

Wisdom Elites

Faction: (Iron Sultanate Variant) The House Of Wisdom

Ducats: 900 | Glory: 8

Brazen Bull

Traits: Ironsultanate, Fear, Tough, Strong

Base: 60 | Range: 0 | Melee: +2

Move: 6" | Brazen Bull

Weapons:

Name	Type	Range	Keywords	Modifiers
Titan Zulfiqar	1-Handed	Melee	Heavy, Critical	+2 on Injury Results

Modifiers:

+2 on Injury Results

Rules:

Add +2 to the result of all injuries caused by this weapon (i.e. a roll of 7 on the Injury Chart becomes 9).

Name	Type	Range	Keywords	Modifiers
MURAD Bombard	1-Handed	36"	Heavy, BLAST 3"	

Rules:

Specify a point on the battlefield within 36" (must be in line of sight) that you want to target. Next, take a Ranged Attack ACTION. If the roll fails (i.e. you roll 6 or less), the bomb lands 1" away from its intended location, multiplied by the number representing the degree of failure (for example, if you rolled 5, the bombard shot lands 2" away, as 7-5=2). The direction is decided by your opponent. All models within 3" of the landing 1x1mm landing spot are hit as the bomb explodes - no roll to hit is needed. If the bomb lands directly on top of any model, roll with 3D6 on the Injury Chart and add the dice together to see what happens! Other models hit by the bombard suffer a Down result due the booming shockwave, but do not incur any BLOOD MARKERS or other effects from this attack.

Abilities/Upgrades:

- **Artificial Body:**

Created through the Jabirean alchemy, the creature has no vital organs and they must be dismembered in order to kill them. All injury rolls against the creature are made with -1 DICE.

- **Trample:**

Once during its Activation, the Brazen Bull may make an extra Melee Attack ACTION against a Downed enemy model on a 32mm or smaller base. Resolve the attack as if the Brazen Bull was armed with a Trench Club. This attack ignores armour as the Brazen Bull stomps their enemies to a pulp.

Equipment:

- **Combat Helmet:**

Ignores additional BLOOD MARKERS caused by the Keyword SHRAPNEL.

- **Gas Mask:**

Negates the extra BLOOD MARKER from attacks with the keyword GAS, and such attacks suffer -1 DICE penalty to all Injury Rolls.

Homunculus			Traits: Ironsultanate		
Base: 25	Range: 0	Melee: 0	Move: 6"	Homunculus	

Weapons:

Name	Type	Range	Keywords	Modifiers
Heavy Shotgun	2-Handed	12"	Heavy	+1D to Hit

Modifiers:
+1D to Hit

Rules:
This weapon rolls attacks with +1 DICE and rolls injuries at Short Range with +2 DICE.

Name	Type	Range	Keywords	Modifiers
Pistol	1-Handed	12"/Melee		

Rules:
A model armed with a pistol can use it in melee as well as ranged combat (using Ranged Characteristic), including as an off-hand weapon to execute an additional melee attack.

Name	Type	Range	Keywords	Modifiers
Two-Handed Hammer	2-Handed	Melee	Heavy	+1 to Injury

Modifiers:
+1 to Injury

Abilities/Upgrades:

- **Re-Creation:**

If the Homunculus is taken Out of Action during battle, and is deemed to have been killed in the post-battle sequence, you do not have to remove it from your roster. Instead, you can spend 40 ducats at any time between battles to bring it back to life with all of its weapons and abilities.

- **Artificial Body:**

Created through the Jabirean alchemy, the creature has no vital organs and they must be dismembered in order to kill them. All injury rolls against the creature are made with -1 DICE.

- **Alchemical Formula:**

You may buy any of these Alchemical Formulas to your Homunculus, either during its creation or later during any Post-Battle Sequence as long as you pay the price of each Formula. Once bought they are permanent.

- **Human Hands:**

The Homunculus can buy and wield any weapon allowed in the Iron Sultanate warband or House of Wisdom list, though they cannot select ELITE only items, grenades or items limited to specific units (such as Assassins). They can also carry a Trench Shield or a Fire Shield. This will apply to the Additional Arms formula as well. Cannot be combined with the Wings formula.

- **Additional Arm:**

The Homunculus can perform an additional attack ACTION in Melee or Ranged combat without any penalty. Therefore, if making attacks with three melee weapons, only a single weapon would need to be declared as an Off-Hand weapon (suffering the appropriate penalties). It has three hands to carry weapons if combined with Human Hands and may equip weapons and a shield in any combination, as long as it has hands free to do so. In this case the Homunculi can make up to two Ranged Attack ACTIONS (if it has sufficient weapons and number of hands to carry them) and up to three Melee Attack ACTIONS (if armed with three one-handed weapons), or one Melee Attack ACTION with a two-handed weapon and one Melee Attack ACTION with a one-handed weapon.

