

# THE IX AGE

## FANTASY BATTLES



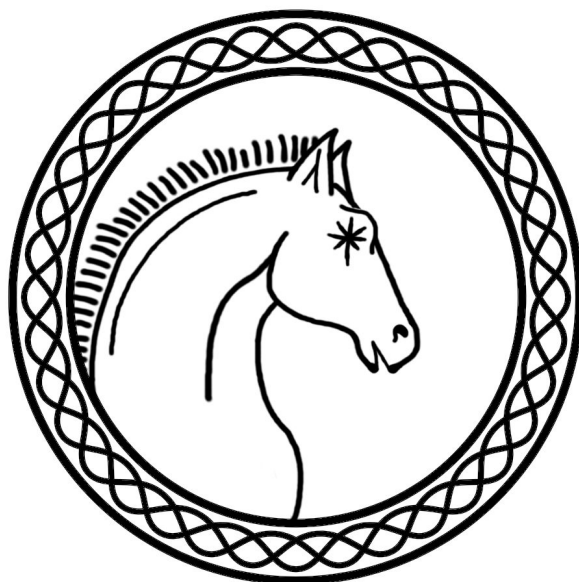
# MAKHAR





# THE IX AGE

## FANTASY BATTLES



## Makhar

Warriors of the Dark Gods Supplement Army Book  
2<sup>nd</sup> Edition, version 2021 – March 18, 2021

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The 9<sup>th</sup> Age: Fantasy Battles is a community-made miniatures wargame. All rules in this book are supplementary to the Core Rules of The 9<sup>th</sup> Age. They are produced by our teams and should be viable for use in any game, but you should seek permission from your opponent or tournament organiser to use, as they significantly increase the complexity of the 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.

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*The Makhar Steppe breeds tough inhabitants. Only through total commitment to our people can we Makhar survive the inhospitable, endless plains and the ravaging creatures therein. Loyalty is expected and demanded of all, weakness cannot be tolerated. Our allies are the beasts of the Steppes; horse, dog, mighty turul, and mammoth, amongst others. Our code is one of war in the face of relentless struggle. From the depths of the mighty Steppe our war hordes strike with elemental force. Our speed and ferocity are legendary. Not for us, the soft and easy life of the settled people to our West. We are the children of the grass, the sky, and the wind, and we bring with us death.*

*My trusted kinsman, Munkács, will show you the might of our army; heed his words and mind yours, you are not among friends here. Whilst I will honour the terms of the negotiations and refrain from spilling your blood, my people may not show you such courtesies. Feast your eyes on our might and report back to your masters. Tell them their demise is at hand should they refuse our demands.*

—Gyula Gesimus' greeting to the Empire's diplomats whilst at camp, three days march east of Volskagrad

# Army Model Rules

## Universal Rules

### Makhar Battle Fever

Units with more than half of their models with Makhar Battle Fever **must** reroll any natural rolls of '1' when rolling for Charge Range. In addition, the model gains **Devastating Charge (Fearless, Hard Target (1))**.

### Parting Shot

As a special Charge Reaction, a unit containing at least one model with this rule may declare a Parting Shot Charge Reaction. All models with Parting Shot in the unit perform a Shoot Charge Reaction. Immediately after this, the unit performs a Flee Charge Reaction. The roll for the Flee Distance of the Parting Shot Charge Reaction is subject to Minimised Roll.

Enemy models shooting at a non-Gigantic unit with majority of models with Parting Shot **always** count as shooting at Long Range.

## Armoury

### Lamellar Barding – Personal Protection

The bearer's model gains +1 Armour, up to a maximum of Armour 4, and –2" March Rate.

### Makhar Lance – Close Combat Weapon

Lance. Attacks made with a Makhar Lance gain **Fight in Extra Rank** and **Two-Handed**.

### Recurve Bow – Shooting Weapon

Bow. Attacks made with a Recurve Bow gain **Quick to Fire**. Furthermore, when shooting from Short Range, they gain +1 to hit and +1 Armour Penetration.

# Hereditary Spell

Casting Value	Range	Type	Duration	Effect
<b>H Breath of the Steppe</b> <span>&lt;6+&gt;</span> <span>&lt;36"&gt;</span> <span>{8+}</span> <span>{18"}</span>				Place a round Tornado Marker with a 3" diameter with its centre on the target point. The Tornado Marker <b>must</b> be placed more than 1" away from any unit. The marker is considered Covering Terrain for units inside and/or behind them that contributes to <span>&lt;Soft&gt;</span> <span>{Hard}</span> Cover. The Tornado Marker is Dangerous Terrain ( <span>&lt;2&gt;</span> <span>{3}</span> ), even for models with Strider.
	Ground		One Turn	

## Special Items

### Weapon Enchantments

**Hawthorne Curse** 70 pts  
*Models without Ambush only.*  
 Enchantment: Hand Weapon.  
 Attacks made with this weapon gain **Devastating Charge (+2 Str, +2 AP)** and become **Magical Attacks**. The weapon can be used as a Shooting Weapon (3+) with the following profile: Range 18", Shots 1, Str 3 [6], AP 10, **Area Attack (1×5)**, **Reload!**, **[Multiple Wounds (D3)]**. This Shooting Attack never suffers negative to-hit modifiers.

