



Australian Heat	2000 / 2000
Sorcerer Kings	

Sea Breeze

👑 Maharajah								1	140
M	V	C	A	W	R	D	E	Type	Infantry
5	2	3	5	5	3	3	2	Class	-
Special Rules			Arcane Conduit, Wizard (7), Blessed, Born of Air						
Supremacy Abilities			Elemental Confluence						
Options									
Patron's Gifts			Shu'laat						
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		3	140
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						

Uncomfortable Humidity

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 Flame						
Options									
Spells			Court of Fire						
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		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						

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						

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						

Dhanur Disciples						Mainstay		3	140
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						

Scorching Sunlight

Maharajah								1	120
M	V	C	A	W	R	D	E	Type	Infantry
5	2	3	5	5	3	3	2	Class	-
Special Rules			Arcane Conduit, Wizard (7), Born of Flame						
Options									
Spells			Court of Fire						

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.

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

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 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 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						

Searing Sandstorm

Sorcerer								1	130
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 Flame						
Options									

Patron's Gifts	Jadoo Kavach
Spells	Court of Fire

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.

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

Rules

Arcane Conduit

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

Arcing Fire

Until the end of this Regiment's Activation, if the Regiment has the Aimed Shot Special Rule and is not currently occupying a piece of Garrison terrain, instead of performing a Volley Action as normal it may perform the following:

The Regiment suffers -1 to its Volley Characteristic until the end of the Regiment's Activation. Then the Regiment may select an Enemy Regiment in its front arc, within Barrage Range of at least one of its Stands and within Line of Sight of a Friendly Regiment and perform the Volley Action against it as if its Volley was a Clear Shot. Only Stands in the Regiment with this Special Rule may participate in this Volley Action. If all Stands in the Target Regiment are within a piece of Obscuring Terrain then the Barrage (X) Special Rule is halved as normal, if the Target Regiment does not have all its Stands within a piece of Obscuring Terrain then there are no penalties to the Barrage (X) Special Rule.

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.

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

Burn to Cinders

Range: 12" **Attunement:** 3

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

Scorching Scirocco

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

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

Wreathed in Flames

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

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

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.

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.

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.

Infernal 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 Fire count 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.

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.

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.

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.

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.