

# Fantasy Battles

## The 9<sup>th</sup> Age

# Dread Elves

Army Rules

Version 0.99.0 Beta - 8 March 2016



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Fantasy Battles: The 9th Age is a community-made miniatures wargame.  
All relevant rules, as well as feedback and suggestions, can be found/given here:

<http://www.the-ninth-age.com/>

Rules changes between versions are colour coded in green. See change log at end of document.

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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 Channelling attempts for Power Dice.

## 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 Monster with this special rule gains +1 Weapon Skill, Initiative and Leadership.

## Fleet Commander

Models with this special rule have Innate Defence (5+), but may not take any mount. ~~When a model with this special rule joins a unit of Corsairs, Dread Legionnaires or Repeater Auxiliaries, the model and all Rank-and-File models in the unit gain Swiftstride, and~~ Enemy units that break from a combat with this model 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 have the Vanguard special rule. ~~Fleet Commander characters joined to such units also gain the Vanguard rule.~~

## Beast Master

~~Friendly units of Cavalry, Monstrous Cavalry, Monsters, and War Beasts within 12" of a model with this special rule may roll 3D6 for Leadership tests and discard the highest dice.~~ Friendly units of mounted models, Monsters and War Beasts within 12" roll 3D6 for Frenzy and Stupidity tests and discard the highest dice.

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

# Armoury

## Petrifying Stare:

Shooting Weapon. Range 12", Strength 4, Multiple Shots (2), Armour Piercing (6). When rolling To Wound, substitute Toughness for Initiative.

## Repeater Crossbow:

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

# Cults



## Cult of Nabh

Model parts with the Cult of Nabh gain Hatred, but cannot benefit from Killer Instinct.



## Cult of Yema

Models with the Cult of Yema gain +1 Movement and Strider, but cannot benefit from Killer Instinct.

## 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 model parts taken from Core with Killer Instinct 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** (40 pts)

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

## Magical Armour

**Crimson Mail** (20 pts) - Infantry only

Type: Heavy Armour. For each unsaved wound inflicted by the wearer during Close Combat, the wearer gains +1 Armour Save (up to a maximum of 1+) for the remainder of the game.

## Talismans

**Amulet of Spite** (35 pts)

*The bearer gains Magic Resistance (2).* If an enemy Wizard within 12" successfully casts a spell in which two or more Power Dice rolled an unmodified '1', the caster suffers a Miscast. A single casting roll cannot result in more than one Miscast.

**Midnight Cloak** (50 pts)

The wearer gains Ward Save (3+), which can only be used against Ranged Attacks. The wearer gains Lethal Strike and Multiple Wounds (D3) in the first Combat Round *after it charged into Close Combat.*

## Enchanted Items

**Ring of Shadows** (35 pts)

The bearer's unit counts as being in Soft Cover. If it is already in Soft Cover, it gains Hard Cover instead. Close Combat Attacks made against the bearer's unit are made at -1 Weapon Skill.

## Arcane Items

**Dagger of Moraec** (35 / 25 pts)

At the start of the Magic Phase the bearer may inflict D3 wounds on its own unit, with no saves of any kind allowed. If the bearer does so, *spells cast by the bearer during that Magic Phase have their Casting Value reduced by the number of wounds caused this way.*

**Wandering Familiar** (25 pts)

At the start of every friendly Magic Phase the player 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. When casting *non-bound* spells, the owner of the Familiar may choose to use the position of its Familiar when drawing Line of Sight (*small height*), measuring Range and determining front arc. At the end of the Phase the Familiar is removed.

## Magical Standards

**Banner of Gar Daecos** (55 pts)- Fleet Commander only  
Corsairs and Dread Legionnaires in units within 6" *have +1 to wound* in Close Combat.

