impact Hits (D6+1), Inanimate                           |
| <b>Manticore</b>         | Adv | 6" | Mar | 12" | Dis | C |     |     |     |   |  |  |  |  |  |  |  |  |  |  | Fear, Fly (8", 16"), 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 |  |  |  |  |  |  |  |  |  |  | Harnessed, Lethal Strike                                |
| <b>Dragon</b>            | Adv | 6" | Mar | 12" | Dis | C |     |     |     |   |  |  |  |  |  |  |  |  |  |  | Fly (7", 14"), Light Troops, Meeting of Minds           |
| 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>Dread Legionnaires</b> | Adv | 5" | Mar | 10" | Dis | 8 |     |   |     |   |  |  |  |  |  |  |  |  |  |  | Academy Training, 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 |  |  |  |  |  |  |  |  |  |  | Lightning Reflexes, Ruthless Efficiency, Spear  |
| <b>Temple Militants</b>   | Adv | 5" | Mar | 10" | Dis | 8 |     |   |     |   |  |  |  |  |  |  |  |  |  |  | Fearless, Frenzy, Scoring   |
| Standard, Infantry        | HP  | 1  | Def | 3   | Res | 3 | Arm | 0 |     |   |  |  |  |  |  |  |  |  |  |  | Light Armour  |
| Temple Militant           | Att | 1  | Off | 4   | Str | 3 | AP  | 0 | Agi | 5 |  |  |  |  |  |  |  |  |  |  | Battle Focus, Fight in Extra Rank, Lightning Reflexes, Ruthless Efficiency, Blades of Darag |
| <b>Raiding Party</b>      | Adv | 5" | Mar | 10" | Dis | 8 |     |   |     |   |  |  |  |  |  |  |  |  |  |  | Hunting Bolas, Light Troops   |
| Standard, Infantry        | HP  | 1  | Def | 4   | Res | 3 | Arm | 0 |     |   |  |  |  |  |  |  |  |  |  |  | Light Armour  |
| Dread Raider              | Att | 1  | Off | 4   | Str | 3 | AP  | 0 | Agi | 5 |  |  |  |  |  |  |  |  |  |  | Lightning Reflexes, Ruthless Efficiency   |

|                           |     |    |     |     |     |   |     |   |     |   |  |  |
|---------------------------|-----|----|-----|-----|-----|---|-----|---|-----|---|--|--|
| <b>Legion Auxiliaries</b> | Adv | 5" | Mar | 10" | Dis | 8 |     |   |     |   |  | Academy Training, Scoring, Suppressing Volley                                    |
| Standard, Infantry        | HP  | 1  | Def | 4   | Res | 3 | Arm | 0 |     |   |  | Light Armour, Shield   |
| Legion Auxiliary          | Att | 1  | Off | 4   | Str | 3 | AP  | 0 | Agi | 5 |  | Lightning Reflexes, March and Shoot, Ruthless Efficiency, Repeater Crossbow (3+) |

