



HETMANATE OF UKRAY

LIST HETMANATE OF UKRAY #1 - 3 036 POINTS



1030 pts (34.00 %) **330 pts (11.00 %)** 1676 pts (55.00 %) 0 pts (0.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Gunpowder** **Heart of the Tundra**
 (45 Max) (20 Least) (0 NoLimit) (25 Max) (20 Max)

Characters



HETMAN #1

Hetman - Standard - Cavalry - 25x50

265 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	9	Battle Hardened	
Defensive	HP	Def	Res	Arm	
	3	6	4	0	Heavy Armour
Offensive	Att	Off	Str	Ap	Agi
Hetman	4	6	4	1	6
Hand Weapon					



MOUNT STEPPE HORSE

Global	Adv	Mar	Dis	Model Rules	
	8"	16"	C		
Defensive	HP	Def	Res	Arm	
	C	C	C	C+1	
Offensive	Att	Off	Str	Ap	Agi
Steppe Horse	1	3	3	0	3

Options Steppe Horse • Lance • Bow (3+) • Plate Armour • Shield • General



YESAUL #1

Yesaul - Standard - Cavalry - 25x50

300 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Battle Hardened	
Defensive	HP	Def	Res	Arm	
	3	5	4	0	Heavy Armour
Offensive	Att	Off	Str	Ap	Agi
Yesaul	3	5	4	1	5
Hand Weapon					



MOUNT STEPPE HORSE

Global	Adv	Mar	Dis	Model Rules	
	8"	16"	C		
Defensive	HP	Def	Res	Arm	
	C	C	C	C+1	
Offensive	Att	Off	Str	Ap	Agi
Steppe Horse	1	3	3	0	3

Options Lance • Bow (3+) • Plate Armour • Shield • Battle Standard Bearer • Steppe Horse • Banner of the Sudden Blizzard



ICE QUEEN #1

Ice Queen - Large - Cavalry - 50x75

465 POINTS



Global	Adv	Mar	Dis	Model Rules	
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Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Wizard Apprentice, Battle Hardened	
Defensive	HP	Def	Res	Arm	
	1	4	3	0	
Offensive	Att	Off	Str	Ap	Agi
Ice Queen	1	4	3	0	4



MOUNT POLAR BEAR

Global	Adv	Mar	Dis	Model Rules	
	6"	12"	C	Fear	
Defensive	HP	Def	Res	Arm	
	4	C	5	C+2	
Offensive	Att	Off	Str	Ap	Agi
Polar Bear	4	4	5	2	4

Options	Wizard Master • Polar Bear • Witchcraft
Core	



COSSACKS #1

Cossacks x10 - Standard - Infantry - 20x20

150 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Scoring, Battle Hardened	
Defensive	HP	Def	Res	Arm	
	1	3	3	0	
Offensive	Att	Off	Str	Ap	Agi
Cossack	1	3	3	0	3

Options	Champion • Musician • Standard Bearer
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PANCERNI #1

Pancerni x5 - Standard - Cavalry - 25x50

180 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	8	Scoring, Bodyguard, Battle Hardened	
Defensive	HP	Def	Res	Arm	
	1	3	3	1	
Offensive	Att	Off	Str	Ap	Agi
Pancerni	1	3	3	0	4
Steppe Horse	1	3	3	0	4

Special



WINGED HUSSARS #2

Winged Hussars x8 - Standard - Cavalry - 25x50

431 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	8	Battle Hardened	
Defensive	HP	Def	Res	Arm	
	1	4	3	1	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Winged Hussar	1	4	4	1	4	Devastating Charge (Fear, Fear), Long Lance
Steppe Horse	1	3	3	0	3	Harnessed, Fleet of Hoof

Options	Black Griffon Wings • Champion • Musician • Standard Bearer
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WINGED HUSSARS #1

Winged Hussars **x10** - *Standard - Cavalry - 25x50*

535 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	8"	16"	8	Battle Hardened		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	3	1	Heavy Armour, Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Winged Hussar	1	4	4	1	4	Devastating Charge (Fear, Fear), Long Lance
Steppe Horse	1	3	3	0	3	Harnessed, Fleet of Hoof


Options	Black Griffon Wings • Champion • Musician • Standard Bearer
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STEPPE RAIDERS #1


Steppe Raiders **x5** - *Standard - Cavalry - 25x50*

150 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	8"	16"	7	Feigned Flight, Vanguard, Light Troops, Battle Hardened		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	3	1		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Steppe Raider	1	3	3	0	4	Shortbow (3+, 3+)
Steppe Horse	1	3	3	0	3	Harnessed, Fleet of Hoof


Options	Musician
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STEPPE RAIDERS #2

