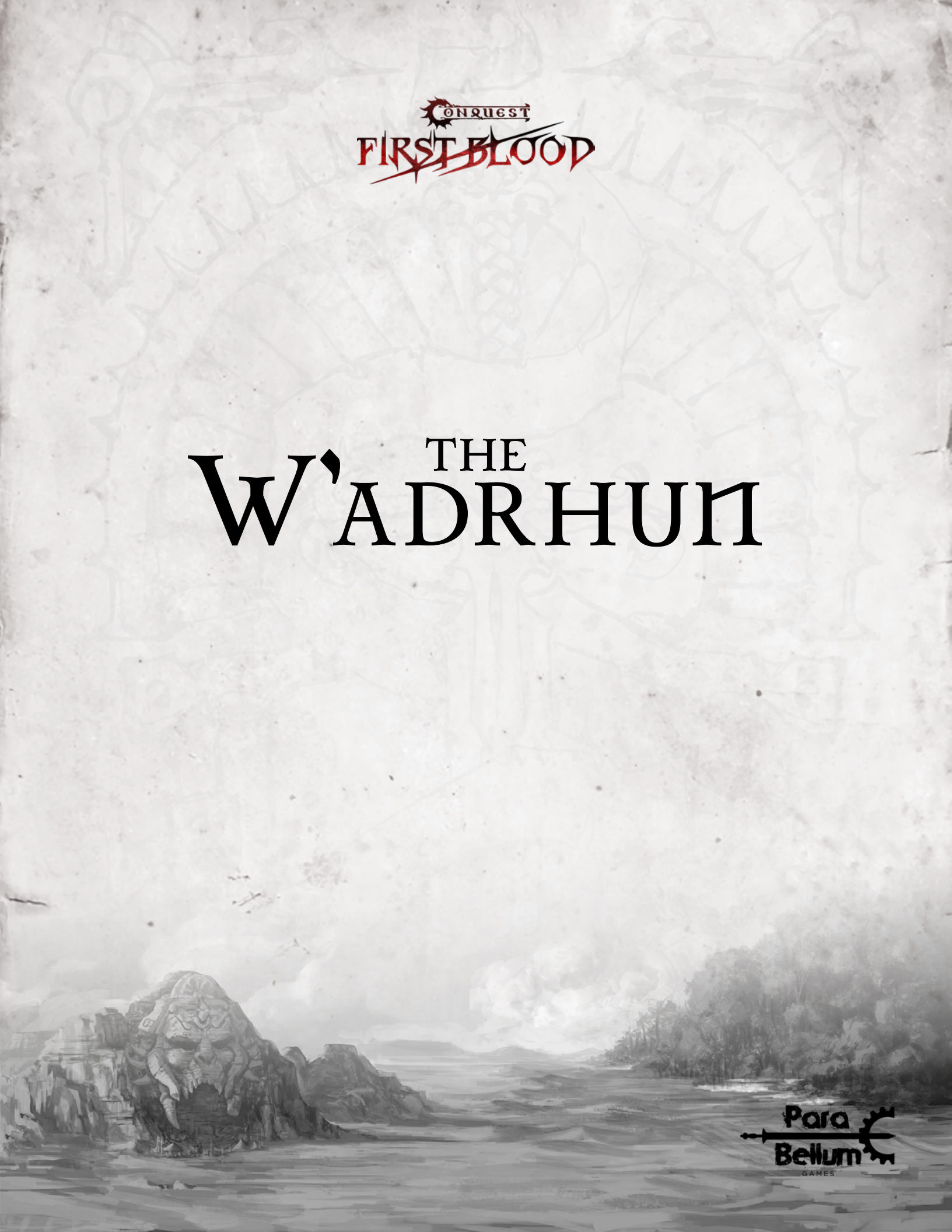
Conquest
First Blood

The W'adrhun



Para Bellum Games





"We are all Bound. This, Nagral of the Coati seems to forget. We are bound to the Tribe. We are bound to the Cults. We are bound to the people. We are bound to the Ukunfazane."

– Dagrosh of the Cult of Famine

Tailored to wage war and tamers of the wildest beasts the world has ever known, the budding civilization of the tribes of the W'adrhŭn is claiming its stake in the world – and they have the means to do so.

The W'adrhŭn represent the first truly collaborative efforts between the Spires; in itself, this is a testament to their design and their capability to perform their intended role. They are not a race of mass-produced, bloodthirsty fighters with overgrown muscles. They are beings designed to wage war – to fight, overcome obstacles, survive, and perform under extreme circumstances, with the mindset, senses, physique, and endurance to match.

They are also not mindless savages that, by some accident of fate, managed to survive the Fall. They were designed to think, calculate, form strategies, and adapt to the planning of their opponents with cunning, guile, creative solutions, and true intelligence. They managed not to simply overcome the fatal dangers of the Wastelands, during and after the Fall, but to thrive and form a civilization from scratch that – while young and perhaps rough – is complex, inventive, values music, and has perfectly adapted to their surroundings and circumstances, enduring for centuries where no man has dared to even attempt to settle.

The humans that so readily dismiss the W'adrhŭn as savages have only to look to their own past to see just how great the potential of this young race's destiny is... and how well equipped it is to meet it.

What is an Army Book?

An Army Book serves as your Faction specific Rules companion for Conquest: First Blood. This Book along with the Conquest: First Blood Rulebook will provide you everything you need to Muster and Play your Warband.

This Army Book is divided into the following sections:

- Army Rules: Special Rules that affect your entire Warband. These Army Rules define your Faction's playstyle and identify what Battlefield Roles are found within the Army.

- Warband Composition: The Slots that each type of Warrior in your Warband fills, the Rules for how many of each Slot can be selected and the maximum number of Warriors per Regiment allowed are determined by the Total Points of your Battle. The Rules for how to Muster your Warband can be found in the Conquest: First Blood Rulebook.

- Warrior Profiles: Includes the Points Cost, Characteristics, Special Rules, and Options for each type of Warrior in your Warband.

- Upgrades: Artefacts, trinkets, mutations, and anything in between! Upgrades are used to customize the Characters in your Warband.



Army Rules

The Tribes of the W'adrhŭn: The Warriors of the W'adrhŭn are a people as formidable as the great beasts they lead into battle. Warriors of the W'adrhŭn will possess any of the following Battlefield Roles: **[Tribes]**, **[Speakers]**, **[Cults]**, or **[Primal]**.

Teachings of the Wasteland: Enemies need an additional assisting Warrior to Outnumber a W'adrhŭn Warrior. *Example: a W'adrhŭn Infantry Warrior must be Outnumbered three to one before being Outnumbered!*

Rhythm of Battle: *Within the whirling cacophony of battle, the W'adrhŭn fight in rhythmic coordination; the very tempo of battle harmonizing with guttural chants and primal roars.*

Whenever a W'adrhŭn Warrior Slays an Enemy, immediately gain Chant Markers corresponding to the Slain Enemy's Battlefield Role. All Chant Markers are lost at the End of the Round.

