



Jolt Hassan B	1995 / 2000
The W'adrhün	

Warband 2

Scion of Conquest								1	160
M	V	C	A	W	R	D	E	Type	Infantry
6	1	3	5	5	4	2	2	Class	-
Special Rules		Priest (5), Cleave (2)							
Spells		Crescendo, Dissonance, Cacophony, Discordance, Resonance							
Options									
Warband Cults		Death							
Artefacts		Essence of the Phonopteryx							
Teachings of Conquest		Stoic							
Masteries		One Voice							

Chosen of Conquest						Mainstay		4	330
M	V	C	A	W	R	D	E	Type	Infantry
5	1	3	5	7	4	3	1	Class	Medium
Special Rules		Fanatic, Cleave (1), Impact (2), Unstoppable							
Command Models		Leader							
Options									
Command Models		Standard Bearer							

Warband 3

Predator								1	165
M	V	C	A	W	R	D	E	Type	Infantry
6	3	3	6	5	3	2	1	Class	-
Special Rules		Barrage (5) [18", Armor Piercing (1), Deadly Shot], Fiend Hunter, Forward Force							
Options									
Warband Cults		Famine							
Artefacts		Mantle of the Devoted							

Teachings of Conquest	Voice of Conquest
Way of the Hunt	Ceaseless Hunt
Masteries	Marksmanship

Hunters						Mainstay		3	165
M	V	C	A	W	R	D	E	Type	Infantry
6	2	2	5	5	2	1	0	Class	Light
Special Rules			Barrage (4) [14", Armor Piercing (1), Deadly Shot], Loose Formation						
Command Models			Leader						
Options									
Officers			Flint Knapper						

Blooded						Mainstay		4	215
M	V	C	A	W	R	D	E	Type	Infantry
5	1	2	6	5	3	2	1	Class	Medium
Command Models			Leader						
Special Rules			Unstoppable, Lethal Demise						
Options									
Command Models			Standard Bearer						
Officers			Aberration						

Slingers						Restricted		3	175
M	V	C	A	W	R	D	E	Type	Infantry
7	3	2	4	5	2	1	0	Class	Light
Special Rules			Barrage (4) [18", Torrential Fire]						
Command Models			Leader						
Options									
Officers			Skirmisher						

For every 2 Wounds caused by this Regiment as a result of a Volley Action, the target Regiment takes 1 Morale Test. This Rule does not apply to Character Stands that have joined the Regiment.

Apex Predator						Restricted		1	190
M	V	C	A	W	R	D	E	Type	Monster
8	1	3	11	15	4	3	0	Class	Heavy
Special Rules			Deadly Blades, Cleave (2), Fearless, Fiend Hunter, Unstoppable, Terrifying (2), Impact (5), Bellowing Roar						

Warband 4

👑 Matriarch Queen								1	150
M	V	C	A	W	R	D	E	Type	Infantry
6	2	3	5	5	4	3	0	Class	-
Draw Events			To the Last Breath, The Matriarch Walks						
Special Rules			Inspiring Presence, Cleave (1), Tenacious						
Supremacy Abilities			The Matriarch Walks						
Options									
Warband Cults			War						
Artefacts			Beads of Death						
Teachings of Conquest			Stoic						
Masteries			Wasteland Adder						

Braves						Mainstay		6	255
M	V	C	A	W	R	D	E	Type	Infantry
5	1	2	5	5	2	2	0	Class	Medium
Special Rules			Bloodlust, Shield, Support (2), Unstoppable						
Command Models			Leader						
Options									
Command Models			Standard Bearer						
Officers			Champion						

Apex Predator						Restricted		1	190
M	V	C	A	W	R	D	E	Type	Monster
8	1	3	11	15	4	3	0	Class	Heavy
Special Rules			Deadly Blades, Cleave (2), Fearless, Fiend Hunter, Unstoppable, Terrifying (2), Impact (5), Bellowing Roar						

Rules

Aberration

A Regiment with 5 or less Stands, excluding Character Stands, may include an Aberration. This Regiment gains the Lethal Demise Special Rule.

Armor Piercing X

When a Stand with this Special Rule performs a Volley or Spellcasting Action, any Hits caused by those attacks reduce the Target Regiment's Defense by X. E.g. A Stand with Armor Piercing (2) would reduce the Target's Defense by 2 during Defense Rolls from its Volley Action.

Barrage X

A Stand with this Special Rule contributes X Shots when its Regiment performs a Volley Action. The Range, as well as any Special Rules, are given in a second set of parentheses after the Barrage (X) Special Rule. E.g. Barrage (4) (24", Armor Piercing (1)) indicates that the Stand has a Barrage Special Rule with 4 Shots, a 24" Range and the Armor Piercing (1) Special Rule. If a Stand has multiple Barrage (X) profiles, you must choose one of them to use.

