



Let's get Muddy	1995 / 2000
Sorcerer Kings	

Warband 1

Maharajah								1	145
M	V	C	A	W	R	D	E	Type	Infantry
-	2	3	5	5	4	3	2	Class	-
Special Rules		Wizard (8), Rider							
Supremacy Abilities		Elemental Confluence							
Battlefield Role		Character, Court of Water, Court of Earth							
Options									
Patron's Gifts		Shu'laat							
Courts		Court of Water, Court of Earth							
Masteries		Favored of Hormus							

Ghols						Mainstay		3	110
M	V	C	A	W	R	D	E	Type	Infantry
5	1	2	6	4	2	2	1	Class	Light
Draw Events		Elemental Conduit							
Special Rules		Denizens of the Upper Planes, Unstoppable, Vanguard (4)							
Command Models		Leader							
Battlefield Role		Elemental							
Options									
Courts		Court of Water							

Mahut						Restricted		1	240
M	V	C	A	W	R	D	E	Type	Monster
6	2	2	10	20	3	3	2	Class	Heavy
Draw Events			Elemental Conduit						
Special Rules			Brutal Impact (2), Cleave (1), Dread, Earth Elemental, Hardened (1), Impact (5), Linebreaker, Oblivious, Trample (5), Terrifying (1)						
Actions			Gilded Statue						
Battlefield Role			Elemental, Court of Earth						
The Mahut may perform a free Volley Action during its Activation, and may perform a Volley Action while in contact with an Enemy Regiment, but must target the Enemy Regiment(s) it is in contact with. A Mahut may not perform more than one Volley Action during its Activation.									

Warband 2

Sorcerer								1	125
M	V	C	A	W	R	D	E	Type	Infantry
-	3	2	6	6	3	2	2	Class	-
Special Rules			Barrage (3) [14"], Wizard (7), Impact (3)						
Battlefield Role			Character, Court of Water						
Options									
Patron's Gifts			Niyantaran						
Courts			Court of Water						
Materies			Bound to the Elements						

Marid Sahar						Mainstay		3	170
M	V	C	A	W	R	D	E	Type	Cavalry
7	2	2	4	5	3	3	1	Class	Medium
Draw Events			Elemental Conduit						
Special Rules			Acute Senses, Aqueous Branding, Barrage (4) [12"], Water Elemental, Wizard (5)						
Spells			Blood to Water						
Command Models			Leader						
Battlefield Role			Elemental, Court of Water						
The Regiment may perform one free Spellcasting Action during its Activation.									

Marid Sahar						Mainstay		3	170
M	V	C	A	W	R	D	E	Type	Cavalry
7	2	2	4	5	3	3	1	Class	Medium
Draw Events			Elemental Conduit						
Special Rules			Acute Senses, Aqueous Branding, Barrage (4) [12"], Water Elemental, Wizard (5)						
Spells			Blood to Water						
Command Models			Leader						
Battlefield Role			Elemental, Court of Water						
The Regiment may perform one free Spellcasting Action during its Activation.									

Marid Sahar						Mainstay		3	170
M	V	C	A	W	R	D	E	Type	Cavalry
7	2	2	4	5	3	3	1	Class	Medium
Draw Events			Elemental Conduit						
Special Rules			Acute Senses, Aqueous Branding, Barrage (4) [12"], Water Elemental, Wizard (5)						
Spells			Blood to Water						
Command Models			Leader						
Battlefield Role			Elemental, Court of Water						
The Regiment may perform one free Spellcasting Action during its Activation.									

Ghols						Mainstay		3	110
M	V	C	A	W	R	D	E	Type	Infantry
5	1	2	6	4	2	2	1	Class	Light
Draw Events			Elemental Conduit						
Special Rules			Denizens of the Upper Planes, Unstoppable, Vanguard (4)						
Command Models			Leader						
Battlefield Role			Elemental						
Options									
Courts			Court of Water						

Warband 3

Raj								1	115
M	V	C	A	W	R	D	E	Type	Infantry
-	2	3	7	4	4	3	2	Class	-
Special Rules			Flurry, Wizard (7), Flawless Strikes						

Battlefield Role	Character, Court of Water
Options	
Patron's Gifts	Prijm Khanjar
Courts	Court of Water

Mahabharati Initiates						Mainstay		8	410
M	V	C	A	W	R	D	E	Type	Infantry
6	1	3	5	4	4	2	2	Class	Medium
Draw Events		Elemental Conduit							
Special Rules		Cleave (1), Gifted Mortals, Eminence, Linebreaker, Wizard (1)							
Command Models		Leader, Standard Bearer							
Battlefield Role		Mortal, Mahabharati, Court of Water, Court of Earth							

