

Tim adair

Dwarven Holds - NA Masters

Runic Smith: General; 3x Battle Runes, Shield; Runic Items: 3x Rune of Lightning - 325

Thane: Battle Standard Bearer, Shield; Runic Items: 2x Rune of Fury, Rune of Smashing, Rune of Iron - 320

15 x Clan Marksman, Guild Crafted Handguns, Musician, Shields - 405

15 x Clan Marksman, Guild Crafted Handguns, Musician, Shields - 405

10 x Clan Warrior, Shield, Throwing Weapons - 160

10 x Clan Warrior, Shield, Throwing Weapons - 160

23 x Deep Watch: Musician, Standard Bearer, Champion - 586

Grudge Buster - 350

Grudge Buster - 350

Vengeance Seeker - 130

Steam Copters: Steam Bomber - 210

Steam Copters: Steam Bomber - 210

Field Artillery: Organ Gun, Rune Crafted, Flaming Shot - 330

Field Artillery: Catapult, Rune Crafted - 300

Field Artillery: Cannon - 255

Total: 4496

Phil blake

Characters: 1325

Death Cult Hierarchy, Master, (Divination), Sacred Hour Glass, Soul Conduit, Talisman of the Void 520 (General)

Death Cult Hierarchy, Adept (Evocation), Book of Arcane Mastery, Hierophant 280

Architect 160

Architect 160

Normarch, Chariot, Heavy armor, shield 205

Core: 1130

20 Skeletons, M, C 190

6 Legion Chariots, FC, Stalker Standard 680

5 Horse Archers 130

5 Horse Archers 130

Special: 2045

6 Tomb Cataphracts, M 590

6 Tomb Cataphracts, M 590

Colossus, Scales of Destiny 445

Colossus 420



LIST: for Keith Bonneau

core:

30 plague brotherhood, M,C,S, lightning Rod. (465) general

10 footpads champ(140)

30 Vermingaurd, M, C, S, Banner of the endless swarm (520)

Characters:

Vermin Demon (820)

Plague Patriarch, plague flail, adept, light armor, focusing stone, talisman of the void, plague pendulum (755)

Chieftan, BSB, sceptre of verminous valor, light armor. (195)

Special:

10 giant rats (80)

6 verminhulks, champion (465)

Tunnel Gunners:

Dreadmill (305)

Dreadmill (305)

rotary gun (150)

rotary gun (150)

globe launcher (150)

4500 Pts - Highborn Elves - Tor Faethren Royal Guard - Justin Burgy - NA Masters

Name	#	Size	Type	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Ag	Cost
High Prince (1 ⚔, 690 pts)																	
High Prince of the Canreig Tower	1	Std	Inf	5"	10"	10	3	9	3	1+	«2+», 6+	4	7	4/5	1*/4*	8*	690
	Composition: Characters General ; Wizard Adept; Spear; Dragonforged Armour; Shield; Aegis (2+, against Flaming Attack); Channel (1); Commanding Presence; Lightning Reflexes ; Martial Discipline ; Protean Magic ; Aegis (6+)																
Sliver of the Blazing Dawn	1	Spear enchantment. Attacks made with this weapon gains +1 Strength, +2 Armour Penetration and become Magical Attacks. Each successful to-hit roll with this weapon will cause two hits instead of one.															[100]
Protection of Dorac	1	Heavy Armour enchantment. The wearer gains +2 Armour and +2 Defensive Skill.															[65]
Willow's Ward	1	Shield enchantment. While using this Shield, the bearer cannot use Parry, gains +1 Armour, and Impact Hits distributed onto the bearer suffer -2 Armour Penetration.															[15]
Lucky Charm	1	One use only. May be activated when the bearer's model fails an Armour Save. This failed Armour Save may be rerolled.															[10]
Master of the Canreig Tower	1	The model gains Master of Spellcrafting, Protean Magic, Wizard Adept, and Sword Sworn. The model has access to Alchemy, Cosmology, Druidism, Shamanism and Witchcraft. It knows 3 Spell (High Prince 5), and always knows The Oaken Throne in addition to these spells. Fountain of Youth becomes the Attribute Spell for all non-Bound Learned Spells cast by the model (except The Oaken Throne), replacing the spells corresponding Attribute Spells where applicable.															[215]
Path of Protean Magic	1	Must choose spells from the Path of Protean Magic															[0]
Commander (1 ⚔, 320 pts)																	
Queen's Companion Commander	1	Std	Inf	5"	10"	9	3	6	3	6+		3	6	4/5	1/2	7	320
	Composition: Characters Battle Standard Bearer ; Moonlight Arrows; Halberd; Longbow (1+); Light Armour; Lightning Reflexes ; Martial Discipline ; Not a Leader; Rally Around the Flag																
Talisman of the Void	1	The bearer gains Channel (1).															[50]
Queen's Companion	1	The model's unit gains Quick to Fire. When shooting a Longbow without Weapon Enchantment, the weapon gains "Shots 3".															[40]
Mage (1 ⚔, 285 pts)																	
Mage	1	Std	Inf	5"	10"	9	3	4	3			1	4	3	0	5	285
	Composition: Characters Wizard Adept; Channel (1); Lightning Reflexes ; Martial Discipline ; Master of Spellcrafting																
Book of Arcane Mastery	1	The bearer's first Casting Attempt in each Magic Phase gains +2 to cast. When using a single Magic Dice for this Casting Attempt, a natural roll of '1' or '2' on the Magic Dice is always a failed Casting Attempt, regardless of any modifiers.															[60]
Path of Cosmology	1	Must choose spells from the Path of Cosmology.															[0]
Citizen Spears (25 ⚔, 440 pts)																	
Citizen Spears	25	Std	Inf	5**	10"	8	1	4	3	5+		1	4	3*	0*/1*	5*	440
	Composition: Core Champion; Musician; Standard Bearer; Spear; Light Armour; Shield; Fight in Extra Ranks; Lightning Reflexes ; Martial Discipline ; Scoring																
War Banner of Ryma	1	R&F models in a unit with one or more War Banners of Ryma gains Devastating Charge (+1 Str). Model parts with Harnessed are not affected. In addition, all Infantry models in the unit gain Devastating Charge (+1 Adv).															[60]
Citizen Spears (24 ⚔, 424 pts)																	
Citizen Spears	24	Std	Inf	5**	10"	8	1	4	3	5+		1	4	3*	0*/1*	5*	424
	Composition: Core Champion; Musician; Standard Bearer; Spear; Light Armour; Shield; Fight in Extra Ranks; Lightning Reflexes ; Martial Discipline ; Scoring																
War Banner of Ryma	1	R&F models in a unit with one or more War Banners of Ryma gains Devastating Charge (+1 Str). Model parts with Harnessed are not affected. In addition, all Infantry models in the unit gain Devastating Charge (+1 Adv).															[60]
Citizen Archers (14 ⚔, 262 pts)																	
Citizen Archers	14	Std	Inf	5"	10"	8	1	4	3	6+		1	4	3	0	5	262
	Composition: Core, Class 1 Musician; Long Bow (3+); Light Armour; Lightning Reflexes ; Martial Discipline ; Scoring																
Flame Wardens (25 ⚔, 745 pts)																	
Flame Wardens	25	Std	Inf	5"	10"	9	1	5	3	5+	4+	1	5	3/4	0*/1*	6	745
	Composition: Special Champion; Musician; Standard Bearer; Halberd; Heavy Armour; Fearless; Fight in Extra Ranks; Lightning Reflexes ; Martial Discipline ; Scoring ; Aegis (4+)																
Rending Banner	1	One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.															[45]
Reaver Chariot (1 ⚔, 110 pts)																	
Reaver Chariot	1	Lg	Con				3		4					5	2		110
	Composition: Special Chariot; Impact Hits (D6); Inanimate; Light Troops																
Crew	2					8		4		5+		1	4	3*	0*	5	[0]
	Light Lance; Long Bow (3+); Lightning Reflexes ; Martial Discipline																
Elven Horse	2			9"	14"							1	3	3	0	4	[0]
	Harnessed																
Giant Eagle (1 ⚔, 100 pts)																	
Giant Eagle	1	Lg	Bst	2"(9")	4"(18")	8	3	5	4			2	5	4	1	4	100
	Composition: Special Light Troops; Stomp (1); Swiftstride																

	Name	#	Size	Type	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi	Cost
Giant Eagle (1 $\frac{1}{2}$, 100 pts)																		
	Giant Eagle	1	Lg	Bst	2"(9")	4" (18")	8	3	5	4			2	5	4	1	4	100
Composition: Special Light Troops; Stomp (1); Swiftstride																		
Queen's Guard (13 $\frac{1}{2}$, 482 pts)																		
	Queen's Guard	13	Std	Inf	5"	10"	8	1	5	3	6+		1	5	3	0	5	482
Composition: Class 1 Musician; Standard Bearer; Longbow (2+); Light Armour; Moonlight Arrows; Lightning Reflexes; Martial Discipline; Scoring																		
	Banner of Becalming	1	in the opponent's Magic phase, during Siphon the Veil before converting Veil Tokens into Magic Dice, remove one Veil Token from the opponenet's Veil pool and add one Veil Token to your Veil Token pool.															[70]
Sea Guard Reaper (1 $\frac{1}{2}$, 180 pts)																		
	Sea Guard Reaper	1	Std	Con				4		4								180
Composition: Class 2 Chariot; Move or Fire; Reload!; War Machine																		
	Crew	2			5"	5"	8		1		6+		1	4	3	0	5	[0]
Light Armour; Lightning Reflexes; Martial Discipline; Move or Fire																		
Sea Guard Reaper (1 $\frac{1}{2}$, 180 pts)																		
	Sea Guard Reaper	1	Std	Con				4		4								180
Composition: Class 2 Chariot; Move or Fire; Reload!; War Machine																		
	Crew	2			5"	5"	8		1		6+		1	4	3	0	5	[0]
Light Armour; Lightning Reflexes; Martial Discipline; Move or Fire																		
Sea Guard Reaper (1 $\frac{1}{2}$, 180 pts)																		
	Sea Guard Reaper	1	Std	Con				4		4								180
Composition: Class 2 Chariot; Move or Fire; Reload!; War Machine																		
	Crew	2			5"	5"	8		1		6+		1	4	3	0	5	[0]
Light Armour; Lightning Reflexes; Martial Discipline; Move or Fire																		
																	Total Cost: 4498	

Option Footnotes

Options	
Champion	A Champion gains Front Rank. First Among Equals : A Champion gains +1 Attack Value. If it is a multipart model, the Characteristics increase only affects a single model part, which must be a model part without Restraints or Inanimate. Ordering the Charge : When a unit with a Champion rolls for their Charge Range, they always count as rolling at least a '4'. If the charge is still failed, ignore this rule and use the rolled dice to determine the Failed Charge Move.
Dragonforged Armour	Follows the rules for Heavy Armour (can be enchanted as if it was Heavy Armour). In addition, the wearer gains Aegis (2+, against Flaming Attack, Aegis (6+) and automatically fails all Fortitude Saves.
Elven Bolt Thrower	This weapon can be fired in two ways: - As an Artillery Weapon: Range 48", Shots 1, Str 3[6], AP 10, Area Attack (1x5), [Multiple Wounds (D3)] - As an Artillery Weapon: Range 48", Shots 6, Str 4, AP 2.
Halberd	Close Combat Weapon. Attacks made with a Halberd gain +1 Strength and +1 Armour Penetration. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.
Hand Weapon	Close Combat Weapon. All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving the Parry Personal Protection.
Heavy Armour	+2 Armour
Light Armour	+1 Armour
Light Lance	Close Combat Weapon. Attacks made with a Light Lance and allocated towards models in the wielders' Front Facing gain Devastating Charge (+1 Strength, +1 Armour Penetration).
Long Bow	Shooting Weapon. Range 30", Shots 1, Str 3, AP 0, Attack Attributes: Volley Fire.
Musician	A Musician gains Front Rank and Stand Behind. Swift Reform : A unit with a Musician can make a Swift Reform: the unit makes a Reform with the following exceptions. - The unit is not prohibited from shooting in the next Shooting Phase. - The unit can perform an Advance Move after the Reform. No model can end its movement (after the Advance Move) with its center further away than its March Rate from its starting position (before the Reform). March to the Beat : March Tests taken by units within 8" of one or more enemy units with a Musician are taken at -1 Discipline unless the unit that wishes to March also has a Musician.
Shield	+1 Armour
Spear	Close Combat Weapon. Attacks made with a Spear gain Fight in Extra Rank and +1 Armour Penetration. Close Combat Attacks from model parts wielding a Spear gain +2 Agility and an additional +1 Armour Penetration in the first Round of Combat provided their unit is not Charging and is not Engaged either in their Flank or Rear Facing.
Standard Bearer	A Standard Bearer gains Front Rank and Stand Behind. Combat Bonus : A side with Standard Bearers adds +1 to its Combat Score for each Standard Bearer.
Universal Rules	
Channel	During step 3 of the Magic Phase Sequence, each of the Active Player's models with Channel may add X Veil Tokens to its owner's Veil Token pool. This Universal Rule is cumulative, adding the X of each instance of Channel to the model's total Channel value (e.g. a model with Channel (1) and Channel (2) is treated like a model with Channel (3)).
Chariot	The model must roll an additional D6 when taking Dangerous Terrain Tests. A model with Chariot can only be part of a unit consisting entirely of models with Chariot, unless specifically stated otherwise.
Commanding Presence	All Generals have the Commanding Presence Universal Rule. The Discipline of all units within 12" of a friendly non-Fleeing model with Commanding Presence may be set to the Discipline value of that model (this ability follows the normal rules for "Values Set to a Fixed Number" meaning that effects modifying the Discipline of the model with Commanding Presence are applied before setting the recipient model's Discipline to that value; this value may then be further modified).

Fearless	If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.
Fly	<p>Units composed entirely of models with Fly may use Flying Movement during Charge Moves, Failed Charge Moves, Advance Moves, and March Moves. When a unit uses Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). A unit using Flying Movement ignores all Terrain Features and units during the Flying Movement. Note that:</p> <ul style="list-style-type: none"> - It must follow the Unit Spacing rule at the end of the move. - It is affected by the Terrain Features from which it takes off and in which it lands. - All modifiers to ground movement values also apply to a model's Fly values, unless specifically stated otherwise. - When declaring a Charge with a unit with Fly, you must declare if the unit will not use Flying Movement for the Charge Move. - A Failed Charge Move of a unit with Fly must use the type of movement (ground or Flying) that was chosen when the Charge was declared. If the unit would end its Failed Charge Move inside another unit's Unit Boundary or inside Impassable Terrain, backtrack the move to the unit's last legal position where it follows the Unit Spacing rule.
Front Rank	<p>Front Rank specifies where in a unit the model may be placed and how the model moves inside its unit. A model with Front Rank can either have a Matching Base or a Mismatching Base.</p> <p>Matching Bases: Matching Base refers to one of the following:</p> <ul style="list-style-type: none"> - The model has the same base size as the R&F models in its unit. - The model's base is the same size as two or more (whole number) of the R&F models' bases (such as a 40x40mm base in a 20x20mm unit). <p>A model with Matching Base must always be placed as far forward as possible in its unit. Normally this means that it must be placed in the first rank. If the first rank is occupied by models with Front Rank, it is placed in the second rank instead. If this rank is also occupied by models with Front Rank, it is placed in the third rank, and so on. If the model has a larger base than the R&F models, it is considered to be in all ranks its base occupies for the purposes of calculating Full Ranks. For calculating the number of models in the unit's ranks (e.g. for Full Ranks, Line Formation, Area Attack, Penetrating), the large base counts as the number of models it replaces. A model cannot join a unit that has more than one rank if its base is wider than the unit it wishes to join, nor can a unit Reform into a formation that is narrower than any model joined to the unit. If a model with a Matching Base has a longer base than the R&F models in the unit, the unit is allowed to have more than one incomplete rank if all incomplete ranks after the first consist entirely of models with such bases (i.e. For instance the rear parts of long bases such as War Platforms are allowed to form several incomplete ranks). When making an Advance Move, March Move, or Reform with a unit that includes models with Front Rank, these models can be reorganized into a new position (still as far forward as possible) as part of the move. This counts towards the distance moved by the unit (measure the distance from the starting position to the ending position of the center of the model with Front Rank to determine how far it has moved). If a model with Front Rank leaves a unit or is removed as a casualty, the gap it leaves must be filled with models from other ranks, possibly moving up models with Front Rank, if this means they are moved to positions further forward. If more than one model with Front Rank could move forward, the owner of the models chooses which model to move. If all models with Front Rank already are as far forward as possible, fill any empty gaps with R&F models from the back ranks. Sometimes models with Front Rank must be redistributed in order for all such models to be as far forward as possible. When this happens, move as few models as possible in order to have all models with Front Rank as far forward as possible.</p> <p>Mismatching Bases: Anything that is not a Matching Base is a Mismatching Base (such as a 50x75mm base inside a 25x50mm unit). A model with Mismatching Base is placed in base contact to the side of the unit, aligned with its front. Only two Mismatching Bases can be joined to a single unit (one at each side). These models are considered to be only in the front rank but are ignored when counting the number of models in each rank in order to establish the number of Full Ranks and whether or not a unit is in Line Formation. They form a file of one model. When making an Advance Move, March Move, or Reform with a unit that includes models with Mismatching Bases, these models can be reorganized into a new position (i.e. moved to the other side of the unit) as part of the move. This counts towards the distance moved by the unit (measure the distance from the starting position to the ending position of the center of the model with Front Rank to determine how far it has moved).</p>
Light Troops	<p>A unit composed entirely of models with Light Troops may Reform any number of times during Advance Moves and March Moves. The following rules apply to the movement of Light Troops:</p> <ul style="list-style-type: none"> - No model can end its movement with its center further away from its starting position than its March Rate. - For measuring the distance travelled by a model, check the path the model would have taken if it was alone and measure the movement around any obstructions (abiding by the Unit Spacing rule). Note that the unit nevertheless must abide by the Unit Spacing rule (including all Reforms). - If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is measured from its starting position to the point on the Battlefield where it performed that action and then to its final position. <p>In addition,</p> <ul style="list-style-type: none"> - Units composed entirely of models with Light Troops may shoot even after March Moving or Reforming earlier than Player Turn. - Units with more than half of their models with Light Troops always count as having 0 Full Ranks.
Make Way	At step 3 of the Round of Combat Sequence, any Character placed in the front rank and not in base contact with an enemy model may move into contact with an enemy model. This enemy model must be in base contact with the Character's unit, and it must be attacking the Character's unit in its Front. To do a Make Way move, the Character switches position with another model (or models) in its unit; these models cannot be Characters. Characters with Mismatching bases can never perform a Make Way move.
Martial Discipline	If more than half of a unit's models has Martial Discipline, when taking Discipline Tests other than Panic or Break Tests are subject to Minimized Roll.
Master of Spellcrafting	Spells casts by the Wizard have their Casting Value reduced by 1. When rolling with a single Magic Dice, a natural roll of '1' or '2' on the Magic Dice is always a failed Casting Attempt regardless of modifiers.
Not a Leader	The model cannot be the General.
Protean Magic	During Spell Selection, the Wizard must select its spells between the Learned Spell 1 of the Paths it has access to and the Hereditary Spell of its army. This rule overrides the Spell Selection rules connected to being a Wizard Apprentice, Adept or Master.
Rally Around the Flag	All units within 12" of a friendly non-Fleeing model with Rally Around the Flag may reroll failed Discipline Tests.
Scoring	Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives. Every army needs Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon. Scoring can be lost during the game: A unit that is Fleeing loses Scoring for as long as it is Fleeing. An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring. A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.
Stand Behind	The model can be placed anywhere in its unit (it doesn't have to be placed as far forward as possible, even if it has Front Rank). It cannot be placed further forward inside a unit than any model with Front Rank without Stand Behind. Ignore Stand Behind for Models on Mismatching Bases.
Swiftstride	If a unit is composed entirely of models with Swiftstride, its rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance are subject to Maximized Roll.

War Machine	The model gains Move or Fire. The model cannot Pursue (which does not prevent it from being affected by Random Movement), Declare Charges, or Declare Flee as Charge Reaction. Characters can never join units with War Machines, and Characters with War Machine cannot join units at all. When a War Machine fails a Panic Test, instead of Fleeing it is Shaken until the end of the next Player Turn. War Machines that fail a Break Test are automatically destroyed. War Machines and units Engaged in Combat with them cannot make Combat Reforms. When a unit charges a War Machine, it can move into base contact by having its Front Facing contact any point of the War Machine's base (it must still maximize the number of models in base contact). No Align Move is allowed. Ignore the War Machine's Facing, as it does not have any due to its round base.
Wizard Adept	The Wizard gains Channel (1) and knows 2 spells. During Spell Selection the Wizard must choose between the Learned Spells 1, 2, 3 and 4 of its chosen Path and its Hereditary Spell.
Personal Protections	
Aegis	Aegis is a Special Save. A model must reroll successful Aegis saves against attacks with Divine Attacks.
Parry	Parry can only be used against Close Combat Attacks from the Front Facing. The model gains +1 Defensive Skill, or its Defensive Skill is always equal to the Offensive Skill of the attacker, whichever is higher.
Attack Attributes	
Devastating Charge	Attacks & Weapons, Close Combat. A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristics modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.
Fight in Extra Ranks	Attacks & Weapons, Close Combat. Model parts with Fight in Extra Rank, or using a weapon with Fight in Extra Rank, can make Supporting Attacks from an additional Rank (normally, this means that models with Fight in Extra Rank will be able to make Supporting Attacks from the third rank). This rule is cumulative, allowing an additional rank to make Supporting Attacks for each instance of Fight in Extra Rank.
Flaming Attacks	Attacks & Weapons, Close Combat, Shooting. The attacks ignores Fortitude Saves and must reroll failed to-wound rolls against models with Flammable.
Harnessed	Close Combat. Model parts with Harnessed cannot make Supporting Attacks and cannot use weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with at least one model part with Harnessed is considered to be mounted.
Inanimate	Close Combat. Model parts with Inanimate cannot make Close Combat Attacks and cannot use Shooting Weapons. Shooting Weapons carried by model parts with Inanimate can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate).
Lightning Reflexes	Attacks & Weapons, Close Combat. The attack gains a +1 to-hit modifier if it is a Close Combat Attack. Model parts with this Attack Attribute wielding Great Weapons do not gain this +1 to-hit modifier, but strike with the Great Weapon at the Initiative Step corresponding to their normal Agility instead of always striking at Initiative Step 0.
Magical Attack	Attacks & Weapons, Close Combat, Shooting. The attack doesn't have any special effects. However, the Attack Attribute interacts with other rules, such as Aegis (X, against Magical Attacks). Model parts with Magical Attacks also apply the Attack Attribute to their Special Attacks (such as Stomp Attacks, Impact Hits and Breath Attack).
Moonlight Arrows	Shooting. This Attack Attribute can only be used with a Bow or Longbow without a Weapon enchantment. The attack become Magical Attacks and Flaming Attacks, and have their Strength set to 4 and their Armour Penetration set to 1.
Move or Fire	Attacks & Weapons, Shooting. The attack may not be used if the attacking model has made an Advance Move, March Move, Reform or Pivot during the current Player Turn.
Multiple Wounds	Attacks & Weapons, Close Combat. Unsavd wounds caused by the attacks are multiplied into the value given in brackets (X). If the value is a dice (e.g. Multiple Wounds (D3)), roll one dice for each unsavd wound with Multiple Wounds. The amount of wounds that the attack is multiplied into can never be higher than the Health Points Characteristic of the target (excluding Health Points lost previously in the battle). For example, if a Multiple Wounds (D6) attack wounds a unit of Trolls (HP 3) and rolls a '5' for the multiplier, the number of unsavd wounds is reduced to 3, even if the Troll unit has already lost one or two Health Points previously in battle. If Clipped Wings is stated after the X value in brackets, any unsavd wound caused by the attack against a model with Fly is multiplied into X+1 instead of X.
Penetrating	Attacks & Weapons. When the attack hits, check in which Arc of the target half or more of the attacker's base is (randomize in case of a tie). The attack causes a number of hits equal to the number of ranks of its target if the attacker is in the Front or the Rear Arc, or a number hits equal to the number of files of its target if the attacker is in either Flank Arc. In either case, the number of affected ranks or files cannot exceed 5, and no model can suffer more than one hit from a single attack with Penetrating. Some Penetrating attacks have a higher Strength and/or additional Attack Attributes stated in square brackets (e.g. Strength 3 [6], [Multiple Wounds (D3)]). If so, a single hit from this attack, chosen by the attacker, uses the Strength value and Attack Attributes in brackets. The bracketed values and Attack Attributes are not applied to any other hits.
Quick to Fire	Attacks & Weapons, Shooting. The attack doesn't suffer the -1 to-hit modifier for Moving and Shooting.
Reload!	Attacks & Weapons, Shooting. The attack cannot be used for a Stand and Shoot Charge Reaction.
Sword Sworn	Close Combat. The model parts gains a +1 to-hit modifier when attacking with a Great Weapons.
Volley Fire	Attacks & Weapons, Shooting. If at least one model in a unit can draw Line of Sight to the target, then all model parts using Volley Fire in the same unit ignore all intervening models of their own size or smaller for Line of Sight and Cover purposes. In addition, unless making a Stand and Shoot Charge Reaction, models in a unit in Line Formation that has not moved during this Player Turn may shoot from one additional rank (usually this means that they can shoot from the first three ranks).
Artillery Weapon	
Bolt Thrower	Bolt Thrower attacks have Penetrating.
Volley Gun	The number of shots fired by a Volley Gun is a random number. When rolling for the number of shots for a Volley Gun attack, if a single natural '6' is rolled (after any reroll), this attack suffers a -1 to-hit modifier; instead, if two or more natural '6' are rolled, the attack fails and the Volley Gun Misfires: roll on the Misfire Table and apply the corresponding result.
Special Attacks	
Impact Hits	At Initiative Step 10, a Charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's Strength and Armour Penetration. If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). In multipart models, only model parts that also have Harnessed or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.

