

# THE IX AGE

## FANTASY BATTLES



# Dread Elves

Army Book (Core Rules)

2<sup>nd</sup> Edition, version 2021 alpha 3 – March 29, 2021

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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 their first Charge in any Charge Phase. The effect lasts until the end of the Charge Phase. Characters without Academy Training that Charge out of the unit are not affected.
- Count as having one additional Full Rank for the purpose of Steadfast and Disrupted if they have at least one Full Rank.

### 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, the model gains **Devastating Charge (+1" Adv)** with the following restrictions:

- The Charged unit has at least one Health Pool that contains fewer Health Points than it did when the unit was deployed or otherwise entered the Battlefield.
- The effect ends immediately before the unit declares a new Charge.

## 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 2, Str 3, AP 0. **When shooting from Short Range, the weapon gains +1 Armour Penetration.**

### 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> 7+	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 80 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 Round of Combat.

### 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 35 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 30 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

**Caedhren's Pennon** 60 pts  
The bearer's unit gains **Scent of Blood** and **Swift-stride**.

**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.

## Artefacts

**Moithir's Mirror** 60 pts  
For each successful Aegis Save roll of 5+ made by the bearer against an enemy attack, 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.

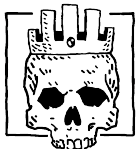
**Ring of the Obsidian Thrones** 50 pts  
The bearer gains **Will of the Senate** (see **Obsidian Guard** unit).

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

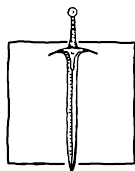
**Sigil of the 9<sup>th</sup> Legion** 40 pts  
Legion Legates only.  
Models with Academy Training in the bearer's unit gain **Battle Focus** in the First Round of Combat.

**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.

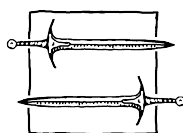
## Army Organisation



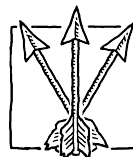
**Characters**  
Max. 40%



**Core**  
Min. 25%



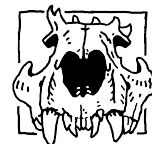
**Special**  
No limit



**Raiders**  
Max. 20%



**Destroyers**  
Max. 15%



**The Menagerie**  
Max. 30%

# Characters (Max. 40%)



## Dread Prince

235 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 enemy Close Combat Attack allocated towards the model for which a natural '1' is rolled to hit, the Dread Prince **must** perform a Close Combat Attack at the same Initiative Step that **must** be allocated towards the model (or Health Pool) that rolled the '1' to hit. If this is not possible, ignore the effect.

—Options—

Special Items	up to 200
Shield	10
One choice only:	
Paired Weapons	5
Great Weapon	10
Halberd	10
Lance	15

—Mount Options—

Elven Horse	45
Daeb Raptor	50
Raptor Chariot	110



## Beastmaster

200 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 [Beast models with Towering Presence](#) within 12" of one or more models with Willbreaker's Craft are subject to Minimised Roll.  
If within 12" of one or more models with Willbreaker's Craft, the roll for determining the number of hits from Stomp Attacks of:

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

—Options—

Special Items	up to 150
Shield	5
One choice only:	
Paired Weapons	5
Halberd	10
Lance	15

—Mount Options—

Elven Horse	45
Daeb Raptor	50
Blackmane Pegasus	75
Raptor Chariot	90
Manticore (TM)	170
Dragon (TM)	450



## Legion Legate

155 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, <b>Tactician</b>		
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
—Model Rules—			—Mount Options—			
<b>Tactician: Universal Rule.</b>			Elven Horse 45			
The range of Academy Training to and from the bearer's unit is increased from 8" to 12".			Daeb Raptor 50			
—Options—			Blackmane Pegasus 75			
Battle Standard Bearer					50	Raptor Chariot 90
Special Items					up to 100	Manticore (TM) 180
If General					up to 150	
Shield					5	
Kraken's Hide					15	
One choice only:						
Halberd					5	
Paired Weapons					5	
Spear					5	
Lance					10	





