

Fantasy Battles

The 9th Age



Dread Elves

Army Rules

Version 1.1.0 - 02 September 2016

Army Special Rules
Armoury
Magical Items
Quick Reference Sheet

Lords
Heroes
Character Mounts
Core
Special
Rare



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Army Special Rules

Killer Instinct

A model part with this special rule may reroll all natural to-wound rolls of '1' in Close Combat.

Master of the Dark Arts

If your army includes one or more models with this rule, add an additional +1 to Channel attempts in your Magic Phase.

Aura of Despair

Enemy units in base contact with one or more models with this special rule roll an extra D6 for Leadership tests, excluding Break tests, and discard the lowest dice.

Alpha Predator

A model part with this special rule gains +1 Weapon Skill and +2 Leadership.

Petrifying Stare

Nominate one normal Close Combat Attack from a model part with this special rule before rolling to hit. This attack is Strength 4 with Armour Piercing (6). When rolling To Wound with this attack, use the opponent's Initiative instead of the opponent's Toughness. This cannot be done as a support attack.

Fleet Commander

Models with this special rule gain Innate Defence (5+), but may not take any mount. Enemy units that break from a combat with a Fleet Commander must roll an additional D6 for the fleeing distance roll and discard the highest dice.

For each Character model with this special rule, a single unit of Corsairs may be upgraded with Vanguard.



Beast Master

Friendly units consisting entirely of mounted models or Monsters that takes a Frenzy or a Stupidity test and are within 12" of a Beast Master rolls one additional D6 and remove the highest rolled D6.

At the beginning of each Close Combat Phase, one friendly Monster, Monstrous Cavalry, Chariot or Cavalry unit within 6" of a model with this special rule may gain Hatred for the remainder of that round, riders are not affected. Note that Hatred only allows rerolls to hit in the first round of combat and that Ridden Monsters cannot be chosen as targets.

If one or more Beast Masters are part of the army, a single Kraken may be taken as a Special choice instead of a Rare choice.

Armoury

Repeater Crossbow:

Shooting Weapon. Range 24", Strength 3, Armour Piercing (1) , Multiple Shots (2).

Repeater Handbow:

Shooting Weapon. Range 12", Strength 3, Quick to Fire, Multiple Shots (2)

Cults



Cult of Nabh

Model parts with the Cult of Nabh gain Hatred, and lose Killer Instinct if they had it.



Cult of Yema

Model parts with the Cult of Yema gain Strider and +1 Movement (also affects mounts), and lose Killer Instinct if they had it.

Cult Rivalry

A model can never belong to more than one Cult. Units containing models belonging to a Cult cannot benefit from Hold your Ground, Inspiring Presence or Divine Blessings from models from the other Cult. Characters belonging to a Cult cannot join units which contain models from the other Cult.

Cultist General

If the General belongs to a Cult, the Dread Elves army may not include models from the other Cult. All models taken from core, except Blades of Nabh, gain the same Cult rule as the army's General (at no additional cost), and all units (including Character models) that can optionally be upgraded to the same Cult as the general must do so.

Magical Items

Magical Weapons

Headsman's Axe (60 / 40 pts) - Infantry only

Type: Great Weapon. Attacks with this weapon are made at +3 Strength (instead of +2) and have Multiple Wounds (2).

Beastmaster's Lash (35 / 25 pts)

Type: Hand Weapon. The wearer gains +1 Attack when using this weapon. Attacks made with this weapon are always made at Strength 5 (regardless of modifiers). If a model suffers an unsaved wound from this weapon, reduce that model's Weapon Skill to 1 for the remainder of this Round of Combat

Magical Armour

Crimson Mail (20 pts) - Infantry only

Type: Heavy Armour. For each unsaved wound inflicted by the wearer in Close Combat, the wearer gains +1 Armour Save (which cannot be improved better than 1+) for the remainder of the game.

Talismans

Midnight Cloak (50 pts)

The wearer gains Ward Save (3+) against Ranged Attacks. The wearer also gains Lethal Strike and Multiple Wounds (D3) in the first Round of Combat.

Amulet of Spite (35 pts)

If an enemy Wizard within 12" attempted casting a spell in which two or more Power Dice rolled a double, the caster suffers a Miscast. A single casting roll cannot result in more than one Miscast.

