

THE IX AGE

FANTASY BATTLES



Dread Elves

Army Book (Core Rules)

2nd Edition, version 2022 beta 1 hotfix 1 – January 10, 2022

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The 9th 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. 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. 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. 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) **for Charges against units that have** at least one Health Pool that contains fewer Health Points than it did when the unit was deployed or otherwise entered the Battlefield **for the first time**.

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 0, **Accurate, Quick to Fire**. When shooting from Short Range, the weapon gains +1 Armour Penetration.

Blades of Darag – Close Combat Weapon

Two-Handed. While using this weapon, the **model part** gains +1 Attack Value, and attacks made with this weapon become **Magical Attacks**. For each non-Attribute Spell with duration One Turn targeting at least one model in the **model part's** unit, attacks made with this weapon gain +1 Strength, **up to a maximum of +2**, for as long as the spell's effects are applied. **The combined Strength modifiers of the model part and of attacks made with this weapon cannot exceed +2.** This weapon cannot be enchanted **with Weapon Enchantments**.

Hereditary Spell

Casting Value	Range	Type	Duration	Effect
H	7+	Caster	One Turn	You gain one Veil Token that is not removed when the spell ends at the end of the spell's duration . When an enemy unit inflicts one or more Health Point losses on a friendly unit within 18" of the Caster, you may discard up to two Veil Tokens from your Veil Token pool. For every discarded Veil Token, the enemy unit immediately suffers D3+1 hits with Strength 4, Armour Penetration 2, and Magical Attacks. These hits are considered Ranged Attacks.

H Curse of the Phantom Queen

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 **on an enemy model** 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

60 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 **on** 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.

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**.

Mastery of Slaughter

20 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.

Armour Enchantments

Seal of the Republic

45 pts

Models on foot only.

Enchantment: Heavy Armour.

For each unsaved wound inflicted **on** 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 80 pts
 Infantry models in the bearer's unit gain **Scent of Blood** and **Swiftstride**.

Executioner's Icon 65 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

Mask of the War Crow 60 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.

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 on** 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+)**.

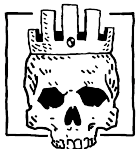
Ceinran's Scales 40 pts
 Wizards only.
 The bearer can cast *The Wheel Turns* (Witchcraft) as a Bound Spell with Power Level (4/8).

Ring of the Obsidian Thrones 40 pts
 The bearer gains **Will of the Senate** (see **Obsidian Guard** unit).

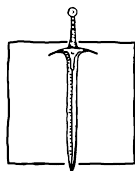
Seal of the 9th Fleet 40 pts
 Silexian Officers only.
 Models with Academy Training in the bearer's unit gain **Battle Focus** in the First Round of Combat.

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 Manticores and models with Type Beast within 12" of the bearer are subject to Maximised Roll until the end of the Charge Phase.

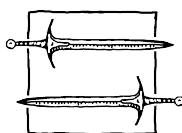
Army Organisation



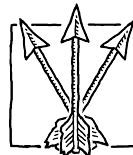
Characters
 Max. 40%



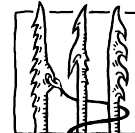
Core
 Min. 25%



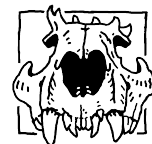
Special
 No limit



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

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

Mount Options

	pts
Daeb Raptor	50
Elven Horse	60
Raptor Chariot	100



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	Willbreaker's Craft	
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

Model Rules

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

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

Mount Options

	pts
Daeb Raptor	40
Elven Horse	45
Raptor Chariot	75
Blackmane Pegasus	80
Manticore (TM)	200
Imperious Dragon (TM)	480



Silexian Officer

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, Tactician		
Defensive	HP	Def	Res	Arm		
	3	6	3	0	Heavy Armour	
Offensive	Att	Off	Str	AP	Agi	
Silexian Officer	3	6	4	1	7	Lightning Reflexes, Ruthless Efficiency

Model Rules

Tactician: Universal Rule.

The range of Academy Training to and from the model's unit is increased from 8" to 12".