- **Hawk Eyes:**

The eyesight of the Homunculus is based on that of a predatory bird. It can add +1 DICE to its Ranged Attack characteristic. Cannot be combined with Hypnotic Eyes without Two Heads.

- **Terrifying Appearance:**

Be it through alluringly beauty or horrifying visage of terror, this Homunculus gains the Keyword FEAR.

- **Startling Speed:**

Homunculus adds +1 DICE to its Dash ACTIONS.

- **Inuman Strength:**

The musculature of the Homunculus is reinforced, replaced and strengthened. It now has a base size of 32mm (or 50mm if it also has Massive size). The Homunculus gains +1 DICE to its Melee characteristic and the Keyword STRONG

- Seal Of Solomon:

This Formula greatly enhances the intelligence of the Homunculus and makes it painfully aware of its artificial existence. It can now buy and use Equipment from the Sultanate Warband Armoury as long as it is not limited to ELITE models. Note that one helmet protects a Homunculus with two heads normally and the Two Heads Formula does not allow the purchase of two different kinds of headgear.

Equipment:

- Combat Helmet:

Ignores additional BLOOD MARKERS caused by the Keyword SHRAPNEL.

- Gas Mask:

Negates the extra BLOOD MARKER from attacks with the keyword GAS, and such attacks suffer -1 DICE penalty to all Injury Rolls.

Mamluk Faris			Traits: Fireteam	
Base: 32	Range: +1	Melee: +1	Move: 6"	Mamluk Faris

Weapons:

Name	Type	Range	Keywords	Modifiers
Jezzail	2-Handed	18"		

Name	Type	Range	Keywords	Modifiers
Polearm	2-Handed	Melee	Cumbersome	-1D to Hit for Chargers

Modifiers:
-1D to Hit for Chargers

Rules:
Melee attacks made against this model are made with -1 DICE if the attacking model charged this turn.

Abilities/Upgrades:

- Sworn Sword:**
Mamluk can form a FIRETEAM with any one ELITE model in the Warband they are part of. This FIRETEAM is always in addition to any other FIRETEAM(s) the Warband is allowed to form. If a Mamluk joins a New Antioch FIRETEAM, the model benefits from the Co-ordinated Fireteam special rules.
- Martial Prowess:**
Mamluks are disciples of Fur^{siyya}, the Knightly Discipline passed on through generations, they practise ceaselessly, and thus have few equals. This gives their Jezzails the Keyword ASSAULT as well as Shield Combo ability, and they suffer no penalties for fighting with off-hand weapons in melee.
- Arabian Destrier:**
Unless the scenario prohibits use of INFILTRATORS you may deploy the Mamluk Faris on any table edge as long as the Mamluk is at least 8" away from any enemy model after INFILTRATORS are deployed. Mamluk can also be deployed in your own deployment zone as standard.

Equipment:

- Combat Helmet:**
Ignores additional BLOOD MARKERS caused by the Keyword SHRAPNEL.
- Alchemical Ammunition:**
Adds +1 DICE to Ranged Attack rolls on the Action Success Chart. Can only be used with Jezzails, Alaybozan, Halberd-Guns and Siege Jezzails.

Medical Alchemist			Traits: Ironsultanate, Elite	
Base: 32	Range: +2	Melee: +1	Move: 6"	Jabirean Alchemist

Weapons:

Name	Type	Range	Keywords	Modifiers
Masterwork Jezzail	2-Handed	36"	Critical	+1D to Hit

Modifiers:
+1D to Hit

Rules:
You can shoot at opponents in melee without having to randomise between friendly and enemy models. Masterwork Jezzail is loaded with Alchemical Ammunition, so it has +1 DICE on all to hit rolls. If you roll greater than required 7 on Action Success Chart to hit, you can also hit another enemy model with it in distance equal to the number you beat the 7 by. Roll Injuries separately for both models.

