

Army Lists: The Kingdom of Akhos and the Skathii Warriors- Land of the Black Sand

Army Special Rules

Mental Conditioning: The Skathii Warriors have spent centuries honing their minds to show no fear in the face of danger, lest their souls be claimed by madness. All Akhos units may re-roll failed Drive tests.

Blessing/Curse of the Black Vapor: Skathii will always attack before enemies with lower I stats.

Flying Carpet

35 pts each

M	S	MT	RT	I/ACT	A	D	E	P
10	0	0	0	0/1	0	0	14	10

Flying, Sprint, Blitzkrieg

Transport: Skathii infantry may be mounted on a Flying Carpet. Up to 15 infantry models may be mounted on a single carpet. If a unit requires more than one Carpet, the Carpets behave like a unit. At any point in the unit's UT, the unit may disembark. To disembark, place the models in the unit anywhere where they are in formation with the Carpet (within 3"). A unit may not return to a Carpet once it has disembarked. If the carpet has not moved, a disembarking unit may act freely. If the Carpet has moved, but not run or sprinted, the unit may not move, but may shoot and charge as normal. If the Carpet has run or sprinted, the unit may not disembark at all. A unit may not shoot while embarked on a Carpet, they are too busy trying not to fall off! Units may not disembark if locked in combat.

Crash: if a carpet is destroyed before its unit has disembarked, remove the carpet model. Place the unit so that no model is more than 3" from where the carpet had been. Each model in the unit suffers a single "attack" at MT5, S5.

Aerial Maneuvers: AOE templates that do not land on the Carpet (meaning, the center hole does not touch the Carpet) do not damage the carpet.

2 Damage

Basic Profile

M	S	MT	RT	I/ACT	A	D	E	P
6	5	7	5	7/1	1	8	12	8

Regular

Citadel Guardians 10-20

15 pts each

M	S	MT	RT	I/ACT	A	D	E	P''
6	5	7	5	7/1	1	8	12	10

Gear: Billhook (Citadel Guardians ignore bonus granted by shields and defensive formation, reach), Light Armor (+1P, already included in profile), Shield (+1P, already included in profile)

Special: Defensive formation

Options: Carpet

Siphai Pirates 10-20

15 pts

M	S	MT	RT	I/ACT	A	D	E	P
6	5	7	5	7/1	2	8	12	9

Gear: Dual Cutlasses (+1A, already included in profile), Grapple Hooks (models that flee from Siphai Pirates in melee flee d5 fewer inches), Light Armor (+1P, already included in profile)

Akinji Raiders 5-15

30 pts each

M	S	MT	RT	I/ACT	A	D	E	P
9	5	5	7	8/1	1	8	13	10

Gear: Light armor (+1P already included), Cutlass, Bow, Light Cavalry (+1E and +1P, already included in profile)

Special: shot on the run (this unit may fire while embarked on a Flying Carpet), skirmish: the raiders may choose to flee as though they had failed a Drive Test when charged. If they do and have not taken their action that GT, they only flee their M, and may automatically take a single shot each at -1RT at the charging unit. Otherwise, they flee as normal. If they use this rule, they get a +1 to rally.

Bow

Range	S	#
20	6	1

Ghal Pack 10-20

10 pts each

M	S	MT	RT	I/ACT	A	D	E	P
6	6	7	5	7/1	2	9	13	9

Gear: tough hide (counts as light armor, +1P, already included)

Special: Enraged

Original: Fear (few soldiers wish to attack these slaving beasts, units must pass a Drive test to charge a Ghal Pack), (any hit roll of 10 becomes poisoned (+d5 damage), Stupid (no characters may join this unit, and this unit may not make use of Flying Carpets), cover crawler.

Elite

Sultan's Guard 10-15

30 pts each

M	S	MT	RT	I/ACT	A	D	E	P
6	6	8	5	8/1	3	9	12	10

Wargear: Heavy armor (+2P already included), Halberd (+1S, already included, gain an additional +1S when charging), sword, shield (+1P, not included)

Special: Elite (Sultan's Guard re-roll misses in melee), Stubborn (Sultan's Guard never take penalties to D), multiple weapons (at the beginning of each GT, the Skathii player chooses to use either the Halberds or the swords and shield. If he does not choose, it is assumed that the unit uses the gear it used last turn).

