



MAKHAR

PACK DE LANCERS - 4 323 POINTS



1345 pts (30.00 %) 1950 pts (43.00 %) 1483 pts (33.00 %) 1028 pts (23.00 %)
Characters **Core** **Raining Death** **Special**
 (35 Max) (35 Least) (40 Max) (0 NoLimit)

Characters



MAKHAR GYULA #1
 Makhar Gyula - Standard - Cavalry - 25x50

435 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	9	Makhar Battle Fever		
Defensive	HP	Def	Res	Arm		
	3	5	4	0	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Makhar Gyula	3	5	5	1	5	Deeds not Words, Hand Weapon



MOUNT BLACK STALLION

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	C			
Defensive	HP	Def	Res	Arm		
	C	C	C	C+2		
Offensive	Att	Off	Str	Ap	Agi	
Black Stallion	1	3	4	0	3	Harnessed

Options | General • Paired Weapons • Black Stallion • Stallion's Tempest • Spirit of the Herd • Endless Plain • Hero's Heart • Mammoth-Hide Cloak



MAKHAR GYULA #2
 Makhar Gyula - Standard - Cavalry - 25x50

335 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	9	Makhar Battle Fever		
Defensive	HP	Def	Res	Arm		
	3	5	4	0	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Makhar Gyula	3	5	5	1	5	Deeds not Words, Hand Weapon



MOUNT SHADOW CHASER

Global	Adv	Mar	Dis	Model Rules		
	10"	20"	C	Light Troops, Strider, Vanguard (6", 6")		
Defensive	HP	Def	Res	Arm		
	C	C	C	C+1		
Offensive	Att	Off	Str	Ap	Agi	
Shadow Chaser	1	3	3	0	4	Harnessed

Options | Battle Standard Bearer • Shadow Chaser • Recurve Bow (2+) and Parting shot • Feigned Flight and Vanguard and Light Troops • Makhar Lance • Wildfire Burst



TALTOS #1
 Táltos - Standard - Cavalry - 25x50

575 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	7	Wizard Apprentice, Makhar Battle Fever	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	3	3	0	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Táltos	1	2	3	0	3 Hand Weapon



MOUNT BLACK STALLION

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	16"	C		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	C	C	C	C+2	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Black Stallion	1	3	4	0	3 Harnessed

Options	Wizard Master • Black Stallion • Magical Heirloom • Turul Radiant Headdress • Hawthorne Curse
Core	

Core	MAKHAR LANCERS #1 Makhar Lancers x20 - Standard - Cavalry - 25x50	610 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	16"	8	Scoring, Makhar Battle Fever	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	1	Heavy Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Makhar Lancer	1	4	4	0	3
Black Steed	1	3	4	0	3 Harnessed

Options	Standard Bearer • Musician • Champion • Makhar Lance • Lamellar barding • Stalker's Standard
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Core	 HORSE ARCHERS #1 Horse Archers x8 - Standard - Cavalry - 25x50	260 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	16"	8	Feigned Flight, Vanguard, Light Troops, Makhar Battle Fever, Parting Shot	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	1	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Rider	1	4	4	0	3 Light Lance, Recurse Bow (3+, 3+)
Horse	1	3	4	0	3 Harnessed

Options	Musician
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Core	MAKHAR LANCERS #2 Makhar Lancers x10 - Standard - Cavalry - 25x50	360 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	16"	8	Scoring, Makhar Battle Fever	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	1	Heavy Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Makhar Lancer	1	4	4	0	3	
Black Steed	1	3	4	0	3	Harnessed


Options | Shield • Light Lance • Standard Bearer • Musician • Champion • Vanguard • Recurve Bow (4+) • Wasteland Torch

Core **360 POINTS** 

MAKHAR LANCERS #3
Makhar Lancers x10 - Standard - Cavalry - 25x50

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	8"	16"	8	Scoring, Makhar Battle Fever		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	3	1	Heavy Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Makhar Lancer	1	4	4	0	3	
Black Steed	1	3	4	0	3	Harnessed

