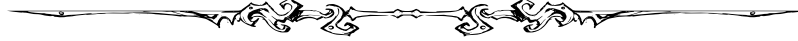




Penny - Jolt	1975 / 2000
Sorcerer Kings	





👑 Raj								1 🗡️	165
M	V	C	A	W	R	D	E	Type	Infantry
5	2	3	5	4	3	3	2	Class	
Special Rules				Arcane Conduit, Born of Air, Born of Flame, Flurry, Wizard 7					
Supremacy Abilities				Arcane Dervish					
Spells				Molten Blades, Storm's Wrath, Wind Kissed Blades, Wreathed in Fire					
Options									
Patron's Gifts				Jadoo Kavach					
Masteries				Vizier of the Morning Star					


Rajakur								5	200
M	V	C	A	W	R	D	E	Type	Infantry
5	1	2	4	4	3	2	0	Class	Medium
Special Rules				Hardened 1, Shield					
Command Models				Leader, Standard Bearer					


Ghols								4	150
M	V	C	A	W	R	D	E	Type	Infantry
6	1	1	7	4	2	2	1	Class	Light
Special Rules				Born of Flame, Elemental, Unstoppable, Vanguard					
Command Models				Leader, Standard Bearer					
Options									
Children of Ash				Born of Flame(1)					


Rakshasa Ravanar								1	240
M	V	C	A	W	R	D	E	Type	Monster
7	1	3	11	16	3	3	1	Class	Heavy
Special Rules				Aura of Death 5, Born of Flame, Cleave 2, Elemental, Fiend Hunter, Hubris, Impact 5, Last Word, Terrifying 1					


Raj								1 	200
M	V	C	A	W	R	D	E	Type	Brute
5	2	3	5	4	3	3	2	Class	
Special Rules				Arcane Conduit, Born of Air, Born of Flame, Elemental, Flurry, Wizard 7					
Spells				Molten Blades, Storm's Wrath, Wind Kissed Blades, Wreathed in Fire					
Options									
Patron's Gifts				Eye of the Blazing Tempest					
Masteries				Best Money can Buy, Bound to the Elements					

Efreet Sword Dancers								6 	320
M	V	C	A	W	R	D	E	Type	Brute
6	2	3	6	5	3	3	1	Class	Medium
Special Rules				Born of Flame, Elemental, Impact 3, Infernal Branding					
Command Models				Leader					

Ghols								4 	150
M	V	C	A	W	R	D	E	Type	Infantry
6	1	1	7	4	2	2	1	Class	Light
Special Rules				Elemental, Unstoppable, Vanguard					
Command Models				Leader, Standard Bearer					

Rakshasa Bakasura								1 	260
M	V	C	A	W	R	D	E	Type	Monster
7	1	3	15	16	3	3	1	Class	Heavy
Special Rules				Arrogance, Aura of Death 5, Born of Flame, Cleave 1, Elemental, Impact 5, Last Word, Terrifying 1					

Maharajah								1 	170
M	V	C	A	W	R	D	E	Type	Infantry
5	2	3	5	5	3	3	2	Class	
Special Rules				Arcane Conduit, Born of Flame, Wizard 8					
Options									
Patron's Gifts				Nyantran					
Spells				Court of Fire(1)					
Masteries				Elemental Projection					

	Rajakur								3 	120
	M	V	C	A	W	R	D	E	Type	Infantry
	5	1	2	4	4	3	2	0	Class	Medium
	Special Rules				Hardened 1, Shield					
	Command Models				Leader, Standard Bearer					

Rules

Arcane Conduit

At the end of each Round, if this Character Stand is in Range of an Objective Zone, add a Ritual Marker to a Ritual that is currently being prepared.

Arcane Dervish

Friendly Regiments with the Elemental Special Rule gain the Terrifying (+1) Special Rule when within range of an Objective Zone. This Supremacy ability is always considered to be active.

Terrifying X

Regiments in contact with Stands with this Special Rule reduce their Resolve Characteristic by X, where X is the value in the Terrifying (X) Special Rule, for the purposes of making Morale Tests against Wounds taken from that Regiment.

Arrogance

This Regiment adds +3" to its Charge Distance when performing a Charge Action against an Enemy Regiment with a Character Stand currently attached to it. Furthermore, this Regiment can perform a Duel Action during its Activation as if it was a Character Stand. Should the Enemy Character Stand refuse the Duel, this Regiment gains the Flurry Special Rule until the end of the Round. If this Regiment destroys an Enemy Warlord, the Player in control of this Monster Regiment immediately scores 1 Victory Point.