[Infantry]: 1 Chant Marker

[Brute] or **[Cavalry]: 3 Chant Markers**

[Monster]: 6 Chant Markers

During W'adrhŭn Warrior's Clash Actions, you may spend Chant Markers to Re-Roll Attacks. Re-Roll a single Attack for each Chant Marker spent. *The chosen Dice are Re-Rolled at the same time as all other Re-Rolls.*



The W'adrhun Warband

Each Warlord, Hero, Regiment, and Monster in your Warband possess their own corresponding Profile. These include their Characteristics, Points Cost, Battlefield Roles, and Options for Upgrades, Command Models, and Additional Warriors.

All Profiles are categorized into Slots, which represent the Warrior's role, rarity, and how readily available they are to include in your Warband. Each Warlord, Hero, Regiment or Monster may only be included in your Warband once regardless of their Slot.

Many Warlords have a Retinue listed in their profile; drawn from their most trusted and loyal Warriors. When included in your Warband, the Retinue Regiment becomes a Mainstay instead of a Restricted.

The Points total of your Warband determines the maximum number of selections for each Slot. and how many Warriors may be included within each Regiment.

The Rules for Mustering your Warband can be found in the Main Rulebook.

Warlords & (Retinues):
Matriarch Queen (Warbred)
Scion of Conquest (Chosen of Conquest)
Scion of War (Chosen of War)
Scion of Death (Chosen of Death)
Mounted Predator (Raptor Riders)
Thunder Chieftain (Thunder Riders)
Chieftain (Veterans)
Predator (Slingers)
Nangenyua (Raptor Riders)

Mainstay Regiments:
Blooded
Braves
Hunters
Hunting Pack

Monsters & (Riders):
Apex Predator (Apex Master)
Tontorr (Tontorr Chieftain)
Drum Beast (Drum Beast Scion)
Quatl (Winglord Predator)

Heroes:
Predator
Scion of Conquest
Chieftain
Aberration
Mounted Predator

Restricted Regiments:
Slingers
Chosen of Conquest
Chosen of Death
Veterans
Warbred
Raptor Riders
Thunder Riders
Chosen of War





Matriarch Queen

[Tribes], [Infantry], [Character]

Warlord 125 Points

Retinue: Warbred **Size:** 2

M	V	C	A	W	R	D	E	CR
6	2	3	4	5	4	2	2	7

Special Rules: Fearless, Dauntless, Parry, Cleave 1, Fight for your Queen, Born of Shame

A young race like the W'adrhŭn would naturally prize life giving females above all roles in its society. So, what does it say of those females who eschew these roles and chose, rather, to follow the example of their living goddess, becoming peerless warriors and leaders.

Simply that they have earned every ounce of respect from their warriors and every iota of fear from their enemies through sheer talent and application.

Unique Special Rules:

Fight for your Queen: Friendly **[Tribes]** Warriors within Command Range gain the **Fearless** Special Rule.

Born of Shame: Warbred within Command Range gain the **Bodyguard** Special Rule.

Command Abilities:

Ukunfazane's Will: Friendly Warriors within Command Range gain the **Indomitable** Special Rule.

Warpath: When performing Clash or Volley Actions, Hits of '1' caused by **[Tribes]** Warriors within Command Range cannot be Blocked.

Survival Instincts: Friendly Warriors within Command Range gain the **Regeneration** Special Rule.



Scion of Conquest

[Cults], [Infantry], [Character], [Spellcaster]

Warlord or Hero — **95 Points**

Retinue: Chosen of Conquest — **Size: 2**

M	V	C	A	W	R	D	E	CR
5	1	3	2	4	3	2	1	6

Special Rules: Cleave 1, Relentless Blows, Spellcaster 3, Crescendo, Cult of Conquest

Only a War-Priest dedicated to Conquest is trusted enough by the Tribal Council to lead troops on the field of battle. Dedicated to the most farsighted and adaptable of Gods, they are the most capable of bringing the true power of the Cult Bands to play in the most hotly contested battles.

Unique Special Rules:

Crescendo: This **[Spellcaster]** may spend Chant Markers as if they were Essence.

Cult of Conquest: When this Warrior Charges, gain a Chant Marker.

Spells:

Awaken — **Essence:** 2

Type: Command Ability

Friendly Warriors within Command Range gain the **Tenacious** Special Rule.

Tempo — **Essence:** 1

Type: Incantation

When a Friendly **[Infantry]** Warrior within Command Range Activates, they immediately Move up to half their March Characteristic. (rounding up)

Cacophony — **Essence:** 3

Type: Unique Action

This Round, Enemies within Command Range suffer -1 Resolve and can never be **Inspired!**



Scion of War

[Cults], [Brute], [Character]

Warlord **165 Points**

Retinue: Chosen of War **Size:** 3

M	V	C	A	W	R	D	E	CR
5	1	4	4	6	3	4	0	5

Special Rules: Cleave 3, Impact 1, Hardened, Overwhelm, War's Anvil, Cult of War

Boldly stepping away from W'adrhun orthodoxy and the Ukunfazane's will, some brave and perhaps reckless Chosen have begun preaching that the fallen gods of the W'adrhun are not dead and can be restored.

The fate for these individuals is either death at the hands of the faithful or ascension to a leadership position as tribes tired of the Ukunfazane's oppressive presence embrace their radical teachings. These individuals bring new, forbidden chants and rhythms to the battlefields, extolling the dual nature of their gods bringing for Death and healing as well as War and creation.

While what this might mean for W'adrhun society in the long run is unclear as they all await the living goddess' response, for their foes on the battlefield these new Scions herald a new age of bloodshed and war as the W'adrhun ascend to their true heritage!

Unique Special Rules:

War's Anvil: When a Friendly Warrior within Command Range Rolls to Block, you may spend a Chant Marker to Re-Roll a single Block Result. *The chosen Dice are Re-Rolled at the same time as all other Re-Rolls.*

Cult of War: (Draw Event) For each Enemy Engaged with this Warrior, gain a Chant Marker.

Command Abilities:

Forged in Battle: Friendly **[Brute]** Warriors within Command Range gain the **Burnout** Special Rule.

Iron Fortitude: Friendly **[Cults]** Warriors within Command Range gain the **Bastion** Special Rule.



Scion of Death

[Cults], [Infantry], [Character]

Warlord **115 Points**

Retinue: Chosen of Death **Size: 2**

M	V	C	A	W	R	D	E	CR
6	1	3	5	4	3	1	3	5

Special Rules: Dodge, Flawless Strikes, Flank, Lethal Demise 3, Last Breath, Cult of Death

Boldly stepping away from W'adrhun orthodoxy and the Ukunfazane's will, some brave and perhaps reckless Chosen have begun preaching that the fallen gods of the W'adrhun are not dead and can be restored.