**Banner of Blood of Nabh** (35 pts)

Any model parts with Killer Instinct inside a unit which carries this standard may reroll failed to-wound rolls of '1' or '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
<i>Armour:</i>										<i>Options:</i>
Light Armour										May take Magical Items
										May become (one choice only):
<i>Elven Special Rules:</i>										<i>Cult of Nabh</i>
Killer Instinct, Lightning Reflexes										<i>Cult of Yema</i>
										Beast Master
										Fleet Commander
										- may take Vanguard
										May take any of the following
										Heavy Armour
										Shield
										May take a Shooting Weapon (one choice only):
										Repeater Crossbow
										Throwing Weapon
										May take a Close Combat Weapon (one choice only):
										Great Weapon
										Halberd
										Paired Weapons
										Lance
										May take a mount:
										Elven Horse
										Raptor
										Raptor Chariot
										Pegasus
										Manticore
										<del>Hunting Chariot</del>
										Dragon



## 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
<hr/>										
<i>Elven Special Rules:</i>										<i>pts</i>
Killer Instinct, Lightning Reflexes	May become a Level 4 Wizard Master									30
	May join the Cult of Yema									20
<i>Special Rules:</i>	May take Magical Items									up to 100
Master of the Dark Arts	May take a mount (one choice only):									
	Elven Horse									20
	Raptor									25
	Pegasus									50
	Manticore									100
	Dragon									300

**Level 3 Wizard Master.** Generates spells from any of the Battle Magic Paths or from the Path of Black Magic. If the Cult of Yema upgrade is chosen, only spells from the Path of Lust, Shadow, Death or the Path of Black Magic may be generated.

## Cult High Priest 160 pts

# 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>
Light Armour										pts
										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 Vanguard
										20
										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
										Throwing Weapon
										4
										May take a mount:
										Elven Horse
										15
										Raptor
										25
										Pegasus
										55
										Hunting Chariot
										150
										Raptor Chariot
										65
										Manticore
										150



## Cult Priest 95 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:*

~~Killer Instinct~~, 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	pts 25
May take Magical Items	up to 50
May take any of the following:	
Light Armour	4
Executioner's Blade	15
(see Executioner special unit)	
May take a mount (one choice only):	
Manticore	150
Divine Altar of Nabh	200

### Cult of Yema

*Special Rules:*

Aura of Despair

*Options:*

May become the Battle Standard Bearer	pts 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	200



## Oracle 70 pts

single model

	M	WS	BS	S	T	W	I	A	Ld
Oracle	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 the Cult of Yema upgrade is chosen, only spells from the Path of Lust, Shadow, Death or the Path of Black Magic may be generated.

*Options:*

May take Magical Items	pts up to 50
May become a Level 2 Wizard Apprentice	25
May join the Cult of Yema	10
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	
Assassin	6	7	7	4	3	2	9	3	9	Infantry 20x20mm base

### Elven Special Rules:

Killer Instinct, Lightning Reflexes

### 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

20

6

see below

### Special Rules:

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

May become one of the following:

### Path of Bloody Murder (free)

#### Options:

May take **Distracting** 25

May take **Ward Save (4+)\*** 25

**\*Can only be used against Close Combat Attacks**

pts

### Path of Silent Death (20 pts)

#### Weapon

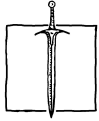
#### Assassin Throwing Weapon:

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. At the start of every Player Turn, declare a single Poison to be used by the Assassin during this Player Turn. Poisons may only be combined with mundane weapons and are applied in both Ranged and Close Combat.

Poison	Effect
<b>Nightshade</b> (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.
<b>Wolfsbane</b> (20 pts)	Attacks made with this Poison gain Lethal Strike and may reroll failed to-wound rolls.
<b>Bloodroot</b> (20 pts)	Attacks made with this Poison gain +1 to wound and Multiple Wounds (2, <b>Characters</b> , <b>Ridden Monsters</b> , <b>Monstrous Beasts</b> , <b>Monstrous Cavalry</b> , <b>Chariots</b> , <b>Monster</b> ).

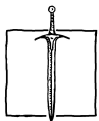
# CORE



## Dread Legionnaires 95 pts

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

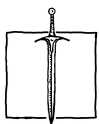
	M	WS	BS	S	T	W	I	A	Ld	
	5	4	4	3	3	1	5	1	8	Infantry 20x20mm base
<i>Armour:</i>										<i>Options:</i>
Light Armour, Shield										May take a Spear
										May take Heavy Armour
										May upgrade one model to each of the following:
										Champion
										Musician
										Standard Bearer
										- 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
<i>Weapons:</i>										<i>Options:</i>
Repeater Crossbow										May take a Shield
										May upgrade one model to each of the following:
										Champion
										Musician
										Standard Bearer
										- may become the Veteran Standard Bearer

