

Wargames Unlimited Presents

The Republic Of Khothena

An Army List For No Quarter



The Fantasy Battles Miniatures Wargame

The Republic Of Khothena

The province of Khothena is located in the frozen lands to the north of the Regency realm. Although the Khothenians have some ties to the Regency, border disputes between the aristocracies of the two realms are not unheard of.

However, in most cases, the Republic Of Khothena will ally themselves with Regency armed forces to repel common enemies such as the forces of Chaos or the ever present Orc threat from the Mountrains Of Moruk. The Regency Knights with their superior mobility and heavy armour, alongside the hard hitting steam powered war walkers of Khothena make a formidable force.



Steam Power

In the harsh climate of the icy mountains and the snow covered plains, the Khothenians have come to rely on their technological expertise in the use of steam power. Consequently, their industrial might is considerable and they supply armour and weapons to a number of allies.

The use of steam power in the Khothenian armed forces is widespread. From the giant manned war walkers to the tactical steamator power armour, the Khothenian forces do not rely on speed, but survivability.

Infantry

Although there are lightly armoured infantry units in the Khothenian forces, heavy armour is still used by many units. The Ironfangs are the most famous. These are nearly as tough as the infamous steam powered Shocktroopers and they use devastating explosive tipped pikes to attack heavily armoured targets.

The Longswords are the lightest and most mobile units and their two handed broadswords are more than a match against enemy infantry.

Artillery

Although the mortar is the favoured Khothenian support weapon, cannons and volley guns are common in the castle strongholds protecting the Moruk border.

Choosing The Army

The Khothena army relies heavily on the War Walkers. There are numerous models to choose from, all with differing roles and specialist weapons.

In most cases, a War Walker should be taken for each core and elite unit in the force.

General	Individuals
Irusk Bothoc Shoquillo	Blitzer Assassin

One of the characters must be taken as the army General. The remaining characters may still be used in the force.

Core	Elite	Support
Pikemen Musketmen Flatulance Longswords	Thunder Hammers Shocktroopers Ice Lords	Juggernaut Destroyer Marauder Devastator Kodiak Barrage Tank Mortar Cannon Volley Gun

Composition

One elite unit per core unit.

One support unit per elite or core unit.

The army must be lead by one of the characters.

Khothenian magic users may select spells from the light, water, wind and earth aspects.



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Kommander Irusk. Model by Privateer Press ©



Warrior Mage Soguillo. Model by Privateer Press ©

Kommander Irusk

Character

Irusk is a master tactician and an inspiration to his troops. His soldiers are main concern and bringing as many home from a mission is his primary objective/

Name	AC	RA	CC	ST	T	W	CO
Irusk	12	7	8	6	7	3	8
Weapons	Sword (UC4, ST+1) Pistol (ST4, 6/+1, 12/+0, 18/-1)						
Armour	Heavy Armour (AR5)						
Special Rules	Unerring Extra Attack (x3) Great Leader Unwavering						
Structure	Individual						
Points Cost	132 Points						

Warrior Mage Shoquillo

Character

For what ever reason, Khothena does not produce a great many talented magic users. One exception is the famous warrior Mage Shoquillo.

Name	AC	RA	CC	ST	T	W	CO
Shoquillo	12	6	7	5	6	2	8
Weapons	Halberd (UC5, ST+2) Hand Cannon						
Armour	Heavy Armour (AR4)						
Special Rules	Magic User (Level 3) Adept Extra Attack (x2)						
Structure	Individual						
Points Cost	155						

Bothoc "The Bear"

Character

General Bothoc is a massive bear of a man encased in customised steam powered steamator armour. His reputation precedes him on the battlefield and he strikes fear into the hearts of the enemy.

He is armed with a huge halberd and a short range black powder hand cannon.