Beads of Death

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

Bellowing Roar

This Regiment counts as following the Cult of Conquest and benefits from and uses the War Chant Army Rule. This Regiment may only Chant from the Cult of Conquest

Bloodlust

A Regiment with this Special Rule may perform a Charge Action even in the Round in which it arrived on the Battlefield from Reinforcements or even if it is currently Broken. When a Regiment with this Special Rule is currently on the battlefield and takes an Action, if the Regiment is not in contact with an Enemy Regiment, roll a D6. If the result is less than or equal to the highest Resolve Characteristic in the Regiment, you may perform an Action as normal. This Roll is not affected by Special Rules that allow you to automatically pass a Resolve related Roll like Indomitable. If the result is higher, you must perform a Charge Action against the closest Enemy Regiment in Line of Sight and within the Regiment's maximum Charge Distance.

If there is no eligible Target to Charge, you must perform a March Action directly toward the closest Enemy Regiment in Line of Sight. If there is no Enemy Regiment in Line of Sight you must perform a March Action directly towards the Opponent's Reinforcement Zone. A Regiment must always March its maximum March Distance when forced to move as a result of this Special Rule.

Cacophony

Range: 12" **Attunement:** 4 (Scaling)

Target Regiment may not resolve Draw Events until the end of the Round.

Ceaseless Hunt

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

Champion

The Regiment adds +1 to its Attacks Characteristic.

Cleave X

When a Stand with this Special Rule performs a Clash or Duel Action, any Hits caused by those Attacks reduce the Target's Defense by X for the purposes of making Defense Rolls against those Attacks.

Crescendo

Range: Self **Attunement:** 4

Add a Conquest Chant Marker to the Sequence. Secretly look at the top three Command Cards of your Command Stack, then put them back in any order.

Deadly 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.

Discordance

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

Target Enemy Regiment cannot Seize Objective Zones until the end of the Round.

Dissonance

Range: Self **Attunement:** 4

Until the end of the Round, each time an enemy Spellcaster attempts to cast a Spell onto a Regiment within 12" of this caster or attempts to Cast a Spell while within 12" of this caster, you may discard one Chant Marker from the Sequence and cancel the effects of that Spell.

Essence of the Phonopteryx

This Character Stand increases the Range of all of its Spells by 6" (Spells with a Range of "Self" are unaffected). If the Effect of any of its Spells indicate a range, increase that Spell's Effect range by 6".

Fanatic

When a Regiment with this Special Rule chooses a Tier bonus due to Chant the Battlecry, it always counts as having discarded from the Sequence an additional Chant Marker belonging to their Cult (to a maximum of three), but may only choose their own Cult's bonus.

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.

Flint Knapper

The Regiment Re-Roll failed Hit Rolls of "6" when performing a Volley Action. Furthermore, Enemy Regiments do not benefit from the Hardened (X) Special Rule when making Defense Rolls against this Regiment's Volley Attacks including currently attached Character Stands.

Forward Force

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

Inspiring Presence

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

Leader

A Command Stand containing a Leader adds +1 Attack to the Command Stand's Characteristic Profile. If the Command Stand has the Barrage (X) Special Rule, then it also increases the Command Stand's Barrage (X) value by +1.

Lethal Demise

For every failed Defense Roll this Regiment makes, the Enemy Regiment in contact that caused the Hits suffers one Hit for each Wound suffered by this Regiment. These Hits do not benefit from any other Special Rules and are resolved against the Enemy Regiment's front arc.

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.

Mantle of the Devoted

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

Marksmanship

This Character Stand adds +2 to its Barrage (X) Special Rule. If it does not already have the Barrage (X) Special Rule, it gains the Barrage (3) (20") Special Rule instead.

One Voice

When this Character Stand performs a Spellcasting Action, add a number of dice to the Spellcasting roll equal to the number of Chant Markers in the Sequence.

Priest X

This Regiment or Character Stand can perform the Spellcasting Action during its Activation. The X value is this Stand's Magic Level. If the Regiment or Character Stand does not have any Spells available, then it only counts toward Enemy Interference.

Resonance

Range: 12" **Attunement:** 4

Target Objective Zone. Enemy Regiments in range of Target Objective Zone gain the Decay (2) Special Rule until the end of the Round.

Shield

Stands in this Regiment, including Character Stands, count their Defense Characteristic as 1 point higher against all Hits originating from the Regiment's front Arc. Character Stands do not benefit from this Special Rule during Duels unless they have this Special Rule. A Regiment cannot make use of this Special Rule when Occupying Garrison Terrain.

Skirmisher

The Regiment, including currently attached Character Stands, add +1 to its March Characteristic and may perform a free additional Withdraw Action once each Round in addition to its two normal Actions.

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.

Stoic

The Regiment this Character Stand is currently attached to, gains the Indomitable 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.

Tenacious

Whenever this Regiment makes a Defense Roll, treat one failed die Roll as a success. Character Stands do not benefit from this Special Rule during Duels unless they have this Special Rule.

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 Matriarch Walks

The Character Stand gains the "The Matriarch Walks" Draw Event and is able to resolve up to two different Draw Events per Activation. This Supremacy ability is always considered to be active.

The Matriarch Walks

Target Friendly Infantry Regiment within 8" of this Character Stand, or Monster Stand (in the case of Apex Master), gains the Fanatic Special Rule until the end of the Round.

