

# Kharn-Ages

## Paladin



II

Limitation-3

KAKHPA1

## Paladin

AP 8 ○○○○○○○○  
 HP 30 ●●●●●●●●●●  
 ●●●●●



○○○○○○○○○

V  
P  
A  
C  
T  
I

4

5

3

5

5

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.

○○○○○



Lim. 3



# Kharn-Ages

## Paladin



III

Limitation -2

KAKHPA1

## Paladin

AP 9

HP 30



V  
P  
A  
C  
T  
I

4

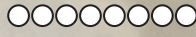
6

3



5

5

3



• Unshakeable faith.

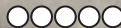
Bastard sword (1/2 ) ..... -15 

+3 ATT.

+3 DEF if handled with 2 hands.

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

Adds the lowest characteristic used by the attacker in defence.



III

Lim. 2



# Kharn-Ages

## Warrior



I

Limitation 4

KAKHGU1

## Warrior

AP 7

HP 24



0 6 -1

Spear (2-3) ..... -15

Reach 2"

No attack with A.

V  
P  
A  
C  
T  
I

4

4

3

4

4

3

I

Lim. 4



# Kharn-Ages

## Veteran Warrior



II

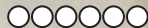
Limitation-3



KAKHGU1

Veteran

## Warrior

V  
P  
A  
C  
T  
I  
3



Spear (2 ) ..... -15 

Reach 2"

No attack with A.

II

Lim. 3







# Kharn-Ages

## Vanguard



I

Limitation-3

KAKHAVI

## Vanguard

AP 8 ○○○○○○○○  
 HP 24 ●●●●●●●●●●  
 ●●



○○○○

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

- 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

Shock

## Vanguard



II

Limitation-2

KAKHAVI

Shock

## Vanguard

AP 8 ○○○○○○○○  
 HP 24 ●●●●●●●●●●  
 ●●

1 5 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.

II

Lim. 2



# 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

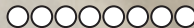
Limitation U

KAKHPRI

## Prince

AP 9

HP 30



V  
P  
A  
C  
T  
I

4  
6  
3  
5  
6  
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

KAKHGU1

## Warrior

AP 7

HP 24

V  
P  
A  
C  
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

V  
P  
A  
C  
T  
I

AP 8 ○○○○○○○○  
HP 27 

 ○○○○○○

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

Reach 2" in defence

+2 damage

No attack with 1 AP.

II

Lim. 3







# Kharn-Ages

Order

## Devout



I

Limitation 3

KAKHF11

Order

## Devout



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.

Club (1 ) ..... -0

Dazes on a CH during an attack or when the defender rolls a CF.

No attack with 3 AP.

I

Lim. 3



# Kharn-Ages

Order

## Brother



II

Limitation-2

KAKHF11

Order

## Brother



V  
P  
A  
C  
T  
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

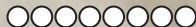
## Guard

AP 8

HP 30



-1 7 -3



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

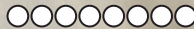
KAKHGA1

Royal

## Guard

AP 9

HP 30



V  
P  
A  
C  
T  
I

- 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



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.



Lim. P





# Kharn-Ages

## Engueran



III

Limitation P

KAKHENI

## Engueran

AP 9 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

HP 30 

V  
P  
A  
C  
T  
I

4

6

3

5

6

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

II  
Lim. P

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.





## 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

## Archer



I

Limitation 3

KAKHARI

## Archer



AP 7 ○ ○ ○ ○ ○ ○ ○ ○

HP 24        

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



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.



II  
Lim. 2



# Kharn-Ages

## Royal Archer



III

Limitation U

KAKHARI

Royal

## Archer

AP 9

HP 30

V  
P  
A  
C  
T  
I  
3



000000

- 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 000000000000

III  
Lim. U







# Kharn-Ages

## Gaubert

Paladin



III

Limitation P

KAKHGA1

## Gaubert

Paladin



AP 9

HP 30

V  
P  
A  
C  
T  
I

-1 7 -3

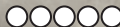
• Unshakeable faith. • Executioner.  
• Heroic « defence ». • Warlord 1.

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.



III  
Lim. P

