

THE IX AGE

FANTASY BATTLES



Dread Elves

Army Book (Core Rules)

2nd Edition, version 2022 beta 2 – May 12, 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 **consisting entirely of Infantry models** 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.

Coastal Predator

The model gains **Strider (Water Terrain)**. In addition, 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)**.

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. **Attacks with Artistry of Death lose Ruthless Efficiency if they had it.**

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 **and Coastal Predator**.

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**. **If at least one model in the model part's unit is the target of one or more friendly non-Attribute Spells with duration One Turn, the Strength of attacks made with this weapon is always set to 5** for as long as the spell's effect is applied. This weapon cannot be enchanted.

Hereditary Spell

Casting Value	Range	Type	Duration	Effect
H Curse of the Phantom Queen 7+	Caster		One Turn	You gain one Veil Token that is not removed when the spell ends. 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.

Special Items

Weapon Enchantments

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**.

Mastery of Slaughter 55 pts

Enchantment: Spear.

Attacks made with this weapon become **Magical Attacks** and gain **Artistry of Death**, **Battle Focus**, **Lethal Strike**, and **Multiple Wounds (2)**.

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.

Crippling Frost 45 pts

Enchantment: Great Weapon.

Attacks made with this weapon become **Magical Attacks**. In addition, enemy units in base contact with the bearer's model suffer -2 Defensive Skill.

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 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 55 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
 The bearer gains **Aegis (5,+ against Melee Attacks)**. In addition, if one or more **Melee Attacks** are allocated towards or distributed onto the bearer's model (including Initiative Step 0), the bearer inflicts D3+1 hits with Strength 4, Armour Penetration 2, and **Magical Attacks** on the attacking model's unit at Initiative Step 0. This is considered a **Special Attack**.

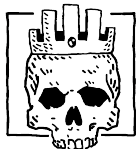
Ring of the Obsidian Thrones 50 pts
 Cannot be taken by **Warlock Outcasts**.
Break Tests and **Panic Tests** taken within 6" of the bearer are subject to **Minimised Roll**.

Seal of the 9th Fleet 50 pts
Silexian Officers only.
 If the bearer's unit consists entirely of **Infantry** models, it is considered **Academy Trained**.

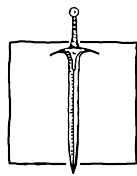
Ceinran's Scales 40 pts
Wizards only.
 The bearer can cast *The Wheel Turns* (**Witchcraft**) as a **Bound Spell** with **Power Level (4/8)**.

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**.

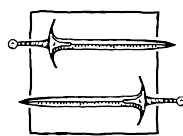
Army Organisation



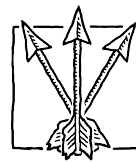
Characters
 Max. 40%



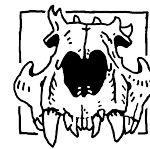
Core
 Min. 25%



Special
 No limit



Raiders
 Max. 20%



The Menagerie
 Max. 30%

Characters (Max. 40%)



Dread Prince

205 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	7	3	0	Heavy Armour	
Offensive	Att	Off	Str	AP	Agi	
Dread Prince	4	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 0 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
Kraken's Hide (on foot only)	20
Shield	10
One choice only:	
Paired Weapons	5
Great Weapon	10
Halberd	10
Lance	15
Mount Options	pts
Daeb Raptor	50
Elven Horse	55
Raptor Chariot	100



Beastmaster

180 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	Lightning Reflexes, Ruthless Efficiency

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
Great Weapon	15
Lance	15

Mount Options

	pts
Elven Horse	45
Daeb Raptor	50
Raptor Chariot	85
Blackmane Pegasus	90
Manticore (TM)	210
Imperious Dragon (TM)	480



Silexian Officer

160 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.

Academy Trained units joined by the model and Academy Trained units within range of Commanding Presence of a non-Fleeing model with Tactician count as being within 8" of another friendly Academy Trained unit.