**Wildfire Burst** 70 pts  
 Enchantment: Bow.  
 This weapon has Shots 4, Str 4, AP 1 and **always** hits on 3+. Attacks made with this weapon gain **Flaming Attacks** and **Magical Attacks**. A unit that is hit by these attacks loses Soft Cover until the end of the Player Turn (if it had it). If the enemy unit was in Hard Cover, it is now considered to be in Soft Cover until the end of the Player Turn.

### Armour Enchantments

**Mammoth-Hide Cloak** 50 pts  
*Standard Height only.*  
 Enchantment: Suit of Armour.  
 The wearer gains +1 Armour. Attacks against the wearer can **never** have a Strength above 5.

### Banner Enchantments

**Wasteland Torch** 30 pts  
*0–2 per Army.*  
 The bearer's unit gains **Strider (Ruins)**. After determining Deployment Zones (at the end of step 6 of the Pre-Game Sequence), you may choose a single Field or Forest Terrain Feature that becomes Ruins. The bearer's unit gains **Flaming Attacks** in the First Round of Combat.

### Artefacts

**Spirit of the Herd** 70 pts  
 Model parts without Harnessed in the bearer's unit gain **Devastating Charge (Lightning Reflexes)**.

**Turul Radiant Headdress** 50 pts  
*Standard Height only.*  
 The bearer gains **Distracting** and **Terror**.

**Endless Plain** 20 pts  
 After determining Deployment Zones (at the end of step 6 of the Pre-Game Sequence), place a single Field Terrain Feature that **must** be no larger than 10" in length and 6" in width completely outside the opponent's Deployment Zone.

*A swarthy warrior steps forward. His contempt for us is evident from the sneer which he barely attempts to hide. Stopping unpleasantly close to me he leers in the most appalling manner. Cowering behind him is a beaten cur of a man, his garb is reminiscent of that worn in Equitaine, evidently he is a captive of this Munkács. The stench from him is palpable, even from this distance but a glint in his eye indicates that some of the arrogance of his people remains.*

*"Greetings Munkács, warrior of the Great Gyula." I release my practiced charm, but it has little effect.*

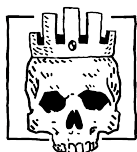
*"Follow me, pampered weaklings of the settled lands. Dung Boy, see to his belongings." Munkács inclines his head towards the wretch and then towards my baggage.*

*"Yes, master, I shall. Right away..."*

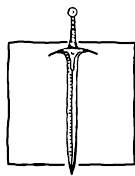
*With that, the contemptuous warrior spins nimbly on his heel, walking purposefully into the depths of the camp. I follow behind him.*

—Account of Marzell von Stirlingen, Imperial diplomat, recounting the words of Munkács and his band in the Imperial account of the war parties reported to be massing beyond the Beacons.

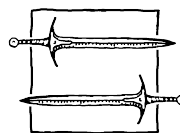
## Army Organisation



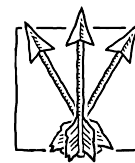
**Characters**  
Max. 35%



**Core**  
Min. 35%



**Special**  
No limit



**Raining Death**  
Max. 40%\*

\*All non-Character units with Bow, Recurve Bow, or Giant Recurve Bow count towards Raining Death.

# Characters (Max. 35%)



## Makhar Gyula

110 pts

single model

Height Standard

Type Infantry

Base 25×25 mm

*Our Gyulas lead by example, gifted leaders, as skilled in war as they are in holding together the fractious elements of our people. This is no easy task and many fall to the usurper's blade or the enemy's spear. Those that master this enigmatic art are elevated almost to the status of gods. When their time on the Steppe is at an end we raise massive earth mounds to house their treasures in this realm and the next. The weak are left in the grass for the wolves.*

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	9	Makhar Battle Fever		
Defensive	HP	Def	Res	Arm		
	3	5	4	0	Heavy Armour	
Offensive	Att	Off	Str	AP	Agi	
Makhar Gyula	3	5	5	1	5	Deeds not Words

### Model Rules

**Deeds not Words:** Attack Attribute.

The model part gains **Battle Focus** and **Hatred** while joined to one or more R&F models with Makhar Battle Fever.

### Options

Battle Standard Bearer	50
Special Items	up to 100
If General	up to 150
Feigned Flight, Light Troops, and Vanguard (Standard Cavalry only) (0-2 Models/Army)	25
One choice only:	
<b>Mare's Shelter</b> (General only)	35
<b>Stallion's Tempest</b> (General only)	35
Shield	5
Throwing Weapons (4+)	5
Recurve Bow (2+) and Parting Shot	10
One choice only:	
Light Lance	5
Makhar Lance	5
Paired Weapons	5
Spear	5
Great Weapon	10

### Mount Options

War Dais	50
Shadow Chaser	65
Black Stallion	85
Great Elk	95
Dark Chariot	120
Chimera	160
Wasteland Behemoth	365

### Optional Model Rules

**Mare's Shelter:** Universal Rule.

The Makhar Gyula gains +1 Attack Value and may take Special Items for an additional 50 pts. The model's Commanding Presence range is increased by 6".

**Stallion's Tempest:** Universal Rule.

The Makhar Gyula gains +1 Attack Value and may take Special Items for an additional 50 pts. Model parts with Makhar Battle Fever and without Harnessed in a unit that contains Stallion's Tempest gain **Battle Focus**.