Warband 4

Sorcerer								1	90
M	V	C	A	W	R	D	E	Type	Infantry
-	3	2	4	4	3	2	2	Class	-
Special Rules		Barrage (3) [14"], Wizard (7)							
Battlefield Role		Character, Court of Water							
Options									
Courts		Court of Water							

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) [18", Arcing Fire]							
Command Models		Leader							
Battlefield Role		Mortal, Court of Water							

Rules

Acute Senses

The Regiment counts all of its arcs as its Front Arc and its Stands ignore each other for the purposes of determining Line of Sight and Checking for Obstruction when performing Volley Action.

Aqueous Branding

Until the end of the Round, if an Enemy Regiment was the Target of a Spellcasting Action from this Regiment, Friendly Spellcasters Targeting that Enemy Regiment with a Spell from the Court of Water count as having rolled one additional success to cast that Spell.

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.

Blood to Water

Range: 12" **Attunement:** 3

Inflicts one Hit per success on Target Enemy Regiment. In addition, if the Target Regiment is in contact with a **[Court of Water]** Regiment it suffers an additional amount of Hits equal to its current Resolve Characteristic, including all Special Rules.

Bound to the Elements

The **[Character]** adds +2 to its Wounds and Attacks Characteristics and gains the Impact (3) Special Rule. This **[Character]** must be attached to a Regiment of the same Court and changes its Type to match the Regiment it is attached to.

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.

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.

Court of Earth

SPELLS

Sunder

Range: 12" **Attunement:** 3

This Spell requires 3 successes to be successfully cast. Target Objective Zone counts as a piece of Hindering Terrain in addition to it being an Objective Zone until the end of the Round.

Stabilize

Range: 12" **Attunement:** 3

Until the end of the Round, Friendly **[Elemental]** Regiments within 8" of this Character do not suffer the effects of Aura of Death (X) and Decay Special Rules.

Overwhelm

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

Target **[Court of Earth] [Elemental]** Regiment gains the Trample (+2) Special Rule.

Reinforce

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

Target Friendly **[Court of Earth]** Regiment. Until the end of the Round the Regiment cannot perform a Charge or Reform Action and does not suffer Hits from the Impact (X) and Trample (X) Special Rule.

Hurl

Range: 12" **Attunement:** 3

Target Enemy Regiment suffers 4 Hits with the Armor Piercing (1) Special Rule.

Reincarnate

Range: 12" **Attunement:** 4

Target Regiment Heals 3 Wounds.

RITUALS

Gifts of the Earth

Threshold: 7

Nominate a point on the Battlefield (even one beneath a Regiment) and place an Earth Marker. While within 3" of an Earth Marker Friendly **[Court of Earth]** Regiments have the Regeneration (2) Special Rule. The Earth Marker remains until the end of the Battle.

Only one Earth Marker may be on the battlefield at any given time. Should there already be an Earth Marker on the Battlefield then remove the previously placed Earth Marker before resolving this effect.

Earthquake

Threshold: 7

Enemy Regiment within Target piece of Zonal Terrain and while within 3" of an Earth Marker suffers 6 Hits and may not Heal until the end of the Round. These Hits do not cause Morale Tests. You may then immediately move the Earth Marker up to 6".

Kiss of the Earth

Threshold: 7

Target Friendly non-Monster Regiment that is currently composed of 2 or less Stands. It is immediately destroyed. Its Stands are not removed from the Battlefield, instead they remain as an Obscuring, Traverseable, Hinderer piece of Zonal Terrain.

Should there already be a piece of Zonal Terrain on the Battlefield created by this Ritual then remove it before resolving the Ritual's effect. The Regiment counts as having been destroyed by your Opponent.

Court of Water

SPELLS

Blood to Water

Range: 12" **Attunement:** 3

Inflicts one Hit per success on Target Enemy Regiment. In addition, if the Target Regiment is in contact with a **[Court of Water]** Regiment it suffers an additional amount of Hits equal to its current Resolve Characteristic, including all Special Rules.

Lammelar Flow

Range: 12" **Attunement:** 3

Target Friendly **[Court of Water]** Regiment gains the Aimed Shot Special Rule until the end of the Round.

Swirling Embrace

Range: 12" **Attunement:** 3

Target Friendly **[Court of Water]** Regiment gains the Untouchable Special Rule.

Induced Hypoxia

Range: 12" **Attunement:** 3

Target Enemy Regiment must use the lowest unmodified Resolve Characteristic in the Regiment until the end of the Round.