Options

	pts
Battle Standard Bearer	50
Special Items	up to 100
If General	up to 150
Shield	5
Kraken's Hide	15
One choice only:	
Halberd	5
Paired Weapons	5
Spear	5
Lance	10

Mount Options

	pts
Elven Horse	45
Daeb Raptor	50
Blackmane Pegasus	70
Raptor Chariot	75
Manticore (TM)	195



Temple Exarch

245 pts

single model

Height Standard
Type Infantry
Base 20×20 mm

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

Magic Options



Alchemy



Divination

Options

	pts
Must choose (one choice only):	
Battle Standard Bearer	free
Battle Oracle	60
War Smith	70
Special Items	up to 100
One choice only:	
Blades of Darag	free
Halberd	10
Paired Weapons	10

Optional Model Rules

Battle Oracle: Universal Rule.

The model gains **Distracting**, **Wizard Adept**, and **must** choose **Divination** as its Path of Magic. Models using **Blades of Darag** in the model's unit gain **Distracting**.

War Smith: Universal Rule.

The model gains **Wizard Adept** and **must** choose **Alchemy** as its Path of Magic. Models with Armour 4 or more in enemy units in base contact with the model **must** reroll successful Armour Saves against wounds caused by **Blades of Darag**.



Warlock Outcast

250 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	Irresistible Will , Not a Leader, Wizard Adept	
Defensive	HP	Def	Res	Arm	
	3	4	3	0	
Offensive	Att	Off	Str	AP	Agi
Warlock Outcast	1	4	3	0	5

Model Rules

Irresistible Will: Universal Rule.

The Casting Values of spells cast by the model are increased by 1. Dispelling rolls against non-Bound spells cast by the model suffer a -2 modifier.

Magic Options

Wizard Master

pts-
170



Cosmology



Evocation



Witchcraft

Options

Special Items

up to 70

If Wizard Master

up to 200

Light Armour

5

Blades of Darag

10

Paired Weapons

10

Mount Options

Elven Horse

20

Daeb Raptor

25

Blackmane Pegasus

35

Manticore (TM) (Wizard Master only)

75

Imperious Dragon (TM) (Wizard Master only)

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, Strike from the Shadows	
Defensive	HP	Def	Res	Arm	
	3	7	3	0	
Offensive	Att	Off	Str	AP	Agi
Silent Assassin	3	7	4	3	9

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 that the model can join and apply the following rules:

- Remove a ~~non-Champion~~ R&F model from the chosen unit's first rank as a casualty. Deploy the Silent Assassin in the position of the removed model.
- 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		
	9"	18"	C			
Defensive	HP	Def	Res	Arm		
	C	C	C	C+2		
Offensive	Att	Off	Str	AP	Agi	
Elven Horse	1	3	3	0	4	Harnessed



Daeb Raptor

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

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C	Scent of Blood		
Defensive	HP	Def	Res	Arm		
	C	C	C	C+2		
Offensive	Att	Off	Str	AP	Agi	
Daeb Raptor	2	3	4	1	3	Harnessed, Lethal Strike



Blackmane Pegasus

Height **Large**
Type **Cavalry**
Base **40×40 mm**
0-2 Mounts/Army

Global	Adv	Mar	Dis	Model Rules		
Ground	7"	14"	C	Fly (8", 16"), Light Troops		
Fly	8"	16"				
Defensive	HP	Def	Res	Arm		
	C	C	4	C+1	Hard Target (1)	
Offensive	Att	Off	Str	AP	Agi	
Blackmane Pegasus	2	4	4	1	4	Devastating Charge (+1 Str, +1 Ap), 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	
Daeb Raptor (2)	2	3	4	1	3	Harnessed, Lethal Strike
Chassis			5	2		Impact Hits (D6+1), Inanimate



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, Solitary , 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

—Model Rules—

Solitary: Universal Rule.

The model may never join units or be joined by other Characters.

—Options—

Extraordinary Specimen 25 pts

—Optional Model Rules—

Extraordinary Specimen: Universal Rule.

The Manticore gains **Stomp Attacks (D3)** and **Towering Presence**, and its base size is changed to 50×100 mm.



Imperious Dragon

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

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

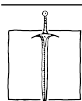
Global	Adv	Mar	Dis	Model Rules		
Ground	6"	12"	C	Fly (7", 14"), Light Troops, Meeting of Minds		
Fly	7"	14"				
Defensive	HP	Def	Res	Arm		
	6	5	6	4		
Offensive	Att	Off	Str	AP	Agi	
Imperious Dragon	5	5	6	3	3	Breath Attack (Str 4, AP 1, Flaming Attacks), Harnessed

—Model Rules—

Meeting of Minds: Universal Rule.

