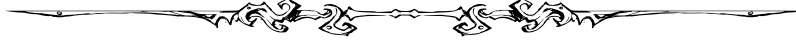




Huntin'n'Swingin	2000 / 2000
The W'adrhün	



👑 Matriarch Queen								1	155
M	V	C	A	W	R	D	E	Type	Infantry
6	2	3	5	5	4	3	0	Class	
Draw Events				The Matriarch Walks, To the Last Breath, Wind's Children					
Special Rules				Cleave 1, Inspiring Presence					
Supremacy Abilities				The Matriarch Walks					
Options									
Warband Cults				War(1)					
Artefacts				Dreamcatcher					
Teachings of Conquest				Voice of Conquest(1)					

Hunters								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					
Command Models				Leader					
Options									
Officers				Flint Knapper(1)					

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

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				Cleave 2, Priest 5					
Spells				Cacophony, Crescendo, Discordance, Dissonance, Resonance					
Options									
Warband Cults				War(1)					
Artefacts				Essence of the Phonopteryx					
Materies				Focused					

Chosen of Conquest								3	250
M	V	C	A	W	R	D	E	Type	Infantry
5	1	3	5	7	4	3	1	Class	Medium
Special Rules				Cleave 1, Fanatic, Impact 2, Unstoppable					
Command Models				Leader					
Options									
Command Models				Standard Bearer(1)					

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

Predator								1	165
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					
Options									
Warband Cults				War(1)					
Artefacts				Mantle of the Devoted					
Teachings of Conquest				Voice of Conquest(1)					
Way of the Hunt				Animalistic Focus(1)					
Materies				Marksmanship					

Braves								3	120
M	V	C	A	W	R	D	E	Type	Infantry
5	1	2	4	5	2	2	0	Class	Medium
Special Rules				Bloodlust, Shield, Support 2					
Command Models				Leader					

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

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

Slingers								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)					
Command Models				Leader					
Options									
Officers				Flint Knapper(1)					

Rules

Animalistic Focus

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

Sureshot

This Regiment does not suffer the negative effects of targeting an Enemy Regiment within Obscuring Terrain and/or drawing Line of Sight through Obscuring Terrain.

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

Bloodlust

A Regiment with this Special Rule may perform a Charge Action even in the Round in which it arrived on the Battlefield from Reinforcements or even if it is currently Broken. When a Regiment with this Special Rule is currently on the battlefield and takes an Action, if the Regiment is not in contact with an Enemy Regiment, roll a D6. If the result is less than or equal to the highest Resolve Characteristic in the Regiment, you may perform an Action as normal. This Roll is not affected by Special Rules that allow you to automatically pass a Resolve related Roll like Indomitable. If the result is higher, you must perform a Charge Action against the closest Enemy Regiment in Line of Sight and within the Regiment's maximum Charge Distance.

If there is no eligible Target to Charge, you must perform a March Action directly toward the closest Enemy Regiment in Line of Sight. If there is no Enemy Regiment in Line of Sight you must perform a March Action directly towards the Opponent's Reinforcement Zone. A Regiment must always March its maximum March Distance when forced to move as a result of this Special Rule.

Cacophony

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

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

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.

Dreamcatcher

The Character Stand gains the following Draw Event: Wind's Children.

Wind's Children

Target Friendly Regiment within 8" gains the Torrential Fire Special Rule.

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 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.

Flank

This Regiment does not contribute a die to the Reinforcement Roll. Before rolling each Reinforcement Pool for each Class, each player declares whether a Regiment with this Special Rule automatically enters the Battlefield or remains in Reinforcements. A Regiment cannot enter the Battlefield before its Class will normally be able to and cannot remain in Reinforcements past the Round its Class is required to enter automatically.

Impact X

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

Inspiring Presence

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

Bravery

Stands in this Regiment, including Character Stands, ignore the Fearsome and Terrifying (X) Special Rules. In addition, at the start of the Regiment's Activation, after resolving any Draw Events but before performing its first Action, remove the Broken status from this Regiment.

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.

Decay X

At the end of the Regiment's "Deactivate Regiment" step, every Stand in the Regiment rolls X number of dice, where X is equal to the Decay (X) value. For each roll of "5" or "6", the Regiment suffers 1 Wound. Wounds caused from this Special Rule do not cause Morale Tests. If a Regiment has several instances of Decay (X), add all of the X values together.

If a Regiment containing a Character Stand is affected by the Decay (X) Special Rule, then the Character Stand suffers Decay (X) as well. All Wounds are allocated as per the "Allocating Wounds and Removing Casualties" section of the rules.

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.

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.

Unstoppable

This Regiment may Re-Roll failed Charge Rolls.

Support X

This Regiment's Stands contribute X Supporting Attacks during a Clash Action instead of 1. While a Regiment is engaged by enemy Regiments in its Flank or Rear, they lose the Support X Special Rule.

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.

The Matriarch Walks

The Character Stand gains the "The Matriarch Walks" Draw Event and is able to resolve up two different Draw Events per Activation. This Supremacy ability is always considered to be active.

The Matriarch Walks

Target Friendly Infantry Regiment within 8" of this Character Stand, or Monster Stand (in the case of Apex Master), gains the Fanatic Special Rule until the end of the Round.

The Matriarch Walks

Target Friendly Infantry Regiment within 8" of this Character Stand, or Monster Stand (in the case of Apex Master), gains the Fanatic Special Rule until the end of the Round.

To the Last Breath

Select a friendly Regiment within 8" of this Character Stand. That Regiment Heals 4 Wounds. Each Regiment may be the target of To the Last Breath Draw Event only once per Round

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.

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.

Voice of Conquest

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

Wind's Children

Target Friendly Regiment within 8" gains the Torrential Fire Special Rule.