

Wargames Unlimited Presents

The Danuv

An Army List For No Quarter

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The Fantasy Battles Miniatures Wargame

The Danur

The Empire of Danur comprises several cities, lying along the river Danur, from which the Empire draws its name.

The political system of the Danur people is based on two councils. The City Council consists of counsellors from each of the large Danur cities and consults all matters of commerce and peace treaties.

The second council is called the Temple Council wherein the highest priests from all the different orders are gathered. This council consults all matters of education and religion.

Both councils elect a Prefect every 15 years. The Prefect is the Commander In Chief and he has the power to block the councils decisions for one year, be there need of.

Special Rules

All Danur have the Jack of all Trades ability (see below).

The Danur do not have any gunpowder weapons.

Jack Of All Trades **1 point**

Man has spread across the whole of the known world because they are able to adept to all circumstances very quickly. Therefore models with the Jack Of All Trades ability are not limited to the maximum abilities, traits and equipment limitations as stated in the No Quarter rule book.

The Army

The Danur army consists of a standing host. This professional army has various troops from which to draw forces.

They have strong infantry and cavalry units, specially the Sky warrior's are feared amongst their enemies.

In times of need the Army can conscript Temple troops and Militia to reinforce the host.

Army composition

The normal NQ rules apply to for creating a Danur Army.

Core Units

Spearmen

Core

The military career begins for every Danur with the Spearman regiment. They are the basis of the host, where the principles of warfare are learned. Service in the Spearmen regiments also serve as a source for graduation into more highly trained units.

Name	AC	RA	CC	ST	T	W	CO
Spearmen	8	4	5	4	4	1	5
Weapons	Spear (UC 4, ST+1, 1st and 2nd row can fight)						
Armour	Chainmail & Shield (AR 3)						
Abilities	Jack of all trades						
Special rules	Shieldwall						
Structure	4+ models and leader						
Cost	28 points						



Legionnaire

Core

Legionnaires are the main force in a Danur Army. Protected by the large warshields they march relentlessly towards the enemy. The use of the javelin before making contact is their speciality.

Name	AC	RA	CC	ST	T	W	CO
Legionnaire	8	5	5	4	4	1	5
Weapons	Sword (UC 4, ST+1)						
Armour	Lorica Segmentata & Shield (AR 4)						
Ability	Jack of all trades Javelin (Throwing Weapon)						
Special rules	Shieldwall						
Structure	4+ models and leader						
Cost	37 points						

Phalanx Core

The central core unit is the Phalanx. Armed with the long pikes they are slow to manoeuvre but absolutely deadly when charged.

Name	AC	RA	CC	ST	T	W	CO
Phalanx	8	4	5	4	4	1	5
Weapons	Pike (UC 4, reach 2")						
Armour	Lorica Segmentata & shield (AR 4)						
Ability	Jack of all trades						
Structure	4+ models and leader						
Cost	35 points						

Archers Core

Danur archers are feared because of their ability to unleash arrow after arrow at a speed unmatched.

Name	AC	RA	CC	ST	T	W	CO
Archers	8	5	4	4	4	1	5
Weapons	Bow Knife (UC 3, PM -1)						
Equipment	War arrows						
Armour	Light armour (AR 3)						
Ability	Jack of all trades Extra shot						
Trait	Hesitate						
Structure	4 + models and leader						
Cost	38 points						

Hunter Core

There are a large number of smaller settlements lining the great woods. these are often used by hunters as headquarter. The hunters are famous for their long reach and unerring targeting.

Name	AC	RA	CC	ST	T	W	CO
Hunter	8	5	4	4	4	1	5
Weapons	Huntingbow Knife (UC 3, PM -1)						
Armour	Leather (AR 2)						
Special rules	Jack of all trades Sureshot Hunting arrow						
Trait	Hesitate						
Structure	4 + models and leader						
Cost	33 points						

Militia Core

From the suburban areas around the larger cities are the militia drawn. These are peasants armed with pikes and are only conscripted in times of great peril. Due to their poor education and discipline, an officer is usually placed in charge of the unit.

Name	AC	RA	CC	ST	T	W	CO
Militia	8	3	4	4	3	1	4
Weapons	Pike (UC 4, reach 2")						
Armour	Shield (AR 1)						
Ability	Confused						
Structure	4+ models and leader						
Cost	16 points						



Temple Guard Core

The Temple Guard are recruited from the ranks of the spearmen. They are often used to protect the merchants caravans. They are very mobile and well trained and they are well used to fight together

Name	AC	RA	CC	ST	T	W	CO
Temple Guard	8	4	5	4	4	1	5
Weapons	Spear (UC 4, ST+1, 1st and 2nd row can fight)						
Armour	chainmail & shield (AR 3)						
Ability	Jack of all trades Double Time Team Work						
Trait	Shield wall						
Structure	4 + models and leader						
Cost	38 points						

Elite Units

Temple Sentinel Elite

The Temple Sentinels are the light cavalry of the order. Lightly armoured they have perfected their ability to work together.