## Special

|                         |     |    |     |     |     |   |     |   |     |   |  |   |
|-------------------------|-----|----|-----|-----|-----|---|-----|---|-----|---|--|---|
| <b>Shadow Riders</b>    | Adv | 9" | Mar | 18" | Dis | 8 |     |   |     |   |  | Feigned Flight, Hunting Bolas, Light Troops, Vanguard                   |
| Standard, Cavalry       | HP  | 1  | Def | 4   | Res | 3 | Arm | 1 |     |   |  | Light Armour, Shield  |
| Shadow Rider            | Att | 1  | Off | 4   | Str | 3 | AP  | 0 | Agi | 5 |  | Lightning Reflexes, Ruthless Efficiency, Light Lance                    |
| Elven Horse             | Att | 1  | Off | 3   | Str | 3 | AP  | 0 | Agi | 4 |  | Harnessed   |
| <b>Warlock Acolytes</b> | Adv | 9" | Mar | 18" | Dis | 8 |     |   |     |   |  | Light Troops, Wizard Conclave   |
| Standard, Cavalry       | HP  | 1  | Def | 4   | Res | 3 | Arm | 1 |     |   |  | Aegis (5+), Warding Amulet, Light Armour                                |
| Acolyte                 | Att | 1  | Off | 4   | Str | 4 | AP  | 1 | Agi | 5 |  | Lightning Reflexes, Ruthless Efficiency, Blades of Darag                |
| Elven Horse             | Att | 1  | Off | 3   | Str | 3 | AP  | 0 | Agi | 4 |  | Harnessed   |
| <b>Dread Knights</b>    | Adv | 7" | Mar | 14" | Dis | 9 |     |   |     |   |  | Scent of Blood, Scoring   |
| Standard, Cavalry       | HP  | 1  | Def | 5   | Res | 3 | Arm | 2 |     |   |  | Heavy Armour, Shield  |
| Dread Knight            | Att | 2  | Off | 5   | Str | 4 | AP  | 1 | Agi | 6 |  | Lightning Reflexes, Ruthless Efficiency                                 |
| Plains Raptor           | Att | 2  | Off | 3   | Str | 4 | AP  | 1 | Agi | 3 |  | Harnessed, Lethal Strike  |
| <b>Obsidian Guard</b>   | Adv | 5" | Mar | 10" | Dis | 9 |     |   |     |   |  | Academy Training, Scoring, Will of the Senate                           |
| Standard, Infantry      | HP  | 1  | Def | 6   | Res | 3 | Arm | 0 |     |   |  | Heavy Armour  |
| Obsidian Guard          | Att | 2  | Off | 6   | Str | 3 | AP  | 1 | Agi | 6 |  | Lightning Reflexes, Ruthless Efficiency, Halberd                        |
| <b>Judicators</b>       | Adv | 5" | Mar | 10" | Dis | 8 |     |   |     |   |  | Scoring   |
| Standard, Infantry      | HP  | 1  | Def | 5   | Res | 3 | Arm | 0 |     |   |  | Heavy Armour  |
| Judicator               | Att | 1  | Off | 5   | Str | 3 | AP  | 2 | Agi | 5 |  | Artistry of Death, Hatred, Lightning Reflexes, Great Weapon             |
| <b>Harpies</b>          | Adv | 5" | Mar | 10" | Dis | 6 |     |   |     |   |  | Fly (10", 18"), Insignificant, Light Troops, Scent of Blood, Skirmisher |
| Standard, Beast         | HP  | 1  | Def | 2   | Res | 3 | Arm | 0 |     |   |  | Hard Target (1)   |
| Harpy                   | Att | 2  | Off | 3   | Str | 4 | AP  | 0 | Agi | 4 |  |   |
| <b>Gorgons</b>          | Adv | 7" | Mar | 14" | Dis | 8 |     |   |     |   |  | Fear, Fearless, Strider, Supernal                                       |
| Large, Beast            | HP  | 3  | Def | 5   | Res | 4 | Arm | 0 |     |   |  | Aegis (5+)  |
| Gorgon                  | Att | 4  | Off | 5   | Str | 4 | AP  | 1 | Agi | 5 |  | Lightning Reflexes, Petrifying Stare, Ruthless Efficiency               |
| <b>Thunder Pack</b>     | Adv | 5" | Mar | 10" | Dis | 8 |     |   |     |   |  | Light Troops, Scent of Blood  |
| Large, Beast            | HP  | 3  | Def | 3   | Res | 5 | Arm | 1 |     |   |  | Light Armour  |
| Thunder Beast           | Att | 2  | Off | 3   | Str | 5 | AP  | 2 | Agi | 2 |  | Devastating Charge (+1 Str, +1 AP, Terror), Harnessed, Impact Hits (D3) |
| Lashmaster (2)          | Att | 1  | Off | 4   | Str | 3 | AP  | 0 | Agi | 5 |  | Lightning Reflexes, Ruthless Efficiency                                 |
| <b>Raptor Chariot</b>   | Adv | 7" | Mar | 7"  | Dis | 9 |     |   |     |   |  | Scent of Blood, Swiftstride   |
| Large, Construct        | HP  | 4  | Def | 5   | Res | 4 | Arm | 2 |     |   |  | Heavy Armour  |
| Crew (2)                | Att | 2  | Off | 5   | Str | 4 | AP  | 1 | Agi | 6 |  | Lightning Reflexes, Ruthless Efficiency, Lance                          |
| Plains Raptor (2)       | Att | 2  | Off | 3   | Str | 4 | AP  | 1 | Agi | 3 |  | Harnessed, Lethal Strike  |
| Chassis                 |     |    |     |     | Str | 5 | AP  | 2 | Agi |   |  | Impact Hits (D6+1), Inanimate   |
| <b>Divine Altar</b>     | Adv | 5" | Mar | 10" | Dis | 8 |     |   |     |   |  | Towering Presence   |
| Large, Construct        | HP  | 6  | Def | 5   | Res | 5 | Arm | 2 |     |   |  | Aegis (5+)  |
| Attendant (3)           | Att | 2  | Off | 5   | Str | 3 | AP  | 1 | Agi | 5 |  | Battle Focus, Lightning Reflexes, Ruthless Efficiency, Blades of Darag  |