Enchanted Items

Ring of Shadows (40 pts)

The bearer's model and all Infantry models in its unit count as being in Soft Cover. If one of the models affected by this item is already in Soft Cover, it counts as if in Hard Cover instead. Close Combat Attacks made against the bearer's model or any Infantry models in its unit are made at -1 Weapon Skill (to a minimum of 1).

Arcane Items

Dagger of Moraec (35 / 25 pts)

At each of your Magic Phases, the bearer may inflict D3 wounds on its unit, with no saves of any kind allowed. If the bearer does so, spells cast by the bearer during this Magic Phase have their Casting Value reduced by the number of wounds caused this way. **This cannot be used to reduce the Casting Value of a Spell after Power Dice have been rolled for that Spell.**

Wandering Familiar (25 pts)

At the start of each friendly Magic Phase you may place a Familiar model with a 20x20mm base within 6" of the owner. This model must be put more than 1" away from other models and from Impassable terrain. Once it is placed, the player must declare which side of the model is the front. Whenever the bearer of this item casts a non-bound spell, it may choose to use the position of its Familiar when drawing Line of Sight (small height), measuring Range and determining front arc (you must use all of these or none at all). At the end of the Magic Phase the Familiar is removed.

Magical Standards

Banner of Gar Daecos (60 pts) - Fleet Commander only
Corsairs and Dread Legionnaires in units within 6" of the bearer gains +1 to wound in Close Combat.

Banner of Blood (35 pts)

Any model parts with Killer Instinct in bearer's unit may reroll failed to-wound rolls of '1' and '2' in Close Combat.

Army List

LORDS



Dread Prince 140 pts

single model

M WS BS S T W I A Ld
5 7 7 4 3 3 8 4 10

Infantry 20x20mm base

Armour:

Light Armour

Options:

May take Magical Items

pts

up to 100

May become (one choice only):

Cult of Nabh 20

Cult of Yema 20

Beast Master 40

Fleet Commander 50

May take any of the following

Heavy Armour 8

Shield 5

May take a Shooting Weapon (one choice only):

Repeater Crossbow 4

Repeater Handbow 2

May take a Close Combat Weapon (one choice only)

Paired Weapons	5	Great Weapon	10
Lance	15	Halberd	8

May take a mount (one choice only):

Elven Horse	20	Pegasus	60
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Raptor	35	Manticore	105
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Raptor Chariot	40	Dragon	250
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Exalted Oracle 185 pts

single model

M WS BS S T W I A Ld
5 4 4 3 3 3 5 1 9

Infantry 20x20mm base

Elven Special Rules:

Killer Instinct, Lightning Reflexes

Options:

May become a Level 4 Wizard Master

pts

30

May join the Cult of Yema

30

Special Rules:

Master of the Dark Arts

May take Magical Items

up to 100

May take a mount (one choice only):

Elven Horse 20

Raptor 25

Pegasus 50

Manticore 100

Dragon 300

Magic:

Level 3 Wizard Master. Generates spells from any of the Battle Magic Paths or from the Path of Black Magic. If Cult of Yema, spells are instead generated from the Path of Alchemy, Death, Fire, Shadows, Black Magic or Lust.

HEROES



Captain 75 pts

single model

M WS BS S T W I A Ld
5 6 6 4 3 2 7 3 9

Infantry 20x20mm base

<i>Armour:</i>	<i>Options:</i>	<i>pts</i>
Light Armour	May take Magical Items	up to 50
	May become the Battle Standard Bearer	25
<i>Elven Special Rules:</i>	May take (one choice only):	
Killer Instinct, Lightning Reflexes	Cult of Nabh	10
	Cult of Yema	10
	Beast Master	40
	Fleet Commander	40
	May take Heavy Armour	5
	May take a Shield	3
	May take a Close Combat Weapon (one choice only):	
	Paired Weapons	5
	Great Weapon	8
	Halberd	8
	Lance	10
	May take a Shooting Weapon (one choice only):	
	Repeater Crossbow	4
	Repeater Handbow	2
	May take a mount (one choice only):	
	Elven Horse	15
	Raptor	25
	Pegasus	60
	Raptor Chariot	65
	Manticore	135



