THE IX AGE
FANTASY BATTLES

Dread Elves

Army Book (Core Rules)
2nd Edition, version 2022 beta 1 hotfix 2 – March 20, 2022

Army Model Rules

Universal Rules

Academy Training

Units with more than half of their models with Academy Training are considered Academy Trained. While within 8″ of one or more other non-Fleeing, friendly Academy Trained units, Academy Trained units:

- Gain **Devastating Charge (+1″ Adv)** when declaring their first Charge in any Charge Phase. The effect lasts until the end of the Charge Phase. Characters without Academy Training that Charge out of the unit are not affected.

- Count as having one additional Full Rank for the purpose of Steadfast and Disrupted if they have at least one Full Rank.

Hunting Bolas

The roll for Flee Distance of enemy units that Break from Combat while in base contact with one or more models with Hunting Bolas is subject to Minimised Roll.

Professional Courtesy

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

Scent of Blood

The model gains **Fearless** and **Frenzy** while Engaged in Combat. In addition, the model gains Devastating Charge (+1″ Adv) for Charges against units that have at least one Health Pool that contains fewer Health Points than it did when the unit was deployed or otherwise entered the Battlefield for the first time.

Attack Attributes

Artistry of Death – Close Combat

The attack gains +1 to wound.

Ruthless Efficiency – Close Combat

The attack gains +1 to wound during the First Round of Combat.

Armoury

Kraken's Hide – Armour Equipment

If on foot, the wearer gains +1 Armour.

Repeater Crossbow – Shooting Weapon

Range 18″, Shots 2, Str 3, AP 0. When shooting from Short Range, the weapon gains +1 Armour Penetration.

Repeater Handbow [X] – Shooting Weapon

Range 12″, Shots X, Str 3, AP 0, **Accurate**, **Quick to Fire**. When shooting from Short Range, the weapon gains +1 Armour Penetration.

Blades of Darag – Close Combat Weapon

Two-Handed. While using this weapon, the model part gains +1 Attack Value, and attacks made with this weapon become **Magical Attacks**. For each non-Attribute Spell with duration One Turn targeting at least one model in the model part's unit, attacks made with this weapon gain +1 Strength for as long as the spell's effects are applied. The combined Strength modifiers of the model part and of attacks made with this weapon cannot exceed +2. This weapon cannot be enchanted.

Hereditary Spell

Casting Value	Range	Type	Duration	Effect
H Curse of the Phantom Queen 7+	Caster		One Turn	You gain one Veil Token that is not removed when the spell ends. When an enemy unit inflicts one or more Health Point losses on a friendly unit within 18″ of the Caster, you may discard up to two Veil Tokens from your Veil Token pool. For every discarded Veil Token, the enemy unit immediately suffers D3+1 hits with Strength 4, Armour Penetration 2, and Magical Attacks. These hits are considered Ranged Attacks.

Special Items

Weapon Enchantments

Crippling Frost   80 pts
Enchantment: Great Weapon.
Attacks made with this weapon gain +1 Strength, +1 Armour Penetration, and become **Magical Attacks**. In addition, for every hit inflicted with the weapon on an enemy model in a Duel, choose a model part of the enemy model. The chosen model part suffers −1 Attack Value until the end of the Round of Combat.

Lacerating Touch   60 pts
Enchantment: Paired Weapons.
Attacks made with this weapon become **Magical Attacks** and gain +2 Armour Penetration. While using this weapon, the wielder gains +2 Attack Value and **Fear**.

Transcendence   50 pts
Enchantment: Lance.
Attacks made with this weapon become **Magical Attacks**. For each unsaved wound inflicted on enemy models with this weapon, the wielder gains +1 Strength and +1 Armour Penetration for the rest of the game, up to a maximum of +2 each.

Pride of Gar Daecos   30 pts
Enchantment: Halberd.
While using this weapon, the wielder gains +1 Attack Value, and attacks made with this weapon become **Divine Attacks** and **Magical Attacks**.

Mastery of Slaughter   20 pts
Enchantment: Spear.
While using this weapon, the wielder must reroll natural to-wound rolls of '1' with Close Combat Attacks, and attacks made with this weapon become **Magical Attacks**. In addition, for each Health Point lost by an enemy unit due to attacks made with this weapon, the wielder's side adds +1 to their Combat Score of this Round of Combat. This may exceed the normal limit in Duels.

Armour Enchantments

Seal of the Republic   45 pts
Models on foot only.
Enchantment: Heavy Armour.
For each unsaved wound inflicted on enemy models with the wearer's Close Combat Attacks, the wearer gains +1 Armour for the rest of the game.

Banner Enchantments

Caedhren's Pennon   80 pts

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

Executioner's Icon   65 pts

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

Eye of the Gorgon   50 pts

Cannot be taken by units that count toward Core.

The bearer gains **Petrifying Stare** (see Gorgons unit). Enemy units in base contact with the bearer **must** reroll successful Discipline Tests.

Artefacts

Mask of the War Crow   60 pts

The bearer's unit gains **Fear**. In addition, the bearer and any friendly unit that contains one or more models with Fear within 6″ of the bearer's unit **must** reroll natural to-wound rolls of '1' with its Close Combat Attacks.

Moithir's Mirror   60 pts

For each successful Aegis Save roll of 5+ made by the bearer against an enemy attack, the bearer immediately inflicts 1 hit with Strength 5, Armour Penetration 2, and **Magical Attacks** on the model that caused the wound, before any casualties are removed, distributed onto the model's Health Pool. This is considered a Special Attack. In addition, the bearer gains **Aegis (5+)**.

Ceinran's Scales   40 pts

Wizards only.

The bearer can cast *The Wheel Turns* (Witchcraft) as a Bound Spell with Power Level (4/8).

