

**Wargames Unlimited Presents**

# *The Dragü*

**An Army List For No Quarter**



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**The Fantasy Battles Miniatures Wargame**

## **Dragii**

The Dragii are a mysterious race, the origins of which are not known in great detail to all other races within Genayria. However, it is generally accepted that they have emerged from another world during a Ryft Gates errant opening attempt. Those that were sucked through the Ryft Gate found themselves in a strange land surrounded by all manner of strange creatures. They quickly secluded themselves away from all other contact for many decades until their numbers had grown and grown. They selected a remote island so that they would have nothing more to do with the other races of Genayria.



Dragii Island of Lon'iklit

For many years, the Dragii mystics attempted to open a Ryft Gate to return them to their home. Non were successful. They did however touch every other race on Genayria and found no allies. Indeed, they found only hostility. Most races were at first terrified of their physical size and looked upon the Dragii as a serious threat.

The Dragii now have a thriving community with several distinct clans and settlements all over the Isle of Lon'iklit.

## **Dragii Males**

The Dragii males are huge creatures, standing over 15 feet tall. Most are powerful warriors wielding massive weapons that a normal man could barely lift. Most Dragii males will strive to follow the path of the fighter and join the esteemed ranks of the Warrior Caste.

A few of the Dragii males follow a mystical path and have mastered aspects of magic to greater or lesser degrees.

## **Dragii Females**

Dragii females are smaller than the males but their ability in combat is impressive nonetheless due to their outstanding agility. Collectively known as the "Storms", each possess specific weapons and follow a particular indoctrine.

## **Slaves**

Great in number are the androgynous slaves. The slaves stand between 4 and 6 feet tall depending on their age.

## **Dragii Ships**

The Dragii Mystics are not adept at opening accurately targeted Ryft Gates. Their years of trying to find a way home has not honed their skills. Consequently, the Dragii have constructed a number of large sea going raiders with which they attack any and all other races.

The Dragii have also perfected the construction and use of Skyships, great flying ships powered by massive air propellers turned by hordes of slaves in the depths of the vessel.

## **In Search Of Retribution**

The Dragii believe that it is the meddling of the races of Genayria and their clumsy use of Ryft Gates that has brought the Dragii to where they are now. With such an understanding, the Dragii have set out to reap retribution on all other races.

It is rare that the Dragii will try to trade for supplies. Their language is totally incomprehensible to other races and none know if the Dragii have attempted to learn any of the native tongues of Genayria. In fact, the Dragii have made very little effort to communicate with any other race.

Normally, a large number of the slaves will accompany a Dragii force. Although not skilled in combat, their large numbers and their swarming tactics make them a serious threat.

The Dragii Warriors and Storms view the slaves as inferiors, yet they have come to rely on their service in maintaining the seafaring vessels and the clan bases on Lon'iklit.



## Composition

The army will be lead by a named character or an individual.

*Example: A Slaughterer, a Custodian, a Guardian or a Conservator may lead a Dragii force.*

*Example: If the character model Yuvan'kor is leading a Dragii force, she must lead the warband.*

The composition of a Dragii force is very flexible. With most of the troop types being designated core.

A typical Dragii force would consist of a large number of slaves and a smaller number of Dragii male warriors lead by a Slaughterer or a mystic.

	Number	Points
<b>Individuals</b>		
Slaughterer	1	109
Guardian	1	127
<b>Warriors</b>		
Shade	2	176
Seekers	2	156
Spiltter	1	82
<b>Storms</b>		
Cyclone	2	116
Whisper	2	134
<b>Slaves</b>		
Skewer Slaves (Spears)	9	243
Flinger Slaves (Slings)	6	150
Splinter Slaves (Mines)	6	204
Total Points		1497

Alternatively, an entire force of Dragii Storms may be used if lead by Yuvan'kor.



Model from Dark Age Games

## Dragii Mystic Abilities

Masters of Dragii magic may select spells from the light, fire, water, wind and earth aspects.