Cult Priest 80 pts

single model

M	WS	BS	S	T	W	I	A	Ld
5	6	6	4	3	2	7	3	8

Infantry 20x20mm base

Weapon:

Paired Weapons

Elven Special Rules:

Lightning Reflexes

A Cult Priest must take one of the following Cults:

Cult of Nabh

Special Rules:

Devastating Charge

Options:

May become the Battle Standard Bearer	25
May take Magical Items	up to 50
May take any of the following:	
Light Armour	4
Executioner's Blade	15
(see Executioners special unit)	
May take a mount (one choice only):	
Manticore	110
Divine Altar of Nabh	200

Cult of Yema

Special Rules:

Aura of Despair

Options:

May become the Battle Standard Bearer	25
May take Magical Items	up to 50
May take any of the following:	
Light Armour	4
Shield	3
Gladiator Weapons	15
(see Dancers of Yema special unit)	
May take a mount (one choice only):	
Elven Horse	15
Raptor	20
Pegasus	55
Divine Altar of Yema	215



Oracle 70 pts

single model

M	WS	BS	S	T	W	I	A	Ld
5	4	4	3	3	2	5	1	8

Infantry 20x20mm base

Elven Special Rules:

Killer Instinct, Lightning Reflexes

Special Rules:

Master of the Dark Arts

Magic:

Level 1 Wizard Apprentice. Generates spells from any of the Battle Magic Paths or from the Path of Black Magic. If Cult of Yema, spells are instead generated from the Path of Alchemy, Death, Fire, Shadows, Black Magic or Lust.

Options:

May take Magical Items	up to 50
May become a Level 2 Wizard Apprentice	25
May join the Cult of Yema	20
May take a mount (one choice only):	
Elven Horse	15
Raptor	20
Pegasus	35



Assassin 75 pts

single model

M	WS	BS	S	T	W	I	A	Ld
6	7	7	4	3	2	9	3	9

Infantry 20x20mm base

Elven Special Rules:

Killer Instinct, Lightning Reflexes

Special Rules:

Scout, Armour Piercing (1), Poisoned Attacks, Not a Leader, Hidden

Options:

May take Magical Items (not Magical Armour)

May join the Cult of Nabh

May take Paired Weapons

May purchase any number of Poisons

pts

up to 50

15

6

see below

Professional Courtesy: Assassins cannot join (nor be deployed in) units that contain another Assassin (not even when Hidden).

May become one of the following:

Path of Bloody Murder (free)

Options:

May take Distracting

May take Ward Save (4+)*

*Can only be used against Close Combat Attacks

pts

25

25

Path of Silent Death (20 pts)

Weapon

Assassin Throwing Weapon:

Range 12". Strength as user, Armour Piercing (1), Quick to Fire, Multiple Shots (3). These attacks are affected by the Poisons of Master Poisoner.

Master Poisoner: An Assassin may purchase any number of Poisons. If the assassin has more than one poison, you must declare which poison the assassin uses during this Player Turn at the start of each Player Turn. Poisons may only be used with mundane weapons and are applied in both Ranged and Close Combat.

Poison Effect

Nightshade (40 pts)

Attacks made with this Poison are not resolved with wearer's strength, but instead at a Strength equal to target's Toughness +1, up to a maximum of Strength 6. If the Strength would be higher without this rule, ignore it.

Wolfsbane (20 pts)

Attacks made with this Poison gain Lethal Strike and may reroll failed to-wound rolls.

Bloodroot (20 pts)

Attacks made with this Poison gain +1 to wound and Multiple Wounds (2, Characters, Ridden Monsters).