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Unique Special Rules:

Last Breath: When another Friendly Warrior within Command Range is Slain, you may spend a single Chant Marker to grant them the **Lethal Demise +1** Special Rule.

Cult of Death: When a Friendly Warrior is Slain while within Command Range of any Friendly Warriors with this Special Rule, gain a Chant Marker. Additionally, gain a Chant Marker when this Warrior is Slain.

Command Abilities:

Lethal Precision: Friendly **[Cults]** Warriors within Command Range gain the **Deadly Blades** Special Rule.

Dance of Death: Immediately Place this **[Character]** anywhere wholly within Command Range. This **[Character]** gains the **Blessed** Special Rule.



Mounted Predator

[Speakers], [Primal], [Cavalry], [Character]

Warlord or Hero **105 Points**

Retinue: Raptor Riders **Size:** 3

M	V	C	A	W	R	D	E	CR
8	2	3	5	5	3	2	2	5

Special Rules: Cleave 1, Elusive, Flank, Pack Hunters, Carnivorous, Barrage 2 (8"), Armor Piercing 2

It takes a particular mindset to be able to bond with one of the fiercest predators the world has ever known. A certain level of cunning, aggression and fearlessness that, when combined with patience, are the hallmark of the world's greatest commanders.

Unfortunately, patience is in low supply amongst fearless female W'adrhun women who risk their lives to bond with feathered killing machines, so their mounted commanders are just flat out dangerous rather than legendary commanders. Few complain. More than once, at least.

Unique Special Rules:

Pack Hunters: Raptor Riders in your Warband gain the **Flank** Special Rule.

Carnivorous: When this Warrior performs a Clash Action against a Wounded Enemy, gain the **Flurry** Special Rule against that Enemy.

Command Abilities:

Agility: Friendly **[Speakers]** Warriors within Command Range gain the **Dodge** Special Rule.

Thrill of the Kill: Friendly **[Primal]** Warriors within Command Range gain the **Overrun** Special Rule.



Thunder Chieftain

[Tribes], [Primal], [Cavalry], [Character]

Warlord **150 Points**

Retinue: Thunder Riders **Size: 3**

M	V	C	A	W	R	D	E	CR
7	1	3	4	7	3	3	0	6

Special Rules: Trample, Brutal, Impact 2, Cleave 2, Stubborn, Stampede

As the W'adrhŭn hosts thunders into battle, it is not uncommon for its leaders to lead from the vanguard. While it has been established that male W'adrhŭn struggle to form stable bonds with carnivorous dinosaurs, this poses no impediment to those who would seek to bond and ride a Ceratopsian dinosaur.

Mounted atop this formidable beast, the Thunder Chieftain becomes a bastion of prowess and rallying point upon the battlefield, the ungainly and brutal nature of his mount's attacks is more than offset by the sheer combat prowess displayed by the greatest warrior in the tribe.

Unique Special Rules:

Stubborn: This Warrior automatically Passes Combat Rally Tests.

Stampede: Friendly **[Tribes]** Warriors within Command Range may spend Chant Markers to Re-Roll Impact Hit Results.

Command Abilities:

Unrelenting Force: Friendly **[Primal]** Warriors within Command Range gain the **Juggernaut** Special Rule.

Rise to the Challenge: Friendly **[Tribes]** Warriors within Command Range gain the **Iron Discipline** Special Rule.



Chieftain

[Tribes], [Infantry], [Character]

Warlord or Hero — **85 Points**

Retinue: Veterans — **Size: 2**

M	V	C	A	W	R	D	E	CR
5	1	3	3	4	3	3	1	6

Special Rules: Cleave 2, Counter-Attack, Tribal Leadership

While civil divisions and rule by council might be all well and good for the day-to-day rule of a village, the Ukunfazane was well aware that her fractious children would need a strong hand to hold the tiller when they marched to war. Thus was the position of the Chieftain born:

Elected from amongst the oldest and canniest of W'adrhŭn warriors and standing outside the village hierarchy, Chieftains wield power only within that confines of a military raid or campaign, but there their will authority is absolute.

Unique Special Rules:

Tribal Leadership: Friendly **[Tribes]** Warriors in Command Range may spend Chant Markers to Re-Roll Failed Resolve Tests. Re-Roll 1 result for each Chant Marker spent in this way. *A result may not be Re-Rolled more than once!*

Command Abilities:

Fury of the Tribes: Friendly **[Tribes]** Warriors within Command Range gain the **Impact +1** Special Rule.

Strength of the Tribes: Friendly **[Tribes]** Warriors within Command Range gain the **Hardened** Special Rule.



Predator

[Speakers], [Infantry], [Character]

Warlord or Hero — **70 Points**

Retinue: Slingers — **Size: 2**

M	V	C	A	W	R	D	E	CR
6	3	2	3	3	3	2	1	5

Special Rules: Vanguard, If it Bleeds We Can Kill it, Barrage 2 (12"), Armor Piercing 2

To call those W'adrhŭn who lead the Hunter caste a word as menial as hunter is an insult to the terrifying proficiency they have attained. Predator is the word that can convey their talent. Capable of stalking and slaying almost any beast, their talents and those of their team are bound to be useful to any aspiring war leader.

Unique Special Rules:

If it Bleeds, We Can Kill it: When this [Character] or another Friendly Warrior within Command Range perform a Volley Action against a **Broken!** or Wounded Enemy, they gain the **Deadly Shot** Special Rule for that Action.

Command Abilities:

Beast Slayer: All Friendly Warriors within Command Range gain the **Fiend Hunter** Special Rule.

Easy Prey: Friendly [Speakers] Warriors within Command Range gain the **Opportunist** Special Rule.



Aberration

[Tribes], [Infantry], [Character]

Hero **60 Points**

Size: 2

M	V	C	A	W	R	D	E	CR
6	0	2	3	3	4	2	1	4

Special Rules: Bloodlust, Oblivious, Regeneration, Savagery

While the W'adrhûn experiment was a resounding success, a certain amount of genetic... divergence is to be expected amongst so young a race. Aberrations are those W'adrhun of the later generations whose adrenal system is simply incompatible with anything other than fighting. Their presence among a troop of W'adrhun Blooded can make them even more lethal on the field, fighting on even when impaled on enemy weapons.

Unique Special Rules:

Savagery: After this Warrior suffers any Wounds from an Enemy within Engagement Range, you may spend 1 Chant Marker to inflict 2 Hits to that Enemy. *A Warrior that passes their Resolve test still counts as suffering Wounds!*

Command Abilities:

Frenzy: Friendly **[Tribes]** Warriors within Command Range gain the **Oblivious** Special Rule.



Blooded

[Tribes], [Infantry]

Mainstay Regiment 110/25 Points

Recruitment: 4 Warriors **Size: 2**

M	V	C	A	W	R	D	E	CR
5	1	2	2	1	3	2	1	4

Special Rules: Flurry, Unyielding

The Blooded are those W'adrhŭn Braves who have proven themselves in battle. Having earned their standing, these warriors have secured better weaponry and a prominent role in the battlefield. In time, their success might allow them to be recognized as a veteran, granting them access to the coveted metal armor and weaponry.

