

THE IX AGE

FANTASY BATTLES



Dread Elves

Army Book (Core Rules)

2nd Edition, version 2022 beta 3 hotfix 2 – January 12, 2023

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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 Trained

A unit with more than half of its models with Academy Trained is subject to the following rules:

- It gains **Devastating Charge (+1" Adv)** when declaring its first Charge in any Charge Phase. The effect lasts until the end of the Charge Phase. Characters without Academy Trained that Charge out of the unit are not affected.
- It counts as having one additional Full Rank for the purpose of Steadfast and Disrupted if it has at least one Full Rank.

The effects are only applied if both the following conditions are met:

- The unit consists entirely of Infantry models.
- The unit is within 8" of one or more non-Fleeing models with Academy Trained from one or more other friendly units.

Coastal Predator

The model gains **Strider (Water Terrain)**. In addition, units gain **Devastating Charge (+2" Adv)** and **Hard Target (1)** while both the following conditions are met:

- More than half of their models have Coastal Predator.
- More than half of their models have the centre of their base inside a Water Terrain Feature.

Characters without Coastal Predator that Charge out of a unit do not benefit from Coastal Predator.

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

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

<i>Casting Value</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
8+		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 Veil Tokens from your Veil Token pool. A maximum of two Veil Tokens may be discarded each phase for this purpose. For every discarded Veil Token, the enemy unit immediately suffers 3 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

Lacerating Touch

65 pts

Enchantment: Paired Weapons.

Attacks made with this weapon gain +2 Armour Penetration. While using this weapon, the wielder gains +2 Attack Value and **Fear**.

Mastery of Slaughter

50 pts

Enchantment: Spear.

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

Transcendence

50 pts

Enchantment: Lance.

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.

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**.

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 85 pts
Infantry models in the bearer's unit gain **Scent of Blood** and **Swiftstride**.

Executioner's Icon 60 pts
The bearer and R&F model parts with Ruthless Efficiency in the bearer's unit gain **Artistry of Death**.

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 50 pts
The bearer gains **Aegis (5,+ against Melee Attacks)**. In addition, at Initiative Step 0 of a Round of Combat in which one or more Melee Attacks are allocated towards or distributed onto the bearer's model (including Initiative Step 0), the bearer inflicts 3 hits with Strength 4, Armour Penetration 2, and Magical Attacks on each of the attacking models' units. This is considered a Special Attack.

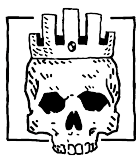
Seal of the 9th Fleet 50 pts
Silexian Officers only.
If the bearer's unit consists entirely of Infantry models, it gains Academy Trained.

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

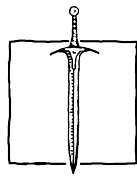
Ring of the Obsidian Thrones 40 pts
Cannot be taken by Warlock Outcasts.
Friendly Break Tests and friendly Panic Tests taken within 6" of the bearer are subject to Minimised Roll.

Beastmaster's Whistle 25 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.

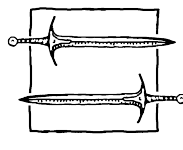
Army Organisation



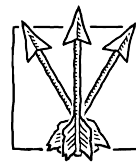
Characters
Max. 40%



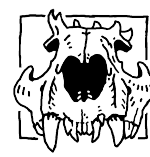
Core
Min. 25%



Special
No limit



Raiders
Max. 20%



The Menagerie
Max. 30%

Characters (Max. 40%)



Dread Prince

215 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	5	8	4	1	8	Artistry of Death, Lightning Reflexes		
— Options —			pts-		— Mount Options —		pts-	
Special Items				up to 200		Daeb Raptor	50	
Kraken's Hide (on foot only)				20		Elven Horse	55	
Shield				10		Raptor Chariot	100	
One choice only:								
Paired Weapons				5				
Great Weapon				10				
Halberd				10				
Lance				15				