Yamissaries 10-20

15 pts

M	S	MT	RT	I/ACT	A	D	E	P
6	5	5	6	7/1	1	8	12	9

Gear: Light Armor (+1P, already included in profile), Composite Longbow

Composite Longbow

Range	S	#
25	6	1

Special: Move or Fire, Volley: For every 10 models in the unit, you may fire a Volley. Designate which 10 are participating in the volley, and which is the "firing model" (this is mostly for distance). Place a 5" AOE with its center anywhere within the range of the firing model. It scatters the full distance (arcing). All models under the template are hit at S6.

Options: for 5 points per model, the unit may exchange their Composite Longbows for

Crossbows

Crossbow

Range	S	#
20	6	1

Special: -1P granted by armor

For 5 points per model, the unit may take Impregnated Ammo: once per game, the Yamissaries may apply a special effect to their ranged attacks. Both special effects may be used each game, once each (they may not be used at the same time). These special effects may not be used with the Composite Longbow's Volley ability:

Hallucinogenic-a unit that takes a casualty from this volley takes a Drive Test at -1D. If they fail, they flee as normal.

Hellfire-deals at least 1 damage if it hits

Specialist

Ghal Hunters 7-15

30 pts each

M	S	MT	RT	I/ACT	A	D	E	P
6	5	8	6	8/1	2	9	13	9

Gear: Shadow Skin (+1E vs shooting while in area terrain or otherwise benefiting from cover or concealment), Dual Swords (+1A, already included), hand crossbows, light armor (+1P, already included).

Special: Infiltrate, Impeccable Balance (Ghal Hunters ignore Rough and Hazardous Ground).

Options: for 5 points per model, the unit may purchase Grapple Hooks (models that flee from the Ghal Hunters in melee flee d5 fewer inches). For 5 points each, one model for every 5 in the unit may purchase a Net Gun (4" spray, no S, models hit suffer -1E until the end of the current GT. This attack has the assault special rule).

Hand crossbow

Range	S	#
15	6	2

Assault

Brotherhood of Shulaaswad 5-10

40 pts each

M	S	MT	RT	I/ACT	A	D	E	P
6	5	5	5	8/1	1	9	13	10

Black Fire Magic: once per action, the unit may choose one of the following abilities to use:

Rain of Fire: for every 2 models in the unit, rounding down, place a 3", S6 template anywhere within 20" of a model in the unit. A single model may only be used to measure range for a single template.

Wall of Fire: draw a straight line that is 2" long per Brotherhood model. Place it anywhere completely within 15" of any model in the unit. Models that move through this line take a single S6 hit. Ranged attacks that go through the line suffer a -1RT (this includes templates). The line remains in play until the next time this unit acts.

Wave of Fire: each Brotherhood model in the unit makes a single S6, 6" spray attack.

Leader

Upgradable

45

M	S	MT	RT	I/ACT	A	D	E	P
6	6	8	7	8/1	2	8	13	8

Options:

5 pts: Light armor (+1P, +1E)

5 pts: Heavy armor (+2P)

20 pts: Black Grain armor (+3P, +1P against spells)

15 pts: Skin Plate (+2P, he and his unit gain the terrifying rule (see Ghal Pack)

25 pts: Thornmail (+2P, enemies who hit him in melee suffer a single attack at him MT and at S5. effects of the poison he is currently equipped with apply to this attack).

5 pts: Shield (+1P, may not be taken with Long Halberd, scythe or the dual cutlasses)

15 pts: Scimitar (+1MT, he can reroll damage rolls, must take the reroll if he uses it)

30 pts: Scythe (+1A for every enemy model this model threatens, reach)

5 pts: Dual Cutlasses (+1A)

5 pts: Billhook (ignore bonus granted by shields and defensive formation, reach)

15 pts: Long Halberd (+1S, reach)

10ts: Hand crossbows

Range	S	#
15	6	2

20 pts: Recurve

Range	S	#
35	7	2

Poisons, he may take up to 3 poisons, but he must choose which one he is using at the beginning of each GT. During each GT, he applies the effects of his chosen poison to all his attacks (both ranged and melee)

20 pts: Acidic Rust: he ignores bonus to P from armor (note that this does not include shields)

5 pts: Ghal Filth: any damage roll of 9 or 10 becomes poisoned (+d5).

