

Fantasy Battles

The 9th Age

Iron City

Army Rules
Fan-made (change in blue)

Army Wide Rules

Soldier of Fortune

In Iron **City** army any Characters can be upgraded to be the Battle Standard Bearer (BSB).

An army must only include a single Character with Paymaster option (One of a Kind). The Paymaster has the *Hold Your Ground* special rule. At end of the game, if the Paymaster was killed or has fled the Battlefield, you enemy gain **200 VP**.

At the end of any phase in which the Paymaster is removed as a casualty, all friendly model parts (except mounts) on the table gain *Hatred* special rule, must always pursue/overrun whenever possible and adds +1 to their pursuit distances. All friendly units (except General) suffer -1 Ld for the remainder of the game.

Ventura Commandant

The Champion of a unit with the Ventura Commandant special rule receives +1 Wound and +1 Ld in addition to the normal Characteristics increases associated with being a Champion.

Regiment of Renown

If the Champion was purchased to Ventura Commandant, his unit lose Scoring (if he has it), must be upgraded to a Regiment of Renown and take all Command Group. The Standard Bearer may only take a Magical Standard up to 50 pts. Each Regiment of Renown is max 1 unit per army and counts both towards Dogs of War category.

Dogs of War Category

Characters can never join units counts as Dogs of War category.

Army Special Rules

More Money for Us

Units with this rule may ignore the Leadership penalty for units that are at 25% or less of their starting number when performing a Rally Test as long as the Paymaster is alive.

Traits

Traits are One per Army.

Beast Master (400 pts)

- *Mercenary Leaders (Disgraced Half-Elf only)*

Model gain *Not a Leader* special rule and must take a Enslave Drake (see Character Mounts catégorie).

Charismatic Leader (110 pts)

- *Cannot be taken by models with Towering Presence.*

A model with this rule increases the range of its Inspiring Presence by 6". The bearer's unit adds +1 to the Combat Score of any combat they are involved in.

The Strategist (65 pts)

After both players have completed the deployment phase (including scouts and before Vanguard), you may redeploy D3 units of your army.

Great Inventor (60 pts)

Model gains Engineer special rule. The Arsenal limit is augment to maximum 40% .

Lord of War (50 pts)

The bearer gains +1 Weapon Skill and **Weapon Master** special rule. Model can take all **Close Combat Weapon** and **Shooting Weapon** has he want.

Stinking rich (30 pts)

One unit in the army whit Standard Bearer can take a Magical Standard without any cost limitations.

The Mean (free)

The character gain Paymaster (free) special rule and must be the General. The Dogs of War limit is reduced to maximum 30% .

Armoury

Pike

The Wielder gains Fight in Extra Rank (2) when using this weapon. Attacks made with a Pike gain Armour Piercing (1). Attacks made with Pike gain +1 **Strength** when directed against Cavalry, Monstrous Cavalry, Chariots and **Ridden Monster Engaged** to the front.

Light Crossbow

Shooting weapon. Range 12", **Strength 4**, **Quick to Fire**, Accurate.

Magical Items

Magical Weapons

Break wall (80 pts)

Type: **Hand Weapon**. Attacks made with this weapon have Armour Piercing (6) and Crush Attack speciale rule.

Vendetta's rapier (65 pts)

- *Models on foot only.*

Type : Paired weapon. Attacks made with this weapon have Armour piercing (2) and Lightning Reflexes.

Automated Crossbow (55 pts)

Shooting Weapon. Range 30", Strength 5, Unwieldy, Multiple shots (1D3+1).

Magical Armour

Jovian's Golden Armour (90 pts)

- *Cannot be taken by models with Towering Presence.*

Type: Heavy Armour. The wearer is immune to Lethal Strike and ignores the effects of Multiple Wounds. However, his Initiative is reduce to 1.

Dead mask (50 pts)

- *Models on foot only.*

Type: None (6+ Armour Save).

The wearer gains Distracting speciale rule.

Enchanted Items

Drake Jewel (70 pts)

The bearer's model gains Fireborn and Hard Target.

Arcane Items

Golden Staff (65 pts)

The bearer gain Stupidity and must generate spells from Path of Alchemy. The bearer may reroll the first failed Dispel Attempt in each Magic Phase.

Magical Standards

Standard of Courage (50 pts)

The bearer's unit gains Immune to Psychology.