Aura of Death X

When an Enemy Regiment Activates and is in contact with a Stand with this Special Rule, that Regiment suffers a number of Hits, equal to X, for each Stand with this Special Rule it is in contact with. Wounds resulting from these Hits do not trigger Morale Tests. These Hits are resolved at the beginning of the "Draw Command Card" step, after the Active Player has declared which Regiment the Command Card will Activate, before resolving any Draw Events, or deciding to be "Unable/Unwilling to Act". This Special Rule does not trigger at the "Draw Command Card" step of a Character Stand's Activation.

Should the Regiment be destroyed by this Special Rule before the "Resolve Draw Event" step, then the Active Player discards the Command Card and may Draw their next Command Card and perform Actions with it. Regiments Occupying Garrison Terrain are not affected by the Aura of Death (X) Special Rule. Similarly, a Regiment Occupying Garrison Terrain does not inflict Aura of Death Hits to Enemy Regiments Engaging it.

Best Money can Buy

The Infantry Regiment this Character Stand is currently attached to gains the Hardened (+1) Special Rule.

Hardened X

When this Regiment makes a Defense Roll, reduce any Cleave (X), Brutal Impact (X) or Armor Piercing (X) Special Rule by the value of Hardened (X) when resolving that Defense Roll. Character Stands do not benefit from this Special Rule during Duels unless they have this Special Rule.

Born of Air

When a Friendly Spellcaster successfully casts a Spell from the Court of Air targeting this Regiment, this Regiment immediately Heals for 2 Wounds.

Born of Flame

When a Friendly Spellcaster successfully casts a Spell from the Court of Fire targeting this Regiment, this Regiment immediately Heals for 2 Wounds.

Bound to the Elements

A Character Stand that has selected this Mastery may purchase an additional Mastery.

A Character Stand with this Mastery changes its Type to Brute and gains the Elemental Special Rule. If this Character Stand has selected Spells from the Court of Fire, then it must join a Regiment of Efrete Flamecasters or Efrete Sword Dancers in its Warband. Similarly, If this Character Stand has selected Spells from the Court of Air, then it must join a Regiment of Windborne Djinn or Steelheart Djinn in its Warband. If the Character Stand has Spells from both Courts it may then choose to join either.

Elemental

If the Player in control of a Regiment with this Special Rule activated a Ritual Command Card in their previous "Draw Command Step", this Regiment gains the following until the end of the Round: "This Regiment may perform a free Action during its Activation."

This free Action follows all normal rules for performing Actions. In addition a Character Stand without the Elemental Special Rule cannot attach itself to a Regiment with this Special Rule.

Cleave X

When a Stand with this Special Rule performs a Clash or Duel Action, any Hits caused by those Attacks reduce the Target's Defense by X for the purposes of making Defense Rolls against those Attacks.

Court of Fire

Burn to Cinders

Range: 12" **Attunement:** 3

Inflicts one Hit per success on Target Enemy Regiment. If the Target Regiment is in contact with a Regiment with the Born of Flame Special Rule, the Spell inflicts 3 additional Hits.

Scorching Scirocco

Range: 12" **Attunement:** 3 (Scaling)

Target Regiment may not resolve Draw Events until the end of the Round.

Wreathed in Flames

Range: 12" **Attunement:** 3 (Scaling)

Target Friendly Regiment gains the Aura of Death (2) Special Rule until the end of the Round.

Elemental

If the Player in control of a Regiment with this Special Rule activated a Ritual Command Card in their previous "Draw Command Step", this Regiment gains the following until the end of the Round: "This Regiment may perform a free Action during its Activation."

This free Action follows all normal rules for performing Actions. In addition a Character Stand without the Elemental Special Rule cannot attach itself to a Regiment with this Special Rule.

Elemental Projection

This Character Stand increases the Range of all of its Spells by 3" (Spells with a Range of "Self" are unaffected).

Eye of the Blazing Tempest

When this Character Stand performs an Elemental Rites Action, Friendly Regiments with the Elemental Special Rule within 8" of this Character Stand Heal 3 Wounds.

Fiend Hunter

Stands with this Special Rule may Re-Roll all failed Hit Rolls against Monster and Brute Regiments.

Flurry

A Stand with this Special Rule Re-Rolls all failed Hit Rolls when performing a Clash or Duel Action.

Hardened X

When this Regiment makes a Defense Roll, reduce any Cleave (X), Brutal Impact (X) or Armor Piercing (X) Special Rule by the value of Hardened (X) when resolving that Defense Roll. Character Stands do not benefit from this Special Rule during Duels unless they have this Special Rule.

Hubris

This Regiment adds +3" to its Charge Distance when performing a Charge Action against a Monster Regiment.

Impact X

Stands with this Special Rule perform Impact Attacks equal to X where X is the value of the Impact (X) Special Rule.

