

# THE IX AGE

## FANTASY BATTLES



# Dread Elves

Army Book (Core Rules)

2<sup>nd</sup> Edition, version 2023 beta 1 – March 02, 2023

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The 9<sup>th</sup> Age: Fantasy Battles is a community-made miniatures wargame. All rules in this book are considered part of the Core Rules of T9A and should be available for use in any game. All rules and feedback can be found and given at: [the-ninth-age.com](https://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](https://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 Paired Weapons. 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>   |
|----------------------|--------------|---------------|-----------------|---|
| <b>8+</b>            |              | <b>Caster</b> | 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.

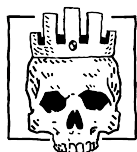
**Seal of the 9<sup>th</sup> Fleet** 50 pts  
 Silexian Officers only.  
 If the bearer's unit consists entirely of Infantry models, it gains Academy Trained.

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

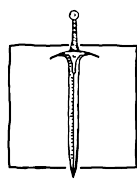
**Ring of the Obsidian Thrones** 40 pts  
 Cannot be taken by Warlock Outcasts.  
~~Friendly Break Tests and friendly Panic Tests taken~~ While within 6" of the bearer, friendly units gain **Minimised (Break Tests, Panic Tests)** ~~are subject to Minimised Roll.~~

**Beastmaster's Whistle** 25 pts  
 Beastmasters only.  
 One use only. May be activated at the start of any friendly Charge Phase. **Friendly Manticores and friendly models with Type Beast** within 12" of the bearer gain **Maximised (Charge Range)** until the end of the Charge Phase.

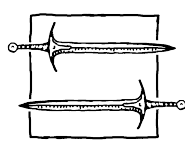
## Army Organisation



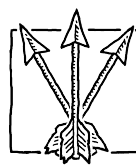
**Characters**  
 Max. 40%



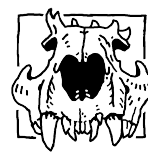
**Core**  
 Min. 25%



**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    | <b>Willbreaker's Craft</b> |                                 |   |      |
| 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- |
| <b>Willbreaker's Craft:</b> Universal Rule.   |     |     |      | Special Items              | up to 150                       |   |      |
| While within 12" of one or more non-Fleeing models with Willbreaker's Craft:                      |     |     |      | Shield                     | 5                               |   |      |
| • Friendly non-Construct models with Towering Presence gain <b>Minimised (Discipline Tests)</b> . |     |     |      | One choice only:           |                                 |   |      |
| • Friendly models gain <b>Maximised (Stomp Attacks)</b> .   |     |     |      | Halberd                    | 10                              |   |      |
| • Enemy models gain <b>Minimised (Stomp Attacks)</b> .  |     |     |      | 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, <b>Tactician</b> |              |   |
| 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 —

**Oracle of Doom:** 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 an Oracle of Doom is joined to their unit.

### — Options —

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

Battle Standard Bearer free

**Oracle of Doom** 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   | <b>Irresistible Will, Mistrusted, Wizard Adept</b> |     |   |
| 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 Attempt 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  |          |   |
|-----------------|-----------|------------|----------|--|----------|---|
|                 | <b>5"</b> | <b>10"</b> | <b>9</b> | Hidden, Not a Leader, <b>Professional Courtesy</b> |          |   |
| Defensive       | HP        | Def        | Res      | Arm  |          |   |
|                 | <b>3</b>  | <b>7</b>   | <b>3</b> | <b>0</b>   |          |   |
| Offensive       | Att       | Off        | Str      | AP   | Agi      |   |
| Silent Assassin | <b>3</b>  | <b>7</b>   | <b>4</b> | <b>3</b>   | <b>9</b> | 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 |          |           |
|-------------|-----------|------------|----------|-------------|----------|-----------|
|             | <b>9"</b> | <b>18"</b> | <b>C</b> |             |          |           |
| Defensive   | HP        | Def        | Res      | Arm         |          |           |
|             | <b>C</b>  | <b>C</b>   | <b>C</b> | <b>C+1</b>  |          |           |
| Offensive   | Att       | Off        | Str      | AP          | Agi      |           |
| Elven Horse | <b>1</b>  | <b>3</b>   | <b>3</b> | <b>0</b>    | <b>4</b> | Harnessed |