## Táltos

130 pts

single model

Height Standard  
Type Infantry  
Base 25×25 mm

*There are some amongst us who see that which is beyond most Makhar. They perceive the living, beating heart of the Steppe, feel the pulsing rhythms of the winds, and commune with the spirit of our land. Their way is no easy path, these Táltos; they are as much part of our war horde as the horses or bows. We expect them to fight alongside us, to live and die as we do, in the cauldron of battle. Their skills which bring the power of the Steppe crashing into our enemies has turned many battles in our favour.*

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Makhar Battle Fever, Wizard Apprentice		
Defensive	HP	Def	Res	Arm		
	3	3	3	0	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Táltos	1	2	3	0	3	
— Magic Options —			pts—	— Options —		pts—
One choice only:				Special Items	up to 100	
Wizard Adept			75	If Wizard Master	up to 200	
Wizard Master			225	Vanguard (0–2 Models/Army, Standard Height only)	25	
			— Mount Options —			pts—
Pyromancy	Shamanism	Thaumaturgy	Black Stallion			50
			Dark Chariot			60
			Great Elk			65
			Wasteland Behemoth			340



# Character Mounts



## Dark Chariot

Height **Large**  
Type **Construct**  
Base **50×100 mm**  
0–3 Mounts/Army

Global	Adv	Mar	Dis	Model Rules	
	<b>8"</b>	<b>8"</b>	<b>C</b>	<b>Swiftstride</b>	
Defensive	HP	Def	Res	Arm	
	<b>4</b>	<b>C</b>	<b>5</b>	<b>C+2</b>	
Offensive	Att	Off	Str	AP	Agi
Black Steed (2)	<b>1</b>	<b>3</b>	<b>4</b>	<b>0</b>	<b>3</b>
Chassis			<b>5</b>	<b>2</b>	
Impact Hits (D6+1), Inanimate					



## Chimera

Height **Large**  
Type **Cavalry**  
Base **50×100 mm**  
0–2 Mounts/Army

Global	Adv	Mar	Dis	Model Rules	
	<b>8"</b>	<b>20"</b>	<b>C</b>	<b>Fear, Towering Presence</b>	
Defensive	HP	Def	Res	Arm	
	<b>4</b>	<b>C</b>	<b>5</b>	<b>C</b>	
Offensive	Att	Off	Str	AP	Agi
Chimera	<b>5</b>	<b>4</b>	<b>5</b>	<b>2</b>	<b>4</b>
Harnesses					

Options	pts	Optional Model Rules
<b>Wings</b>	40	<b>Wings:</b> Universal Rule. The model's March Rate is <b>set</b> to 16" and it gains <b>Fly (8", 16")</b> and <b>Light Troops</b> .



## Wasteland Behemoth

Height **Gigantic**  
Type **Beast**  
Base **100×150 mm**  
0–2 Mounts/Army

Global	Adv	Mar	Dis	Model Rules	
	<b>7"</b>	<b>14"</b>	<b>C</b>		
Defensive	HP	Def	Res	Arm	
	<b>7</b>	<b>3</b>	<b>6</b>	<b>4</b>	
Offensive	Att	Off	Str	AP	Agi
Wasteland Behemoth	<b>6</b>	<b>3</b>	<b>6</b>	<b>3</b>	<b>3</b>
Harnesses					

Options	pts	Optional Model Rules
<b>Additional Limbs</b>	35	<b>Additional Limbs:</b> Universal Rule. The model's March Rate is <b>set</b> to 20" and its Armour is <b>set</b> to 3.



## War Dais

Height **Standard**  
Type **Infantry**  
Base **50×50 mm**

Global	Adv	Mar	Dis	Model Rules	
	<b>C</b>	<b>C</b>	<b>C</b>	<b>Tall</b>	
Defensive	HP	Def	Res	Arm	
	<b>4</b>	<b>C</b>	<b>C</b>	<b>C+2</b>	<b>Cannot be Stomped</b>
Offensive	Att	Off	Str	AP	Agi
War Dais	<b>4</b>	<b>5</b>	<b>4</b>	<b>1</b>	<b>4</b> <b>Harnessed</b>



## Black Stallion

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

Global	Adv	Mar	Dis	Model Rules	
	<b>8"</b>	<b>16"</b>	<b>C</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
Black Stallion	<b>1</b>	<b>3</b>	<b>4</b>	<b>0</b>	<b>3</b> <b>Harnessed</b>



## Shadow Chaser

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

Global	Adv	Mar	Dis	Model Rules	
	<b>10"</b>	<b>20"</b>	<b>C</b>	<b>Light Troops, Strider, Vanguard (6")</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
Shadow Chaser	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>4</b> <b>Harnessed</b>

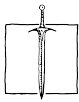


## Great Elk

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

Global	Adv	Mar	Dis	Model Rules	
	<b>8"</b>	<b>16"</b>	<b>C</b>	<b>Strider (Forest)</b>	
Defensive	HP	Def	Res	Arm	
	<b>C</b>	<b>C</b>	<b>5</b>	<b>C+1</b>	
Offensive	Att	Off	Str	AP	Agi
Great Elk	<b>2</b>	<b>4</b>	<b>4</b>	<b>1</b>	<b>4</b> <b>Harnessed</b>