Options: Leader .....15 Points
Standard Bearer..... 10 Points
Additional Warrior.....25 Points



Braves

[Tribes], [Infantry]

Mainstay Regiment 90/20 Points

Recruitment: 4 Warriors **Size: 2**

M	V	C	A	W	R	D	E	CR
5	1	2	1	1	2	2	1	4

Special Rules: Shield, Support, Bravery

Braves are the young W'adrhŭn warriors who have completed the merciless training regime all W'adrhŭn must serve and have earned the right to support their Tribe is battle as a warrior rather than a gatherer. They have yet to prove themselves, so their equipment is basic and defensive in nature and they are often relegated to secondary positions within the battlefield.

Options: Leader ..... 15 Points
Standard Bearer ..... 10 Points
Additional Warrior ..... 20 Points



Hunters

[Speakers], [Infantry]

Mainstay Regiment 100/25 Points

Recruitment: 4 Warriors **Size: 2**

M	V	C	A	W	R	D	E	CR
5	1	2	1	1	2	2	1	4

Special Rules: Vanguard, Momentum, Barrage 1 (8"), Armor Piercing 2

W'adrhŭn of the Hunter Caste are often re-tasked from their efforts at securing food for the tribe due to the invaluable support they can provide their fellow warriors. While Slingers are the prime example, spear throwers are skilled in the use of their weapons at range and in melee making these troops are a versatile light force for any commander.

Options: Leader .....15 Points
Standard Bearer..... 10 Points
Additional Warrior.....25 Points

Unique Special Rules:

Momentum: During an Activation that this Warrior performed a March Action, this Warrior gains the **Armor Piercing +1** Special Rule.



Hunting Pack

[Primal], [Cavalry]

Mainstay Regiment 40/35 Points

Recruitment: 1 Warrior **Size: 1**

M	V	C	A	W	R	D	E	CR
9	0	1	5	3	1	1	2	3

Special Rules: Opportunist, Feral, Swarm, Carnivorous

Options: Additional Warrior.....35 Points

Not all beasts employed by the W'adrhŭn are hulking monstrosities that dominate the battlefield. They have in fact almost managed to domesticate a smaller breed, affectionately called the uzibukhali, (smart claw). Packs of these feathered menaces roam W'adrhŭn settlements keeping them clear of vermin and smaller predators in exchange for scraps and access to the charnel pits. In times of war they are easily wrangled into packs and unleashed upon the scouts and forerunners of the enemies force, their cunning and ferocity making them more than a match for more powerful opponents.

Unique Special Rules:

Carnivorous: When this Warrior performs a Clash Action against a Wounded Enemy, gain the **Flurry** Special Rule against that Enemy.



Slingers

[Tribes], [Infantry]

Restricted Regiment 120/35 Points

Recruitment: 4 Warriors **Size: 2**

M	V	C	A	W	R	D	E	CR
5	2	1	2	1	3	2	1	4

Special Rules: Singing Bullets, Barrage 1 (12"), Precise Shot

The humble sling they wield is a weapon of surprising efficiency when wielded by a proficient human. In the hands of an experience W'adrhŭn, these primitive weapons become a terror. Backed by the savagery of their wielders, few formations can withstand a double volley followed by a charge of these fearsome warriors, who have cut their teeth hunting the most dangerous of prey on jungle and plains alike.

Options: Leader .....15 Points
Standard Bearer..... 10 Points
Additional Warrior.....35 Points

Unique Special Rules:

Singing Bullets: This Warrior may spend Chant Markers to Re-Roll Attacks during Volley Actions.



Veterans

[Infantry]

Restricted Regiment 130/35 Points

Recruitment: 4 Warriors **Size:** 2

M	V	C	A	W	R	D	E	CR
5	1	2	2	1	3	3	1	5

Special Rules: Cleave 1, Shield, Counter-Attack, Traditions, Trial by Combat

Few mortal forces strike as much fear into the hearts of an opposing general as the sight W'adrhŭn Veterans taking the field. Hardened by years of combat and honed to a fine edge over countless campaigns, these hard bitten W'adrhŭn have been awarded steel arms and armor by the Cult of War in recognition of their mastery of the field of battle.

With reflexes and instincts nurtured by a lifetime of war, these grizzled Veterans can perform almost any role on the battlefield, shifting from obdurate defense to savage attack in the blink of an eye.

Options:

Traditions: When mustering your Warband, select one of the following Battlefield Roles for this Regiment to gain:

- [Tribes]
- [Cults]
- [Speakers]

Unique Special Rules:

Trial by Combat: When this Warrior Rallies while Broken! Gain 1 Chant Marker.



Chosen of Conquest

[Cults], [Infantry]

Restricted Regiment 160/50 Points

Recruitment: 4 Warriors **Size: 2**

M	V	C	A	W	R	D	E	CR
5	1	3	2	2	3	2	1	5

Special Rules: Cleave 1, Relentless Blows, Overrun, Cult of Conquest

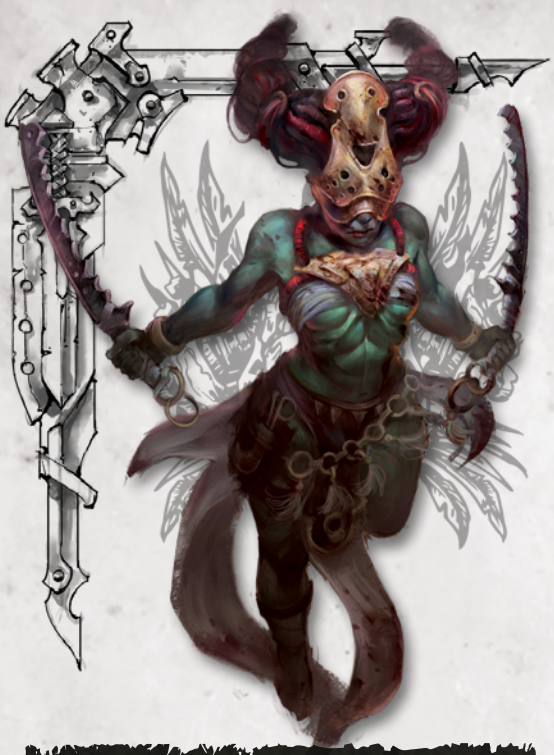
Options: Leader .....20 Points
Standard Bearer..... 15 Points
Additional Warrior.....50 Points

The presence of the Ukunfazane, the Living Goddess, among the W'adrhŭn, ensures that the population at large is devout; the Cults, composed of those W'adrhŭn who dedicate their lives to the worship and emulation of their patron God, take this a step further. The Chosen of Conquest are the most prolific of these Cults, its Chosen warriors present in almost every tribe.