## Temple Legate

260 pts

single model

Height Standard  
Type Infantry  
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Professional Courtesy, <b>Wizard Apprentice</b>		
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—			—Optional Model Rules—			
						<b>Battle Oracle: Universal Rule.</b>
Alchemy						The model gains <b>Wizard Adept</b> , loses <b>Wizard Apprentice</b> , and <b>must</b> select spells from Divination. The bearer and models using Blades of Darag in the bearer's unit gain <b>Distracting</b> .
						<b>War Smith: Universal Rule.</b>
Divination						The model gains <b>Wizard Adept</b> , loses <b>Wizard Apprentice</b> , and <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—			
<b>Must choose (one choice only):</b>						
<b>Battle Standard Bearer</b>					free	
<b>Battle Oracle</b>					40	
<b>War Smith</b>					50	
Special Items					up to 100	
One choice only:						
Blades of Darag					free	
Halberd					10	
Paired Weapons					10	



## 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

#### Irresistible Will: Universal Rule.

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.

### Options

Special Items	up to 200
Light Armour	5
Blades of Darag	10
Paired Weapons	10

### Magic Options



Cosmology



Evocation



Witchcraft

### Mount Options

Elven Horse	20
Daeb Raptor	30
Blackmane Pegasus	35
Manticore (TM)	90
Dragon (TM)	400



## 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	Not a Leader, 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 [3] (2+)

### Options

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

Paired Weapons	free
Blades of Darag	25

### 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



## Daeb 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	
Daeb 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**  
0–2 Mounts/Army

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

0-2 Mounts/Army  
 Height Large  
 Type Construct  
 Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules		
	7"	7"	C	Scent of Blood, Swiftstride		
Defensive	HP	Def	Res	Arm		
	4	C	4	C+2		
Offensive	Att	Off	Str	AP	Agi	
Crew (1)	2	5	4	1	6	Lightning Reflexes, Ruthless Efficiency, <a href="#">Lancee</a>
Daeb Raptor (2)	2	3	4	1	3	Harnessed, Lethal Strike
Chassis			5	2		Impact Hits (D6+1), Inanimate

Options pts-

The Crew **must** choose (one choice only):

Halberd free  
 Lance free



## Manticore

0-2 Mounts/Army  
 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	6"	12"	C	Fear, Fly (8", 16"), Light Troops, Scent of Blood, Towering Presence		
Fly	8"	16"				
Defensive	HP	Def	Res	Arm		
	4	C	5	C+1		
Offensive	Att	Off	Str	AP	Agi	
Manticore	4	5	5	2	5	Harnessed, Lethal Strike

Options pts-

**Extraordinary Specimen**

15

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.

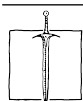
Global	Adv	Mar	Dis	Model Rules		
Ground	<b>6"</b>	<b>12"</b>	<b>C</b>	Fly (7", 14"), Light Troops, <b>Meeting of Minds</b>		
Fly	<b>7"</b>	<b>14"</b>				
Defensive	HP	Def	Res	Arm		
	<b>6</b>	<b>5</b>	<b>6</b>	<b>4</b>		
Offensive	Att	Off	Str	AP	Agi	
Dragon	<b>5</b>	<b>5</b>	<b>6</b>	<b>3</b>	<b>3</b>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

—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 Legionaries

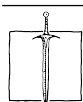
200 pts + 14 pts/extra model

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 Legionary	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

260 pts + 15 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</b>							free	Standard Bearer	10
<b>Corsair and</b>									
Repeater Handbow [2] (4+) [R]							2/model		

— Optional Model Rules —

**Beast Breaker:** Universal Rule.

The model gains **Cannot be Stomped** and Shield. At the start of each friendly Player Turn, for each unit that contains one or more models with Beast Breaker, choose another friendly unit within 8" of that unit. 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 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

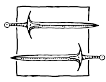


Height Standard  
Type Infantry  
Base 20×20 mm

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 —			— Command Group Options —			pts-		
<b>Suppressing Volley:</b> Universal Rule.							Champion	10
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.							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 + 32 pts/extra model

