



Comp 6 double Ds	2000 / 2000
The W'adrhūn	

### Warband 1

<b>👑 Scion of Conquest</b>								<b>1</b>	<b>140</b>
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Infantry
6	1	3	5	5	4	2	2	<b>Class</b>	-
<b>Special Rules</b>			Priest (5), Cleave (2)						
<b>Spells</b>			Crescendo, Dissonance, Cacophony, Discordance, Resonance						
<b>Supremacy Abilities</b>			Vision of Conquest						
<b>Options</b>									
<b>Warband Cults</b>			War						
<b>Artefacts</b>			Essence of the Phonopteryx						
<b>Masteries</b>			Disorienting Strikes						

<b>Braves</b>						<b>Mainstay</b>		<b>8</b>	<b>310</b>
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Infantry
5	1	2	4	5	2	2	0	<b>Class</b>	Medium
<b>Special Rules</b>			Bloodlust, Shield, Support (2), Unstoppable						
<b>Command Models</b>			Leader						
<b>Options</b>									
<b>Command Models</b>			Standard Bearer						

### Warband 2

<b>Predator</b>								<b>1</b>	<b>100</b>
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Infantry
6	3	3	6	5	3	2	1	<b>Class</b>	-
<b>Special Rules</b>			Barrage (3) [18", Armor Piercing (1), Deadly Shot], Fiend Hunter, Forward Force						

## Options

<b>Warband Cults</b>	War
<b>Way of the Hunt</b>	Animalistic Focus

<b>Raptor Riders</b>						<b>Mainstay</b>		<b>3</b>	<b>180</b>
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Cavalry
8	2	2	5	5	3	2	2	<b>Class</b>	Light
<b>Special Rules</b>			Barrage (2) [12", Armor Piercing (1)], Fluid Formation, Flurry						
<b>Command Models</b>			Huntress						

<b>Raptor Riders</b>						<b>Mainstay</b>		<b>3</b>	<b>180</b>
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Cavalry
8	2	2	5	5	3	2	2	<b>Class</b>	Light
<b>Special Rules</b>			Barrage (2) [12", Armor Piercing (1)], Fluid Formation, Flurry						
<b>Command Models</b>			Huntress						

<b>Slingers</b>						<b>Restricted</b>		<b>3</b>	<b>160</b>
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Infantry
6	3	2	4	5	2	1	0	<b>Class</b>	Light
<b>Special Rules</b>			Barrage (4) [18", Torrential Fire]						
<b>Command Models</b>			Leader						

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.

<b>Slingers</b>						<b>Restricted</b>		<b>3</b>	<b>160</b>
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Infantry
6	3	2	4	5	2	1	0	<b>Class</b>	Light
<b>Special Rules</b>			Barrage (4) [18", Torrential Fire]						
<b>Command Models</b>			Leader						

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.

### Warband 3

<b>Matriarch Queen</b>								<b>1</b>	<b>130</b>
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Infantry
6	2	3	5	5	4	3	0	<b>Class</b>	-
<b>Draw Events</b>			To the Last Breath						
<b>Special Rules</b>			Inspiring Presence, Cleave (1)						
<b>Options</b>									
<b>Warband Cults</b>			War						
<b>Artefacts</b>			Mantle of the Devoted						

<b>Braves</b>						<b>Mainstay</b>		<b>8</b>	<b>310</b>
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Infantry
5	1	2	4	5	2	2	0	<b>Class</b>	Medium
<b>Special Rules</b>			Bloodlust, Shield, Support (2), Unstoppable						
<b>Command Models</b>			Leader						
<b>Options</b>									
<b>Command Models</b>			Standard Bearer						

<b>Tontorr</b>						<b>Restricted</b>		<b>1</b>	<b>330</b>
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Monster
6	2	2	16	26	3	3	0	<b>Class</b>	Heavy
<b>Special Rules</b>			Brutal Impact (2), Cleave (1), Impact (6), Linebreaker, Relentless Blows, Fearless, Trample (8), Towering Presence, Bellowing Roar, Oblivious, March of Giants						

# Rules

## **Animalistic Focus**

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

## **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.

## **Brutal Impact X**

When a Stand with this Special Rule inflicts Impact Attacks, those Impact Attacks reduce the Target Enemy Regiment's Defense by X for the purposes of making Defense Rolls against those Impact Attacks.

## **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 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.

### **Disorienting Strikes**

Enemy Character Stands subtract -1 from their Clash Characteristic, when they participate in a Duel Action against this Character Stand.

### **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".

### **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.

### **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.

### **Flurry**

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

### **Forward Force**

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

### **Huntress**

A Huntress combines the benefits provided by both the Leader and the Standard Bearer.

### **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.

### **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.

### **Linebreaker**

A Stand with this Special Rule ignores the Shield Special Rule and Bastion (X) Draw Event, when performing a Clash or Duel Action, or when resolving Impact Attacks.

### **Mantle of the Devoted**

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

### **March of Giants**

This Regiment always counts as Inspired.

### **Oblivious**

Regiments with this Special Rule receive only 1 Wound for every 2 failed Morale Tests, rounding up. Character Stands do not benefit from this Special Rule during Duels unless they have this Special Rule.

### **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.

### **Relentless Blows**

When a Stand with this Special Rule performs a Clash or Duel Action, each Hit Roll of "1" causes an additional automatic Hit on the Target. This additional Hit does not benefit from any Special Rules that trigger during the "Roll to Hit" step.

### **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.

### **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.

### **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.

### **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.

### **Towering Presence**

Stands in this Regiment count as being Size 4.

## **Trample X**

At the end of this Regiment's Activation, if this Regiment is in Contact with an Enemy Regiment in its front arc, Stands in the Regiment with this Special Rule cause X additional Hits where X is equal to the Stand's Trample (X) value. These additional Hits do not benefit from any of the Regiment's Special Rules and Hit automatically. This Special Rule does not trigger at the end of a Character Stand's Activation. Hits from this Special Rule can inflict Wounds to Objective Markers as if this Regiment was performing a Clash Action against it.

## **Unstoppable**

This Regiment may Re-Roll failed Charge Rolls.

## **Vision of Conquest**

Until the end of the Round, each time you would draw a Command Card from your Command Stack, instead search your Command Stack and play a Command Card of your choice. In addition, until the end of the Round, all Regiments that would add a Chant Marker to the Chant Sequence add a Conquest Chant Marker instead.