Bear's Standard (50 pts)

The bearer's unit may reroll any 1's To Hit in Close Combat.

Porcupine Icon (25 pts)

One use only. Iron Legion only. Must be activated at any turn of Close Combat Phase. During this turn all attacks against the bearer's unit lose Force bonuses due to mundane weapons.

Army Organisation

Characters	Core	Special	Arsenal & Ammunition	Dogs of War	Menagerie & Curiosities
Max 40%	At least 25%	No limit	Max 35%	Max 40%	Max 20%

Army List

CHARACTERS (max 40%)

Mercenary Leaders

single model

	M	WS	BS	S	T	W	I	A	Ld		
Iron Prince	4	5	4	4	4	3	5	4	9	Infantry	20x20mm base
Half-Dwarf Goldseeker	4	5	4	4	5	3	3	4	9	Infantry	20x20mm base
Disgraced Half-Elf	4	5	5	4	3	3	6	4	9	Infantry	20x20mm base
Khan Green Skin	4	5	4	4	4	3	4	4	8	Infantry	20x20mm base
General Ogre	4	5	3	5	5	4	3	4	8	Infantry	40x40mm base

Armour:

Heavy Armour

Options:

May (one choice only):
take a single Trait
be the Paymaster

pts

no limit
50

Iron Crowns Special rules:

More Money for Us

May take Magical Items
If Paymaster
Otherwise

up to 100
up to 200

May take a Shield

10

May take a Close Combat Weapon (one choice only):

Paired Weapons

10

Great Weapon

15

Halberd

15

Flail

15

Lance

20

May take a Shooting Weapon (one choice only):

Pistol

15

Light Crossbow

15

Crossbow

20

May take a mount (one choice only):

War Beast

75

Savage Beast (cannot be take by Paymaster)

205

Winged Beast (cannot be take by Paymaster)

205

Paycart (Paymaster only)

350

Must take one of the following:

Iron Prince (160 pts) 0-4 Choice per Army	<i>Special rules:</i> Iron Master: The bearer's unit Innate Defence (6+).
Half-Dwarf Goldseeker (140 pts) 0-1 Choice per Army	<i>Special rules:</i> Protect the Gold: The bearer's unit may roll an additional D6 when taking Break Tests and discard the highest roll.
Disgraced Half-Elf (165 pts) 0-1 Choice per Army	<i>Special rules:</i> Lightning Reflexes, Hatred (Dread Elves, Sylvan Elves, Highborn Elves).
Khan Green Skin (135 pts) 0-1 Choice per Army	<i>Special rules:</i> Sneaky Blade: The bearer's unit gain Armour Piercing (+1).
General Ogryn (195 pts) 0-1 Choice per Army	<i>Special rules:</i> Massive: The model cannot take Mount, gain Impact Hits (1) and are immune to the effects of Fear.

Hireling Wizard 170 pts

single model

M	WS	BS	S	T	W	I	A	Ld		
4	3	3	3	3	3	3	1	7	Infantry	20x20mm base

Iron Crowns Special rules:

More Money for Us

Special rules:

Gold Lust

Gold Lust:

If your army includes one or more models with this rule, the spells of Path of Alchemy cast by the Wizard have its difficulty reduced by 1.

Magic Options:

May become Wizard Master

Must generate spells from (choose one):

Alchemy	Evocation	Shamanism	Witchcraft
Must take learned spells (choose one):			
1 spell	2 spells	3 spells	4 spells
free	50 pts	100 pts	150 pts

Must take learned spells (choose one):

1 spell	2 spells	3 spells	4 spells
free	50 pts	100 pts	150 pts

Options:

If General, must take a single Trait

May take Magical Items:

Wizard Apprentice

Wizard Master

May take a mount (one choice only):

War Beast

Winged Beast (Wizard Master only)

pts

70

pts

no limit

up to 100

up to 200

40

125

Magic:

Wizard Apprentice

Guild Assassin 250 pts

single model

M	WS	BS	S	T	W	I	A	Ld		
5	6	6	4	4	3	7	3	9	Infantry	20x20mm base

Iron Crowns Special rules:

More Money for Us

Special Rules:

Lightning Reflexes

Not A Leader

Lethal Strike

Options:

May take Magical Items

May take a Paired Weapons

May take a Shooting Weapon (one choice only):

Throwing Weapons

Pistol

Light Crossbow

pts

up to 100

10

10

15

15

Professional Courtesy: Guild Assassin cannot join (or be deployed in) units that contain another Guild Assassin. Guild Assassin may perform Make Way moves even when they are in base contact with an enemy model.

