



Baba z wozu koniom Izej	2000 / 2000
The W'adrhün	

Warband 1

👑 Chieftain								1	165
M	V	C	A	W	R	D	E	Type	Infantry
5	1	3	6	5	3	3	0	Class	-
Special Rules			Cleave (2), Tribe's Pride						
Supremacy Abilities			Shock Assault						
Options									
Warband Cults			War						
Artefacts			Mantle of the Devoted						
Teachings of Conquest			Voice of Conquest						
Way of War			Violence of Action						
Materies			Wasteland Adder						

Blooded						Mainstay		6	285
M	V	C	A	W	R	D	E	Type	Infantry
5	1	2	7	5	3	2	1	Class	Medium
Command Models			Leader						
Special Rules			Shock, Unstoppable						
Options									
Command Models			Standard Bearer						
Officers			Champion						

Warband 2

Scion of Conquest								1	145
M	V	C	A	W	R	D	E	Type	Infantry
6	1	3	5	5	4	2	2	Class	-
Special Rules			Priest (5), Cleave (2)						
Spells			Crescendo, Dissonance, Cacophony, Discordance, Resonance						
Options									
Warband Cults			War						
Artefacts			Essence of the Phonopteryx						

Masteries	Focused
------------------	---------

Chosen of Conquest						Mainstay		4	310
M	V	C	A	W	R	D	E	Type	Infantry
5	1	3	5	7	4	3	1	Class	Medium
Special Rules		Fanatic, Cleave (1), Impact (2), Shock							
Command Models		Leader							

Chosen of Conquest						Mainstay		3	230
M	V	C	A	W	R	D	E	Type	Infantry
5	1	3	5	7	4	3	1	Class	Medium
Special Rules		Fanatic, Cleave (1), Impact (2), Shock							
Command Models		Leader							

Warband 3

Predator								1	120
M	V	C	A	W	R	D	E	Type	Infantry
6	3	3	6	5	3	2	1	Class	-
Special Rules		Barrage (5) [18", Armor Piercing (1), Deadly Shot], Fiend Hunter, Forward Force, Priest (1)							
Options									
Warband Cults		War							
Artefacts		Sacred Censer							
Way of the Hunt		Ceaseless Hunt							
Masteries		Marksmanship							

Hunting Pack						Mainstay		3	120
M	V	C	A	W	R	D	E	Type	Cavalry
8	1	2	6	3	2	1	1	Class	Light
Special Rules		Unsung, Opportunists, Irregular, Fluid Formation, Vanguard, Loose Formation, Swarm							
Command Models		Leader							

This Regiment cannot be joined by a Character Stand.

Hunters						Mainstay		4	210
M	V	C	A	W	R	D	E	Type	Infantry
6	2	2	5	5	2	1	0	Class	Light
Special Rules			Barrage (4) [14", Armor Piercing (1), Deadly Shot], Loose Formation, Shock						
Command Models			Leader						
Options									
Officers			Flint Knapper						

Slingers						Restricted		4	225
M	V	C	A	W	R	D	E	Type	Infantry
6	3	2	4	5	2	1	0	Class	Light
Special Rules			Barrage (4) [18", Torrential Fire], Shock						
Command Models			Leader						
Options									
Officers			Flint Knapper						
For every 2 Wounds caused by this Regiment as a result of a Volley Action, the target Regiment takes 1 Morale Test. This Rule does not apply to Character Stands that have joined the Regiment.									

Apex Predator						Restricted		1	190
M	V	C	A	W	R	D	E	Type	Monster
8	1	3	11	15	4	3	0	Class	Heavy
Special Rules			Deadly Blades, Cleave (2), Fearless, Fiend Hunter, Unstoppable, Terrifying (2), Impact (5), Bellowing Roar, Shock						

Rules

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.

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.

Bellowing Roar

This Regiment counts as following the Cult of Conquest and benefits from and uses the War Chant Army Rule. This Regiment may only Chant from the Cult of Conquest

Cacophony

Range: 12" **Attunement:** 4 (Scaling)

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

Ceaseless Hunt

The Regiment this Character Stand is currently attached to gains the Fire and Advance Draw Event.

Champion

The Regiment adds +1 to its Attacks Characteristic.

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.

Crescendo

Range: Self **Attunement:** 4

Add a Conquest Chant Marker to the Sequence. Secretly look at the top three Command Cards of your Command Stack, then put them back in any order.

Deadly Blades

When a Stand with this Special Rule performs a Clash or Duel Action, any failed Defense Roll of "6" rolled by the Target Regiment causes it to suffer 2 Wounds instead of 1.