Name	Type	Range	Keywords	Modifiers
Trench Club	1-Handed	Melee		

Name	Type	Range	Keywords	Modifiers
Trench Club	1-Handed	Melee		

Abilities/Upgrades:

- **Mastery of the Elements:**
At the beginning of a battle, all ranged and melee weapons that an Alchemist has been equipped with may be assigned one of the following Keywords: SHRAPNEL, FIRE or GAS. All the weapons the Alchemist has will share the same Keyword. With a RISKY ACTION with +1 DICE, the Alchemist can change this Keyword into one of the others. This can add an additional Keyword to weapons that already have them.
- **Medicine:**
This Alchemist is a student of Ibn Sina's School of Medicine. The model is equipped with tools for healing from the House of Wisdom. The Alchemist can take an ACTION with +1 DICE to remove up to two BLOOD MARKERS or a single INFECTION MARKER from any one friendly model (including themselves) within 1" range or allow one friendly model (including themselves) who is Down to regain their footing. This training and these tools are an improvement upon the standard Medi-Kit and therefore a model with this Secret cannot carry a Medi-Kit.

Equipment:

- Elixer Of Al-Khidr:

Gives the model consuming the Elixir Keyword TOUGH for the duration of a single battle. It cannot be given to Lions of Jabir, Brazen Bulls or Homunculi.

- Combat Helmet:

Ignores additional BLOOD MARKERS caused by the Keyword SHRAPNEL.

Cartographer Alchemist			Traits: Ironsultanate, Elite	
Base: 32	Range: +2	Melee: +1	Move: 6"	Jabirean Alchemist

Weapons:

Name	Type	Range	Keywords	Modifiers
Automatic Rifle	2-Handed	24"	Assault	2 Attacks

Modifiers:
2 Attacks

Rules:
A model armed with an Automatic Rifle can make two attack ACTIONS instead of one. Both attacks must be against the same target.

Name	Type	Range	Keywords	Modifiers
Bayonet	2-Handed	Melee	Cumbersome	

Rules:
Bayonets can only be attached to weapons fitted with a 'Bayonet lug' (indicated in each Warband's Armoury). They do not count towards the maximum melee weapons a model can carry.

Abilities/Upgrades:

- Mastery of the Elements:**
At the beginning of a battle, all ranged and melee weapons that an Alchemist has been equipped with may be assigned one of the following Keywords: SHRAPNEL, FIRE or GAS. All the weapons the Alchemist has will share the same Keyword. With a RISKY ACTION with +1 DICE, the Alchemist can change this Keyword into one of the others. This can add an additional Keyword to weapons that already have them.
- Cartography and Geometry:**
The Alchemist has studied long and hard the sciences of cartography and Geometry. At the beginning of each battle, immediately before any models are deployed, up to two models in your Warband gain the Keyword INFILTRATOR. This ability cannot affect an Alchemist or a model with a base larger than 32mm. In addition, the Warband may re-roll one Exploration dice in the Exploration phase if you wish. The second result stands.

Equipment:

- Combat Helmet:

Ignores additional BLOOD MARKERS caused by the Keyword SHRAPNEL.

- Mountaineer Kit:

Model with this Kit adds +1 DICE to any Climbing ACTION rolls.

Faris			Traits: Ironsultanate, Strong, Elite		
Base: 32	Range: +1	Melee: +1	Move: 6"	Faris	

Weapons:

Name	Type	Range	Keywords	Modifiers
Siege Jezzail	2-Handed	30"	Heavy	+1D to Injury

Modifiers:
+1D to Injury

Name	Type	Range	Keywords	Modifiers
Polearm	2-Handed	Melee	Cumbersome	-1D to Hit for Chargers

Modifiers:
-1D to Hit for Chargers

Rules:
Melee attacks made against this model are made with -1 DICE if the attacking model charged this turn.

Abilities/Upgrades:

- Counter-Charge:
If the first ACTION a Janissary makes during their Activation is a Charge, they can add +1 DICE to their subsequent Melee Attack ACTIONS during this Activation.

Equipment:

- Alchemical Ammunition:
Adds +1 DICE to Ranged Attack rolls on the Action Success Chart. Can only be used with Jezzails, Alaybozan, Halberd-Guns and Siege Jezzails.
- Cloak of Alamut:
All ranged attacks against a model that is in cover suffer -2 DICE penalty instead of -1 DICE. All the normal rules for cover apply otherwise.
- Mountaineer Kit:
Model with this Kit adds +1 DICE to any Climbing ACTION rolls.

Kavass			Traits: Ironsultanate	
Base: 25	Range: 0	Melee: -1	Move: 6"	Kavass
Weapons:				
Name	Type	Range	Keywords	Modifiers
Jezzail	2-Handed	18"		
Equipment:				
<ul style="list-style-type: none"> Alchemical Ammunition: Adds +1 DICE to Ranged Attack rolls on the Action Success Chart. Can only be used with Jezzails, Alaybozan, Halberd-Guns and Siege Jezzails. 				