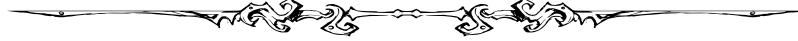




Ewan Bailey-Thiele	2000 / 2000
Sorcerer Kings	



👑 Maharajah								1	210
M	V	C	A	W	R	D	E	Type	Infantry
5	2	3	5	5	3	3	2	Class	
Special Rules				Arcane Conduit, Blessed, Born of Air, Wizard 7					
Supremacy Abilities				Elemental Confluence					
Draw Events				Elemental Dominance					
Options									
Patron's Gifts				Banner of Elemental Dominion, Shu'laat					
Spells				Court of Air(1)					
Masteries				Recorder of all Deeds					

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

Windborne Djinn								4	250
M	V	C	A	W	R	D	E	Type	Brute
7	2	2	4	5	3	3	1	Class	Medium
Special Rules				Aetheric Marker, Barrage 3 (20", Armor Piercing 1), Born of Air, Elemental, Impact 2					
Command Models				Leader					

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


Raj								1	130
M	V	C	A	W	R	D	E	Type	Infantry
5	2	3	5	4	3	3	2	Class	
Special Rules				Arcane Conduit, Born of Air, Born of Flame, Flurry, Wizard 7					
Spells				Molten Blades, Storm's Wrath, Wind Kissed Blades, Wreathed in Fire					
Draw Events				Dancing Scimitar					
Options									
Patron's Gifts				Dancing Scimitar					


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

Sorcerer								1	160
M	V	C	A	W	R	D	E	Type	Infantry
5	3	2	4	4	3	2	2	Class	
Special Rules				Arcane Conduit, Barrage 3 (14"), Born of Flame, Wizard 7					
Options									
Patron's Gifts				Jadoo Kavach					
Spells				Court of Fire(1)					
Masteries				Elemental Projection					

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

Ghols								3	110
M	V	C	A	W	R	D	E	Type	Infantry
6	1	1	7	4	2	2	1	Class	Light
Special Rules				Elemental, Unstoppable, Vanguard					
Command Models				Leader, Standard Bearer					

Efreet Sword Dancers								4 	220
M	V	C	A	W	R	D	E	Type	Brute
6	2	3	6	5	3	3	1	Class	Medium
Special Rules				Born of Flame, Elemental, Impact 3, Infernal Branding					
Command Models				Leader					

Efreet Sword Dancers								4 	220
M	V	C	A	W	R	D	E	Type	Brute
6	2	3	6	5	3	3	1	Class	Medium
Special Rules				Born of Flame, Elemental, Impact 3, Infernal Branding					
Command Models				Leader					

Rules

Aetheric Marker

Until the end of the Round, if an Enemy Regiment was the Target of a Volley Action from this Regiment, Friendly Spellcasters Targeting that Enemy Regiment with a Spell from the Court of Air count as having rolled one additional success to cast that Spell.

Arcane Conduit

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

Armor Piercing X

When a Stand with this Special Rule performs a Volley or Spellcasting Action, any Hits caused by those attacks reduce the Target Regiment's Defense by X. E.g. A Stand with Armor Piercing (2) would reduce the Target's Defense by 2 during Defense Rolls from its Volley Action.

Arrogance

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

Aura of Death X

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

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

Banner of Elemental Dominion

Regiments with the Elemental Special Rule within 10" of this Character Stand gain the Unstoppable Special Rule.

Unstoppable

This Regiment may Re-Roll failed Charge Rolls.

Barrage X

A Stand with this Special Rule contributes X Shots when its Regiment performs a Volley Action. The Range, as well as any Special Rules, are given in a second set of parentheses after the Barrage (X) Special Rule. E.g. Barrage (4) (24", Armor Piercing (1)) indicates that the Stand has a Barrage Special Rule with 4 Shots, a 24" Range and the Armor Piercing (1) Special Rule. If a Stand has multiple Barrage (X) profiles, you must choose one of them to use.

Blessed

Once per Round, Stands with this Special Rule may choose to Re-Roll all their failed Hit Rolls or all of their failed Defense Rolls during a Clash or Charge Action. All Stands in the Regiment must Re-Roll the same Roll at the same time and must declare the use of Blessed before making the Roll they wish to Re-Roll.