Must take one of the following:

Monster hunter:

The bearer gains Poisoned Attacks & Multiple Wounds (2, War Beast, Monstrous Beasts, Monster and Swarm)*

King Slayer:

The bearer gains Multiple Wounds (D3,Character)*

Saboteur:

The bearer gains Scout, Ambush, Swiftstride.

*affects only mundane Close Combat and Shooting Weapons

CHARACTER MOUNTS

War Beast

M	WS	BS	S	T	W	I	A	Ld
8	3	-	3	3	1	3	1	3

War Beast, 25x50mm base

Mount's Protection (6+) *Options:* pts
 Thunderous Charge May take Barding 30

Savage Beast

This mount counts towards Menagerie & Curiosities, while the combined model count towards Characters.

M	WS	BS	S	T	W	I	A	Ld
8	3	-	5	5	4	3	4	6

Monstrous Beast, 50x100mm base

Mount's Protection (6+)
 Thunderous Charge
 Towering Presence
 Fear
 Stomp (D3)

Winged Beast

This mount counts towards Menagerie & Curiosities, while the combined model count towards Characters.

M	WS	BS	S	T	W	I	A	Ld
6(7)	3	-	4	4	3	3	3	6

Monstrous Beast, 50x50mm base

Mount's Protection (6+)
 Thunderous Charge
 Fly (7)

Enslave Drake 0-1 Mount per Army

This mount counts towards Menagerie & Curiosities, while the combined model count towards Characters.

M	WS	BS	S	T	W	I	A	Ld
6(7)	4	1	6	6	6	3	5	8

Monster, 50x100mm base

Innate Defence (3+)

Fly (7)

Breath Weapon (Strength D3+2, Flaming Attacks)

Paycart (Paymaster only)

0-1 Mount per Army

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	5	6	6	-	-	-
Crew (2)	4	4	3	4	-	-	3	1	8
War Beast (2)	8	3	-	3	-	-	3	1	3

Chariot, 50x100mm base

Chariot:

Armour:

Mount's Protection (5+)

Special Rules:

Fear

Crew:

Iron Crowns Special rules:

More Money for Us

Weapon:

Halberd

Armour:

Heavy Armour

War Beast:

Special Rules:

Thunderous Charge

Options:

pts

Strong-box

25

Strong-box: The Paycart gains War Platform, Terror & Towering Presence but can only join units of Paycart Guard. If this upgrade is taken, the model changes its base to 60x100mm and lose the (2) War Beast.

CORE (at least 25%)

Iron Legion 160 pts

15 models, may add up to 35 models for 14 pts / model

	M	WS	BS	S	T	W	I	A	Ld		
Iron legion	4	3	3	3	3	1	3	1	7	Infantry	20x20mm base
Republican Iron Guard	4	4	3	3	3	1	3	1	7	Infantry	20x20mm base

Weapons:

Pike

Armour:

Heavy Armour

Iron Crowns Special rules:

More Money for Us

Special Rules:

Scoring

Options:

May upgrade one model to each of the following:

Champion

- may become Ventura Commandant

- may replace Pike with Pistol

Musician

Standard Bearer

- may become the Veteran Standard Bearer

- may take a Magical Standard (Regiment of Renown only) up to 50

May become Regiment of Renown and (one choice only):

be upgraded to Republican Iron Guard

gain Immune to Psychology

replace Pike with Spear & Light Crossbow*

pts

20

20

free

20

20

up to 50

3/model

5/model

6/model

**This unit counts both towards Core and Arsenal & Ammunition Category.*

Marksmen 140 pts

10 models, may add up to 10 models for 14 pts / model

This unit is counted both towards Core and Arsenal & Ammunition.