Ring of the Obsidian Thrones   40 pts

The bearer gains **Will of the Senate** (see Obsidian Guard unit).

Seal of the 9ᵗʰ Fleet   40 pts

Silexian Officers only.

Models with Academy Training in the bearer's unit gain **Battle Focus** in the First Round of Combat.

Beastmaster's Whistle   30 pts

Beastmasters only.

One use only. May be activated at the start of any friendly Charge Phase. Charge Range rolls of friendly Manticores and models with Type Beast within 12″ of the bearer are subject to Maximised Roll until the end of the Charge Phase.

Army Organisation
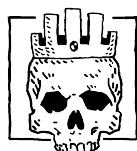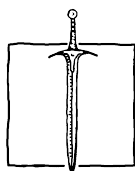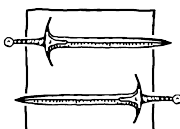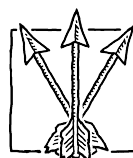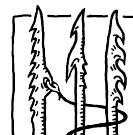
Characters	Core	Special	Raiders	Destroyers	The Menagerie
Max. 40%	Min. 25%	No limit	Max. 20%	Max. 15%	Max. 30%

Characters (Max. 40%)

Dread Prince
235 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	6	3	0	Heavy Armour

Offensive	Att	Off	Str	AP	Agi	
Dread Prince	5	8	4	1	8	**Deadly Riposte**, Lightning Reflexes, Ruthless Efficiency

——— *Model Rules* ———

Deadly Riposte: Attack Attribute – Close Combat.
For each enemy Close Combat Attack allocated towards the model for which a natural '1' is rolled to hit, the Dread Prince **must** perform a Close Combat Attack at the same Initiative Step that **must** be allocated towards the model (or Health Pool) that rolled the '1' to hit. If this is not possible, ignore the effect.

| ——— Options ———	pts
Special Items	up to 200
Shield	10
One choice only:	
Paired Weapons	5
Great Weapon	10
Halberd	10
Lance	15

——— Mount Options ———	pts
Daeb Raptor	50
Elven Horse	60
Raptor Chariot	100

Beastmaster
200 pts   single model

Height Standard
Type Infantry
Base 20×20 mm

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

Global	Adv	Mar	Dis		Model Rules
	5″	10″	9		**Willbreaker's Craft**

Defensive	HP	Def	Res	Arm	
	3	5	3	0	Cannot be Stomped, Heavy Armour, Kraken's Hide

Offensive	Att	Off	Str	AP	Agi	
Beastmaster	4	5	4	1	7	Lightning Reflexes, Ruthless Efficiency

——— *Model Rules* ———

Willbreaker's Craft: Universal Rule.
Discipline Tests taken by friendly non-Construct models with Towering Presence within 12″ of one or more non-Fleeing models with Willbreaker's Craft are subject to Minimised Roll.

If within 12″ of one or more non-Fleeing models with Willbreaker's Craft, the roll for determining the number of hits from Stomp Attacks of:

• Friendly models is subject to Maximised Roll.

• Enemy models is subject to Minimised Roll.

——— Options ———	pts
Special Items	up to 150
Shield	5
One choice only:	
Halberd	10
Paired Weapons	10
Lance	15

——— Mount Options ———	pts
Daeb Raptor	40
Elven Horse	45
Raptor Chariot	75
Blackmane Pegasus	80
Manticore (TM)	200
Imperious Dragon (TM)	480

Silexian Officer

155 pts   single model

Height **Standard**
Type **Infantry**
Base **20×20 mm**

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

Global	Adv	Mar	Dis		Model Rules
	5″	10″	10		Academy Training, **Tactician**

Defensive	HP	Def	Res	Arm	
	3	6	3	0	Heavy Armour

Offensive	Att	Off	Str	AP	Agi	
Silexian Officer	3	6	4	1	7	Lightning Reflexes, Ruthless Efficiency

——Model Rules——

Tactician: Universal Rule.

The range of Academy Training to and from the model's unit is increased from 8″ to 12″.

——Options——   pts

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

——Mount Options——   pts

Elven Horse	45
Daeb Raptor	50
Blackmane Pegasus	70
Raptor Chariot	75
Manticore (TM)	195

Temple Exarch

245 pts   single model

Height **Standard**
Type **Infantry**
Base **20×20 mm**

Global	Adv	Mar	Dis		Model Rules
	5″	10″	9		Professional Courtesy, Wizard Apprentice

Defensive	HP	Def	Res	Arm	
	3	5	3	0	Aegis (4+, against Melee Attacks), Heavy Armour

Offensive	Att	Off	Str	AP	Agi	
Temple Exarch	3	5	4	1	6	Battle Focus, Lightning Reflexes, Ruthless Efficiency

——Magic Options——

Alchemy   Divination

——Options——   pts

Must choose (one choice only):	
Battle Standard Bearer	free
Battle Oracle	60
War Smith	70
Special Items	up to 100
One choice only:	
Blades of Darag	free
Halberd	10
Paired Weapons	10

——Optional Model Rules——

Battle Oracle: Universal Rule.

The model gains **Distracting**, **Wizard Adept**, and **must** choose Divination as its Path of Magic. Models using Blades of Darag in the model's unit gain **Distracting**.

War Smith: Universal Rule.

The model gains **Wizard Adept** and **must** choose Alchemy as its Path of Magic. Models with Armour 4 or more in enemy units in base contact with the model **must** reroll successful Armour Saves against wounds caused by Blades of Darag.

Warlock Outcast

250 pts — single model

Height: Standard
Type: Infantry
Base: 20×20 mm

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

Global	Adv	Mar	Dis		Model Rules
	5″	10″	9		**Irresistible Will**, Not a Leader, Wizard Adept

Defensive	HP	Def	Res	Arm	
	3	4	3	0	

Offensive	Att	Off	Str	AP	Agi	
Warlock Outcast	1	4	3	0	5	Lightning Reflexes, Ruthless Efficiency

——Model Rules——

Irresistible Will: Universal Rule.
The Casting Values of spells cast by the model are increased by 1. Dispelling rolls against non-Bound spells cast by the model suffer a −2 modifier.