# Core (Min. 35%)



## Steppe Wolfhounds

100 pts + 8 pts/extra model

5–15 models

0–4 Units/Army

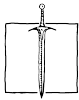
Height Standard

Type Beast

Base 25×50 mm

*The Steppe harbours many fearsome beasts. As children we learn of these terrors—the stories told around the fire create a healthy fear. The young are entrusted to guard the herds, and to aid them we keep dogs. These are no fireside lapdogs familiar to the settled people, but bred over centuries as the fiercest and fastest of their kind.*

Global	Adv	Mar	Dis	Model Rules	
	8"	16"	5	Insignificant, Vanguard	
Defensive	HP	Def	Res	Arm	
	1	3	3	0	
Offensive	Att	Off	Str	AP	Agi
Steppe Wolfhound	1	3	3	0	4



## Makhar Lancers

184 pts + 18 pts/extra model

8–25 models

0–4 Units/Army

Height Standard

Type Cavalry

Base 25×50 mm



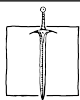
Units with an upgrade marked with [RD] also count towards Raining Death.

*We are the Gyula's shock cavalry. We ride larger horses than most Makhar, Kadzoly warmbloods, specially bred in the lands bordering Vetia. Wielding fearsome double-handed lances, we close with the enemy with terrifying speed, devastating our foes with bone splintering force. Either skewered by lance or smashed lifeless by flailing hooves, the role of the lancers is to decimate arrow-riddled units, sending them fleeing or to their graves.*

—Elac—Makhar Lancer

Global	Adv	Mar	Dis	Model Rules	
	8"	16"	8	Makhar Battle Fever, Scoring	
Defensive	HP	Def	Res	Arm	
	1	4	3	1	Heavy Armour
Offensive	Att	Off	Str	AP	Agi
Makhar Lancer	1	4	4	0	3
Black Steed	1	3	4	0	3
					Harnessed

Options		pts	Command Group Options		pts
Vanguard (0–35 Models/Army)		2/model	Champion		10
Shield		2/model	Musician		10
Lamellar Barding		4/model	Standard Bearer		10
Recurve Bow (4+) [RD] (0–15 Models/Unit)		2/model	Banner Enchantment		no limit
One choice only:					
Great Weapon		free			
Paired Weapons		free			
Light Lance		2/model			
Makhar Lance		3/model			



## Tamyir Vassals

135 pts + 6 pts/extra model

15-40 models 0-80 Models/Army



Height Standard  
Type Infantry  
Base 25×25 mm



Units with an upgrade marked with [RD] also count towards Raining Death.

*We were ready for their horsemen, knew they would be coming. Spent all day digging shallow pits and covering them with mown grass to break their horses' legs. Well, the peasants did, obviously I only supervised. But the horses never came, just hordes of wild Tamyir Vassals on foot. We were overrun in a heartbeat.*

—Baron Luis de Châtray, formerly an Equitan Questing Knight, latterly a dung shoveller

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Makhar Battle Fever, Scoring	
Defensive	HP	Def	Res	Arm	
	1	4	3	0	Light Armour
Offensive	Att	Off	Str	AP	Agi
Tamyir Vassal	1	4	4	0	3
Options			pts-	Command Group Options	
Shield			1/model	Champion	10
Bow (4+) [RD]			2/model	Musician	10
Throwing Weapons (5+)			2/model	Standard Bearer	10
(0-40 Models/Army)				Banner Enchantment	no limit
One choice only:					
Paired Weapons			1/model		
Great Weapon			3/model		
Spear and Shield			3/model		



## Horse Archers

250 pts + 18 pts/extra model

8-20 models

0-3 Units/Army

Height Standard  
Type Cavalry  
Base 25×50 mm

The unit counts both towards Core and Raining Death.

*Our warrior code is a way of life and it extends to our horses, the closest and oldest of our allies. Their loyalty is complete and ancient, our families and their bloodlines intertwine far beyond the telling. We are as one. We live or die, together. All Makhar can ride and are masters of the bow, our survival demands it and no man can match us. We ride before we walk and shoot before we talk. With our bows a Makhar Horse Archer is to be feared, appearing without warning and fading away as fast. The last sound many have heard is the flight of our arrows.*

Global	Adv	Mar	Dis	Model Rules	
	8"	16"	8	Feigned Flight, Light Troops, Makhar Battle Fever, Parting Shot, Vanguard	
Defensive	HP	Def	Res	Arm	
	1	4	3	1	Light Armour
Offensive	Att	Off	Str	AP	Agi
Rider	1	4	4	0	3
Horse	1	3	4	0	3
Command Group Options			pts-	Command Group Options	
Champion			10	Standard Bearer	10
Musician			10	Banner Enchantment	no limit

# Special (No limit)



## Makhar Flayers

175 pts + 20 pts/extra model

5-10 models

0-4 Units/Army

Height Standard

Type Cavalry

Base 25x50 mm



Units with an upgrade marked with [RD] also count towards Raining Death.

*Among the Makhar, some follow a darker path. That of the Flayer. Where the herdsman is content with his horses and sheep, the Flayer seeks more exotic and sometimes dangerous pastoral beasts. Chimeras, turuls, karkadans, and in rare cases humans; the more dangerous the herd, the more prestigious in the eyes of a Flayer. To control these perilous and unpredictable herds, Flayers mount the most spirited creatures: Shadow Chasers.*

Global	Adv	Mar	Dis	Model Rules		
	10"	20"	8	Feigned Flight, Light Troops, Makhar Battle Fever, Strider, Vanguard		
Defensive	HP	Def	Res	Arm		
	1	4	3	1	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Makhar Flayer	1	4	4	0	4	Beast Taker
Shadow Chaser	1	3	3	0	4	Harnessed

### Model Rules

**Beast Taker:** Attack Attribute.

Close Combat Attacks and Shooting Attacks from Short Range made by the model part gain **Lethal Strike (against Beast, Cavalry)**.