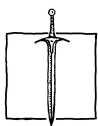


## Corsairs 80 pts

10 models, may add up to 30 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
<i>Armour:</i>										<i>Options:</i>
Light Armour, Innate Defence (5+)										May take Paired Weapons
										May take Throwing Weapons
										May upgrade one model to each of the following:
										Champion
										Musician
										Standard Bearer
										- may become the Veteran Standard Bearer

For each Character model with the **Fleet Commander** upgrade:  
One unit of Corsairs may gain Vanguard 1 / model

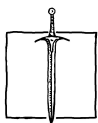


## Dark Raiders 85 pts

5 models, may add up to 10 models 16 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:	Options:	pts
Light Lance	May take a Repeater Crossbow	3 / model
	May take a Shield	3 / model
Armour:	May upgrade one model to each of the following:	
Mount's Protection (6+), Light Armour	Champion	10
	Musician	10
Elven Special Rules:	Standard Bearer	10
Killer Instinct (Rider only), Lightning Reflexes (Rider only)		
Special Rules:		
Fast Cavalry		

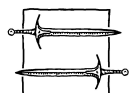


## Blades of Nabh 130 pts

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:						Options:				pts
Cult of Nabh						May upgrade one model to each of the following:				
						Champion				10
Weapons:						Musician				10
Paired Weapons						Standard Bearer				10
						- may become the Veteran Standard Bearer				
Elven Special Rules:										
<del>Killer Instinct</del> , Lightning Reflexes										
Special Rules:										
Devastating Charge, Poisoned Attacks, Frenzy										

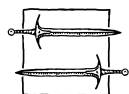
## SPECIAL



### Dancers of Yema 110 pts

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

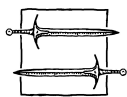
	M	WS	BS	S	T	W	I	A	Ld	
	5	5	4	3	3	1	5	1	8	Infantry 20x20mm base
<i>Alignment:</i>						<i>Options:</i>				<i>pts</i>
<b>Cult of Yema</b>						May Skirmish (max 15 models, One of a Kind)				2 / model
						May upgrade one model to each of the following:				
<i>Armour:</i>						Champion				10
Light Armour, Shield						Musician				10
						Standard Bearer				10
<i>Elven Special Rules:</i>						- may take a Magical Standard				up to 50
<del>Killer Instinct</del> , Lightning Reflexes										
<i>Special Rules:</i>										
Ward Save (4+) (only in Close Combat)										
<i>Weapons:</i>										
<b>Gladiator Weapons:</b>										
Close Combat Weapon. The bearer has the Weapon Master special rule. This weapon may be used as Hand Weapon & Shield, Flail, Paired Weapons, <b>Spear &amp; Shield</b> , Great Weapon or Halberd.										



### Executioners 135 pts

10 models, may add up to 20 models 16 pts/model

	M	WS	BS	S	T	W	I	A	Ld	
	5	5	4	4	3	1	5	1	8	Infantry 20x20mm base
Alignment:							Options:			pts
Cult of Nabh							May upgrade one model to each of the following:			
							Champion			10
Armour:							Musician			10
Heavy Armour							Standard Bearer			10
							- may take a Magical Standard			up to 50
Elven Special Rules:										
Killer Instinct, Lightning Reflexes										
Weapons:										
Executioner's Blade:										
Great Weapon. Lethal Strike and Multiple Wounds (2, Infantry, Monstrous Beast, Cavalry).										

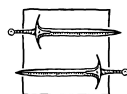


## Tower Guard 110 pts

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
<i>Weapons:</i>										<i>Options:</i>
Halberd										pts
										May upgrade one model to each of the following:
										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
<i>Armour:</i>										
Heavy Armour										
<i>Elven Special Rules:</i>										
Killer Instinct, Lightning Reflexes										
<i>Special Rules:</i>										
Immune to Psychology, Bodyguard,										
Armour Piercing (1)										

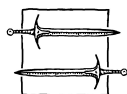
**Dread Guardians:** Models with this rule gain +1 Weapon Skill and Fight In Extra Rank.