Stomp	<p>At Initiative Step 0 a model part with Stomp Attacks must choose an enemy model of Standard Size in base contact with it. The chosen model's unit suffers a number of hits equal to the value stated in brackets (X). These hits can only be distributed onto models of Standard Size (ignore models of a different Size when distributing hits). They are resolved with the model part's own Strength and Armour Penetration.</p> <p>In multipart models, only model parts that also have Harnessed can use Stomp Attacks. When several models in the same unit have this Special Attack, and when X is a random number (e.g. Stomp Attacks (D6)), roll for the number of hits separately.</p>
Roster Notes	
Miscast Table	<p>000 or lower : No additional effects.</p> <p>111: Broken Concentration. The Casting Attempt is considered to be failed (apply Fizzle as normal).</p> <p>222: Witchfire. After resolving the spell effect (including any Attribute Spell), the Caster's unit suffers 1D6 hits with Armour Penetration 2, Magical Attacks and a Strength equal to the number of Magic Dice that were used for the casting roll.</p> <p>333: Magical Inferno. After resolving the spell effect (including any Attribute Spell), the Caster's unit suffers 2D6 hits with Armour Penetration 2, Magical Attacks and a Strength equal to the number of Magic Dice that were used for the casting roll.</p> <p>444: Amnesia. The Caster cannot cast the Miscast spell anymore this game.</p> <p>555: Backlash. After resolving the spell effect (including any Attribute Spell), the Caster suffers 2 hits that wound on 4+ with Armour Penetration 10 and Magical Attacks.</p> <p>666: Implosion. After resolving the spell's effect (including any Attribute Spell), the Caster suffers 4 hits that wound on 4+ with Armour Penetration 10 and Magical Attacks.</p> <p>777: Breach in the Veil. After resolving the spell effect (including any Attribute Spell), the Caster's model dies. Remove it from the game as a casualty (no saves of any kind allowed).</p>

Army List Design Information

Army Book Version 2.0

Validation Report

Game: 9th Age (2nd Ed.); Competition Level: Tournament; Core Rules Version: 2.0; Data File Version: 2.37; Roster Output Format: Verbose

Army List satisfies all enforced validation rules

Army List Statistics

General's Discipline: 10

of Models: 110

of Units with Scoring: 5

Pts of Spec Equipment: 535

Group	Min	Max	Used
Points of Characters	0	1800	1295
Points of Core	1125	Unlimited	1126
Points of Special	0	0	1055
Points of Queen's Bows (C1)	0	1350	744
Points of Naval Ordnance (C2)	0	675	540
Points of Ancient Allies (C3)	0	900	0

Capps OK

- > Shaman (1#, 540 pts) General, Thaumaturgy
- > 1 Shaman, 435 pts = (base cost 200 + Wizard Master 225 + Iron Fist 10)
- > 1 Lygur's Tongue, 55 pts
- > 1 Magical Heirloom, 50 pts
- >
- > Khan (1#, 340 pts)
- > 1 Khan, 260 pts = (base cost 190 + Battle Standard Bearer 50 + Iron Fist 10 + Heavy Armour 10)
- > 1 Basalt Infusion, 35 pts
- > 1 Cult Leader, 45 pts
- >
- > Mammoth Hunter (1#, 380 pts)
- > 1 Mammoth Hunter, 225 pts = (base cost 210 + Iron Fist 15)
- > 1 Wrestler's Belt, 70 pts
- > 1 Trolleater, 85 pts
- >
- > Mammoth Hunter (1#, 325 pts)
- > 1 Mammoth Hunter, 225 pts = (base cost 210 + Iron Fist 15)
- > 1 Death Cheater, 100 pts
- >
- > Bruisers (3#, 185 pts)
- > 3 Bruisers, 185 pts = 3 * 76 (base cost 76) + Base Cost Adjustment -43
- >
- > Bruisers (3#, 185 pts)
- > 3 Bruisers, 185 pts = 3 * 76 (base cost 76) + Base Cost Adjustment -43
- >
- > Bruisers (3#, 185 pts)
- > 3 Bruisers, 185 pts = 3 * 76 (base cost 76) + Base Cost Adjustment -43
- >
- > Bruisers (8#, 1074 pts)
- > 7 Bruisers, 549 pts = 7 * 76 (base cost 76) + Base Cost Adjustment -43 + Champion Sgt 20 + Musician Mus 20 + Standard Bearer Std 20
- > 1 Pennant of the Great Grass Sky, 50 pts
- >
- > 1 Rock Auroch, 475 pts
- >
- > 1 Rock Auroch, 475 pts
- >
- > Slave Giant (1#, 295 pts) GW
- >
- > Sabretooth Tigers (1#, 80 pts)
- >
- > Sabretooth Tigers (1#, 80 pts)
- >
- > Bombardiers (5#, 349 pts)
- > 5 Bombardiers, 349 pts = 5 * 82 (base cost 82) + Base Cost Adjustment -61

Arron Chaum

The Sea Dragon Host:

695 - **High Prince**, General, Griffon, Shield, Dragonforged Armour, Daemon's Bane, Lance, Nova Flare (Lance),
Diadem of Protection

690 - **Mage**, Order of the Fiery Heart, Pyromancy, Wizard adept, Young Dragon, Shield, Heavy Armour, Basalt
Infusion, Talisman of Shielding

400 - **Commander**, Master of Canreig Tower, Battle Standard, Shield, Heavy Armour, Talisman of the Void

384 - **24x Citizen Spears**, Standard Bearer, Banner of the Relentless Company, Champion

384 - **24x Citizen Spears**, Standard Bearer, Banner of the Relentless Company, Champion

180 - **5x Elein Reavers**

180 - **5x Elein Reavers**

605 - **20x Flame Wardens**, Standard Bearer, Rending Banner, Musician, Champion

340 - **5x Knights of Ryma**

140 - **5x Queen's Guard**

140 - **5x Queen's Guard**

180 - **Sea Guard Reaper**

180 - **Sea Guard Reaper**

4498

Cheah

Marshal (Imperial Prince, General)

-Marshal: Imperial Prince (Light of Sonnstahl); Shield; Witchfire Guard; Great Griffon; General 525

Marshal (Battle Standard Bearer)

-**Marshal**: Obsidian Rock; Battle Standard Bearer 185

Wizard (Master)

-**Wizard**: Wizard Master; Light Armour; Death Cheater; Arcane Shield Engine; Divination 655

Wizard (Adept)

-**Wizard**: Wizard Adept; Book of Arcane Mastery; Crystal Ball; Cosmology Cosmos/Chaos 300

Artificer

-Artificer: Long Rifle (3+) 135

37 Heavy Infantry: Parent Unit; Champion; Musician; Standard Bearer (Stalker's Standard) 420

20 Heavy Infantry: Support Unit; Halberd; Champion, Musician; Standard Bearer 225

20 Heavy Infantry: Support Unit; Champion, Musician; Standard Bearer (Banner of the Relentless Company) 245

5 Electoral Cavalry: Shield; Musician 195

10 Light Infantry: Champion (Long Rifle); Standard Bearer (Aether Icon) 205

5 Reiters: Heavy Armour; Brace of Pistols 195

5 Imperial Rangers: Champion 110

3 Knights of the Sun Griffon:

Musician; Standard Bearer (Banner of Speed) 380

Artillery: Cannon 250

Steam Tank 475

4500 Pts - Kingdom of Equitaine - Mark Ciarlone Masters/Qualifier/Grail Quest

Name	#	Size	Type	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi	Cost
Duke Breslin (1½, 555 pts)																	
Grail Duke	1	Std	Cav			9	3	7	4	1+	5+	4/5	7	4/5	1/2	6	555
	Composition: Characters General; Heavy Armour; Shield; Commanding Presence; Lance Formation; Oath of Fealty; The Blessing; Aegis (5+)																
Tristan's Resolve	1	Hand Weapon enchantment. When using this weapon, the wielder gains +1 Strength, +1 Armour Penetration, +1 Attack Value, and Magical Attacks. After a successful to-hit roll, the attacker may discard one of the hits with this weapon and choose a Weapon Enchantment carried by the model the attack was allocated towards. The chosen Weapon Enchantment cannot be used for the rest of the battle.															[55]
Crusader's Salvation	1	Heavy Armour enchantment. The wearer gains +1 Armour and must reroll failed Armour Saves.															[100]
Potion of Swiftiness	1	One use only. May be activated at the start of any phase or Round of Combat. Until the end of the Player Turn, the bearer gains +3 Agility.															[10]
Obsidian Rock	1	The bearer gains Magic Resistance (2).															[25]
Virtue of Renown	1	The bearer gains Lethal Strike. Close Combat Attacks made by the bearer that roll a natural '6' to wound gain Multiple Wounds (D3).															[70]
Barded Warhorse	1			8"	16"							1	3	3*	0*	3	[70]
	Cannot be Stomped; Devastating Charge (+1 Str, +1 AP); Harnessed; Swiftstride; Tall																
Sir William (1½, 380 pts)																	
Paladin	1	Std	Cav			8	3	5	4	2+	6+	3	5	4*	1*	5	380
	Composition: Characters Battle Standard Bearer; Lance; Heavy Armour; Shield; Lance Formation; Not a Leader; Oath of Fealty; Rally Around the Flag; The Blessing; Aegis (6+)																
Wyrnwood Core	1	Lance enchantment. The wielder gains Breath Attack (Strength 5, AP 0, Flaming Attacks). Attacks made with this weapon gain Magical Attacks and Flaming Attacks.															[45]
Banner of Speed	1	A unit with one or more Banners of Speed gains +1 Advance Rate and +2 March Rate.															[50]
Virtue of Daring	1	Charge Range rolls for the bearer's unit and Charge Range rolls against enemy units in base contact with the bearer are subject to Maximized Roll.															[50]
Barded Warhorse	1			8"/9"	16"/18"							1	3	3*	0*	3	[40]
	Cannot be Stomped; Devastating Charge (+1 Str, +1 AP); Harnessed; Swiftstride; Tall																
Sir Harold (1½, 240 pts)																	
Paladin	1	Std	Cav			8	3	5	4	2+	6+	3	5	4*	1*	5	240
	Composition: Characters Lance; Heavy Armour; Shield; Lance Formation; Oath of Fealty; The Blessing; Aegis (6+)																
Rod of Battle	1	The bearer can cast a Bound Spell, Power Level (4/8): Type: Augment. Range 12?. Duration: One Turn. The target gains +1 to hit with its Close Combat Attacks.															[45]
Potion of Strength	1	One use only. May be activated at the start of any phase or Round of Combat. Until the end of the Player Turn the bearer gains Crush Attack.															[10]
Barded Warhorse	1			8"	16"							1	3	3*	0*	3	[40]
	Cannot be Stomped; Devastating Charge (+1 Str, +1 AP); Harnessed; Swiftstride; Tall																
Lady Sel (1½, 545 pts)																	
Damsel	1	Std	Cav			7	3	3		6+	6+	1	3	3	0	3	545
	Composition: Characters Wizard Master; Beloved; Channel (1); Insignificant; Lance Formation; Magic Resistance (1); The Blessing; Aegis (6+)																
Magical Heirloom	1	The bearer knows the Hereditary Spell in addition to its other spells and cannot select it during Spell Selection.															[50]
Talisman of the Void	1	The bearer gains Channel (1).															[50]
Path of Druidism	1	Must choose spells from the Path of Druidism.															[0]
Equitaine Unicorn	1			10"	20"				4			2	5	4*	1*	5	[100]
	Cannot be Stomped; Forest Guide; Harnessed; Magical Attack; Strider (Forest); Swiftstride; Tall																
Peasant Levy (30½, 175 pts)																	
Peasant Levy	30	Std	Inf	4"	8"	5	1	2	3	5+		1	2	3	0	3	175
	Composition: Core Light Armour; Shield; Insignificant; Scoring; Serfs																
Peasant Bowmen (15½, 215 pts)																	
Peasant Crossbowmen	15	Std	Inf	4"	8"	5	1	2	3			1	2	3	0	3	215
	Composition: Core Crossbow (4+); Bowmen's Stakes; Insignificant; Scoring; Serfs																
Knights of the Realm (11½, 660 pts)																	
Knights of the Realm	11	Std	Cav			8	1	4	3	2+	6+	1	4	4*	1*	3	660
	Composition: Core Champion; Musician; Standard Bearer; Lance; Heavy Armour; Shield; Lance Formation; Oath of Fealty; Scoring; The Blessing; Aegis (6+)																
Barded Warhorse	11			8"	16"							1	3	3*	0*	3	[0]
	Cannot be Stomped; Devastating Charge (+1 Str, +1 AP); Harnessed; Swiftstride; Tall																
Banner of the Last Charge	1	R&F Cavalry models in the bearer's unit gain Impact Hits (X), where X is equal to the number of Full Ranks in the unit. These Impact Hits are resolved with Strength 4 and Armour Penetration 1.															[100]
Knights of the Realm (7½, 308 pts)																	
Knights of the Realm	7	Std	Cav			8	1	4	3	2+	6+	1	4	4*	1*	3	308
	Composition: Core Lance; Heavy Armour; Shield; Lance Formation; Oath of Fealty; Scoring; The Blessing; Aegis (6+)																
Barded Warhorse	7			8"	16"							1	3	3*	0*	3	[0]
	Cannot be Stomped; Devastating Charge (+1 Str, +1 AP); Harnessed; Swiftstride; Tall																

Name	#	Size	Type	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi	Cost
Knights of the Grail (8½, 750 pts)																	
Knights of the Grail	8	Std	Cav			8	1	5	4	2+	5+, (6+)	2	5	4*	1*	5	750
	Composition: Special Champion; Musician; Standard Bearer; Lance; Heavy Armour; Shield; Divine Attacks; Holy Might; Lance Formation; Oath of Fealty; Pure of Heart; Scoring; The Blessing; Aegis (5+)																
Barded Warhorse	8			8"	16"							1	3	3*	0*	3	[0]
Cannot be Stomped; Devastating Charge (+1 Str, +1 AP); Harnessed; Swiftstride; Tall																	
Banner of Roland	1	The bearer's unit gains Aegis (+1, max. 4+, against Ranged Attacks). In addition, enemy units cannot choose Stand and Shoot as a Charge Reaction when reacting to charges made by the bearer's unit															[50]
Yeoman Outriders (5½, 135 pts)																	
Yeoman Outriders	5	Std	Cav			6	1	3	3	4+		1	3	3*	0*	3	135
	Composition: Special Light Lance; Bow (4+); Light Armour; Shield; Insignificant; Serfs; Vanguard																
Horse	5			8"	16"							1	3	3	0	3	[0]
Cannot be Stomped; Feigned Flight; Harnessed; Light Troops; Swiftstride; Tall																	
Yeoman Outriders (5½, 135 pts)																	
Yeoman Outriders	5	Std	Cav			6	1	3	3	4+		1	3	3*	0*	3	135
	Composition: Special Light Lance; Bow (4+); Light Armour; Shield; Insignificant; Serfs; Vanguard																
Horse	5			8"	16"							1	3	3	0	3	[0]
Cannot be Stomped; Feigned Flight; Harnessed; Light Troops; Swiftstride; Tall																	
Siege War Machine (1½, 120 pts)																	
Scorpion	1	Std	Con				6		4								120
	Composition: Special Scorpion (4+); Chariot; Move or Fire; Reload!; War Machine																
Crew	4					5		1				1	2	3	0	3	[0]
Insignificant; Move or Fire; Serfs																	
Siege War Machine (1½, 280 pts)																	
Trebuchet	1	Lg	Con				6		4								280
	Composition: Special Trebuchet (4+); Chariot; Move or Fire; Reload!; War Machine																
Crew	4					5		1				1	2	3	0	3	[0]
Insignificant; Move or Fire; Serfs																	
																Total Cost:	4498

Validation Report

Game: 9th Age (2nd Ed.); Competition Level: Tournament; Core Rules Version: 2.0; Data File Version: 2.37; Roster Output Format: Verbose
Army List satisfies all enforced validation rules

Army List Statistics

of Models: 87
General's Discipline: 9
of Units with Scoring: 5
Pts of Spec Equipment: 590

Group	Min	Max	Used
Points of Characters	0	1800	1720
Points of Core	1125	Unlimited	1358
Points of Special	0	0	1420
Points of Airborne Gallantry (C1)	0	1800	0

Duncan

Saurian Ancients

940 - **Cuatl Lord**, General, Alchemy, Grasp of the Immortal, Protean Potentate, Battle Standard, Banner of the Relentless Company, Sphere of Shielding, Jade Staff

591 - **32x Skink Braves**, 3 Caimans, Standard Bearer, Legion Standard

170 - **15x Skink Braves**, Replace Shields with Bows

170 - **15x Skink Braves**, Replace Shields with Bows

650 - **8x Caimans**, Halberds, Standard Bearer, Champion

650 - **8x Caimans**, Halberds, Standard Bearer, Champion

239 - **3x Rhamphodon Riders**, Shields

239 - **3x Rhamphodon Riders**, Shields

165 - **Weapon Beast(s)**, Salamander

165 - **Weapon Beast(s)**, Salamander

130 - **5x Chameleons**

130 - **5x Chameleons**

130 - **5x Skink Hunters**, Poisoned Javelins, Vanguard

130 - **5x Skink Hunters**, Poisoned Javelins, Vanguard

4499

Dunne

Vermin Swarm 4500pts

Character 1765

Vermin Daemon 820

Chief, BSB, Talisman of the void 210

Plague Patriarch on Plague Pendulum; flail; Adept(Occultism), Light armor: Putrid plate, lucky charm 735

Core 1125

2 x 10 footpads 120

2 x 10 footpads w/ paired weapons 130

23 Plague brotherhood; musician 255

20 Vermin Guard; standard; Lightning Rod 370

Special 816

3 x 14 Disciples 272

Tunnel Gunners 790

6 Jezails 230

2 x 3 Jezails 110

2 x Verminous Artillery (plague catapult) 170

Total 4496

Saurian Ancients

Saurian Warlord – General, Paired Weapons, Alpha Carnosaur, Touch of Greatness, Starfall Shard, Obsidian Rock - 910

Saurian Veteran – BSB, Heavy Armor, Shield, Talisman of the Void, Talisman of Shielding – 345

Skink Priest – Adept, Druidism, Lt Armor, Skink Palanquin, Sun Tablet, Magical Heirloom – 345

Total Characters – 1600

34 Saurian Warriors – Serpent, Spear, C/M/S, Banner of Speed- 934

Total Core – 929

2 x 5 Raptor Riders – M – 290

Total Special – 580

2 x 3 Rhamphodon Riders – Shield, C – 259

Total Jungle Guerillas – 518

Taurosauro – 450

Stygiosaur – Mystic Traveler – 415

Total Thunder Lizards – 865 (1355)

Total - 4498

4500 Pts - Vampire Covenant - Dave Faught - Masters 2019

Name	#	Size	Type	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi	Cost
Necromancer (1⁺, 275 pts)																	
Necromancer	1	Std	Cav			7	3	3	3	4+		1	3	3	0	3	275
Composition: Characters Base: 25x50 Wizard Master; Light Armour; Awaken (Zombies, Skeletons); Channel (1); Fearless; Reanimated (1); Undead																	
Magical Heirloom	1	The bearer knows the Hereditary Spell in addition to its other spells and cannot select it during Spell Selection.															[50]
Path of Alchemy	1	Must choose spells from the Path of Alchemy.															[0]
Skeletal Steed	1			8"	16"							1	2	3	0	2	[20]
Cannot be Stomped; Ghost Step; Harnessed; Magical Attack; Swiftstride; Tall																	
Necromancer (1⁺, 485 pts)																	
Necromancer	1	Std	Cav			7	3	3	3	4+		1	3	3	0	3	485
Composition: Characters Base: 25x50 Wizard Master; Light Armour; Awaken (Zombies, Skeletons); Channel (1); Fearless; Gates of the Netherworld; Reanimated (1); Undead																	
Binding Scroll	1	One use only. May be activated after Siphon the Veil (at the end of step 3 of the Magic Phase Sequence). When activated, pick an enemy model and select one of its Attribute, Bound, or Learned Spells. The selected model cannot cast the chosen instance of the spell during this Magic Phase. Only a single Binding Scroll may be activated during the same phase.															[55]
Binding Scroll	1	One use only. May be activated after Siphon the Veil (at the end of step 3 of the Magic Phase Sequence). When activated, pick an enemy model and select one of its Attribute, Bound, or Learned Spells. The selected model cannot cast the chosen instance of the spell during this Magic Phase. Only a single Binding Scroll may be activated during the same phase.															[55]
Path of Evocation	1	Must choose spells from the Path of Evocation.															[0]
Skeletal Steed	1			8"	16"							1	2	3	0	2	[20]
Cannot be Stomped; Ghost Step; Harnessed; Magical Attack; Swiftstride; Tall																	
Vampire Count (1⁺, 1035 pts)																	
Vampire Count	1	Lg	Cav			9		7	5	3+	(2+), 4+	5	7	5/6	2/3	7	1035
Composition: Characters Base: 60x100 General; Wizard Master; Halberd; Heavy Armour; Shield; Independent Vampire; The Dead Arise; Autonomous; Awaken (Zombies); Channel (1); Commanding Presence; Fear; Fearless; Reanimated (1); Undead; Vampiric (6+)																	
Independent Bloodline	1																[60]
Arcane Knowledge	1	The Vampire knows the Hereditary Spell in addition to its other Spells. Spells cast by the Vampire gain +6" Range. This effect is decreased to +3" Range for Aura spells. Bound Spells and spells without Range are not affected.															[60]
Death Cheater	1	Suit of Armour enchantment. The wearer gains +1 Armour and Fortitude (4+).															[100]
Eternity Gem	1	Attacks against the wearer with Lethal Strike and/or Multiple Wounds lose these Attack Attributes. One use only: Must be activated when the wearer suffers the first wound in the game (after Armour Saves). The wearer gains Aegis (2+) against this wound.															[95]
Path of Occultism	1	Must choose spells from the Path of Occultism.															[0]
Great Monstrous Revenant	1			6"(8")	12"(16")		4					4	4	5*	2*	2	[160]
Composition: Class 2 Devastating Charge (+1 Str, +1 AP); Fear; Harnessed; Lethal Strike; Light Troops; Poison Attacks; Stomp (1); Swiftstride; Tall; Towering Presence																	
Dire Wolves (8⁺, 113 pts)																	
Dire Wolves	8	Std	Bst	9"	18"	3	1	3	3			1	3	3*	0*	3	113
Composition: Core Base: 25x50 Ashes to Ashes; Devastating Charge (+1 Str, +1 AP); Fearless; Reanimated (D3+4); Swiftstride; Undead; Vanguard																	
Dire Wolves (8⁺, 113 pts)																	
Dire Wolves	8	Std	Bst	9"	18"	3	1	3	3			1	3	3*	0*	3	113
Composition: Core Base: 25x50 Ashes to Ashes; Devastating Charge (+1 Str, +1 AP); Fearless; Reanimated (D3+4); Swiftstride; Undead; Vanguard																	
Ghouls (30⁺, 490 pts)																	
Ghouls	30	Std	Inf	4"	8"	6	1	3	4			2	3	3	0	4	490
Composition: Core Base: 20x20 Champion; Ashes to Ashes; Fearless; First Raised; Poison Attacks; Reanimated (D6+4); Scoring; Undead; Unholy Appetite																	
Skeletons (25⁺, 220 pts)																	
Skeletons	25	Std	Inf	4"	8"	4	1	2	3	5+		1	2	3	0	2	220
Composition: Core Base: 20x20 Musician; Light Armour; Shield; Ashes to Ashes; Fearless; Reanimated (D6+4); Scoring; Undead																	
Barrow Knights (8⁺, 334 pts)																	
Barrow Knights	8	Std	Cav			7	1	3	4	2+		1	3	4*	1*	3	334
Composition: Special Base: 25x50 Musician; Lance; Heavy Armour; Shield; Ashes to Ashes; Fearless; Lethal Strike; Magical Attack; Multiple Wounds (2, against Standard Size); Reanimated (D3+2); Scoring; Undead																	
Skeletal Steed	8			8"	16"							1	2	3	0	2	[0]
Cannot be Stomped; Ghost Step; Harnessed; Magical Attack; Swiftstride; Tall																	
Great Bats (3⁺, 105 pts)																	
Great Bats	3	Std	Bst	1"(9")	2"(18")	3	2	3	3			2	3	3	0	3	105
Composition: Special Base: 40x40 Ashes to Ashes; Fearless; Hard Target (1); Light Troops; Reanimated (D3+1); Skirmisher; Swiftstride; Undead																	
Great Bats (3⁺, 105 pts)																	
Great Bats	3	Std	Bst	1"(9")	2"(18")	3	2	3	3			2	3	3	0	3	105
Composition: Special Base: 40x40 Ashes to Ashes; Fearless; Hard Target (1); Light Troops; Reanimated (D3+1); Skirmisher; Swiftstride; Undead																	
Great Bats (3⁺, 105 pts)																	
Great Bats	3	Std	Bst	1"(9")	2"(18")	3	2	3	3			2	3	3	0	3	105
Composition: Special Base: 40x40 Ashes to Ashes; Fearless; Hard Target (1); Light Troops; Reanimated (D3+1); Skirmisher; Swiftstride; Undead																	

Name	#	Size	Type	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi	Cost
Spectral Hunters (5 $\frac{x}{x}$, 190 pts)																	
Spectral Hunters	5	Std	Cav			5	1	3	3	6+	(3+), 5+	2	3	3/5	10/12	2/0	190
Composition: Class 1 Base: 25x50 Great Weapon; Ashes to Ashes; Fearless; Flaming Attacks; Ghost Step; Ghostly Form; Light Troops; Magical Attack; Reanimated (1); Terror; Undead; Aegis (5+); Aegis (3+, against non-Magical Attacks)																	
Ghost Steed	5			8"	16"							1	2	3	0	2	[0]
Cannot be Stomped; Flaming Attacks; Harnessed; Magical Attack; Swiftstride; Tall																	
Spectral Hunters (5 $\frac{x}{x}$, 190 pts)																	
Spectral Hunters	5	Std	Cav			5	1	3	3	6+	(3+), 5+	2	3	3/5	10/12	2/0	190
Composition: Class 1 Base: 25x50 Great Weapon; Ashes to Ashes; Fearless; Flaming Attacks; Ghost Step; Ghostly Form; Light Troops; Magical Attack; Reanimated (1); Terror; Undead; Aegis (5+); Aegis (3+, against non-Magical Attacks)																	
Ghost Steed	5			8"	16"							1	2	3	0	2	[0]
Cannot be Stomped; Flaming Attacks; Harnessed; Magical Attack; Swiftstride; Tall																	
Winged Reapers (4 $\frac{x}{x}$, 740 pts)																	
Winged Reapers	4	Lg	Inf	6"(6")	12"(12")	10	4	5	5	5+		4/5	5/6	5	2	4	740
Composition: Class 2 Base: 50x75 Paired Weapons; Ashes to Ashes; Fear; Fearless; Lethal Strike; Light Troops; Necromantic Aura; Reanimated (D3); Stomp (1); Swiftstride; Undead																	
Total Cost:																	4500