### Options

Shield 2/model

Light Lance 2/model

One choice only:

Bow (4+) [RD] 1/model

Throwing Weapons (5+) 2/model

**Skinning Lash** (0-15 Models/Army) 4/model

Recurve Bow (3+) and Parting Shot [RD] 7/model

### Command Group Options

Champion 10

Musician 10

### Optional Model Rules

**Skinning Lash:** Special Attack.

A unit with at least one model with Skinning Lash can make a Sweeping Attack against a single unengaged enemy unit when passing within 1" (it does not need to and cannot move through or over that unit). The enemy unit suffers 1 hit with Strength 4 and Armour Penetration 0 for each model with Skinning Lash in the unit. A unit that loses one or more Health Points due to one or more Skinning Lash Sweeping Attacks suffers -1 Discipline until the end of its next Player Turn.





## Makhar Chariot

150 pts + 130 pts/extra model

1–3 models

0–4 Units/Army

Height Large  
Type Construct  
Base 50×100 mm



Units with an upgrade marked with [RD] also count towards Raining Death.

*You want to know what haunts my nightmares? Thirty years I was a Reiter. Seen, fought, and killed most anything that walks, flies, or crawls. I've fought plenty of cavalry and infantry, easy kills for the repeaters, but that chariot was the worst I faced... I'll never forget it. Four warriors to deal with, two of them riding the horses... caused us a lot of problems. Either too many bows, or too many of those damned heavy lances. Lost good men that day, Ullor bless them. Now, hand me that bottle.*

—Sgt JG Holtz, former Reiter, now guide to the Makhar

Global	Adv	Mar	Dis	Model Rules	
	8"	12"	8	Light Troops, Makhar Battle Fever, Parting Shot, Swift-stride	
Defensive	HP	Def	Res	Arm	
	4	4	4	1	Light Armour, Shield
Offensive	Att	Off	Str	AP	Agi
Crew and Rider (4)	1	4	4	0	3
Horse (2)	1	3	4	0	3
Chassis			4	1	Impact Hits (D6), Inanimate
Options				pts-	Command Group Options
Vanguard (6")				30	Musician
Must choose (one choice only):					
Heavy Armour and Makhar Lance				free	
Recurve Bow (3+) and Light Lance [RD]				free	
					pts-



## Warrior Knights

255 pts + 40 pts/extra model

5–7 models



0–2 Units/Army

Height Standard  
Type Cavalry  
Base 25×50 mm

*Makhar who have sworn themselves to the Dark Gods often return to their homes on the Steppe to fulfill their path for reasons that are unclear to even the Táltos. Nonetheless, we welcome them, as their prowess in battle is undoubted.*

Global	Adv	Mar	Dis	Model Rules	
	8"	14"	8	Fearless, Path of the Favoured, Scoring	
Defensive	HP	Def	Res	Arm	
	1	5	4	2	Hell-Forged Armour, Shield
Offensive	Att	Off	Str	AP	Agi
Warrior Knight	2	5	4	1	4
Black Steed	1	3	4	0	3
Options		pts		Command Group Options	
One choice only:				pts	
Great Weapon		1/model		Champion	
Lance		7/model		Musician	
				Standard Bearer	
				Banner Enchantment	
				no limit	
Model Rules					

**Hell-Forged Armour:** Armour Equipment.

Follows the rules for Plate Armour (can be enchanted as if it was Plate Armour). The wearer's model gains **Aegis (5+, against Toxic Attacks)**.

**Path of the Favoured:** Universal Rule.

Units with more than half of their models with Path of the Favoured **must** reroll failed Break Tests. In addition, model parts with Path of the Favoured upgraded to a Champion additionally gain +1 Health Point to a maximum of 3, and their Discipline is **set** to 9.



## Turul

230 pts

single model

0–3 Units/Army

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

*I am struggling to get the turul eggs you requested, Master. These creatures are smarter than eagles. When the mother goes off to hunt and I see her wings disappear over the horizon, I begin my descent. Every time I am within metres of her nest my spotter shouts down to me and I must abort the climb. It's as though the damned turul can see me from miles away! These beasts are fearsome, truly. With the hindquarters of a mountain lion and the claws, head, and wings of a giant hawk I dare not get close to the nest when she is within sight. I would be ripped to shreds. Another method must be found.*

—Taken from a letter found in the Gyula's Pavilion

Global	Adv	Mar	Dis	Model Rules	
Ground	<b>8"</b>	<b>16"</b>	<b>8</b>	Fear, Fly (8", 16"), Light Troops, Towering Presence	
Fly	<b>8"</b>	<b>16"</b>			
Defensive	HP	Def	Res	Arm	
	<b>4</b>	<b>3</b>	<b>5</b>	<b>3</b>	
Offensive	Att	Off	Str	AP	Agi
Turul	<b>5</b>	<b>4</b>	<b>5</b>	<b>2</b>	<b>4</b>

— Options — pts —

**Territorial Hunter**

25

— Optional Model Rules —

**Territorial Hunter:** Universal Rule.

The model gains **Ambush**. In addition, when declaring if the model will Ambush (during step 8 of the Pre-Game Sequence), you may declare that the model Ambushes from an Impassable Terrain Feature instead of the Board Edge. If so, follow the rules for Ambush but replace all instances of “Board Edge” in the rules for Ambush with “edge of any Impassable Terrain”.