Options

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

Mount Options

Elven Horse	45
Daeb Raptor	50
Raptor Chariot	75
Blackmane Pegasus	80
Manticore (TM)	195



Temple Exarch

240 pts

single model

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Fearless, 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 —

Must choose (one choice only):

Battle Standard Bearer

~~Battle Oracle~~

War Smith

Special Items

One choice only:

Blades of Darag

Great Weapon

Halberd

Paired Weapons

Spear

free

60

95

up to 100

free

10

10

10

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**. In addition, the model part and R&F model parts without Harnessed in its unit gain **Battle Focus** and **Frenzy**. Temple Militants additionally gain **Hatred** while a War Smith is joined to their unit.



Warlock Outcast

235 pts

single model

Height Standard
Type Infantry
Base 20×20 mm



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

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Irresistible Will , Mistrusted , 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	Lightning Reflexes, Ruthless Efficiency

Model Rules

Irresistible Will: Universal Rule.

The model's Casting Attempts with 4 or more Magic Dice are subject to the following rules:

- Total Casting Modifiers may not exceed +1.
- Dispelling rolls suffer a -2 Dispelling Modifier.

Mistrusted: Universal Rule.

If the model is the General, Discipline Tests using its Commanding Presence suffer -1 Discipline.

Magic Options

Wizard Master

pts-
170



Cosmology



Evocation



Witchcraft

Options

Special Items

up to 100

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	Artistry of Death, Lightning Reflexes, Multiple Wounds (2, against Characters), Poison Attacks, Paired Weapons, Repeater Handbow [3] (2+)

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 a friendly Standard Infantry unit that is not Fleeing, even if Engaged, and apply the following rules:

- Remove a R&F model from the chosen unit's first rank as a casualty. You cannot remove the last R&F model from a unit, and removing the model never causes a Panic Test.
- Deploy the Silent Assassin in the position of the removed model.
- 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+1		
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		
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 pts- 25

— 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.

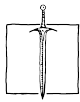
Global	Adv	Mar	Dis	Model Rules		
Ground	6"	12"	C	Fly (7", 14"), Light Troops, Meeting of Minds		
Fly	7"	14"				
Defensive	HP	Def	Res	Arm		
	6	5	6	4		
Offensive	Att	Off	Str	AP	Agi	
Imperious Dragon	5	5	6	3	3	Breath Attack (Str 4, AP 1, Flaming Attacks), Harnessed

— 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

180 pts + 15 pts/extra model

10-30 models 0-3 Units/Army

Height Standard
Type Infantry
Base 20x20 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, Ruthless Slavers		
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

Model Rules

Ruthless Slavers: Universal Rule.

Standard Infantry and Standard Cavalry models in units in base contact with one or more models with Ruthless Slavers suffer -1 Discipline. In addition, these units **must** take a Fear Test at the start of each Round of Combat. Models that are immune to the effects of Fear are immune to the effects of Ruthless Slavers. Note that Ruthless Slavers does not make the model immune to the effects of Fear.

Options

Must choose (one choice only):

Beast Breaker	free
Corsair	free
Corsair and Repeater Handbow [2] (4+) [R]	2/model

Command Group Options

Champion	10
Musician	10
Standard Bearer	10

Optional Model Rules

Beast Breaker: Universal Rule.

The model gains ~~Cannot be Stomped and~~ Shield, and units containing one or more models with Beast Breaker gain **Cannot be Stomped**. 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 Focus)** until the end of the next Player Turn.

Corsair: Universal Rule.

The model gains Kraken's Hide and Paired Weapons. In the First Round of Combat, Fear Tests caused by Fear from Ruthless Slavers are subject to Maximised Roll.



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, and none of its models can perform any Shooting Attacks in the same Player Turn. Until the end of the Player Turn, each enemy unit nominated by one or more Silexian Auxiliaries units suffers -1 to-hit against Charging Academy Trained units.

Command Group Options

Champion	10
Musician	10
Standard Bearer	10
Banner Enchantment	no limit



Shadow Riders

180 pts + 17 pts/extra model

5–10 models

0–4 Units/Army

Height Standard
Type Cavalry
Base 25×50 mm

Units with an upgrade marked with [R] count towards Raiders instead of Core.