Option Footnotes

Options	
Champion	A Champion gains Front Rank. First Among Equals : A Champion gains +1 Attack Value. If it is a multipart model, the Characteristics increase only affects a single model part, which must be a model part without Restraints or Inanimate. Ordering the Charge : When a unit with a Champion rolls for their Charge Range, they always count as rolling at least a '4'. If the charge is still failed, ignore this rule and use the rolled dice to determine the Failed Charge Move.
Great Monstrous Revenant	
Great Weapon	Close Combat Weapon. Attacks made with a Great Weapon gain +2 Strength, +2 Armour Penetration, and strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks.
Halberd	Close Combat Weapon. Attacks made with a Halberd gain +1 Strength and +1 Armour Penetration. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.
Hand Weapon	Close Combat Weapon. All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving the Parry Personal Protection.
Heavy Armour	+2 Armour
Lance	Close Combat Weapon. Attacks made with a Lance and allocated towards models in the wielders' Front Facing gain Devastating Charge (+2 Strength, +2 Armour Penetration).
Light Armour	+1 Armour
Musician	A Musician gains Front Rank and Stand Behind. Swift Reform : A unit with a Musician can make a Swift Reform; the unit makes a Reform with the following exceptions. - The unit is not prohibited from shooting in the next Shooting Phase. - The unit can perform an Advance Move after the Reform. No model can end its movement (after the Advance Move) with its center further away than its March Rate from its starting position (before the Reform). March to the Beat : March Tests taken by units within 8" of one or more enemy units with a Musician are taken at -1 Discipline unless the unit that wishes to March also has a Musician.
Paired Weapons	Close Combat Weapon. The wielder gains +1 Attack Value when using Paired Weapons. Attacks made with Paired Weapons gain +1 Offensive Skill and ignore Parry. A model using this weapon cannot simultaneously use a Shield against Melee Attacks (while Paired Weapons are often modelled as two Hand Weapons, they are considered a separate weapon category for rules purposes).
Shield	+1 Armour
Universal Rules	
Ashes to Ashes	At the end of any phase in which the Master is removed as a casualty, every unit in the army with one or more models with Ashes to Ashes must pass a Discipline Test or lose a number of Health Points equal to the amount by which the test was failed, with no saves of any kind allowed. These Health Point losses are allotted following the rules for Unstable, except that they can never be allotted to models that do not have Ashes to Ashes. The number of Health Points inflicted is reduced by 1 if the unit received Rally Around the Flag. At the end of the Player Turn in which the Master was removed as a casualty, a new Master may be selected. In order to do so, nominate a friendly Wizard Character, which either has Vampiric or is using Evocation. This Character becomes your new Master. At the start of each friendly Player Turn in which the army's Master has been removed as a casualty and no new Master has been selected, every unit with the Ashes to Ashes rule must once again pass a Discipline Test or suffer wounds as described above.
Autonomous	Undead units consisting entirely of models with Autonomous may perform March Moves as normal even when outside the range of friendly models' Commanding Presence. The unit must still pass a Discipline Test in order to do so if within 8" of non-fleeing enemy units.
Awaken	The model can raise Health points above a unit's starting size for the unit types stated within the brackets. However, units cannot be increased beyond twice or beyond the maximum unit size written in their unit entry. A unit's starting size is the size of the unit as written in the Army List (or the size of the unit at the time of creation).
Channel	During step 3 of the Magic Phase Sequence, each of the Active Player's models with Channel may add X Veil Tokens to its owner's Veil Token pool. This Universal Rule is cumulative, adding the X of each instance of Channel to the model's total Channel value (e.g. a model with Channel (1) and Channel (2) is treated like a model with Channel (3)).
Commanding Presence	All Generals have the Commanding Presence Universal Rule. The Discipline of all units within 12" of a friendly non-Fleeing model with Commanding Presence may be set to the Discipline value of that model (this ability follows the normal rules for "Values Set to a Fixed Number" meaning that effects modifying the Discipline of the model with Commanding Presence are applied before setting the recipient model's Discipline to that value; this value may then be further modified).
Fear	Models in units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken and Close Combat Attacks made by the models in the unit suffer -1 to hit, while Close Combat Attacks allocated towards the models in the unit gain +1 to hit. These effects apply until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.
Fearless	If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.
First Raised	Ghoul Champions gain Swift Reform.
Fly	Units composed entirely of models with Fly may use Flying Movement during Charge Moves, Failed Charge Moves, Advance Moves, and March Moves. When a unit uses Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). A unit using Flying Movement ignores all Terrain Features and units during the Flying Movement. Note that: - It must follow the Unit Spacing rule at the end of the move. - It is affected by the Terrain Features from which it takes off and in which it lands. - All modifiers to ground movement values also apply to a model's Fly values, unless specifically stated otherwise. - When declaring a Charge with a unit with Fly, you must declare if the unit will not use Flying Movement for the Charge Move. - A Failed Charge Move of a unit with Fly must use the type of movement (ground or Flying) that was chosen when the Charge was declared. If the unit would end its Failed Charge Move inside another unit's Unit Boundary or inside Impassable Terrain, backtrack the move to the unit's last legal position where it follows the Unit Spacing rule.

Front Rank	<p>Front Rank specifies where in a unit the model may be placed and how the model moves inside its unit. A model with Front Rank can either have a Matching Base or a Mismatching Base.</p> <p>Matching Bases : Matching Base refers to one of the following:</p> <ul style="list-style-type: none"> - The model has the same base size as the R&F models in its unit. - The model's base is the same size as two or more (whole number) of the R&F models' bases (such as a 40×40mm base in a 20×20mm unit). <p>A model with Matching Base must always be placed as far forward as possible in its unit. Normally this means that it must be placed in the first rank. If the first rank is occupied by models with Front Rank, it is placed in the second rank instead. If this rank is also occupied by models with Front Rank, it is placed in the third rank, and so on. If the model has a larger base than the R&F models, it is considered to be in all ranks its base occupies for the purposes of calculating Full Ranks. For calculating the number of models in the unit's ranks (e.g. for Full Ranks, Line Formation, Area Attack, Penetrating), the large base counts as the number of models it replaces. A model cannot join a unit that has more than one rank if its base is wider than the unit it wishes to join, nor can a unit Reform into a formation that is narrower than any model joined to the unit. If a model with a Matching Base has a longer base than the R&F models in the unit, the unit is allowed to have more than one incomplete rank if all incomplete ranks after the first consist entirely of models with such bases (i.e. For instance the rear parts of long bases such as War Platforms are allowed to form several incomplete ranks). When making an Advance Move, March Move, or Reform with a unit that includes models with Front Rank, these models can be reorganized into a new position (still as far forward as possible) as part of the move. This counts towards the distance moved by the unit (measure the distance from the starting position to the ending position of the center of the model with Front Rank to determine how far it has moved). If a model with Front Rank leaves a unit or is removed as a casualty, the gap it leaves must be filled with models from other ranks, possibly moving up models with Front Rank, if this means they are moved to positions further forward. If more than one model with Front Rank could move forward, the owner of the models chooses which model to move. If all models with Front Rank already are as far forward as possible, fill any empty gaps with R&F models from the back ranks. Sometimes models with Front Rank must be redistributed in order for all such models to be as far forward as possible. When this happens, move as few models as possible in order to have all models with Front Rank as far forward as possible.</p> <p>Mismatching Bases : Anything that is not a Matching Base is a Mismatching Base (such as a 50×75mm base inside a 25×50mm unit). A model with Mismatching Base is placed in base contact to the side of the unit, aligned with its front. Only two Mismatching Bases can be joined to a single unit (one at each side). These models are considered to be only in the front rank but are ignored when counting the number of models in each rank in order to establish the number of Full Ranks and whether or not a unit is in Line Formation. They form a file of one model. When making an Advance Move, March Move, or Reform with a unit that includes models with Mismatching Bases, these models can be reorganized into a new position (i.e. moved to the other side of the unit) as part of the move. This counts towards the distance moved by the unit (measure the distance from the starting position to the ending position of the center of the model with Front Rank to determine how far it has moved).</p>
Gates of the Netherworld	Whenever a model with Gates of the Netherworld successfully casts Arise!, after resolving the spell's effect, choose a Friendly unit with Reanimated value and within 12" of the caster. This unit, or a single character inside the unit, raises 1 Health Point. No unit can be chosen more than twice per phase by Gates of the Netherworld.
Ghost Step	The model may choose to treat all Terrain Features as Open Terrain for movement purposes but must abide by the Unit Spacing rule upon the completion of its moves.
Ghostly Form	The model gains Magical Attacks and Ghost Step. R&F models with this rule can only be joined by Characters with Ghostly Form.
Light Troops	<p>A unit composed entirely of models with Light Troops may Reform any number of times during Advance Moves and March Moves. The following rules apply to the movement of Light Troops:</p> <ul style="list-style-type: none"> - No model can end its movement with its center further away from its starting position than its March Rate. - For measuring the distance travelled by a model, check the path the model would have taken if it was alone and measure the movement around any obstructions (abiding by the Unit Spacing rule). Note that the unit nevertheless must abide by the Unit Spacing rule (including all Reforms). - If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is measured from its starting position to the point on the Battlefield where it performed that action and then to its final position. <p>In addition,</p> <ul style="list-style-type: none"> - Units composed entirely of models with Light Troops may shoot even after March Moving or Reforming earlier than Player Turn. - Units with more than half of their models with Light Troops always count as having 0 Full Ranks.
Make Way	At step 3 of the Round of Combat Sequence, any Character placed in the front rank and not in base contact with an enemy model may move into contact with an enemy model. This enemy model must be in base contact with the Character's unit, and it must be attacking the Character's unit in its Front. To do a Make Way move, the Character switches position with another model (or models) in its unit; these models cannot be Characters. Characters with Mismatching bases can never perform a Make Way move.
Necromantic Aura	All friendly units within 6" of one or models with Necromantic Aura reduce the number of Health Point losses caused by Ashes to Ashes and Unstable by 1.
Reanimated	Some unit' profiles contain an additional Characteristic: "Reanimated", which determines the number of Health Points Raised with Arise! (Hereditary Spell) and The Dead Arise (Bound Spell).
Scoring	Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives. Every army needs Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon. Scoring can be lost during the game: A unit that is Fleeing loses Scoring for as long as it is Fleeing. An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring. A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.
Skirmisher	<p>The model can always use Shooting Attacks from any rank (models with Skirmisher are not limited to shooting from first and second rank).</p> <p>Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base contact with each other. Instead, models are placed with a 12.5 mm distance (roughly half an inch) between them. This gap is considered part of the unit for Cover purposes and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear Facing, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops and never block Line of Sight (remember that this also affects Cover and that they can never contribute to Hard Cover).</p> <p>Units in skirmish formation can only be joined by Characters that have both the same Type and the same Size as the unit. Unless a Character has the exact same base size as all R&F models in the unit, it is considered Mismatched for the purpose of placement within the unit. The unit ceases to be in skirmish formation when all R&F models with Skirmisher are wiped out: immediately contract their skirmish formation into a normal formation, without moving the center of the first rank. Nudge any unit as normal to maintain base contact if possible.</p>
Stand Behind	The model can be placed anywhere in its unit (it doesn't have to be placed as far forward as possible, even if it has Front Rank). It cannot be placed further forward inside a unit than any model with Front Rank without Stand Behind. Ignore Stand Behind for Models on Mismatching Bases.
Swiftstride	If a unit is composed entirely of models with Swiftstride, its rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance are subject to Maximized Roll.
Tall	Line of Sight drawn to or from a model with Tall is not blocked by models of the same size (as the model with Tall) unless the intervening model also has Tall. Remember that this also affects Cover (if a model blocks Line of Sight it contributes to Hard Cover, otherwise only to Soft Cover).
Terror	The model gains Fear and is immune to the effects of Terror. When a unit with one or more models with Terror Declares a Charge, its target must take a Panic Test. If the test is failed, the target of the charge must declare a Flee Charge Reaction, if able to do so.
Towering Presence	The model gains Tall and can never be joined or join a unit (unless it is a War Platform). A model with Towering Presence increases its Rally Around the Flag and Commanding Presence ranges by 6".
Undead	<p>The model gains Unstable. Undead models cannot perform March Moves, unless their unit starts the March Move within the range of a friendly model's Commanding Presence. The only Charge Reaction a unit with one or more Undead models can make is Hold.</p> <p>When units consisting entirely of models with Undead lose Health Points due to Unstable, the number of lost Health Points can be reduced in some situations. Apply the modifiers in the following order:</p> <ol style="list-style-type: none"> 1. If the unit is Stubborn, halve the number of lost Health Points (round fractions up). 2. If the unit is Steadfast, reduce all lost Health Points above 12 to 12. 3. If the unit receives Rally Around the Flag, reduce the number of lost Health Points with the unit's current Rank Bonus. Units with no Rank Bonus reduce the number of Health Points lost by 1 instead. 4. Apply all other modifiers (from Special Equipment, Model Rules, spells, etc.) afterward.
Unstable	<p>The model gains Fearless. A unit with one or more models with Unstable does not take a Break Test when losing a combat, but instead it loses one Health Point (without any saves allowed) for each point of Combat Score by which it lost the combat. The Health Points losses are distributed in the following order:</p> <ol style="list-style-type: none"> 1. R&F models, excluding Champions. 2. Champion. 3. Characters. Distributed by the owner of the unit, as evenly as possible. <p>Only Characters with Unstable can join units with one or more models with Unstable, and Characters with Unstable cannot join units with models without Unstable.</p>

Vanguard	After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as a combination of Advance Move and/or Reforms, as in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, joining units, leaving units, and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way lose Scoring until the end of Game Turn 1 and may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last (note that this is an exception to the rules for Simultaneous Effects). Instead of moving a unit, a player may declare to not move any more Vanguarding units.
Wizard Adept	The Wizard gains Channel (1) and knows 2 spells. During Spell Selection the Wizard must choose between the Learned Spells 1, 2, 3 and 4 of its chosen Path and its Hereditary Spell.
Wizard Master	The Wizard gains Channel (1), and a +1 modifier to its casting rolls, and knows 4 spells. During Spell Selection the Wizard must choose between the Learned Spells 1, 2, 3, 4, 5 and 6 of its chosen Path and its Hereditary Spell.
Personal Protections	
Aegis	Aegis is a Special Save. A model must reroll successful Aegis saves against attacks with Divine Attacks.
Cannot be Stomped	For the purposes of Stomp Attacks from enemy model, a model with Cannot be Stomped is never considered Standard Size.
Fortitude	Fortitude is a Special Save. Fortitude Saves cannot be taken against attacks with Lethal Strike that rolled a natural 6+ to wound, or against attacks with Flaming Attacks.
Hard Target	Shooting Attacks targeting a unit that has more than half of its models with Hard Target (X) suffer a -X to-hit modifier. This rule is cumulative.
Parry	Parry can only be used against Close Combat Attacks from the Front Facing. The model gains +1 Defensive Skill, or its Defensive Skill is always equal to the Offensive Skill of the attacker, whichever is higher.
Attack Attributes	
Devastating Charge	Attacks & Weapons, Close Combat. A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristics modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.
Flaming Attacks	Attacks & Weapons, Close Combat, Shooting. The attacks ignores Fortitude Saves and must reroll failed to-wound rolls against models with Flammable.
Harnessed	Close Combat. Model parts with Harnessed cannot make Supporting Attacks and cannot use weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with at least one model part with Harnessed is considered to be mounted.
Lethal Strike	Attacks & Weapons, Close Combat. An attack with Lethal Strike that wounds with a natural to-wound roll of '6' has its Armour Penetration set to 10 and ignores Fortitude Saves.
Magical Attack	Attacks & Weapons, Close Combat, Shooting. The attack doesn't have any special effects. However, the Attack Attribute interacts with other rules, such as Aegis (X, against Magical Attacks). Model parts with Magical Attacks also apply the Attack Attribute to their Special Attacks (such as Stomp Attacks, Impact Hits and Breath Attack).
Multiple Wounds	Attacks & Weapons, Close Combat. Unsavd wounds caused by the attacks are multiplied into the value given in brackets (X). If the value is a dice (e.g. Multiple Wounds (D3)), roll one dice for each unsavd wound with Multiple Wounds. The amount of wounds that the attack is multiplied into can never be higher than the Health Points Characteristic of the target (excluding Health Points lost previously in the battle). For example, if a Multiple Wounds (D6) attack wounds a unit of Trolls (HP 3) and rolls a '5' for the multiplier, the number of unsavd wounds is reduced to 3, even if the Troll unit has already lost one or two Health Points previously in battle. If Clipped Wings is stated after the X value in brackets, any unsavd wound caused by the attack against a model with Fly is multiplied into X+1 instead of X.
Poison Attacks	Attacks & Weapons, Close Combat, Shooting. If the attack successfully hits with a natural to-hit roll of '6', it automatically wounds with no to-wound roll needed. Shooting Attacks using Hopeless Shot can only automatically wound if the first to-hit roll is a natural '6'. Note that the second to-hit roll must still be successful in order to hit the target. If the Attack can be turned into more than one hit (e.g. a hit with Penetrating, Area Attack or Battle Focus), only a single hit, chosen by the attacker, automatically wounds. All other hits must roll to wound as normal.
Unholy Appetite	Close Combat. After a Round of Combat in which at least one attack with Unholy Appetite caused an unsavd wound, all attacks with Unholy Appetite from models in the same unit must reroll failed to-hit rolls until the end of the next Player Turn.
Vampiric	Close Combat. At the end of each Melee Phase, check and resolve the following for all units and characters with Vampiric: Characters: If at least one attack with Vampiric made by the Character causes an unsavd wound, the Character can make a single Vampiric roll. If successful, the Character recovers a single Health Point. Units: If at least one attack with Vampiric made by a R&F model in the unit caused an enemy to lose a Health Point, the unit can make a single Vampiric roll. If successful, the unit raises a single Health Point. A Vampiric roll is successful if the D6 score X+ (where X is the number stated in brackets). Use only the best value if a unit or character has multiple parts with this Attack Attribute that each cause unsavd wounds. A roll of '1' on a Vampiric roll is always a failure and a '6' is always a success. Models with Tower Presence suffer a -2 modifier to their Vampiric rolls.
Special Attacks	
Stomp	At Initiative Step 0 a model part with Stomp Attacks must choose an enemy model of Standard Size in base contact with it. The chosen model's unit suffers a number of hits equal to the value stated in brackets (X). These hits can only be distributed onto models of Standard Size (ignore models of a different Size when distributing hits). They are resolved with the model part's own Strength and Armour Penetration. In multipart models, only model parts that also have Harnessed can use Stomp Attacks. When several models in the same unit have this Special Attack, and when X is a random number (e.g. Stomp Attacks (D6)), roll for the number of hits separately.
Bound Spells	
The Dead Arise	Ground Instant Range 12" Power Level (4/8) Summon a unit from the ones with the Awaken (X) special rule of the caster (choose before casting) with as many Wounds as given by the Evoked characteristic of the unit. The unit must be placed with at least one model on the target point and all models within the range. All upgrades except Command Group are allowed. The unit loses Scoring (if it had it).
Hereditary Spells	
Arise!	Augment Instant Cast on 4+ Range 18" Cast on 8+ Aura Range 6" Cast on 11+ Aura Range 12" When resolving the spell, choose one of the following effect for each target: - The R&F part of the target Raises a number of Health Points equal to its Reanimated value. - Up to one Character within the target Recovers a number of Health Points equal to its Reanimated value. Models with Towering Presence cannot Recover more than 2 Health Points from this spell in a single Magic Phase.

Army List Design Information

Army Book Version 2.0

Master of Undeath : One Character in the Vampire Covenant army must be nominated to be the Master. At the start of the game, the General is always the Master.

Validation Report

Game: 9th Age (2nd Ed.); Competition Level: Tournament; Core Rules Version: 2.0; Data File Version: 2.37; Roster Output Format: Verbose

Army List satisfies all enforced validation rules

Army List Statistics

General's Discipline: 9

of Models: 105

of Units with Scoring: 3

Pts of Spec Equipment: 355

Group	Min	Max	Used
Points of Characters	0	1800	1795
Points of Core	900	Unlimited	936
Points of Special	0	0	649
Points of Suffering (C1)	0	900	380
Points of Swift Death (C2)	0	1350	900

Finlayson

Hierarch, Adept Evocation, Heirophant, Book of Arcane Mastery, General: 280

Hierarch, Master Divination, Soul Conduit, Talisman of the Void, Sacred Hourglass: 520

Architect: 160

Architect: 160

Normarch, Chariot, Shield, Bow: 200

6x Legion Chariots, FCG, Stalker: 680

20x Skeletons, M, C: 190

5x Scouts: 130






5x Scouts: 130

8x Shabti Archers, M, S, Rending Banner: 685

7x Shabti Archers, M, S, Rending Banner: 605

4x Tomb Reapers, Paired Weapons: 760

4500/4500

-  Weaver of Change (Aether Wand, Veil of Shadows, Black Orb, Power Vortex, Thaumaturgy) 1230
-  Harbinger of Pestilence (General, Divination, Halberd, Nauseating Aura, Bloated Putrefaction) 535
-  26 Tallymen (Champion, Musician, Standard, Contamination, Rending Banner) 785
-  Horrors (Champion, Musician) 345
-  5 Furies (Mark Wrath) 145
-  5 Furies (Mark Wrath) 145
-  4 Crusher Cavalry (S) 490
-  4 Pestilent Beasts 460
-  Shrine of Temptation 365

Total 4500

brandon galagos

Chris Hines - Vermin Swarm

Tyrant, Heavy Armor + Shield, Paired Weapons + Tail Weapon, Ghostly Guard, Hero's Heart, Dragon Staff, Monstrous Rat - 515

Magister, Master, 3 Dark Shards, Talisman of the Void, GENERAL thaumaturgy - 430

Chief, BSB - 160

Plague Patriarch, Light Armor, Paired Weapons, Swarm Master, Putrid Protection, Pendulum - 670

Characters - 1775

Footpads x 10, Musician - 140

Slaves x 40, Musician - 205

Slaves x 40, Musician - 205

Rat at Arms, FC, Banner of the Relentless Company - 320

Plague Brotherhood x 20, FC - 265

Core - 1135

Plague Disciples x 12, Champ - 258

Special - 258

Jezzails x 5 - 190

Jezzails x 5 - 190

Plague Catapult - 170

Plague Catapult - 170

Dreadmill - 305

Dreadmill - 305

Tunnel Gunners - 1330

Hulley

[Prelate: General, Imperial Seal, Great Weapon, Lucky Charm, Plate Armour, 300](#)

Marshal: Battle Standard Bearer, Shield, Death Warrant, Blacksteel, 265

Knight Commander: Horse, Light of Sonnstahl, Potion of Swiftiness, Shield, 370

Wizard: Master, Lore of Cosmology, 350

Artificer: Long Rifle, 135

9 Knightly Orders: Full Command, Banner of Speed, Cavalry Picks, Shields, 498

20 Light Infantry: Crossbows, Musician, Champion: Long Rifle, 320

20 Light Infantry: Handguns, Musician, Standard Bearer: Marksman's Pennant, 315

33 Imperial Guard, Full Command, Rending Banner, 627

Arcane Altar, Arcane Shield, 290

5 Reiters, Brace of Pistols, 175

5 Imperial Rangers, 90

5 Imperial Rangers, 90

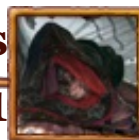
Steam Tank, 475

Volley Gun, 200

4500 Points

The 9th Age

OGRE KHANS(v-2.0) - 4 487 POINTS



Army Builder

LIST OGRE KHANS #1

1650 pts (36.77 %) Characters (40 Max) 1232 pts (27.46 %) Core (25 Least) 1338 pts (29.82 %) Special 267 pts (5.95 %) Powder Keg (35 Max) 360 pts (8.02 %) Chained Beasts (30 Max)

FATSO Shaman 530 POINTS

Global	Adv	Mar	Dis	Model Rules	
	6"	12"	8	Wizard Apprentice ,	
Defensive	HP	Def	Res	Arm	
	4	4	5	0	
Offensive	Att	Off	Str	Ap	Agi
Shaman	3	4	4	1	2 Sons of the Avalanche

Options	General • May take Light Armour • Iron Fist • Shamanism • Wizard Master
Magic items	Ritual Bloodletter • Rampager's Chain
	Rottenjaw
Notes	Rotten Jaw - Gains Poison; Kin-Eater re-roll Ambush rolls of 1 or 2. Ritual Bloodletter - Magical Attacks; +1 Offensive; +1 Attack; Unsaved wounds grants one Veil Token Rampager's Chain - Bearer gains D3+1 Stomps. all models preroll failed to wound Stomp Attacks

BSB Khan 445 POINTS

Global	Adv	Mar	Dis	Model Rules	
	6"	12"	8	Scrapling Lookout ,	
Defensive	HP	Def	Res	Arm	
	4	5	5	0	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Khan	4	5	5	2	3 Sons of the Avalanche

Options	Battle Standard Bearer • Heavy Armour • Iron Fist
Magic items	Heart-Ripper
	Trolleater
Magic banners	Pennant of the Great Grass Sky
Notes	Troll eater -Big Name - Fortitude 4+; Multi-wound (2) vs. large & infantry Heart Ripper - Lethal Strike; +1 Armor Penetration; Magical; Never hit worse than 3+ Pennant of Grass: Swift Stride

TOUGHS Tribesmen x10 729 POINTS

Global	Adv	Mar	Dis	Model Rules	
	6"	12"	7	Scoring ,Scrapling Lookout ,	
Defensive	HP	Def	Res	Arm	
	3	3	4	0	Light Armour ,
Offensive	Att	Off	Str	Ap	Agi
Tribesmen	3	3	4	1	2 Paired Weapons Sons of the Avalanche

Options	Iron Fist • Champion • Standard Bearer • Musician
Magic banners	Banner of Speed
Notes	Banner of Speed: +1" Movement, +2" March