Options | Shield • Light Lance • Standard Bearer • Musician • Champion • Vanguard • Recurve Bow (4+) • Wasteland Torch

Core **100 POINTS** 

STEPPE WOLFHOUND #1
Steppe Wolfhounds x5 - Standard - Beast - 25x50

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	8"	16"	5	Vanguard, Insignificant		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	3	0		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Steppe Wolfhound	1	3	3	0	4	

Core  **260 POINTS** 

HORSE ARCHERS #2
Horse Archers x8 - Standard - Cavalry - 25x50

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	8"	16"	8	Feigned Flight, Vanguard, Light Troops, Makhar Battle Fever, Parting Shot		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	3	1	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Rider	1	4	4	0	3	Light Lance, Recurve Bow (3+, 3+)
Horse	1	3	4	0	3	Harnessed

Options | Musician

Special

 **346 POINTS** 

MAKHAR FLAYERS #1
Makhar Flayers x9 - Standard - Cavalry - 25x50

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	10"	20"	8	Strider, Feigned Flight, Vanguard, Light Troops, Makhar Battle Fever		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	3	1	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	

Offensive	Att	Off	Str	Ap	Agi	
Makhar Flayer	1	4	4	0	4	Beast Taker
Shadow Chaser	1	3	3	0	4	Harnessed

Options	Shield • Musician • Recurve Bow (3+) with Parting Shot
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WARRIOR KNIGHTS #1

Warrior Knights x6 - Standard - Cavalry - 25x50

427 POINTS



Global	Adv	Mar	Dis	Model Rules
	8"	14"	8	Scoring, Fearless, Path of the Favoured

Defensive	HP	Def	Res	Arm	
	1	5	4	2	Shield, Hell-Forged Armour

Offensive	Att	Off	Str	Ap	Agi	
Warrior Knight	2	5	4	1	4	
Black Steed	1	3	4	0	3	Harnessed

Options	Lance • Champion • Musician • Standard Bearer • Stalker's Standard
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TURUL #1

Turul - Large - Beast - 50x100

255 POINTS



Global	Adv	Mar	Dis	Model Rules
	8"	16"	8	Towering Presence, Light Troops, Fly (8",16", 8",16")

Defensive	HP	Def	Res	Arm	
	4	3	5	3	

Offensive	Att	Off	Str	Ap	Agi	
Turul	5	4	5	2	4	

Options	Territorial Hunter
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Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<h3 style="color: #FFD700;">Breath of the Steppe</h3>				
<i>Mf</i>	6+ 8+	36" 18"	Translation missing: en.magic_spell.type_target.Ground	One Turn
Place a round Tornado Marker with a 3" diameter with its centre on the target point. The Tornado Marker must be placed more than 1" away from any unit. The marker is considered Covering Terrain for units inside and/or behind them that contributes to (Soft) [Hard] Cover. The Tornado Marker is Dangerous Terrain (2) [3]), even for models with Strider.				

Magic items

Endless Plain: After determining Deployment Zones (at the end of step 6 of the Pre-GameSequence), place a single Field Terrain Feature that **must** be no larger than 10" in length and 6" in width completely outside the opponent's Deployment Zone.

Hero's Heart: The wielder of this enchanted weapon gains +1 Attack Value while using it. Attacks made with this enchanted weapon become Magical Attacks and always have at least Strength 5 and at least Armour Penetration 3.

Mammoth-Hide Cloak: The wearer gains +1 Armour. Attacks against the wearer can **never** have a Strength above 5.

Spirit of the Herd: Model parts without Harnessed in the bearer's unit gain **Devastating Charge**(Lightning Reflexes).

Wildfire Burst: This weapon has Shots 4, Str 4, AP 1 and **always** hits on 3+. Attacks made with this weapon gain **Flaming Attacks** and **Magical Attacks**. A unit that is hit by these attacks loses Soft Cover until the end of the Player Turn (if it had it). If the enemy unit was in Hard Cover, it is now considered to be in Soft Cover until the end of the Player Turn.