## Daeb Raptor

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

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



## Blackmane Pegasus

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

| Global            | Adv       | Mar        | Dis      | Model Rules                        |                        |   |
|-------------------|-----------|------------|----------|------------------------------------|------------------------|---|
| Ground            | <b>7"</b> | <b>14"</b> | <b>C</b> | <b>Fly (8", 16"), Light Troops</b> |                        |   |
| Fly               | <b>8"</b> | <b>16"</b> |          |                                    |                        |   |
| Defensive         | HP        | Def        | Res      | Arm                                |                        |   |
|                   | <b>C</b>  | <b>C</b>   | <b>4</b> | <b>C+1</b>                         | <b>Hard Target (1)</b> |   |
| Offensive         | Att       | Off        | Str      | AP                                 | Agi                    |   |
| Blackmane Pegasus | <b>2</b>  | <b>4</b>   | <b>4</b> | <b>1</b>                           | <b>4</b>               | 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                        |          |                               |
|-----------------|-----------|-----------|----------|------------------------------------|----------|-------------------------------|
|                 | <b>7"</b> | <b>7"</b> | <b>C</b> | <b>Scent of Blood, Swiftstride</b> |          |                               |
| Defensive       | HP        | Def       | Res      | Arm                                |          |                               |
|                 | <b>4</b>  | <b>C</b>  | <b>4</b> | <b>C+2</b>                         |          |                               |
| Offensive       | Att       | Off       | Str      | AP                                 | Agi      |                               |
| Daeb Raptor (2) | <b>2</b>  | <b>3</b>  | <b>4</b> | <b>1</b>                           | <b>3</b> | Harnessed, Lethal Strike      |
| Chassis         |           |           | <b>5</b> | <b>2</b>                           |          | 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    | <b>6"</b> | <b>12"</b> | <b>C</b> | <b>Exclusive, Fear, Fly (8", 16"), Scent of Blood</b> |          |                          |
| Fly       | <b>8"</b> | <b>16"</b> |          |   |          |                          |
| Defensive | HP        | Def        | Res      | Arm   |          |                          |
|           | <b>4</b>  | <b>C</b>   | <b>5</b> | <b>C+1</b>  |          |                          |
| Offensive | Att       | Off        | Str      | AP  | Agi      |                          |
| Manticore | <b>4</b>  | <b>5</b>   | <b>5</b> | <b>2</b>  | <b>5</b> | 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.

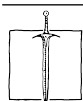
| Global           | Adv       | Mar        | Dis      | Model Rules  |          |   |
|------------------|-----------|------------|----------|--|----------|---|
| Ground           | <b>7"</b> | <b>14"</b> | <b>C</b> | <b>Fly (7", 14"), Light Troops, Meeting of Minds</b> |          |   |
| Fly      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

— Model Rules —

**Meeting of Minds:** Universal Rule.

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

# Core (Min. 25%)



## Silexian Spears

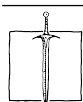
210 pts + 14 pts/extra model

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

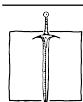
175 pts + 14 pts/extra model

10–30 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, <a href="#">Fight in Extra Rank</a> , 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 |                           |     |  |



