




MAKHAR

LIST MAKHAR #1 - 2 500 POINTS




1020 pts (41.00 %) 405 pts (16.00 %) 1275 pts (51.00 %) 1075 pts (43.00 %)
Characters **Core** **Raining Death** **Special**
 (35 Max) (35 Least) (40 Max) (0 NoLimit)

Characters



MAKHAR GYULA #2
 Makhar Gyula - Standard - Infantry - 25x25mm

110 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




MAKHAR GYULA #1
 Makhar Gyula - Standard - Infantry - 25x25mm

205 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

Options | General • Shield • Throwing Weapons (4+) • Mare's Shelter • Mammoth-Hide Cloak




ENAREE #2
 Táltos - Standard - Infantry - 25x25mm

295 POINTS




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

Options | Wizard Adept • Pyromancy • Binding Scroll x1 • Dragonfire Gem • Alchemist's Alloy



ENAREE #1
 Táltos - Standard - Infantry - 25x25mm

410 POINTS



Global	Adv	Mar	Dis	Model Rules	

<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


Options	Wizard Master • Shamanism • Binding Scroll x1
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Core

Core		HORSE ARCHERS #1 Horse Archers x8 - Standard - Cavalry - 25x50mm	305 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 • Standard Bearer • Flaming Standard
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Core		STEPPE WOLFHOUND #1 Steppe Wolfhounds x5 - Standard - Beast - 25x50mm	100 POINTS	
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<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

Special

		MAKHAR FLAYERS #2 Makhar Flayers x7 - Standard - Cavalry - 25x50mm	302 POINTS	
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<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>
Makhar Flayer	1	4	4	0	4 Beast Taker
Shadow Chaser	1	3	3	0	4 Harnessed

Options	Shield • Light Lance • Musician • Recurve Bow (3+) with Parting Shot
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MAKHAR FLAYERS #1

Makhar Flayers x8 - Standard - Cavalry - 25x50mm

333 POINTS



Global	Adv	Mar	Dis	Model Rules		
	10"	20"	8	Strider, Feigned Flight, Vanguard, Light Troops, Makhar Battle Fever		
Defensive	HP	Def	Res	Arm		
	1	4	3	1	Light Armour	
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 • Light Lance • Musician • Recurve Bow (3+) with Parting Shot
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MAKHAR CHARIOT #1

Makhar Chariot x3 - Large - Construct - 50x100mm

440 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	12"	8	Light Troops, Swiftstride, Makhar Battle Fever, Parting Shot		
Defensive	HP	Def	Res	Arm		
	4	4	4	1	Light Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Makhar Crew(4)	1	4	4	0	3	
Horse(2)	1	3	4	0	3	Harnessed
Chassis			4	1		Inanimate, Impact Hits (D6, D6)

Options	Vanguard (6") • Recurve Bow (3+) and Light Lance
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Magics

Racial Trait Spell

	Costing	Range	Type	Duration
Breath of the Steppe				
Mf	6+ 8+	36" 18"	Ground	Last 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.				



Pyromancy

		Costing	Range	Type	Duration	Effect
5	Scorching Salvo	8+	24"Aura	Hex, Damage	Instant	The target suffers D3+1 hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
3	Flaming Swords	8+ [11+]	18" [6"Aura]	Augment	Last one Turn	The target gains Flaming Attacks and Magical Attacks. In addition, the target's Melee and Shooting Attacks gain a +1 to-wound modifier.
4	Pyroclastic Flow	7+ [10+]	24" [12"]	Hex, Missile, Damage	Instant	The target suffers 2D6 [3D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.
6	Enveloping Embers	10+	24"	Hex, Damage, Direct	Instant	Each model in the target unit suffers 1 hit with Strength 3, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
2	Cascading Fire	5+ [8+]	24" [12"]	Hex	Last one Turn	The target suffers D6 [2D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
4	Blaze		18"	Hex, Missile, Damage	Instant	The target suffers 1 hit with Strength 6, Armour Penetration 2, Flaming Attacks, and Magical Attacks.

		Casting	Range	Type	Duration	Effect
1	Fireball	4+	36"	Hex, Missile, Damage	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.



Shamanism

		Casting	Range	Type	Duration	Effect
5	Totemic Summon	10+ [12+]	96"	Ground	Instant	Summon a Totemic Beast (profile below). It must be placed within 1" [10"] of the Board Edge. Totemic Beast (for Totemic Summon) single model Size Large Type Beast Base 40x40 mm Global Adv Mar Dis Model Rules 3D6" - 7 Fearless, Random Movement (3D6") Defensive HP Def Res Arm 3 3 5 - Offensive Att Off Str AP Agi 4 3 5 2 3 Breath Attack (Str 3, AP 0)
3	Savage Fury	5+ [8+]	12" [24"]	Universal	Last one Turn	The target gains Frenzy and Battle Focus.
4	Chilling Howl	6+ [10+]	36"	Hex	Last one Turn	All units within 6" [12"] of the target when the spell is cast suffer a -1 to-wound modifier on their Shooting [Ranged] Attacks [including effects of spells cast while affected by spell effects].
6	Break the Spirit	9+ [11+]	18" [36"]	Hex	Last one Turn	The target suffers a -1 to-hit modifier, and treats all Terrain (including Open Terrain) as Dangerous Terrain (2).
1	Awaken the Beast	5+ [7+]	18"	Augment	Last one Turn	The target gains +1 Strength and +1 Armour Penetration [+1 Resilience].
A	Scarification		Caster		Last one Turn	Melee Attacks against the target can never wound on better than 5+.
2	Swarm of Insects	5+ [8+]	24" [48"]	Hex, Missile, Damage	Permanent	Immediately after successfully casting this spell, the target suffers 5D6 hits with Strength 1, Armour Penetration 0, and Magical Attacks. If one or more unsaved wounds are caused, the target suffers -1 to hit with its Shooting Attacks. This spell is immediately ended when the target performs an Advance, March, Charge, Failed Charge, or Pursuit Move.

Magic items

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

Alchemist's Alloy: The wearer gains +1 Armour and suffers -2 Offensive Skill.

Binding Scroll: One use only. May be activated after Siphon the Veil (at the end of step 3 of the Magic Phase Sequence). When activated, pick an enemy model and select one of its Attribute, Bound, or Learned Spells. The selected model cannot cast the chosen instance of the spell during this Magic Phase. Only a single Binding Scroll may be activated during the same phase.

Dragonfire Gem: The bearer gains Aegis (2+, against Flaming Attacks). The bearer automatically fails all Fortitude Saves.

Magic banners

Flaming Standard: One use only. May be activated at the start of a Round of Combat or before shooting with the bearer's unit. The bearer's unit gains Flaming Attacks. If activated when Engaged in Combat, the effect lasts until the bearer's unit is no longer Engaged in Combat. If activated before shooting with the bearer's unit, the effect lasts until the end of the phase.

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.

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.

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

Impact Hits: At Initiative Step 10, a charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's Strength and Armour Penetration.

If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). In multipart models, only model parts that also have Harnessed or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.

Inanimate: Inanimate - Melee

Model parts with Inanimate cannot make Close Combat Attacks and cannot use Shooting Weapons. Shooting Weapons carried by model parts with Inanimate can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate).

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.

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.

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.

Swiftstride: When a unit composed entirely of models with Swiftstride rolls Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 (normally this will lead to rolling 3D6) and discards the lowest D6 rolled.

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.

Makhar Gyula #2



Makhar Gyula #1



Enaree #2



Enaree #1



Horse Archers #1



Steppe Wolfhound #1



Makhar Flayers #2



Makhar Flayers #1



Makhar Chariot #1