# Karkadan Herd

130 pts + 55 pts/extra model

3–12 models

0–3 Units/Army

Height Large  
Type Beast  
Base 50×50 mm

Our guide continues to find our ignorance amusing. Many months after we left Volskagrad, we camped the night in a rocky river basin next to a watering hole fed by a small stream. Upon awakening with the morning sun I went to stretch my legs and loose my bladder. Much to my surprise, I was confronted across the watering hole by a furry beast with a gigantic nose-horn slurping greedily. In my excitement at being the first man of Zilas to experience the majesty of a unicorn, I awoke the camp with my screams of delight. Once roused, our guide promptly dismissed my discovery and informed me of the beast's true nature. As if in agreement, the karkadan turned and released its bowels in my direction, kicking its back legs to spread its steaming faeces. With a grunt it promptly rumbled off into the tundra to join its herd.

—Excerpt from the diary and travels of Columbo Vinaroni. Embassy of Zilas to the Great Khan—found in the Gyula's Pavilion

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	6	Fearless, Follow The Herd, Frenzy, Insignificant, Terror		
Defensive	HP	Def	Res	Arm		
	3	2	4	1		
Offensive	Att	Off	Str	AP	Agi	
Karkadan	2	3	5	2	2	Impact Hits (D3), Stampede

## Model Rules

### Follow The Herd: Universal Rule.

The unit can never benefits from Commanding Presence or Rally Around the Flag. The unit gains +1 Discipline for each Full Rank.

### Stampede: Attack Attribute.

If the model's unit has at least one Full Rank, the model's Impact Hits cause an additional D3 hits for each model in the same file behind it (normally 2D3/3D3/etc. instead of D3).

## Options

### Karkadan Bulls (0–9 Models/Unit)

3/model

## Optional Model Rules

### Karkadan Bulls: Universal Rule.

The model's base size is changed to 50×75 mm and its Discipline is **set** to 7.



## Nomadic Giant

260 pts

single model

0–3 Units/Army

Height Gigantic  
Type Infantry  
Base 50×75 mm



Units with an upgrade marked with [RD] also count towards Raining Death.

*Some Steppe people foster relations with the wandering giants of the grasslands. Although their lumbering gait is dissimilar to our highly mobile warriors, they can be brutal in battle and in simple imitation of our archers some sport mighty bows that launch gigantic arrows of death to smash apart our foes. A fine sight indeed.*

Global	Adv	Mar	Dis	Model Rules	
	7"	14"	8	Giant See, Giant Do	
Defensive	HP	Def	Res	Arm	
	7	3	5	1	
Offensive	Att	Off	Str	AP	Agi
Nomadic Giant	5	3	5	2	3

### Model Rules

**Giant See, Giant Do:** Universal Rule.

The model gains **Makhar Battle Fever**.

**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.

### Options

**Big Brother**

One choice only:

**Giant Club**

**Giant Recurve Bow** (4+) [RD]

(0–2 Models/Army)

**Tribal Warspear**

pts

35

30

35

40

### Optional Model Rules

**Big Brother:** Universal Rule.

The model's Health Points are **set** to 8, and its base size is changed to 75×100 mm. The roll for the number of hits from its Stomp Attacks is subject to Maximised Roll.

**Giant Club:** Close Combat Weapon.

Attacks made with this weapon gain +1 Strength and +1 Armour Penetration.

**Giant Recurve Bow:** Artillery Weapon.

Range 48", Shots 1, Str 3 [6], AP 10, **Area Attack (1×5)**, **[Multiple Wounds (D3)]**, **Quick to Fire**.

**Tribal Warspear:** Close Combat Weapon.

Attacks with a Tribal Warspear gain +1 Strength and **Multiple Wounds (D3, against Towering Presence)**.

Charging enemy units in base contact with the wielder suffer –1 Agility. The wielder gains **Not a Leader** and

**War Platform** with the following exception: it can only join units that include at least one Tamyir Vassals model.



# Raining Death (Max. 40%)



**Steppe Mammoth**  
410 pts

single model      0–1 Units/Army

Height Gigantic  
Type Beast  
Base 100×150 mm

Entering the valley from over a high pass, the green sea of grass spread out before us like verdant silk slung carelessly across a floor. The deep blue of the morning sky met the boundless green of the steppe. The only thing disturbing the idyllic folds of the grasslands appeared to be large boulders clumped together haphazardly. On closer inspection these boulders seemed to possess a heavy fur coat. When I remarked this to our guide he almost fell off his horse with laughter. He informed us that these boulders were in fact humongous beasts and quite approachable when grazing. However, if roused to anger, these “mamuts”, he divulged, are unstoppable behemoths of rage. They are herded and ridden in the same way as horses and their milk is fermented as a highly prized delicacy along the Makhar tribes—kumis, powerful liquor.