	M	WS	BS	S	T	W	I	A	Ld		
Marksmen	4	3	3	3	3	1	3	1	7	Infantry	20x20mm base
Orc Shooter	4	3	3	3	4	1	2	1	7	Infantry	25x25mm base

Weapons:

Crossbow

Iron Crowns Special rules:

More Money for Us

Special Rules:

Scoring

Options:

May upgrade one model to each of the following:

Champion

- may become Ventura Commandant

- may replace Crossbow with Pistol

Musician

Standard Bearer

- may become the Veteran Standard Bearer

- may take a Magical Standard (Regiment of Renown only) up to 50

May become Regiment of Renown and (one choice only):

gain Sharpshooter

be upgraded to Orc Shooter

take Heavy Armour & Pavise

pts

20

20

free

20

20

up to 50

3/model

5/model

6/model

Pavise:

Type: (none) (6+ armour save)

Models with Pavise Cannot March and gain Hard Target special rule.

Sharpshooter:

The Unit Ignore to-hit modifiers from Cover, Skirmishers and Long Range.

Orc Shooter:

Model gain Light Armour and +1 Strength in the first Round of Combat.

Freelancers 170 pts

0-4 Unit per Army

5 models, may add up to 15 models for 32 pts / model

	M	WS	BS	S	T	W	I	A	Ld		
Rider	-	4	3	3	3	1	3	1	7		
War Beast	8 [7]	3	-	3	3	1	3	1	3	Cavalry	25x50mm base

<i>Armour:</i>	<i>Options:</i>	<i>pts</i>
Mount's Protection (6+)	May replace Great Weapon with (one choice only):	
Barding	Lance	2/model
Heavy Armour	Flail	2/model
	Cavalry Hammer (counts as Halberd)	2/model
Rider:	Morning Star (counts as Paired Weapons)	2/model
<i>Weapons:</i>	May take a Shield	2/model
Great Weapon	May upgrade one model to each of the following:	
	Champion	20
War Beast:	- may become Ventura Commandant	20
<i>Special Rules:</i>	Musician	20
Thunderous Charge	Standard Bearer	20
	- may become the Veteran Standard Bearer	
<i>Iron Crowns Special rules:</i>	- may take a Magical Standard (Regiment of Renown only)	up to 50
More Money for Us	May become Regiment of Renown and (one choice only):	
	gain +1 Strength	4/model
<i>Special Rules:</i>	replace all its weapons and armour with Shield, and gains	4/model
Scoring	Devastating Charge (Rider only) & Vanguard	

Henchman 120 pts

0-4 Unit per Army

10 models, may add up to 20 models for 12 pts / model

	M	WS	BS	S	T	W	I	A	Ld		
	4	4	3	3	3	1	3	1	6	Infantry	20x20mm base

<i>Weapons:</i>	<i>Options:</i>	<i>pts</i>
Paired Weapons	May gain Skirmishers special rule (max 15 models)	2/model
	May take (one choice only):	
<i>Armour:</i>	Throwing Weapons	2/model
Light Armour	Light Crossbow*	4/model
	May replace Paired Weapons with (one choice only):	
<i>Iron Crowns Special rules:</i>	Buckler	3/model
More Money for Us	Pistol*	5/model
<i>Special Rules:</i>	May upgrade one model to each of the following:	
Scoring	Champion	20
	- may become Ventura Commandant	20
	Musician	20
	Standard Bearer	20
	- may become the Veteran Standard Bearer	
	- may take a Magical Standard (Regiment of Renown only)	up to 50
Buckler	May become Regiment of Renown and (one choice only):	
Type: Paired Weapons. A Buckler can be used to Parry.	gain Vanguard	40
	gain Poisoned Attacks	65

*This unit counts both towards Core and Arsenal & Ammunition Category and cannot become Regiment of Renom.

SPECIAL (no limit)

Paycart Guard 165 pts

15 models, may add up to 25 models for 14 pts / model

	M	WS	BS	S	T	W	I	A	Ld		
	4	4	3	4	3	1	3	1	8	Infantry	20x20mm base

Armour:

Heavy Armour
Shield

Options:

May replace Shield with Halberd
May upgrade one model to each of the following:

pts
2/model

Iron Crowns Special rules:

More Money for Us

Champion 20
Musician 20

Standard Bearer 20

- may take a Magical Standard up to 100

Special Rules:

Scoring
Bodyguard (Paymaster)

Halflings 100 pts

10 models, may add up to 20 models for 8 pts / model

0-5 Unit per Army

	M	WS	BS	S	T	W	I	A	Ld		
	4	3	4	2	2	1	5	1	8	Infantry	20x20mm base

Armour:

Light Armour
Shield

Options:

May take one of the following:

Sling* 1/model

Spear 2/model

Bow* 4/model

Iron Crowns Special rules:

More Money for Us

May upgrade one model to each of the following:

Champion 20

- may become Ventura Commandant 20

Musician 20

Standard Bearer 20

- may take a Magical Standard (Regiment of Renown only) up to 50

Sling:

Shooting Weapon. Range 18".
Strength 3. Quick to Fire.