Beastmaster

170 pts

single model

Height Standard
Type Infantry
Base 20×20 mm



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

Global	Adv	Mar	Dis	Model Rules					
	5"	10"	9	Willbreaker's Craft					
Defensive	HP	Def	Res	Arm					
	3	5	3	0	Cannot be Stomped, Heavy Armour				
Offensive	Att	Off	Str	AP	Agi				
Beastmaster	4	5	4	1	7	Lightning Reflexes, Ruthless Efficiency			
— Model Rules —			pts-		— Options —		pts-		
Willbreaker's Craft: Universal Rule.						Special Items		up to 150	
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.						Shield		5	
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:						One choice only:			
• Friendly models is subject to Maximised Roll.						Halberd		10	
• Enemy models is subject to Minimised Roll.						Paired Weapons		10	
						Great Weapon		15	
						Lance		15	
			pts-		— Mount Options —		pts-		
						Elven Horse		45	
						Daeb Raptor		50	
						Raptor Chariot		85	
						Blackmane Pegasus		90	
						Manticore (TM)		215	
						Imperious Dragon (TM)		490	



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 Trained, 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.

Units consisting entirely of Infantry models with more than half of their models with Academy Trained that are joined by the model or that are within range of Commanding Presence of a non-Fleeing friendly model with Tactician count as being within 8" of a non-Fleeing model with Academy Trained from another friendly 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)	200



Temple Exarch

250 pts

single model

Height Standard
Type Infantry
Base 20×20 mm

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

— Optional Model Rules —

: Universal Rule.

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.

— Options —

Must choose (one choice only):

Battle Standard Bearer

free

War Smith

95

Special Items

up to 100

One choice only:

Blades of Darag

free

Great Weapon

10

Halberd

10

Paired Weapons

10

Spear

10



Warlock Outcast

240 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, 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.

Dispelling rolls against spells cast by the model suffer a -2 Dispelling Modifier if the Casting Attempts was performed with 4 or more Magic Dice.

Mistrusted: Universal Rule.

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

— Magic Options —

Wizard Master

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

165 pts

single model

0–2 Units/Army

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Hidden, Not a Leader, Professional Courtesy		
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

Professional Courtesy: Universal Rule.

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

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

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

0–2 Mounts/Army

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

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

0–2 Mounts/Army

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	Exclusive, Fear, Fly (8", 16"), Scent of Blood		
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 —

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

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.

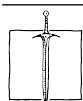
Global	Adv	Mar	Dis	Model Rules		
Ground	7"	14"	C	Fly (7", 14"), Light Troops, Meeting of Minds		
Fly	7"	14"				
Defensive	HP	Def	Res	Arm		
	6	5	6	4		
Offensive	Att	Off	Str	AP	Agi	
Imperious Dragon	5	5	6	3	3	Breath Attack (Str 4, AP 1, Flaming Attacks), Harnessed

— 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

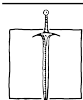
210 pts + 14 pts/extra model

15–40 models



Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Academy Trained, 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		
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

10-30 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								
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				
Beast Breaker						free	Musician	10			
Corsair						1/model	Standard Bearer	10			
Corsair and											
Repeater Handbow [2] (4+) [R]						3/model					

Optional Model Rules

Beast Breaker: Universal Rule.

The model gains 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 **Light Troops**, Kraken's Hide, and Paired Weapons. In addition, enemy models that are not immune to the effects of Fear in units in base contact with one or more models with Corsair suffer -1 Discipline.



Silexian Auxiliaries

255 pts + 12 pts/extra model

15-25 models



Height Standard
Type Infantry
Base 20x20 mm

The unit counts both towards Core and Raiders.

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Academy Trained, Scoring		
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+)
Command Group Options			pts-			
Champion						10
Musician						10
Standard Bearer						10
Banner Enchantment						no limit



Shadow Riders

185 pts + 17 pts/extra model

5-10 models

0-4 Units/Army

Height Standard
Type Cavalry
Base 25x50 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, 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]			4/model	Champion			10
				Musician			10
				Standard Bearer			10

Special (No limit)



Warlock Acolytes

200 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 (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:

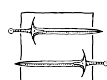
- Perception of Strength (Cosmology)
- Ancestral Aid (Evocation)
- Twisted Effigy (Witchcraft)
- Curse of the Phantom Queen (Hereditary Spell)

— Command Group Options —

Champion

pts-

140



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

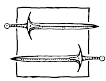
10-25 models



0-3 Units/Army

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Academy Trained, Hold the Line, Scoring		
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
— Command Group Options — pts —						
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 — pts —						
Champion	10					
Musician	10					
			Standard Bearer		10	
			Banner Enchantment		no limit	



Harpies

175 pts + 12 pts/extra model

5-12 models

0-3 Units/Army

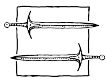
Height Standard
Type Beast
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
Ground	5"	10"	6	Fly (8", 16"), Insignificant, Light Troops, Scent of Blood, Skirmisher		
Fly	8"	16"				
Defensive	HP	Def	Res	Arm		
	1	3	3	0	Hard Target (1)	
Offensive	Att	Off	Str	AP	Agi	
Harpy	1	3	4	0	4	Devastating Charge (+1 Att), Raking Claws

— Model Rules —

Raking Claws: Special Attack.