Name	AC	RA	CC	ST	T	W	CO
Sentinel	10	4	6	5	5	2	5
Weapons	Spear (UC 4, ST+1, 1st and 2nd row can fight)						
Armour	Light armour (AR 3)						
Ability	Jack of all trades Cavalry Team Work						
Structure	4 + models and leader						
Cost	63 points						

Heavy Cavalry Elite

Like a great wall of steel and muscle a charge from the heavy cavalry is unstoppable. These are the superior elite warriors of the Danur.

Name	AC	RA	CC	ST	T	W	CO
Heavy Cavalry	10	4	6	5	5	2	5
Weapons	Lance (UC 5, ST+2 on only charge) Sword (UC 4, ST+1)						
Armour	Heavy Armour & Barding (AR 5)						
Ability	Jack of all trades Cavalry Extra Attack x2 Ram						
Structure	4+ models and leader						
Cost	78 points						



Light Cavalry Elite

These are fast moving units supporting the core units on their advance

Name	AC	RA	CC	ST	T	W	CO
Light Cavalry	10	4	6	5	5	2	5
Weapons	Sword (UC 4, ST+1)						
Armour	Light armour & shield(AR 4)						
Ability	Jack of all trades Cavalry Throwing Weapon						
Structure	4+ models and leader						
Cost	61 points						



Griffon Master Elite

Griffon pups taken as pets by the nobility have quickly become creatures of battle. Many times the size of a horse and with massive wings, Griffons can fly across the battlefield and choose their target.

Name	AC	RA	CC	ST	T	W	CO
Rider	12	5	5	4	6	3	6
Griffon		4	6	5			
Weapon	Griffon Master <ul style="list-style-type: none"> Lance (UC 5, ST+2 on charge) Sword (UC 4, ST+1) Bow Griffon <ul style="list-style-type: none"> Claws (UC 3, ST+0) 						
Armour	Armour & Shield (AR 5)						
Ability	Flying Griffon Master <ul style="list-style-type: none"> Jack of all trades Extra attack x2 Sure shot Dive ambush Griffon <ul style="list-style-type: none"> Extra attack x3 						
Structure	1-2 Griffon Masters						
Cost	139 points						

Eagle Rider Elite

The giant eagles are native to the Mountains in Danur. They are more common than Griffons but they lack the same agility and strength.

Name	AC	RA	CC	ST	T	W	CO
Rider	12	4	5	4	4	2	6
Eagle		3	6	5			
Weapon	Rider <ul style="list-style-type: none"> Lance (UC 5, ST+2 on charge) Sword (UC 4, ST+1) Eagle <ul style="list-style-type: none"> Claws (UC 3, ST+0) 						
Armour	Armour & Shield (AR 4)						
Ability	Flying Rider <ul style="list-style-type: none"> Jack of all trades Extra attack x2 Eagle <ul style="list-style-type: none"> Dive ambush Extra attack x2 						
Structure	1-4 Eagle Riders						
Cost	104 Points						

War Elephant Elite

These giants have been introduced to the Danur by the merchants trading with the lands to the south. They are used as heavy support for the infantry and to smash their way through enemy lines.

Name	AC	RA	CC	ST	T	W	CO
Warrior	12	2	5	4	6	3	5
Elephant		2	5	6			
Weapon	Warrior <ul style="list-style-type: none"> Lance (UC 5, ST+2 on charge) Sword (UC 4, ST+1) Elephant <ul style="list-style-type: none"> Tusk (UC 5, ST+2 Knock Prone) 						
Armour	Armour & Hide & Shield (AR 7)						
Ability	Jack of all trades Ram Overrun Double Time Fear 1 Steadfast						
Structure	1-2 Models						
Cost	154 points						

Pretorians Elite

The praetorians are the Prefect's personal guards, but due to their effectiveness they are assigned many special tasks.

Name	AC	RA	CC	ST	T	W	CO
Pretorians	11	4	6	5	4	1	6
Weapon	Sword (UC 4, ST+1)						
Armour	Lorica Segmentata & Shield (AR 5)						
Ability	Jack of all trades Double Time Team Work Extra Attack x2 Dodge						
Special rules	Shieldwall						
Structure	3 - 10 models and leader						
Cost	66 points						

Support

Scorpio Support

The Scorpio is the most common Artillery weapon used by the Danur. They are mobile and have very good range.

Name	AC	RA	CC	ST	T	W	CO
Troop	8	5	4	4	4	1	5
Weapons	Sword (UC 4, ST+1)						
Armour	Chainmail (AR 3)						
Ability	Jack of all trades Sure shot						
Ability	Hesitate						
Structure	2 Troopers per Scorpio						
Cost	30 points per trooper						

Name	UC	CR	MR	LR	ST
Scorpio	6	12/+2	24/+1	36/0	5
Special	Knocked Prone Burst Fire x2				
Cost	18 points				



Heroes

Temple Novice

Hero

A novice is the first level of education for brothers of the order who are attuned to magic. Their magic is still weak therefore they often act in groups of three or four.