——Magic Options—— pts—

Wizard Master 170

Cosmology   Evocation   Witchcraft

——Options—— pts—

Special Items	up to 70
If Wizard Master	up to 200
Light Armour	5
Blades of Darag	10
Paired Weapons	10

——Mount Options—— pts—

Elven Horse	20
Daeb Raptor	25
Blackmane Pegasus	35
Manticore (TM) (Wizard Master only)	75
Imperious Dragon (TM) (Wizard Master only)	400

Silent Assassin

180 pts — single model — 0–2 Units/Army

Height: Standard
Type: Infantry
Base: 20×20 mm

Global	Adv	Mar	Dis		Model Rules
	5″	10″	9		Not a Leader, Professional Courtesy, **Strike from the Shadows**

Defensive	HP	Def	Res	Arm	
	3	7	3	0	

Offensive	Att	Off	Str	AP	Agi	
Silent Assassin	3	7	4	3	9	Artistry of Death, Lightning Reflexes, Multiple Wounds (2, against Characters), Poison Attacks, Paired Weapons, Repeater Handbow [3] (2+)

——Model Rules——

Strike from the Shadows: Universal Rule.
The model cannot be deployed during the Deployment Phase. Instead, at the start of any Player Turn, the owner may choose a friendly Standard Infantry unit that is not Fleeing, even if Engaged, and apply the following rules:

- Remove a R&F model from the chosen unit's first rank as a casualty. You cannot remove the last R&F model from a unit, and removing the model never causes a Panic Test.
- Deploy the Silent Assassin in the position of the removed model.
- The Silent Assassin cannot voluntarily leave its unit during the Player Turn in which it was deployed.
- If the model is not deployed by the end of Game Turn 4, it counts as a casualty and cannot be deployed for the rest of the game.

Character Mounts

Elven Horse

Height Standard
Type Cavalry
Base 25×50 mm

Global	Adv	Mar	Dis		Model Rules
	9″	**18″**	C		
Defensive	HP	Def	Res	Arm	
	C	C	C	C+2	
Offensive	Att	Off	Str	AP	Agi
Elven Horse	**1**	**3**	**3**	**0**	**4**	Harnessed

Daeb Raptor

Height Standard
Type Cavalry
Base 25×50 mm

Global	Adv	Mar	Dis		Model Rules
	7″	**14″**	C		Scent of Blood
Defensive	HP	Def	Res	Arm	
	C	C	C	C+2	
Offensive	Att	Off	Str	AP	Agi
Daeb Raptor	**2**	**3**	**4**	**1**	**3**	Harnessed, Lethal Strike

Blackmane Pegasus

0–2 Mounts/Army

Height Large
Type Cavalry
Base 40×40 mm

Global		Adv	Mar	Dis		Model Rules
	Ground	**7″**	**14″**	C		Fly (8″, 16″), Light Troops
	Fly	**8″**	**16″**			
Defensive		HP	Def	Res	Arm	
		C	C	4	C+1	Hard Target (1)
Offensive		Att	Off	Str	AP	Agi
Blackmane Pegasus		**2**	**4**	**4**	**1**	**4**	Devastating Charge (+1 Str, +1 Ap), Harnessed

Raptor Chariot

0–2 Mounts/Army

Height Large
Type Construct
Base 50×100 mm

Global	Adv	Mar	Dis		Model Rules
	7″	7″	C		Scent of Blood, Swiftstride

Defensive	HP	Def	Res	Arm	
	4	C	4	C+2	

Offensive	Att	Off	Str	AP	Agi	
Daeb Raptor (2)	2	3	4	1	3	Harnessed, Lethal Strike
Chassis			5	2		Impact Hits (D6+1), Inanimate

Manticore

0–2 Mounts/Army

Height Large
Type Cavalry
Base 50×50 mm

The mount and its rider count towards Characters. The mount also counts towards The Menagerie.

Global		Adv	Mar	Dis		Model Rules
	Ground	6″	12″	C		Fear, Fly (8″, 16″), Light Troops, Scent of Blood, **Solitary**
	Fly	8″	16″			

Defensive	HP	Def	Res	Arm	
	4	C	5	C+1	

Offensive	Att	Off	Str	AP	Agi	
Manticore	4	5	5	2	5	Harnessed, Lethal Strike

——Model Rules——

Solitary: Universal Rule.
   The model may never join units or be joined by other Characters.

——Options—— *pts*–
Extraordinary Specimen 25

——Optional Model Rules——

Extraordinary Specimen: Universal Rule.
   The Manticore gains **Stomp Attacks (D3)** and Towering Presence, and its base size is changed to 50×100 mm.

Imperious Dragon

0–1 Mounts/Army

Height Gigantic
Type Beast
Base 50×100 mm

The mount and its rider count towards Characters. The mount also counts towards The Menagerie.

Global		Adv	Mar	Dis		Model Rules
	Ground	6″	12″	C		Fly (7″, 14″), Light Troops, **Meeting of Minds**
	Fly	7″	14″			

Defensive	HP	Def	Res	Arm	
	6	5	6	4	

Offensive	Att	Off	Str	AP	Agi	
Imperious Dragon	5	5	6	3	3	Breath Attack (Str 4, AP 1, Flaming Attacks), Harnessed

——Model Rules——

Meeting of Minds: Universal Rule.
   The model gains **Scent of Blood** and treats all friendly Beast models as Insignificant.