Sweeping Attack. The enemy unit suffers 1 hit for each model with Raking Claws in the unit. These hits are resolved with the Strength and Armour Penetration of model part with Raking Claws.



Gorgons

155 pts + 120 pts/extra model

1-3 models

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

Height Large
Type Beast
Base 40x40 mm

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

270 pts + 70 pts/extra model

3-6 models

0-3 Units/Army

Height Large
Type Beast
Base 40x60 mm

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	8	Scent of Blood, Swift Reform		
Defensive	HP	Def	Res	Arm		
	3	3	5	1	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Thunder Beast	4	3	6	1	2	Devastating Charge (, Terror), Harnessed
Lashmaster (2)	1	4	3	0	5	Lightning Reflexes, Ruthless Efficiency



Raptor Chariot

210 pts

single model

0-3 Units/Army

Height Large
Type Construct
Base 50x100 mm

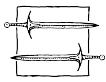
Global	Adv	Mar	Dis	Model Rules		
	7"	7"	9	Scent of Blood, Swiftstride		
Defensive	HP	Def	Res	Arm		
	4	5	4	2	Heavy Armour	
Offensive	Att	Off	Str	AP	Agi	
Crew (2)	2	5	4	1	6	Lightning Reflexes, Ruthless Efficiency
Daeb Raptor (2)	2	3	4	1	3	Harnessed, Lethal Strike
Chassis			5	2		Impact Hits (D6+1), Inanimate

Options

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

Halberd
Lance

free
free



Divine Altar

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	Channel (3), 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 **Attached, Exclusive (R&F Infantry), Frenzy, Not a Leader, and War Platform**, and it loses Channel (3). . 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 **Fear, Fearless, and Unbreakable**. Its Health Points are **set** to 6 and its Advance Rate and March Rate are **always** set to 0". The model cannot declare any Charges nor perform any Advance Moves, March Moves, Magical Moves, Pursuit 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.



Hunting Chariot

175 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	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 (and cannot gain it in any way). The effects last until the start of the next friendly Player Turn.



Repeater Battery

210 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	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

375 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-

60

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.



Mist Leviathan

240 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	5	Off	8	Str	4	AP	1	Agi	8										Artistry of Death, Lightning Reflexes
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
Beastmaster	Att	4	Off	5	Str	4	AP	1	Agi	7										Lightning Reflexes, Ruthless Efficiency
Silexian Officer	Adv	5"	Mar	10"	Dis	10														Academy Trained, 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, 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, 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														Hidden, Not a Leader, Professional Courtesy
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														Exclusive, Fear, Fly (8", 16"), Scent of Blood
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	7"	Mar	14"	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 Trained, 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												
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														
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 Trained, Scoring
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, 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 (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 Trained, Hold the Line, Scoring
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 (8", 16"), Insignificant, Light Troops, Scent of Blood, Skirmisher
Standard, Beast	HP	1	Def	3	Res	3	Arm	0				Hard Target (1)
Harpy	Att	1	Off	3	Str	4	AP	0	Agi	4		Devastating Charge (+1 Att), Raking Claws
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	3	Off	5	Str	4	AP	1	Agi	5		Lightning Reflexes, Petrifying Stare, Ruthless Efficiency
Thunder Pack	Adv	6"	Mar	12"	Dis	8						Scent of Blood, Swift Reform
Large, Beast	HP	3	Def	3	Res	5	Arm	1				Light Armour
Thunder Beast	Att	4	Off	3	Str	6	AP	1	Agi	2		Devastating Charge (, Terror), Harnessed
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						Channel (3), 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						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						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 3 Hotfix 2

- Corrected typo
- Dragon ground movement is now 7/14