—Excerpt from the diary and travels of Columbo Vinaroni. Embassy of Zilas to the Great Khan—found in the Gyula’s Pavillion

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	8	Makhar Battle Fever, Parting Shot		
Defensive	HP	Def	Res	Arm		
	6	3	6	3		
Offensive	Att	Off	Str	AP	Agi	
Crew (6)	1	4	4	0	3	Makhar Lance, Recurve Bow (3+)
Mammoth	4	3	6	3	2	Harnessed, Impact Hits (D3)

Options	pts-	Optional Model Rules
Mammoth <b>must</b> take (one choice only):		<b>Fist of the Makhar:</b> Artillery Weapon.
<b>Fist of the Makhar (4+)</b>	free	Catapult (4×4), Range 12–48", Shots 1, Str 3 [7],
Rally Around the Flag	80	AP 0 [4], <b>[Multiple Wounds (D3)]</b> , <b>Quick to Fire</b> .

Dung Boy I may be now, but not always. I used to be a warrior, a Questing Knight no less. Thirty years I served The Lady at war. I've fought them all and journeyed far and wide to do so, smashing through their lines with our lances. None could stand before us. But these Makhar, the only defeat I ever knew. We were on campaign in Northern Taphria when we met the Steppe Horsemen. Our scouts brought tales of their skill in battle and so we took appropriate countermeasures. But their horses never came, just hordes of Tamyir Vassals on foot. Apparently the Makhar scouts had gotten closer than we thought and our ruse was diffused. Their screaming infantry quite spooked the levies and no matter how hard I beat them they ran. Our lines were overrun in a trice. The Duke rallied the Knights and charged, but their warriors just melted away before our lances and as our mounts tired we were hit by all manner of Makhar monstrosities. Heavy cavalry wielding those horrific double handed lances, chariots swarming with Makhar, giants carrying bolt throwers and all the time arrows raining down from the sky like death. Then the mammoths joined the fray and I was, err, knocked unconscious. I came to as a prisoner and the only survivor. It's not much of a life shovelling dung, but it's still a life eh?

I say, you don't have any wine do you?

—Account of Marzell von Stirlingen of his meeting with Baron Luis de Châtray

# Quick Reference Sheet

## Characters

<b>Makhar Gyula</b>	Adv	4"	Mar	8"	Dis	9											Makhar Battle Fever
Standard, Infantry	HP	3	Def	5	Res	4	Arm	0									Heavy Armour
Makhar Gyula	Att	3	Off	5	Str	5	AP	1	Agi	5							<b>Deeds not Words</b>
<b>Táltos</b>	Adv	4"	Mar	8"	Dis	7											Makhar Battle Fever, Wizard Apprentice
Standard, Infantry	HP	3	Def	3	Res	3	Arm	0									Light Armour
Táltos	Att	1	Off	2	Str	3	AP	0	Agi	3							

## Character Mounts

<b>Dark Chariot</b>	Adv	8"	Mar	8"	Dis	C											Swiftstride
Large, Construct	HP	4	Def	C	Res	5	Arm	C+2									
Black Steed (2)	Att	1	Off	3	Str	4	AP	0	Agi	3							Harnessed
Chassis					Str	5	AP	2	Agi								Impact Hits (D6+1), Inanimate
<b>Chimera</b>	Adv	8"	Mar	20"	Dis	C											Fear, Towering Presence
Large, Cavalry	HP	4	Def	C	Res	5	Arm	C									
Chimera	Att	5	Off	4	Str	5	AP	2	Agi	4							Harnessed
<b>Wasteland Behemoth</b>	Adv	7"	Mar	14"	Dis	C											
Gigantic, Beast	HP	7	Def	3	Res	6	Arm	4									
Wasteland Behemoth	Att	6	Off	3	Str	6	AP	3	Agi	3							Harnessed
<b>War Dais</b>	Adv	C	Mar	C	Dis	C											Tall
Standard, Infantry	HP	4	Def	C	Res	C	Arm	C+2									Cannot be Stomped
War Dais	Att	4	Off	5	Str	4	AP	1	Agi	4							Harnessed
<b>Black Stallion</b>	Adv	8"	Mar	16"	Dis	C											
Standard, Cavalry	HP	C	Def	C	Res	C	Arm	C+2									
Black Stallion	Att	1	Off	3	Str	4	AP	0	Agi	3							Harnessed
<b>Shadow Chaser</b>	Adv	10"	Mar	20"	Dis	C											Light Troops, Strider, Vanguard (6")
Standard, Cavalry	HP	C	Def	C	Res	C	Arm	C+1									
Shadow Chaser	Att	1	Off	3	Str	3	AP	0	Agi	4							Harnessed
<b>Great Elk</b>	Adv	8"	Mar	16"	Dis	C											Strider (Forest)
Standard, Cavalry	HP	C	Def	C	Res	5	Arm	C+1									
Great Elk	Att	2	Off	4	Str	4	AP	1	Agi	4							Harnessed