Core (Min. 25%)
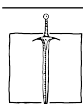
Silexian Spears

200 pts + **14** pts/extra model   **15–40** models

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis		Model Rules
	5″	**10″**	**8**		Academy Training, Scoring

Defensive	HP	Def	Res	Arm	
	1	**4**	**3**	**0**	Light Armour, Shield

Offensive	Att	Off	Str	AP	Agi	
Silexian Spear	**1**	**4**	**3**	**0**	**5**	Lightning Reflexes, Ruthless Efficiency, Spear

—— *Command Group Options* —————————— *pts* –

Champion	10
Musician	10

—— *Command Group Options* —————————— *pts* –

Standard Bearer	10
Banner Enchantment	no limit
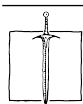
Temple Militants

260 pts + **15** pts/extra model   **15–30** models

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis		Model Rules
	5″	**10″**	**8**		Fearless, Frenzy, Scoring

Defensive	HP	Def	Res	Arm	
	1	**3**	**3**	**0**	Light Armour

Offensive	Att	Off	Str	AP	Agi	
Temple Militant	**1**	**4**	**3**	**0**	**5**	Battle Focus, Fight in Extra Rank, Lightning Reflexes, Ruthless Efficiency, Blades of Darag

—— *Command Group Options* —————————— *pts* –

Champion	10
Musician	10

—— *Command Group Options* —————————— *pts* –

Standard Bearer	10
Banner Enchantment	no limit
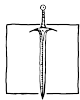
Raiding Party

170 pts + **14** pts/extra model   **10–20** 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		Hunting Bolas, Light Troops

Defensive	HP	Def	Res	Arm	
	1	4	3	0	Light Armour

Offensive	Att	Off	Str	AP	Agi	
Dread Raider	1	4	3	0	5	Lightning Reflexes, Ruthless Efficiency

—— Options —— pts –

Must choose (one choice only):
- **Corsair** — free
- **Beast Breaker** — 1/model
- **Corsair** and
  - Repeater Handbow [2] (4+) [R] — 2/model

—— Command Group Options —— pts –

Champion	10
Musician	10
Standard Bearer	10

—— Optional Model Rules ——

Beast Breaker: Universal Rule.
The model gains **Cannot be Stomped** and Shield. At the start of each friendly Player Turn, for each unit that contains one or more models with Beast Breaker, choose another friendly unit within 8″ of that unit. Model parts with Harnessed in the chosen units gain **Devastating Charge (Battle Focus** until the end of the next Player Turn.

Corsair: Universal Rule.
The model gains Kraken's Hide and Paired Weapons. In addition, each Charging unit with one or more models with Corsair adds +1 to its side's Combat Score if fighting an enemy unit in the enemy's Flank or Rear Facing.

Silexian Auxiliaries

260 pts + **12** pts/extra model   **15–25** models

Height Standard
Type Infantry
Base 20×20 mm

The unit counts both towards Core and Raiders.

Global	Adv	Mar	Dis		Model Rules
	5″	10″	8		Academy Training, Scoring, **Suppressing Volley**

Defensive	HP	Def	Res	Arm	
	1	4	3	0	Light Armour, Shield

Offensive	Att	Off	Str	AP	Agi	
Silexian Auxiliary	1	4	3	0	5	Lightning Reflexes, March and Shoot, Ruthless Efficiency, Repeater Crossbow (3+)

—— Model Rules ——

Suppressing Volley: Universal Rule.
At the start of each friendly Charge Phase, each unengaged non-Shaken friendly Silexian Auxiliaries unit with at least one Full Rank may nominate a single unengaged enemy unit within 18″ and within Line of Sight. If so, the Silexian Auxiliaries unit cannot declare any Charges during this Charge Phase. Until the end of the Player Turn, each enemy unit nominated by one or more Silexian Auxiliaries units suffers −1 to-hit against Charging Academy Trained units.

—— Command Group Options —— pts –

Champion	10
Musician	10
Standard Bearer	10
Banner Enchantment	no limit

Special (No limit)
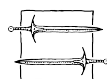
Shadow Riders

170 pts + **18** pts/extra model   **5–10** models   0–4 Units/Army

Height Standard
Type Cavalry
Base 25×50 mm

Units of 8 or more models count towards Core instead of Special.
Units with an upgrade marked with [R] also count towards Raiders.

Global	Adv	Mar	Dis		Model Rules
	9″	**18″**	**8**		Feigned Flight, Hunting Bolas, Light Troops, Vanguard

Defensive	HP	Def	Res	Arm	
	1	**4**	**3**	**1**	Light Armour, Shield

Offensive	Att	Off	Str	AP	Agi	
Shadow Rider	**1**	**4**	**3**	**0**	**5**	Lightning Reflexes, Ruthless Efficiency, Light Lance
Elven Horse	**1**	**3**	**3**	**0**	**4**	Harnessed

—— Options ——   pts –
Repeater Crossbow (3+) [R]   5/model

—— Command Group Options ——   pts –
Champion   10
Musician   10
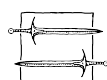Standard Bearer   10

Warlock Acolytes

210 pts + **32** pts/extra model   **5–12** models   0–2 Units/Army

Height Standard
Type Cavalry
Base 25×50 mm

Global	Adv	Mar	Dis		Model Rules
	9″	**18″**	**8**		Light Troops, Wizard Conclave

Defensive	HP	Def	Res	Arm	
	1	**4**	**3**	**1**	Aegis (4+, against Melee Attacks), Aegis (5+), Light Armour

Offensive	Att	Off	Str	AP	Agi	
Acolyte	**1**	**4**	**4**	**1**	**5**	Lightning Reflexes, Ruthless Efficiency, Blades of Darag
Elven Horse	**1**	**3**	**3**	**0**	**4**	Harnessed