BULLIES Bruisers x6 503 POINTS

Global	Adv	Mar	Dis	Model Rules	
	6"	12"	8	Scoring ,Scrapling Lookout ,	
Defensive	HP	Def	Res	Arm	
	3	3	4	0	Heavy Armour ,
Offensive	Att	Off	Str	Ap	Agi
Bruisers	3	3	4	1	2 Great Weapon Sons of the Avalanche

Options	Champion • Standard Bearer
Magic banners	Banner of Speed
Notes	Banner of Speed: +1" Movement; +2" March



THE HIT SQUAD

Mercenary Veterans x6

733 POINTS

<i>Global</i>	<i>Adv</i> 6"	<i>Mar</i> 12"	<i>Dis</i> 8	<i>Model Rules</i> Battle-Scarred ,Scoring ,Scrapling Lookout ,	
<i>Defensive</i>	<i>HP</i> 3	<i>Def</i> 4	<i>Res</i> 4	<i>Arm</i> 0	Heavy Armour
<i>Offensive</i>	<i>Att</i> 4	<i>Off</i> 4	<i>Str</i> 5	<i>Ap</i> 2	<i>Agi</i> 3
Mercenary Veteran					Sons of the Avalanche

Options	Plate Armour • Swiftstride • Iron Fist • Champion • Standard Bearer • Musician
Magic banners	Banner of Speed



BOOMERS

Bombardiers x4

267 POINTS

<i>Global</i>	<i>Adv</i> 6"	<i>Mar</i> 12"	<i>Dis</i> 7	<i>Model Rules</i> Scoring ,Scrapling Lookout ,	
<i>Defensive</i>	<i>HP</i> 3	<i>Def</i> 3	<i>Res</i> 4	<i>Arm</i> 0	Light Armour ,
<i>Offensive</i>	<i>Att</i> 3	<i>Off</i> 3	<i>Str</i> 4	<i>Ap</i> 1	<i>Agi</i> 2
Bombardiers					Hand Cannon (4+) Sons of the Avalanche

Notes	Range 24"; Shots D6; AP2; Quick to Fire Hand Cannon 4+
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GIMP

Kin-Eater

175 POINTS

<i>Global</i>	<i>Adv</i> 6"	<i>Mar</i> 12"	<i>Dis</i> 7	<i>Model Rules</i> Ambush ,Unbreakable ,Fear ,Fearless	
<i>Defensive</i>	<i>HP</i> 4	<i>Def</i> 3	<i>Res</i> 5	<i>Arm</i> 0	Fortitude (5+) ,
<i>Offensive</i>	<i>Att</i> 4	<i>Off</i> 3	<i>Str</i> 5	<i>Ap</i> 2	<i>Agi</i> 3
Kin-Eater					Hatred ,

Notes	Fear; Ambush; Unbreakable; Fearless Fortitude 5+ Hatred
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PEPE

Kin-Eater

175 POINTS

<i>Global</i>	<i>Adv</i> 6"	<i>Mar</i> 12"	<i>Dis</i> 7	<i>Model Rules</i> Ambush ,Unbreakable ,Fear ,Fearless	
<i>Defensive</i>	<i>HP</i> 4	<i>Def</i> 3	<i>Res</i> 5	<i>Arm</i> 0	Fortitude (5+) ,
<i>Offensive</i>	<i>Att</i> 4	<i>Off</i> 3	<i>Str</i> 5	<i>Ap</i> 2	<i>Agi</i> 3
Kin-Eater					Hatred ,

Notes	Fear; Ambush; Unbreakable; Fearless Fortitude 5+ Hatred
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RENFELD

Kin-Eater

175 POINTS

<i>Global</i>	<i>Adv</i> 6"	<i>Mar</i> 12"	<i>Dis</i> 7	<i>Model Rules</i> Ambush ,Unbreakable ,Fear ,Fearless	
<i>Defensive</i>	<i>HP</i> 4	<i>Def</i> 3	<i>Res</i> 5	<i>Arm</i> 0	Fortitude (5+) ,
<i>Offensive</i>	<i>Att</i> 4	<i>Off</i> 3	<i>Str</i> 5	<i>Ap</i> 2	<i>Agi</i> 3
Kin-Eater					Hatred ,

**BEASTIE**

Mammoth Hunter Mount

675 POINTS

<i>Global</i>	<i>Adv</i> 7"	<i>Mar</i> 14"	<i>Dis</i> 9	<i>Model Rules</i> Swiftstride ,Animal Master ,Not a Leader ,Loner ,	
<i>Defensive</i>	<i>HP</i> 4	<i>Def</i> 5	<i>Res</i> 5	<i>Arm</i> 1	Light Armour
<i>Offensive</i>	<i>Att</i> 4	<i>Off</i> 5	<i>Str</i> 5	<i>Ap</i> 2	<i>Agi</i> 4
Mammoth Hunter					Sons of the Avalanche

Mount: Rock Auroch

<i>Global</i>	<i>Adv</i> 7"	<i>Mar</i> 14"	<i>Dis</i> C	<i>Model Rules</i> Frenzy ,Fearless	
<i>Defensive</i>	<i>HP</i> 6	<i>Def</i> 2	<i>Res</i> 6	<i>Arm</i> 3	Mountain Hide ,
<i>Offensive</i>	<i>Att</i> 5	<i>Off</i> 3	<i>Str</i> 6	<i>Ap</i> 3	<i>Agi</i> 2
Rock Auroch					Battle Focus ,Living Avalance ,Devastating Charge (+1 Str, +1 AP) , Harnessed , Impact Hits (3D3) ,

Options	Hunting Spear (2+) • Rock Auroch • Paired Weapons
Magic items	Yeti Furs • Lygur's Tongue

**CATS**

Sabretooth Tigers

80 POINTS

<i>Global</i>	<i>Adv</i> 8"	<i>Mar</i> 16"	<i>Dis</i> 5	<i>Model Rules</i> Insignificant	
<i>Defensive</i>	<i>HP</i> 2	<i>Def</i> 4	<i>Res</i> 4	<i>Arm</i> 0	
<i>Offensive</i>	<i>Att</i> 3	<i>Off</i> 4	<i>Str</i> 4	<i>Ap</i> 1	<i>Agi</i> 4
Sabretooth Tigers					

Magics

Racial Trait Spell

Children of Umi

Effect

Casting: 7+ [10+]

All Melee Attacks against the target suffer -1 to wound.

Range: 18"

[Additionally, all Shamans in the target gain +1 Resilience.]

Type: Augment

Duration: Last one Turn



Shamanism

		Casting	Range		Type	Duration	Effect
A	Scarification		Caster			Last one Turn	Melee Attacks against the target can never wound on better than 5+.
1	Awaken the Beast	5+ [7+]	18"		Augment	Last one Turn	The target gains +1 Strength and +1 Armour Penetration [+1 Resilience].
2	Swarm of Insects	5+ [8+]	24" [48"]	Hex, Missile, Damage	Permanent		Immediately after successfully casting this spell, the target suffers 5D6 hits with Strength 1, Armour Penetration 0, and Magical Attacks. If one or more unsaved wounds are caused, the target suffers -1 to hit with its Shooting Attacks. This spell is immediately ended when the target performs an Advance, March, Charge, Failed Charge, or Pursuit Move.
3	Savage Fury	5+ [8+]	9" [18"]		Universal	Last one Turn	The target gains Frenzy and Battle Focus.
4	Chilling Howl	6+ [10+]	36"		Hex	Last one Turn	All units within 6" [12"] of the target when the spell is cast suffer a -1 to-wound modifier on their Shooting [Ranged] Attacks [including effects of spells cast while affected by spell effects].
5	Totemic Summon	10+ [12+]	96"		Ground	Instant	Summon a Totemic Beast (profile below). It must be placed within 1" [10"] of the Board Edge.
Totemic Beast (for Totemic Summon) single model Size Large Type Beast Base 40x40 mm Global Adv Mar Dis Model Rules 3D6" - 7 Fearless, Random Movement (3D6") Defensive HP Def Res Arm 3 3 5 - Offensive Att Off Str AP Agi 4 3 5 2 3 Breath Attack (Str 3, AP 0)							
6	Break the Spirit	8+ [11+]	18" [36"]		Hex	Last one Turn	The target suffers a -1 to-hit modifier, and treats all Terrain (including Open Terrain) as Dangerous Terrain (2).

Magic items

Heart-Ripper: Iron Fist or Paired Weapons enchantment.

Attacks made with this weapon gains Lethal Strike, become Magical Attacks, +1 Armour Penetration, and can never hit on worse than 3+.

Lygur's Tongue: Enemy units in base contact with the bearer suffer -1 Attack Value.

Rampager's Chain: The bearer gains Stomp Attacks (D3+1), and all models in the bearer's unit must reroll failed to-wound rolls with Stomp Attacks.

Ritual Bloodletter: Shamans only.

Hand Weapon, Paired Weapons, or Iron Fist enchantment.

The wielder gains +1 Offensive Skill and +1 Attack Value while using this weapon. Attacks made with it gain Magical Attacks. For each unsaved wound inflicted with this weapon, the owner gains one Veil Token

Yeti Furs: Suits of Armour enchantment.

The wearer gains +1 Armour. All enemy model parts in units in base contact with the wearer suffer -1 Agility.

Special rules

Animal Master: Universal Rule.

The model gains Commanding Presence, but only units of Sabretooth Tigers may benefit from it.

Back to Work!: Universal Rule.

The Scrapling Foreman is a Champion, except it does not benefit from First Among Equals. It gains Rally Around the Flag, but only Scraplings, Scratapults, and Scrapling Trappers may benefit from it.

Battle-Scarred: Universal Rule.

Each unit of Mercenary Veterans must be given two of the following upgrades listed below (written on the Army List):

Poison Attacks

Bodyguard

Lethal Strike

Swiftstride

Vanguard

Devastating Charge (+1 Str, +1 AP)

+1 Armour Penetration

Accurate

Each upgrade may only be taken by a single unit of Mercenary Veterans in your Army.

Big Brother: Universal Rule

The model gains +1 Health Point and changes its base size to 75x100mm. The roll for the number of hits from its Stomp Attacks is subject to Maximised Roll.

Fire Blessing: If the Shaman selects one or more spells from Pyromancy, it gains Aegis (2+, against Flaming Attacks), Flaming Attacks, and Breath Attack (Str 3, Flaming Attacks).

Freezing Aura: Universal Rule.

The model can cast Chilling Howl from Shamanism as a Bound Spell with Power Level (4/8).

Enemy units within 9" of one or more Frost Mammoths suffer -3 Agility. The roll for Flee Distance of enemy units that Break from Combat while in base contact with one or more Frost Mammoths is subject to Minimised Roll.

Giant See, Giant Do: Universal Rule.

The model gains Sons of the Avalanche and counts as a Character for the purpose of Sons of the Avalanche.

The model is a Musician. The range of the Giant's March to the Beat, and to enemy units that are required to take a March Test due to the Slave Giant, are both extended to 18".

It's A Trap!: Universal Rule.

Each unit of Scrapling Trappers may place a Trap Counter:

right before the battle (during step 7 of the Deployment Phase Sequence), on a single Terrain Feature other than Open Terrain that the unit was deployed in or was in base contact with at any point during its Vanguard move, and once during each friendly Movement Phase, on a single Terrain Feature other than Open Terrain that the unit was in base contact with at any point during this phase after an Advance Move, March Move, or a Reform.

If an enemy unit makes an Advance Move, March Move, Reform, Pivot, Charge Move, Failed Charge Move, Pursuit Move, or Flee Move inside or into base contact with a Terrain Feature with one or more Trap Counters, remove all Trap Counters in that particular Terrain Feature.

Each model in the unit must take a Dangerous Terrain (1) Test (these tests are not considered to be caused by the Terrain Feature).

Leader of the Pack: Universal Rule.

The Mammoth Hunter changes its base size to 50x50mm.

As long as the model is part of a unit of Sabretooth Tigers, the unit may perform Swift Reforms as if it had a Musician, gains Vanguard, and the Mammoth Hunter counts as being Standard Beast for the purposes of distributing hits.

Living Avalance: Attack Attribute - Close Combat

Impact Hits from the model gain +1 Strength and +1 Armour Penetration.

Loner: Universal Rule.

A model on foot with Loner can only join units of Yetis and Sabretooth Tigers (ignore the Insignificant rule for joining units).

If mounted, it cannot join any unit.

A model with Loner cannot join a unit containing any other Characters, and Characters cannot join a unit containing a model with Loner.

Mountain Hide: When a model with Mountain Hide suffers a wound from an attack with Multiple Wounds, the number of wounds that it is multiplied into (due to Multiple Wounds) is halved, rounding up.

Scrapling Lookout: If a unit includes a Standard Bearer or a Battle Standard Bearer with Scrapling Lookout, R&F models must be fewer than 3 before hits can be distributed onto Characters with the same Type and Size as the unit.

Sons of the Avalanche: The model part gains Impact Hits (1). If its unit has 2 or more Full Ranks, the model part gains Impact Hits (2). A Character with Sons of the Avalanche instead gains Impact Hits (D3), or Impact Hits (D3+1) if its unit has 2 or more Full Ranks. In addition, the model is immune to the effects of Fear of enemy models.

Touch of Frost: Universal Rule.

Enemy units suffer -1 Agility, to a minimum of 1 for each unit of Yetis in base contact with them.

MacDonald

Warriors of the dark gods

- Exhaled herald; general 850

- ; wizard master; alchemy; paired weapon; plate armor; hero's heart; magical heirloom;lucky charm 510

6 fallen 183

6 fallen 183

17 warriors; favored champion; musician; standard bearer; favor of vanadra; great weapons; zealots banner 727

10 chosen; champion; musician; standard bearer; favor of vanadra; great weapons, flaming standard 865

Chosen chariot; favor of cibaresh 355

3 chosen knights; champion; musician; standard bearer; favor of cibaresh 513

Marauding giant; giant club 300

4496

Please see my (Brett Robb) list submission for Grail Quest

Sylvan Elves

Character (Avatar of Nature)

- **Avatar of Nature:** Entangling Vines 690

Character (Thicket Shepherd)

- **Thicket Shepherd:** Battle Standard Bearer, Oaken Crown 320

Character (Treefather Ancient)

- **Treefather Ancient:** Army General, Binding Scroll, Druidism, Wizard Master 790

15 **Dryads:** Champion 296

15 **Dryads:** Champion 296

15 **Dryads:** Champion 296

14 **Dryads:** Champion 278

Forest Eagle 100

Forest Eagle 100

3 **Kestrel Knights** Hard Target + Shield, Standard Bearer (Banner of Silent Mist) 370

5 **Thicket Beasts:** Champion 510

Treefather 450

4,496 points

Egbert Stolk / Kingdom of Equitaine [4498pts]

Duke: Army General, Hippogriff, Humility, Questing Oath with bastard sword, Shield, Basalt Infusion, Cleansing Light, Dragon Staff, Fortress of Faith = 630

Damsel: Druidism, Equitan Unicorn, Wizard Master = 445

Paladin: Barded Warhorse, Battle Standard Bearer, Grail Oath, Lance, Shield, Banner of Speed, Potion of Strength = 325

5 Knights Aspirant: Musician, Standard Bearer = 270

5 Knights Aspirant: Musician, Standard Bearer = 270

12 Knights of the Realm: Champion, Musician, Standard Bearer, Banner of the Last Charge = 708

10 Brigands = 175

8 Knights of the Grail: Champion, Musician, Standard Bearer, Banner of Roland = 750

5 Yeoman Outriders: Bows, Light Armour, Musician, Shield, = 155

5 Yeoman Outriders: Bows, Light Armour, Musician, Shield, = 155

1 Scorpion = 120

1 Scorpion = 120

The Green Knight = 375

Derrick Cooper
Vermin Swarm
1/4/19

Plague Patriarch (General)

Plague Flail; Light Armour; Putrid Protection; Plague Pendulum; Obsidian Rock 675

Magister (Witchcraft)

Talisman of the Void; Talisman of Shielding 300

Chief

Battle Standard Bearer; Halbred; Essence of Mithril; Crystal Ball 270

40 Plague Brotherhood; Champion; Musician; Standard Bearer; Banner of Endless Swarm 515

35 Rat-At-Arms; Champion; Musician; Standard Bearer 350

34 Rat-At-Arms; Champion; Musician; Standard Bearer 343

8 Plague Disciples 170

6 Vermin Hulks 445

Rotary Gun 150

Rotary Gun 150

2 Rat swarm 90

10 Gutter Blades; Scout and Ambush 320

5 Jezzail 190

Verminous Artillery Cannon 265

Verminous Artillery Cannon 265

Total= 4,498

Characters= 27.68%

Core= 26.86%

Special= 22.79%

Tunnel Gunners= 22.67%

Simon Herfray

Dryad Ancient (225pts)

Adept, Druidism

Druid (325pts)

Adept, Cosmology

Magical Heirloom, Talisman of Void

Sylvan Longbow, Sylvan Blades

Thicket Shepherd (300pts)

BSB

25 Dryads (476pts)

Champion

24 Dryads (458pts)

Champion

5 Heat Riders (200pts)

Shield, Musician

5 Thicket Beast (510pts)

Champion

1 Forest Eagle (100pts)

1 Forest Eagle (100pts)

1 Treefather (450pts)

1 Treefather (450pts)

3 Kestrel Knight (336pts)

Skirmisher, sylvan longbow, Musician

9 Sylvan Sentinels (300pts)

8 Sylvan Sentinels (265pts)

Total 4495pts

Jarbeau

Mammoth Hunter- Wildheart Big name, General, Leader of the pack, Scout, Ironfist, Death Cheater, Dragon Staff (410)

Mammoth Hunter- Trolleater Big name, Battle Standard Bearer, Leader of the pack, Scout, Ironfist, Mammoth-hide Cloak (425)

Mammoth Hunter- Headhunter Big name, Leader of the Pack, Scout, Ironfist, Rampagers Chain (320)

Shaman- Gut Roarer Big name, Wizard Master, Light Armor, Ironfist, Magical Heirloom, Path of Shamanism (535)

Tribesman- x10, Full Command, Ironfist, Banner of Discipline (714)

Tribesman- x3, Musician, Standard bearer (195)

Sabertooth Tiger (80)

Sabertooth Tiger (80)

Sabertooth Tiger (80)

Yeti x2 (175)

Tusker Calvary- x4, Musician Standard Bearer, XHW, Banner of Gyengget (680)

Rock Auroch- Hunting Spear (475)

Slave Giant- Big Brother, Giant Club (330)

4499 pts

Phil Karl

Sylvan Elves ...er... Trees

Guardians of Yggdrasil - 4497

Characters - 1715

Avatar of Nature, General (630)

Treeman Ancient, Wizard Master (Druidism), Talisman of the Void, (785)

Thicket Shepard, BSB (300)

Core - 1132

Dryads x25, Champion (476)

Dryads x25, Champion (476)

Heath Riders (180)

Special

Thicket Beast x5, Champion (510)

Thicket Beasts x5 (490)

Forest Eagle x 1 (100)

Forest Eagle x 1 (100)

Treeman x1 (450)

Ben Kerr

Oracle: General; Path of Cosmology; Magical Heirloom 445

Cult Priest: Battle Standard Bearer; Cult of Nabh; Shield; Moraec's Reaping; Alchemist's Alloy; Divine Altar (Paired Weapons) 705

Assassin: Path of Bloody Murder; Paired Weapons; Bloodroot; Ring of Shadows 380

24 Dread Legionnaires: Spears; Champion; Musician; Standard Bearer (Rending Banner) 435

23 Dread Legionnaires: Spears; Champion; Musician; Standard Bearer (Rending Banner) 420

10 Repeater Auxiliaries: Standard Bearer (Academy Banner) 270

25 Tower Guard: Champion; Musician; Standard Bearer (Rending Banner) 690

5 Dark Acolytes: Champion; Cult of Yema 375

Kraken 390

Kraken 390

4500 Points

++ Sylvan Elves (Sylvan Elves 2.02 Beta) [4498pts] ++

+ Characters [1795pts] +

Druid [275pts]: Druidism, Wizard Adept [75pts]

. Special Equipment [60pts]: Book of Arcane Mastery - Dominant. Cannot be taken by Wizard Master. [60pts]

Druid [475pts]: Shamanism, Wizard Master [225pts]

. Special Equipment [110pts]: 2x Binding Scroll [110pts]

Forest Prince [725pts]: Army General, Dragon [440pts], Sylvan Blades [5pts]

. Special Equipment [65pts]: Titanic Might [65pts]

Thicket Shepherd [320pts]: Battle Standard Bearer [50pts], Oaken Crown [20pts]

+ Core [1133pts] +

Dryads [458pts]: Champion [20pts], 24x Dryad [432pts]

Forest Guard [245pts]: Champion [20pts], 17x Forest Guard [255pts], Musician [20pts], Spear and Shield

Heath Hunters [205pts]: 5x Heath Rider [185pts]

Heath Hunters [225pts]: Champion [20pts], 5x Heath Rider [185pts]

+ Special [840pts] +

Kestrel Knights [330pts]: Champion [20pts], Hard Target + Shield, 3x Kestrel Knight [240pts]

Thicket Beasts [510pts]: Champion [20pts], 5x Thicket Beast [525pts]

+ Unseen Arrows [730pts] +

Sylvan Sentinels [365pts]: Sylvan Blades [30pts], 10x Sylvan Sentinel [350pts]

Sylvan Sentinels [365pts]: Sylvan Blades [30pts], 10x Sylvan Sentinel [350pts]

++ Total: [4498pts] ++

Mike Smith - Daemon Legions - US Masters 2019

					Totals
Weaver of Change - General			1000		1230
Thaumaturgy					
Power Vortex			70		
Aether Wand			70		
Shackles of Reality			90		

Harbinger of Change			165		510
Mount - Blazing Chariot			210		
Wizard Apprentice - Witchcraft					
Far Seeing			45		
Black Orb			20		
Veil of Shadows			70		

10 Horrors				185		345
Champion				140		
Musician				20		

10 Horrors				185		325
Champion				140		

10 Horrors				185		245
Standard				20		
Banner of Relentless Company			40			

5 Furies - Change			145		145
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5 Furies - Change			145		145
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Daemon Engine - Change			445		495
Hellish Breath			50		

Blazing Chariot			260		310
Far Seeing			50		

Blazing Chariot			260		310
Far Seeing			50		

5 Igniters			215		215
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5 Igniters			215		215
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max (1800)	min (900)	max(1800)		
Characters	Core	DGM		Total
1740	915	1725		4490

Mince

Vampire Count: Blessed Inscriptions; Destiny's Call; Nights Crown; Monster Hunter; Wizard Master; Path of Occultism; Light Armour; Halberd; General (The Dead Arise) 845

Barrow King: Hero's Heart; Dusk Forged; Basalt Infusion; Battle Standard Bearer; Skeletal Steed 410

Necromancer : Necromantic Staff; Binding Scroll; Wizard Master, Path of Evocation 485

36 Skeletons: C, M, S (Flaming Standard) 405

35 Zombies: M, S 230

20 Zombies: M 135

8 Dire Wolves: C 133

Dark Coach: Extended Chassis 445

3 Ghasts 160

2 Great Bats 90

5 Spectral Hunters 190

4 Spirit Hosts 310

8 Vampire Spawn: C 660

4,498 points

4500 Pts - Dread Elves - Jake Murphy - Masters 2019

Name	#	Size	Type	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi	Cost
Dread Prince (1 ⚔, 620 pts)																	
Dread Prince of Yema	1	Lg	Con			10		7		1+	(3+), «3+»	4	7	4*	1*	8	620
	Composition: Characters General ; Cult of Yema; Lance; Repeater Crossbow (1+); Heavy Armour; Shield; Commanding Presence; Lightning Reflexes; Strider																
<i>Transcendence</i>	1	Hand Weapon, Paired Weapon, Halberd and Lance enchantment. Attacks made with this weapon become Magical Attacks and gain Lethal Strike. For every unsaved wound inflicted with this weapon, the wielder gains +1 Strength and +1 Armour Penetration for the remainder of the game, to a maximum of +2 each.															[65]
	Enchanted Lance																
<i>Basalt Infusion</i>	1	Suit of Armour enchantment. The wearer gains +1 Armour and Aegis (3+, against Flaming Attacks). The wearer automatically fails all Fortitude Saves.															[35]
<i>Midnight Cloak</i>	1	The wearer gains Devastating Charge (Multiple Wounds (D3)) and Aegis (3+, against Ranged Attacks).															[95]
Raptor Chariot	1					4		5						5	2	0	[105]
	Chariot; Impact Hits (D6+1); Inanimate																
Crew	2											1	5	4*	1*	6	[0]
	Lance; Repeater Crossbow (4+); Killer Instinct; Lightning Reflexes																
Raptor	2			7"/8"	7"/8"							2	3	4	1	2	[0]
	Harnesses; Scent of Blood																
Cult Priest (1 ⚔, 700 pts)																	
Cult Priest of Yema	1	Lg	Con			9		5		4+		2*/3*	5/6	4*	1*	5	700
	Composition: Characters Battle Standard Bearer ; Cult of Yema; Paired Weapons; Light Armour; Lightning Reflexes; Not a Leader; Rally Around the Flag; Strider																
<i>Moraec's Reaping</i>	1	Hand Weapon and Paired Weapon enchantment. The wielder always has at least Attack Value 4. Attacks with this weapon become Magical Attacks, gain Death Trance and always have at least Strength 4 and Armour Penetration 3. For each unsaved wound inflicted with this weapon, the owner gains one Veil Token.															[55]
	Enchanted Paired Weapon																
Divine Altar	1					5		5		4+				5	2	0	[455]
	Chariot; Divine Blessings; Fear; Impact Hits (D6+1); Inanimate; Towering Presence; War Platform; Aegis (4+)																
Disciples	3											1/2	4/5	3	0	5	[15]
	Paired Weapons; Killer Instinct; Lightning Reflexes; Poison Attacks																
Avatar	1			5"/6"	10"/12"							4	5	5	2	5	[0]
	Harnesses																
Oracle (1 ⚔, 475 pts)																	
Oracle of Yema	1	Std	Inf	5"/6"	10"/12"	9	3	4	3			1	4	3	0	5	475
	Composition: Characters Wizard Master; Cult of Yema; Channel (1); Irresistible Will; Lightning Reflexes; Strider																
<i>Talisman of the Void</i>	1	The bearer gains Channel (1).															[50]
<i>Path of Witchcraft</i>	1	Must choose spells from the Path of Witchcraft.															[0]
Dread Legionnaires (26 ⚔, 465 pts)																	
Dread Legionnaires	26	Std	Inf	5"/6"	10"/12"	8	1	4	3	5+		1	4	3	0*/1*	5*	465
	Composition: Core Champion; Musician; Standard Bearer; Cult of Yema; Spear; Light Armour; Shield; Lightning Reflexes; Scoring; Strider																
<i>Rending Banner</i>	1	One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.															[45]
Dread Legionnaires (23 ⚔, 410 pts)																	
Dread Legionnaires	23	Std	Inf	5"/6"	10"/12"	8	1	4	3	5+		1	4	3	0*/1*	5*	410
	Composition: Core Champion; Musician; Standard Bearer; Cult of Yema; Spear; Light Armour; Shield; Lightning Reflexes; Scoring; Strider																
<i>Flaming Standard</i>	1	One use only. May be activated at the start of a Round of Combat or before shooting with the bearer's unit. The bearer's unit gains Flaming Attacks. If activated when Engaged in Combat, the effect lasts until the bearer's unit is no longer Engaged in Combat. If activated before shooting with the bearer's unit, the effect lasts until the end of the phase.															[35]
Dread Legionnaires (16 ⚔, 278 pts)																	
Dread Legionnaires	16	Std	Inf	5"/6"	10"/12"	8	1	4	3	5+		1	4	3	0	5	278
	Composition: Core Musician; Standard Bearer; Cult of Yema; Light Armour; Shield; Lightning Reflexes; Scoring; Strider																
<i>Academy Banner</i>	1	R&F models in the bearer's unit gain +1 Armour Penetration in the first Round of Combat. Dread Legionnaires, Repeater Auxiliaries, and Corsairs in units within 6" of one or more other units with Academy Banner gain +1 Armour Penetration in the first Round of Combat.															[60]
Dancers of Yema (21 ⚔, 502 pts)																	
Dancers of Yema	21	Std	Inf	5"/6"	10"/12"	8	1	5	3	5+	(4+)	1	5	3	0	5	502
	Composition: Special Champion; Musician; Standard Bearer; Cult of Yema; Gladiator Weapons; Light Armour; Shield; Lightning Reflexes; Scoring; Strider; Weapon Master; Aegis (4+, against Melee Attacks)																