## Corsairs

170 pts + 14 pts/extra model

10–30 models

0–3 Units/Army

Height Standard  
Type Infantry  
Base 20×20 mm



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

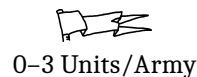
| Global  | Adv | Mar                           | Dis | Model Rules  |  |   |
|---|-----|-------------------------------|-----|--|--|---|
|   | 5"  | 10"                           | 8   | <a href="#">Light Troops</a> , <a href="#">Vicious Slavers</a> |  |   |
| Defensive   | HP  | Def                           | Res | Arm  |  |   |
|   | 1   | 4                             | 3   | 0  | <a href="#">Kraken's Hide</a> , Light Armour |   |
| Offensive   | Att | Off                           | Str | AP   | Agi  |   |
| Corsair   | 1   | 4                             | 3   | 0  | 5  | Lightning Reflexes, Ruthless Efficiency, <a href="#">Paired Weapons</a> |
| — Model Rules —   |     | — Options —                   |     | pts-   |  |   |
| <a href="#">Vicious Slavers</a> : Universal Rule.   |     | Repeater Handbow [2] (4+) [R] |     | 3/model  |  |   |
| Enemy models that are not immune to the effects of Fear in units in base contact with one or more models with Vicious Slavers suffer -1 Discipline. |     | — Command Group Options —     |     | pts-   |  |   |
|   |     | Champion                      |     | 10   |  |   |
|   |     | Musician                      |     | 10   |  |   |
|   |     | Standard Bearer               |     | 10   |  |   |



## Beast Breakers

170 pts + 14 pts/extra model

10-30 models



0-3 Units/Army

Height Standard  
Type Infantry  
Base 20x20 mm

| Global        | Adv | Mar | Dis | Model Rules                  |                             |   |
|---------------|-----|-----|-----|------------------------------|-----------------------------|---|
|               | 5"  | 10" | 8   | <b>Lash's Sting, Scoring</b> |                             |   |
| Defensive     | HP  | Def | Res | Arm                          |                             |   |
|               | 1   | 4   | 3   | 0                            | Light Armour, <b>Shield</b> |   |
| Offensive     | Att | Off | Str | AP                           | Agi                         |   |
| Beast Breaker | 1   | 4   | 3   | 0                            | 5                           | Lightning Reflexes, Ruthless Efficiency |

### Model Rules

#### Lash's Sting: Universal Rule.

Units containing one or more models with Lash's Sting gain **Cannot be Stomped**. At the start of each friendly Player Turn, for each unit that contains one or more models with Lash's Sting, choose another friendly unit within 8" of that unit. **Mounted models in a unit chosen once or more gain +1" Advance Rate until the end of the Movement Phase.**

| Command Group Options | pts- | Command Group Options | pts- |
|-----------------------|------|-----------------------|------|
| Champion              | 10   | Standard Bearer       | 10   |
| Musician              | 10   |                       |      |



## 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

**190** 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.

| <i>Global</i>              | <i>Adv</i> | <i>Mar</i> | <i>Dis</i>      | <i>Model Rules</i>                            |                             |   |
|----------------------------|------------|------------|-----------------|---|-----------------------------|---|
|                            | <b>9"</b>  | <b>18"</b> | <b>8</b>        | <b>Feigned Flight, Light Troops, Vanguard</b> |                             |   |
| <i>Defensive</i>           | <i>HP</i>  | <i>Def</i> | <i>Res</i>      | <i>Arm</i>                                    |                             |   |
|                            | <b>1</b>   | <b>4</b>   | <b>3</b>        | <b>1</b>                                      | <b>Light Armour, Shield</b> |   |
| <i>Offensive</i>           | <i>Att</i> | <i>Off</i> | <i>Str</i>      | <i>AP</i>                                     | <i>Agi</i>                  |   |
| Shadow Rider               | <b>1</b>   | <b>4</b>   | <b>3</b>        | <b>0</b>                                      | <b>5</b>                    | <b>Lightning Reflexes, Ruthless Efficiency, Light Lance</b> |
| Elven Horse                | <b>1</b>   | <b>3</b>   | <b>3</b>        | <b>0</b>                                      | <b>4</b>                    | <b>Harnessed</b>  |
| <i>Options</i>             |            |            | <i>pts-</i>     | <i>Command Group Options</i>                  |                             | <i>pts-</i>   |
| Repeater Crossbow (3+) [R] |            |            | <b>2</b> /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