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

Core (Min. 25%)



Silexian Spears

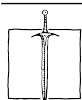
200 pts + 14 pts/extra model

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		
Silexian Spear	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-	
Must choose (one choice only):						Champion	10	
Corsair						free	Musician	10
Beast Breaker						1/model	Standard Bearer	10
Corsair and								
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 (Battle FocusHatred)** 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 Facing.



Silexian Auxiliaries

260 pts + 12 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, Suppressing Volley		
Defensive	HP	Def	Res	Arm		
	1	4	3	0	Light Armour, Shield	
Offensive	Att	Off	Str	AP	Agi	
Silexian Auxiliary	1	4	3	0	5	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 Silexian Auxiliaries unit with at least one Full Rank may nominate a single unengaged enemy unit within 18" and within Line of Sight. If so, the Silexian Auxiliaries unit cannot declare any Charges during this Charge Phase. Until the end of the Player Turn, ~~the nominated~~ each enemy unit **nominated by one or more Silexian Auxiliaries units** suffers -1 to-hit against Charging Academy Trained units. ~~Nominating a unit from more than one Silexian Auxiliaries unit has no stacking effect.~~

— Command Group Options —

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

Special (No limit)



Shadow Riders

170 pts + 18 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

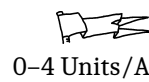
Global	Adv	Mar	Dis	Model Rules			
	9"	18"	8	Light Troops, Wizard Conclave			
Defensive	HP	Def	Res	Arm			
	1	4	3	1	Aegis (4+, against Melee Attacks), Aegis (5+), Light Armour		
Offensive	Att	Off	Str	AP	Agi		
Acolyte	1	4	4	1	5	Lightning Reflexes, Ruthless Efficiency, Blades of Darag	
Elven Horse	1	3	3	0	4	Harnessed	
Wizard Conclave			pts	Command Group Options			pts
Must select 2 spells from:				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

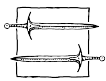
5–10 models



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

230 pts + 22 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, Will of the Senate			
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-
Will of the Senate: 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 + 21 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

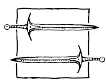
170 pts + 10 pts/extra model

5–12 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	
Harpy	2	3	4	0	4	Devastating Charge (+1 Att)



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	Lightning Reflexes, Petrifying Stare , Ruthless Efficiency

—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

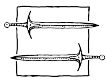
280 pts + 65 pts/extra model

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	Devastating Charge (+1 Str, +1 AP, Terror), Harnessed, Impact Hits (D3+1)
Lashmaster (2)	1	4	3	0	5	Lightning Reflexes, Ruthless Efficiency



Raptor Chariot

190 pts

single model

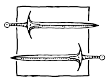
0–3 Units/Army

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
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



Divine Altar

220 pts

single model

0–1 Units/Army

Height Large

Type Construct

Base 60×100 mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Frenzy, Towering Presence		
Defensive	HP	Def	Res	Arm		
	5	5	5	2	Aegis (5+)	
Offensive	Att	Off	Str	AP	Agi	
Attendant (3)	2	5	3	1	5	Battle Focus, Lightning Reflexes, Ruthless Efficiency, Paired Weapons
— Options — pts —						
Must choose (one choice only):						
	Effigy of Dread					free
	Crucible of Slaughter					90

Optional Model Rules

Crucible of Slaughter: Universal Rule.

The model gains **Not a Leader** and **War Platform**.

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.

While part of an Infantry unit, Attendants gain the same Close Combat Weapons as the R&F models in the unit. They can use Spears despite not being Infantry. The model must be deployed in a unit, and it can never leave that unit voluntarily. If the model is deployed in Temple Militants, it loses Paired Weapons and gains Blades of Darag until the end of the game.

Effigy of Dread: Universal Rule.

The model gains **Channel (3)**, **Fear**, **Fearless**, **Unbreakable**, Blades of Darag, and its Health Points are **set** to 6. 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

180 pts + **35** pts/extra model

5-10 models

0-2 Units/Army

Height **Standard**
Type **Infantry**
Base **20x20 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, Barbed Net Thrower (3+)

Model Rules

Barbed Net Thrower: Shooting Weapon.