Infernal Branding

If an Enemy Regiment is in contact with this Regiment and becomes the Target of a Spell from the Court of Fire, the Friendly Spellcaster counts as having rolled one additional success to cast that Spell.

Jadoo Kavach

When this Character Stand successfully casts a Spell from the Court of Fire, all Friendly Regiments with the Born of Flame Special Rule may Re-Roll Hit Rolls of "6" until the end of the Round. When this Character Stand successfully casts a Spell from the Court of Air, all Friendly Regiments with the Born of Air Special Rule may Re-Roll Hit Rolls of "6" until the end of the Round.

Last Word

Upon this Regiment being destroyed, Target Enemy Regiment within 8" of a Friendly Character Stand or Regiment with the Wizard (X) Special Rule. Target Regiment suffers 8 automatic Hits. These Hits are inflicted against the Enemy Regiment's flank. Wounds resulting

from these Hits do not cause Morale Tests.

Leader

A Command Stand containing a Leader adds +1 Attack to the Command Stand's Characteristic Profile. If the Command Stand has the Barrage (X) Special Rule, then it also increases the Command Stand's Barrage (X) value by +1.

Molten Blades

Range: Self **Attunement:** 3 (Scaling)

Target Regiment gains the Cleave (1) and Deadly Blades Special Rules until the end of the Round.

Niyantran

This Character Stand gains the Wizard (+1) Special Rule and counts a Regiment as 3 less Stands for the purposes of Scaling.

Wizard X

This Regiment or Character Stand can perform the Spellcasting Action during its Activation. The X value is this Stand's Magic Level. If the Regiment or Character Stand does not have any Spells available, then it only counts toward Enemy Interference.

Shield

Stands in this Regiment, including Character Stands, count their Defense Characteristic as 1 point higher against all Hits originating from the Regiment's front Arc. Character Stands do not benefit from this Special Rule during Duels unless they have this Special Rule. A Regiment cannot make use of this Special Rule when Occupying Garrison Terrain.

Standard Bearer

A Regiment with a Standard Bearer gains the Unstoppable Special Rule. In addition, the Standard Bearer adds +1" to the Regiment's and currently attached Character Stand's March Characteristic on the second March Action the Regiment performs during its Activation until the end of that March Action.

Unstoppable

This Regiment may Re-Roll failed Charge Rolls.

Storm's Wrath

Range: 12" **Attunement:** 3

Target Enemy Regiment treats all pieces of Zonal Terrain as Perilous Terrain until the end of the Round.

Terrifying X

Regiments in contact with Stands with this Special Rule reduce their Resolve Characteristic by X, where X is the value in the Terrifying (X) Special Rule, for the purposes of making Morale Tests against Wounds taken from that Regiment.

Unstoppable

This Regiment may Re-Roll failed Charge Rolls.

Vanguard

When a Regiment with any number of Stands with this Special Rule enters the Battlefield from Reinforcements, it may perform a free additional March Action during this Activation. This free additional March can be performed to bring the Regiment onto the Battlefield. This Special Rule has no effect if there are any enemy Stands within 8" of where the Regiment arrives on the Battlefield.

Vizier of the Morning Star

The Regiment the Character Stand is currently attached to gain the Unyielding Special Rule.

Unyielding

Enemy Regiments cannot Seize an Objective Zone that Stands in this Regiment are in range of. This Special Rule is not active if this Regiment is currently Broken.

Wind Kissed Blades

Range: Self **Attunement:** 4 (Scaling)

Target Regiment gains the Counter-Attack and Parry Special Rules until the end of the Round.

Parry

Enemy Stands engaged with a Stand with this Special Rule cannot Re-Roll failed Hit Rolls. Character Stands cannot Re-Roll failed Hit Rolls against another Character Stand with this Special Rule.

Counter-Attack

During an Enemy Regiment's Clash Action performed against this Regiment, each unmodified Defense Roll of "1" causes 1 Hit to the Active Enemy Regiment. These Hits do not benefit from any other Special Rules that affect Clash Actions. Character Stands with this Special Rule involved in a Duel, inflict 1 Hit to the Enemy Character for each unmodified Defense Roll of "1". These Hits do not benefit from any other Special Rules that affect Duel Actions.

Wizard X

This Regiment or Character Stand can perform the Spellcasting Action during its Activation. The X value is this Stand's Magic Level. If the Regiment or Character Stand does not have any Spells available, then it only counts toward Enemy Interference.

Wreathed in Fire

Range: Self **Attunement:** 3 (Scaling)

Target Regiment gains the Aura of Death (2) and Dread Special Rules until the end of the Round.

Dread

Enemy Regiments in contact with Stands with this Special Rule cannot benefit from the effects of the "Inspired" Special Rule. In instances where a Regiment or Stand always benefits from the "Inspired" Special Rule, this rule is superseded.