Name	AC	RA	CC	ST	T	W	CO
Novice	10	4	4	4	4	1	5
Weapon	Tempelstab (UC 4, ST+1)						
Armour	Kettenhemd (AR 4)						
Ability	Jack of all trades Magic User (Level 1)						
Structure	Hero or up to four novices as elite.						
Cost	55 points + costs for spells						



Battle Mage

Hero

Magic users that reach this level are often assigned to accompany the regular troops in battle. They can learn to hone their skill in battle magic and also in the martial arts.

Name	AC	RA	CC	ST	T	W	CO
Battle Mage	12	4	5	4	4	2	6
Weapon	Holy sword (UC 5, ST+2)						
Armour	Full chainmail (AR 5)						
Ability	Jack of all trades						
Special rules	Magic user 2						
Options	May take a horse for an additional 9 points, gains Cavalry Move and AR+1.						
Structure	Individual						
Cost	109 points + costs for spells						

Master Of The Order

Hero

A Master Of The Order is the highest rank one can gain within the order. On occasion, a Master Of The Order is given charge of an entire army

Name	AC	RA	CC	ST	T	W	CO
Master	12	3	3	3	3	2	7
Weapon	Net (UC 5, special)						
Armour	Chitin Plate (AR 2)						
Ability	Jungle Warrior Magic User (Level 2)						
Special rules	Double Time						
Options	May take a horse for an additional 9 points, gains Cavalry Move and AR+1.						
Structure	Individual						
cost	109 points + costs for spells						

Sovereign Of The Order

Hero

Elected by the masters of the order is the sovereign, he alone is authorised to ride the mighty Balrog to battle

Name	AC	RA	CC	ST	T	W	CO
Sovereign	12	4	5	4	7	3	8
Balrog		3	6	7			
Weapon	Sovereign <ul style="list-style-type: none"> Sword (UC 4, ST+1) Balrog <ul style="list-style-type: none"> Fire Sword (UC 5, ST+2, PM-1) Claws (UC 3, ST+0, Knock Prone) 						
Armour	Chainmail, Dragonscale (AR 7)						
Ability	Flying Unwavering Steadfast Large Model Sovereign <ul style="list-style-type: none"> Jack of all trades Adept Inspiring Leadership Magic User (Level 3) Balrog <ul style="list-style-type: none"> Extra Attack x4 Fear 2 Ram 						
Structure	Individual						
Cost	280 Points + costs for spells						

Weapons

The Danur have never been able to invent Gunpowder weapons. After several accidents in Baradur, the use or experimentation with gunpowder has been banished by penalty of death. Consequently, no general would ever dare use gunpowder based weapons.

Name	UC	CR	MR	LR	ST
Bow	4	10/+1	20/+0	30/-1	4
Cost	4 points				

Name	UC	CR	MR	LR	ST
Hunting bow	4	11/+1	22/+0	33/-1	4
Cost	5 points				

Name	UC	CR	MR	LR	ST
Rider bow	4	8/+1	16/+0	24/-1	4
Cost	3 points				

Name	UC	CR	MR	LR	ST
Scorpio	6	12/+2	24/+1	36/0	5
Special	Knocked Prone Burst Fire x2				
Cost	18 points				

Name	UC	CR	MR	LR	ST
Knife	3	Close combat			0
Special	PM -1				
Cost	1 points				

Name	UC	CR	MR	LR	ST
Sword	4	Close combat			+1
Cost	3 points				

Name	UC	CR	MR	LR	ST
Sword of Temples	5	Close combat			+2
Special	PM -1				
Cost	9 points				

Name	UC	CR	MR	LR	ST
Fire sword	4	Close combat			+1
Special	PM -1				
Cost	6 points				

Name	UC	CR	MR	LR	ST
Holy sword	5	Close combat			+2
Cost	8 points				

Name	UC	CR	MR	LR	ST
Staff of Temples	4	Close combat			+1
Cost	3 points				

Name	UC	CR	MR	LR	ST
Lance	5	Close combat			+2*
Special	Cavalry and chariots only. *May only be used when the unit charges into close combat.				
Cost	8 points				

Name	UC	CR	MR	LR	ST
Pike	4	Close combat			+1
Special	No charge bonus for pikes. Charges from the front have a -1 modifier against pikes, no follow up movement. Pikes cannot be used to fight on the side or back. Pikemen have no abilities. 2 nd and 3 rd row may fight in front.				
Cost	10 points				

Name	UC	CR	MR	LR	ST
Spear	4	Close combat			+1
Special	2 nd row may fight				
Cost	4 points				

Name	UC	CR	MR	LR	ST
Tusk	5	Close combat			+2
Special	Knocked Prone				
Cost	10 points				

Name	UC	CR	MR	LR	ST
Claws	3	Close combat			0
Cost	0 points				