—— Wizard Conclave ——
Must select 2 spells from:
  • *Perception of Strength* (Cosmology)
  • *Ancestral Aid* (Evocation)
  • *Twisted Effigy* (Witchcraft)
  • *Curse of the Phantom Queen* (Hereditary Spell)

—— Command Group Options ——   pts –
Champion   120

Dread Knights

285 pts + **35** pts/extra model   **5–10** models   0–4 Units/Army   *Height* Standard   *Type* Cavalry   *Base* 25×50 mm

Global	Adv	Mar	Dis		Model Rules
	7″	14″	9		Scent of Blood, Scoring

Defensive	HP	Def	Res	Arm	
	1	5	3	2	Heavy Armour, Shield

Offensive	Att	Off	Str	AP	Agi	
Dread Knight	2	5	4	1	6	Lightning Reflexes, Ruthless Efficiency
Daeb Raptor	2	3	4	1	3	Harnessed, Lethal Strike

——— *Options* ——— pts –
One choice only:
  Lance   3/model
  Great Weapon   6/model

——— *Command Group Options* ——— pts –
Champion   10
Musician   10
Standard Bearer   10
  Banner Enchantment   no limit

Obsidian Guard

230 pts + **22** pts/extra model   **10–25** models   0–3 Units/Army   *Height* Standard   *Type* Infantry   *Base* 20×20 mm

Global	Adv	Mar	Dis		Model Rules
	5″	10″	9		Academy Training, Scoring, **Will of the Senate**

Defensive	HP	Def	Res	Arm	
	1	6	3	0	Heavy Armour

Offensive	Att	Off	Str	AP	Agi	
Obsidian Guard	2	6	3	1	6	Lightning Reflexes, Ruthless Efficiency, Halberd

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

——— *Command Group Options* ——— pts –
Champion   10
Musician   10
Standard Bearer   10
  Banner Enchantment   no limit

Judicators

200 pts + **21** 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

——— *Command Group Options* ——— pts –
Standard Bearer   10
  Banner Enchantment   no limit

Harpies

170 pts + **10** pts/extra model   **5–12** models   0–3 Units/Army

Height Standard
Type Beast
Base 20×20 mm

Global		Adv	Mar	Dis		Model Rules
	Ground	5″	10″	6		Fly (10″, 18″), Insignificant, Light Troops, Scent of Blood, Skirmisher
	Fly	10″	18″			

Defensive	HP	Def	Res	Arm		Model Rules
	1	3	3	0		Hard Target (1)

Offensive	Att	Off	Str	AP	Agi	
Harpy	2	3	4	0	4	Devastating Charge (+1 Att)
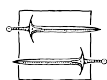
Gorgons

150 pts + **100** pts/extra model   **1–3** models   0–2 Units/Army / 0–3 Models/Army

Height Large
Type Beast
Base 40×40 mm

Global	Adv	Mar	Dis		Model Rules
	7″	14″	8		Fear, Fearless, Strider, Supernal

Defensive	HP	Def	Res	Arm		Model Rules
	3	5	4	0		Aegis (5+)

Offensive	Att	Off	Str	AP	Agi	
Gorgon	4	5	4	1	5	Lightning Reflexes, **Petrifying Stare**, Ruthless Efficiency

——Model Rules——

Petrifying Stare: Special Attack.

At Initiative Step 10, each enemy unit in base contact with the model suffers 2 hits with Armour Penetration 10 and Magical Attacks that wound on:

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

——Options——   pts

One choice only:

	pts
Paired Weapons	5/model
Halberd	15/model

Thunder Pack

280 pts + **65** pts/extra model   **3–6** models   0–3 Units/Army

Height Large
Type Beast
Base 40×60 mm

Global	Adv	Mar	Dis		Model Rules
	6″	10″	8		Light Troops, Scent of Blood

Defensive	HP	Def	Res	Arm		Model Rules
	3	3	5	1		Light Armour

Offensive	Att	Off	Str	AP	Agi	
Thunder Beast	2	3	5	2	2	Devastating Charge (+1 Str, +1 AP, Terror), Harnessed, Impact Hits (D3+1)
Lashmaster (2)	1	4	3	0	5	Lightning Reflexes, Ruthless Efficiency

Raptor Chariot
190 pts

single model   0–3 Units/Army

Height Large
Type Construct
Base 50×100 mm

Global	Adv	Mar	Dis		Model Rules
	7″	7″	9		Scent of Blood, Swiftstride

Defensive	HP	Def	Res	Arm	
	4	5	4	2	Heavy Armour

Offensive	Att	Off	Str	AP	Agi	
Crew (2)	2	5	4	1	6	Lightning Reflexes, Ruthless Efficiency
Daeb Raptor (2)	2	3	4	1	3	Harnessed, Lethal Strike
Chassis			5	2		Impact Hits (D6+1), Inanimate

—— *Options* ——————————————————————— *pts* –

The Crew **must** choose (one choice only):
    Halberd   free
    Lance   free

Divine Altar
220 pts

single model   0–1 Units/Army

Height Large
Type Construct
Base 60×100 mm

Global	Adv	Mar	Dis		Model Rules
	5″	10″	8		Frenzy, Towering Presence

Defensive	HP	Def	Res	Arm	
	5	5	5	2	Aegis (5+)

Offensive	Att	Off	Str	AP	Agi	
Attendant (3)	2	5	3	1	5	Battle Focus, Lightning Reflexes, Ruthless Efficiency, Paired Weapons

—— *Options* ——————————————————————— *pts* –

Must choose (one choice only):
    Effigy of Dread   free
    Crucible of Slaughter   90

—— *Optional Model Rules* ——————————————————

Crucible of Slaughter: Universal Rule.

  The model gains **Not a Leader** and **War Platform**.

  In addition, during the Melee Phase, the model's unit and enemy units in base contact with the model's unit suffer −1 Resilience. Models with Crucible of Slaughter are not affected.