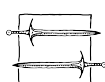
10-30 models



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

165 pts + 12 pts/extra model

5-12 models

0-3 Units/Army

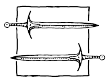
Height Standard  
Type Beast  
Base 20×20 mm

| 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, <b>Petrifying Stare</b> , 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                            | 3            | Devastating Charge (+1 AP, Terror), Harnessed, <b>Hatred</b> |
| 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           |

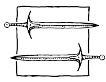
### Options

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 24" of the model gain **Fear**. Enemy units within 24" of the model cannot benefit from Rally Around the Flag for Fear Tests.



## Hunting Chariot

190 pts

single model

0–2 Units/Army

Height Large

Type Construct

Base 50×100 mm

~~For each Hunting Chariot in the army, the maximum number is reduced by 1-~~

| 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, <b>Harpoon Launcher (3+)</b> |

Model Rules

**Harpoon Launcher:** Shooting Weapon.

Range 18", Shots 3, Str 6, AP 3, **Accurate, Quick to Fire, Reload!**. Units that suffer one or more hits from this weapon lose Swiftstride (and cannot gain it in any way) until the start of the next friendly Player Turn.



## Repeater Battery

215 pts

single model

0-3\* Units/Army

Height Standard

Type Construct

Base 60 mm round

\* For each Hunting Chariot in the army, the maximum number is reduced by 1

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

—Model Rules—

**Daeb Bolt Thrower:** Artillery Weapon.

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

## 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   | 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   | <b>Cut one off...</b> |                |  |
| Defensive      | HP  | Def | Res | Arm                   |                |  |
|                | 6   | 4   | 5   | 3                     | Fortitude (5+) |  |
| Offensive      | Att | Off | Str | AP                    | Agi            |  |
| Hydra          | 5   | 4   | 5   | 2                     | 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

230 pts

single model

0-2 Units/Army

Height Gigantic

Type Beast

Base 100×100 mm

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

|                         |     |    |     |     |     |    |     |   |     |   |  |  |  |  |  |  |  |  |  |   |
|-------------------------|-----|----|-----|-----|-----|----|-----|---|-----|---|--|--|--|--|--|--|--|--|--|---|
| <b>Dread Prince</b>     | 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   |
| <b>Beastmaster</b>      | Adv | 5" | Mar | 10" | Dis | 9  |     |   |     |   |  |  |  |  |  |  |  |  |  | Willbreaker's Craft   |
| Standard, Infantry      | HP  | 3  | Def | 5   | Res | 3  | Arm | 0 |     |   |  |  |  |  |  |  |  |  |  | Cannot be Stomped, Heavy Armour   |
| Beastmaster             | Att | 4  | Off | 5   | Str | 4  | AP  | 1 | Agi | 7 |  |  |  |  |  |  |  |  |  | Lightning Reflexes, Ruthless Efficiency   |
| <b>Silexian Officer</b> | Adv | 5" | Mar | 10" | Dis | 10 |     |   |     |   |  |  |  |  |  |  |  |  |  | Academy Trained, <b>Tactician</b>   |
| 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   |
| <b>Temple Exarch</b>    | 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   |
| <b>Warlock Outcast</b>  | 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   |
| <b>Silent Assassin</b>  | 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