Deadly Shot

When a Stand with this Special Rule performs a Volley Action, any failed Defense Roll of "6" rolled by the Target Regiment causes it to suffer 2 Wounds instead of 1.

Discordance

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

Target Enemy Regiment cannot Seize Objective Zones until the end of the Round.

Dissonance

Range: Self **Attunement:** 4

Until the end of the Round, each time an enemy Spellcaster attempts to cast a Spell onto a Regiment within 12" of this caster or attempts to Cast a Spell while within 12" of this caster, you may discard one Chant Marker from the Sequence and cancel the effects of that Spell.

Essence of the Phonopteryx

This Character Stand increases the Range of all of its Spells by 6" (Spells with a Range of "Self" are unaffected). If the Effect of any of its Spells indicate a range, increase that Spells Effect range by 6".

Fanatic

When a Regiment with this Special Rule chooses a Tier bonus due to Chant the Battlecry, it always counts as having discarded from the Sequence an additional Chant Marker belonging to their Cult (to a maximum of three), but may only choose their own Cult's bonus.

Fearless

A Regiment with this Special Rule ignores the effects of the Fearsome and Terrifying (X) Special Rules. If a Character Stand has this Special Rule, then it does not apply it to the rest of the Regiment and only benefits from this Special Rule as part of a Duel Action.

Fiend Hunter

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

Flint Knapper

The Regiment Re-Roll failed Hit Rolls of "6" when performing a Volley Action. Furthermore, Enemy Regiments do not benefit from the Hardened (X) Special Rule when making Defense Rolls against this Regiment's Volley Attacks including currently attached Character Stands.

Fluid Formation

This Regiment may perform a free additional Reform Action during its Activation. This free Reform Action must be performed before the Regiment takes its first Action, or at the end of its Activation after all other Actions have been resolved. A Regiment with this Special Rule can draw Line of Sight from all Arcs, not just its Front, and may perform Volley Actions against Regiments in its flank or rear as well. Where this is the case, count the closest Rank or File of the Regiment as the first Rank.

Focused

The Character Stand may Re-Roll two failed Spellcasting die Rolls when performing a Spellcasting Action. These Re-Rolls can only be used in one Spellcasting Action per Activation.

Forward Force

The non-Monster Regiment this Character Stand is currently attached to gains the Flank 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.

Irregular

This Regiment does not affect Friendly and Enemy Reinforcement Lines. A Stand without this Special Rule may not join this Regiment.

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.

Loose Formation

When a Stand performs a Volley Action against a Regiment with this Special Rule it halves the X value in its Barrage (X) Special Rule (rounding up) to a minimum of 1. In addition, Spells will only inflict half their number of Hits (rounding up) against a Stand with this Special Rule. This Special Rule does not stack with Obscuring Terrain. Furthermore, a Regiment with this Special Rule cannot inflict Impact Attacks.

Mantle of the Devoted

The non-Monster Regiment this Character Stand is currently attached to gains the Fanatic Special Rule.

Marksmanship

This Character Stand adds +2 to its Barrage (X) Special Rule. If it does not already have the Barrage (X) Special Rule, it gains the Barrage (3) (20") Special Rule instead.

Opportunists

A Stand with this Special Rule may re-roll failed Hit Rolls when performing a Clash or Volley Action against an Enemy Regiment's Flank or Rear Arc.

Priest 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.

Resonance

Range: 12" **Attunement:** 4

Target Objective Zone. Enemy Regiments in range of Target Objective Zone gain the Decay (2) Special Rule until the end of the Round.

Sacred Censer

This Character Stand gains the Priest (+1) Special Rule.

Shock

When this Regiment performs a successful Charge, Stands in the Regiment with this Special Rule add +1 to their Clash Characteristic until the end of the Round.

Shock Assault

While this Character Stand is on the Battlefield, all Friendly Infantry and Monster Regiments gain the Shock Special Rule. This Supremacy ability is always considered to be active.

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.

Swarm

Stands in this Regiment count as being Size 1.

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.

Torrential Fire

When a Stand with this Special Rule performs a Volley Action against an Enemy Regiment within Effective Range, every two successful Hit Rolls (rounding up) cause an additional automatic Hit on the Target. These additional shots do not benefit from this Special Rule.

Tribe's Pride

Veteran Regiments in this Warband and any currently attached Character Stands gain the Flurry Special Rule.

Unstoppable

This Regiment may Re-Roll failed Charge Rolls.

Unsung

This Regiment never follows a Cult (they do not place Chant Markers and they may never Chant the Battlecry).

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.

Violence of Action

The Regiment this Character Stand is currently attached to gains the Flurry Special Rule.

