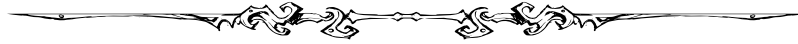





MK0202506	1995 / 2000
The W'adhrhūn	





👑 Thunder Chieftain								1	200
M	V	C	A	W	R	D	E	Type	Cavalry
-	1	3	6	6	3	4	0	Class	
Battlefield Role				Character, Cult of War, The Speakers					
Special Rules				Brutal Impact 2, Cleave 2, Impact 4, Linebreaker, Ride the Lightning, Trample 2					
Supremacy Abilities				Thunderous Assault					
This Warband may not contain more than 2 Regiments of Thunder Riders.									
Options									
Warband Cults				War					
Artefacts				The Horn of Ronan					
Masteries				Resilience					


Thunder Riders								3	220
M	V	C	A	W	R	D	E	Type	Cavalry
6	1	3	5	6	3	3	0	Class	Heavy
Battlefield Role				The Speakers					
Special Rules				Brutal Impact 2, Flank, Hardened 1, Impact 4, Juggernaut, Linebreaker, Shock, Trample 2					
Command Models				Leader					
Chants				Thundering Charge					


Thunder Riders								3	220
M	V	C	A	W	R	D	E	Type	Cavalry
6	1	3	5	6	3	3	0	Class	Heavy
Battlefield Role				The Speakers					
Special Rules				Brutal Impact 2, Flank, Hardened 1, Impact 4, Juggernaut, Linebreaker, Shock, Trample 2					
Command Models				Leader					
Chants				Thundering Charge					

Hunting Pack								3 	120
M	V	C	A	W	R	D	E	Type	Cavalry
7	1	2	6	3	2	1	1	Class	Light
Battlefield Role				The Speakers					
Special Rules				Fluid Formation, Irregular, Loose Formation, Opportunists, Shock, Swarm, Vanguard 4					
Command Models				Leader					
This Regiment cannot be joined by a Character Stand.									

Raptor Riders								3 	180
M	V	C	A	W	R	D	E	Type	Cavalry
8	2	2	5	5	3	2	2	Class	Light
Battlefield Role				The Speakers					
Special Rules				Barrage 2 (12", Armor Piercing 1), Fluid Formation, Flurry, Shock, Unstoppable					
Command Models				Leader					
Chants				Mounted Riders					

Apex Predator								1 	190
M	V	C	A	W	R	D	E	Type	Monster
8	1	3	11	15	4	3	0	Class	Heavy
Battlefield Role				Cult of War, The Speakers					
Special Rules				Cleave 2, Deadly Blades, Fearless, Fiend Hunter, Impact 5, Shock, Terrifying 2, Unstoppable					

Matriarch Queen								1 	140
M	V	C	A	W	R	D	E	Type	Infantry
-	2	3	5	5	4	3	0	Class	
Battlefield Role				Character, Cult of War, The Tribes					
Draw Events				To the Last Breath					
Special Rules				Cleave 1, Stoic					
Options									
Warband Cults				War					
Artefacts				Tribal Spear					
Masteries				Adaptability					

Braves								3 	125
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					
Command Models				Leader, Standard Bearer					
Chants				Blood to be Spilled					

Rules

Adaptability

When the Regiment this [Character] Stand is currently attached to Chants the Battlecry, Target non Friendly Objective Marker within 6" of this Regiment is immediately destroyed.

Apex Master

This Mastery may be purchased multiple times. The [Character] Stand gains the Rider Special Rule and must choose to ride an Apex Predator in their Warband. A Predator [Character] Stand with this Mastery may perform a Free Volley Action during the Monster Regiment's Activation.

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.

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.

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.

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.

Deadly Blades

When a Stand with this Special Rule performs a Clash or Duel Action, any failed Defense Roll of "6" rolled by the Target Regiment causes it to suffer 2 Wounds instead of 1.

Deadly Shot

When a Stand with this Special Rule performs a Volley Action, any failed Defense Roll of "6" rolled by the Target Regiment causes it to

suffer 2 Wounds instead of 1.

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.

Flank

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

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.

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.

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.

Irregular

This Regiment does not affect Friendly and Enemy Reinforcement Lines. A Stand without this Special Rule may not join this Regiment.

Juggernaut

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

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.

Mounted Riders

[**Chant**]: When this Regiment Chants the Battlecry, it may perform a free Volley Action during its Activation and gains the Aimed Shot Special Rule until the end of the Round.

Aimed Shot

Stands in this Regiment, including Character Stands, add +1 to their Volley Characteristic for the next Volley Action it takes this Activation. If this modifies the Volley Characteristic to a 5 or greater, they do not receive the +1 Volley but instead may Re-Roll unmodified Hit Rolls of "6".

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.

Opportunists

A Stand with this Special Rule may re-roll failed Hit Rolls when performing a Clash or Volley Action against an Enemy Regiment's Flank or Rear Arc.

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.

Resilience

[**Always Active**]: Thunder Rider Regiments in this Army gain the Hardened (1) Special Rule.

Ride the Lightning

Thunder Rider Regiments in this Warband gain the Flank 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.

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.

Shock

When this Regiment performs a successful Charge, Stands in the Regiment with this Special Rule add +1 to their Clash Characteristic 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.

Swarm

Stands in this Regiment counts as being Size 1 and cannot "Chant the Battlecry". The Regiment adds Chant Markers to the Sequence normally.

Terrifying X

Regiments in contact with Stands with this Special Rule reduce their Resolve Characteristic by X, where X is the value in the Terrifying (X) Special Rule, for the purposes of making Morale Tests against Wounds taken from that Regiment.

The Horn of Ronan

When the Cavalry Regiment this [Character] Stand is currently attached to Chants the Battlecry from the Cult of War, it gains the Trample (+2) Special Rule until the end of the Round.

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.

Thundering Charge

[Chant]: When this Regiment Chants the Battlecry, should the Regiment perform a March Action immediately followed by a Charge Action during this Activation, the Regiment gains the Brutal Impact (+1) Special Rule until the end of the Round.

Thunderous Assault

[Battlefield]: All Friendly [The Speakers] Regiments gain the Shock 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.

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.

Tribal Spear

While the Regiment this [Character] Stand is currently attached to is within range of an Objective Zone it adds +1 to its Attack Characteristic.

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.