|                          |     |    |     |     |     |   |     |     |     |   |  |  |  |  |  |  |  |  |  |   |
|--------------------------|-----|----|-----|-----|-----|---|-----|-----|-----|---|--|--|--|--|--|--|--|--|--|---|
| <b>Elven Horse</b>       | 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   |
| <b>Daeb Raptor</b>       | Adv | 7" | Mar | 14" | Dis | C |     |     |     |   |  |  |  |  |  |  |  |  |  | Scent of Blood  |
| Standard, Cavalry        | HP  | C  | Def | C   | Res | C | Arm | C+2 |     |   |  |  |  |  |  |  |  |  |  |   |
| Daeb Raptor              | Att | 2  | Off | 3   | Str | 4 | AP  | 1   | Agi | 3 |  |  |  |  |  |  |  |  |  | Harnessed, Lethal Strike                                |
| <b>Blackmane Pegasus</b> | Adv | 7" | Mar | 14" | Dis | C |     |     |     |   |  |  |  |  |  |  |  |  |  | Fly (8", 16"), Light Troops                             |
| Large, Cavalry           | HP  | C  | Def | C   | Res | 4 | Arm | C+1 |     |   |  |  |  |  |  |  |  |  |  | Hard Target (1)   |
| Blackmane Pegasus        | Att | 2  | Off | 4   | Str | 4 | AP  | 1   | Agi | 4 |  |  |  |  |  |  |  |  |  | Devastating Charge (+1 Str, +1 Ap), Harnessed           |
| <b>Raptor Chariot</b>    | 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                           |
| <b>Manticore</b>         | 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                                |
| <b>Imperious Dragon</b>  | 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

|                         |     |    |     |     |     |   |     |   |     |   |  |  |  |  |  |  |  |  |  |  |
|-------------------------|-----|----|-----|-----|-----|---|-----|---|-----|---|--|--|--|--|--|--|--|--|--|--|
| <b>Silexian Spears</b>  | 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   |
| <b>Temple Militants</b> | 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, <a href="#">Fight in Extra Rank</a> , Lightning Reflexes, Ruthless Efficiency, Blades of Darag |
| <b>Corsairs</b>         | Adv | 5" | Mar | 10" | Dis | 8 |     |   |     |   |  |  |  |  |  |  |  |  |  | Light Troops, Vicious Slavers  |
| Standard, Infantry      | HP  | 1  | Def | 4   | Res | 3 | Arm | 0 |     |   |  |  |  |  |  |  |  |  |  | <a href="#">Kraken's Hide</a> , Light Armour   |
| Corsair                 | Att | 1  | Off | 4   | Str | 3 | AP  | 0 | Agi | 5 |  |  |  |  |  |  |  |  |  | Lightning Reflexes, Ruthless Efficiency, <a href="#">Paired Weapons</a>                                      |

|                             |     |    |     |     |     |   |     |   |     |   |  |  |  |  |  |  |
|-----------------------------|-----|----|-----|-----|-----|---|-----|---|-----|---|--|--|--|--|--|--|
| <b>Beast Breakers</b>       | Adv | 5" | Mar | 10" | Dis | 8 |     |   |     |   |  |  |  |  |  | Lash's Sting, Scoring  |
| Standard, Infantry          | HP  | 1  | Def | 4   | Res | 3 | Arm | 0 |     |   |  |  |  |  |  | Light Armour, Shield   |
| Beast Breaker               | Att | 1  | Off | 4   | Str | 3 | AP  | 0 | Agi | 5 |  |  |  |  |  | Lightning Reflexes, Ruthless Efficiency  |
| <b>Silexian Auxiliaries</b> | 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+) |
| <b>Shadow Riders</b>        | 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