Range 18", Shots 4, Str 4, AP 2, **Multiple Wounds (2)**, **Quick to Fire, Reload!**. Units that suffer one or more hits from this weapon suffer -1 Agility and lose Swiftstride. The effects last until the start of the next friendly Player Turn.



Repeater Battery

190 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, Daeb Bolt Thrower (3+)

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

390 pts

single model

0–3 Units/Army

Height Gigantic

Type Beast

Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	8	Coastal Predator		
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—

Colossal Kraken* (0–1 Units/Army)

pts 65

*Armies with one or more Beastmasters only

—Optional Model Rules—

Colossal Kraken: Universal Rule.

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



Hydra

420 pts

single model

0–3 Units/Army

Height Gigantic

Type Beast

Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	8	Cut one off...		
Defensive	HP	Def	Res	Arm		
	6	4	5	3	Fortitude (5+)	
Offensive	Att	Off	Str	AP	Agi	
Hydra	5	4	5	2	2	Breath Attack (Str 3, AP 2), Harnessed, Poison Attacks, Rage
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

250 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, Under the Cover of Mists		
Fly	7"	14"				
Defensive	HP	Def	Res	Arm		
	8	3	5	0	Distracting	
Offensive	Att	Off	Str	AP	Agi	
Mist Leviathan	4	3	4	3	3	Harnessed
Lashmaster (4)	1	4	3	0	5	Lightning Reflexes, Ruthless Efficiency

Model Rules

Under the Cover of Mists: Universal Rule.

Enemy units within 8" of one or more Mist Leviathans suffer -1 to hit for Shooting Attacks. In addition, during the first Game Turn, friendly Infantry units gain Hard Target (1) while within 8" of one or more Mist Leviathans.

Quick Reference Sheet

Characters

Dread Prince	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
Beastmaster	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
Silexian Officer	Adv	5"	Mar	10"	Dis	10														Academy Training, Tactician
Standard, Infantry	HP	3	Def	6	Res	3	Arm	0												Heavy Armour
Silexian Officer	Att	3	Off	6	Str	4	AP	1	Agi	7										Lightning Reflexes, Ruthless Efficiency
Temple Exarch	Adv	5"	Mar	10"	Dis	9														Professional Courtesy, Wizard Apprentice
Standard, Infantry	HP	3	Def	5	Res	3	Arm	0												Aegis (4+, against Melee Attacks), Heavy Armour
Temple Exarch	Att	3	Off	5	Str	4	AP	1	Agi	6										Battle Focus, Lightning Reflexes, Ruthless Efficiency
Warlock Outcast	Adv	5"	Mar	10"	Dis	9														Irresistible Will, Not a Leader, Wizard Adept
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
Silent Assassin	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, Paired Weapons, Repeater Handbow [3] (2+)

Character Mounts

Elven Horse	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
Daeb Raptor	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
Blackmane Pegasus	Adv	7"	Mar	14"	Dis	C														Fly (8", 16"), Light Troops
Large, Cavalry	HP	C	Def	C	Res	4	Arm	C+1												Hard Target (1)
Blackmane Pegasus	Att	2	Off	4	Str	4	AP	1	Agi	4										Devastating Charge (+1 Str, +1 Ap), Harnessed
Raptor Chariot	Adv	7"	Mar	7"	Dis	C														Scent of Blood, Swiftstride
Large, Construct	HP	4	Def	3	Res	4	Arm	C+2												
Daeb Raptor (2)	Att	2	Off	3	Str	4	AP	1	Agi	3										Harnessed, Lethal Strike
Chassis	Att	-	Off	-	Str	5	AP	2	Agi	-										Impact Hits (D6+1), Inanimate
Manticore	Adv	6"	Mar	12"	Dis	C														Fear, Fly (8", 16"), Light Troops, Scent of Blood, Solitary, 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
Imperious Dragon	Adv	6"	Mar	12"	Dis	C														Fly (7", 14"), Light Troops, Meeting of Minds
Gigantic, Beast	HP	6	Def	5	Res	6	Arm	4												
Imperious Dragon	Att	5	Off	5	Str	6	AP	3	Agi	3										Breath Attack (Str 4, AP 1, Flaming Attacks), Harnessed

Core

Silexian Spears	Adv	5"	Mar	10"	Dis	8														Academy Training, Scoring
Standard, Infantry	HP	1	Def	4	Res	3	Arm	0												Light Armour, Shield
Silexian Spear	Att	1	Off	4	Str	3	AP	0	Agi	5										Lightning Reflexes, Ruthless Efficiency, Spear
Temple Militants	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
Raiding Party	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