Name	#	Size	Type	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi	Cost
Dark Acolytes (5 $\frac{1}{2}$, 375 pts)																	
Dark Acolytes of Yema	4	Std	Cav			8	1	4	3	6+	4+	2	4	4	1	5	375
	Composition: Special Cult of Yema; Light Troops; Lightning Reflexes; Poison Attacks; Strider; Aegis (4+)																
Champion	1	Std	Cav			8	2	4	3	6+	4+	3	4	4	1	5	[169]
	Wizard Adept; Cult of Yema; Channel (1); Light Troops; Lightning Reflexes; Poison Attacks; Strider; Wizard Conclave (Pentagram of Pain, Breath of Corruption, The Grave Calls (Occultism)); Aegis (4+)																
Elven Horse	5			9"/10"	18"/20"							1	3	3	0	4	[0]
	Cannot be Stomped; Harnessed; Swiftstride; Tall																
Harpies (5 $\frac{1}{2}$, 135 pts)																	
Harpies	5	Std	Inf	5" (10")	10" (20")	6	1	3	3			2	3	3	0	5	135
	Composition: Special Hard Target (1); Insignificant; Light Troops; Skirmisher; Swiftstride																
Dread Reaper (1 $\frac{1}{2}$, 180 pts)																	
Dread Reaper	1	Std	Con				4		4								180
	Composition: Class 2 Elven Bolt Thrower (3+); Chariot; Move or Fire; Reload!; War Machine																
Crew	2			5"	5"	8		1		6+		1	4	3	0	5	[0]
	Light Armour; Killer Instinct; Lightning Reflexes																
Dread Reaper (1 $\frac{1}{2}$, 180 pts)																	
Dread Reaper	1	Std	Con				4		4								180
	Composition: Class 2 Elven Bolt Thrower (3+); Chariot; Move or Fire; Reload!; War Machine																
Crew	2			5"	5"	8		1		6+		1	4	3	0	5	[0]
	Light Armour; Killer Instinct; Lightning Reflexes																
Dread Reaper (1 $\frac{1}{2}$, 180 pts)																	
Dread Reaper	1	Std	Con				4		4								180
	Composition: Class 2 Elven Bolt Thrower (3+); Chariot; Move or Fire; Reload!; War Machine																
Crew	2			5"	5"	8		1		6+		1	4	3	0	5	[0]
	Light Armour; Killer Instinct; Lightning Reflexes																
																Total Cost: 4500	

Group	Min	Max	Used
Points of Characters	0	1800	1795
Points of Core	1125	Unlimited	1153
Points of Special	0	0	1012
Points of Raiders (C1)	0	1350	0
Points of Destroyers (C2)	0	675	540
Points of Menagerie (C3)	0	1350	0

ANDREA NINNI - Daemon Legions - Polytheist [4497pts]

CHARACTERS

Harbinger of Lust [405pts]: Barbed Claws, Clawed Caress, Evocation, Wizard Adept.

Daemonic Items: Token of Lust, Weaver's Eye

Harbinger of Pestilence [610pts]: Army General, Blight Fly, Bloated Putrefaction, Divination, Halberd, Wizard Adept.

Daemonic Items: Nauseating Aura

CORE

Sirens [492pts]: Champion, Musician, Rending Banner, 24x Siren, Standard Bearer

Slaughterers [670pts]: Blood Sword, Champion, Musician, Flaming Banner, 24x Slaughterer, Standard Bearer

SPECIAL

Furies [145pts]: 5x Fury, Pestilence

Furies [145pts]: 5x Fury, Pestilence

MINIONS OF PESTILENCE

Blight Flies [720pts]: Banner of Speed, 5x Blight Fly, Champion, Standard Bearer

Pestilent Beasts [680pts]: 6x Pestilent Beast

MINIONS OF WRATH

Crusher Cavalry [630pts]: Blood Sword, Champion, 5x Crusher Cavalry, Musician

Total: [4497pts]

Masters list 2018

Demonic Legion- Micah Pierce

Characters: 1445

General: Scourge of Wrath *Azaal* (900) Eternal Blade (85) Shackles of Reality (90) Black Orb (20) -1095

Harbinger of Change (nameless) 165 wizard adept (witchcraft) (75) disc (15) token of change (40)

Sorcerer's Lodestone (55)- 350

Core: 1170

10 Slaughterers (225) Aspect: onslaught (20)- 245

10 Slaughterers (225) Aspect: onslaught (20) -245

24 Slaughterers (575) Full Command (60) Rending banner (45)- 680

Balance: 1875

3 Crushers- 350

3 Sky serpents- 275

6 plague beasts- 680

2 plaguelings- 120

2 plaguelings- 120

6 furies of wrath- 165

6 furies of wrath- 165

List total: 4490

Notes:

Eternal blade: +1 off and def ws, attack, str, and AP

Shackles of reality: fortitude 4+

Black orb : -2 to cast divination

Token of change: bound spell fates judgement 4/8 from divination

Sorcerer's Lodestone: one use, +d6 modifier to casting or dispel after seeing result

Pila

Vermin Daemon: General 820

Chief: Battle Standard Bearer, Shield, Sceptre of Vermin Valour 200

Plague Patriarch: Wizard Adept, Light Armor, Plague Flail, Putrid Protection, Plague Pendulum 725

20 Vermin Guard: Standard Bearer, Lightning Rod 370

20 Vermin Guard 250

20 Plague Brotherhood: Champion 225

20 Giant Rats 140

20 Giant Rats 140

4 Vermin Hulks 295

4 Vermin Hulks 295

8 Plague Disciples 170

8 Plague Disciples 170

2 Rat Swarms 90

Dreadmill 305

Dreadmill 305

4,500 points

4500 Pts - Ogre Khans

Name	#	Size	Type	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi	Cost
Mammoth Hunter (1 $\frac{1}{2}$, 650 pts)																	
Mammoth Hunter	1	Gig	Bst			9						4/5	5/8	5	2	4/6	650
	Composition: Characters General ; Paired Weapons; Hunting Spear; Hunting Spear (2+); Light Armour; Animal Master; Commanding Presence; Loner; Sons of the Avalanche; Stomp (1); Swiftstride																
<i>Supernatural Dexterity</i>	1	Close Combat Weapon enchantment. The wielder of this enchanted weapon gains +2 Offensive Skill and +2 Agility while using it, and attacks made with it become Magical Attacks.															[30]
	Enchanted Paired Weapon																
<i>Wildheart</i>	1	The bearer loses Not a Leader and must be the General.															[40]
Rock Auroch	1			7"	14"		6	2	6	4+		5	3	6*	3*	2	[360]
	Composition: Class 2 Battle Focus; Devastating Charge (+1 Str, +1 AP); Frenzy; Harnessed; Impact Hits (3D3); Living Avalanche; Massive Bulk; Mountain Hide; Stomp (D6); Swiftstride; Terror; Towering Presence																
Mammoth Hunter (1 $\frac{1}{2}$, 430 pts)																	
Mammoth Hunter	1	Lg	Inf	7"	14"	9	4	5	5	2+	4+	4/5	5	5/6	2	4	430
	Composition: Characters Battle Standard Bearer ; Scrapling Lookout; Iron Fist; Hunting Spear; Hunting Spear (2+); Light Armour; Animal Master; Light Troops; Loner; Not a Leader; Rally Around the Flag; Sons of the Avalanche; Stomp (1); Swiftstride																
<i>Wrestler's Belt</i>	1	Light Armour enchantment. The wearer gains +2 Armour and +1 Strength.															[70]
<i>Trolleater</i>	1	The bearer gains Fortitude (4+), and Multiple Wounds (2, against Large and Infantry).															[85]
Shaman (1 $\frac{1}{2}$, 525 pts)																	
Shaman	1	Lg	Inf	6"	12"	8	4	4	5			3/4	4/5	4	1	2	525
	Composition: Characters Wizard Master; Paired Weapons; Channel (1); Sons of the Avalanche; Stomp (1)																
<i>Magical Heirloom</i>	1	The bearer knows the Hereditary Spell in addition to its other spells and cannot select it during Spell Selection.															[50]
<i>Gut Roarer</i>	1	The bearer gains Fear and Channel (1).															[45]
<i>Path of Thaumaturgy</i>	1	Must choose spells from the Path of Thaumaturgy.															[0]
Tribesman (8 $\frac{1}{2}$, 600 pts)																	
Tribesmen	8	Lg	Inf	6"	12"	7	3	3	4	6+*		3*	3*	4	1*	2	600
	Composition: Core Champion; Musician; Standard Bearer; Scrapling Lookout; Iron Fist; Paired Weapons; Light Armour; Scoring; Sons of the Avalanche; Stomp (1)																
<i>Rending Banner</i>	1	One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.															[45]
Tribesman (3 $\frac{1}{2}$, 175 pts)																	
Tribesmen	3	Lg	Inf	6"	12"	7	3	3	4	6+		3/4	3/4	4	1	2	175
	Composition: Core Champion; Paired Weapons; Light Armour; Scoring; Sons of the Avalanche; Stomp (1)																
Tribesman (3 $\frac{1}{2}$, 175 pts)																	
Tribesmen	3	Lg	Inf	6"	12"	7	3	3	4	6+		3/4	3/4	4	1	2	175
	Composition: Core Champion; Paired Weapons; Light Armour; Scoring; Sons of the Avalanche; Stomp (1)																
Tusker Cavalry (3 $\frac{1}{2}$, 450 pts)																	
Tusker Cavalry	3	Lg	Cav			8	3	3	5	3+		3/4	3/4	4	1	2	450
	Composition: Special Champion; Paired Weapons; Heavy Armour; Fear; Scoring																
Tusker	3			8"	14"							4	3	5	2	2	[0]
	Fear; Harnessed; Impact Hits (D3); Stomp (1); Swiftstride; Tall																
Tusker Cavalry (3 $\frac{1}{2}$, 450 pts)																	
Tusker Cavalry	3	Lg	Cav			8	3	3	5	3+		3/4	3/4	4	1	2	450
	Composition: Special Champion; Paired Weapons; Heavy Armour; Fear; Scoring																
Tusker	3			8"	14"							4	3	5	2	2	[0]
	Fear; Harnessed; Impact Hits (D3); Stomp (1); Swiftstride; Tall																
Sabretooth Tigers (1 $\frac{1}{2}$, 80 pts)																	
Sabretooth Tigers	1	Std	Bst	8"	16"	5	2	4	4			3	4	4	1	4	80
	Composition: Special Insignificant; Swiftstride																
Sabretooth Tigers (1 $\frac{1}{2}$, 80 pts)																	
Sabretooth Tigers	1	Std	Bst	8"	16"	5	2	4	4			3	4	4	1	4	80
	Composition: Special Insignificant; Swiftstride																
Slave Giant (1 $\frac{1}{2}$, 295 pts)																	
Slave Giant	1	Gig	Inf	7"	14"	8	7	3	5	6+		5	3	5/7	2/4	3/0	295
	Composition: Class 2 Great Weapon; Giant See, Giant Do; Rage; Sons of the Avalanche; Stomp (D6); Terror; Towering Presence																
Slave Giant (1 $\frac{1}{2}$, 295 pts)																	
Slave Giant	1	Gig	Inf	7"	14"	8	7	3	5	6+		5	3	5/7	2/4	3/0	295
	Composition: Class 2 Great Weapon; Giant See, Giant Do; Rage; Sons of the Avalanche; Stomp (D6); Terror; Towering Presence																

	Name	#	Size	Type	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi	Cost
Slave Giant (1 ¹/₂, 295 pts)																		
	Slave Giant	1	Gig	Inf	7"	14"	8	7	3	5	6+		5	3	5/7	2/4	3/0	295
Composition: Class 2 Great Weapon; Giant See, Giant Do; Rage; Sons of the Avalanche; Stomp (D6); Terror; Towering Presence																		
Total Cost:																		4500

Option Footnotes

Options	
Champion	A Champion gains Front Rank. First Among Equals : A Champion gains +1 Attack Value. If it is a multipart model, the Characteristics increase only affects a single model part, which must be a model part without Restraints or Inanimate. Ordering the Charge : When a unit with a Champion rolls for their Charge Range, they always count as rolling at least a '4'. If the charge is still failed, ignore this rule and use the rolled dice to determine the Failed Charge Move.
Great Weapon	Close Combat Weapon. Attacks made with a Great Weapon gain +2 Strength, +2 Armour Penetration, and strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks.
Hand Weapon	Close Combat Weapon. All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving the Parry Personal Protection.
Heavy Armour	+2 Armour
Hunting Spear	Shooting Weapon. Range 12", Shots 1, Str: as user +1, AP: as user +1, Attack Attributes: Quick to Fire, Multiple Wounds (D3, against Gigantic).
Iron Fist	Close Combat Weapon. When using this weapon, the wielder gains +1 Attack Value. The wielder gains +1 Armour unless using another weapon. If the wielder is on foot it also gains Parry. This weapon cannot be enchanted with Weapon Enchantments from the Common Special Equipment section.
Light Armour	+1 Armour
Musician	A Musician gains Front Rank and Stand Behind. Swift Reform : A unit with a Musician can make a Swift Reform: the unit makes a Reform with the following exceptions. - The unit is not prohibited from shooting in the next Shooting Phase. - The unit can perform an Advance Move after the Reform. No model can end its movement (after the Advance Move) with its center further away than its March Rate from its starting position (before the Reform). March to the Beat : March Tests taken by units within 8" of one or more enemy units with a Musician are taken at -1 Discipline unless the unit that wishes to March also has a Musician.
Paired Weapons	Close Combat Weapon. The wielder gains +1 Attack Value when using Paired Weapons. Attacks made with Paired Weapons gain +1 Offensive Skill and ignore Parry. A model using this weapon cannot simultaneously use a Shield against Melee Attacks (while Paired Weapons are often modelled as two Hand Weapons, they are considered a separate weapon category for rules purposes).
Standard Bearer	A Standard Bearer gains Front Rank and Stand Behind. Combat Bonus : A side with Standard Bearers adds +1 to its Combat Score for each Standard Bearer.
Universal Rules	
Animal Master	The model gains Commanding Presence, but only units of Sabretooth Tigers may benefit from it.
Channel	During step 3 of the Magic Phase Sequence, each of the Active Player's models with Channel may add X Veil Tokens to its owner's Veil Token pool. This Universal Rule is cumulative, adding the X of each instance of Channel to the model's total Channel value (e.g. a model with Channel (1) and Channel (2) is treated like a model with Channel (3)).
Commanding Presence	All Generals have the Commanding Presence Universal Rule. The Discipline of all units within 12" of a friendly non-Fleeing model with Commanding Presence may be set to the Discipline value of that model (this ability follows the normal rules for "Values Set to a Fixed Number" meaning that effects modifying the Discipline of the model with Commanding Presence are applied before setting the recipient model's Discipline to that value; this value may then be further modified).
Fear	Models in units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken and Close Combat Attacks made by the models in the unit suffer -1 to hit, while Close Combat Attacks allocated towards the models in the unit gain +1 to hit. These effects apply until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.
Fearless	If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.
Frenzy	The model gains Fearless. At the start of the Charge Phase, each of your units with at least one model with Frenzy that could Declare a Charge against an enemy unit within the unit's Advance Rate +7" must take a Discipline Test, called a Frenzy Test. If the test is failed, the whole unit must Declare a Charge this Player Turn if possible. Frenzy Tests and Discipline Tests to restrain from Pursuing taken by units with at least one model with Frenzy are subject to Maximized Roll. - When measuring if a unit must take a Frenzy Test, use the lowest available Advance Rate among the unit's models. - If the unit has Fly and there is more than one Advance Rate available, you must use the type of movement (ground or Fly) that has the highest chance of completing the charge. - When a unit is forced to Declare a Charge due to a failed Frenzy Test, it is not forced to charge the enemy unit that triggered the Frenzy Test.

Front Rank	<p>Front Rank specifies where in a unit the model may be placed and how the model moves inside its unit. A model with Front Rank can either have a Matching Base or a Mismatching Base.</p> <p>Matching Bases : Matching Base refers to one of the following:</p> <ul style="list-style-type: none"> - The model has the same base size as the R&F models in its unit. - The model's base is the same size as two or more (whole number) of the R&F models' bases (such as a 40x40mm base in a 20x20mm unit). <p>A model with Matching Base must always be placed as far forward as possible in its unit. Normally this means that it must be placed in the first rank. If the first rank is occupied by models with Front Rank, it is placed in the second rank instead. If this rank is also occupied by models with Front Rank, it is placed in the third rank, and so on. If the model has a larger base than the R&F models, it is considered to be in all ranks its base occupies for the purposes of calculating Full Ranks. For calculating the number of models in the unit's ranks (e.g. for Full Ranks, Line Formation, Area Attack, Penetrating), the large base counts as the number of models it replaces. A model cannot join a unit that has more than one rank if its base is wider than the unit it wishes to join, nor can a unit Reform into a formation that is narrower than any model joined to the unit. If a model with a Matching Base has a longer base than the R&F models in the unit, the unit is allowed to have more than one incomplete rank if all incomplete ranks after the first consist entirely of models with such bases (i.e. For instance the rear parts of long bases such as War Platforms are allowed to form several incomplete ranks). When making an Advance Move, March Move, or Reform with a unit that includes models with Front Rank, these models can be reorganized into a new position (still as far forward as possible) as part of the move. This counts towards the distance moved by the unit (measure the distance from the starting position to the ending position of the center of the model with Front Rank to determine how far it has moved). If a model with Front Rank leaves a unit or is removed as a casualty, the gap it leaves must be filled with models from other ranks, possibly moving up models with Front Rank, if this means they are moved to positions further forward. If more than one model with Front Rank could move forward, the owner of the models chooses which model to move. If all models with Front Rank already are as far forward as possible, fill any empty gaps with R&F models from the back ranks. Sometimes models with Front Rank must be redistributed in order for all such models to be as far forward as possible. When this happens, move as few models as possible in order to have all models with Front Rank as far forward as possible.</p> <p>Mismatching Bases : Anything that is not a Matching Base is a Mismatching Base (such as a 50x75mm base inside a 25x50mm unit). A model with Mismatching Base is placed in base contact to the side of the unit, aligned with its front. Only two Mismatching Bases can be joined to a single unit (one at each side). These models are considered to be only in the front rank but are ignored when counting the number of models in each rank in order to establish the number of Full Ranks and whether or not a unit is in Line Formation. They form a file of one model. When making an Advance Move, March Move, or Reform with a unit that includes models with Mismatching Bases, these models can be reorganized into a new position (i.e. moved to the other side of the unit) as part of the move. This counts towards the distance moved by the unit (measure the distance from the starting position to the ending position of the center of the model with Front Rank to determine how far it has moved).</p>
Giant See, Giant Do	The model gains Sons of the Avalanche and counts as a Character for the purpose of Sons of the Avalanche. The model is a Musician. The range of the Giant's March to the Beat, and to enemy units that are required to take a March Test due to the Slave Giant, are both extended to 18".
Insignificant	Units consisting entirely of models with Insignificant do not cause Panic Tests on friendly units without Insignificant. Only Insignificant Characters can join units with Insignificant R&F models.
Light Troops	<p>A unit composed entirely of models with Light Troops may Reform any number of times during Advance Moves and March Moves. The following rules apply to the movement of Light Troops:</p> <ul style="list-style-type: none"> - No model can end its movement with its center further away from its starting position than its March Rate. - For measuring the distance travelled by a model, check the path the model would have taken if it was alone and measure the movement around any obstructions (abiding by the Unit Spacing rule). Note that the unit nevertheless must abide by the Unit Spacing rule (including all Reforms). - If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is measured from its starting position to the point on the Battlefield where it performed that action and then to its final position. <p>In addition,</p> <ul style="list-style-type: none"> - Units composed entirely of models with Light Troops may shoot even after March Moving or Reforming earlier than Player Turn. - Units with more than half of their models with Light Troops always count as having 0 Full Ranks.
Loner	A model on foot with Loner can only join units of Yetis and Sabretooth Tigers (ignore the Insignificant rule for joining units). If mounted, it cannot join any unit. A model with Loner cannot join a unit containing any other Characters, and Characters cannot join a unit containing a model with Loner.
Make Way	At step 3 of the Round of Combat Sequence, any Character placed in the front rank and not in base contact with an enemy model may move into contact with an enemy model. This enemy model must be in base contact with the Character's unit, and it must be attacking the Character's unit in its Front. To do a Make Way move, the Character switches position with another model (or models) in its unit; these models cannot be Characters. Characters with Mismatching bases can never perform a Make Way move.
Massive Bulk	If a model with Massive Bulk is mounted by a Character, ignore the rider's Armour Equipment (including Armour Enchantments) and Personal Protections, unless specifically stated otherwise (such as Armour Enchantments that affect the bearer's model).
Not a Leader	The model cannot be the General.
Rally Around the Flag	All units within 12" of a friendly non-Fleeing model with Rally Around the Flag may reroll failed Discipline Tests.
Scoring	Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives. Every army needs Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon. Scoring can be lost during the game: A unit that is Fleeing loses Scoring for as long as it is Fleeing. An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring. A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.
Scrapling Lookout	If a unit includes a Standard Bearer or a Battle Standard Bearer with Scrapling Lookout, R&F models must be fewer than 3 before hits can be distributed onto Characters with the same Type and Height as the unit.
Stand Behind	The model can be placed anywhere in its unit (it doesn't have to be placed as far forward as possible, even if it has Front Rank). It cannot be placed further forward inside a unit than any model with Front Rank without Stand Behind. Ignore Stand Behind for Models on Mismatching Bases.
Swiftstride	If a unit is composed entirely of models with Swiftstride, its rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance are subject to Maximized Roll.
Tall	Line of Sight drawn to or from a model with Tall is not blocked by models of the same size (as the model with Tall) unless the intervening model also has Tall. Remember that this also affects Cover (if a model blocks Line of Sight it contributes to Hard Cover, otherwise only to Soft Cover).
Terror	The model gains Fear and is immune to the effects of Terror. When a unit with one or more models with Terror Declares a Charge, its target must take a Panic Test. If the test is failed, the target of the charge must declare a Flee Charge Reaction, if able to do so.
Towering Presence	The model gains Tall and can never be joined or join a unit (unless it is a War Platform). A model with Towering Presence increases its Rally Around the Flag and Commanding Presence ranges by 6".
Wizard Master	The Wizard gains Channel (1), and a +1 modifier to its casting rolls, and knows 4 spells. During Spell Selection the Wizard must choose between the Learned Spells 1, 2, 3, 4, 5 and 6 of its chosen Path and its Hereditary Spell.

Personal Protections	
Mountain Hide	When a model with Mountain Hide suffers a wound from an attack with Multiple Wounds, the number of wounds that it is multiplied into (due to Multiple Wounds) is halved, rounding up.
Attack Attributes	
Battle Focus	Attacks & Weapons, Close Combat. If the attack hits with a natural to-hit roll of '6', the attack causes two hits instead of one.
Devastating Charge	Attacks & Weapons, Close Combat. A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristics modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.
Harnessed	Close Combat. Model parts with Harnessed cannot make Supporting Attacks and cannot use weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with at least one model part with Harnessed is considered to be mounted.
Living Avalanche	Attack Attribute - Close Combat: Impact Hits from the model gain +1 Strength and +1 Armour Penetration.
Magical Attack	Attacks & Weapons, Close Combat, Shooting. The attack doesn't have any special effects. However, the Attack Attribute interacts with other rules, such as Aegis (X, against Magical Attacks). Model parts with Magical Attacks also apply the Attack Attribute to their Special Attacks (such as Stomp Attacks, Impact Hits and Breath Attack).
Multiple Wounds	Attacks & Weapons, Close Combat. Unsavd wounds caused by the attacks are multiplied into the value given in brackets (X). If the value is a dice (e.g. Multiple Wounds (D3)), roll one dice for each unsavd wound with Multiple Wounds. The amount of wounds that the attack is multiplied into can never be higher than the Health Points Characteristic of the target (excluding Health Points lost previously in the battle). For example, if a Multiple Wounds (D6) attack wounds a unit of Trolls (HP 3) and rolls a '5' for the multiplier, the number of unsavd wounds is reduced to 3, even if the Troll unit has already lost one or two Health Points previously in battle. If Clipped Wings is stated after the X value in brackets, any unsavd wound caused by the attack against a model with Fly is multiplied into X+1 instead of X.
Quick to Fire	Attacks & Weapons, Shooting. The attack doesn't suffer the -1 to-hit modifier for Moving and Shooting.
Rage	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.
Special Attacks	
Impact Hits	At Initiative Step 10, a Charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's Strength and Armour Penetration. If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). In multipart models, only model parts that also have Harnessed or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.
Sons of the Avalanche	The model part gains Impact Hits (1). If its unit has 2 or more Full Ranks, the model part gains Impact Hits (2). A Character with Sons of the Avalanche instead gains Impact Hits (D3), or Impact Hits (D3+1) if its unit has 2 or more Full Ranks. In addition, the model is immune to the effects of Fear of enemy models
Stomp	At Initiative Step 0 a model part with Stomp Attacks must choose an enemy model of Standard Size in base contact with it. The chosen model's unit suffers a number of hits equal to the value stated in brackets (X). These hits can only be distributed onto models of Standard Size (ignore models of a different Size when distributing hits). They are resolved with the model part's own Strength and Armour Penetration. In multipart models, only model parts that also have Harnessed can use Stomp Attacks. When several models in the same unit have this Special Attack, and when X is a random number (e.g. Stomp Attacks (D6)), roll for the number of hits separately.