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

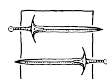
Repeater Crossbow (3+) [R]

3/model

Command Group Options

Champion	10
Musician	10
Standard Bearer	10

Special (No limit)



Warlock Acolytes

205 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 —

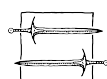
Must select 2 spells from:

- *Perception of Strength* (Cosmology)
- *Ancestral Aid* (Evocation)
- *Twisted Effigy* (Witchcraft)
- *Curse of the Phantom Queen* (Hereditary Spell)

— Command Group Options —

Champion

pts—
120



Dread Knights

285 pts + **35** pts/extra model

5–10 models

0–4 Units/Army

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

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

— Options —

One choice only:

Lance

Great Weapon

3/model

6/model

— Command Group Options —

Champion

Musician

Standard Bearer

Banner Enchantment

pts—

10

10

10

no limit



Obsidian Guard

240 pts + 21 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 —

Will of the Senate: Universal Rule.
Friendly units within 6" of a non-Fleeing unit containing one or more models with Will of the Senate **must** reroll failed Panic Tests.

— Command Group Options —

Champion	10
Musician	10
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 —

Champion	10
Musician	10

— Command Group Options —

Standard Bearer	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

155 pts + 120 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:

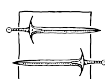
- 4+ for models of Standard Height
- 5+ for models of Large Height
- 6+ for models of Gigantic Height

Options

One choice only:

Paired Weapons
Halberd

5/model
15/model



Thunder Pack

290 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

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

Halberd
Lance

free
free



Divine Altar

215 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, Blades of Darag

Options pts-

Must choose (one choice only):

Effigy of Dread

free

Crucible of Slaughter

85

Optional Model Rules

Crucible of Slaughter: Universal Rule.

The model gains **Not a Leader** and **War Platform**. It must be deployed in a unit, and it can never leave that unit voluntarily. In addition, the following elements gain the corresponding rules while in units within 12" of a friendly Crucible of Slaughter:

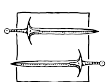
- R&F model parts without Harnessed gain **Frenzy** and **Battle Focus**
- Temple Militants gain **Hatred**

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.



Hunting Chariot

190 pts

single model

0–3 Units/Army

Height Large

Type Construct

Base 50×100 mm

Hunting Chariot and Repeater Battery share the same 0–3 Units/Army limitation.

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, **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

200 pts

single model

0–3 Units/Army

Height Standard
Type Construct
Base 60 mm round

Hunting Chariot and Repeater Battery share the same 0–3 Units/Army limitation.

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.

Raiders (Max. 20%)



Black Cloaks

180 pts + 35 pts/extra model

5–10 models

0–2 Units/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—

Champion

pts-

10

The Menagerie (Max. 30%)



Kraken

385 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

Options

Colossal Kraken* (0-1 Units/Army)

*Armies with one or more Beastmasters only

pts-

65

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

415 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

245 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	7	Res	3	Arm	0												Heavy Armour
Dread Prince	Att	4	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														Fearless , 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, Mistrusted , 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+1												
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
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, Ruthless Slavers
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+)
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

Special

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, Blades of Darag
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	Adv	5"	Mar	5"	Dis	8						War Machine
Standard, Construct	HP	4	Def	1	Res	4	Arm	0				Light Armour
Crew	Att	2	Off	4	Str	3	AP	0	Agi	5		Lightning Reflexes, Ruthless Efficiency, Daeb Bolt Thrower (3+)

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+)

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 2

Clarifications

- Artistry of Death, specified that does not stack with Ruthless Efficiency
- Executioner's Icon, the specification about Ruthless Efficiency is now redundant