## Raiders

|                     |     |    |     |     |     |   |     |   |     |   |  |  |
|---------------------|-----|----|-----|-----|-----|---|-----|---|-----|---|--|--|
| <b>Black Cloaks</b> | Adv | 5" | Mar | 10" | Dis | 8 |     |   |     |   |  | Hunting Bolas, Light Troops, Scout, Skirmisher   |
| Standard, Infantry  | HP  | 1  | Def | 4   | Res | 3 | Arm | 0 |     |   |  | Hard Target (1), Light Armour  |
| Black Cloak         | Att | 1  | Off | 4   | Str | 3 | AP  | 0 | Agi | 5 |  | Lightning Reflexes, Poison Attacks, Ruthless Efficiency, Paired Weapons, Repeater Handbow [2] (3+) |

## Destroyers

|                        |     |    |     |    |     |   |     |   |     |   |  |   |
|------------------------|-----|----|-----|----|-----|---|-----|---|-----|---|--|---|
| <b>Hunting Chariot</b> | Adv | 9" | Mar | 9" | Dis | 8 |     |   |     |   |  | Hunting Bolas, Swiftstride                            |
| Large, Construct       | HP  | 4  | Def | 4  | Res | 4 | Arm | 2 |     |   |  | Light Armour  |
| Crew (2)               | Att | 1  | Off | 4  | Str | 3 | AP  | 0 | Agi | 5 |  | Lightning Reflexes, Ruthless Efficiency, Light Lance  |
| Elven Horse (2)        | Att | 1  | Off | 3  | Str | 3 | AP  | 0 | Agi | 4 |  | Harnessed   |
| Chassis                |     |    |     |    | Str | 5 | AP  | 2 | Agi |   |  | Impact Hits (D6), Inanimate, Dragonsbane Harpoon (3+) |

|                         |                      |                      |                     |                     |                     |  |  |  |  |   |
|-------------------------|----------------------|----------------------|---------------------|---------------------|---------------------|--|--|--|--|---|
| <b>Repeater Battery</b> | <i>Adv</i> <b>5"</b> | <i>Mar</i> <b>5"</b> | <i>Dis</i> <b>8</b> |                     |                     |  |  |  |  | War Machine   |
| Standard, Construct     | <i>HP</i> <b>4</b>   | <i>Def</i> <b>1</b>  | <i>Res</i> <b>4</b> | <i>Arm</i> <b>0</b> |                     |  |  |  |  | Light Armour  |
| Crew                    | <i>Att</i> <b>2</b>  | <i>Off</i> <b>4</b>  | <i>Str</i> <b>3</b> | <i>AP</i> <b>0</b>  | <i>Agi</i> <b>5</b> |  |  |  |  | Lightning Reflexes, Ruthless Efficiency, Daeb Bolt Thrower (3+) |