Steppe Raiders **x5** - *Standard - Cavalry - 25x50*

150 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	8"	16"	7	Feigned Flight, Vanguard, Light Troops, Battle Hardened		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	3	1		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Steppe Raider	1	3	3	0	4	Shortbow (3+, 3+)
Steppe Horse	1	3	3	0	3	Harnessed, Fleet of Hoof

Options	Musician
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URSINE KNIGHTS #1

Ursine Knights **x4** - *Large - Cavalry - 50x75*

410 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	6"	12"	8	Fear, Scoring, Battle Hardened		

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	4	5	2	Heavy Armour, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Ursine Knight	1	4	4	1	4 Halberd
Bear	3	4	4	1	4 Harnessed, Lethal Strike, Devastating Charge (+1 Str +1 AP, +1 Str +1 AP)

Options	Champion • Musician • Standard Bearer
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Magics

Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
Armour of Ice				
<i>Mf</i>	<6+> {10+}	<24"> { 12" aura}	Translation missing: en.magic_spell.type_target.Augment	One Turn
<i>The target gains +1 Armour and Regeneration (6+).</i>				



Witchcraft

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
3	Twisted Effigy	5+ [7+]	36"	Hex	One Turn	The target cannot use Shooting Attacks [and suffers a -2 modifier to its casting rolls].
4	The Wheel Turns	8+ [10+]	24"	Hex	One Turn	Melee Attacks made by [and distributed towards] R&F models in the target unit are set to wound on a 4+, and Close Combat Attacks made by [and allocated against] R&F models in the target unit additionally are set to hit on a 4+, regardless of Offensive Skill, Defensive Skill, Strength, and Resilience. Apply this effect before other to-hit and to-wound modifiers.
5	Will-o'-the-Wisp	8+ [8+]	18"	Universal	One Turn	The target gains Random Movement (2D6 [3D6])
6	Bewitching Glare	8+ [12+]	18"	Hex	One Turn	Melee [and Shooting] Attacks against the target must reroll failed to-wound rolls.
1	Raven's Wing	7+ [9+]	18"	Augment	Instant	The target may perform a 8" [12"] Magical Move and gains Fly and Light Troops until the end of the Player Turn. Nominate a single model part affected by the spell. This model part may perform a Sweeping Attack during the move (possibly in addition to other Sweeping Attacks). This Sweeping Attack causes D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.
A	Evil Eye		24"	Universal	One Turn	If this spell targets a friendly unit, the target gains +1 Advance Rate and +2 March Rate. If this spell targets an enemy unit, the target suffers -1 Advance Rate and -2 March Rate, to a minimum of 3 and 6 respectively. A unit cannot be affected by this spell more than twice in the same Magic Phase.
2	Deceptive Glamour	4+ [6+]	24"	Hex	One Turn	The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility.

Magic banners

Banner of the Sudden Blizzard: The bearer's unit gains Hard Target.

One use only.

May be activated at the start of a Round of Combat. The bearer's unit gains Distracting until it is No Longer Engaged in Combat.

Model Rules

Battle Hardened: The model's Discipline value cannot be lower than 6 when taking any kind of Discipline Tests regardless of negative modifiers. (e.g negative Combat Score).

Bodyguard: When a Character is joined to a unit in which at least one model has Bodyguard, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

Bow:

Devastating Charge: Attacks & Weapons, Melee

A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all

of them when charging.

Divine Attacks: Successful Aegis saves taken against the attack must be rerolled.

Fear: Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are 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.

Fleet of Hoof: Units consisting entirely of models with Fleet of Hoof may reroll pursuit, overrun and fleeing rolls.

Great Weapon: Attacks made with a Great Weapon gain +2 Strength, +2 Armour Penetration and always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks

Halberd: Attacks made with a Halberd gain +1 Strength and +1 Armour Penetration. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

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

Lance: Attacks made with a Lance and allocated toward models in the wielders' Front Facing gain Devastating Charge (+2 Strength, +2 Armour Penetration). Infantry cannot use Lances.

Lethal Strike: If the attack wounds with a natural to-wound roll of 6+, its Armour Penetration is set to 10 and the target of the attack cannot take a Regeneration save against it.

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.

Long Lance: Melee Weapon.

Attacks made with a Long Lance and allocated toward models in the wielder's Front Facing gain Devastating Charge (+1 Attack, +3 Agility, +3 Strength and +3 Armour Penetration)

Quick to Fire:

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.

Shortbow: Shooting Weapon.

Range 18", Shots 2, Str 3, AP 0, Quick to Fire, Volley Fire

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

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Qr codes of your army

You 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.

Hetman #1	Yesaul #1	Ice Queen #1	Cossacks #1	Pancerni #1	Winged Hussars #2	Winged Hussars #1	Steppe Raiders #1	Steppe Raiders #2	Ursine Knights #1