Flowing Stride

Range: 12" **Attunement:** 3

The **[Court of Water]** Regiment ignores the effects of Hindering Terrain until the end of the Round.

Water to Blood

Range: 12" **Attunement:** 3

Target Friendly **[Mortal]** Regiment Heals 5 Wounds.

RITUALS

Call forth the Deep

Threshold: 6

Nominate a point on the Battlefield (even one beneath a Regiment) and place a Water Marker. The area within 3" of this Water Marker counts as a piece of Zonal Terrain with the Water Terrain Special Rule. The Terrain feature remains until the end of the Battle. Only one Water Marker may be on the battlefield as a result of this Ritual. Should there already be a Water Marker on the Battlefield then remove the previously placed Water Marker before resolving the Ritual's effect. Once this Ritual has been successfully completed you may immediately select one other Court of Water Ritual you currently have access to to start Being Prepared.

Violent Geyser

Threshold: 7

Target Enemy Regiment on the Battlefield currently within a piece of Water Terrain suffers 6 Hits with the Armor Piercing (1) Special Rule. These Hits do not cause Morale Tests.

In addition, until the end of the Round, Enemy Regiments currently within a piece of Water Terrain Re-Roll Successful

Morale Tests of "1". You may then immediately move a Water Marker up to 6".

Once this Ritual has been successfully completed you may immediately select one other Court of Water Ritual you currently have access to to start Being Prepared.

Soothing Tides

Threshold: 6

Target Water Marker on the Battlefield. Until the end of the Round the area within 6" of it counts as a piece of Zonal Terrain with the Water Terrain Special Rule instead of the usual 3". Friendly **[Court of Water]** Regiments currently within a piece of Water Terrain immediately Heal 4 Wounds. You may then immediately move a Water Marker up to 6". Once this Ritual has been successfully completed you may immediately select one other Court of Water Ritual you currently have access to to start Being Prepared.

Denizens of the Upper Planes

This Regiment counts as belonging to the same Court as this Army's Warlord gaining the relevant Battlefield Role. Should the Army Warlord belong to more than one Court then during Army List building each Regiment must choose which of the Warlord's Courts to belong to instead.

Dread

Enemy Regiments in contact with Stands with this Special Rule cannot benefit from the effects of the "Inspired" Special Rule. In instances where a Regiment or Stand always benefits from the "Inspired" Special Rule, this rule is superseded.

Earth Elemental

While the Regiment is within 3" of an Earth Marker the Regiment gains the Untouchable Special Rule.

Elemental Conduit

This Draw Event can also be used during a Round in which the Regiment is arriving from Reinforcements. This Regiment adds one Ritual Marker to a Ritual of the same Court currently Being Prepared.

Elemental Confluence

[Always Active]: Friendly **[Elemental]** Regiments with the Elemental Conduit Draw Event add one Ritual Marker to any Ritual currently Being Prepared instead of one of the same Court. In addition, when any Ritual is successfully completed you may immediately select any one Ritual you currently have access to, that is of a different Court than the previously Prepared Ritual, to start Being Prepared.

Finally, this **[Character]** may select one additional Court gaining all its Spells, Rituals and Mainstay Options as per the Sorcerous Patronage Army Special Rule.

Eminence

When this Regiment becomes the Target of an Enemy Spellcaster's Spellcasting Action it adds +2 to its Evasion Characteristic and counts as +5 Stands for the purposes of Scaling until the end of that Spellcasting Action.

Favored of Hormus

The Character Stand gains the Rider Special Rule and must choose to ride a Mahut in their Warband. The Mahut Regiment loses its Barrage (X) Special Rule and gains the Terrifying (1) Special Rule. In addition, Friendly Regiments within 3" of this Regiment count as being within range of an Earth Marker.

Flawless Strikes

When a Stand with this Special Rule performs a Clash or Duel Action, Enemy Regiments or **[Characters]** may not use their Defense Characteristic against Hit Rolls of "1".

Flurry

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

Gifted Mortals

When a Friendly **[Character]** selects this Regiment as the Target of a Spell, the Spell is automatically successfully resolved as if it had scored the amount of successes required.

In addition, This Regiment counts as belonging to the same Court as this Army's Warlord gaining the relevant Battlefield Role. Should the Army Warlord belong to more than one Court then they belong to all the same Courts as well.

Gilded Statue

(Out-of-Combat Action): Nominate a point on the Battlefield within 10" of this Regiment (even one beneath a Regiment) and place an Earth Marker. The Earth Marker remains until the end of the Battle.

