

Kharn-Ages

# Paladin



II Limitation-3

KAKHPA1

# Paladin

AP 8 ○○○○○○○○

HP 30

V  
P  
A  
C  
T  
I

3 ○○○○○○○○

• Unshakeable faith.

Flanged mace (1- ) ..... -20

+1 damage/Adds twice the stature in case of multiple CH.

Heater Shield (1- ) ..... -12

Adds the lowest characteristic used by the attacker in defence.

○○○○○○

II  
Lim. 3



Kharn-Ages

# Paladin



155



Limitation-2

KAKHPA1

# Paladin

AP 9 ○○○○○○○○○

HP 30

V  
P  
A  
C  
I  
T  
I

4

6

3

5

5

3



○○○○○○○○○

• Unshakeable faith.

Bastard sword (1/2 ) ..... -15

+3 ATT.

+3 DEF if handled with 2 hands.

Heater Shield (1 ) ..... -12

Adds the lowest characteristic used by the attacker in defence.

○○○○○



Lim. 2



Kharn-Ages

# Warrior



I

Limitation 4

KAKHGUI

# Warrior

AP 7 ○ ○ ○ ○ ○ ○ ○ ○

HP 24

V  
P  
A  
C  
I  
T  
Y

4  
4  
3  
4  
4  
3

0 6 -1 ○ ○ ○ ○ ○ ○

Spear (2 ) ..... -15

Reach 2"

No attack with A.

I

Lim. 4



# Kharn-Ages

## Veteran Warrior

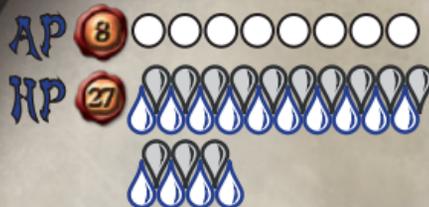


Limitation-3

KAKHGUI

Veteran

## Warrior



V  
P  
A  
C  
I  
T  
I

4

5

3

4

4

3

Spear (2 ) ..... -15 

Reach 2"

No attack with A.



Lim. 3



# Khârn-Ages

## Elite Warrior



III Limitation U

KAKHGUI

Elite

## Warrior

AP 9 ○○○○○○○○○○

HP 30 

 ○○○○○○

V  
P  
A  
C  
I  
T  
Y

• Rage of the fight : the Khârn Warriors within 5" of him have 1 free AP for the first attack of their activation.

Pertuisane (2-) ..... -28   
Reach 2"/+1 damage.  
/ Armour-piercing 1D5.

III  
Lim. U



KHARN-AGES

# Vanguard



**I** Limitation-3

KAKHAVI

# Vanguard

AP **8** ○○○○○○○○

HP **24** 

V  
P  
A  
C  
T  
I  
I

**-1**  **-2** ○○○○

- Bite.
- Slicing : can use the effect of P during a V+V attack, charge excluded.

Dagger x 2 (1  1 ) ..... -20 

3 damage/Bleeding 2.

**C** not allowed with a 1 AP attack.

**I**  
Lim. 3





# Kharn-Ages

## Elite Vanguard



III

Limitation U

KAKHAVI

Elite

## Vanguard

AP 9 ○○○○○○○○○○

HP 26

V  
P  
A  
C  
T  
I

-1 5 -2 ○○○○○○

- Bite. - Skilled swordsman.
- Slicing : can use P effect during a V+V attack, charge excluded.
- Strength of the ost : Vanguard within her aura always have 1 AP to defend.

Dagger x 2 (1 1 ) ..... -20

3 damage/Bleeding 2.

C not allowed with a 1 AP attack.

III  
Lim. U



Kharn-Ages

Prince



III

Limitation U

KAKHPRI

Prince

AP 9 ○○○○○○○○○○

HP 30

V  
P  
A  
C  
T  
I  
4



○○○○○○○○○

- Rally.
- Seal of the Steel Guild : once per game, the Prince and his allies can reroll a CF for free.