## Raven Cloaks 80 pts

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

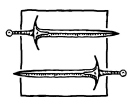
	M	WS	BS	S	T	W	I	A	Ld	
	5	5	5	3	3	1	5	1	8	Infantry 20x20mm base
<i>Weapons:</i>										<i>Options:</i>
Repeater Crossbow										pts
										May take Light Armour 1 / model
										May take one of the following:
										Great Weapon 2 / model
										Paired Weapons 1 / model
										May take Poisoned Attacks (Close Combat only) 1 / model
										May upgrade one model to a Champion 10
<i>Elven Special Rules:</i>										
Killer Instinct, Lightning Reflexes										
<i>Special Rules:</i>										
Scout, Skirmishers										



## Harpies 70 pts

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

	M	WS	BS	S	T	W	I	A	Ld	
	5	3	-	3	3	1	5	2	6	Infantry 20x20mm base
<i>Special Rules:</i>										
Insignificant, Skirmishers, Fly (10)										



## Dread Knights 130 pts

5 models, may add up to 10 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

### 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

### Armour:

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

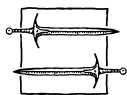
### Elven Special Rules:

Killer Instinct (Knight only),

Lightning Reflexes (Knight only)

### Special Rules:

Stupidity



## 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

### Armour:

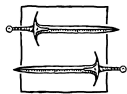
Mount's Protection (5+), Heavy Armour

### Elven Special Rules:

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

### Special Rules:

Impact Hits (+1), Stupidity



## Hunting Chariot

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

### Armour:

Mount's Protection (5+), Light Armour

### Elven Special Rules:

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

### Special Rules:

Impact Hits (+1)

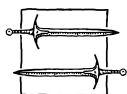
Must take one of the following:

### Giant Bow (100 pts)

**Bolt Thrower Artillery Weapon** with Range 24", Strength 5, Armour Piercing (6), **Quick to Fire** and Multiple Wounds (D3).

### Harpoon Launcher (120 pts)

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



## Dread Reaper 60 pts

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

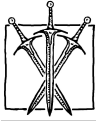
pts

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).

## RARE



### 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

#### 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

~~May take Poison Dart~~

pts

1 / model

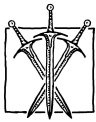
60

~~1 / model~~

#### Magic:

**Wizard Conclave** (Curse of Mortality, Bolt of Darkness)

If the unit is upgraded to Chosen of Yema, Wizard Conclave instead gives (Crippling Agony, Wicked Lash)



### Medusas 120 pts

2 models, may add up to 3 models 60 pts/model

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

#### Alignment:

Cult of Yema

#### Options:

May upgrade one model to a Champion

pts

15

#### Weapon:

Petrifying Stare

#### Elven Special Rules:

~~Killer Instinct~~

#### Special Rules:

Distracting, Swiftstride, ~~Skirmisher~~ Light Troops,

Aura of Despair, Fear





## Kraken 180 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:

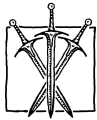
May become Alpha Predator

pts

25

### 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

25

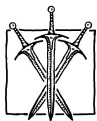
May take Breath Weapon

### Special Rules:

Regeneration (4+)

(Strength 4, Flaming Attacks)

30



## Divine Altar 200 pts

single model

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

### Armour:

Mount's Protection (6+), Light Armour

### Elven Special Rules:

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

### Special Rules:

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

### Divine Blessings:

At the beginning of each Game Turn, choose a single friendly unit within 12" of this Divine Altar. ~~This range is increased to 12" if it is mounted by a Cult High Priest.~~ Only units with the same Cult or lacking any Cult Alignment may be chosen as targets. ~~Monsters cannot be chosen.~~ The unit gains one of the following ~~for the rest of the Game Turn.~~ A single unit cannot be affected by more than one Divine Blessing at any time.

- The unit gains Ward Save (5+).
- The unit gains +1 Attack. ~~Mounts are not affected.~~
- The unit has +1 Leadership.

~~Alternatively, Divine Blessings can target an enemy unit within 12". In that case, the unit has -1 Leadership for the rest of the Game Turn.~~

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

#### Altar of Nabh

##### Weapons:

Paired Weapons (Disciples of Nabh)

##### Special Rules:

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

#### Altar of Yema

##### Weapons:

Lance (Disciples of Yema only), Petrifying Stare (Medusa only)

##### Special Rules:

Aura of Despair

# MOUNTS

The Mounts section is for Character mounts. Non-character mounts follow the rules given under their respective entries.



