



Brutish British	2000 / 2000
Sorcerer Kings	

Warband 1

Sorcerer								1	100
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"], Wizard (7), Born of Air							
Options									
Spells		Court of Air							
<p>If the Character Stand selects the Court of Fire, then the Character Stand and any Regiment they are currently attached to gain the Born of Flame Special Rule. Similarly, If the Character Stand selects the Court of Air, then the Character Stand and any Regiment they are currently attached to gain the Born of Air Special Rule.</p>									

Dhanur Disciples						Mainstay		4	180
M	V	C	A	W	R	D	E	Type	Infantry
6	2	1	4	4	3	2	0	Class	Medium
Special Rules		Barrage (5) [20", Arcing Fire]							
Command Models		Leader							

Ghols						Mainstay		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, Born of Flame							
Command Models		Leader, Standard Bearer							
Options									
Children of Ash		Born of Flame							
This Regiment cannot be joined by a Character Stand.									

Steelheart Djinn						Mainstay		4	260
M	V	C	A	W	R	D	E	Type	Brute
7	1	3	4	5	3	3	1	Class	Medium
Special Rules			Elemental, Born of Air, Cleave (2), Impact (2), Aetheric Guidance						
Command Models			Leader						

Warband 2

👑 Maharajah								1	160
M	V	C	A	W	R	D	E	Type	Infantry
5	2	3	5	5	3	3	2	Class	-
Special Rules			Arcane Conduit, Wizard (8), Blessed, Born of Air						
Supremacy Abilities			Elemental Confluence						
Options									
Patron's Gifts			Shu'laat, Niyantran						
Spells			Court of Air						
Your Army may only contain one Maharajah of each Court.									
If the Character Stand selects the Court of Fire, then the Character Stand and any Regiment they are currently attached to gains the Born of Flame Special Rule. Similarly, If the Character Stand selects the Court of Air, then the Character Stand and any Regiment they are currently attached to gains the Born of Air Special Rule.									

Dhanur Disciples						Mainstay		4	180
M	V	C	A	W	R	D	E	Type	Infantry
6	2	1	4	4	3	2	0	Class	Medium
Special Rules			Barrage (5) [20", Arcing Fire]						
Command Models			Leader						

Warband 3

Sorcerer								1	200
M	V	C	A	W	R	D	E	Type	Brute
5	3	2	4	4	3	2	2	Class	-
Special Rules			Arcane Conduit, Barrage (3) [14"], Wizard (7), Born of Flame, Elemental						
Options									
Patron's Gifts			Eye of the Blazing Tempest						

Spells	Court of Fire
Masteries	Bound to the Elements, Elemental Projection

If the Character Stand selects the Court of Fire, then the Character Stand and any Regiment they are currently attached to gain the Born of Flame Special Rule. Similarly, If the Character Stand selects the Court of Air, then the Character Stand and any Regiment they are currently attached to gain the Born of Air Special Rule.

Efreet Flamecasters						Mainstay		4	210
M	V	C	A	W	R	D	E	Type	Brute
6	2	2	4	5	3	3	1	Class	Medium
Special Rules		Barrage (5) [14", Torrential Fire], Elemental, Born of Flame, Impact (2), Infernal Marker							
Command Models		Leader							

Efreet Sword Dancers						Mainstay		5	270
M	V	C	A	W	R	D	E	Type	Brute
6	2	3	6	5	3	3	1	Class	Medium
Special Rules		Elemental, Born of Flame, Impact (3), Infernal Branding							
Command Models		Leader							

Efreet Sword Dancers						Mainstay		3	170
M	V	C	A	W	R	D	E	Type	Brute
6	2	3	6	5	3	3	1	Class	Medium
Special Rules		Elemental, Born of Flame, Impact (3), Infernal Branding							
Command Models		Leader							

Efreet Flamecasters						Mainstay		3	160
M	V	C	A	W	R	D	E	Type	Brute
6	2	2	4	5	3	3	1	Class	Medium
Special Rules		Barrage (5) [14", Torrential Fire], Elemental, Born of Flame, Impact (2), Infernal Marker							
Command Models		Leader							