## Core

<b>Steppe Wolfhounds</b>	Adv	8"	Mar	16"	Dis	5											Insignificant, Vanguard
Standard, Beast	HP	1	Def	3	Res	3	Arm	0									
Steppe Wolfhound	Att	1	Off	3	Str	3	AP	0	Agi	4							
<b>Makhar Lancers</b>	Adv	8"	Mar	16"	Dis	8											Makhar Battle Fever, Scoring
Standard, Cavalry	HP	1	Def	4	Res	3	Arm	1									Heavy Armour
Makhar Lancer	Att	1	Off	4	Str	4	AP	0	Agi	3							
Black Steed	Att	1	Off	3	Str	4	AP	0	Agi	3							Harnessed
<b>Tamyir Vassals</b>	Adv	4"	Mar	8"	Dis	7											Makhar Battle Fever, Scoring
Standard, Infantry	HP	1	Def	4	Res	3	Arm	0									Light Armour
Tamyir Vassal	Att	1	Off	4	Str	4	AP	0	Agi	3							
<b>Horse Archers</b>	Adv	8"	Mar	16"	Dis	8											Feigned Flight, Light Troops, Makhar Battle Fever, Parting Shot, Vanguard
Standard, Cavalry	HP	1	Def	4	Res	3	Arm	1									Light Armour
Rider	Att	1	Off	4	Str	4	AP	0	Agi	3							Light Lance, Recurve Bow (3+)
Horse	Att	1	Off	3	Str	4	AP	0	Agi	3							Harnessed

## Special

<b>Makhar Flyers</b>	Adv	10"	Mar	20"	Dis	8											Feigned Flight, Light Troops, Makhar Battle Fever, Strider, Vanguard
Standard, Cavalry	HP	1	Def	4	Res	3	Arm	1									Light Armour
Makhar Flyer	Att	1	Off	4	Str	4	AP	0	Agi	4							<b>Beast Taker</b>
Shadow Chaser	Att	1	Off	3	Str	3	AP	0	Agi	4							Harnessed

<b>Makhar Chariot</b>	Adv	8"	Mar	12"	Dis	8												Light Troops, Makhar Battle Fever, Parting Shot, Swiftstride
Large, Construct	HP	4	Def	4	Res	4	Arm	1										Light Armour, Shield
Crew and Rider (4)	Att	1	Off	4	Str	4	AP	0	Agi	3								
Horse (2)	Att	1	Off	3	Str	4	AP	0	Agi	3								Harnessed
Chassis					Str	4	AP	1	Agi									Impact Hits (D6), Inanimate
<b>Warrior Knights</b>	Adv	8"	Mar	14"	Dis	8												Fearless, <b>Path of the Favoured</b> , Scoring
Standard, Cavalry	HP	1	Def	5	Res	4	Arm	2										<b>Hell-Forged Armour</b> , Shield
Warrior Knight	Att	2	Off	5	Str	4	AP	1	Agi	4								
Black Steed	Att	1	Off	3	Str	4	AP	0	Agi	3								Harnessed
<b>Turul</b>	Adv	8"	Mar	16"	Dis	8												Fear, Fly (8", 16"), Light Troops, Towering Presence
Large, Beast	HP	4	Def	3	Res	5	Arm	3										
Turul	Att	5	Off	4	Str	5	AP	2	Agi	4								
<b>Karkadan Herd</b>	Adv	7"	Mar	14"	Dis	6												Fearless, <b>Follow The Herd</b> , Frenzy, Insignificant, Terror
Large, Beast	HP	3	Def	2	Res	4	Arm	1										
Karkadan	Att	2	Off	3	Str	5	AP	2	Agi	2								Impact Hits (D3), <b>Stampede</b>
<b>Nomadic Giant</b>	Adv	7"	Mar	14"	Dis	8												<b>Giant See, Giant Do</b>
Gigantic, Infantry	HP	7	Def	3	Res	5	Arm	1										
Nomadic Giant	Att	5	Off	3	Str	5	AP	2	Agi	3								<b>Rage</b>

## Raining Death

<b>Steppe Mammoth</b>	Adv	7"	Mar	14"	Dis	8												Makhar Battle Fever, Parting Shot
Gigantic, Beast	HP	6	Def	3	Res	6	Arm	3										
Crew (6)	Att	1	Off	4	Str	4	AP	0	Agi	3								Makhar Lance, Recurve Bow (3+)
Mammoth	Att	4	Off	3	Str	6	AP	3	Agi	2								Harnessed, Impact Hits (D3)

## Shooting Weapons

Name	Artillery	Range	Str	AP	Shots	Rules
Recurve Bow	-	24"	3	0/1	1	Quick to Fire, Volley Fire +1 to hit and +1 AP from Short Range
Hawthorne Curse	-	18"	3 [6]	10	1	Area Attack (1×5) [Multiple Wounds (D3)] Reload! No negative to-hit modifiers
Wildfire Burst (Bow)	-	24"	4	1	4	Flaming Attacks Magical Attacks Remove Soft Cover Always hits on 3+
Giant Recurve Bow		48"	3 [6]	10	1	Area Attack (1×5) [Multiple Wounds (D3)] Quick to Fire
Fist of the Makhar	Catapult (4×4)	12–48"	3 [7]	0 [4]	1	[Multiple Wounds (D3)] Quick to Fire

## Aim Table

Name	Aim	Shooting Model
Hawthorne Curse	3+	Characters
Wildfire Burst (Bow)	3+	Characters
Recurve Bow	2+	Makhar Gyula
	3+	Horse Archer, Makhar Flayer, Makhar Chariot
	4+	Makhar Lancer
Bow	4+	Tamyir Vassal, Makhar Flayer
Throwing Weapons	4+	Makhar Gyula
	5+	Tamyir Vassal, Makhar Flayer
Giant Recurve Bow	4+	Nomadic Giant
Fist of the Makhar	4+	Steppe Mammoth