## Elven Horse

M	WS	BS	S	T	W	I	A	Ld	
9	3	-	3	3	1	4	1	3	War Beast 25x50mm base

### Armour:

Mount's Protection (6+)

### Options:

May take Mount's Protection (5+)

May take **Light Troops\***

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

pts

10

25



## Raptor

M	WS	BS	S	T	W	I	A	Ld	
7	3	-	4	4	1	2	2	5	War Beast 25x50mm base

### Armour:

Mount's Protection (5+)

### Special Rules:

Stupidity



## Pegasus

M	WS	BS	S	T	W	I	A	Ld	
7	4	-	4	4	3	4	2	6	Monstrous Beast 40x40mm base

### Armour:

Mount's Protection (6+)

### Options:

May take Thunderous Charge

**May take Barding**

pts

10

20

### Special Rules:

Fly (8)



## Manticore

M	WS	BS	S	T	W	I	A	Ld	
6	5	-	5	5	4	5	3	5	Monstrous Beast 50x100mm base

### Special Rules:

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

### Options:

Alpha Predator (Beast Master's mount only)

pts

20



## 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

### Weapons:

Lance, Repeater Crossbow

### Armour:

Mount's Protection (5+), Heavy Armour

### Elven Special Rules:

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

### Special Rules:

Impact Hits (+1), Stupidity



## Divine Altar

single model

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

### Armour:

Mount's Protection (6+), Light Armour

### Elven Special Rules:

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

### Special Rules:

Impact Hits (+1), Large Target, Fear, Ward Save (4+), Divine Blessings (see Divine Altar rare unit)

A Divine Altar must take one of the Alignments listed below which must be the same as its rider. The model gains the corresponding Cult, equipment, special rules and Charioteers.

### Altar of Nabh

#### Weapons:

Paired Weapons (Disciples of Nabh)

#### Special Rules:

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

### Altar of Yema

#### Weapons:

Lance (Disciples of Yema only), Petrifying Stare (Medusa only)

#### Special Rules:

Aura of Despair



## 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

### *Armour:*

Innate Defence (3+)

### *Options:*

Alpha Predator (Beast Master's mount only)

*pts*

35

### *Special Rules:*

Breath Weapon (Strength 4, Flaming Attacks),

Fly (7)

# 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
	Cult High Priest	5	7	6	4	3	3	8	4	9
H	Captain	5	6	6	4	3	2	6	3	9
	Oracle	5	4	4	3	3	2	5	1	8
	Cult Priest	5	6	5	4	3	2	7	3	9
	Assassin	5	7	6	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
S	Blade of Nabh	5	5	4	3	3	1	5	1	8
S	Dancer of Yema	5	5	4	3	3	1	5	1	8
	Raven Cloak	5	5	5	3	3	1	5	1	8
	Tower Guard	5	5	4	3	3	1	6	2	9
	Executioner	5	5	4	4	3	1	5	1	9
	Harpy	5	3	-	3	3	1	5	2	6

	<u>MONSTROUS INFANTRY</u>	M	WS	BS	S	T	W	I	A	Ld
R	Medusa	6	5	5	5	4	3	5	4	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	4	4	3	1	6	1	9
	Raptor	7	3	-	4	4	1	2	2	5
R	Dark Acolyte	-	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	7	-	-	5	5	4	-	-	-
	- Crew (2)	-	5	4	4	-	-	6	1	9
	- Raptor (2)	7	3	0	4	4	1	2	2	5
	Hunting Chariot	9	-	-	5	4	4	-	-	-
	- Crew (2)	-	4	5	3	-	-	5	1	8
	- Elven Horse (2)	9	3	-	3	3	1	4	1	3
R	Altar of Nabh	8	-	-	5	5	5	-	-	-
	- Disciples of Nabh (3)	-	5	4	3	-	-	5	2	8
	Altar of Yema	8	-	-	5	5	5	-	-	-
	- Disciples of Yema (2)	-	4	4	3	-	-	5	1	8
	- Medusa (1)	-	5	5	5	-	-	5	4	8

	<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
S	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
Medusa	Petrifying Stare	-	12"	4	2	-	6
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	1

# CHANGE LOG

## **v0.99**

Fleet commander  
Beastmaster's Lash  
Midnight Cloak  
Dagger of Moraec  
Dread Prince, cults  
Captain, cults  
blades of nabh  
Executioners  
Raven Cloaks  
Medusas  
Kraken  
Hunting Chariot  
Dread Reaper  
raven cloaks  
Dancers of Yema  
Harpies  
Pegasus barding option