CHARACTER MOUNTS

Elven Horse

M	WS	BS	S	T	W	I	A	Ld
9	3	-	3	3	1	4	1	3

War Beast, 25x50mm base

Mount's Protection (6+)

Options: pts

May take Mount's Protection (5+) 10

May take Light Troops* 25

*only if the General is Cult of Yema and mounted by Dread Prince, Captain or Cult Priest

Pegasus

M	WS	BS	S	T	W	I	A	Ld
7	4	-	4	4	3	4	2	6

Monstrous Beast, 40x40mm base

Mount's Protection (6+)

Fly (8)

Options: pts

May take Thunderous Charge 10

May take Barding 20

Manticore

M	WS	BS	S	T	W	I	A	Ld
6	5	-	5	5	4	5	3	5

Monstrous Beast, 50x100mm base

Fly (8), Large Target, Fear, Lethal Strike, Frenzy, Multiple Wounds (D3)

Options: pts

Alpha Predator (Beast Master's mount only) 10

Dragon (One of a Kind)

M	WS	BS	S	T	W	I	A	Ld
6	5	1	6	6	6	3	5	9

Monster, 50x100mm base

Innate Defence (3+)

Breath Weapon (Strength 4, Flaming Attacks), Fly (7)

Options: pts

Alpha Predator (Beast Master's mount only) 25

Raptor

M	WS	BS	S	T	W	I	A	Ld
7	3	-	4	4	1	2	2	5

War Beast, 25x50mm base

Mount's Protection (5+)

Stupidity

Raptor Chariot

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	5	5	4	-	-	-
Crew (2)	-	5	4	4	-	-	6	1	9
Raptor (2)	7	3	-	4	-	-	2	2	5

Chariot, 50x100mm base

Lance, Repeater Crossbow (Crew)

Mount's Protection (5+), Heavy Armour

Killer Instinct (Crew), Lightning Reflexes (Crew)

Impact Hits (+1), Stupidity

Divine Altar of Nabh

	M	WS	BS	S	T	W	I	A	Ld
Wagon	8	-	-	5	5	5	-	-	-
Disciples (3)	-	5	4	3	-	-	5	1	8

Chariot, 60x100mm base

Paired Weapons (Disciples)

Mount's Protection (6+), Light Armour

Lightning Reflexes (Disciples), Devastating Charge

(Disciples), Poisoned Attacks (Disciples)

Large Target, Fear, Impact Hits (+1), Ward Save (4+),

Magic Resistance(1), Divine Blessings (see Divine Altar special unit)

Divine Altar of Yema

	M	WS	BS	S	T	W	I	A	Ld
Wagon	8	-	-	5	5	5	-	-	-
Disciples (2)	-	4	4	3	-	-	5	1	8
Medusa (1)	-	5	4	4	-	-	5	5	8

Chariot, 60x100mm base

Lance (Disciples), Halberd (Medusa)

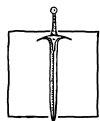
Mount's Protection (6+), Light Armour

Lightning Reflexes (Disciples), Petrifying Stare (Medusa)

Large Target, Fear, Impact Hits (+1), Ward Save (4+),

Divine Blessings (see Divine Altar special unit)

CORE



Dread Legionnaires 90 pts

15 models, may add up to 35 models 8 pts/model

M	WS	BS	S	T	W	I	A	Ld	
5	4	4	3	3	1	5	1	8	Infantry 20x20mm base

Armour:

Light Armour, Shield

Options:

May take a Spear 1 / model

May take Heavy Armour 2 / model

Elven Special Rules:

Killer Instinct, Lightning Reflexes

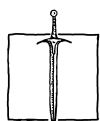
May upgrade one model to each of the following:

Champion 10

Musician 10

Standard Bearer 10

- may become the Veteran Standard Bearer



Repeater Auxiliaries 110 pts

10 models, may add up to 20 models 10 pts/model

M	WS	BS	S	T	W	I	A	Ld	
5	4	4	3	3	1	5	1	8	Infantry 20x20mm base

Weapons:

Repeater Crossbow

Options:

May take a Shield 1 / model

May upgrade one model to each of the following:

Champion 10

Musician 10

Standard Bearer 10

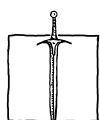
- may become the Veteran Standard Bearer

Armour:

Light Armour

Elven Special Rules:

Killer Instinct, Lightning Reflexes



Corsairs 80 pts

10 models, may add up to 25 models 10 pts/model

M	WS	BS	S	T	W	I	A	Ld	
5	4	4	3	3	1	5	1	8	Infantry 20x20mm base

Armour:

Light Armour, Innate Defence (5+)

Options:

May take Paired Weapons 1 / model

May take Repeater Handbow 1 / model

May upgrade one model to each of the following:

Champion 10

Musician 10

Standard Bearer 10

- may become the Veteran Standard Bearer

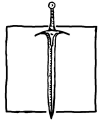
Elven Special Rules:

Killer Instinct, Lightning Reflexes

For each Character model with the **Fleet Commander** upgrade:

One unit of Corsairs may gain Vanguard* 1 / model

*Fleet Commanders joined to this unit gain Vanguard



Dark Raiders 85 pts

5 models, may add up to 10 models 15 pts/model

	M	WS	BS	S	T	W	I	A	Ld	
Rider	5	4	4	3	3	1	5	1	8	
Elven Horse	9	3	-	3	3	1	4	1	3	Cavalry 25x50mm base

Weapons:

Light Lance

Options:

May take a Repeater Crossbow

May take a Shield

May upgrade one model to each of the following:

Champion

Musician

Standard Bearer

pts

3 / model

3 / model

10

10

10

Armour:

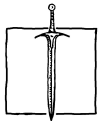
Mount's Protection (6+), Light Armour

Elven Special Rules:

Killer Instinct (Rider only), Lightning Reflexes (Rider only)

Special Rules:

Fast Cavalry



Blades of Nabh 130 pts

10 models, may add up to 20 models 12 pts/model

	M	WS	BS	S	T	W	I	A	Ld	
	5	4	4	3	3	1	5	1	8	Infantry 20x20mm base

Alignment:

Cult of Nabh

Options:

May upgrade one model to each of the following:

Champion

Musician

Standard Bearer

- may become the Veteran Standard Bearer

pts

10

10

10

Weapons:

Paired Weapons

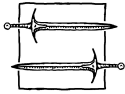
Elven Special Rules:

Lightning Reflexes

Special Rules:

Poisoned Attacks, Frenzy

SPECIAL



Dancers of Yema 90 pts

10 models, may add up to 20 models 14 pts / model

M	WS	BS	S	T	W	I	A	Ld
5	5	4	3	3	1	5	1	8

Infantry 20x20mm base

Alignment:

Cult of Yema

Options:

May Skirmish (max 15 models, One of a Kind)

pts

2 / model

May upgrade one model to each of the following:

Armour:

Light Armour, Shield

Champion

10

Musician

10

Standard Bearer

10

Elven Special Rules:

Lightning Reflexes

- may take a Magical Standard

up to 50

Special Rules:

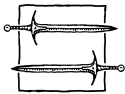
Ward Save (4+)*

*Can only be used against Close Combat Attacks

Weapons:

Gladiator Weapons:

Close Combat Weapon. The bearer gains Weapon Master. This weapon may be used as Hand Weapon & Shield, Flail, Paired Weapons, Spear & Shield, Great Weapon or Halberd.



Executioners 120 pts

10 models, may add up to 20 models 15 pts/model

M	WS	BS	S	T	W	I	A	Ld
5	5	4	4	3	1	5	1	8

Infantry 20x20mm base

Alignment:

Cult of Nabh

Options:

May upgrade one model to each of the following:

pts

Armour:

Heavy Armour

Champion

10

Musician

10

Standard Bearer

10

Elven Special Rules:

Lightning Reflexes

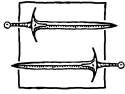
- may take a Magical Standard

up to 50

Weapons:

Executioner's Blade:

Great Weapon. Lethal Strike. and Multiple Wounds (2, Infantry, War Beast, Cavalry).



Tower Guard 110 pts

10 models, may add up to 20 models 15 pts/model

	M	WS	BS	S	T	W	I	A	Ld
	5	5	4	3	3	1	6	2	9

Infantry 20x20mm base

Weapons:

Halberd

Armour:

Heavy Armour

Elven Special Rules:

Killer Instinct, Lightning Reflexes

Special Rules:

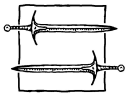
Immune to Psychology, Bodyguard, Armour Piercing (1)

Options:

May upgrade one model to each of the following:

	pts
Champion	10
- may take a Magical Weapon	up to 25
Musician	10
Standard Bearer	10
- may take a Magical Standard	up to 50
May be upgraded to Dread Guardians	3 / model

Dread Guardians: Models with this rule gain +1 Weapon Skill and Fight In Extra Rank.



