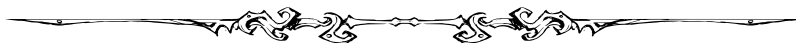




Bring Back Brood!	1990 / 2000
The W'adrhūn	



👑 Chieftain								1 	135
M	V	C	A	W	R	D	E	Type	Infantry
-	1	3	6	5	3	3	0	Class	
Battlefield Role				Character, Cult of Conquest, The Tribes					
Special Rules				Cleave 2, Crushing Force, Flurry, Rider, Tempo, Tribe's Pride					
Supremacy Abilities				Concentrated Assault					
Options									
Warband Cults				Conquest					
Artefacts				Beads of Death					
Masteryes				Tontorr Rider					

Veterans								3 🎲	170
M	V	C	A	W	R	D	E	Type	Infantry
5	1	3	5	6	3	2	1	Class	Medium
Special Rules				Flurry, Shield, Vanguard 3					
Chants				Show the Path					
Command Models				Leader, Standard Bearer					
Battlefield Role				The Tribes					

Blooded								3 🎲	130
M	V	C	A	W	R	D	E	Type	Infantry
5	1	2	6	5	3	2	1	Class	Medium
Battlefield Role				The Tribes					
Command Models				Leader, Standard Bearer					
Chants				Proven Warriors					
Special Rules				Vanguard 3					

Blooded								3 	130
M	V	C	A	W	R	D	E	Type	Infantry
5	1	2	6	5	3	2	1	Class	Medium
Battlefield Role				The Tribes					
Command Models				Leader, Standard Bearer					
Chants				Proven Warriors					
Special Rules				Vanguard 3					

Tontorr								1 	310
M	V	C	A	W	R	D	E	Type	Monster
6	2	2	16	26	4	3	0	Class	Heavy
Battlefield Role				Cult of Conquest, The Speakers					
Special Rules				Brutal Impact 2, Cleave 1, Fearless, Impact 6, Inspired, Linebreaker, March of Giants, Oblivious, Relentless Blows, Towering Presence, Trample 8					
Chants				Dominating Presence					
This Monster Stand counts as 6 for the purposes of Seizing Objective Zones.									

Matriarch Queen								1 	125
M	V	C	A	W	R	D	E	Type	Infantry
-	2	3	5	5	4	3	0	Class	
Battlefield Role				Character, Cult of Death, The Tribes					
Draw Events				To the Last Breath					
Special Rules				Cleave 1, Stoic					
Options									
Warband Cults				Death					
Artefacts				Death's Gaze					

Braves								5 	195
M	V	C	A	W	R	D	E	Type	Infantry
5	1	2	4	5	3	2	0	Class	Medium
Battlefield Role				The Tribes					
Special Rules				Shield, Support 2, Vanguard 3					
Command Models				Leader, Standard Bearer					
Chants				Blood to be Spilled					

Warbred								3 	180
M	V	C	A	W	R	D	E	Type	Brute
6	1	3	5	6	3	3	0	Class	Medium
Battlefield Role				The Tribes					
Special Rules				Cleave 2, Impact 2, Vanguard 3					
Command Models				Leader					
Chants				Penance					

Predator								1 	100
M	V	C	A	W	R	D	E	Type	Infantry
-	3	3	6	5	3	2	1	Class	
Special Rules				Barrage 4 (18", Armor Piercing 1, Deadly Shot), Ceaseless Hunt, Fiend Hunter					
Battlefield Role				Character, Cult of Death, The Speakers					
Options									
Warband Cults				Death					

Hunters								3 	150
M	V	C	A	W	R	D	E	Type	Infantry
6	2	2	5	5	3	1	0	Class	Light
Battlefield Role				The Speakers					
Special Rules				Barrage 4 (14", Armor Piercing 1, Deadly Shot), Loose Formation, Sureshot					
Chants				Momentum					
Command Models				Leader, Standard Bearer					

Hunters								3 	150
M	V	C	A	W	R	D	E	Type	Infantry
6	2	2	5	5	3	1	0	Class	Light
Battlefield Role				The Speakers					
Special Rules				Barrage 4 (14", Armor Piercing 1, Deadly Shot), Loose Formation, Sureshot					
Chants				Momentum					
Command Models				Leader, Standard Bearer					

	Slingers								4 	215
	M	V	C	A	W	R	D	E	Type	Infantry
	6	3	2	4	5	3	1	0	Class	Light
	Battlefield Role				The Tribes					
	Special Rules				Barrage 4 (18"), Vanguard 3					
	Command Models				Leader, Standard Bearer					
	Chants				Singing Bullets					

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.

Beads of Death

The Regiment this [Character] Stand is currently attached to gains the Tenacious (1) Special Rule.

Tenacious X

Whenever this Regiment makes a Defense Roll, treat X failed results as successes where X is the value of this Special Rule. Character Stands do not benefit from this Special Rule during Duels unless they have this Special Rule.

Blood to be Spilled

[Chant]: When this Regiment Chants the Battlecry, it gains the Impact (+2) Special Rule until the end of the Round.