5 pts: Salt: +1S

15 pts: Lotus Extract: models that take damage from damage rolls of 10 suffer Instant Death.

20 pts: Maddness Berry: Units with models damaged by him suffer -2D until the end of the current GT.

30 pts: Black Blood Mist: Units that lose models to him in melee must take a Drive Test at the end of combat as though they lost the combat, even if they won the combat. If they lost the combat, they suffer -1D in addition to any other penalties.

35 pts: Inner Fire: Units that lose models to him at range must take a Drive Test as though they had lost 50% of their unit. If they did lose 50% of their unit, they suffer an additional -1D.

30 pts: Ghal Blood: Models killed by him make a single attack against all models that are BTB with those models.

Zadash, Dervish of the Black Sands

160 pts

M	S	MT	RT	I/ACT	A	D	E	P
6	7	8	5	8/1	2	9	13	12

Gear: Entropic Scythe: Models that take damage from Zadash suffer Instant Death.

Special: Scythe Master (Zadash gets one bonus attack for each enemy model he threatens),

Black Sand Armor (+5P, +1P against Spells)

4 damage

Mozenrath, High Priest of the Sultanate

200

M	S	MT	RT	I/ACT	A	D	E	P
6	5	6	6	7/1	2	10	14	9

Gear: Gauntlet of Desdane (at the beginning of Mozenrath's UT, roll 2d10. If the result is 13 or less, he may cast an extra spell. He may roll a second time, requiring a 11 or less. If the second roll is a success, he may roll a third time, requiring a 9 or less. If he fails any of these rolls, he takes a Drive test at -1 per failed roll, and takes a point of damage per failed roll).

Spells: He may only cast a single spell per turn, unless the Gauntlet of Desdane grants him bonus spells. The spells need not affect the same targets.

Blinding Sandstorm: place a 4" AOE within 25" of Mozenrath, scatter as normal. The AOE counts as Rough Ground, Rough and Hazardous Ground for Flyers, and grants cover. This lasts until Mozenrath's next action.

Black Flame: Ranged attack with spell special rule, use one of the following profiles:

Range	S	#
25	7	6

OR

Range	S	#
8" Spray	7	1

Hellfire: target a unit. Each model in the unit that is within 15" takes a S4 hit, ignores bonuses to P from Gear.

Sandskin: a friendly unit within 30" suffers -1 MT and S, but gains +1E and P. this lasts until Mozenrath's next action.

Black Treason: target an enemy unit. Models in the unit within 15" of Mozenrath suffer a single Melee Attack at the target unit's majority MT and S (including gear)

Horrifying Haze: place a 5" AOE anywhere within 30" of Mozenrath, scatter normally. Enemy units with models in the AOE suffer -2D. this lasts until Mozenrath's next action

Upgrade: for 40 pts, Mozenrath may be mounted on Xerxes, his Tyrant Cobra. Xerxes is Monstrous. He grants the following benefits. Mozenrath gains M9, E14, P12, and gains 3 attacks at MT6, S7. Mozenrath also gains +1 damage. Xerxis may reroll hazardous ground test.

5 damage

Paragon

Hashishim 1-3

60 pts per Hashishim.

M	S	MT	RT	I/ACT	A	D	E	P
6	6	9	5	9/1	5	8	14	8

Gear: dual Swords (+1A, already included)

Special: Fatal Blow (any damage roll of 10 instantly kills its target), Assassin: the assassin may choose which models he hits (they must still be legal targets), Hidden: Like leaders, the assassin is deployed with a unit, but which unit is not revealed. Rather, write it down and put the paper aside. At the beginning of his unit's UT, the controlling player may reveal which unit the assassin is in. If the player does, the assassin is placed on the table in formation with his unit. If his unit is in melee, place him B2B with a member of the enemy unit, even if it places him out of formation. Other than this, he must remain in formation after being revealed. The turn that the assassin is revealed, he attacks at the beginning of melee, regardless of I values. Once he has been revealed, an assassin may not return to hiding

Elite

Separate: each Hashishim deploys to a different unit.

Scythos Dervishes 5-10

40 pts per

M	S	MT	RT	I/ACT	A	D	E	P
6	6	8	5	8/1	2	9	13	10

Gear: Heavy Scythe (reach), heavy armor (+2P, already included)

Special: Scythe Master (Scythos Dervishes gain +1A for each enemy model they threaten)