Army List Design Information

Army Book Version 0.205.1

Validation Report

Game: 9th Age (2nd Ed.); Competition Level: Tournament; Core Rules Version: 0.205.1; Data File Version: 2.36; Roster Output Format: Verbose

Army List satisfies all enforced validation rules

Army List Statistics

General's Discipline: 9

of Models: 28

of Units with Scoring: 5

Pts of Spec Equipment: 195

Group	Min	Max	Used
Points of Characters	0	1800	1605
Points of Core	900	Unlimited	950
Points of Special	0	0	1060
Points of Powder Keg (C1)	0	1575	0
Points of Chained Beasts (C2)	0	1350	1245

4500 Pts - Vermin Swarm - Jeremy Schweitzer

Name	#	Size	Type	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi	Cost
Magister (1♠, 810 pts)																	
Magister	1	Lg	Con			6		3		5+		1	3	3	0	4	810
Composition: Characters Base: 60×100 General: Wizard Master; Callous; Channel (1); Commanding Presence; Honourless; Safety in Numbers																	
<i>Magical Heirloom</i>	1	The bearer knows the Hereditary Spell in addition to its other spells and cannot select it during Spell Selection.															[50]
<i>Second Awakening</i>	1	When the bearer casts a spell of Type Damage for which dice are used to determine the number of hits this spell inflicts, you may choose to re-roll these dice. If so, all dice must be re-rolled.															[50]
<i>Path of Thaumaturgy</i>	1	Must choose spells from the Path of Thaumaturgy.															[0]
Doom Bell	1						5		5		4+				0	0	[360]
Composition: Class 2 Above the Masses; Channel (2); Chariot; Sounding The Bell; State of Trance (Rats-at-Arms, Vermin Guard); Terror; Towering Presence; War Platform; Aegis (4+)																	
Vermin Hulk	1			5"	10"							4	4	5	2	4	[0]
Battle Focus; Harnessed																	
Plague Patriarch (1♠, 710 pts)																	
Plague Patriarch	1	Lg	Con			6		4	5	4+		3/5	5/6	4*	1*	4	710
Composition: Characters Base: 60×100 Putrid Scholar; Wizard Adept; Paired Weapons; Light Armour; Battle Focus; Callous; Channel (1); Frenzy; Hatred; Honourless; Safety in Numbers																	
<i>Hero's Heart</i>	1	Hand Weapon and Paired Weapons enchantment. The wielder of this enchanted weapon gains +1 Attack Value while using it. Attacks made with this enchanted weapon become Magical Attacks and always have at least Strength 5 and at least Armour Penetration 3.															[60]
Enchanted Paired Weapon																	
<i>Path of Occultism</i>	1	Must choose spells from the Path of Occultism.															[0]
Plague Pendulum	1						5				4+			5	2	3	[410]
Composition: Class 2 Chariot; Fear; Fearless; Frenzy; Grinding Attacks (D6+2); Inanimate; Pendulum; State of Trance (Plague Brotherhood); Stubborn; Towering Presence; War Platform; Aegis (4+)																	
Ram	1													6	3	0	[0]
Harnessed; Impact Hits (D6+2); Inanimate																	
Crew	4			5"	10"							1/2	3/4	3	0	3	[0]
Paired Weapons; Battle Focus; Hatred																	
Chief (1♠, 160 pts)																	
Chief	1	Std	Inf	5"	10"	6	3	5	4	6+		3	5	4	1	6	160
Composition: Characters Base: 20×20 Battle Standard Bearer; Light Armour; Callous; Honourless; Not a Leader; Rally Around the Flag; Safety in Numbers																	
Vermin Guard (20♠, 370 pts)																	
Vermin Guard	20	Std	Inf	5"	10"	5	1	4	3	4+)		1	4	3/4	0/1	5	370
Composition: Core Base: 20×20 Standard Bearer; Halberd; Heavy Armour; Shield; Fight in Extra Ranks; Safety in Numbers; Scoring																	
<i>Lightning Rod</i>	1	One use only. May be activated at the start of the opponent's Player Turn. During this Player Turn, all friendly units gain Hard Target. No Flying Movement may take place.															[100]
Plague Brotherhood (28♠, 345 pts)																	
Plague Brotherhood	28	Std	Inf	5"	10"	5	1	2	4			1/2	3/4	3	0	3	345
Composition: Core Base: 20×20 Champion; Musician; Standard Bearer; Paired Weapons; Battle Focus; Fearless; Frenzy; Hatred; Safety in Numbers; Scoring																	
Plague Brotherhood (20♠, 205 pts)																	
Plague Brotherhood	20	Std	Inf	5"	10"	5	1	2	4			1/2	3/4	3	0	3	205
Composition: Core Base: 20×20 Paired Weapons; Battle Focus; Fearless; Frenzy; Hatred; Safety in Numbers; Scoring																	
Plague Brotherhood (20♠, 205 pts)																	
Plague Brotherhood	20	Std	Inf	5"	10"	5	1	2	4			1/2	3/4	3	0	3	205
Composition: Core Base: 20×20 Paired Weapons; Battle Focus; Fearless; Frenzy; Hatred; Safety in Numbers; Scoring																	
Plague Disciples (11♠, 221 pts)																	
Plague Disciples	11	Std	Inf	5"	10"	5	1	2/1	4			1	3	3/5	0/2	4	221
Composition: Special Base: 20×20 Plague Flail; Battle Focus; Brood's Courage (Plague Brotherhood); Fearless; Frenzy; Hard Target (1); Hatred; Light Troops; Safety in Numbers																	
Plague Disciples (11♠, 221 pts)																	
Plague Disciples	11	Std	Inf	5"	10"	5	1	2/1	4			1	3	3/5	0/2	4	221
Composition: Special Base: 20×20 Plague Flail; Battle Focus; Brood's Courage (Plague Brotherhood); Fearless; Frenzy; Hard Target (1); Hatred; Light Troops; Safety in Numbers																	

	Name	#	Size	Type	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi	Cost
Dreadmill (1⁺, 305 pts)																		
	Dreadmill	1	Lg	Con	8"	8"	7	5	3	5	4+				5	2	4	305
Composition: Class 1 Base: 50×100 Electric Discharge; Chariot; Fearless; Grinding Attacks (D3); Impact Hits (D3); Inanimate; Safety in Numbers; Swiftstride; Lightning Attack; Reload!																		
Dreadmill (1⁺, 305 pts)																		
	Dreadmill	1	Lg	Con	8"	8"	7	5	3	5	4+				5	2	4	305
Composition: Class 1 Base: 50×100 Electric Discharge; Chariot; Fearless; Grinding Attacks (D3); Impact Hits (D3); Inanimate; Safety in Numbers; Swiftstride; Lightning Attack; Reload!																		
Verminous Artillery (1⁺, 170 pts)																		
	Plague Catapult	1	Lg	Con				5		4								170
Composition: Class 1 Base: 75 Round Plague Catapult (4+); Chariot; Move or Fire; Reload!; War Machine																		
	Crew	3			5"	5"	5		1				1	3	3	0	3	[0]
Battle Focus; Fearless; Frenzy; Hatred; Move or Fire; Safety in Numbers																		
Verminous Artillery (1⁺, 170 pts)																		
	Plague Catapult	1	Lg	Con				5		4								170
Composition: Class 1 Base: 75 Round Plague Catapult (4+); Chariot; Move or Fire; Reload!; War Machine																		
	Crew	3			5"	5"	5		1				1	3	3	0	3	[0]
Battle Focus; Fearless; Frenzy; Hatred; Move or Fire; Safety in Numbers																		
Weapon Team (1⁺, 150 pts)																		
	Globe Launcher Team	1	Std	Inf	5"	10"	5	2	3	3	5+		2	3	3	0	4	150
Composition: Class 1 Base: 25×50 Globe Launcher (4+); Heavy Armour; Brood's Courage (Rats-at-Arms, Vermin Guard); Callous; Insignificant; Safety in Numbers; Scorched Fur; Tag-Along																		
Weapon Team (1⁺, 150 pts)																		
	Globe Launcher Team	1	Std	Inf	5"	10"	5	2	3	3	5+		2	3	3	0	4	150
Composition: Class 1 Base: 25×50 Globe Launcher (4+); Heavy Armour; Brood's Courage (Rats-at-Arms, Vermin Guard); Callous; Insignificant; Safety in Numbers; Scorched Fur; Tag-Along																		
Total Cost: 4497																		

Option Footnotes

Options	
Champion	A Champion gains Front Rank. First Among Equals: A Champion gains +1 Attack Value. If it is a multipart model, the Characteristics increase only affects a single model part, which must be a model part without Restraints or Inanimate. Ordering the Charge: When a unit with a Champion rolls for their Charge Range, they always count as rolling at least a '4'. If the charge is still failed, ignore this rule and use the rolled dice to determine the Failed Charge Move.
Globe Launcher	Volley Gun Artillery Weapon. Range 18";, Shots (2D6)*2, Attack Attributes: Toxic Attacks, Magical Attacks, Volley Fire, Quick to Fire. If a Standard Height model equipped with a Globe Launcher is within 3" of a unit with at least one Rat-at-Arms or Vermin Guard model when shooting, it may draw Line of Sight to the target as it this unit was shooting instead of itself (i.e. the unit cannot be Fleeing, Shaken or Engaged). The target must still be within range and in the Front Arc of the models shooting with the Globe Launcher.
Halberd	Close Combat Weapon. Attacks made with a Halberd gain +1 Strength and +1 Armour Penetration. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.
Hand Weapon	Close Combat Weapon. All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving the Parry Personal Protection.
Heavy Armour	+2 Armour
Light Armour	+1 Armour
Musician	A Musician gains Front Rank and Stand Behind. Swift Reform: A unit with a Musician can make a Swift Reform: the unit makes a Reform with the following exceptions. - The unit is not prohibited from shooting in the next Shooting Phase. - The unit can perform an Advance Move after the Reform. No model can end its movement (after the Advance Move) with its center further away than its March Rate from its starting position (before the Reform). March to the Beat: March Tests taken by units within 8" of one or more enemy units with a Musician are taken at -1 Discipline unless the unit that wishes to March also has a Musician.
Paired Weapons	Close Combat Weapon. The wielder gains +1 Attack Value when using Paired Weapons. Attacks made with Paired Weapons gain +1 Offensive Skill and ignore Parry. A model using this weapon cannot simultaneously use a Shield against Melee Attacks (while Paired Weapons are often modelled as two Hand Weapons, they are considered a separate weapon category for rules purposes).
Plague Catapult	Catapult (4x4) Artillery Weapon: Range 12-48", Shots 1, Attack Attributes: Toxic Attacks, Magical Attacks.
Plague Flail	Close Combat Weapon. Attacks made with a Plague Flail gains +2 Strength and +2 Armour Penetration. Unless using another weapon, the wielder of a Plague Flail suffers -1 Defensive Skill. In addition, at Initiative Step 10 (regardless of the wielder's Agility) the wielder must choose an enemy unit that it could normally allocate Close Combat Attacks towards (including Supporting Attacks). The chosen enemy unit suffers a hit with Toxic Attacks. This hit is considered to be a Special Attack. This weapon cannot be enchanted with Weapon Enchantments from the Common Special Equipment.
Shield	+1 Armour

Standard Bearer	A Standard Bearer gains Front Rank and Stand Behind. Combat Bonus: A side with Standard Bearers adds +1 to its Combat Score for each Standard Bearer.
Universal Rules	
Above the Masses	When a Magister riding the Doom Bell chooses targets for spells with Type Direct, it ignores the restriction of only choosing targets in the Front Arc. When the Magister riding the Doom Bell chooses targets for a Spells with Type Missile, it can draw Line of Sight in 360° and from any point of the Doom Bell's base and may cast Missile Spells even when Engaged in Combat. All non-Bound Spells cast by the Magister gain +3" Range.
Brood's Courage	A unit with more than half of its models with Brood's Courage (X) within 6" of a unit that includes at least one model from one of the unit entries stated in brackets (X) may use the Full Ranks of this unit for the purpose of calculating the Discipline modifiers it gains from Safety in Numbers.
Callous	The is allowed to use Shooting Attacks and The Awakened Swarm (Hereditary Spell) against enemy units that are Engaged in Combat with friendly units, as long as all friendly units Engaged in this Combat are of Standard Height. All units Engaged in this Combat are ignored for Cover purposes (but not for drawing Line of Sight). When a model with this rule targets an enemy unit Engaged in Combat with a Shooting Attack or with The Awakened Swarm, roll to hit as normal against the intended target. Each hit must then be randomized to see which units it hits. Roll a D6 for each hit. On 3+ it hits the intended target. Otherwise it hits a friendly unit that is Engaged in Combat. If there are several friendly units involved in the Combat, randomize which one is hit.
Channel	During step 3 of the Magic Phase Sequence, each of the Active Player's models with Channel may add X Veil Tokens to its owner's Veil Token pool. This Universal Rule is cumulative, adding the X of each instance of Channel to the model's total Channel value (e.g. a model with Channel (1) and Channel (2) is treated like a model with Channel (3)).
Chariot	The model must roll an additional D6 when taking Dangerous Terrain Tests. A model with Chariot can only be part of a unit consisting entirely of models with Chariot, unless specifically stated otherwise.
Commanding Presence	All Generals have the Commanding Presence Universal Rule. The Discipline of all units within 12" of a friendly non-Fleeing model with Commanding Presence may be set to the Discipline value of that model (this ability follows the normal rules for "Values Set to a Fixed Number" meaning that effects modifying the Discipline of the model with Commanding Presence are applied before setting the recipient model's Discipline to that value; this value may then be further modified).
Fear	Models in units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken and Close Combat Attacks made by the models in the unit suffer -1 to hit, while Close Combat Attacks allocated towards the models in the unit gain +1 to hit. These effects apply until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.
Fearless	If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.
Frenzy	The model gains Fearless. At the start of the Charge Phase, each of your units with at least one model with Frenzy that could Declare a Charge against an enemy unit within the unit's Advance Rate +7" must take a Discipline Test, called a Frenzy Test. If the test is failed, the whole unit must Declare a Charge this Player Turn if possible. Frenzy Tests and Discipline Tests to restrain from Pursuing taken by units with at least one model with Frenzy are subject to Maximized Roll. - When measuring if a unit must take a Frenzy Test, use the lowest available Advance Rate among the unit's models. - If the unit has Fly and there is more than one Advance Rate available, you must use the type of movement (ground or Fly) that has the highest chance of completing the charge. - When a unit is forced to Declare a Charge due to a failed Frenzy Test, it is not forced to charge the enemy unit that triggered the Frenzy Test.
Front Rank	Front Rank specifies where in a unit the model may be placed and how the model moves inside its unit. A model with Front Rank can either have a Matching Base or a Mismatching Base. Matching Bases: Matching Base refers to one of the following: - The model has the same base size as the R&F models in its unit. - The model's base is the same size as two or more (whole number) of the R&F models' bases (such as a 40×40mm base in a 20×20mm unit). A model with Matching Base must always be placed as far forward as possible in its unit. Normally this means that it must be placed in the first rank. If the first rank is occupied by models with Front Rank, it is placed in the second rank instead. If this rank is also occupied by models with Front Rank, it is placed in the third rank, and so on. If the model has a larger base than the R&F models, it is considered to be in all ranks its base occupies for the purposes of calculating Full Ranks. For calculating the number of models in the unit's ranks (e.g. for Full Ranks, Line Formation, Area Attack, Penetrating), the large base counts as the number of models it replaces. A model cannot join a unit that has more than one rank if its base is wider than the unit it wishes to join, nor can a unit Reform into a formation that is narrower than any model joined to the unit. If a model with a Matching Base has a longer base than the R&F models in the unit, the unit is allowed to have more than one incomplete rank if all incomplete ranks after the first consist entirely of models with such bases (i.e. For instance the rear parts of long bases such as War Platforms are allowed to form several incomplete ranks). When making an Advance Move, March Move, or Reform with a unit that includes models with Front Rank, these models can be reorganized into a new position (still as far forward as possible) as part of the move. This counts towards the distance moved by the unit (measure the distance from the starting position to the ending position of the center of the model with Front Rank to determine how far it has moved). If a model with Front Rank leaves a unit or is removed as a casualty, the gap it leaves must be filled with models from other ranks, possibly moving up models with Front Rank, if this means they are moved to positions further forward. If more than one model with Front Rank could move forward, the owner of the models chooses which model to move. If all models with Front Rank already are as far forward as possible, fill any empty gaps with R&F models from the back ranks. Sometimes models with Front Rank must be redistributed in order for all such models to be as far forward as possible. When this happens, move as few models as possible in order to have all models with Front Rank as far forward as possible. Mismatching Bases: Anything that is not a Matching Base is a Mismatching Base (such as a 50×75mm base inside a 25×50mm unit). A model with Mismatching Base is placed in base contact to the side of the unit, aligned with its front. Only two Mismatching Bases can be joined to a single unit (one at each side). These models are considered to be only in the front rank but are ignored when counting the number of models in each rank in order to establish the number of Full Ranks and whether or not a unit is in Line Formation. They form a file of one model. When making an Advance Move, March Move, or Reform with a unit that includes models with Mismatching Bases, these models can be reorganized into a new position (i.e. moved to the other side of the unit) as part of the move. This counts towards the distance moved by the unit (measure the distance from the starting position to the ending position of the center of the model with Front Rank to determine how far it has moved).
Honourless	A Character with Honourless cannot be chosen by the enemy as the model that refuses a Duel.
Insignificant	Units consisting entirely of models with Insignificant do not cause Panic Tests on friendly units without Insignificant. Only Insignificant Characters can join units with Insignificant R&F models.

Light Troops	<p>A unit composed entirely of models with Light Troops may Reform any number of times during Advance Moves and March Moves. The following rules apply to the movement of Light Troops:</p> <ul style="list-style-type: none"> - No model can end its movement with its center further away from its starting position than its March Rate. - For measuring the distance travelled by a model, check the path the model would have taken if it was alone and measure the movement around any obstructions (abiding by the Unit Spacing rule). Note that the unit nevertheless must abide by the Unit Spacing rule (including all Reforms). - If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is measured from its starting position to the point on the Battlefield where it performed that action and then to its final position. <p>In addition,</p> <ul style="list-style-type: none"> - Units composed entirely of models with Light Troops may shoot even after March Moving or Reforming earlier than Player Turn. - Units with more than half of their models with Light Troops always count as having 0 Full Ranks.
Make Way	At step 3 of the Round of Combat Sequence, any Character placed in the front rank and not in base contact with an enemy model may move into contact with an enemy model. This enemy model must be in base contact with the Character's unit, and it must be attacking the Character's unit in its Front. To do a Make Way move, the Character switches position with another model (or models) in its unit; these models cannot be Characters. Characters with Mismatching bases can never perform a Make Way move.
Not a Leader	The model cannot be the General.
Putrid Scholar	The model can select its spells from all Learned Spells of its chosen Path and the Hereditary Spell of its army. This overrides the normal Spell Selection rules connected to being a Wizard Apprentice/Adept.
Rally Around the Flag	All units within 12" of a friendly non-Fleeing model with Rally Around the Flag may reroll failed Discipline Tests.
Safety in Numbers	<p>Non-fleeing units comprised entirely of models with Safety in Numbers add their number of Full Ranks after the first one to their Discipline, up to a maximum of +3 and never above 10.</p> <p>Safety in Numbers cannot be used to modify the Discipline that is distributed by models with Commanding Presence (but the received Commanding Presence can be modified by Safety in Numbers). Furthermore, units comprised entirely of models with Safety in Numbers gain +1" to their Flee Distances rolls.</p>
Scorched Fur	When the model rolls Breakdown on the Misfire Table it is removed as a casualty.
Scoring	Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives. Every army needs Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon. Scoring can be lost during the game: A unit that is Fleeing loses Scoring for as long as it is Fleeing. An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring. A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.
Sounding The Bell	<p>All enemy units within 18" of one or more models with this Universal Rule suffer -1 Offensive Skill and -1 Defensive Skill. At the start of your Magic Phase you may choose to roll a D6. On 2+, the Offensive and Defensive Skill modifiers are increased to -2 each, until the start of your next Magic Phase.</p> <p>If a '1' is rolled, the Doom Bell loses Sounding The Bell until the end of your next Movement Phase, and all units (friend and foe) in base contact with the Doom Bell suffer D6 hits with Strength 4 and Armour Penetration 2.</p>
Stand Behind	The model can be placed anywhere in its unit (it doesn't have to be placed as far forward as possible, even if it has Front Rank). It cannot be placed further forward inside a unit than any model with Front Rank without Stand Behind. Ignore Stand Behind for Models on Mismatching Bases.
State of Trance	The model's unit gains Fearless. The model must be deployed in and can only join units that has at least one model from one of the unit entries stated in brackets (X). The model can never voluntarily leave its unit.
Stubborn	A unit with at least one model with Stubborn ignores any Combat Score penalties to its Discipline when taking Break Tests or Combat Reform Discipline Tests.
Swiftstride	If a unit is composed entirely of models with Swiftstride, its rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance are subject to Maximized Roll.
Tag-Along	If the model is within 3"; of a friendly non-fleeing unit with at least one Rats-at-Arms or Vermin Guard model, it gains Aegis (4+, against Ranged Attacks).
Terror	The model gains Fear and is immune to the effects of Terror. When a unit with one or more models with Terror Declares a Charge, its target must take a Panic Test. If the test is failed, the target of the charge must declare a Flee Charge Reaction, if able to do so.
Towering Presence	The model gains Tall and can never be joined or join a unit (unless it is a War Platform). A model with Towering Presence increases its Rally Around the Flag and Commanding Presence ranges by 6".
War Machine	<p>The model gains Move or Fire. The model cannot Pursue (which does not prevent it from being affected by Random Movement), Declare Charges, or Declare Flee as Charge Reaction. Characters can never join units with War Machines, and Characters with War Machine cannot join units at all. When a War Machine fails a Panic Test, instead of Fleeing it is Shaken until the end of the next Player Turn. War Machines that fail a Break Test are automatically destroyed. War Machines and units Engaged in Combat with them cannot make Combat Reforms.</p> <p>When a unit charges a War Machine, it can move into base contact by having its Front Facing contact any point of the War Machine's base (it must still maximize the number of models in base contact). No Align Move is allowed. Ignore the War Machine's Facing, as it does not have any due to its round base.</p>
War Platform	<p>Unless selected as a mount for a Character, a model with War Platform gains Not a Leader and Character, with the following exceptions:</p> <ul style="list-style-type: none"> - It does not count towards the Characters Category (for Army List creation). - It does not count as Character when Deploying Units (it may still be deployed inside units). - It cannot Issue Duels, Accept Duels, or Make Way. - It can perform Swirling Melee. - It does not count as Character regarding Bodyguard and Multiple Wounds, unless the War Platform is specifically mentioned in the Bodyguard rule. <p>The model can join units even if it has Towering Presence, and having Chariot does not prevent it from joining units without Chariot. Additionally, it does not prevent Characters without Chariot from joining a unit containing a model with War Platform and Chariot. When joined to a unit, it must always be placed in the center of the first rank, possibly pushing back other models with Front Rank, and must keep its position in the center of the first rank at all times (as long as it is joined to the unit). If two positions are equally central (e.g. in a unit with an even number of models in the first rank and a War Platform replacing an uneven number of models per rank), the War Platform can be placed in either of these positions. If the War Platform cannot be placed in the center of the first rank (e.g. due to Mismatching Bases or the front rank being too narrow) for any reason, the model cannot join the unit. This means that A War Platform can never join a unit with Mismatching Bases and that only a single War Platform can be in the same unit unless noted otherwise.</p>
Wizard Adept	The Wizard gains Channel (1) and knows 2 spells. During Spell Selection the Wizard must choose between the Learned Spells 1, 2, 3 and 4 of its chosen Path and its Hereditary Spell.
Wizard Master	The Wizard gains Channel (1), and a +1 modifier to its casting rolls, and knows 4 spells. During Spell Selection the Wizard must choose between the Learned Spells 1, 2, 3, 4, 5 and 6 of its chosen Path and its Hereditary Spell.
Personal Protections	
Aegis	Aegis is a Special Save. A model must reroll successful Aegis saves against attacks with Divine Attacks.