  The model must be deployed in a unit, and it can never leave that unit voluntarily. If the model is deployed in Temple Militants, it loses Paired Weapons and gains Blades of Darag until the end of the game.

Effigy of Dread: Universal Rule.

  The model gains **Channel (3)**, **Fear**, **Fearless**, **Unbreakable**, Blades of Darag, and its Health Points are **set** to 6. The model cannot declare any Charges nor perform Pursuit Moves, and its Advance Rate and March Rate are **always** 0″, i.e. the model cannot perform any Advance Moves, March Moves, Magical Moves, nor Random Movement.

  In addition, friendly units within 18″ of the model gain **Fear**. Enemy units within 18″ of the model cannot benefit from Rally Around the Flag for Fear Tests.

  At the end of each friendly Magic Phase, the owner may discard up to 2 Veil Tokens from their Veil Token pool to increase the range of Effigy of Dread by 3″ for each discarded Veil Token. The effect lasts until the start of the next friendly Magic Phase.

Raiders (Max. 20%)

Black Cloaks

180 pts + **35** pts/extra model   **5–10** models   0–2 Units/Army

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis		Model Rules
	5″	10″	8		Hunting Bolas, Light Troops, Scout, Skirmisher

Defensive	HP	Def	Res	Arm	
	1	4	3	0	Hard Target (1), Light Armour

Offensive	Att	Off	Str	AP	Agi	
Black Cloak	1	4	3	0	5	Lightning Reflexes, Poison Attacks, Ruthless Efficiency, Paired Weapons, Repeater Handbow [2] (3+)

—— Command Group Options —————————————————— pts –
Champion   10

Destroyers (Max. 15%)

Hunting Chariot
200 pts

single model   0–3 Models/Army

Height Large
Type Construct
Base 50×100 mm

Global	Adv	Mar	Dis			Model Rules
	9″	**9″**	**8**			Hunting Bolas, Swiftstride

Defensive	HP	Def	Res	Arm		
	4	**4**	**4**	**2**		Light Armour

Offensive	Att	Off	Str	AP	Agi	
Crew (2)	**1**	**4**	**3**	**0**	**5**	Lightning Reflexes, Ruthless Efficiency, Light Lance
Elven Horse (2)	**1**	**3**	**3**	**0**	**4**	Harnessed
Chassis			**5**	**2**		Impact Hits (D6), Inanimate, **Barbed Net Thrower (3+)**

—— Model Rules ——

Barbed Net Thrower: Shooting Weapon.
  Range 18″, Shots 4, Str 4, AP 2, **Quick to Fire**, **Reload!**. Units that suffer one or more hits from this weapon suffer −1 Agility and lose Swiftstride. The effects last until the start of the next friendly Player Turn.

Repeater Battery
190 pts

single model   0–3 Units/Army

Height Standard
Type Construct
Base 60 mm round

Global	Adv	Mar	Dis			Model Rules
	5″	**5″**	**8**			War Machine

Defensive	HP	Def	Res	Arm		
	4	**1**	**4**	**0**		Light Armour

Offensive	Att	Off	Str	AP	Agi	
Crew	**2**	**4**	**3**	**0**	**5**	Lightning Reflexes, Ruthless Efficiency, **Daeb Bolt Thrower (3+)**

—— Model Rules ——

Daeb Bolt Thrower: Artillery Weapon.
  Range 24″, Shots 8, Str 5, AP 2. Note that the model can move and shoot.

The Menagerie (Max. 30%)

Kraken
390 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

——Model Rules——

Coastal Predator: Universal Rule.
  While the centre of the model's base is inside a Water Terrain Feature, the model gains **Devastating Charge (+2″ Adv)** and **Hard Target (1)**.

——Options—— pts—

Colossal Kraken* (0–1 Units/Army)   65
*Armies with one or more Beastmasters only

——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
420 pts

single model   0–3 Units/Army

Height Gigantic
Type Beast
Base 50×100 mm

Global	Adv	Mar	Dis		Model Rules
	6″	12″	8		**Cut one off...**

Defensive	HP	Def	Res	Arm	
	6	4	5	3	Fortitude (5+)

Offensive	Att	Off	Str	AP	Agi	
Hydra	5	4	5	2	2	Breath Attack (Str 3, AP 2), Harnessed, Poison Attacks, **Rage**
Lashmaster (2)	1	4	3	0	5	Lightning Reflexes, Ruthless Efficiency

——Model Rules——

Cut one off...: Universal Rule.
  For each successful Fortitude Save roll of a natural '6', the model disregards another simultaneously suffered wound. If there aren't enough simultaneously suffered wounds to disregard, the model immediately Recovers 1 Health Point instead.

Rage: Attack Attribute – Close Combat.
  Whenever the model loses a Health Point, it gains +1 Attack Value. Whenever it gains a Health Point, it suffers −1 Attack Value.

Mist Leviathan

250 pts

single model   0–2 Units/Army

Height Gigantic
Type Beast
Base 100×100 mm

Global		Adv	Mar	Dis		Model Rules
	Ground	2″	4″	8		Fly (7″, 14″), Light Troops, **Under the Cover of Mists**
	Fly	7″	14″			

Defensive	HP	Def	Res	Arm		
	8	3	5	0		Distracting

Offensive	Att	Off	Str	AP	Agi	
Mist Leviathan	4	3	4	3	3	Harnessed
Lashmaster (4)	1	4	3	0	5	Lightning Reflexes, Ruthless Efficiency

———Model Rules———

Under the Cover of Mists: Universal Rule.

   Enemy units within 8″ of one or more Mist Leviathans suffer −1 to hit for Shooting Attacks. In addition, during the first Game Turn, friendly Infantry units gain Hard Target (1) while within 8″ of one or more Mist Leviathans.