Speed and discipline, coupled with the Goddess' gifts, allow the Chosen of Conquest to always be where they need to be on the battlefield, blunting the enemy's advance and turning the tide with flawlessly executed assaults. This kit will also make a Veterans force, but the same is not true in reverse.

Unique Special Rules:

Cult of Conquest: When this Warrior Charges, gain a Chant Marker.



Chosen of Death

[Cults], [Infantry]

Restricted Regiment 140/40 Points

Recruitment: 4 Warriors **Size: 2**

M	V	C	A	W	R	D	E	CR
6	0	2	3	1	3	1	2	5

Special Rules: Dodge, Flank, Flawless Strikes, Lethal Demise 1, Cult of Death

Options: Leader .....20 Points
Additional Warrior.....40 Points

There are few warriors on any battlefield as terrifying as the chosen priestesses of Death. The deep meditative state they are capable of achieving allows them to elevate their hearing to truly superhuman levels, allowing them to "see" through sound giving them a preternatural advantage on the battlefield.

They flow onto the battlefield with a deadly grace, their blindfolded forms weaving and covering one another in perfect synchronicity, the entire regiment fighting as a single organism.

Entrusted by the tribes as midwives and healers, their medical training makes them deadly foes on the battlefield, their every blow precisely placed to cause the greatest harm possible, severing tendons, rupturing arteries and locking joints with pinpoint precision as they dance away from their foes' clumsy blows.

Unique Special Rules:

Cult of Death: When a Friendly Warrior is Slain while within Command Range of any Friendly Warriors with this Special Rule, gain a Chant Marker. Additionally, gain a Chant Marker when this Warrior is Slain.



Thunder Riders

[Tribes], [Primal], [Cavalry]

Restricted Regiment 120/130 Points

Recruitment: 1 Warrior **Size:** 3

M	V	C	A	W	R	D	E	CR
7	1	2	3	6	3	3	0	5

Special Rules: Trample, Brutal, Impact 2, Cleave 2, Stubborn

While female Speakers display an admirable affinity to the carnivorous Raptors that dwell within their primal lands, they are not the only cavalry the W'adrhŭn can bring to bear. Riding juvenile Brontoceratops (the elder beasts being too stubborn and docile to be goaded to battle) the Thunder Riders descend on the enemy formations in an unstoppable avalanche of muscle, crest and violence.

The sheer power and impact these mounts can bring to bear as they stampede and trample enemy lines has earned these young riders a terrifying reputation that belies their years.

Options: Leader .....25 Points
Additional Warrior..... 130 Points

Unique Special Rules:

Stubborn: This Warrior automatically Passes Combat Rally Tests.



Raptor Riders

[Speakers], [Primal], [Cavalry]

Restricted Regiment 80/90 Points

Recruitment: 1 Warrior **Size: 3**

M	V	C	A	W	R	D	E	CR
8	2	2	4	4	2	2	1	4

Special Rules: Cleave 1, Elusive, Carnivorous, Barrage 2 (8"), Armor Piercing 2

As a byproduct of the diverse genetic material from which the W'adrhŭn were developed, a portion of their population has developed an almost supernatural empathy with beasts. A curious twist to this legacy seems to be that the females bond with predators while males bond with herbivores. Mounted on fierce raptors these agile warrior units can range across the entire battlefield bringing their savagery to play where most needed.

Options: Leader .....20 Points
Additional Warrior.....90 Points

Unique Special Rules:

Carnivorous: When this Warrior performs a Clash Action against a Wounded Enemy, gain the **Flurry** Special Rule against that Enemy.



Warbred

[Tribes], [Brute]

Restricted Regiment 100/110 Points

Recruitment: 1 Warrior **Size:** 3

M	V	C	A	W	R	D	E	CR
6	1	3	3	5	2	3	0	3

Special Rules: Cleave 3, Tenacious, Smite, Carnage

Options: Additional Warrior..... 110 Points

Shunned by the rest of W'adrhŭn society, these genetic throwbacks often band together into combat units. Huge, fierce and with little to lose, Warbred are a terrifying force on the battlefield as they seek to atone for the sin of killing their mother at birth and earn the notice of the Cult of War to join their ranks.

Unique Special Rules:

Carnage: When using the Rhythm of Battle Army Rule, Roll an Additional Attack instead of Re-Rolling an Attack for each Chant Marker spent. *You may not Spend more Markers than the number of initial Attacks Rolled against the Target.*



Chosen of War

[Cults], [Brute]

Restricted Regiment 115/125 Points

Recruitment: 1 Warrior **Size:** 3

M	V	C	A	W	R	D	E	CR
5	1	3	4	5	3	4	0	4

Special Rules: Cleave 2, Overwhelm, Hardened, Impact 1, Cult of War

Options: Leader .....30 Points
Additional Warrior..... 125 Points

Towering well over 7ft tall and clad in personalized armor so heavy and ornate it must be grafted directly onto their bodies, the chosen of War are the greatest warriors the W'adrhun can field.

These towering figures represent not only the unbridled destructive power of War, but also represent the stability and cohesion of Earth, embracing the dichotomy of their god by being the greatest smiths, stonemasons and builders within W'adrhun society.

When unleashed on the battlefield, however, none of these traits are visible as these hulking dreadnoughts wade into the fray and navigate its ruthless and dangerous tides as they were born to do. Each of their pounding blows one more note in the growing song of battle that presages victory for the W'adrhun.

Unique Special Rules:

Cult of War: (Draw Event) For each Enemy Engaged with this Warrior, gain a Chant Marker.





Apex Predator

[Speakers], [Primal], [Monster]

Monster 275 Points

Apex Master: Warlord & Monster **Size: 5**

M	V	C	A	W	R	D	E	CR
8	0	5	5	6	4	3	1	6

Special Rules: Deadly Blades, Cleave 3, Terrifying, Fiend Hunter, Carnivorous, Bloodcurdling Roar, Dominate

Options: Apex Master.....50 Points

When the Abhoreth Spire fell to the Dweghom advance, it was not only the W'adrhŭn who were released, millenia upon millennia of predatory and dangerous creatures, dormant fodder for the twisted Spire experiments, were released as well.

Of all those countless creatures, none has thrived like the Apex Predator. This monstrous beast has been harnessed by the W'adrhŭn as a living engine of destruction, lending its primal savagery to that of the W'adrhŭn forces. The kit also includes a rider, an alt sculpt of the Predator character.

Options:

Apex Master: (Monster Rider Upgrade)

This **[Monster]** gains the **[Tribes]** Battlefield Role. This **[Monster]** gains the "**Scent of Blood**" and "**Unleashed**" Command Abilities. *See next page*

Unique Special Rules:

Carnivorous: When this Warrior performs a Clash Action against a Wounded Enemy, gain the **Flurry** Special Rule against that Enemy.