5–12 models

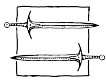
0–2 Units/Army

Height Standard

Type Cavalry

Base 25×50 mm

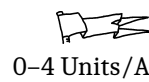
Global	Adv	Mar	Dis	Model Rules			
	9"	18"	8	Light Troops, Wizard Conclave			
Defensive	HP	Def	Res	Arm			
	1	4	3	1	Aegis (4+, against Melee Attacks), Aegis (5+), Light Armour		
Offensive	Att	Off	Str	AP	Agi		
Acolyte	1	4	4	1	5	Lightning Reflexes, Ruthless Efficiency, Blades of Darag	
Elven Horse	1	3	3	0	4	Harnessed	
Wizard Conclave			pts	Command Group Options			pts
<b>Must select 2 spells from:</b>				Champion			120
• Perception of Strength (Cosmology)							
• Ancestral Aid (Evocation)							
• Twisted Effigy (Witchcraft)							
• Curse of the Phantom Queen (Hereditary Spell)							



## Dread Knights

285 pts + 35 pts/extra model

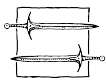
5–10 models



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		
Daeb 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 unit containing one or more models with Will of the Senate					Musician		10	
must reroll failed Panic Tests.					Standard Bearer		10	
					Banner Enchantment		no limit	



## Judicators

200 pts + 20 pts/extra model

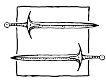
10–30 models



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

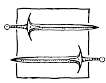
155 pts + 10 pts/extra model

8–12 models

0–3 Units/Army

Height Standard  
Type Beast  
Base 20×20 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	3	3	0	Hard Target (1)
Offensive	Att	Off	Str	AP	Agi
Harpies	2	3	4	0	4



## Gorgons

150 pts + 100 pts/extra model

1–3 models

0–2 Units/Army  
0–3 Models/Army

Height Large  
Type Beast  
Base 40×40 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  
Halberd

5/model  
15/model



## Thunder Pack

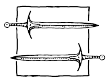
290 pts + 70 pts/extra model

3–6 models

0–3 Units/Army

Height Large  
Type Beast  
Base 40×60 mm

Global	Adv	Mar	Dis	Model Rules	
	6"	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



## Raptor Chariot

190 pts

single model

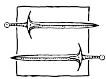
0–3 Units/Army

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, <a href="#">Lancee</a>
Daeb Raptor (2)	2	3	4	1	3	Harnessed, Lethal Strike
Chassis			5	2		Impact Hits (D6+1), Inanimate
— Options — pts —						
The Crew <b>must choose</b> (one choice only):						
	Halberd					free
	Lance					free



## 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 —						
<b>Must choose</b> (one choice only):						
	Effigy of Dread					free
	Crucible of Slaughter					100

### 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**, **Fearless**, 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

160 pts + 40 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

190 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—

If the General is a Beastmaster,

**Colossal Kraken (0–1 Units/Army)** 50

—Optional Model Rules—

**Colossal Kraken:** Universal Rule.

The model gains +2 HP, 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

260 pts

single model

0-2 Units/Army

Height Gigantic

Type Beast

Base 100×100 mm

Global	Adv	Mar	Dis	Model Rules		
Ground	2"	4"	8	Fly (7", 14"), Light Troops, <b>Under the Cover of Mists</b>		
Fly	7"	14"				
Defensive	HP	Def	Res	Arm		
	8	3	5	0	Distracting	
Offensive	Att	Off	Str	AP	Agi	
Mist Leviathan	2D3	3	4	3	2	Harnessed
Lashmaster (4)	1	4	3	0	5	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 **set** their March Rate to 14". If so, they lose March and Shoot. The effects last until the end of the Player Turn.

When calculating Combat Scores, the Combat Score bonus of friendly Charging models within 8" of one or more Mist Leviathan is +2 instead of +1.

# 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, <b>Tactician</b>
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, <b>Wizard Apprentice</b>
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 [3] (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>Daeb Raptor</b>	Adv	7"	Mar	14"	Dis	C															Scent of Blood
Standard, Cavalry	HP	C	Def	C	Res	C	Arm	C+2													
Daeb 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, <b>Lancee</b>
Daeb 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"), 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											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 Legionaries</b>	Adv	5"	Mar	10"	Dis	8															Academy Training, Scoring
Standard, Infantry	HP	1	Def	4	Res	3	Arm	0													Light Armour, Shield
Dread Legionary	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 (4+, against Melee Attacks), Aegis (5+), 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
Daeb 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	3	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	6"	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+1)
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
Daeb 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>	<i>Adv</i> 9"	<i>Mar</i> 9"	<i>Dis</i> 8				Hunting Bolas, 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	Lightning Reflexes, Ruthless Efficiency, 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, Dragonsbane Harpoon (3+)	
<b>Repeater Battery</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	Lightning Reflexes, Ruthless Efficiency, Daeb Bolt Thrower (3+)		