Voice of Conquest

This Character Stand and any Regiment they are currently attached to count as following the Cult of Conquest.

Wasteland Adder

All non-Monster Stands in the Regiment this Character Stand is attached to gain the Flank Special Rule.

Army Rules

HYMNS OF THE BRAVE

When a Character Stand in this Army destroys an Enemy Character Stand as the result of a Duel Action, the Regiment this Character Stand is currently attached to gains the Fanatic Special Rule until the end of the Round.

WAR CHANT

One of the distinctive features of the W'adrhun is their War Chant. When creating your Army List, each Warband (including the Character Stands) must select to follow the Cult of Famine, Death or War. The Character Stand and all Regiments in the Warband must choose the same Cult, unless a Special Rule dictates otherwise.

Items, Masteries or other rules may later change a Character or Regiment's Cult to Conquest or another Cult, however the initial choice remains unaffected for the rest of the Warband.

Chant in Sequence

At the beginning of the Battle, designate a visible area outside the Battlefield where you will be placing Chant Markers. This designated area is now considered to be your Sequence. When you Draw a Command Card belonging to a Regiment or Character Stand that begins the Round on the Battlefield, if that Regiment or Character Stand follows a Cult, place 1 Chant Marker corresponding to its Cult in the Sequence.

If there is one or more Chant Markers in the Sequence, a Regiment may "Chant the Battlecry". A Character Stand cannot "Chant the Battlecry", but are affected by the effects granted to the Regiment they are attached to. Unless instructed otherwise, when a Regiment places the 3rd Chant Marker in the Sequence, that Regiment must immediately "Chant the Battlecry".

The "Chant in Sequence" and "Chant the Battlecry" are resolved immediately during the Draw Command Card step of the Action Phase, after drawing the Command Card but before resolving any Draw Events. There may never be more than 3 Chant Markers in the Sequence. If you have reached 3 Chant Markers and are required to place another Chant Marker (commonly because the 3rd Chant Marker is placed by a Character Stand), place a Chant Marker belonging to the Cult for the Active Regiment or Character Stand, and then discard 1 of the previously placed Chant Markers.

You can never discard more than 3 Chant Markers when you "Chant the Battlecry".

Chant the Battlecry

Follow these steps in order to Chant the Battlecry;

1. Exchange a Conquest Marker in the Sequence for a Famine, Death or War Chant Marker. Repeat this until you have no Conquest Chant Markers remaining in the Sequence.
2. Choose one of the following:
 - a) Chant the Battlecry for one of the Cults by discarding up to 3 Chant Markers for the selected Cult. Gain the tier of benefits listed equal to the number of Chant Markers discarded.
 - b) Chant the Battlecry for the Cult of Conquest. To do this, discard Chant Markers from at least 2 different Cults (to a maximum of 3 Markers) and gain the benefits listed equal to the number of Chant Markers discarded.
3. Finally, discard any unused Chant Markers from the Sequence.

The bonus of each Cult Tier is cumulative and will last until the end of the Round unless stated otherwise. You will gain the benefit of all Tiers below the one you activate when you Chant the Battlecry.

Famine

Tier 1 (2 markers) - This Regiment gains +2" Charge Distance and the Shock Special Rule.

Tier 2 (3 markers) - This Regiment gains the Relentless Blows Special Rule.

Tier 3 (3 markers and the Fanatic Special Rule) - This Regiment gains the Impact (+2) and Glorious Charge Special Rules.

Death

Tier 1 (2 markers) - This Regiment gains +1 to its Clash Characteristic.

Tier 2 (3 markers) - This Regiment gains the Flawless Strikes Special Rule.

Tier 3 (3 markers and the Fanatic Special Rule) - This Regiment gains the Untouchable and Deadly Blades Special Rules.

War

Tier 1 (2 markers) - This Regiment immediately loses the "Broken" status. In addition, it adds +1 to its Defense Characteristic until the end of the Round.

Tier 2 (3 markers) - This Regiment adds +1 to its Resolve Characteristic and gains the Cleave (1) Special Rule.

Tier 3 (3 markers and the Fanatic Special Rule) - This Regiment gains the Blessed and Counter-Attack Special Rules.

Conquest

Tier 1 (2 markers) - This Regiment gains +3 to its March Characteristic when performing its first March Action during its Activation.

Tier 2 (3 markers) - This Regiment adds +2 to its Evasion Characteristic (to a maximum of 3).

Tier 3 (3 markers and the Fanatic Special Rule) - This Regiment may perform a third Action, normal restrictions apply, during its Activation this Round.