Born of Air

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

Born of Flame

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

Cleave X

When a Stand with this Special Rule performs a Clash or Duel Action, any Hits caused by those Attacks reduce the Target's Defense by X

for the purposes of making Defense Rolls against those Attacks.

Court of Air

Lifting Winds

Range: 12" **Attunement:** 4

Target Friendly Regiment adds +2" to the Regiment's March Distance for the first March Action it performs during its Activation until the end of the Round.

Lightning Bolt

Range: 12" **Attunement:** 3

Inflicts one Hit per success on Target Enemy Regiment. In addition, if the Target Regiment is in contact with a Regiment with the Born of Air Special Rule, it suffers an additional amount of Hits equal to its current Defense Characteristic, including all Special Rules.

Example: If the Spell targets an Enemy Dweghom Regiment with Defense of 3 and the Shield Special Rule from the front arc, and is in contact with a Regiment with the Born of Air Special Rule, it will suffer 1 Hit per Success and an additional 4 Hits. If the Target Regiment were to suffer the Hits on its side arc, then Shield would not apply and it would only suffer 3 additional Hits.

Homing Winds

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

Target Friendly Regiment Re-Rolls all failed Hit Rolls when performing a Volley Action until the end of the Round.

Court of Fire

Cauterize

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

Target Enemy Regiment, including currently attached Character Stands, cannot be Healed until the end of the Round.

Ignite

Range: 12" **Attunement:** 3

Target Friendly Regiment's Command Stand counts as +2 for the purposes of Seizing Objective Zones. If Target Regiment has the Born of Flame Special Rule and in range of an Objective Zone it also gains the Aura of Death (2) Special Rule until the end of the Round.

Searing Sandstorm

Range: 12" **Attunement:** 3

Target Enemy Regiment suffers a -1 to its Defense Characteristic, to a minimum of 1, until the end of the Round. If Target Regiment is in contact with a Friendly Regiment with the Born of Air Special Rule, then it also suffers a -1 to its Evasion Characteristic until the end of the Round.

Dancing Scimitar

The Character Stand gains the Dancing Scimitar Draw Event

Dancing Scimitar

Target Enemy Regiment or Objective Marker within 12", suffers 3 automatic Hits with the Armor Piercing (2) Special Rule. These Hits do not cause Resolve Tests.

Dancing Scimitar

Target Enemy Regiment or Objective Marker within 12", suffers 3 automatic Hits with the Armor Piercing (2) Special Rule. These Hits do not cause Resolve Tests.

Elemental

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

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

Elemental Confluence

When a Friendly Character Stand performs an Elemental Rites Action and adds Ritual Markers to a Ritual that is currently Being Prepared, you may add one Ritual Marker to one other Ritual that is currently Being Prepared. This Supremacy ability is always considered to be active.

Elemental Dominance

Target Friendly Regiment with the Elemental Special Rule within 14", loses the Bloodlust Special Rule and gains the Unstoppable Special

Rule until the end of the Round.

Elemental Projection

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

Flurry

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

Hardened X

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

Impact X

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

Infernal Branding

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

Jadoo Kavach

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

Last Word

Upon this Regiment being destroyed, Target Enemy Regiment within 8" of a Friendly Character Stand or Regiment with the Wizard (X) Special Rule. Target Regiment suffers 8 automatic Hits. These Hits are inflicted against the Enemy Regiment's flank. Wounds resulting from these Hits do not cause Morale Tests.

Leader

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

Molten Blades

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

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

Recorder of all Deeds

At the beginning of each Round's Victory Phase, if this Army's Warlord is within range of an Objective Zone and the player controlling that Warlord has Seized the Objective Zone, immediately score one additional Victory Point.

Shield

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

Shu'laat

The Character Stand gains the Blessed Special Rule. In addition, when this Character Stand performs an Elemental Rites Action and selects a Ritual to prepare, the Ritual starts with 2 Ritual Markers.

Standard Bearer

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

Storm's Wrath

Range: 12" **Attunement:** 3

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

Terrifying X

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

Unstoppable

This Regiment may Re-Roll failed Charge Rolls.

Vanguard

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

Wind Kissed Blades

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

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

Parry

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

Counter-Attack

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

Wizard X

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

Wreathed in Fire

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

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

Dread

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