## The Menagerie

|                       |                       |                       |                     |                     |                     |  |  |  |  |   |
|-----------------------|-----------------------|-----------------------|---------------------|---------------------|---------------------|--|--|--|--|---|
| <b>Kraken</b>         | <i>Adv</i> <b>6"</b>  | <i>Mar</i> <b>12"</b> | <i>Dis</i> <b>8</b> |                     |                     |  |  |  |  | Coastal Predator  |
| Gigantic, Beast       | <i>HP</i> <b>5</b>    | <i>Def</i> <b>5</b>   | <i>Res</i> <b>5</b> | <i>Arm</i> <b>3</b> |                     |  |  |  |  | Distracting, Hard Target (1)                                      |
| Kraken                | <i>Att</i> <b>4</b>   | <i>Off</i> <b>5</b>   | <i>Str</i> <b>7</b> | <i>AP</i> <b>3</b>  | <i>Agi</i> <b>3</b> |  |  |  |  | Harnessed, Hatred (against Large, Gigantic), Multiple Wounds (D3) |
| Lashmaster (2)        | <i>Att</i> <b>1</b>   | <i>Off</i> <b>4</b>   | <i>Str</i> <b>3</b> | <i>AP</i> <b>0</b>  | <i>Agi</i> <b>5</b> |  |  |  |  | Lightning Reflexes, Ruthless Efficiency                           |
| <b>Hydra</b>          | <i>Adv</i> <b>6"</b>  | <i>Mar</i> <b>12"</b> | <i>Dis</i> <b>8</b> |                     |                     |  |  |  |  | Cut one off...  |
| Gigantic, Beast       | <i>HP</i> <b>6</b>    | <i>Def</i> <b>4</b>   | <i>Res</i> <b>5</b> | <i>Arm</i> <b>3</b> |                     |  |  |  |  | Fortitude (5+)  |
| Hydra                 | <i>Att</i> <b>5</b>   | <i>Off</i> <b>4</b>   | <i>Str</i> <b>5</b> | <i>AP</i> <b>2</b>  | <i>Agi</i> <b>3</b> |  |  |  |  | Breath Attack (Str 3, AP 2), Harnessed, Poison Attacks, Rage      |
| Lashmaster (2)        | <i>Att</i> <b>1</b>   | <i>Off</i> <b>4</b>   | <i>Str</i> <b>3</b> | <i>AP</i> <b>0</b>  | <i>Agi</i> <b>5</b> |  |  |  |  | Lightning Reflexes, Ruthless Efficiency                           |
| <b>Mist Leviathan</b> | <i>Adv</i> <b>2"</b>  | <i>Mar</i> <b>4"</b>  | <i>Dis</i> <b>8</b> |                     |                     |  |  |  |  | Fly (7", 14"), Light Troops, Under the Cover of Mists             |
| Gigantic, Beast       | <i>HP</i> <b>8</b>    | <i>Def</i> <b>3</b>   | <i>Res</i> <b>5</b> | <i>Arm</i> <b>0</b> |                     |  |  |  |  | Distracting   |
| Mist Leviathan        | <i>Att</i> <b>2D3</b> | <i>Off</i> <b>3</b>   | <i>Str</i> <b>4</b> | <i>AP</i> <b>3</b>  | <i>Agi</i> <b>2</b> |  |  |  |  | Harnessed   |
| Lashmaster (4)        | <i>Att</i> <b>1</b>   | <i>Off</i> <b>4</b>   | <i>Str</i> <b>3</b> | <i>AP</i> <b>0</b>  | <i>Agi</i> <b>5</b> |  |  |  |  | Lightning Reflexes, Ruthless Efficiency                           |

## Shooting Weapons

| Name                 | Artillery | Range | Str | AP | Shots | Rules  |
|----------------------|-----------|-------|-----|----|-------|--|
| Repeater Crossbow    | -         | 24"   | 3   | 0  | 1     | Shots 3 at Short Range   |
| Repeater Handbow [X] | -         | 12"   | 3   | 1  | X     | Accurate<br>Quick to Fire  |
| Dragonsbane Harpoon  | -         | 18"   | 6   | 10 | 1     | Multiple Wounds (D3)<br>Quick to Fire<br>Reload!<br>When Towering Presence loses HP, loses Fly and Swiftstride until end of next Player Turn |
| Daeb Bolt Thrower    | -         | 24"   | 5   | 2  | 8     | Can move and shoot   |

## Aim Table

| Name                 | Aim | Shooting Model                 |
|----------------------|-----|--------------------------------|
| Repeater Handbow [4] | 2+  | Silent Assassin                |
| Repeater Handbow [2] | 3+  | Black Cloak                    |
| Repeater Crossbow    | 3+  | Legion Auxiliary, Shadow Rider |
| Dragonsbane Harpoon  | 3+  | Hunting Chariot                |
| Daeb Bolt Thrower    | 3+  | Repeater Battery               |
| Throwing Weapons     | 4+  | Dread Raider with Corsair      |

# Changelog

## 2021 alpha 1

### Balance Changes

Command Group cost 20 ↘ 10