## Points Values

Most of the Dragii models are much larger than a normal human sized model and so the individual points cost tend to be higher than other models. Therefore, the Dragii do not follow the core points threshold used by most other army lists.

## Acknowledgements

Thanks to Mark Carmicheal for help with sorting out the images.

Many thanks to all at Dark Age Games for most of the miniatures.

## The Miniatures

All of the miniatures used in this army list are from the Dark Age Games "Dragyri" range. Many have been sculpted by Werner Klocke, a long time favourite of No Quarter.



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# Individuals

## Slaughterer Individual

The undisputed master of Dragii combat is the Slaughterer. He is armed with a massive two handed sword, his considerable size means he can attack enemy warriors from a distance.

The Slaughterer is indeed death's own device.

Name	AC	RA	CC	ST	T	W	CO
Slaughterer	10	2	8	6	6	2	7
Weapons	Bal'olith Sword (UC4, ST+1, Reach 1", Parry)						
Armour	Heavy Armour (AR5)						
Special Rules	Extra Attack (x3) Unerring Large Model						
Structure	Individual						
Points Cost	109 points						



Model from Dark Age Games

## Custodian Individual

The youngest of the Dragii magic users is the Custodian. A Custodian is given the responsibility of overseeing the mental integrity of the warrior caste and ensuring they do not stray from the path before them. It has been know for a warrior in the grip of the blood passion to slay a Custodian for questioning his resolve.

Name	AC	RA	CC	ST	T	W	CO
Custodian	10	3	6	5	5	2	7
Weapons	Crystal Staff (UC4, ST+1, Reach 2")						
Armour	Heavy Armour (AR4)						
Special Rules	Magic User (Level 1) Large Model						
Structure	Individual						
Points Cost	78 points						

## Guardian Individual

When the Custodian has gained experience through study and combat, he will undergo a ritual which marks his passage from that of novice to that of a venerated magic user.

Name	AC	RA	CC	ST	T	W	CO
Guardian	11	3	6	6	6	3	8
Weapons	Crystal Staff (UC4, ST+1, Reach 2")						
Armour	Heavy Armour (AR4)						
Special Rules	Magic User (Level 2) Extra Attack (x2) Large Model						
Structure	Individual						
Points Cost	127 points						

## Conservator Individual

The most powerful of the magic users is the Conservator. It is usually through many years of experience that a Guardian will progress to the level of a Conservator.

Name	AC	RA	CC	ST	T	W	CO
Conservator	12	3	7	6	6	3	8
Weapons	Crystal Staff (UC4, ST+1, Reach 2")						
Armour	Heavy Armour (AR4)						
Special Rules	Magic User (Level 3) Adept Extra Attack (x3) Large Model						
Structure	Individual						
Points Cost	171 points						



Model from Dark Age Games

## Warrior Caste

The Warrior Caste values the very concept of one-on-one close combat. To look ones enemy in the eye is to see the soul of those you about to slay.

The male Dragii start their training at a very young age. In most cases, a Guardian will determine the weapon path to be followed through a ritual of revelation.

### Shade

Core

The master of walking in the shadows is the Dragii Shade. With the combination Blade/Wrist Shield, the Shade is indeed a versatile warrior. When thrown, the Wrist Shield can slice through opponents yet always return to the hands of its wielder. In close combat, the Wrist Shield allows a Shade to deflect enemy attacks in a blur of feints and counter strikes.

Name	AC	RA	CC	ST	T	W	CO
Shade	10	5	7	6	6	2	7
Weapons	<u>Combination Blade/Wrist Shield</u> Close Combat (UC4, ST+1, Parry) Thrown (UC4, 4/+2, 8/+1, 12/+0, ST5)						
Armour	Carapace Armour and Twin Wrist Shields (AR6)						
Special Rules	Extra Attack (x2) Parry Dodge Large Model						
Structure	1-4 per unit						
Points Cost	88 points						



Model from Dark Age Games

### Splitter

Core

Few of the Dragii have mastered the art of using ranged weapons. Most prefer to get up close to their enemies and to look into their eyes as they deal out retribution. The exception to this is the Splitter. These warriors are armed with a massive crossbow which can fire bolts that measure over 3' in length.