Hard Target	Shooting Attacks targeting a unit that has more than half of its models with Hard Target (X) suffer a -X to-hit modifier. This rule is cumulative.
Parry	Parry can only be used against Close Combat Attacks from the Front Facing. The model gains +1 Defensive Skill, or its Defensive Skill is always equal to the Offensive Skill of the attacker, whichever is higher.
Attack Attributes	
Accurate	Attacks & Weapons, Shooting. The attack doesn't suffer the -1 to-hit modifier for shooting at Long Range.
Area Attack	Attacks & Weapons. When the attack hits a unit, choose up to X different ranks of this unit; these must be the ranks resulting in the maximum amount of hits. For each rank selected this way: the unit suffers X hits, to a maximum equal to the number of models in this rank. A single Area Attack can never cause more hits than there are models in the unit. Some Area Attacks have a higher Strength and/or additional Attack Attributes stated in square brackets (such as Strength 3 [7], [Multiple Wounds (D3)]). If so, a single hit from this attack, chosen by the attacker, uses the Strength value and Attack Attributes in brackets. The bracketed values and Attack Attributes are not applied to any other hits.
Battle Focus	Attacks & Weapons, Close Combat. If the attack hits with a natural to-hit roll of '6', the attack causes two hits instead of one.
Fight in Extra Ranks	Attacks & Weapons, Close Combat. Model parts with Fight in Extra Rank, or using a weapon with Fight in Extra Rank, can make Supporting Attacks from an additional Rank (normally, this means that models with Fight in Extra Rank will be able to make Supporting Attacks from the third rank). This rule is cumulative, allowing an additional rank to make Supporting Attacks for each instance of Fight in Extra Rank.
Harnessed	Close Combat. Model parts with Harnessed cannot make Supporting Attacks and cannot use weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with at least one model part with Harnessed is considered to be mounted.
Hatred	Attacks & Weapons, Close Combat. During the first Round of Combat, failed to-hit rolls from attacks with Hatred must be rerolled.
Inanimate	Close Combat. Model parts with Inanimate cannot make Close Combat Attacks and cannot use Shooting Weapons. Shooting Weapons carried by model parts with Inanimate can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate).
Lightning Attack	Close Combat and Attacks & Weapons. At the end of a phase in which a unit that consist entirely of models with Fly has suffered one or more hits from attacks with Lightning Attack, the unit suffers an additional D6 hits with Strength 4 and Armour Penetration 1.
Magical Attack	Attacks & Weapons, Close Combat, Shooting. The attack doesn't have any special effects. However, the Attack Attribute interacts with other rules, such as Aegis (X, against Magical Attacks). Model parts with Magical Attacks also apply the Attack Attribute to their Special Attacks (such as Stomp Attacks, Impact Hits and Breath Attack).
Move or Fire	Attacks & Weapons, Shooting. The attack may not be used if the attacking model has made an Advance Move, March Move, Reform or Pivot during the current Player Turn.
Multiple Wounds	Attacks & Weapons, Close Combat. Unsavd wounds caused by the attacks are multiplied into the value given in brackets (X). If the value is a dice (e.g. Multiple Wounds (D3)), roll one dice for each unsavd wound with Multiple Wounds. The amount of wounds that the attack is multiplied into can never be higher than the Health Points Characteristic of the target (excluding Health Points lost previously in the battle). For example, if a Multiple Wounds (D6) attack wounds a unit of Trolls (HP 3) and rolls a '5' for the multiplier, the number of unsavd wounds is reduced to 3, even if the Troll unit has already lost one or two Health Points previously in battle. If Clipped Wings is stated after the X value in brackets, any unsavd wound caused by the attack against a model with Fly is multiplied into X+1 instead of X.
Pendulum	Close Combat. The model part can only use its Grind Attacks against enemy units Engaged in the model's Front Facing.
Quick to Fire	Attacks & Weapons, Shooting. The attack doesn't suffer the -1 to-hit modifier for Moving and Shooting.
Reload!	Attacks & Weapons, Shooting. The attack cannot be used for a Stand and Shoot Charge Reaction.
Toxic Attacks	Attacks & Weapons, Close Combat. The attack has its Strength always set to 3 and its Armour Penetration always set to 10.
Volley Fire	Attacks & Weapons, Shooting. If at least one model in a unit can draw Line of Sight to the target, then all model parts using Volley Fire in the same unit ignore all intervening models of their own size or smaller for Line of Sight and Cover purposes. In addition, unless making a Stand and Shoot Charge Reaction, models in a unit in Line Formation that has not moved during this Player Turn may shoot from one additional rank (usually this means that they can shoot from the first three ranks).
Artillery Weapon	
Catapult	Catapult attacks ignore to-hit modifiers from Soft Cover and Hard Cover. Resolve Catapult attacks as follows: - On a natural to-hit roll of '1', it Misfires: roll on the Misfire Table and apply the corresponding result (a to-hit roll resulting in a Misfire cannot be rerolled). - On a successful to-hit roll, the attack gains Area Attack (X). Resolve the attack with the Strength and Armour Penetration written in the Catapult's description. - On any other to-hit result, roll to hit with a new Catapult attack, labeled Partial Hit (ignore any Misfire). If it hits, this attack gains Area Attack (X-1), all hits are at half Strength and half Armour Penetration (rounding fractions up), it loses all benefits from the Strength and Armour Penetration written in square brackets and/or Attack Attributes written in square brackets (if any). If it misses, no further attack can be generated this way.
Volley Gun	The number of shots fired by a Volley Gun is a random number. When rolling for the number of shots for a Volley Gun attack, if a single natural '6' is rolled (after any reroll), this attack suffers a -1 to-hit modifier; instead, if two or more natural '6' are rolled, the attack fails and the Volley Gun Misfires: roll on the Misfire Table and apply the corresponding result.
Special Attacks	
Electric Discharge	Model parts with this Special Attack can use it as a Shooting Attack and as a Melee Attack. - As Shooting Attack: Range 18", Shots 3, Reload!, Accurate, Quick to Fire, Aim (4+) - As a Special Attack in Close Combat: The Melee Attack is made at the model part's Initiative Step. Choose a single enemy unit in a base contact and roll three D6 (these rolls are not considered to-hit rolls). For each roll of 3+ the target suffers a hit from the Electric Discharge. Hits from Electric Discharge are resolved with Strength 5, Armour Penetration 10, Multiple Wounds (D3), Lightning Attacks and Magical Attacks. Before using the Electric Discharge, the Dreadmill may be supercharged. If supercharged, the attacks from the Electric Discharge are set to Strength 6 and their Range is set to 12"; for the duration of the phase. After the Electric Discharge has been resolved, roll a D6. On a roll of '1' or '2', the Dreadmill cannot be supercharged again this game.
Grinding Attacks	A model part with Grind Attacks resolves these attacks at its own Agility. It must choose an enemy unit in base contact with it. The chosen enemy unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the model part's own Strength and Armour Penetration. If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). When several model parts in the same unit have Grind Attacks and when X is a random number (e.g. Grind Attacks (2D3)), roll for the number of hits separately for each model part.

Impact Hits	<p>At Initiative Step 10, a Charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's Strength and Armour Penetration.</p> <p>If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). In multipart models, only model parts that also have Harnessed or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.</p>
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Army List Design Information

Army Book Version 2.0

Validation Report

Game: 9th Age (2nd Ed.); Competition Level: Tournament; Core Rules Version: 2.0; Data File Version: 2.37; Roster Output Format: Verbose

Army List satisfies all enforced validation rules

Army List Statistics

General's Discipline: 6

of Models: 119

of Units with Scoring: 4

Pts of Spec Equipment: 260

Group	Min	Max	Used
Points of Characters	0	1800	1680
Points of Core	1125	Unlimited	1125
Points of Special	0	0	442
Points of Tunnel Gunners (C1)	0	1350	1250
Points of Built and Bred (C2)	0	1350	770

List submission for Friday qualifier for masters / Grail quest

Guardians of the emerald shore

Highborn elves

Mage: 225 pyromancy/alchemy

Master 150

Order of fiery heart 30

Light armor 5

Paired weapons 5

Essence of free mind 55

Destiny's cal 70

Hero's heart 60

General 0

Total 600

Commander: 150

BsB 50

Master of canreig tower 135

Great weapon 10

Light armor 0

Essence of mithril 60

Flaming standard 35

Total 440

Total characters 1040

25 Citizen Spear: 330

Full command 60

Ryma banner 60

Total 440

20 seaguard: 405

Full command 60

Banner of relentless company 40

Total 505

5 Elain Reavers: 180

Bows 10

Total 190

Total core 1135

24 Flame wardens: 612

Full command 60

Rending banner 45

Total 717

Lion chariot: 215

Lion chariot: 215

Giant eagle: 100
Giant eagle: 100
Total special 1347

14 Queens guard: 401
Musician 10
Spears 14
Total 435
Total queens bows 434

Bolt thrower: 180
Bolt thrower: 180
Bolt thrower: 180
Total naval ordinance 540
Total army points 4497

Frankie Sczypta

New Roster (Fantasy Battles: The 9th Age 2.0 Beta) [4494pts] Silva

• Orcs and Goblins (Orcs and Goblins 2.0 Beta) [4494pts]

• Characters [1790pts]

• Goblin Witch Doctor [890pts]

Selections: Forest Goblin [115pts], Gargantula [500pts], Pyromancy, Wizard Master [245pts]

Categories: Characters

Rules: Insignificant, Spider-Mother Shrine, Strider (Forest), Wizard Master

1 Global: Goblin Witch Doctor Global, 2 Defensive: Goblin Witch Doctor Defensive, 3 Offensive: Goblin Witch Doctor Offensive

• Special Equipment [30pts]

Selections: Dragon Staff [30pts]

7 Artefact: Dragon Staff

1 Global		Adv	Mar	Dis	Size	Type	Ref
Gargantula Global		7"	14"	C	Gigantic	Beast	
Goblin Witch Doctor Global		4"	8"	6	Standard	Infantry	
2 Defensive		HP	Def	Res	Arm	Ref	
Gargantula Defensive		8	4	6	3		
Goblin Witch Doctor Defensive		2	2	3	0		
3 Offensive		Att	Off	Str	AP	Agi	Ref
Gargantula Offensive		8	4	5	2	4	
Goblin (8)		1	2	3	0	2	
Goblin Witch Doctor Offensive		1	2	3	0	3	
5 Melee Weapon	Str AP	Attributes					Ref
Light Lance	+1 +1	Attacks made with a Lance and allocated toward models in the wielders' Front Facing gain Devastating Charge (+1 Strength, +1 Armour Penetration). Infantry cannot use Lances.					
6 Ranged Weapon	Range	Shots	Str	AP	Attributes	Ref	
Bow (4+)	24"	1	3	0	Volley Fire		
7 Artefact	Type	Effect					Ref
Dragon	Artefact	The bearer gains Breath Attack (Strength 3, Armour					

Staff

Penetration 0, Flaming Attacks).

- **Orc Shaman [265pts]**

Selections: Common Orc [155pts], Orc Boar Chariot [25pts], Paired Weapons [5pts], Shamanism, Wizard Apprentice

Categories: Characters

Rules: Born to Fight, Wizard Apprentice

1 Global: Orc Shaman Global, 2 Defensive: Common Orc Shaman Defensive (Common Orc), 4 Armour: Light Armour, 5 Melee Weapon: Paired Weapons

- **Special Equipment [80pts]**

Selections: Alchemist's Alloy [15pts], Skull Fetish [65pts]

7 Artefact: Alchemist's Alloy, Skull Fetish

1 Global		Adv		Mar	Dis	Size	Type	Ref		
Orc Boar Chariot	Global	7"	7"	C		Large	Construct			
Orc Shaman	Global	4"	8"	8		Standard	Infantry			
2 Defensive		HP Def Res Arm Ref								
Common Orc Shaman Defensive (Common Orc)						3	3	4 0		
Orc Boar Chariot Defensive						4	C	5 C+2		
3 Offensive		Att		Off	Str	AP	Agi	Ref		
'Eadbasher Offensive		1	4	4	1	2				
Chassis Offensive		-	-	5	2	-				
War Boar (2) Offensive		1	3	4	1	3				
4 Armour		Type		Save		Rules			Ref	
Light Armour		Suit of Armour		+1		A model part can only wear a single Suit of Armour.				
5 Melee Weapon		Str		AP		Attributes			Ref	
Lance		+2		+2		Attacks made with a Lance and allocated toward models in the wielders' Front Facing gain Devastating Charge (+ 2 Strength, +2 Armour Penetration). Infantry cannot use Lances.				
Paired Weapons		As User		As User		The wielder gains +1 Attack Value when using this weapon. Attacks made with Paired Weapons gain +1 Offensive Skill and ignore Parry. A model using this weapon cannot simultaneously use a Shield against Melee Attacks .				
7 Artefact		Type		Effect						Ref
Alchemist's Alloy		Suit of Armour		The wearer gains +1 Armour and suffers -2 Offensive Skill.						

Enchantment

Skull Fetish Dominant.
Wizards only.

At the start of any friendly Magic Phase, add X Veil Tokens to your pool, where X is the number of friendly units Engaged in Combat minus the number of friendly Fleeing units, ignoring negative results. You cannot gain more than 3 Veil Tokens this way. These tokens are in addition to Veil Tokens gained from other sources. Skull Fetish can never cause a loss of Veil Tokens.

• Orc Warlord [635pts]

Selections: Army General [45pts], Iron Orc [285pts], Orc Boar Chariot [120pts], Paired Weapons [10pts], Shield [5pts]

Categories: Characters

Rules: Born to Fight, Fearless, Weapon Master

1 Global: Orc Warlord Global, 2 Defensive: Iron Orc Warlord Defensive (Iron Orc), 3 Offensive: Iron Orc Warlord Offensive (Iron Orc), 4 Armour: Plate Armour, Shield, 5 Melee Weapon: Paired Weapons

• Special Equipment [170pts]

Selections: Crown of Autocracy [70pts], Talisman of Shielding [50pts], Touch of Greatness [50pts]

7 Artefact: Crown of Autocracy, Talisman of Shielding, Touch of Greatness

1 Global		Adv	Mar	Dis	Size	Type	Ref
Orc Boar Chariot	Global	7"	7"	C	Large	Construct	
Orc Warlord	Global	4"	8"	9	Standard	Infantry	
2 Defensive		HP Def Res Arm Ref					
Iron Orc Warlord	Defensive (Iron Orc)	3	7	5	0		
Orc Boar Chariot	Defensive	4	C	5	C+2		
3 Offensive		Att Off Str AP Agi Ref					
'Eadbasher	Offensive	1	4	4	1	2	
Chassis	Offensive	-	-	5	2	-	
Iron Orc Warlord	Offensive (Iron Orc)	4	7	5	2	4	
War Boar (2)	Offensive	1	3	4	1	3	
4 Armour		Type	Save	Rules			Ref
Plate Armour	Suit of Armour	+3	A model part can only wear a single Suit of Armour.				
Shield	Shield	+1	Parry				
5 Melee Weapon		Str	AP	Attributes			Ref
Lance	+2	+2	Attacks made with a Lance and allocated toward models in the wielders' Front Facing gain				

			Devastating Charge (+ 2 Strength, +2 Armour Penetration). Infantry cannot use Lances.	
			The wielder gains +1 Attack Value when using this weapon. Attacks made with Paired Weapons gain +1 Offensive Skill and ignore Parry. A model using this weapon cannot simultaneously use a Shield against Melee Attacks .	
Paired Weapons	As User	As User		
7 Artefact	Type	Effect	Ref	
Crown of Autocracy	Artefact	The bearer gains +1 Discipline. If taken by the General, the opponent doubles the Victory Points bonus for killing this General (normally +400 instead of +200).		
Talisman of Shielding	Artefact	The bearer gains Aegis (5+).		
Touch of Greatness	Melee Weapon Enchantment	Attacks made with this enchanted weapon gain +1 Strength, +1 Armour Penetration and Magical Attacks. Strength modifiers from this weapon (combining both mundane and Weapon Enchantment modifiers) cannot exceed +2 (but can exceed +2 through modifiers from other sources, such as spells).		

• Core [1126pts]

• Goblins [377pts]

Selections: Bow (4+) [68pts], Champion [20pts], Common Goblin, 34x Goblin [204pts], Musician [20pts], 3x Shady Git [45pts], Shield, Standard Bearer [20pts]

Categories: Core

Rules: Insignificant, Lethal Strike, Scoring, Sneaky

1 Global: Common Goblin Global (Common Goblin), Shady Git Global, 2 Defensive: Goblin Defensive, Shady Git Defensive, 3 Offensive: Common Goblin Offensive (Common Goblin), Shady Git Offensive, 4 Armour: Light Armour, Shield, 5 Melee Weapon: Paired Weapons, 6 Ranged Weapon: Bow (4+)

1 Global					Adv	Mar	Dis	Size	Type	Ref
Common Goblin Global (Common Goblin)					4"	8"	6	Standard	Infantry	
Shady Git Global					4"	8"	6	Standard	Infantry	
2 Defensive	HP	Def	Res	Arm	Ref					
Goblin Defensive	1	2	3	0						
Shady Git Defensive	1	4	3	0						
3 Offensive					Att	Off	Str	AP	Agi	Ref
Common Goblin Offensive (Common Goblin)					1	2	3	0	2	

Shady Git Offensive				2	4	3	0	3	
4 Armour	Type		Save	Rules					Ref
Light Armour	Suit of	Armour	+1	A model part can only wear a single Suit of Armour.					
Shield	Shield		+1	Parry					
5 Melee Weapon	Str	AP	Attributes						Ref
Paired Weapons	As User	As User	The wielder gains +1 Attack Value when using this weapon. Attacks made with Paired Weapons gain +1 Offensive Skill and ignore Parry. A model using this weapon cannot simultaneously use a Shield against Melee Attacks .						
6 Ranged Weapon	Range	Shots	Str	AP	Attributes				Ref
Bow (4+)	24"	1	3	0	Volley Fire				

• **Orc 'Eadbashers [749pts]**

Selections: Champion [20pts], Feral Orc [112pts], Mammoth Stabber [25pts], Musician [20pts], 28x Orc 'Eadbasher [476pts], Paired Weapons [56pts], Standard Bearer [20pts]

Categories: Core

Rules: Aegis (6+), Battle Focus, Born to Fight, Frenzy, Mammoth Stabber, Scoring

1 Global: Orc 'Eadbasher Global, 2 Defensive: Feral Orc 'Eadbasher Defensive (Feral Orc), 3 Offensive: Orc 'Eadbasher Offensive, 5 Melee Weapon: Paired Weapons

• **Banner Enchantment [45pts]**

Selections: Green Tide [45pts]

7 Artefact: Green Tide

1 Global		Adv	Mar	Dis	Size	Type	Ref
Orc 'Eadbasher Global		4"	8"	7	Standard	Infantry	
2 Defensive				HP Def Res Arm Ref			
Feral Orc 'Eadbasher Defensive (Feral Orc)				1	3	4	0
3 Offensive		Att	Off	Str	AP	Agi	Ref
Orc 'Eadbasher Offensive		1	4	4	1	2	
5 Melee Weapon		Str	AP	Attributes			Ref
Paired Weapons	As User	As User	The wielder gains +1 Attack Value when using this weapon. Attacks made with Paired Weapons gain +1 Offensive Skill and ignore Parry. A model using this weapon cannot simultaneously use a Shield against Melee Attacks .				
7 Artefact Type		Effect				Ref	

Green Tide

The bearer's unit gains Fight in Extra Rank.

- **Special [1068pts]**

- **Goblin Raiders [120pts]**

Selections: Common Goblin, 5x Goblin Raider [65pts]

Categories: Special, Characters

Rules: Feigned Flight, Harnessed, Insignificant, Light Troops, Vanguard

1 Global: Common Goblin Raider Global (Common Goblin), 2 Defensive: Goblin Raider Defensive, 3 Offensive: Goblin Raider Offensive, Wolf Offensive (Common Goblin), 4 Armour: Light Armour

1 Global		Adv	Mar	Dis	Size	Type	Ref
Common Goblin Raider Global (Common Goblin)		9"	18"	6	Standard	Cavalry	
2 Defensive		HP	Def	Res	Arm	Ref	
Goblin Raider Defensive 1		1	3	1			
3 Offensive		Att	Off	Str	AP	Agi	Ref
Goblin Raider Offensive		1	2	3	0	3	
Wolf Offensive (Common Goblin)		1	3	3	0	3	
4 Armour	Type	Save	Rules				Ref
Light Armour	Suit of Armour	+1	A model part can only wear a single Suit of Armour.				

- **Goblin Wolf Chariot [325pts]**

Selections: 3x Goblin Wolf Chariot [300pts]

Categories: Special

Rules: Harnessed, Impact Hits (D6+1), Inanimate, Insignificant, Light Troops, Swiftstride

1 Global: Goblin Wolf Chariot Global, 2 Defensive: Goblin Wolf Chariot Defensive, 3 Offensive: Chassis Offensive, Goblin (3) Offensive, Wolf (2) Offensive, 4 Armour: Light Armour, 5 Melee Weapon: Light Lance, 6 Ranged Weapon: Bow (4+)

1 Global		Adv	Mar	Dis	Size	Type	Ref
Goblin Wolf Chariot Global		9"	9"	6	Large	Construct	
2 Defensive		HP	Def	Res	Arm	Ref	
Goblin Wolf Chariot Defensive		4	2	4	1		
3 Offensive		Att	Off	Str	AP	Agi	Ref
Chassis Offensive		-	-	5	2	-	

Goblin (3) Offensive 1 2 3 0 2

Wolf (2) Offensive 1 3 3 0 3

4 Armour Type Save Rules Ref

Light Suit of +1 A model part can only wear a single Suit of Armour.

5 Melee Weapon Str AP Attributes Ref

Light +1 +1 Attacks made with a Lance and allocated toward models in the wielders' Front Facing gain Devastating Charge (+1 Strength, +1 Armour Penetration). Infantry cannot use Lances.

6 Ranged Weapon Range Shots Str AP Attributes Ref

Bow (4+) 24" 1 3 0 Volley Fire

• Iron Orcs [623pts]

Selections: Champion [20pts], 24x Iron Orc [648pts], Standard Bearer [20pts]

Categories: Special, Core

Rules: Bodyguard (Iron Orc Warlord, Iron Orc Chief), Born to Fight, Fearless, Scoring, Weapon Master

2 Defensive: Iron Orc Defensive, 4 Armour: Plate Armour, Shield, 5 Melee Weapon: Great Weapon, Paired Weapons

• Banner Enchantment [45pts]

Selections: Green Tide [45pts]

7 Artefact: Green Tide

2 Defensive HP Def Res Arm Ref

Iron Orc Defensive 1 5 4 0

4 Armour Type Save Rules Ref

Plate Suit of +3 A model part can only wear a single Suit of Armour.

Shield Shield +1 Parry

5 Melee Weapon Str AP Attributes Ref

Great +2 +2 Always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

Paired As As The wielder gains +1 Attack Value when using this weapon. Attacks made with Paired Weapons gain +1 Offensive Skill and ignore Parry. A model using this weapon cannot simultaneously use a Shield against Melee Attacks .

7 Artefact Type	Effect	Ref
Green Tide	The bearer's unit gains Fight in Extra Rank.	

• **Big 'n Nasty [510pts]**

• **Gargantula [510pts]**

Categories: Big 'n Nasty

Rules: Fearless, Harnessed, Insignificant, Poison Attacks, Strider, Strider (Forest), Stubborn, Venomous Fangs

1 Global: Gargantula Global, 2 Defensive: Gargantula Defensive, 3 Offensive: Gargantula Offensive, Goblin (8), 5 Melee Weapon: Light Lance, 6 Ranged Weapon: Bow (4+)

1 Global	Adv	Mar	Dis	Size	Type	Ref
Gargantula Global	7"	14"	6	Gigantic	Beast	
2 Defensive	HP	Def	Res	Arm	Ref	
Gargantula Defensive	8	4	6	3		
3 Offensive	Att	Off	Str	AP	Agi	Ref
Gargantula Offensive	8	4	5	2	4	
Goblin (8)	1	2	3	0	2	
5 Melee Weapon	Str	AP	Attributes			Ref
Light Lance	+1	+1	Attacks made with a Lance and allocated toward models in the wielders' Front Facing gain Devastating Charge (+1 Strength, +1 Armour Penetration). Infantry cannot use Lances.			
6 Ranged Weapon	Range	Shots	Str	AP	Attributes	Ref
Bow (4+)	24"	1	3	0	Volley Fire	

James Starr

++ Empire of Sonnstahl (Empire of Sonnstahl 2.0 Beta) [4500pts] ++

+ Characters [1695pts] +

Marshal [445pts]: Army General, Great Griffon [150pts], Lance [10pts], Shield [5pts]

. Special Equipment [120pts]: Ghostly Guard [40pts], Winter Cloak [80pts]

Marshal [325pts]: Great Griffon [150pts], Lance [10pts], Shield [5pts]

Marshal [335pts]: Battle Standard Bearer, Lance [10pts], Pegasus [75pts], Shield [5pts]

. Special Equipment [85pts]: Basalt Infusion [35pts], Dusk Forged [50pts]

Wizard [590pts]: Cosmology, Great Griffon [100pts], Light Armour [5pts], Wizard Master [225pts]

. Special Equipment [135pts]: Alchemist's Alloy [15pts], Locket of Sunna [70pts], Talisman of Shielding [50pts]

+ Core [1130pts] +

Electoral Cavalry [165pts]: Great Weapon [10pts], 5x Knight [145pts]

Electoral Cavalry [165pts]: Great Weapon [10pts], 5x Knight [145pts]

Heavy Infantry [195pts]: Champion [20pts], 21x Heavy Infantry [210pts], Musician [20pts]

Light Infantry [320pts]: Champion [20pts], 20x Light Infantry [260pts], Long Rifle (3+) [15pts], Musician [20pts],
Replace Crossbow with Handgun (4+)

Light Infantry [285pts]: 20x Light Infantry [260pts], Musician [20pts]

+ Special [1200pts] +

Arcane Engine [290pts]: Foresight

Arcane Engine [290pts]: Arcane Shield

Knights of the Sun Griffon [310pts]: Champion [20pts], 3x Knights of the Sun Griffon [285pts]

Knights of the Sun Griffon [310pts]: Champion [20pts], 3x Knights of the Sun Griffon [285pts]

+ Sunna's Fury [475pts] +

Steam Tank [475pts]

++ Total: [4500pts] ++

Characters:

Iron Orc Warlord: general/warcry/pw/shield/shady shanking/ghostly guard/pan of protection
pinchin (470 pts.)

Cave Goblin Chief: BSB/shield (120 pts.)

Cave Goblin Witchdoctor: master/witchcraft/talisman of the void (445 pts.)

Cave Goblin Chief: gnasher/lance/shield (145 pts.)

Feral Orc Warlord: wyvern/la/shield/dragonfire gem/omen of the apocalypse/potion of speed
(620 pts.)