Dread Knights 130 pts

5 models, may add up to 7 models 26 pts/model

	M	WS	BS	S	T	W	I	A	Ld
Rider	5	5	4	4	3	1	6	1	9
Raptor	7	3	-	4	4	1	2	2	5

Cavalry 25x50mm base

Weapons:

Lance

Armour:

Mount's Protection (5+), Heavy Armour, Shield

Elven Special Rules:

Killer Instinct (Rider only), Lightning Reflexes (Rider only)

Special Rules:

Stupidity

Options:

May upgrade one model to each of the following:

	pts
Champion	10
- may take a Magical Weapon	up to 25
Musician	10
Standard Bearer	10
- may take a Magical Standard	up to 50



Raptor Chariot 100 pts

single model

	M	WS	BS	S	T	W	I	A	Ld	
Chariot	-	-	-	5	5	4	-	-	-	
Crew (2)	-	5	4	4	-	-	6	1	9	
Raptor (2)	7	3	-	4	-	-	2	2	5	Chariot 50x100mm base

Weapons:

Lance, Repeater Crossbow (Crew only)

Armour:

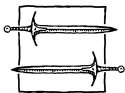
Mount's Protection (5+), Heavy Armour

Elven Special Rules:

Killer Instinct (Crew only), Lightning Reflexes (Crew only)

Special Rules:

Impact Hits (+1), Stupidity



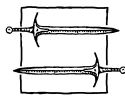
Harpies 65 pts

5 models, may add up to 10 models 9 pts/model

	M	WS	BS	S	T	W	I	A	Ld	
	5	3	-	3	3	1	5	2	6	Infantry 20x20mm base

Special Rules:

Fly (10), Insignificant, Skirmishers



Medusa 70 pts

Single Model

	M	WS	BS	S	T	W	I	A	Ld	
	6	5	4	4	4	3	5	5	8	Monstrous Infantry 40x40mm base

Alignment:

Cult of Yema

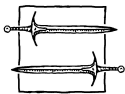
Options:

May take a weapon (one choice only):

Halberd	7
Spear	5
Paired Weapons	5

Special Rules:

Distracting, Swiftstride, Fear, Petrifying Stare



Divine Altar - (One of a Kind)

single model

	M	WS	BS	S	T	W	I	A	Ld	
Wagon	8	-	-	5	5	5	-	-	-	
Disciple of Nabh (3)	-	5	4	3	-	-	5	1	8	
Disciple of Yema (2)	-	4	4	3	-	-	5	1	8	
Cult of Yema Medusa (1)	-	5	4	4	-	-	5	5	8	Chariot 60x100mm base

Armour:

Mount's Protection (6+), Light Armour

Elven Special Rules:

Lightning Reflexes (Disciple only)

Special Rules:

Large Target, Fear, Impact Hits (+1), Ward Save (4+)

Divine Blessings:

At the beginning of each friendly Player Turn and before the battle (after moving Vanguarding units), choose one of the following effects and a friendly unit. Only units within 12" of the Divine Altar and with the same Cult as the Divine Altar or lacking any Cult Alignment may be chosen as targets. Large Targets cannot be chosen. A single unit cannot be affected by more than one Divine Blessing at any time. Effects last until the beginning of the next friendly Player Turn.

- The unit gains Ward Save (5+), that can only be used against Close Combat and Shooting Attacks. Only this effect can be chosen before the battle.
- The unit gains +1 Attack. Mounts are not affected.
- The unit gains +1 Leadership.

A Divine Altar must take one of the Alignments listed below, gaining the corresponding Cult, equipment, special rules and Charioteers.