Bloodcurdling Roar: (Unique Action) All Enemies within Command Range must immediately take a Resolve Test, if failed they become **Broken!**

Dominate: When this **[Monster]** Slays an Enemy **[Monster]**, this **[Monster]** immediately perform a free Bloodcurdling Roar Action. *A Warrior cannot perform the same Action multiple times during an Activation!*

Apex Predator

Injured

[Speakers], [Primal], [Monster] Size: 5

M	V	C	A	W	R	D	E	CR
7	0	4	6	5	3	2	0	6

Special Rules: Deadly Blades, Cleave 3, Terrifying, Fiend Hunter, Carnivorous, Bloodcurdling Roar, Dominate

Unique Special Rules:

Carnivorous: When this Warrior performs a Clash Action against a Wounded Enemy, gain the **Flurry** Special Rule against that Enemy.

Bloodcurdling Roar: (Unique Action) All Enemies within Command Range must immediately take a Resolve Test, if failed they become **Broken!**

Dominate: When this **[Monster]** Slays an Enemy **[Monster]**, this **[Monster]** immediately perform a free Bloodcurdling Roar Action. *A Warrior cannot perform the same Action multiple times during an Activation!*

Command Abilities:

Apex Master only

Scent of Blood: Friendly Warriors within Command Range gain the **Bloodlust** Special Rule.

Unleashed: Friendly **[Primal]** Warriors within Command Range gain the **Unstoppable** Special Rule and may Move their entire March Characteristic when performing Reposition Actions.



Tontorr

[Tribes], [Primal], [Monster]

Monster 315 Points

Tontorr Chieftain: Warlord & Monster **Size: 6**

M	V	C	A	W	R	D	E	CR
7	0	4	5	7	3	4	0	7

Special Rules: Brutal, Impact 2, Trample, Cleave 2, Fearsome, Stubborn, Thunderstomp, Wisdom of the Elders

Options: Tontorr Chieftain .....45 Points

Tontorrs are amongst the largest beasts that the W'adrhŭn have managed to tame. Normally used as beasts of burden and to aid construction, when a tribe ceases raiding and mobilizes for war, the Tontorrs are often in the vanguard of an army where the sheer mass of a Tontorr makes it a terrifying foe on the battlefield despite their docile nature.

It speaks volumes to the skill and determination of the W'adrhŭn Speakers that these docile beasts can be such terrifying foes, the sheer size and bulk of these beasts meaning they do not so much fight as simply walk over their foes.

Options:

Tontorr Chieftain: (Monster Rider Upgrade)

This **[Monster]** gains the "**Strength of the Herd**" and "**Aftershock**" Command Abilities. *See next page*

Unique Special Rules:

Stubborn: This Warrior automatically Passes Combat Rally Tests.

Thunderstomp: (Unique Clash Action) All Enemies within Engagement Range suffer 2 Hits. These Hits gain the **Cleave X** Special Rule equal to how much larger this **[Monster]** is than the Enemy, comparing Size. *Example: against a Size 2 Enemy, these Hits gain the Cleave 4 Special Rule!*

Wisdom of the Elders: Friendly Warriors within Command Range automatically Pass Combat Rally Tests.

Tontorr

Injured

[Tribes], [Primal], [Monster] Size: 6

M	V	C	A	W	R	D	E	CR
6	0	4	4	7	3	3	0	7

Special Rules: Brutal, Impact 1, Trample, Cleave 2, Fearsome, Stubborn, Thunderstomp, Wisdom of the Elders

Unique Special Rules:

Stubborn: This Warrior automatically Passes Combat Rally Tests.

Thunderstomp: (Unique Clash Action) All Enemies within Engagement Range suffer 2 Hits. These Hits gain the **Cleave X** Special Rule equal to how much larger this **[Monster]** is than the Enemy, comparing Size. *Example: against a Size 2 Enemy, these Hits gain the Cleave 4 Special Rule!*

Wisdom of the Elders: Friendly Warriors within Command Range automatically Pass Combat Rally Tests.

Command Abilities:

Tontorr Chieftain only

Strength of the Herd: Friendly **[Tribes]** Warriors within Command Range gain the **Overwhelm** Special Rule.

Aftershock: All Enemies within Command Range treat the Battlefield as Hindering and Broken Ground.



Drum Beast

[Cults], [Primal], [Monster]

Monster 325 Points

Drum Beast Scion: Monster & Warlord **Size: 6**

M	V	C	A	W	R	D	E	CR
6	0	4	5	7	3	4	0	7

Special Rules: Dread, Trample, Cleave 2, Impact 2, Stubborn, Ritual Drums

Options: Drum Beast Scion.....55 Points

The W'adrhŭn are a deeply musical people, so it comes as little surprise that the beating heart of any Tribe's encampment is the large ritual drums and horns born on the back of a particularly docile and placid Tontorr.

When the tribe marches to War, it does so to the clarion call of its massive horns and the relentless beating of its drums, the motivational power of this music pushing those W'adrhŭn who fight under its influence to unprecedented heights of courage and violence.

Options:

Drum Beast Scion: (Monster Rider Upgrade)

This **[Monster]** gains the **Spellcaster 3** and **Crescendo** Special Rules. This **[Spellcaster]** gains the "**Deafen**" and "**Trance**" Spells. *See next page*

Unique Special Rules:

Stubborn: This Warrior automatically Passes Combat Rally Tests.

Ritual Drums: (Draw Event)
Choose one of the Following effects until the End of the Round:

Thrumming Cadence: Immediately gain 3 Chant Markers.

Rousing Rhythm: Friendly Warriors within Command Range are **Inspired!**

Pounding Beat: Before a Friendly Warrior within Command Range performs a Clash Action, you may spend 1 Chant Marker to grant the Warrior the **Cleave +1** Special Rule.

Drum Beast Scion only

Crescendo: This **[Spellcaster]** may spend Chant Markers as if they were Essence.

Drum Beast

Injured

[Cults], [Primal], [Monster] Size: 6

M	V	C	A	W	R	D	E	CR
5	0	3	4	7	3	3	0	7

Special Rules: Dread, Trample, Cleave 2, Impact 1, Stubborn, Ritual Drums

Spells:

Drum Beast Scion only

Deafen **Essence:** 3

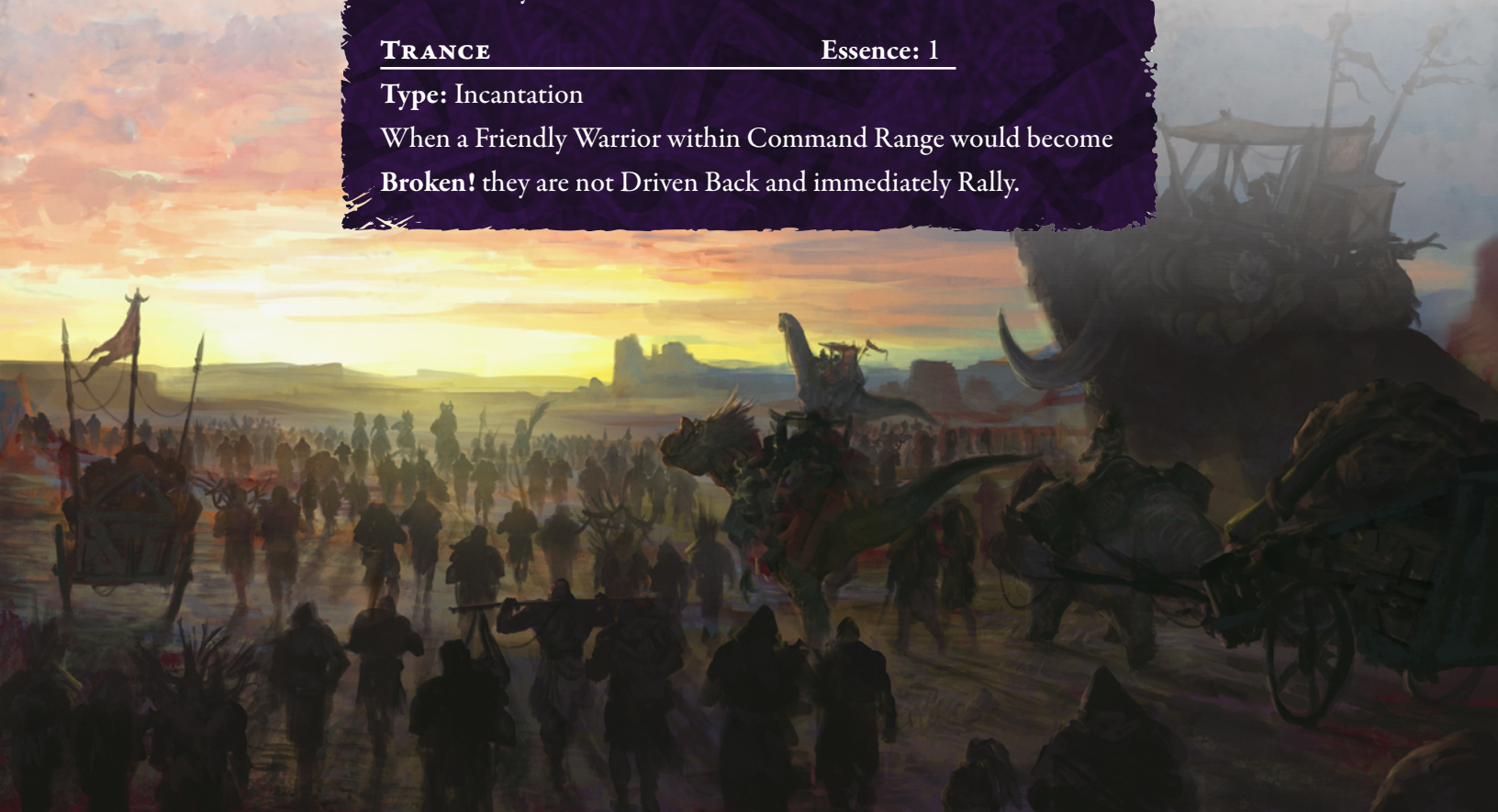
Type: Command Ability

Enemy Warriors within Command Range cannot benefit from their Friendly Command Abilities.

Trance **Essence:** 1

Type: Incantation

When a Friendly Warrior within Command Range would become **Broken!** they are not Driven Back and immediately Rally.





Quatl

[Speakers], [Primal], [Monster]

Monster 235 Points

Winglord: Monster & Warlord **Size:** 4

M	V	C	A	W	R	D	E	CR
10	3	3	5	4	3	2	3	5

Special Rules: Fly, Fearsome, Dodge, Swift, Predatory Descent, Barrage 3 (10"), Armor Piercing 2

Options: Winglord.....30 Points

Countless Braves found an unfortunate end seeking to tame adolescent Quatls only to be torn limb from limb by their enraged parents or the beast itself. Once the secret of imprinting was discovered, the number of Quatl riders has steadily risen, but difficulty in acquiring a healthy Quatl egg has stymied their growth.

Loath to risk these rare resources in combat, enterprising riders have learnt to use the beast's speed to maximum effect, soaring through the battlefield at breakneck speeds then spearing their hapless foe with their custom harpoons. Those that are not instantly slain by the violent impact are invariably slain by the sudden pull, even larger beasts risk being mangled or even slain by a well placed harpoon.

Options:

Winglord: (Monster Rider Upgrade)

This **[Monster]** gains the **Fiend Hunter** Special Rule. This **[Monster]** gains the "**Nowhere to Hide**" and "**Marked for the Hunt**" Command Abilities. *See next page*

Unique Special Rules:

Swift: This **[Monster]** may perform a free Volley Action each Activation. *A Warrior may not perform the same Action multiple times in a single Activation.*

Predatory Descent: This **[Monster]** gains the Opportunist Special Rule during an Activation in which it Charged.

Quatl

Injured

[Speakers], [Primal], [Monster] Size: 4

M	V	C	A	W	R	D	E	CR
9	2	3	4	4	2	2	2	5

Special Rules: Fly, Fearsome, Dodge, Elusive, Swift, Predatory Descent, Barrage 3 (10"), Armor Piercing 2

Unique Special Rules:

Swift: This **[Monster]** may perform a free Volley Action each Activation. *A Warrior may not perform the same Action multiple times in a single Activation.*

Predatory Descent: This **[Monster]** gains the Opportunist Special Rule during an Activation in which it Charged.

Command Abilities:

Winglord only

Nowhere to Hide: Friendly Warriors Targeting Enemies within this **[Character]**'s Command Range gain the **Sureshot** Special Rule.

Marked for the Hunt: Target Enemy within Command Range suffers -1 Defense and -1 Evasion this Round.

Tribal Artefacts

Upgrades: All

Each **[Character]** in your Warband may purchase a single Upgrade from the lists below. A **[Character]** can only purchase Upgrades from the Lists of their corresponding Battlefield Roles. A Warlord may instead purchase 2 Upgrades. A **[Monster Character]** cannot purchase any Upgrades.

Kiss of the Dilosaur: 25 points
During this **[Character]**'s Clash Actions, Enemies automatically Fail Resolve Tests.