Name	AC	RA	CC	ST	T	W	CO
Bothoc	12	7	8	6	7	3	8
Weapons	Halberd (UC5, ST+2) Assault Fist (UC3, ST+0, PM-1) Hand Cannon						
Armour	Heavy Armour (AR6)						
Special Rules	Fear (1) Inspiring Leadership Unerring Extra Attack (x3)						
Structure	Individual						
Points Cost	174 Points						



"Bothoc". Model by Privateer Press ©

Shocktrooper Blitzer

Individual

Shocktrooper Blitzers are exceptional warriors. Originally they would have been Captains of a Shocktrooper unit. Those who survive several campaigns become living legends among their comrades. They are rewarded with custom steam powered armour and a special Great Axe with a cannon built into the shaft. If a Blitzer cannot get close enough to deal death with the axe, the cannon will suffice.

Name	AC	RA	CC	ST	T	W	CO
Blitzer	10	7	7	5	6	3	8
Weapons	Axe Cannon (UC5, ST+2, PM-2)						
Armour	Steam Powered Armour and Shield (AR6)						
Special Rules	Extra Attack (x3) Unerring						
Structure	Individual						
Points Cost	142 points						



Model by Privateer Press ©

Assassin

Individual

Khothenians are not adverse to the assassination of enemy commanders. An assassin will infiltrate behind the enemy positions and wait to strike. Assassin's always operate alone and tend to be shunned by the rest of Khothenian society as their existence is both necessary and distasteful.

Name	AC	RA	CC	ST	T	W	CO
Assassin	12	5	7	5	5	2	7
Weapons	Axe x 2 (UC4, ST+1)						
Armour	None						
Special Rules	Infiltrate Dodge Extra Attack (x2) Unerring						
Structure	Individual						
Points Cost	99 points						

Thunder Hammers Sergeant

Unit Leader

The Thunder Hammers are the famous armoured cavalry from the Speer Mountains to the north of the city of Khoth.

The Thunder Hammers ride armoured warhorse's and carry mighty two-handed War Hammers.

A Thunder Hammers Sergeant is a strong leader to his detachment of fellow cavalry and he will proudly lead them from the front against all who stand against the will of the senate.

Name	AC	RA	CC	ST	T	W	CO
Hammers	10	2	7	6	6	2	8
Weapons	War Hammer (UC5, ST+2)						
Armour	Heavy Armour, Barding (AR5)						
Special Rules	Cavalry Extra Attack (x2)						
Structure	Unit Leader						
Points Cost	94 points						

Thunder Hammers

Elite

It takes great skill to ride a warhorse and wield a two-handed war hammer.

A charging Thunder Hammers unit is a fearsome sight as the warriors bellow at the top of their voices and bring the force of their War Hammers to bear.

Name	AC	RA	CC	ST	T	W	CO
Hammers	10	2	7	5	6	1	7
Weapons	War Hammer (UC5, ST+2)						
Armour	Heavy Armour, Barding (AR5)						
Special Rules	Cavalry						
Structure	3+ per unit						
Points Cost	68 points						

Thunder Hammers Musician

Specialist

A Thunder Hammers Musician will provide instruction to the unit as they crash across the battlefield.

Name	AC	RA	CC	ST	T	W	CO
Hammers	10	2	7	5	6	1	7
Weapons	War Hammer (UC5, ST+2)						
Armour	Heavy Armour, Barding (AR5)						
Special Rules	Cavalry Hold The Line						
Structure	0-1 per unit						
Points Cost	80 points						

Shocktrooper Captain

Unit Leader

The steamator battlesuit is the pinnacle of personal armour created in the smelting factories of the Khothenian industrial region.



Model by Privateer Press ©

To rise to the rank of Captain is indeed an honour and a close bond forms between the men in a steamator unit.

Name	AC	RA	CC	ST	T	W	CO
Captain	10	6	7	5	5	2	8
Weapons		Halberd Shield Cannon					
Armour		Steam Powered Armour and Shield Cannon (AR6)					
Special Rules		Extra Attack (x2)					
Structure		Unit Leader					
Points Cost		91 points					

Shocktrooper

Elite

The threat of being cooked slowly in a glorified steam cooker is not enough to put of the many volunteers who wish to join the ranks of the elite shocktrooper detachments.

Armed with a heavy halberd and a short range shield cannon, the shocktrooper is slow but very tough.