Bastard sword (1/2 ) ..... -15

+3 ATT.

+3 DEF if handled with 2 hands.

III  
Lim. U



Kharn-Ages

# Warrior



I

Limitation 4

KAKHGUI

# Warrior

AP 7 ○○○○○○

HP 24

V  
P  
A  
C  
I  
T  
I

4  
4  
3  
4  
4  
3

0 6 -1 ○○○○○○

2 handed axe (2 ) ..... -22

Reach 2" in defence

+2 damage

No attack with 1 AP.

I

Lim. 4



# Kharn-Ages

## Veteran Warrior



II Limitation-3

KAKHGU2

Veteran

## Warrior

AP 8 ○○○○○○○○

HP 27 

 ○○○○○○

V  
P  
A  
C  
I  
T  
Y

4  
5  
3  
4  
4  
3

2 handed axe (2-) ..... -22 

Reach 2" in defence  
+2 damage

No attack with 1 AP.

II  
Lim. 3



# Khârn-âges

Elite

## Warrior



Limitation U

KAKHGU2

Elite

## Warrior

V  
P  
A  
C  
I  
T  
Y

4  
6  
3  
5  
5  
3

AP 9 ○○○○○○○○○○

HP 30

○○○○○○

- Rage of the fight : the Khârn Warriors within 5" of him have 1 free AP for the first attack of their activation.

2 handed axe (2- ) ..... -22   
Reach 2" in defence / +2 damage  
/ No attack with 1 AP.





↑  
↑  
KHAHN-AGES

Order

Brother



II

Limitation-2

KAKHF11

Order

Brother

AP 8 ○○○○○○○○

HP 26

V  
P  
A  
C  
T  
I  
I

4  
5  
4  
4  
4  
5

- Member of the Order.
- Doctrine : uses the highest values of T and I among the members of the Order present in the Spearhead (excluding damage).
- Blood and Steel.

Flail (1 ) ..... -14

Reach 1"/+1 damage.

In case of CF, the Safar handling the flail undergoes the damage.

II

Lim. 2



KHARN-AGES

Order

Master



III

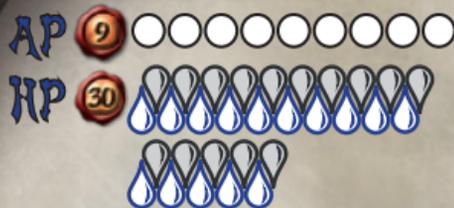
Limitation U

KAKHF11

Order

Master

V  
P  
A  
C  
T  
I



- Member of the Order.
- Doctrine : uses the highest values of T and I among the members of the Order present in the Spearhead (excluding damage).
- Blood and Steel.

Broadsword (1 ) ..... -12

+3 in attack.

Bleeding 2 on a CH.

III  
Lim. U



KHARN-AGES

Guard



II

Limitation-2

KAKHGA1

Guard

AP 8 ○○○○○○○○

HP 30

○○○○○○○○

V  
P  
A  
C  
T  
I  
3

- Executioner.
- Brutality 1.

War Hammer (2 ) ..... -35

Repels of 2" or +2 to the effect of C/Stuns on a CH/No attack with 1 AP.

Tabard: can reroll a failed armour test 1/turn. ○

II

Lim. 2



# KHARN-AGES

## Royal Guard



III

Limitation -2

KAKHGA1

Royal

## Guard

AP 9 ○○○○○○○○○○

HP 30

○○○○○○○○

V  
P  
A  
C  
I  
T  
Y

- Brutality 2.
- Duellist 2.

War Hammer (2 ) ..... -35

Repels of 2" or +2 to the effect of C/Stuns on a CH/No attack with 1 AP.