Altar of Nabh (200 pts)

Weapons:

Paired Weapons (Disciple of Nabh)

Special Rules:

Magic Resistance(1), Devastating Charge (Disciple of Nabh only), Poisoned Attacks (Disciple of Nabh only)

Altar of Yema (215 pts)

Weapons:

Lance (Disciple of Yema only), Halberd (Medusa only)

Special Rules:

Petrifying Stare (Medusa only)

RARE



Raven Cloaks 80 pts

5 models, may add up to 5 models 16 pts / model

M	WS	BS	S	T	W	I	A	Ld
5	5	5	3	3	1	5	1	8

Infantry 20x20mm base

Weapons:

Repeater Crossbow

Options:

May take Light Armour

pts

1 / model

May take one of the following:

Great Weapon

2 / model

Paired Weapons

1 / model

May take Poisoned Attacks (Close Combat only)

1 / model

May upgrade one model to a Champion

10

Elven Special Rules:

Killer Instinct, Lightning Reflexes

Special Rules:

Scout, Skirmishers



Hunting Chariot 90 pts

single model

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	5	4	4	-	-	-
Crew (2)	-	4	4	3	-	-	5	1	8
Elven Horse (2)	9	3	-	3	-	-	4	1	3

Chariot 50x100mm base

Weapons:

Light Lance, Repeater Crossbow (Crew only)

Armour:

Mount's Protection (5+), Light Armour

Elven Special Rules:

Killer Instinct (Crew only), Lightning Reflexes (Crew only)

Special Rules:

Impact Hits (+1)

Must take one of the following for the Chariot:

Giant Bow (Chariot only) (free)

Bolt Thrower Artillery Weapon with

Range 24", Strength 5, Armour Piercing (6), Quick to Fire and Multiple Wounds (D3).

Harpoon Launcher (Chariot only) (35 pts)

Shooting Weapon with

Range 24", Strength 7, Reload!, Quick to Fire and Multiple Wounds (D3).



Dark Acolytes 120 pts

5 models, may add up to 5 models 24 pts/model

	M	WS	BS	S	T	W	I	A	Ld	
Rider	5	4	4	4	3	1	5	2	8	
Elven Horse	9	3	-	3	3	1	4	1	3	Cavalry 25x50mm base

Armour:

Mount's Protection (6+)

Elven Special Rules:

Killer Instinct (Rider only),

Lightning Reflexes (Rider only)

Special Rules:

Light Troops, Ward Save (4+), Poisoned Attacks (Rider only)

Options:

May join the Cult of Yema

May upgrade one model to a Champion

pts

3 / model

60

Magic:

Wizard Conclave Curse of Mortality (Path of Death), Bolt of Darkness (Path of Black Magic)

If the unit has joined the Cult of Yema, they instead have

Wizard Conclave: Crippling Agony (Path of Black Magic),

Wicked Lash (Path of Lust)



Dread Reaper 60 pts (0-3 Choice)

single model

	M	WS	BS	S	T	W	I	A	Ld	
Bolt Thrower	-	-	-	-	7	2	-	-	-	
Crew (2)	5	4	4	3	3	-	5	1	8	War Machine 60mm round base

Weapon:

Elven Bolt Thrower:

This is a **Bolt Thrower Artillery Weapon** with Range 48", Strength 6, Multiple Wounds (D3) and Armour Piercing (6).

Armour:

Light Armour

Elven Special Rules:

Killer Instinct (Crew only),

Lightning Reflexes (Crew only)

Options:

May purchase Repeating Shots

pts

20

Repeating Shots: The Dread Reaper may also fire as a **Volley Gun Artillery Weapon** with Range 48", Strength 4, Armour Piercing (1) and Multiple Shots (6).



Kraken 165 pts

single model

M	WS	BS	S	T	W	I	A	Ld	
6	4	1	7	5	5	3	4	6	Monster 50x100mm base

Armour:

Innate Defence (4+)

Options:

May become Alpha Predator

pts

45

Special Rules:

Poisoned Attacks, Multiple Wounds (D3),
Strider (Water), Distracting, Hard Target



Hydra 180 pts

single model

M	WS	BS	S	T	W	I	A	Ld	
6	4	1	5	5	5	2	7	6	Monster 50x100mm base

Armour:

Innate Defence (4+)

Options:

May become Alpha Predator

pts

45

May take Breath Weapon

Special Rules:

Regeneration (4+)

(Strength 4, Flaming Attacks)