|                         |     |    |     |     |     |   |     |   |     |   |  |  |  |  |  |  |
|-------------------------|-----|----|-----|-----|-----|---|-----|---|-----|---|--|--|--|--|--|--|
| <b>Warlock Acolytes</b> | Adv | 9" | Mar | 18" | Dis | 8 |     |   |     |   |  |  |  |  |  | Light Troops, Wizard Conclave  |
| Standard, Cavalry       | HP  | 1  | Def | 4   | Res | 3 | Arm | 1 |     |   |  |  |  |  |  | Aegis (5+), Light Armour   |
| Acolyte                 | Att | 1  | Off | 4   | Str | 4 | AP  | 1 | Agi | 5 |  |  |  |  |  | Lightning Reflexes, Ruthless Efficiency, Blades of Darag               |
| Elven Horse             | Att | 1  | Off | 3   | Str | 3 | AP  | 0 | Agi | 4 |  |  |  |  |  | Harnessed  |
| <b>Dread Knights</b>    | Adv | 7" | Mar | 14" | Dis | 9 |     |   |     |   |  |  |  |  |  | Scent of Blood, Scoring  |
| Standard, Cavalry       | HP  | 1  | Def | 5   | Res | 3 | Arm | 2 |     |   |  |  |  |  |  | Heavy Armour, Shield   |
| Dread Knight            | Att | 2  | Off | 5   | Str | 4 | AP  | 1 | Agi | 6 |  |  |  |  |  | Lightning Reflexes, Ruthless Efficiency                                |
| Daeb Raptor             | Att | 2  | Off | 3   | Str | 4 | AP  | 1 | Agi | 3 |  |  |  |  |  | Harnessed, Lethal Strike   |
| <b>Obsidian Guard</b>   | Adv | 5" | Mar | 10" | Dis | 9 |     |   |     |   |  |  |  |  |  | Academy 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                       |
| <b>Judicators</b>       | Adv | 5" | Mar | 10" | Dis | 8 |     |   |     |   |  |  |  |  |  | Scoring  |
| Standard, Infantry      | HP  | 1  | Def | 5   | Res | 3 | Arm | 0 |     |   |  |  |  |  |  | Heavy Armour   |
| Judicator               | Att | 1  | Off | 5   | Str | 3 | AP  | 2 | Agi | 5 |  |  |  |  |  | Artistry of Death, Hatred, Lightning Reflexes, Great Weapon            |
| <b>Harpies</b>          | Adv | 5" | Mar | 10" | Dis | 6 |     |   |     |   |  |  |  |  |  | Fly (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                              |
| <b>Gorgons</b>          | Adv | 7" | Mar | 14" | Dis | 8 |     |   |     |   |  |  |  |  |  | Fear, Fearless, Strider, Supernal                                      |
| Large, Beast            | HP  | 3  | Def | 5   | Res | 4 | Arm | 0 |     |   |  |  |  |  |  | Aegis (5+)   |
| Gorgon                  | Att | 3  | Off | 5   | Str | 4 | AP  | 1 | Agi | 5 |  |  |  |  |  | Lightning Reflexes, Petrifying Stare, Ruthless Efficiency              |
| <b>Thunder Pack</b>     | 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 | 3 |  |  |  |  |  | Devastating Charge (+1 AP, Terror), Harnessed, Hatred                  |
| Lashmaster (2)          | Att | 1  | Off | 4   | Str | 3 | AP  | 0 | Agi | 5 |  |  |  |  |  | Lightning Reflexes, Ruthless Efficiency                                |
| <b>Raptor Chariot</b>   | Adv | 7" | Mar | 7"  | Dis | 9 |     |   |     |   |  |  |  |  |  | Scent of Blood, Swiftstride  |
| Large, Construct        | HP  | 4  | Def | 5   | Res | 4 | Arm | 2 |     |   |  |  |  |  |  | Heavy Armour   |
| Crew (2)                | Att | 2  | Off | 5   | Str | 4 | AP  | 1 | Agi | 6 |  |  |  |  |  | Lightning Reflexes, Ruthless Efficiency                                |
| Daeb Raptor (2)         | Att | 2  | Off | 3   | Str | 4 | AP  | 1 | Agi | 3 |  |  |  |  |  | Harnessed, Lethal Strike   |
| Chassis                 |     |    |     |     | Str | 5 | AP  | 2 | Agi |   |  |  |  |  |  | Impact Hits (D6+1), Inanimate  |
| <b>Divine Altar</b>     | Adv | 5" | Mar | 10" | Dis | 8 |     |   |     |   |  |  |  |  |  | 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 |
| <b>Hunting Chariot</b>  | 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, Harpoon Launcher (3+)                     |
| <b>Repeater Battery</b> | 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