Name	AC	RA	CC	ST	T	W	CO
Splitter	10	6	6	6	6	2	7
Weapons	<u>Heavy Crossbow</u> (UC6, 10/+1, 20/+0, 30/-1, ST6, PM-1, Projectile Travel D5") <u>Sword</u> (UC4, ST+1, Reach 1")						
Armour	Heavy Armour (AR4)						
Special Rules	Sure Shot Large Model						
Structure	1-4 per unit						
Points Cost	82 points						



Model from Dark Age Games

### Seeker

Core

One of the largest weapons used by the Dragii is the double ended Naginta staff. It is tipped with two razor sharp cleaving blades and allows the Seeker Warriors to attack several enemy soldiers at once.

Name	AC	RA	CC	ST	T	W	CO
Seeker	10	2	6	6	6	2	7
Weapons	<u>Naginta Staff</u> (UC5, ST+2, Reach 2")						
Armour	Heavy Armour (AR4)						
Special Rules	Extra Attack (x2) Large Model						
Structure	1-4 per unit						
Points Cost	78 points						



# Storms

The Dragii females although smaller than the males, are just as capable fighters. In fact their dexterity is quite astounding when considering they still stand twice the height of a man.

## Gale Core

Shard crystals woven into a length of Oth'lan braid makes a very powerful flail-like weapon.

Name	AC	RA	CC	ST	T	W	CO
Gale	10	2	6	5	5	1	7
Weapons	Oth'lan Flail (UC4, ST+1, Reach 2")						
Armour	Body Armour (AR3)						
Special Rules	Agile Dodge Double Time Large Model						
Structure	1-3 per unit						
Points Cost	62 points						



Model from Dark Age Games

## Hurricane Core

The Hurricane uses two short swords which when used together make for a formidable blur of razor sharp destruction.

Name	AC	RA	CC	ST	T	W	CO
Hurricane	10	2	6	5	5	1	7
Weapons	Dual Swords (UC4, ST+1, Parry)						
Armour	Body Armour (AR3)						
Special Rules	Extra Attack (x2) Agile Dodge Double Time Large Model						
Structure	1-3 per unit						
Points Cost	58 points						

## Whirlwind Core

The Whirlwind favours a pair of Chakram throwing discs. Although these are short range weapons, they have the uncanny ability to always return to the thrower.

Name	AC	RA	CC	ST	T	W	CO
Whirlwind	10	6	5	5	5	1	7
Weapons	Chakram (UC5, 6/+1, 12/+0, 18/-1, ST5)						
Armour	Body Armour (AR3)						
Special Rules	Extra Shot (2 ranged attacks, CC-1) Agile Dodge Double Time Large Model						
Structure	1-3 per unit						
Points Cost	67 points						

## Tornado Core

The Tornado caste took the lengthy Naginta Staff and exchanged the bladed headed for a deadly set of razor sharp jaws. These jaws will snap shut around an enemy when a successful attack is made and so impede their movement.

Name	AC	RA	CC	ST	T	W	CO
Tornado	10	2	6	5	5	1	7
Weapons	Collar Staff (UC5, ST+2, see weapon profile below)						
Armour	Body Armour (AR3)						
Special Rules	Extra Attack (x2) Agile Dodge Double Time Large Model						
Structure	1-3 per unit						
Points Cost	73 points						

Name	UC	CR	MR	LR	ST
Collar Staff	5	Close Combat			+2
Special Rules	Reach 2" Models hit (but not killed) by a Collar Staff are locked by the gripping jaws of the weapon. The model wielding the Collar Staff may not attack another model without releasing the locked target first. Target models locked by the Collar Staff may spend 4 actions (AC) to attempt to break away from the jaws. The target model must roll under their own base Strength value to break free from the jaws. Models who break free are still considered to be in close combat with the Collar Staff model.				
Points Cost	14 points (included in main profile)				

# Slaves

The slaves are a sub species of the Dragii. They hold a position of utter servitude to their larger cousins.