Quick Reference Sheet

Characters

Dread Prince	Adv	5″	Mar	10″	Dis	9				
Standard, Infantry	HP	3	Def	6	Res	3	Arm	0		Heavy Armour
Dread Prince	Att	5	Off	8	Str	4	AP	1	Agi 8	Deadly Riposte, Lightning Reflexes, Ruthless Efficiency

Beastmaster	Adv	5″	Mar	10″	Dis	9				Willbreaker's Craft
Standard, Infantry	HP	3	Def	5	Res	3	Arm	0		Cannot be Stomped, Heavy Armour, Kraken's Hide
Beastmaster	Att	4	Off	5	Str	4	AP	1	Agi 7	Lightning Reflexes, Ruthless Efficiency

Silexian Officer	Adv	5″	Mar	10″	Dis	10				Academy Training, **Tactician**
Standard, Infantry	HP	3	Def	6	Res	3	Arm	0		Heavy Armour
Silexian Officer	Att	3	Off	6	Str	4	AP	1	Agi 7	Lightning Reflexes, Ruthless Efficiency

Temple Exarch	Adv	5″	Mar	10″	Dis	9				Professional Courtesy, Wizard Apprentice
Standard, Infantry	HP	3	Def	5	Res	3	Arm	0		Aegis (4+, against Melee Attacks), Heavy Armour
Temple Exarch	Att	3	Off	5	Str	4	AP	1	Agi 6	Battle Focus, Lightning Reflexes, Ruthless Efficiency

Warlock Outcast	Adv	5″	Mar	10″	Dis	9				Irresistible Will, Not a Leader, Wizard Adept
Standard, Infantry	HP	3	Def	4	Res	3	Arm	0		
Warlock Outcast	Att	1	Off	4	Str	3	AP	0	Agi 5	Lightning Reflexes, Ruthless Efficiency

Silent Assassin	Adv	5″	Mar	10″	Dis	9				Not a Leader, Professional Courtesy, Strike from the Shadows
Standard, Infantry	HP	3	Def	7	Res	3	Arm	0		
Silent Assassin	Att	3	Off	7	Str	4	AP	3	Agi 9	Artistry of Death, Lightning Reflexes, Multiple Wounds (2, against Characters), Poison Attacks, Paired Weapons, Repeater Handbow [3] (2+)

Character Mounts

Elven Horse	Adv	9″	Mar	18″	Dis	C				
Standard, Cavalry	HP	C	Def	C	Res	C	Arm	C+2		
Elven Horse	Att	1	Off	3	Str	3	AP	0	Agi 4	Harnessed

Daeb Raptor	Adv	7″	Mar	14″	Dis	C				Scent of Blood
Standard, Cavalry	HP	C	Def	C	Res	C	Arm	C+2		
Daeb Raptor	Att	2	Off	3	Str	4	AP	1	Agi 3	Harnessed, Lethal Strike

Blackmane Pegasus	Adv	7″	Mar	14″	Dis	C				Fly (8″, 16″), Light Troops
Large, Cavalry	HP	C	Def	C	Res	4	Arm	C+1		Hard Target (1)
Blackmane Pegasus	Att	2	Off	4	Str	4	AP	1	Agi 4	Devastating Charge (+1 Str, +1 Ap), Harnessed

Raptor Chariot	Adv	7″	Mar	7″	Dis	C				Scent of Blood, Swiftstride
Large, Construct	HP	4	Def	C	Res	4	Arm	C+2		
Daeb Raptor (2)	Att	2	Off	3	Str	4	AP	1	Agi 3	Harnessed, Lethal Strike
Chassis	Att	-	Off	-	Str	5	AP	2	Agi -	Impact Hits (D6+1), Inanimate

Manticore	Adv	6″	Mar	12″	Dis	C				Fear, Fly (8″, 16″), Light Troops, Scent of Blood, Solitary
Large, Cavalry	HP	4	Def	C	Res	5	Arm	C+1		
Manticore	Att	4	Off	5	Str	5	AP	2	Agi 5	Harnessed, Lethal Strike

Imperious Dragon	Adv	6″	Mar	12″	Dis	C				Fly (7″, 14″), Light Troops, Meeting of Minds
Gigantic, Beast	HP	6	Def	5	Res	6	Arm	4		
Imperious Dragon	Att	5	Off	5	Str	6	AP	3	Agi 3	Breath Attack (Str 4, AP 1, Flaming Attacks), Harnessed

Core

Silexian Spears	Adv	5″	Mar	10″	Dis	8		🏹		Academy Training, Scoring
Standard, Infantry	HP	1	Def	4	Res	3	Arm	0		Light Armour, Shield
Silexian Spear	Att	1	Off	4	Str	3	AP	0	Agi 5	Lightning Reflexes, Ruthless Efficiency, Spear

Temple Militants	Adv	5″	Mar	10″	Dis	8		🏹		Fearless, Frenzy, Scoring
Standard, Infantry	HP	1	Def	3	Res	3	Arm	0		Light Armour
Temple Militant	Att	1	Off	4	Str	3	AP	0	Agi 5	Battle Focus, Fight in Extra Rank, Lightning Reflexes, Ruthless Efficiency, Blades of Darag

Raiding Party	Adv	5″	Mar	10″	Dis	8		🏹		Hunting Bolas, Light Troops
Standard, Infantry	HP	1	Def	4	Res	3	Arm	0		Light Armour
Dread Raider	Att	1	Off	4	Str	3	AP	0	Agi 5	Lightning Reflexes, Ruthless Efficiency

Silexian Auxiliaries	Adv	5″	Mar	10″	Dis	8				☞	Academy Training, Scoring, Suppressing Volley
Standard, Infantry	HP	1	Def	4	Res	3	Arm	0			Light Armour, Shield
Silexian Auxiliary	Att	1	Off	4	Str	3	AP	0	Agi	5	Lightning Reflexes, March and Shoot, Ruthless Efficiency, Repeater Crossbow (3+)