Hawthorne Curse: Attacks made with this weapon gain **Devastating Charge (+2 Str, +2 AP)** and become **Magical Attacks**. The weapon can be used as a Shooting Weapon (3+) with the following profile: Range 18", Shots 1, Str 3 [6], AP 10, **Area Attack (1x5)**, **Reload!**,[[b]Multiple Wounds (D3)[/b]]. This Shooting Attack never suffers negative to-hit modifiers.

Magical Heirloom: The bearer gains the Hereditary Spell during Spell Selection, always knows it in addition to its other spells, cannot select it during Spell

Selection, and cannot replace or otherwise lose it.

Turul Radiant Headdress: The bearer gains **Distracting** and **Terror**.

Magic banners

Stalker's Standard: The bearer's unit gains **Strider**.

Wasteland Torch: The bearer's unit gains **Strider (Ruins)**. After determining Deployment Zones (at the end of step 6 of the Pre-Game Sequence), you may choose a single Field or Forest Terrain Feature that becomes Ruins. The bearer's unit gains **Flaming Attacks** in the First Round of Combat.

Model Rules

Beast Taker: Universal.

Close Combat Attacks and Shooting Attacks from Short Range made by the rider gain **Lethal Strike** (against Beasts and Cavalry).

Deeds not Words: Attack Attribute.

The model part gains **Battle Focus** and **Hatred** while joined to one or more R&F models with **Makhar Battle Fever**.

Fearless: If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

Feigned Flight: A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

Fly: The model gains **Light Troops** and **Swiftstride**. Units composed entirely of models with Fly may make Flying Movements when performing a Move Chargers move, an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

Hand Weapon: All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

Harnessed: Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with with at least one model part with Harnessed is considered to be mounted.

Heavy Armour: +2 Armor

Hell-Forged Armour: Armour Equipment.

Follows the rules for Plate Armour (can be enchanted as if it was Plate Armour). The wearer's model gains **Aegis (5+, against Toxic Attacks)**.

Insignificant:

Light Armour: Armor +1

Light Lance:

Light Troops: Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

Makhar Battle Fever: Units with more than half of their models with Makhar Battle Fever must reroll any natural rolls of '1' when rolling for Charge Range. In addition, the model gains **Devastating Charge (Fearless, Hard Target (1))**.

Parting Shot: As a special Charge Reaction, a unit containing at least one model with this rule may declare a Parting Shot Charge Reaction. All models with Parting Shot in the unit perform a Shoot Charge Reaction. Immediately after this, the unit performs a Flee Charge Reaction. The roll for the Flee Distance of the Parting Shot Charge Reaction is subject to Minimised Roll.

Enemy models shooting at a non-Gigantic unit with majority of models with Parting Shot always count as shooting at Long Range.

Path of the Favoured: Universal Rule.

Units with more than half of their models with Path of the Favoured must reroll failed Break Tests. In addition, model parts with Path of the Favoured upgraded to a Champion additionally gain +1 Health Point to a maximum of 3, and their Discipline is set to 9.

Recurve Bow: Shooting Weapon

Bow. Attacks made with a Recurve Bow gain **Quick to Fire**. Furthermore, when shooting from Short Range, they gain +1 to hit and +1 Armour Penetration.

Scoring: Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives (see section XVI.2 "Scoring Secondary Objectives", page 67). Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon:

Scoring can be lost during the game:

- A unit that is Fleeing loses Scoring for as long as it is Fleeing.
- An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring.
- A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.

Shield: +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

Strider: The model automatically passes Dangerous Terrain Tests taken due to Terrain.
 If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain.
 Sometimes Strider is linked to a specific type of Terrain, stated in brackets.
 In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

Towering Presence: The model gains Tall and can never be joined or join a unit (unless it is a War Platform). A model with Towering Presence increases its Rally Around the Flag and Commanding Presence ranges by 6".

Vanguard: After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

Wizard Apprentice: - Knows 1 spell.
 - Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.
 The Wizard selects its spells as described in Spell Selection

Qr codes of your army

Your can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