30

Quick Reference Sheet

L - Lords, H - Heroes, C - Core, S - Special, R - Rare, M - Mounts only

<u>CHARACTERS</u>		M	WS	BS	S	T	W	I	A	Ld
L	Dread Prince	5	7	7	4	3	3	8	4	10
	Exalted Oracle	5	4	4	3	3	3	5	1	9
H	Captain	5	6	6	4	3	2	7	3	9
	Oracle	5	4	4	3	3	2	5	1	8
	Cult Priest	5	6	6	4	3	2	7	3	8
	Assassin	6	7	7	4	3	2	9	3	9

<u>INFANTRY</u>		M	WS	BS	S	T	W	I	A	Ld
C	Dread Legionnaire	5	4	4	3	3	1	5	1	8
	Repeater Auxiliary	5	4	4	3	3	1	5	1	8
	Corsair	5	4	4	3	3	1	5	1	8
	Blade of Nabh	5	4	4	3	3	1	5	1	8
S	Dancer of Yema	5	5	4	3	3	1	5	1	8
	Harpy	5	3	-	3	3	1	5	2	6
	Tower Guard	5	5	4	3	3	1	6	2	9
	Executioner	5	5	4	4	3	1	5	1	8
R	Raven Cloak	5	5	5	3	3	1	5	1	8

<u>MONSTROUS INFANTRY</u>		M	WS	BS	S	T	W	I	A	Ld
R	Medusa	6	5	4	4	4	3	5	5	8

<u>WAR BEASTS</u>		M	WS	BS	S	T	W	I	A	Ld
M	Elven Horse	9	3	-	3	3	1	4	1	3
	Raptor	7	3	-	4	4	1	2	2	5

<u>MONSTROUS BEASTS</u>		M	WS	BS	S	T	W	I	A	Ld
M	Pegasus	7	4	-	4	4	3	4	2	6
	Manticore	6	5	-	5	5	4	5	3	5

<u>CAVALRY</u>		M	WS	BS	S	T	W	I	A	Ld
C	Dark Raider	5	4	4	3	3	1	5	1	8
	Elven Horse	9	3	-	3	3	1	4	1	3
S	Dread Knight	5	5	4	4	3	1	6	1	9
	Raptor	7	3	-	4	4	1	2	2	5
R	Dark Acolyte	5	4	4	4	3	1	5	2	8
	Elven Horse	9	3	-	3	3	1	4	1	3

<u>CHARIOTS</u>		M	WS	BS	S	T	W	I	A	Ld
S	Raptor Chariot	-	-	-	5	5	4	-	-	-
	- Crew (2)	-	5	4	4	-	-	6	1	9
	- Raptor (2)	7	3	-	4	-	-	2	2	5
	Altar of Yema	8	-	-	5	5	5	-	-	-
	- Disciple of Yema (2)	-	4	4	3	-	-	5	1	8
	- Medusa (1)	-	5	4	4	-	-	5	4	8
	Altar of Nabh	8	-	-	5	5	5	-	-	-
	- Disciple of Nabh (3)	-	5	4	3	-	-	5	1	8
R	Hunting Chariot	-	-	-	5	4	4	-	-	-
	- Crew (2)	-	4	5	3	-	-	5	1	8
	- Elven Horse (2)	9	3	-	3	-	-	4	1	3

<u>MONSTERS</u>		M	WS	BS	S	T	W	I	A	Ld
R	Kraken	6	4	1	7	5	5	3	4	6
	Hydra	6	4	1	5	5	5	2	7	6
M	Dragon	6	5	1	6	6	6	3	5	9

<u>WAR MACHINES</u>		M	WS	BS	S	T	W	I	A	Ld
R	Dread Reaper	-	-	-	-	7	2	-	-	-
	- Crew (2)	5	4	4	3	3	-	5	1	8

	<u>SPECIAL SHOOTING WEAPON</u>	Range	S	Multiple Shots	Multiple Wounds	Armour Piercing
- common -	Repeater Crossbow	- 24"	3	2	-	1
- common -	Repeater Handbow	- 12"	3	2	-	-
Dread Reaper	Elven Bolt Thrower	Bolt Thrower 48"	6	-	D3	6
	- Repeating Shot	Volley Gun 48"	4	6	-	1
Hunting Chariot	Giant Bow	Bolt Thrower 24"	5	-	D3	6
	Harpoon Thrower	- 24"	7	-	D3	-

Changelog:

v1.1.0

- Dagger of Morec, implementing FAQ