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

Special

Shadow Riders	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
Warlock Acolytes	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
Dread Knights	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
Obsidian Guard	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
Judicators	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
Harpies	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		Devastating Charge (+1 Att)
Gorgons	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
Thunder Pack	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
Raptor Chariot	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
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
Divine Altar	Adv	5"	Mar	10"	Dis	8						Frenzy, Towering Presence
Large, Construct	HP	5	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, Paired Weapons

Raiders

Black Cloaks	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

Hunting Chariot	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, Barbed Net Thrower (3+)

Repeater Battery	<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

Kraken	<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
Hydra	<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>	2	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
Mist Leviathan	<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>	4	<i>Off</i>	3	<i>Str</i>	4	<i>AP</i>	3	<i>Agi</i>	3	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	0	X	Accurate Quick to Fire +1 AP at Short Range
Barbed Net Thrower	-	18"	4	2	4	Quick to Fire Reload!
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+	Silexian Auxiliary, Shadow Rider
Barbed Net Thrower	3+	Hunting Chariot
Daeb Bolt Thrower	3+	Repeater Battery

Changelog

2022 beta 1 hotfix 1

- Curse of the Phantom Queen, clarification
- Scent of Blood, clarification
- Willbreaker's Craft, clarification

2022 beta 1

Design Changes

- Blades of Darag, the weapon now caps the total Strength bonus to the attacks made with this weapon at +2
- Hereditary spell, now has magical attacks and count as ranged attack
- Strike from the Shadows, aligned with the Vs one, now the Assassin can appear in an engaged unit and can remove the champion when placing
- Blackmane Pegasus, now gain Hard Target and Devastating Charge
- Manticore, lose towering presence to gain solitary and Res 5, extraordinary specimen now gives towering presence
- Beast Breaker, now gives battle focus instead of hatred
- Divine Altar, now has paired weapons and gains blades of darag if joined to militants, if crucible of slaughter it must join a unit and cannot leave it
- Hunting Chariot, it's weapon it's completely reworked
- Hydra, gets -1 Agi
- Mist Leviathan, get +1 Agi and Under the Cover of Mist now gives Hard Target to infantry for the first game turn and gives -1 to hit to enemy units within 8" from the leviathan

Balance Changes

- Special Items
 - Mastery of Slaughter 25 ↘ 20
 - Lacerating Touch 50 ↗ 60
 - Seal of the Republic 40 ↗ 45
 - Caedhren's Pennon 70 ↗ 80
 - Mask of the War Crow 50 ↗ 60
- Dread Prince
 - Elven Horse 45 ↗ 60
- Beastmaster
 - Paired Weapons 5 ↗ 10
 - Daeb Raptor 50 ↘ 40
 - Blackmane Pegasus 75 ↗ 80
 - Raptor Chariot 80 ↘ 75
 - Manticore 160 ↗ 200
 - Imperious Dragon 450 ↗ 480
- Silexian Officer
 - Blackmane Pegasus 75 ↘ 70
 - Raptor Chariot 80 ↘ 75
 - Manticore 170 ↗ 195
- Temple Exarch
 - Base cost 260 ↘ 245
 - Battle Oracle 40 ↗ 60
- War Smith 50 ↗ 70
- Warlock Outcast
 - Base cost 230 ↗ 250
 - Wizard Master 150 ↗ 170
 - Daeb Raptor 30 ↘ 25
 - Manticore 80 ↘ 75
- Raiding Party Beast Breaker free ↗ 1
- Silexian Auxiliaries
 - Base cost 230 ↗ 260
 - Additional models 13 ↘ 12
- Obsidian Guard Base cost 220 ↗ 230
- Judicators, Additional models 22 ↘ 21
- Harpies Additional models 12 ↘ 10
- Divine Altar
 - Base cost 200 ↗ 220
 - Crucible of Slaughter 110 ↘ 90
- Black Cloaks
 - Base cost 170 ↗ 180
 - Additional models 38 ↘ 35
- Hunting Chariot Base cost 210 ↘ 200
- Kraken
 - Base cost 380 ↗ 390

- Colossal Kraken 75 ↘ 65
- Hydra Base cost 400 ↗ 420

- Mist Leviathan Base cost 260 ↘ 250