Special

Shadow Riders	Adv	9″	Mar	18″	Dis	8					Feigned Flight, Hunting Bolas, Light Troops, Vanguard
Standard, Cavalry	HP	1	Def	4	Res	3	Arm	1			Light Armour, Shield
Shadow Rider	Att	1	Off	4	Str	3	AP	0	Agi	5	Lightning Reflexes, Ruthless Efficiency, Light Lance
Elven Horse	Att	1	Off	3	Str	3	AP	0	Agi	4	Harnessed

Warlock Acolytes	Adv	9″	Mar	18″	Dis	8					Light Troops, Wizard Conclave
Standard, Cavalry	HP	1	Def	4	Res	3	Arm	1			Aegis (4+, against Melee Attacks), Aegis (5+), Light Armour
Acolyte	Att	1	Off	4	Str	4	AP	1	Agi	5	Lightning Reflexes, Ruthless Efficiency, Blades of Darag
Elven Horse	Att	1	Off	3	Str	3	AP	0	Agi	4	Harnessed

Dread Knights	Adv	7″	Mar	14″	Dis	9				☞	Scent of Blood, Scoring
Standard, Cavalry	HP	1	Def	5	Res	3	Arm	2			Heavy Armour, Shield
Dread Knight	Att	2	Off	5	Str	4	AP	1	Agi	6	Lightning Reflexes, Ruthless Efficiency
Daeb Raptor	Att	2	Off	3	Str	4	AP	1	Agi	3	Harnessed, Lethal Strike

Obsidian Guard	Adv	5″	Mar	10″	Dis	9				☞	Academy Training, Scoring, Will of the Senate
Standard, Infantry	HP	1	Def	6	Res	3	Arm	0			Heavy Armour
Obsidian Guard	Att	2	Off	6	Str	3	AP	1	Agi	6	Lightning Reflexes, Ruthless Efficiency, Halberd

Judicators	Adv	5″	Mar	10″	Dis	8				☞	Scoring
Standard, Infantry	HP	1	Def	5	Res	3	Arm	0			Heavy Armour
Judicator	Att	1	Off	5	Str	3	AP	2	Agi	5	Artistry of Death, Hatred, Lightning Reflexes, Great Weapon

Harpies	Adv	5″	Mar	10″	Dis	6					Fly (10″, 18″), Insignificant, Light Troops, Scent of Blood, Skirmisher
Standard, Beast	HP	1	Def	3	Res	3	Arm	0			Hard Target (1)
Harpy	Att	2	Off	3	Str	4	AP	0	Agi	4	Devastating Charge (+1 Att)

Gorgons	Adv	7″	Mar	14″	Dis	8					Fear, Fearless, Strider, Supernal
Large, Beast	HP	3	Def	5	Res	4	Arm	0			Aegis (5+)
Gorgon	Att	4	Off	5	Str	4	AP	1	Agi	5	Lightning Reflexes, Petrifying Stare, Ruthless Efficiency

Thunder Pack	Adv	6″	Mar	10″	Dis	8					Light Troops, Scent of Blood
Large, Beast	HP	3	Def	3	Res	5	Arm	1			Light Armour
Thunder Beast	Att	2	Off	3	Str	5	AP	2	Agi	2	Devastating Charge (+1 Str, +1 AP, Terror), Harnessed, Impact Hits (D3+1)
Lashmaster (2)	Att	1	Off	4	Str	3	AP	0	Agi	5	Lightning Reflexes, Ruthless Efficiency

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

Divine Altar	Adv	5″	Mar	10″	Dis	8					Frenzy, Towering Presence
Large, Construct	HP	5	Def	5	Res	5	Arm	2			Aegis (5+)
Attendant (3)	Att	2	Off	5	Str	3	AP	1	Agi	5	Battle Focus, Lightning Reflexes, Ruthless Efficiency, Paired Weapons

Raiders

Black Cloaks	Adv	5″	Mar	10″	Dis	8					Hunting Bolas, Light Troops, Scout, Skirmisher
Standard, Infantry	HP	1	Def	4	Res	3	Arm	0			Hard Target (1), Light Armour
Black Cloak	Att	1	Off	4	Str	3	AP	0	Agi	5	Lightning Reflexes, Poison Attacks, Ruthless Efficiency, Paired Weapons, Repeater Handbow [2] (3+)

Destroyers

Hunting Chariot	Adv	9″	Mar	9″	Dis	8					Hunting Bolas, Swiftstride
Large, Construct	HP	4	Def	4	Res	4	Arm	2			Light Armour
Crew (2)	Att	1	Off	4	Str	3	AP	0	Agi	5	Lightning Reflexes, Ruthless Efficiency, Light Lance
Elven Horse (2)	Att	1	Off	3	Str	3	AP	0	Agi	4	Harnessed
Chassis					Str	5	AP	2	Agi		Impact Hits (D6), Inanimate, Barbed Net Thrower (3+)

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

The Menagerie

Kraken	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
Hydra	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
Mist Leviathan	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 Quick to Fire +1 AP at Short Range
Barbed Net Thrower	-	18"	4	2	4	Quick to Fire Reload!
Daeb Bolt Thrower	-	24"	5	2	8	Can move and shoot

Aim Table

Name	Aim	Shooting Model
Repeater Handbow [3]	2+	Silent Assassin
Repeater Handbow [2]	3+	Black Cloak
Repeater Handbow [2]	4+	Corsair
Repeater Crossbow	3+	Silexian Auxiliary, Shadow Rider
Barbed Net Thrower	3+	Hunting Chariot
Daeb Bolt Thrower	3+	Repeater Battery

Changelog

2022 beta 1 hotfix 2

- Strike from the Shadows, reworded

2022 beta 1