Tabard: can reroll a failed armour test 1/turn. ○

III  
Lim. 2





KHARN-AGES

Syrga



170

III

Limitation P

KAKHSY1

Syrga

AP 9 ○○○○○○○○○

HP 26



○○○○○○○

V  
P  
A  
C  
T  
I

6

4

5

3

5

4

- Skilled swordsman. - Bite
- Unshakeable faith. - Endurance.
- Strength of the Ost : Warriors and Paladins within her aura always have 1 AP to defend.

Damascus dagger (1 ) ..... -25   
+1 damage/Adds the effect of A for free, as soon as she uses the effect of V in attack.

III

Lim. P





Kharn-Ages

# Engueran



III

Limitation P

KAKHENI

# Engueran

AP 9 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

HP 30

V  
P  
A  
C  
T  
I

16-3

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

- Unshakeable faith.
- Specialist « defence ».
- Protector: can defend with a +4 bonus, instead of Prince Baudry or Syrga, if they are within his ZOC.
- The Paladins of his Spearhead cost 15 Krowns less if he is the leader.

III  
Lim. P





Kharn-Ages

Seneschal  
Key



II

Limitation P

KAKHKS1

V  
P  
A  
C  
T  
I  
I

4  
3  
4  
3  
6  
6

Seneschal

Key

AP 8

HP 26



- Awakened.
- Specialist « objective ».
- Filled pouch.
- Coward's trick.
- May spend 1 AP to leave a melee without attacking or defending.
- Convincing/negotiating : no CF.
- Cannot wield a shooting or 2-handed weapon.
- Can poison his weapon for 10  but it becomes non-transferable.

II

Lim. P



# Key the Machiavellian

- Key's spearhead can always choose its table edge.
- As long as there is a more expensive miniature in the opponent's Spearhead, he can decide to start the turn first, even if he is outnumbered, if he activates first.
- Double his damage on miniatures suffering from poison.



*Linked to  
Key the sénéchal.*



# Kharn-Ages

KHARN-AGES

# Archer



I

Limitation-3

KAKHARI

# Archer

AP 7 ○○○○○○○○

HP 24

V  
P  
A  
C  
I  
T  
I

0 5 -1 ○○○○○○

- Master Popinjay.
- Specialist « shooting ».
- Scout 2.

Bow (2 ) ..... -10

3/6

4 damage.

x12 ○○○○○○○○○○○○○○○○○

I

Lim. 3



# KHARN-AGES

## Veteran Archer



II

Limitation-2

KAKHARI

Veteran

## Archer

AP 8 ○○○○○○○○

HP 27

0-5-2 ○○○○○○

V  
P  
A  
C  
T  
I  
3

- Master archer.
- Specialist « shooting ».
- Scout 3.

Composite bow (2- ) .....-20

5/15

4 damage/Enables you to reroll 1D10 on a shot per activation.

x12 ○○○○○○○○○○○○

II  
Lim. 2



Kharn-Ages

Royal Archer



III

Limitation U

KAKHARI

Royal

Archer

AP 9

HP 30

V  
P  
A  
C  
T  
I  
3



6

- Master Popinjay and archer.
- Specialist et Heroic « shooting ».
- Scout 3.

War bow (2 ) ..... -25

4/8

5 damage/Considered as a Bastard Sword (+3 ATT/+3 DEF) in melee.

x12

III  
Lim. U





Kharn-Ages

# Gaubert

Paladin



Limitation P

KAKHGA1

V  
P  
A  
C  
T  
I

4  
6  
3  
5  
5  
3

# Gaubert

Paladin

AP 9 ○○○○○○○○○

HP 30

○○○○○○○○

- Unshakeable faith. • Executioner.
- Heroic « defence ». • Warlord 1.

Flail (1 ) ..... -14

Reach 1"/+1 damage. On a CF, the bearer undergoes the damage.

Heater Shield (1 ) ..... -12

Adds the lowest characteristic used by the attacker in defence.

○○○○○



Lim. P