Impact X

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

Ceaseless Hunt

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

Fire and Advance

If this Regiment performs a Volley Action as its second Action during this Activation, it may take a free additional March Action immediately after the Volley Action is resolved. The Regiment cannot move sideways or backwards during that March.

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.

Concentrated Assault

[Always Active]: The Range of the Chieftain's "Crushing Force" changes to cover the entire Battlefield. Furthermore the Chieftain's "Tempo" now affect all Friendly [The Tribes] Regiments in the Army.

Crushing Force

While a Friendly [The Tribes] Regiments is within 8" of this Character Stand gains the Trample (1) Special Rule.

Trample X

At the end of this Regiment's Activation, choose one Enemy Regiment in contact with this Regiment's 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. Wounds resulting from these Hits do not trigger Morale Tests. 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.

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.

Death's Gaze

The Regiment the [Character] Stand is currently attached to gains the Impact (3) Special Rule.

Dominating Presence

[Chant]: When this Regiment Chants the Battlecry it gains the Unyielding Special Rule until the end of the Round. In addition, until the end of the Round, the Monster Stand ignores the effects of Special Rules or Abilities that would have it count as less Stands for the purposes of Seizing Objective Zones or none at all.

Unyielding

Enemy Regiments cannot Seize an Objective Zone that Stands in this Regiment are in range of. This Special Rule is not active if this Regiment is currently Broken.

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.

Flurry

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

Impact X

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

Inspired

This Regiment adds +1 to its Clash Characteristic until the end of the Regiment's Activation. If this modifies the Clash Characteristic to a 5 or greater, it does not receive the +1 Clash but instead may Re-Roll unmodified Hit Rolls of "6". This Special Rule does not affect a Regiment's Clash Characteristic during Impact Attacks The +1 to the Clash Characteristic from the Inspired Special Rule is always added in after all other Clash modifying rules have been applied.

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.

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.

March of Giants

This Regiment's March Characteristic and March Distance cannot be negatively affected by abilities, Special Rules or Terrain.

Momentum

[Chant]: Should the Regiment perform a March Action as its first Action and move directly forward, add +X" (to a maximum of +4") to the Regiment's Barrage Range until the end of Round where X is the number of inches Marched directly forward Rounded down.

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.

Penance

[Chant]: When this Regiments Chants the Battlecry it gains the Juggernaut Special Rule and is not affected by Hindering Terrain until the end of the Round.

Juggernaut

The Regiment's Charge Distance is always its March value +5" and is not affected by rules that would add or reduce it.

Proven Warriors

[Chant]: When this Regiment Chants the Battlecry, it adds +2" to its Charge Distance until the end of the Round.

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.

Rider

This Character Stand is not physically represented by a separate Stand, and must be attached to a Monster Regiment in its Warband. The Regiment counts as being composed of two Stands, a Monster and a Character Stand. The Character Stand uses the Monster Stand for the purposes of measuring distances and drawing Line of Sight using the Monster Regiment's Size. The Regiment Marches based on the Monster Regiment's March Characteristic as opposed to the lowest March Characteristic value in the Regiment.

The Character Model must be physically represented on the Monster Regiment it is attached to (e.g. Hellbringer Sorcerer model or Apex Queen). The Character Stand is still considered to be attached to the Regiment even without a Stand and therefore can be involved in Duel Actions. Furthermore, the Character Stand is considered to be in contact with any Enemy Stands the Monster Regiment is in contact with.

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.

Show the Path

[Chant]: When this Regiment Chants the Battlecry, other Friendly [The Tribes] Regiments within 8" gain +1 to their Clash Characteristic (to a maximum of 4) until the end of the Round.

Singing Bullets

[Chant]: When this Regiment Chants the Battlecry, their entire Barrage Range counts as their Effective Range until the end of the Round.

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.

Stoic

The Regiment this Character Stand is currently attached to, gains the Indomitable (1) Special Rule.

Indomitable X

When this Regiment Rolls a Morale Test, treat X failed results as successes where X is the value of this Special Rule. Character Stands do not benefit from this Special Rule during Duels unless they have this Special Rule.

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.

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.

Tempo

Friendly [The Tribes] Regiments in this [Character] Warband gain the Vanguard (3) Special Rule.

To the Last Breath

Select a friendly non-Monster Regiment within 10" 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.

Tontorr Rider

This Mastery may be purchased multiple times. The [**Character**] Stand gains the Rider Special Rule. A Chieftain must choose to ride a Tontorr in their Warband. In addition, the Character's "Tribe's Pride" Special Rule grants Vanguard (5) instead of the Flurry Special Rule.

Vanguard X

When a Regiment with this Special Rule enters the Battlefield from Reinforcements, add +X to its March Characteristic for the first March Action this Activation.

Towering Presence

Stands in this Regiment count as being Size 4.

Trample X

At the end of this Regiment's Activation, choose one Enemy Regiment in contact with this Regiment's 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. Wounds resulting from these Hits do not trigger Morale Tests. 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.

Tribe's Pride

The Regiment this [**Character**] is currently attached to gains the Flurry Special Rule.

Vanguard X

When a Regiment with this Special Rule enters the Battlefield from Reinforcements, add +X to its March Characteristic for the first March Action this Activation.