Core:

22 Common Goblins: musician (152 pts.)

8 Forest Goblin Spider Riders: (159 pts.)

8 Forest Goblin Spider Riders: (159 pts.)

25 Feral Orc Eadbashers: FC/pw/Rending Banner (655 pts.)

Special:

20 Iron Orcs: FC/ Banner of Relentless Company (530 pts.)

Big N' Nasty:

Giant: club/Big Brother (350 pts.)

Giant: club/Big Brother (350 pts.)

Giant: Nets (345 pts.)

4,500 pts.

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Lenny Szatkowski

Soothsayer Master Shamanism, Binding Scroll x2 (490)

Centaur chief (General) Crown of horns Paired Throw Seed of dark forest Great totem bearer (405)

Centaur chief BSB Paired, Throw Pillager icon crystal ball (380)

15 wildherd Throw Banner Music discipline Banner ambush (275)

15 wildherd Throw Music ambush (220)

20 mongrels spears ambush 160

20 mongrels spears ambush 160

10 raiders 95

13 centaurs Lance Throw FCG Flame Banner Blackwing totem (631)

13 centaurs paired Throw FCG Flame banner (564)

Razor chariot 230

Razor chariot 230

Razor chariot 230

Razor chariot 230

Razortusk 100

Razortusk 100

Jurand 'Jaaf' Szwaja

Vermin Daemon, General, Wizard Master, Divination, 820 pts

Magister, Wizard Master, Thaumaturgy 3 Dark Shards, Light Armour, 2 x 1 Binding Scroll, 385 pts

20 Vermin Guard, Musician, Standard, Lightning Rod, 390 pts

3 x 20 Giant Rats, 3 x 140 pts

15 Footpads, 165 pts

11 Footpads, Paired Weapons, Vanguard, 170 pts

4 Thunder Hulks, Champion, Globe Launcher 485 pts

4 Thunder Hulks, Champion, Naphtha Launcher, 515 pts

2 x 1 Dreadmill 2 x 305 pts

3 Jezails, 110

4 Jezails, 150

Plague Catapult, 170 pts

Army: HBE (2nd Edition, version 2.0 Dec 21, 2018)

List Point Total: 4,500

Submission: Chris Szymanski

Characters (Limit 40%):

Used: 1,115

Max: 1,800

[GENERAL]

High Prince (1 1 , 650 pts)													
— Prince of the Royal Hunt	1	Lg	Con		10		7		1+)*	«2+»,	4	7	650
Ghostly Guard	1	Heavy Armour and Plate Armour enchantment. The wearer gains +2 Armour against nor											[40]
Diadem of Protecetion	1	The bearer gains Aegis (+2, max 4+).											[85]
Talisman of the Void	1	The bearer gains Channel (1).											[50]
Royal Huntsman	1	The model gains Lion's Fur and the model's unit gains Valiant. When using a Great We											[60]
— Lion Chariot	1					4		4					[120]
Crew	1										1	5	[0]
Lion	2			8"	8"						2	5	[0]

Equipped with: (Great Weapon, Dragonforged Armour, Shield)

[BSB]

Commander (1 1 , 465 pts)													
— Commander of the Canreig Tower	1	Std	Inf	5"	10"	9	3	6	3	5+	«2+»,	3	465
Book of Meladys	1	Once per Magic Phase, the bearer may reroll a single Magic Dice when makin											[100]
Master of the Canreig Tower	1	The model gains Master of Spellcrafting, Protean Magic, Wizard Adept, and Sw											[135]
Path of Protean Magic	1	Must choose spells from the Path of Protean Magic											[0]

Equipped with: (Great Weapon, Dragonforged Armour)

Core (Min 25%):

Used: 1,151

Min: 1,125

Name	#	Size	Type	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Cost
Sea Guard (23 1 , 563 pts)														
Sea Guard	23	Std	Inf	5"	10"	8	1	5	3	5+		1	4	563
Flaming Standard	1	One use only. May be activated at the start of a Round of Combat or before shooting with												[35]
Sea Guard (23 1 , 588 pts)														
Sea Guard	23	Std	Inf	5**	10"	8	1	5	3	5+		1	4	588
War Banner of Ryma	1	R&F models in a unit with one or more War Banners of Ryma gains Devastating Charge												[60]

(Both Sea Guard units have Full Command)

Special (Max No Limit):

Total Used: 2,234

Highborn Elves Army List - 805 of 4500 Points														
Name	#	Size	Type	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Cost
Giant Eagle (1 1 , 100 pts)														
Giant Eagle	1	Lg	Bst	2"(9")	4"(18")	8	3	5	4			2	5	100
Reaver Chariot (3 1 , 330 pts)														
Reaver Chariot	3	Lg	Con				3		4					330
Crew	2					8		4		5+		1	4	[0]
Elven Horse	2			9"	14"							1	3	[0]
Phoenix (1 1 , 375 pts)														
Frost Phoenix	1	Gig	Bst	2"(9")	4"(18")	8	5	5	5	4+	5+	4	5	375

(Reaver Chariot unit has Standard Bearer Upgrade)

Name	#	Size	Type	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Cost
Sword Masters (24 1 , 687 pts)														
Sword Masters	24	Std	Inf	5"	10"	8	1	6	3	5+		2	6	687
War Banner of Ryma	1	R&F models in a unit with one or more War Banners of Ryma gains Devastating Char												[60]
Flame Wardens (24 1 , 742 pts)														
Flame Wardens	24	Std	Inf	5"	10"	9	1	5	3	5+	4+	1	5	742
Banner of Becalming	1	in the opponent's Magic phase, during Siphon the Veil before converting Veil Tokens in												[70]

(Sword Masters and Flame Wardens units have Full Command)

4500 Pts - Daemon Legions

Name	#	Size	Type	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi	Cost
Courtesan of Lust	1	Gig	Inf	10"	20"	9	6	8/9	6	5+	4)+, 5+	6/7	9/10	6/7	3/4	10	1320
Composition: Characters, Class 1 General; Daemon of Lust; Wizard Master; Channel (1); Commanding Presence; Stomp (D6); Supernal; Swiftstride; Terror; Towering Presence; Unstable; Aegis (5+)																	
<i>Eternal Sword</i>	1	Hand Weapon enchantment. The wielder gains +1 to its Attacks Value, +1 Offensive Skill and +1 Defensive Skill. Attacks made with this weapon gain +1 Strength and +1 Armour Penetration.															[85]
<i>Shackles of Reality</i>	1	Bearer has Fortitude (4+).															[90]
<i>Black Orb</i>	1	Enemy Wizards suffer a -2 modifier to their casting rolls when casting spells from Divination.															[20]
<i>Path of Divination</i>	1	Must choose spells from the Path of Divination.															[0]
Sirens	15	Std	Inf	6"	12"	7	1	5	3		5+	2	5	3	0	5	225
Composition: Core Daemon of Lust; Scoring; Supernal; Unstable; Aegis (5+)																	
Sirens	15	Std	Inf	6"	12"	7	1	5	3		5+	2	5	3	0	5	225
Composition: Core Daemon of Lust; Scoring; Supernal; Unstable; Aegis (5+)																	
Sirens	15	Std	Inf	6"	12"	7	1	5	3		5+	2	5	3	0	5	225
Composition: Core Daemon of Lust; Scoring; Supernal; Unstable; Aegis (5+)																	
Sirens	15	Std	Inf	6"	12"	7	1	5	3		5+	2	5	3	0	5	225
Composition: Core Daemon of Lust; Scoring; Supernal; Unstable; Aegis (5+)																	
Clawed Fiends	5	Lg	Bst	10"	20"	7	3	5	4		5+	3	5	4	1	5	645
Composition: Class 3 Daemon of Lust; Clawed Caress; Barbed Claws; Fear; Stomp (1); Supernal; Swiftstride; Unstable; Aegis (5+)																	
Clawed Fiends	5	Lg	Bst	10"	20"	7	3	5	4		5+	3	5	4	1	5	645
Composition: Class 3 Daemon of Lust; Clawed Caress; Barbed Claws; Fear; Stomp (1); Supernal; Swiftstride; Unstable; Aegis (5+)																	
Shrine of Temptation	1	Lg	Con				5		5	6+	5+			5	2		395
Composition: Class 3 Clawed Caress; Aura of Ecstasy; Chariot; Impact Hits (D6+3); Inanimate; Supernal; Unstable; Aegis (5+)																	
Tempress	1					7		5				4	5	3	0	5	[0]
Daemon of Lust; Barbed Claws; Lightning Reflexes; Supernal; Unstable																	
Mounted Siren	3											2	5	3	0	5	[0]
Daemon of Lust; Barbed Claws; Supernal; Unstable																	
Steed of Lust	4			10"	10"							1	3	3	0	5	[0]
Daemon of Lust; Harnessed; Poison Attacks; Supernal; Unstable																	
Daemon Engine of Lust	1	Gig	Inf	8"	16"	7	7	3	6	4+	5+	4/5	3/4	6	3	3	450
Composition: Class 1 Daemon of Lust; Hellish Reaper (3+); Paired Weapons; Crush Attack; Stomp (D6); Supernal; Terror; Towering Presence; Unstable; Aegis (5+)																	
Furies of Lust	5	Std	Inf	4" (10")	8" (20")	2	1	3	3		5+	1	3	4	1	4	145
Composition: Special Daemon of Lust; Hard Target (1); Light Troops; Skirmisher; Supernal; Swiftstride; Unstable; Aegis (5+)																	
																Total Cost:	4500

Option Footnotes

Options	
Barbed Claws	Close Combat Weapon. Attacks made with Barbed Claws gain a +1 to-wound modifier.
Clawed Caress	The bearer's unit's Close Combat attacks gain +1 Armour Penetration.
Hand Weapon	Close Combat Weapon. All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving the Parry Personal Protection.
Hellish Reaper	Artillery Weapon with Range 12", Shots 2D6, Str 4, AP 4.
Paired Weapons	Close Combat Weapon. The wielder gains +1 Attack Value when using Paired Weapons. Attacks made with Paired Weapons gain +1 Offensive Skill and ignore Parry. A model using this weapon cannot simultaneously use a Shield against Melee Attacks (while Paired Weapons are often modelled as two Hand Weapons, they are considered a separate weapon category for rules purposes).
Alignments\Alliance\Favours	
Daemon of Lust	Attack Attribute: The bearer gains +1 Armour Penetration.
Universal Rules	
Aura of Ecstasy	All friendly models with Daemon of Lust Engaged in the same Combat as the model with this rule (including itself) has Lightning Reflexes.
Channel	During step 3 of the Magic Phase Sequence, each of the Active Player's models with Channel may add X Veil Tokens to its owner's Veil Token pool. This Universal Rule is cumulative, adding the X of each instance of Channel to the model's total Channel value (e.g. a model with Channel (1) and Channel (2) is treated like a model with Channel (3)).
Chariot	The model must roll an additional D6 when taking Dangerous Terrain Tests. A model with Chariot can only be part of a unit consisting entirely of models with Chariot, unless specifically stated otherwise.
Commanding Presence	All Generals have the Commanding Presence Universal Rule. The Discipline of all units within 12" of a friendly non-Fleeing model with Commanding Presence may be set to the Discipline value of that model (this ability follows the normal rules for "Values Set to a Fixed Number" meaning that effects modifying the Discipline of the model with Commanding Presence are applied before setting the recipient model's Discipline to that value; this value may then be further modified).

Fear	Models in units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken and Close Combat Attacks made by the models in the unit suffer -1 to hit, while Close Combat Attacks allocated towards the models in the unit gain +1 to hit. These effects apply until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.
Fearless	If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.
Fly	Units composed entirely of models with Fly may use Flying Movement during Charge Moves, Failed Charge Moves, Advance Moves, and March Moves. When a unit uses Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). A unit using Flying Movement ignores all Terrain Features and units during the Flying Movement. Note that: <ul style="list-style-type: none"> - It must follow the Unit Spacing rule at the end of the move. - It is affected by the Terrain Features from which it takes off and in which it lands. - All modifiers to ground movement values also apply to a model's Fly values, unless specifically stated otherwise. - When declaring a Charge with a unit with Fly, you must declare if the unit will not use Flying Movement for the Charge Move. - A Failed Charge Move of a unit with Fly must use the type of movement (ground or Flying) that was chosen when the Charge was declared. If the unit would end its Failed Charge Move inside another unit's Unit Boundary or inside Impassable Terrain, backtrack the move to the unit's last legal position where it follows the Unit Spacing rule.
Front Rank	Front Rank specifies where in a unit the model may be placed and how the model moves inside its unit. A model with Front Rank can either have a Matching Base or a Mismatching Base. <p>Matching Bases: Matching Base refers to one of the following:</p> <ul style="list-style-type: none"> - The model has the same base size as the R&F models in its unit. - The model's base is the same size as two or more (whole number) of the R&F models' bases (such as a 40x40mm base in a 20x20mm unit). <p>A model with Matching Base must always be placed as far forward as possible in its unit. Normally this means that it must be placed in the first rank. If the first rank is occupied by models with Front Rank, it is placed in the second rank instead. If this rank is also occupied by models with Front Rank, it is placed in the third rank, and so on. If the model has a larger base than the R&F models, it is considered to be in all ranks its base occupies for the purposes of calculating Full Ranks. For calculating the number of models in the unit's ranks (e.g. for Full Ranks, Line Formation, Area Attack, Penetrating), the large base counts as the number of models it replaces. A model cannot join a unit that has more than one rank if its base is wider than the unit it wishes to join, nor can a unit Reform into a formation that is narrower than any model joined to the unit. If a model with a Matching Base has a longer base than the R&F models in the unit, the unit is allowed to have more than one incomplete rank if all incomplete ranks after the first consist entirely of models with such bases (i.e. For instance the rear parts of long bases such as War Platforms are allowed to form several incomplete ranks). When making an Advance Move, March Move, or Reform with a unit that includes models with Front Rank, these models can be reorganized into a new position (still as far forward as possible) as part of the move. This counts towards the distance moved by the unit (measure the distance from the starting position to the ending position of the center of the model with Front Rank to determine how far it has moved). If a model with Front Rank leaves a unit or is removed as a casualty, the gap it leaves must be filled with models from other ranks, possibly moving up models with Front Rank, if this means they are moved to positions further forward. If more than one model with Front Rank could move forward, the owner of the models chooses which model to move. If all models with Front Rank already are as far forward as possible, fill any empty gaps with R&F models from the back ranks. Sometimes models with Front Rank must be redistributed in order for all such models to be as far forward as possible. When this happens, move as few models as possible in order to have all models with Front Rank as far forward as possible.</p> <p>Mismatching Bases: Anything that is not a Matching Base is a Mismatching Base (such as a 50x75mm base inside a 25x50mm unit). A model with Mismatching Base is placed in base contact to the side of the unit, aligned with its front. Only two Mismatching Bases can be joined to a single unit (one at each side). These models are considered to be only in the front rank but are ignored when counting the number of models in each rank in order to establish the number of Full Ranks and whether or not a unit is in Line Formation. They form a file of one model. When making an Advance Move, March Move, or Reform with a unit that includes models with Mismatching Bases, these models can be reorganized into a new position (i.e. moved to the other side of the unit) as part of the move. This counts towards the distance moved by the unit (measure the distance from the starting position to the ending position of the center of the model with Front Rank to determine how far it has moved).</p>
Light Troops	A unit composed entirely of models with Light Troops may Reform any number of times during Advance Moves and March Moves. The following rules apply to the movement of Light Troops: <ul style="list-style-type: none"> - No model can end its movement with its center further away from its starting position than its March Rate. - For measuring the distance travelled by a model, check the path the model would have taken if it was alone and measure the movement around any obstructions (abiding by the Unit Spacing rule). Note that the unit nevertheless must abide by the Unit Spacing rule (including all Reforms). - If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is measured from its starting position to the point on the Battlefield where it performed that action and then to its final position. <p>In addition,</p> <ul style="list-style-type: none"> - Units composed entirely of models with Light Troops may shoot even after March Moving or Reforming earlier than Player Turn. - Units with more than half of their models with Light Troops always count as having 0 Full Ranks.
Make Way	At step 3 of the Round of Combat Sequence, any Character placed in the front rank and not in base contact with an enemy model may move into contact with an enemy model. This enemy model must be in base contact with the Character's unit, and it must be attacking the Character's unit in its Front. To do a Make Way move, the Character switches position with another model (or models) in its unit; these models cannot be Characters. Characters with Mismatching bases can never perform a Make Way move.
Scoring	Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives. Every army needs Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon. Scoring can be lost during the game: A unit that is Fleeing loses Scoring for as long as it is Fleeing. An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring. A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.

Skirmisher	<p>The model can always use Shooting Attacks from any rank (models with Skirmisher are not limited to shooting from first and second rank).</p> <p>Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base contact with each other. Instead, models are placed with a 12.5 mm distance (roughly half an inch) between them. This gap is considered part of the unit for Cover purposes and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear Facing, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops and never block Line of Sight (remember that this also affects Cover and that they can never contribute to Hard Cover).</p> <p>Units in skirmish formation can only be joined by Characters that have both the same Type and the same Size as the unit. Unless a Character has the exact same base size as all R&F models in the unit, it is considered Mismatched for the purpose of placement within the unit. The unit ceases to be in skirmish formation when all R&F models with Skirmisher are wiped out: immediately contract their skirmish formation into a normal formation, without moving the center of the first rank. Nudge any unit as normal to maintain base contact if possible.</p>
Supernal	The model gains Magical Attacks. In addition, the model gains Unstable, with the following exception: when a unit consisting entirely of models with Supernal loses a combat, the unit must take a Break Test (Stubborn or Steadfast units ignore modifiers from Combat Score difference as normal). If the Break Test is passed, ignore all Health Points that would be lost due to Unstable. If the Break Test is failed, follow the rules for Unstable as normal.
Swiftstride	If a unit is composed entirely of models with Swiftstride, its rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance are subject to Maximized Roll.
Terror	The model gains Fear and is immune to the effects of Terror. When a unit with one or more models with Terror Declares a Charge, its target must take a Panic Test. If the test is failed, the target of the charge must declare a Flee Charge Reaction, if able to do so.
Towering Presence	The model gains Tall and can never be joined or join a unit (unless it is a War Platform). A model with Towering Presence increases its Rally Around the Flag and Commanding Presence ranges by 6".
Unstable	<p>The model gains Fearless. A unit with one or more models with Unstable does not take a Break Test when losing a combat, but instead it loses one Health Point (without any saves allowed) for each point of Combat Score by which it lost the combat. The Health Points losses are distributed in the following order:</p> <ol style="list-style-type: none"> 1. R&F models, excluding Champions. 2. Champion. 3. Characters. Distributed by the owner of the unit, as evenly as possible. <p>Only Characters with Unstable can join units with one or more models with Unstable, and Characters with Unstable cannot join units with models without Unstable.</p>
Wizard Master	The Wizard gains Channel (1), and a +1 modifier to its casting rolls, and knows 4 spells. During Spell Selection the Wizard must choose between the Learned Spells 1, 2, 3, 4, 5 and 6 of its chosen Path and its Hereditary Spell.
Personal Protections	
Aegis	Aegis is a Special Save. A model must reroll successful Aegis saves against attacks with Divine Attacks.
Fortitude	Fortitude is a Special Save. Fortitude Saves cannot be taken against attacks with Lethal Strike that rolled a natural 6+ to wound, or against attacks with Flaming Attacks.
Hard Target	Shooting Attacks targeting a unit that has more than half of its models with Hard Target (X) suffer a -X to-hit modifier. This rule is cumulative.
Attack Attributes	
Crush Attack	Attacks & Weapons, Close Combat. A model part with Crush Attack, or using a Weapon with Crush Attack, may exchange all of its Close Combat Attacks for a single Close Combat Attack, which cannot be made as a Supporting Attack, is resolved at Initiative Step 0, has Strength 10, Armour Penetration 10 (regardless of user's Agility, Strength and Armour Penetration) and Multiple Wounds (D3+1). Crush Attacks never benefit from any Weapons or other Attack Attributes the model part may have. The model can still use its Special Attacks (such as Stomp Attacks or Impact Hits).
Harnessed	Close Combat. Model parts with Harnessed cannot make Supporting Attacks and cannot use weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with at least one model part with Harnessed is considered to be mounted.
Inanimate	Close Combat. Model parts with Inanimate cannot make Close Combat Attacks and cannot use Shooting Weapons. Shooting Weapons carried by model parts with Inanimate can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate).
Lightning Reflexes	Attacks & Weapons, Close Combat. The attack gains a +1 to-hit modifier if it is a Close Combat Attack. Model parts with this Attack Attribute wielding Great Weapons do not gain this +1 to-hit modifier, but strike with the Great Weapon at the Initiative Step corresponding to their normal Agility instead of always striking at Initiative Step 0.
Poison Attacks	Attacks & Weapons, Close Combat, Shooting. If the attack successfully hits with a natural to-hit roll of '6', it automatically wounds with no to-wound roll needed. Shooting Attacks using Hopeless Shot can only automatically wound if the first to-hit roll is a natural '6'. Note that the second to-hit roll must still be successful in order to hit the target. If the Attack can be turned into more than one hit (e.g. a hit with Penetrating, Area Attack or Battle Focus), only a single hit, chosen by the attacker, automatically wounds. All other hits must roll to wound as normal.
Artillery Weapon	
Volley Gun	The number of shots fired by a Volley Gun is a random number. When rolling for the number of shots for a Volley Gun attack, if a single natural '6' is rolled (after any reroll), this attack suffers a -1 to-hit modifier; instead, if two or more natural '6' are rolled, the attack fails and the Volley Gun Misfires: roll on the Misfire Table and apply the corresponding result.
Special Attacks	
Impact Hits	<p>At Initiative Step 10, a Charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's Strength and Armour Penetration.</p> <p>If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). In multipart models, only model parts that also have Harnessed or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.</p>
Stomp	<p>At Initiative Step 0 a model part with Stomp Attacks must choose an enemy model of Standard Size in base contact with it. The chosen model's unit suffers a number of hits equal to the value stated in brackets (X). These hits can only be distributed onto models of Standard Size (ignore models of a different Size when distributing hits). They are resolved with the model part's own Strength and Armour Penetration.</p> <p>In multipart models, only model parts that also have Harnessed can use Stomp Attacks. When several models in the same unit have this Special Attack, and when X is a random number (e.g. Stomp Attacks (D6)), roll for the number of hits separately.</p>

Roster Notes	
Aspects	Daemons may receive additional bonuses called Aspects. The effect of an Aspect corresponds to the Daemon's respective Dark God. Characters may always be upgraded with one Aspect. Core units may be upgraded with an Aspect if they belong to the same Dark God as the General. Some Special and Dark God's Might units may be upgraded with an Aspect in a Monotheist army (i.e. an army in which all Daemons belong to the same Dark God). Two or more Aspects of the same kind have no additional effects beyond what a single Aspect brings.

Army List Design Information

Army Book Version 0.205.1

Daemon of the Dark Gods : Daemons differ, depending on which Dark God they belong to. Each God grants its Daemons a different bonus, as explained below. All models in a unit must belong to the same Dark God. Characters may only join Daemonic units serving the same Dark God. Models may only benefit from Rally Around the Flag and Commanding Presence if they are granted by a Daemon belonging to the same Dark God as themselves, or by a Daemon of True Chaos.

Validation Report

Game: 9th Age (2nd Ed.); Competition Level: Tournament; Core Rules Version: 0.205.1; Data File Version: 2.36; Roster Output Format: Verbose

Army List satisfies all enforced validation rules

Army List Statistics

of Models: 78

General's Discipline: 9

of Units with Scoring: 4

Pts of Spec Equipment: 195

Group	Min	Max	Used
Points of Characters	0	1800	1320
Points of Core	900	Unlimited	900
Points of Special	0	0	145
Points of Dark God's Might (C1)	0	1800	1770
Points of Minions of Change (C2)	0	2700	0
Points of Minions of Lust (C3)	0	Unlimited	2585
Points of Minions of Pestilence (C4)	0	2700	0
Points of Minions of Wrath (C5)	0	2700	0

baginski

Cuatl Lord

-Ancient Knowledge, Path of Divination, General, BSB - 665

Saurian Warlord

-Alpha Carnosaur, Light Armour, paired weapons, Touch of Greatness (on paired weapons), Starfall Shard, Potion of Swiftiness - 895

30 Skink Braves -3 Caimans, full command, Rending banner - 635

15 Skink Braves -Musician & Champion - 180

15 Skink Braves -Musician - 160

20 Temple Guard -Full command, Rending banner - 630

5 Skink Hunters - 110

1 Weapon Beast -spearback - 135

1 Weapon Beast -spearback - 135

1 Taurosaur -Engine of the Ancients - 540

1 Stygiosaur -Mystic Rider -415

4,500 Points

Kelly Wheaton

Core

27 Citizen Spears (240 + 112), Full Command
(60) 472

War Banner of Ryma (60)

28 Citizen Spears (240 + 128), Full Command
(60) 488

War Banner of Ryma (60)

5 Elein Reavers + bows
(190) 190

Special

22 Flame Wardens (360 +
196) 661

Full Command (60)

Rending Banner (45)

Giant Eagle

(100)

100

Reaver Chariot

(110)

110

Lion Chariot

(215)

215

Queen's Bows

13 Queen's Guard (140 +
232) 515

Spears (13), Full Command (60)

Banner of Becalming (70)

Naval Ordnance

2 Sea Guard Reapers
(180) 360

Ancient Allies

Characters

Commander (150) & BSB
(50)

355

Longbow (5), Spear (5), Moonlight Arrows (15)
Dragonforged Armor (20), Shield (5)
Queen's Companion (40),
Crystal Ball (40), Obsidian Rock (25)
AS/AS = 4+/6++

High Prince (250) &
General

700

MoCT (215), *Sliver of the Blazing Dawn (100)*, Spear (5)
Dragonforged Armor (25), Shield (5)
Willow's Ward (15), Alchemist's Alloy (15)
Book of Arcane Mastery (60), Lucky Charm (10)
AS/AS = 2+/6++

Mage (225),
Cosmology
330

Gleaming Robe (90), Potion of Strength (10) light armor 5
AS/AS = 6+/3++

Core (1125): **1150**

Queen's Bows (1350): **515** [+ 190 counted in Core = 705]

Special (infinite): **1086**

Naval Ordnance (675): **360**

Ancient Allies (900): **0** [0 counted in Characters = 0]

Characters (1800): **1385**

Total: **4496** (add bolded numbers to reach army total)