



MAKHAR

TEST MAKHAR1 - 4 112 POINTS



970 pts (24.00 %) 2842 pts (69.00 %) 1158 pts (28.00 %) 300 pts (7.00 %)

Characters **Core** **Raining Death** **Special**
 (35 Max) (35 Least) (40 Max) (0 NoLimit)

Characters



MAKHAR GYULA #1
 Makhar Gyula - Standard - Cavalry - 25x50mm

275 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 • Shield • Spear • Black Stallion • Mare's Shelter • Recurve Bow (2+) and Parting shot • Feigned Flight and Vanguard and Light Troops



MAKHAR GYULA #2
 Makhar Gyula - Standard - Cavalry - 25x50mm

290 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 | Battle Standard Bearer • Shield • Spear • Black Stallion • Recurve Bow (2+) and Parting shot • Feigned Flight and Vanguard and Light Troops



ENAREE #1
Táltos - Standard - Cavalry - 25x50mm

405 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					



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

Wizard Master • Black Stallion • Shamanism

Core

Core

STEPPE WOLFHOUND #1
Steppe Wolfhounds x5 - Standard - Beast - 25x50mm

100 POINTS



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

Core



HORSE ARCHERS #1
Horse Archers x15 - Standard - Cavalry - 25x50mm

386 POINTS



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

Options

Musician

Core



HORSE ARCHERS #2
Horse Archers x15 - Standard - Cavalry - 25x50mm

386 POINTS



Global	Adv	Mar	Dis	Model Rules	
	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  **HORSE ARCHERS #3** 386 POINTS 

Horse Archers x15 - Standard - Cavalry - 25x50mm

<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 #1** 516 POINTS 

Makhar Lancers x18 - Standard - Cavalry - 25x50mm

<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 • Banner of Speed
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Core  **MAKHAR LANCERS #2** 516 POINTS 

Makhar Lancers x18 - Standard - Cavalry - 25x50mm

<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 • Banner of Speed
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Core  **MAKHAR LANCERS #3** 552 POINTS 

Makhar Lancers x18 - Standard - Cavalry - 25x50mm



<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 • Banner of Speed
<h2>Special</h2>	

	MAKHAR CHARIOT #1 Makhar Chariot - Large - Construct - 50x100mm	150 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	12"	8	Light Troops, Swiftstride, Makhar Battle Fever, Parting Shot	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	4	4	1	Light Armour, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
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	Heavy Armour and Makhar Lance
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	MAKHAR CHARIOT #2 Makhar Chariot - Large - Construct - 50x100mm	150 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	12"	8	Light Troops, Swiftstride, Makhar Battle Fever, Parting Shot	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	4	4	1	Light Armour, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Makhar Crew(4)	1	4	4	0	3
Horse(2)	1	3	4	0	3
Harnessed					
Chassis			4	1	Inanimate, Impact Hits (D6, D6)

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<h3>Breath of the Steppe</h3>				
<i>Mf</i>	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.				



Shamanism

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
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].
3	Savage Fury	5+ [8+]	12" [24"]	Universal	Last one Turn	The target gains Frenzy and Battle Focus.
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.
A	Scarification		Caster		Last one Turn	Melee Attacks against the target can never wound on better than 5+.
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)
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].

Magic banners

Banner of Speed: A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.

Model Rules

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.

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.

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

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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.

Makhar Gyula #1



Makhar Gyula #2



Enaree #1



Steppe Wolfhound #1



Horse Archers #1



Horse Archers #2



Horse Archers #3



Makhar Lancers #1



Makhar Lancers #2



Makhar Lancers #3



Makhar Chariot #1



Makhar Chariot #2

