



# MAKHAR

## MAKHARS FULL CAV ARCHERS - 4 496 POINTS



1230 pts (27.00 %) 2358 pts (52.00 %) 1488 pts (33.00 %) 908 pts (20.00 %)  
**Characters**      **Core**      **Raining Death**      **Special**  
 (35 Max)      (35 Least)      (40 Max)      (0 NoLimit)

### Characters



#### MAKHAR GYULA #1

Makhar Gyula - Standard - Cavalry - 25x50mm

370 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

<b>Options</b>	General • Black Stallion • Stallion's Tempest
<b>Magic items</b>	Hawthorne Curse (Hand Weapon) • Destiny's Call (Heavy Armour)



#### TALTOS #1

Táltos - Standard - Cavalry - 25x50mm

480 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

<b>Options</b>	Wizard Master • Black Stallion • Pyromancy
<b>Magic items</b>	Book of Arcane Mastery



## MAKHAR GYULA #2

Makhar Gyula - Standard - Cavalry - 25x50mm

380 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

<b>Options</b>	Battle Standard Bearer • Black Stallion • Recurve Bow (2+) and Parting shot (Wildfire Burst) • Makhar Lance
<b>Magic items</b>	Wildfire Burst (Recurve Bow (2+) and Parting shot)
<b>Magic banners</b>	Banner of Speed (Battle Standard Bearer)

Core



## MAKHAR LANCERS #1

Makhar Lancers x14 - Standard - Cavalry - 25x50mm

460 POINTS



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

Harnessed

<b>Options</b>	Standard Bearer • Musician • Champion • Makhar Lance • Lamellar barding
<b>Magic banners</b>	Stalker's Standard (Banner Enchantment)



## MAKHAR LANCERS #2

Makhar Lancers x12 - Standard - Cavalry - 25x50mm

410 POINTS



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

Harnessed

<b>Options</b>	Standard Bearer • Musician • Champion • Makhar Lance • Lamellar barding
<b>Magic banners</b>	Stalker's Standard (Banner Enchantment)



### HORSE ARCHERS #1

Horse Archers x20 - Standard - Cavalry - 25x50mm

496 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	16"	8	, Parting Feigned Flight, Vanguard, Light Troops, Makhar Battle FeverShot		
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

<b>Options</b>	Champion • Musician • Standard Bearer
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### HORSE ARCHERS #2

Horse Archers x20 - Standard - Cavalry - 25x50mm

496 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	16"	8	, Parting Feigned Flight, Vanguard, Light Troops, Makhar Battle FeverShot		
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

<b>Options</b>	Champion • Musician • Standard Bearer
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### HORSE ARCHERS #3

Horse Archers x20 - Standard - Cavalry - 25x50mm

496 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	16"	8	, Parting Feigned Flight, Vanguard, Light Troops, Makhar Battle FeverShot		
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

<b>Options</b>	Champion • Musician • Standard Bearer
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Special



### WARRIOR KNIGHTS #1

Warrior Knights x7 - Standard - Cavalry - 25x50mm

434 POINTS



Global	Adv	Mar	Dis	Model Rules	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	14"	8	, Path of the Scoring, Fearless Favoured	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	, Hell-Forged Shield Armour
	1	5	4	2	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Warrior Knight</b>	2	5	4	1	4
<b>Black Steed</b>	1	3	4	0	3
Harnessed					

<b>Options</b>	Lance • Champion • Musician • Standard Bearer
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## WARRIOR KNIGHTS #2

Warrior Knights x7 - Standard - Cavalry - 25x50mm

# 474 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	14"	8	, Path of the Scoring, Fearless Favoured	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	, Hell-Forged Shield Armour
	1	5	4	2	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Warrior Knight</b>	2	5	4	1	4
<b>Black Steed</b>	1	3	4	0	3
Harnessed					

<b>Options</b>	Lance • Champion • Musician • Standard Bearer
<b>Magic banners</b>	Stalker's Standard (Banner Enchantment)

## Magics

### Racial Trait Spell

	Casting	Range	Type	Duration
<b>Breath of the Steppe</b>				
<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 <b>{Soft}</b> <b>{Hard}</b> Cover. The Tornado Marker is Dangerous Terrain (2) {3}, even for models with Strider.				



### Pyromancy

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>6</b>	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.
<b>2</b>	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.
<b>3</b>	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.
<b>1</b>	Fireball	4+	36"	Hex, Missile, Damage	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.
<b>4</b>	Blaze		18"	Hex, Missile, Damage	Instant	The target suffers 1 hit with Strength 6, Armour Penetration 2, Flaming Attacks, and Magical Attacks.
<b>5</b>	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.
<b>4</b>	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.

## Magic items

**Book of Arcane Mastery:** The bearer's first Casting Attempt in each Magic Phase gains a +2 Casting Modifier. When using a single Magic Dice for this Casting Attempt, a natural roll of '1' or '2' on the Magic Dice is always a failed Casting Attempt, regardless of any modifiers.

**Destiny's Call:** The wearer gains Aegis (4+) and its Armour is set to 3 and can never be improved beyond this.

**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 (1×5)**, **Reload!**, **Multiple Wounds (D3)/[b]**. This Shooting Attack never suffers negative to-hit modifiers.

**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.

## Magic banners

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

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

## 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.

**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.

**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).

**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.

**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

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



Táltos #1



Makhar Gyula #2



Makhar Lancers #1



Makhar Lancers #2



Horse Archers #1



Horse Archers #2



Horse Archers #3



Warrior Knights #1



Warrior Knights #2