May become Regiment of Renown and gains Skirmishers & Scout 50

**This unit is counted both towards Special and Arsenal & Ammunition.*

Stradiots 150 pts

0-3 Unit per Army

5 models, may add up to 5 models for 30 pts / model

**This unit is counted both towards Special and Arsenal & Ammunition.*

	M	WS	BS	S	T	W	I	A	Ld		
Rider	-	3	4	3	3	1	3	1	7		
Green Skin Rider	-	3	3	3	3	1	3	1	6		
Cold-Blooded Rider	-	2	4	3	2	1	4	1	5		
War Beast	8	3	-	3	3	1	3	1	3	Cavalry	25x50mm base
Flying Machine	2(8)	-	-	-	4	2	-	-	-	Cavalry	40x40mm base

Armour:

Mount's Protection (6+)
Light Armour

Rider:

Weapon:

Lance, Bow

Armour:

Shield

War Beast:

Special Rules:

Thunderous Charge

Iron Crowns Special rules:

More Money for Us

Special Rules:

Fast Cavalry

Options:

May upgrade one model to each of the following:

Champion

- may become Ventura Commandant

Musician

Standard Bearer

May become Regiment of Renown and (one choice only):

replace Rider with Green Skin Rider

replace Rider with Cold-Blooded Rider

War Beast with Flying Machine (Max 6 models)

pts

20

20

20

20

up to 50

free

free

10/model

Green Skin Rider:

When fighting an enemy unit in the enemy's flank or rear, model parts with this special rule gain a +1 to hit modifier as long as their unit is not also attacked in the flank or rear.

Cold-Blooded Rider:

When taking Leadership Tests, roll one additional D6 and remove the highest D6 rolled.

Replace Bow with Poisoned Javelin: Shooting Weapon. Range 12", Strength as user, Poisoned Attacks, Quick to Fire.

Flying Machine:

The Rider gains Mount's Protection (6+), Skirmish and Fly (8).
Replace Lance, Bow and Shield with Light Crossbow.

ARSENAL & AMMUNITION (max 35%)

War Machine

0-4 Units per Army

Single model

	M	WS	BS	S	T	W	I	A	Ld	
Machine	-	-	-	-	4	*	-	-	-	War Machine
Green Skin Crew (2)	4	3	3	3	-	*	3	1	6	60mm round base
Half-Dwarf Crew (3)	4	4	3	3	-	*	2	1	8	60mm round base
Halfling Crew (3)	4	3	4	2	-	*	5	1	8	60mm round base
Human Crew (4)	8	3	3	3	-	*	3	1	7	75mm round base

Must take one Artillery Weapon, gaining the correspondent crew:

	Crew	Wounds	
Scorpio (90 pts) 0-2 Choice per Army	Green Skin	4	Bolt Thrower Artillery Weapon with Range 48", Strength 3[6], [Multiple Wounds (D3)], Armour Piercing (6)
Axe Thrower (130 pts) 0-1 Choice per Army	Dwarf	5	Volley Gun (3D6*2) Artillery Weapon with Range 30", Strength 4, Armour Piercing (1)
Halfling Hot Pot (170 pts) 0-2 Choice per Army	Halfling	5	Catapult (4) Artillery Weapon with Range 12-48", Strength 3, Metalshifting
Drawn Cannon (210 pts) 0-2 Choice per Army	Human	6	Cannon Artillery Weapon with Range 60", Strength 3[7] [Multiple Wounds (D3+1, Clipped Wings)]

DOGS OF WAR (max 40%)