Only one Earth Marker may be on the battlefield at any given time. Should there already be an Earth Marker on the Battlefield then remove the previously placed Earth Marker before resolving this effect.

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.

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.

Niyrantran

While the Regiment this **[Character]** Stand is currently attached to is not Broken, Friendly Regiments within 12" of this Character Stand may use this **[Character]** Stand's Resolve Characteristic instead of their own.

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.

Prijm Khanjar

The **[Character]** gains adds +2 to their Attacks Characteristic and gains the Flawless Strikes Special Rule.

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.

Shu'laat

When this **[Character]** successfully casts a Spell, you may add one additional Ritual Marker to a Ritual Being Prepared. The **[Character]** cannot add more than one additional Ritual Marker during a single Activation.

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.

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.

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.

Unstoppable

This Regiment may Re-Roll failed Charge Rolls.

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.

Water Elemental

This Regiment does not suffer the negative effects of being within a piece of Water Zonal Terrain, instead it Re-Rolls failed Hit Rolls of "6"

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.

Army Rules

The Sorcerer Kings are split into four Courts representing the elements each of the Sorcerer Kings has mastery over. The Court Battlefield Roles are the following: **[Court of Fire]**, **[Court of Air]**, **[Court of Earth]** and **[Court of Water]**. In addition, the words **Fire**, **Air**, **Earth** and **Water** are used as descriptors for Spells and Rituals connecting them mechanically and thematically to their respective Courts.

RITUALS

Rituals are powerful and elaborate magical abilities, drawing power from the depths of the Elemental Plains and such require careful preparation before they are unleashed! In addition, they come with their own Command Cards and once prepared can be placed in your Command Stack. When drawn you simply activate their effect!

Friendly non-destroyed Spellcasters provide access to Rituals as per their Army List Entries. At the end of each Round's Supremacy Phase, select one Ritual you currently have access to and place its Command Card face-up next to your Command Stack, this Ritual is now Being Prepared. The Spellcaster does not need to currently be on the Battlefield.

If a Ritual is already Being Prepared then you may either keep preparing the current Ritual or select a new one to replace the current one, starting anew. You cannot have more than one Ritual Being Prepared unless another rule specifies otherwise.

If all Spellcasters providing access to a Ritual Being Prepared are destroyed, then the Ritual immediately ceases Being Prepared and is removed from the game.

Throughout the Round, Ritual Markers can be added to the Ritual Being Prepared in the following ways:

- Every time a Spell is cast it adds one Ritual Marker to a Ritual of the same Court currently Being Prepared.
- Regiments with the **[Elemental]** Battlefield Role possess Draw Events and Special Rules that add Ritual Markers to Rituals of the same Court, as seen in their Army List Entries.
- Other Rules or abilities may provide effects that further add Ritual Markers to Rituals Being Prepared.

As soon as a Ritual has as many Ritual Markers on it as its Ritual Threshold, then the Ritual is successfully completed. Remove all Ritual Markers from the Ritual. At the beginning of your next Command Phase, you must place this Command Card in your Command Stack as you would with any other Command Card.

When a Ritual Command Card is revealed from the Command Stack during the "Draw Command Card" step, immediately resolve its effects. Once the Ritual has been resolved, the Ritual is removed from your available pool of Command Cards and must be prepared anew.

ELEMENTAL DISCHARGE

The first time a new Ritual starts Being Prepared each Round, immediately add X Ritual Markers to it, where X is the number of the Round the game is currently in, to a maximum of 5.

SORCEROUS PATRONAGE

[Character]s in the Army may take non-Monster **[Elemental]** Regiments of the same Court as them as Mainstay options in their Warband.

All Infantry **[Character]**s in this Army may add one additional Rajakur or Dhanur Disciples Regiment to their Warband, ignoring the usual allowance of four Regiments per Warband, to a maximum of five. These Regiments do not need to be the fifth Regiment in the Warband and being a Mainstay can unlock Restricted Regiments as normal.

Finally, all **[Mortal]** Regiments in the Army gain the same Court Battlefield Role as the **[Character]** whose Warband they are part of, unless another rule specifies otherwise.

ELEMENTAL MARKERS

Spells, Rituals and Regiment Special Rules from the Courts of Earth and Water calls the Player to place an Earth or Water Marker respectively. The area within 3" of this Water Marker counts as a piece of Zonal Terrain with the Water Terrain Special Rule.

These Markers are represented by placing a single Infantry Base and measuring distances from any point of the base. The Markers cannot be engaged, can be placed under Objective Markers and Regiments may freely move over as well as end their move on them.

In a situation where two Sorcerer Kings forces fight one another each Player has their own Markers.