To the Last Breath

Select a friendly Regiment within 8" of this Character Stand. That Regiment Heals 4 Wounds. Each Regiment may be the target of To the Last Breath Draw Event only once per Round

Torrential Fire

When a Stand with this Special Rule performs a Volley Action against an Enemy Regiment within Effective Range, every two successful Hit Rolls (rounding up) cause an additional automatic Hit on the Target. These additional shots do not benefit from this Special Rule.

Unstoppable

This Regiment may Re-Roll failed Charge Rolls.

Voice of Conquest

This Character Stand and any Regiment they are currently attached to count as following the Cult of Conquest.

Wasteland Adder

All non-Monster Stands in the Regiment this Character Stand is attached to gain the Flank Special Rule.

Army Rules

HYMNS OF THE BRAVE

When a Character Stand in this Army destroys an Enemy Character Stand as the result of a Duel Action, the Regiment this Character Stand is currently attached to gains the Fanatic Special Rule until the end of the Round.

WAR CHANT

One of the distinctive features of the W'adrhun is their War Chant. When creating your Army List, each Warband (including the Character Stands) must select to follow the Cult of Famine, Death or War. The Character Stand and all Regiments in the Warband must choose the same Cult, unless a Special Rule dictates otherwise.

Items, Masteries or other rules may later change a Character or Regiment's Cult to Conquest or another Cult, however the initial choice remains unaffected for the rest of the Warband.

Chant in Sequence

At the beginning of the Battle, designate a visible area outside the Battlefield where you will be placing Chant Markers. This designated area is now considered to be your Sequence. When you Draw a Command Card belonging to a Regiment or Character Stand that begins the Round on the Battlefield, if that Regiment or Character Stand follows a Cult, place 1 Chant Marker corresponding to its Cult in the Sequence.

If there is one or more Chant Markers in the Sequence, a Regiment may "Chant the Battlecry". A Character Stand cannot "Chant the Battlecry", but are affected by the effects granted to the Regiment they are attached to. Unless instructed otherwise, when a Regiment places the 3rd Chant Marker in the Sequence, that Regiment must immediately "Chant the Battlecry".

The "Chant in Sequence" and "Chant the Battlecry" are resolved immediately during the Draw Command Card step of the Action Phase, after drawing the Command Card but before resolving any Draw Events. There may never be more than 3 Chant Markers in the Sequence. If you have reached 3 Chant Markers and are required to place another Chant Marker (commonly because the 3rd Chant Marker is placed by a Character Stand), place a Chant Marker belonging to the Cult for the Active Regiment or Character Stand, and then discard 1 of the previously placed Chant Markers.

You can never discard more than 3 Chant Markers when you "Chant the Battlecry".

Chant the Battlecry

Follow these steps in order to Chant the Battlecry;

1. Exchange a Conquest Marker in the Sequence for a Famine, Death or War Chant Marker. Repeat this until you have no Conquest Chant Markers remaining in the Sequence.
2. Choose one of the following:
 - a) Chant the Battlecry for one of the Cults by discarding up to 3 Chant Markers for the selected Cult. Gain the tier of benefits listed equal to the number of Chant Markers discarded.
 - b) Chant the Battlecry for the Cult of Conquest. To do this, discard Chant Markers from at least 2 different Cults (to a maximum of 3 Markers) and gain the benefits listed equal to the number of Chant Markers discarded.
3. Finally, discard any unused Chant Markers from the Sequence.

The bonus of each Cult Tier is cumulative and will last until the end of the Round unless stated otherwise. You will gain the benefit of all Tiers below the one you activate when you Chant the Battlecry.

Famine

Tier 1 (2 markers) - This Regiment gains +2" Charge Distance and the Shock Special Rule.

Tier 2 (3 markers) - This Regiment gains the Relentless Blows Special Rule.

Tier 3 (3 markers and the Fanatic Special Rule) - This Regiment gains the Impact (+2) and Glorious Charge Special Rules.

Death

Tier 1 (2 markers) - This Regiment gains +1 to its Clash Characteristic.

Tier 2 (3 markers) - This Regiment gains the Flawless Strikes Special Rule.

Tier 3 (3 markers and the Fanatic Special Rule) - This Regiment gains the Untouchable and Deadly Blades Special Rules.

War

Tier 1 (2 markers) - This Regiment immediately loses the "Broken" status. In addition, it adds +1 to its Defense Characteristic until the end of the Round.

Tier 2 (3 markers) - This Regiment adds +1 to its Resolve Characteristic and gains the Cleave (1) Special Rule.

Tier 3 (3 markers and the Fanatic Special Rule) - This Regiment gains the Blessed and Counter-Attack Special Rules.

Conquest

Tier 1 (2 markers) - This Regiment gains +3 to its March Characteristic when performing its first March Action during its Activation.

Tier 2 (3 markers) - This Regiment adds +2 to its Evasion Characteristic (to a maximum of 3).

Tier 3 (3 markers and the Fanatic Special Rule) - This Regiment may perform a third Action, normal restrictions apply, during its Activation this Round.