Half-Dwarf Mercenary 120 pts

10 models, may add up to 20 models for 10 pts / model

	M	WS	BS	S	T	W	I	A	Ld		
	4	4	3	3	4	1	2	1	8	Infantry	20x20mm base

<i>Iron Crowns Special rules:</i>	<i>Options:</i>	<i>pts</i>
More Money for Us	May take a Light Armour	2/model
	May take a Shield	2/model
<i>Special Rules:</i>	May take (one choice only):	
Scoring	Paired Weapons	2/model
Thunderous Charge	Great Weapon	4/model
	May take (one choice only):	
	Light Crossbow*	2/model
	Crossbow*	4/model
	Pistol*	5/model
	May upgrade one model to each of the following:	
	Champion	20
	- may become Ventura Commandant	20
	Musician	20
	Standard Bearer	20
	- may take a Magical Standard (Regiment of Renown only)	up to 50
	May become Regiment of Renown and (one choice only):	
	Skirmishers & Scout (Max 15 models)	65
	Unbreakable & Ward Save (6+) (Max 20 models)	85

**This unit is counted both towards Dog of War Category and Arsenal & Ammunition.*

Berserkers 160 pts

10 models, may add up to 20 models for 14 pts / model

	M	WS	BS	S	T	W	I	A	Ld		
	4	4	3	4	3	1	4	1	8	Infantry	20x20mm base

<i>Armour:</i>	<i>Options:</i>	<i>pts</i>
Light Armour	May exchange Shield with (one choice only):	
Shield	Paired Weapons	2/model
	Flail	4/model
<i>Iron Crowns Special rules:</i>	Great Weapon	5/model
More Money for Us	May upgrade one model to each of the following:	
	Champion	20
	- may become Ventura Commandant	20
<i>Special Rules:</i>	Musician	20
Scoring	Standard Bearer	20
Frenzy	- may take a Magical Standard (Regiment of Renown only)	up to 50
Psychopath: Models with this rule gain Unbreakable and can never lose Frenzy special rule.	May become Regiment of Renown and gain Psychopath	6/model

Ogre Warrior 210 pts

3 models, may add up to 9 models for 71 pts / model

M	WS	BS	S	T	W	I	A	Ld	
6	4	3	4	4	3	2	3	7	Monstrous Infantry 40x40mm base

<i>Armour:</i>	<i>Options:</i>	<i>pts</i>
Light Armour	May take (one choice only):	
	Shield	4/model
<i>Iron Crowns Special rules:</i>	Paired Weapons	6/model
More Money for Us	Pistol*	10/model
	Great Weapon	10/model
<i>Special Rules:</i>	May upgrade one model to each of the following:	
Scoring	Champion	20
Impact Hits (1)	- may become Ventura Commandant	20
Fear	Musician	20
	Standard Bearer	20
	- may take a Magical Standard (Regiment of Renown only)	up to 50
	May become Regiment of Renown and gain Weapon Master	9/model
	(can take Shield & all Weapon)	

*This unit is counted both towards Dog of War Category and Arsenal & Ammunition.

Half-Elf Mercenary 130 pts

5 models, may add up to 10 models for 23 pts / model

0-1 Unit per Army

This unit is counted both towards Dog of War Category and Arsenal & Ammunition.

M	WS	BS	S	T	W	I	A	Ld	
4	4	4	3	3	1	5	1	8	Infantry 20x20mm base

<i>Weapons:</i>	<i>Options:</i>	<i>pts</i>
Paired Weapons	May replace Paired Weapons with Great Weapon	2/model
Light Crossbow	May upgrade one model to each of the following:	
	Champion	20
<i>Armour:</i>	- may become Ventura Commandant	20
Light Armour	Musician	20
	Standard Bearer	20
<i>Iron Crowns Special rules:</i>	- may take a Magical Standard (Regiment of Renown only)	up to 50
More Money for Us	May become Regiment of Renown and gains Scout & Poisoned Attacks*	9/model
<i>Special Rules:</i>		
Skirmishers	*affects only Close Combat Weapons	
Lightning Reflexes		
Hatred (Dread Elves, Sylvan Elves, Highborn Elves)		

Menagerie & Curiosities (max 20%)

Gargant

single model

	M	WS	BS	S	T	W	I	A	Ld		
Giant	6	3	-	6	5	6	3	*	9	Monster	50x75mm base
Brother Giant	6	3	-	6	5	10	3	*	10	Monster	100x150mm base
Crusher Giant	8	3	-	7	6	8	3	*	10	Monster	60x100mm base

Iron Crowns Special rules:

More Money for Us

Special Rules:

Immune to Psychology

Stubborn

Options:

Must take one of the following:

Giant (Max 3 unit per army)

Brother Giant (Max 1 unit per army)*

Crusher Giant (Max 1 unit per army)*

pts

250

350

500

**This unit is counted both towards Menagerie & Curiosities and Dog of War Category.*

Gargant Attacks: When an Gargant attacks in Close Combat, instead of attacking normally, choose an enemy unit in base contact with the Gargant to attack and roll on the chart below. The Gargant's attack depends on the Troop Type of the target enemy unit.