## Skewers Core

The Skewer Slaves use sharp crystals attached to makeshift spears.

Name	AC	RA	CC	ST	T	W	CO
Spear Slaves	8	4	5	4	4	1	5
Weapons	Spear (UC4, ST+1, 2 Ranks)						
Armour	None						
Special Rules	Double Time						
Structure	4+ per unit						
Points Cost	27 points						



Model from Dark Age Games

## Flingers Core

The Flinger slaves use slings to hurl sharp chunks of crystal.

Name	AC	RA	CC	ST	T	W	CO
Flinger Slaves	8	4	5	4	4	1	5
Weapons	Sling (UC4, 6/+2, 12/+1, 18/+0, ST4)						
Armour	None						
Special Rules	Double Time						
Structure	4+ per unit						
Points Cost	25 points						



Model from Dark Age Games

## Splinters Core

Some slaves are equipped with unstable crystal shards which act as grenades or mines.

Name	AC	RA	CC	ST	T	W	CO
Splinters	8	4	5	4	4	1	6
Weapons	Shard Fire Mines (see weapon profile below)						
Armour	None						
Special Rules	Double Time Infiltrate						
Structure	4+ per unit						
Points Cost	34 points						

Name	UC	CR	MR	LR	ST
Shard Mines	4	2" + model ST in inches			4
Special Rules	<b>Grenade</b> Indirect 1½" blast  <b>Mines</b> A model equipped with Shard Fire Mines may drop a mine during any part of the models move for zero actions (AC). Place a Shard Fire Mine Counter anywhere along the path the model has travelled. If any model, friend or foe approaches within 1" of the Fire Mine, it will explode with a 1½" blast inflicting a ST4 hit.				
Points Cost	6 points (included in main profile)				



Model from Dark Age Games

## Shard Fire Mine Counters (1/2")



## Elementals

A Dragii magic user must be present at the start of a battle for any elementals to be used.

### Ice Elemental

Support

An Ice Elemental is a truly awesome sight. Summoned by the Dragii mystics through a strange and secret ritual, an Ice Elemental stands about the same height as a fully grown Dragii male warrior.

Name	AC	RA	CC	ST	T	W	CO
Ice Elemental	12	2	7	7	7	4	6
Weapons	<u>Claws</u> (UC3, ST0) <u>Tail Attack</u> (UC5, ST7, 1" Arc)						
Armour	Ice (AR6)						
Special Rules	Extra Attack (x3) Unerring Unwavering Large Model • Any fire based attacks will inflict double damage on an Ice Elemental.						
Structure	Support						
Points Cost	173 points						



Model from Dark Age Games

There are other elemental creatures that have been summoned by the Dragii, but the Ice Elemental is by far the most common.

## Characters

The only way the Dragii could survive living in a new world is through the strength and leadership of a few exceptional warriors.

### Yuvan'kor

Character

One of the first Storms to master several weapons was Yuvan. Having joined the ranks of many of the Storms, spending most of her time in the Hurricanes, she opted to use a pair of crystal bladed fans as her weapon of choice.

She now spends her time moving between Storm units spreading her experience.

The Mystic gave her the name kor in tribute of her skill.

Name	AC	RA	CC	ST	T	W	CO
Yuvan'kor	12	5	7	5	6	3	8
Weapons	<u>Crystal Fans</u> (UC4, ST+1, PM-2, Parry)						
Armour	None						
Special Rules	Extra Attack (x3) Evade Large Model						
Structure	Character						
Points Cost	128 points						