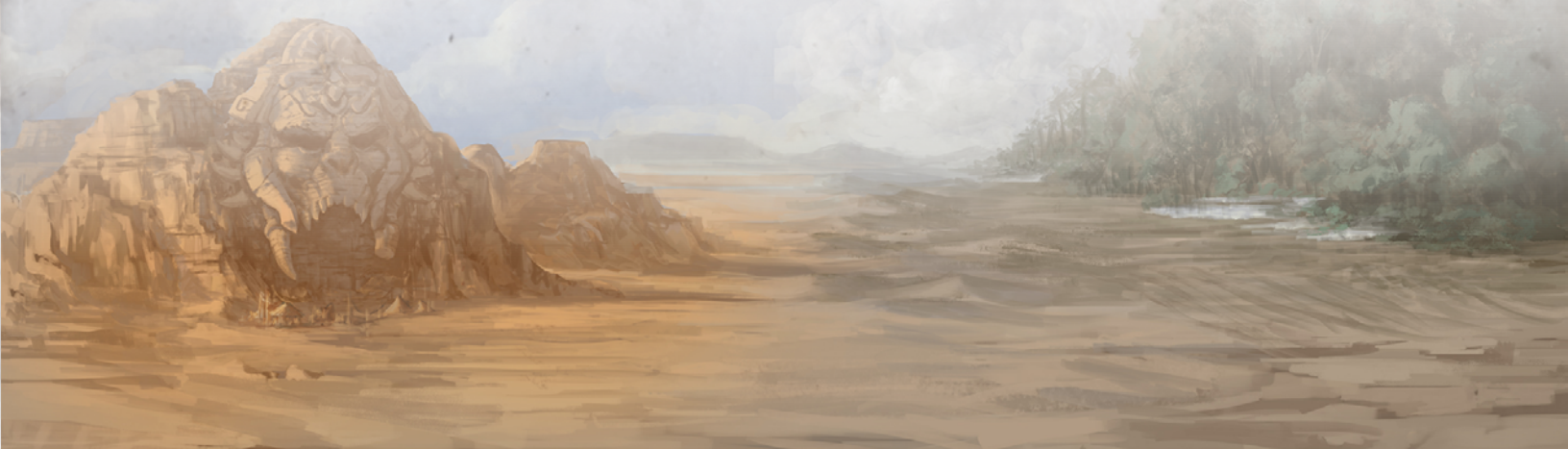
Scars of Endekar: 15 points
Once per game. Instead of Rolling, this **[Character]** automatically passes a Resolve test; regardless of modifiers.

Scavenged Bulwark: 15 points
This **[Character]** gains the **Shield** and **Pavise** Special Rules.

The Hidden Fang: 5 points
While Unengaged, an Enemy that ends a March Action Engaged with this **[Character]** immediately suffers 1 Hit.

Zul'zani's Spear: 15 points
This **[Character]** gains the **Killshot** Unique Action:

Killshot: (Unique Volley Action) Target Enemy within 8" suffers 2 Hits with the **Armor Piercing 2** Special Rule. After performing this Action, an Enemy Hit by this Volley Action becomes Broken!



Tribal Artefacts

Upgrades: Tribes

Booming Diatribe: 20 points

Whenever this [Character] performs the Duel Command Ability, gain a Chant Marker. Additionally, whenever this [Character] Slays an Enemy [Character], gain a Chant Marker.

Blade-Dancer: 10 points

This [Character] gains the **Quicksilver Strikes** Special Rule.

One Voice: 15 points

Leader only. While in this [Character]'s Command Range, Warriors in this Regiment gain the **Phalanx** Special Rule.

Awareness: 10 points

This [Character] gains +1 Evasion.



Tribal Artefacts

Upgrades: Speakers

Hatchlings of Omgorah: 5 points
This **[Character]** gains the **Swarm** Special Rule.

Predatory Pursuit: 20 points
Friendly Hunting Packs gain the **Vanguard** Special Rule.

Beast Tamer: 15 points
Enemy **[Cavalry]** and **[Monster]**s within Command Range suffer -1 Attack.

Seasoned Hunter: 15 points
Friendly **[Speakers]** Warriors within Command Range gain the **Deft** Special Rule.



Tribal Artefacts

Upgrades: Cults

Battle Hymn: 25 points
Friendly **[Cults]** Warriors within Command Range gain the **Reverberation** Special Rule:

Reverberation: (Draw Event) If Engaged with an Enemy, this Warrior may Move up to half of their March Characteristic. (rounding up)

Echoes of Famine: 20 points
Whenever any Warrior (both Friendly and Enemy) within Command Range becomes **Broken!**, gain a Chant Marker.

Primordial Dirge: 10 points
Enemy **[Spellcaster]**s within Command Range suffer -1 Resolve.

Visionary: 15 points
This **[Character]** gains the **Omen** Special Rule:

Omen: (Draw Event) Gain 1 Chant Marker.



Legends of Eä

The following unique **[Characters]** will all possess the **[Legendary]** Battlefield Role, something they have truly earned! These **[Characters]** may be included in your Warband as a Warlord choice. However, they cannot purchase any Upgrades, as they already have acquired their own personal artefacts and armaments throughout their journeys.

[Legendary Characters] also possess their own Retinues when fielded as Warlords as indicated.

The **[Legendary Characters]** of the W'adrhun and their Retinues are:

- Nangenyua (Raptor Riders)





Nangenyua
the Shadow Who Walks

[Legendary], [Infantry], [Speakers], [Character]

Warlord **105 Points**

Retinue: Raptor Riders **Size: 2**

M	V	C	A	W	R	D	E	CR
6	3	2	3	4	3	2	2	6

Special Rules: Elusive, The Shadowkin, Stalk Unseen, Killer Instinct
Barrage 2 (12"), Armor Piercing 2, Sureshot

Though chieftains were never meant to hold absolute power within a tribal hierarchy, the Sungazers strayed away from the decrees of the Ukunfazene and chose to follow their own path.Nangenyua, the son of his tribe's chieftain, was a scrawny and aloof youth, possessing keen eyesight and skill with the bow. However it was his gifts as a Speaker that made Nangenyua special, with the rare ability to communicate with both herbivores and carnivores. He was destined to one day take his father's place as leader of the tribe.

That day would never come, as the Living Goddess herself waged war against the Sungazers, wiping out the tribe. Nangenyua, the sole survivor, attacked the Ukunfazene in revenge, but the Living Goddess was impressed by his tenacity and spared him, taking him under her protection. Over time, Nangenyua become a hunter without peer and was the protégé of the Living Goddess. However, Nangenya never forgot what happened to his tribe and set off on his own path.

Unique Special Rules:

The Shadowkin: Hunters in your Warband gain the **Elusive** Special Rule.

Stalk Unseen: This **[Character]** is not Deployed at the Start of the Battle. At the start of any Friendly Command Phase, you may Reveal Nangenyua. Nangenyua must be Placed anywhere on the Battlefield outside of all Enemy Command Ranges. If Nangenyua does not arrive during the Battle, then he is considered Slain. *Nangenyua may perform a Command Ability the Round he arrives!*

Killer Instinct: (Out of Combat Action) All Enemies Engaged with Target Friendly **[Primal]** Warrior within Command Range suffer 2 Hits.

Command Abilities:

Easy Prey: Friendly **[Speakers]** Warriors within Command Range gain the **Opportunist** Special Rule.

Focus: Friendly **[Speakers]** Warriors within Command Range are Aimed!