	1 : Bellow		
Against Infantry, War Beast, Swarm, War Machine and Cavalry targets:	2 : Jump	Against Monstrous Beast, Monstrous Infantry, Monstrous Cavalry, Chariot, Monster and Ridden Monster targets:	1 : Bellow
	3 : Grab		2-3 : Thump
	4-6 : Swing		4-6 : Smash
	1 : Bellow		

Bellow: Neither the Gargant nor the chosen unit can make any further Close Combat attacks this phase. Attacks already resolved (including attacks resolved simultaneously with this attack) are not affected. The Gargant's side automatically wins the combat by 2. If two (or more) opposing models with Giant Attacks/ Gargant Attacks "Bellow", the combat is a draw.

Jump: The chosen unit suffers D6 hits using the Gargant's Strength. The Gargant must take a Dangerous Terrain (1) Test.

Grab: Select a single model in the chosen unit and in base contact with the Gargant. This model must take a Strength Test and a Weapon Skill Test. For each failed test, the model suffers a hit with the Gargant's Strength and Multiple Wounds (D3).

Swing: The Gargant makes 2D6 normal Close Combat attacks against the chosen unit.

Thump: Select a single model in the chosen unit and in base contact with the Gargant. This model must take an Initiative Test. If the test is failed, the model suffers 2D6 wounds with Armour Piercing (6).

Smash: Select a single model in the chosen unit and in base contact with the Gargant. This model suffers 1 wound with Armour Piercing (6). If no part of this model has yet attacked this phase, it cannot attack in this Round of Combat. If the model has already attacked, it cannot make attacks in the following Round of Combat.

- Notes-

Gargant Attacks are treated as normal Close Combat attacks and are therefore affected by all rules normally affecting Close Combat attacks. After rolling on this chart, the Gargant may still Stomp as normal.

Cursed Cohort 200 pts

0-1 Unit per Army

15 models, may add up to 15 models for 15 pts / model

M	WS	BS	S	T	W	I	A	Ld		
4	2	2	3	3	1	2	1	6	Infantry	20x20mm base

Armour:

Light Armour
Shield

Special Rules:

Immune to Psychology
Unstable
Hatred (Vampire Covenant,
Undying Dynasties)
Cursed

Options:

May upgrade one model to each of the following:

Champion	20
- may become Ventura Commandant	20
Musician	20
Standard Bearer	20
- may take a Magical Standard (Regiment of Renown only)	up to 50
May become Regiment of Renown and gain Master of Cursed	100

Master of Cursed:

Magic: Wizard Conclave: Evocation of Souls, Spectral Blades (Evocation).

Cursed: The only Charge Reaction an Cursed unit can make is Hold. Characters cannot join Cursed units.

Evoked: "Evoked (D6+4)", which determines the number of Wounds Raised with the Evocation of Souls (Evocation).

Daemon of Blaspheme 180 pts

0-1 Unit per Army

5 models, may add up to 10 models for 30 pts / model

M	WS	BS	S	T	W	I	A	Ld		
4(8)	3	-	4	3	1	4	2	6	Infantry	25x25mm base

Special Rules:

Daemonic Instability
Otherworldly
Fly (8)
Skirmishers

Cokatris 150 pts

0-2 Unit per Army

single model

M	WS	BS	S	T	W	I	A	Ld		
6(10)	3	1	4	5	4	4	5	6	Monstrous Beast	50x50mm base

Armour:

Innate Defence (5+)

Special Rules :

Immune to Psychology
Poisoned Attacks
Fly (10)
Strider (Forest)

Options:

May take (one choice only):

Breath Weapon (Toxic Attacks)	50
Petrifying Gaze	75

Petrifying Gaze: Nominate one non-special Close Combat Attack from a model part with this special rule before rolling to hit. This attack has Armour Piercing (6), Multiple Wounds (D3).