## The Menagerie

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

## Shooting Weapons

Name	Artillery	Range	Str	AP	Shots	Rules
Repeater Crossbow	-	18"	3	0	2	+1 AP at Short Range
Repeater Handbow [X]	-	12"	3	1	X	Accurate Quick to Fire
Dragonsbane Harpoon	-	18"	6	10	1	Multiple Wounds (D3) Quick to Fire Reload! 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 [3]	2+	Silent Assassin
Repeater Handbow [2]	3+	Black Cloak
Repeater Handbow [2]	4+	Corsair
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 3

### Design Changes

- Academy training now no longer reduce the opponent rank bonus by 1, changed the wording on the devastating charge bonus to exclude characters that are not Academy Trained
- Repeater Crossbow now gain Armour penetration 1 while in short range
- The Hereditary spell casting value is now 7+
- The Ring of the Obsidian Thrones now give the bearer the rule Will of the Senate
- Academy Banner replaced with Caehren's Pennon: gives the bearer's unit Swiftstride and Scent of Blood
- Willbreaker's Craft now work on friendly models with Towering Presence
- The Legion Legate gain the rule Tactician that increase the range of the Academy Training bonuses for his unit
- The Temple Legate now is a wizard apprentice and must choose between becoming Battle Standard Bearer, Battle Oracle or War Smith, last two option also give wizard adept
- The Warlock Outcast can choose spells from Evocation instead of Occultism, also he has now the option of taking paired weapons
- Raiding Party can now get Corsair with or without Repeater Handbows instead of having the option for Throwing Weapons
- Raptor Chariot crew can now choose between having Lance or Halberd
- Warlock Acolytes now get Aegis(4+, against Melee Attacks) and lose Warding Amulet, also they get Ancestral Aid instead of Hand of Glory as a spell option
- Colossal Kraken now additionally gives +2 HP (0-1 per Army, if Beastmaster General)
- Mist Leviathan rules now gives and additional +1 combat resolution for friendly charging units within 8"

### Balance Changes

- Special Items
  - Crippling Frost 95 ↘ 80
  - Mastery of Slaughter 40 ↘ 35
  - Pride of Gar Daecos 35 ↘ 30
  - Moithir's Mirror 65 ↘ 60
- Dread Prince
  - Base cost 240 ↘ 235
  - Paired Weapons 8 ↘ 5
  - Great Weapon 15 ↘ 10
  - Elven Horse 50 ↘ 45
  - Daeb Raptor 55 ↘ 50
  - Raptor Chariot 120 ↘ 110
- Beastmaster
  - Base cost 210 ↘ 200
  - Elven Horse 55 ↘ 45
  - Daeb Raptor 55 ↘ 50
  - Raptor Chariot 100 ↘ 90
  - Blackmane Pegasus 110 ↘ 75
  - Dragon 440 ↗ 450
- Legion Legate
  - Base cost 170 ↘ 155
  - Elven Horse 55 ↘ 45
  - Daeb Raptor 60 ↘ 50
- Blackmane Pegasus 100 ↘ 75
- Raptor Chariot 100 ↘ 90
- Temple Legate
  - Base cost 310 ↘ 260
  - Battle Standard Bearer 50 ↘ free
  - Battle Oracle free ↗ 40
  - War Smith free ↗ 50
- Warlock Outcast
  - Elven Horse 35 ↘ 20
  - Daeb Raptor 40 ↘ 30
  - Blackmane Pegasus 65 ↘ 35
  - Manticore 100 ↘ 90
  - Dragon 425 ↘ 400
- Manticore Extraordinary Specimen 30 ↘ 15
- Temple Militants Base cost 265 ↘ 260
- Temple Militants Additional models 16 ↘ 15
- Raptor Chariot Base cost 200 ↘ 190
- Harpies Base cost 160 ↘ 155
- Gorgons Base cost 160 ↘ 155
- Warlock Acolytes Additional models 40 ↘ 32
- Hunting Chariot 200 ↘ 190
- Colossal Kraken free ↗ 50
- Mist Leviathan 265 ↘ 260