|                     |     |    |     |     |     |   |     |   |     |   |  |
|---------------------|-----|----|-----|-----|-----|---|-----|---|-----|---|--|
| <b>Black Cloaks</b> | 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

|                       |     |    |     |     |     |   |     |   |     |   |   |
|-----------------------|-----|----|-----|-----|-----|---|-----|---|-----|---|---|
| <b>Kraken</b>         | Adv | 6" | Mar | 12" | Dis | 8 |     |   |     |   | Coastal Predator  |
| Gigantic, Beast       | HP  | 5  | Def | 5   | Res | 5 | Arm | 3 |     |   | Distracting, Hard Target (1)                                      |
| Kraken                | Att | 4  | Off | 5   | Str | 7 | AP  | 3 | Agi | 3 | Harnessed, Hatred (against Large, Gigantic), Multiple Wounds (D3) |
| Lashmaster (2)        | Att | 1  | Off | 4   | Str | 3 | AP  | 0 | Agi | 5 | Lightning Reflexes, Ruthless Efficiency                           |
| <b>Hydra</b>          | Adv | 6" | Mar | 12" | Dis | 8 |     |   |     |   | Cut one off...  |
| Gigantic, Beast       | HP  | 6  | Def | 4   | Res | 5 | Arm | 3 |     |   | Fortitude (5+)  |
| Hydra                 | Att | 5  | Off | 4   | Str | 5 | AP  | 2 | Agi | 2 | Breath Attack (Str 3, AP 2), Harnessed, Poison Attacks, Rage      |
| Lashmaster (2)        | Att | 1  | Off | 4   | Str | 3 | AP  | 0 | Agi | 5 | Lightning Reflexes, Ruthless Efficiency                           |
| <b>Mist Leviathan</b> | Adv | 2" | Mar | 4"  | Dis | 8 |     |   |     |   | Fly (7", 14"), Light Troops, Under the Cover of Mists             |
| Gigantic, Beast       | HP  | 8  | Def | 3   | Res | 5 | Arm | 0 |     |   | Distracting   |
| Mist Leviathan        | Att | 4  | Off | 3   | Str | 4 | AP  | 3 | Agi | 3 | Harnessed   |
| Lashmaster (4)        | Att | 1  | Off | 4   | Str | 3 | AP  | 0 | Agi | 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<br>Quick to Fire<br>+1 AP at Short Range |
| Harpoon Launcher     | -         | 18"   | 6   | 3  | 3     | Accurate<br>Quick to Fire<br>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 |
| Harpoon Launcher     | 3+  | Hunting Chariot                  |
| Daeb Bolt Thrower    | 3+  | Repeater Battery                 |

# Changelog

## 2023 beta 4

- Blades of Darag now count as Paired Weapons
- Temple Militants minimum size goes from 15 to 10 and they lose Fight in Extra Rank
- Thunder Pack get +1 Agi, +1 Ap on the charge and Hatred
- Effigy of Dread Range is now 24"
- Hunting Chariot Weapon becomes Shots 3, Str 6, Ap 3, gain Accurate and do not inflict a malus on Agi on hit anymore
- Temple Exarch War Smith upgrade Name is changed to Oracle of Doom
- The new Rules Maximized and Minimized were used to substitute some wording
- Corsairs and Beast Breakers are now split in two separate unit entries
- Beast Breakers gain Scoring and their Special rule now grant +1 Advance instead of Battle Focus on the charge
- Ring of the Obsidian Thrones streamlined

## Prices Changes

- Temple Militants 260 ↘ 175
- Temple Militants Additional models 15 ↘ 14
- Shadow Riders 185 ↗ 190
- Shadow Riders Repeater Crossbow 4 ↘ 2
- Harpies 175 ↘ 165
- Hunting Chariot 175 ↗ 190
- Repeater Battery 210 ↗ 215
- Mist Leviathan 240 ↘ 230