Design Changes

- Academy Training, now works only if the unit is entirely composed of infantry models
- Coastal Predator, now also grant Strider Water
- Kraken's Hide, now also grant Coastal Predator
- Blades of Darag, now set the Str of the attacks with it to 5 if target of a friendly spell
- Crippling Frost, reworked, now give -2 Ds to enemy units in contact with the bearer
- Mastery of Slaughter, reworked, now it's a proper Daeb weapon
- Moithir's Mirror, reworked, now gives 5+ aegis in melee and inflict Str 4 Ap2 hits if the bearer is targeted in combat
- Ring of the Obsidian Thrones, now gives minimized to panic and break tests within 6"
- Seal of the 9th Fleet, now provides academy training to the unit of the model
- Dread Prince, loses 1 attack, gain the option of taking Kraken's Hide, Deadly reoste counterattack are now at Agi step 0
- Beastmaster, loses Kraken's Hide, gain the option of taking a great weapon
- Silexian Officer, Tactician now gives the benefit of Academy Training to Academy units that he is joined to or that are in his commanding presence, also gain access to great weapon
- Temple Exarch, gain Fearless, gain access to spear and great weapon, now the adept option gives Frenzy and Battle focus to the unit joined, or Hatred to temple militants
- Warlock Outcast, Lose Not a Leader and Gain Mistrusted, Irresistible Will now give -2 to dispel for spells casted with 4 or more dices cap the casting bonuses to +1
- Elven Horse, only gives C+1 in armour
- Raiding Party, heavily reworked, max model per unit increased to 30, now cause fear in Standard Infantry and Cavalry, Beast Breaker gives cannot be stomped to joined characters, Corsair give maximized to fear test caused by their rule and gain Coastal Predator through Kraken Hide
- Silexian Auxiliaries, now if they use Suppressing Volley they can't shoot in the same round
- Shadow Riders, they are now core but if they take repeater crossbows they count only for Raiders
- Warlock Acolytes lose their Aegis 4+ in melee
- Divine Altar, now has always Blades of Darag, the Crucible now gives Frenzy and Battle Focus to friendly R&F models within 12"
- Hunting Chariot and Repeater Battery now are in special (there is no Destroyer Category anymore) and they share the same 0-3 limitation

Balance Changes

- Crippling Frost 80 ↘ 45
- Mastery of Slaughter 20 ↗ 55
- Executioner's Icon 65 ↘ 55
- Seal of the 9th Fleet 40 ↗ 50
- Ring of the Obsidian Thrones 40 ↗ 50
- Dread Prince 235 ↘ 205
- Dread Prince Kraken's Hide n/a ↗ 20
- Dread Prince Elven Horse 60 ↘ 55
- Beastmaster 200 ↘ 180
- Beastmaster Great Weapon n/a ↗ 15
- Beastmaster Blackmane Pegasus 80 ↗ 90
- Beastmaster Daeb Raptor 40 ↗ 50
- Beastmaster Raptor Chariot 80 ↗ 90
- Beastmaster Manticore 200 ↗ 210
- Silexian Officer 155 ↗ 160
- Silexian Officer Great Weapon n/a ↗ 10
- Silexian Officer Blackmane Pegasus 70 ↗ 80
- Temple Exarch 245 ↘ 240
- Temple Exarch Spear n/a ↗ 10
- Temple Exarch Great Weapon n/a ↗ 10
- Temple Exarch War Smith 70 ↗ 90
- Warlock Outcast 250 ↘ 235
- Raiding Party 170 ↗ 180
- Raiding Party 14 ↗ 15
- Raiding Party Beast Breaker 1 ↘ free
- Shadow Riders 170 ↗ 180
- Shadow Riders Additional models 18 ↘ 17
- Shadow Riders Repeater Crossbow 5 ↘ 3
- Warlock Acolytes 210 ↘ 205
- Obsidian Guard 230 ↗ 240
- Obsidian Guard 22 ↘ 21
- Judicators Additional models 21 ↘ 20
- Gorgons 150 ↗ 155
- Gorgons Additional models 100 ↗ 120
- Thunder Pack 280 ↗ 290
- Divine Altar 220 ↘ 215
- Divine Altar Crucible of Slaughter 90 ↘ 85
- Hunting Chariot 200 ↘ 190
- Repeater Battery 190 ↗ 200
- Kraken 390 ↘ 385
- Hydra 420 ↘ 415
- Mist Leviathan 250 ↘ 245