

# Kharn-Ages

## Mathys



135

III

Limitation P

KAGNMA1

## Mathys

AP 9

HP 30



-1 5 -2



V  
P  
A  
C  
T  
I

4

5

4

5

4

5

- Authority.
- Duellist 3.
- Skilled swordsman.
- Master “convincing/negotiating”.
- Can “loot”.
- Brothers in arms.

III  
Lim. P



# Mathys' Assets

- Ice-Shadow (bastard sword) : +3 in ATT and causes the “frostbite” effect (1/turn /opponent), also adds +3 in DEF if handled with 2 hands.
- Mathys' Mark : this breakthrough coin allows to bribe a Safar in his ZOC 1/turn. Roll one D10 : on a CF Mathys loses 1AP for the turn, elseway he steals 1 from the target.
- Inspiration : if Mathys is the leader, and for as long as he is alive, the Brothers in arms within his Spearhead all possess all the skills conferred by the Brothers in arms in play.



*Linked to Mathys*



# Brothers in Arms

Mathys and his companions are linked to each other by their common adventures, but also know how to split the duration of a mission.

When they are at least 2 Brothers in arms in a Spearhead, they all win the “stateless” feature.

In addition, they acquire the following skills separately as if they were written on their profile card :

- Mathys : Awakened.
- Bharbathos : Specialist “objective”
  - Sükh : Heroic “attack”
  - Kaito: Heroic “defence”.
  - Gakere : Harassment.

*Linked to Mathys  
and his companions.*



# Kharn-Ages

## Bharbathos



III

Limitation P



KAGNBA1

## Bharbathos



V  
P  
A  
C  
T  
I

- 4 Endurance.
- 3 Bite.
- 4 Ambush, when he is revealed his 1<sup>st</sup> attack gains +3 and +1 in damage.
- 3 Harassment.
- 3 Brothers in arms.
- 5 Osteomancy.

Gall Fang(1 ) ..... -15 

Poisons the victim.

III  
Lim. P



# Kharn-Ages

## Gakere



II

Limitation P

KAGNGAI

## Gakere

AP 9

HP 24



V  
P  
A  
C  
T  
I

4


5



4

5

4

2

- Bunt.
- War Paintings (+5 )  
+1 in attack and damage.
- Survival instinct.
- Heroic "defence".
- Exceptional.
- Brothers in arms.

Sarissa pike (2 ) ..... -20   
Reach 2"/Armour-piercing 1  
+1 damage/Fright 12.

II  
Lim. P





# Kharn-Ages

## Dark Agent

Limitation 2



KAGNASI



V  
P  
A  
C  
T  
I

Lim. 2

## Dark Agent



- Survival instinct.
- Shadow cape.
- Skeleton key.
- Warrior's trick.

Dagger (1 ) ..... -12   
 3 damage/Bleeding 2.  
 No attack with C.



# Kharn-Ages

## Dark Agent

V  
P  
A  
C  
T  
I



II

Limitation U

KAGNASI

## Dark Agent



- Executioner.
- Survival instinct.
- Shadow cape.
- Skeleton key.
- Warrior's trick.

Dagger (1 5) ..... -12

3 damage/Bleeding 2.

No attack with C.

II  
Lim. U



# Kharn-Ages

## Dark Agent

Limitation U

120



KAGNASI

## Dark Agent

V  
P  
A  
C  
T  
I



- Ambush.
- Survival instinct.
- Shadow cape.
- Skeleton key.
- Warrior's trick.

Dagger (1 ) ..... -12 

3 damage/Bleeding 2.

No attack with C.

Lim. U





# Black Guild Objective



+ Dark Agent's profile cards (Levels I, II & III).

## Dark Agent

- A Dark Agent is an infiltrator of the Black Guild. Recruited from all the kingdoms, it can come from any people.
- You can represent the desired Dark Agent profile by the unnamed and non-unique miniature of your choice. It acquires all the characteristics of the Agent profile.
- A Dark Agent Level I is played only on 40mm bases, Levels II and III are played on 40 or 50mm bases.



*Linked to the Black Guild.*



# Kharn-Ages

## Sükh



110

II

Limitation P



KAGNSU1

## Sükh



V 3  
P 5  
A 3  
C 5  
T 4  
I 3

- Thick Skin.
- Bunt.
- Brutal charge 1.
- Brothers in arms.
- Berserk "Kaito's death".
- Twins: as long as Kaito is alive, Sükh gets +2 in defence.

Slicers (2 ) ..... -20 

Reach 1,5"/+3 damage  
/Bleeding 2 on a CH (instead of additional damage).

II  
Lim. P



# Kharn-Ages

## Kaito



110

II

Limitation P

KAGNKA1

## Kaito



V 3  
P 5  
A 3  
C 5  
T 4  
I 3

- Thick Skin.
- Brutal charge 2.
- Sacrifice 2.
- Brothers in arms.
- Master "defence".
- Twins: as long as Sükh is alive, Kaito gains "unshakeable Faith".

The Fortress (2-5) ..... -20 +3 DEF/Repels of 2" and "dazes" the opponent.

II  
Lim. P



# Kharn-Âges

## Brute of the Guild



II


Limitation 2

KAGNBRI

## Brute of the Guild



V 3  
P 5  
A 3  
C 5  
T 4  
I 3

- Ally of the Khérops.
- Thick skin.
- Brutality 1.
- Sadistic.
- Executioner.
- Repellment.
- Pays 5  less for one-handed melee weapons.

II  
Lim. 2







# Kharn-Ages

## Thief of the Guild



I

Limitation 2

KAGNVOI

## Thief of the Guild

AP 8 ○○○○○○○○

HP 21 ●●●●●●●●●●

V  
P  
A  
C  
T  
I

4

2

6

3

3

5

• Ally of the Fangs.

• Bite.

• Endurance.

• Independent.

• Survival instinct.

• Leap 3.

• Shadow Cape.

• Skeleton key.

• Shadow ○.....-20

Generates his own activation marker in Battle mode.

I

Lim. 2