Model by Privateer Press ©

Name	AC	RA	CC	ST	T	W	CO
Shocktrooper	10	5	6	5	5	2	7
Weapons		Halberd Shield Cannon					
Armour		Steam Powered Armour and Shield Cannon (AR6)					
Special Rules		Extra Attack (x2)					
Structure		2-6 per unit					
Points Cost		81 points					

Ice Lords

Elite

The Ice Lords hail from the Khoth school of magic and aspire to master an aspect of magic and join the much needed ranks of Khothenian magicians.

Ice Lords work together in small units of Initiates and cast a magic spell by performing a spell chant or ritual. A single spell is mastered by the Ice Lords and the whole unit may attempt to cast it. For each model attempting to cast a spell, add +1 to the value required.

Ice Lords may only take a spell from the Water, Earth or Wind aspects.

Name	AC	RA	CC	ST	T	W	CO
Ice Lords	10	2	6	5	5	1	7
Weapons		Axe (UC4, ST+1)					
Armour		Light Armour (AR3)					
Special Rules		Initiate (Level 0)					
Structure		2-6 per unit					
Points Cost		52 points					



Model by Privateer Press ©

Pikeman Captain

Individual

A Khothenian Pikemen Captain brings leadership and inspiration to the rank and file Pikemen Troopers. With many year service to the Republic, a Captain is revered by his fellow warriors.

Name	AC	RA	CC	ST	T	W	CO
Captain	10	3	7	5	5	2	8
Weapons	Explosive Tipped Pike (UC5, ST+2, PM-2, Reach 1", Knock Prone)						
Armour	Heavy Armour and Shield (AR4)						
Special Rules	Extra Attack (x2)						
Structure	Individual						
Points Cost	76 points						



Model by Privateer Press ©

Pikeman Trooper

Core

Although slowed by their heavy armour, a unit of pikemen with their powerful weapons are able to destroy most enemies if they get a chance to charge.

Name	AC	RA	CC	ST	T	W	CO
Ironfang	8	2	6	4	4	1	6
Weapons	Explosive Tipped Pike (UC5, ST+2, PM-2, Reach 1", Knock Prone)						
Armour	Heavy Armour and Shield (AR4)						
Special Rules	None						
Structure	2-8 per unit						
Points Cost	33 points						



Model by Privateer Press ©

Pikeman Sergeant

Unit Leader

Khothenian pikemen are heavily armoured and use a special explosive tipped pike. This weapon delivers a powerful blast to the enemy and will knock opponents to the ground.

Name	AC	RA	CC	ST	T	W	CO
Sergeant	9	2	6	4	5	2	7
Weapons	Explosive Tipped Pike (UC5, ST+2, PM-2, Reach 1", Knock Prone)						
Armour	Heavy Armour and Shield (AR4)						
Special Rules	Extra Attack (x2)						
Structure	Unit Leader						
Points Cost	60 points						



Pikeman Standard Bearer

Specialist

The regimental colours are a vital focus of pride and tradition. A Pikeman Trooper of great courage will be selected to carry the regiment standard into battle.

Name	AC	RA	CC	ST	T	W	CO
Ironfang	8	2	6	4	4	1	6
Weapons	Explosive Tipped Pike (UC5, ST+2, PM-2, Reach 1", Knock Prone)						
Armour	Heavy Armour and Shield (AR4)						
Special Rules	Standard Bearer						
Structure	0-1 per unit						
Points Cost	41 points						



Model by Privateer Press ©

Musketmen Sergeant

Unit Leader

Armour would slow these soldiers down so they refuse to wear any. Freedom of movement and mobility is the secret of success for the Khothenian musket division.



Model by Privateer Press ©

In recent years, the addition of a scope to the musket has greatly improved its ability to seek out and strike targets at a great range.

Name	AC	RA	CC	ST	T	W	CO
Sergeant	10	7	5	4	4	1	7
Weapons	Musket with Scope						
Armour	None						
Special Rules	Sure Shot						
Structure	Unit Leader						
Points Cost	50 points						

Musketmen

Core

It takes many years of training to learn to be this accurate with a difficult to use weapon, only the very best marksmen are recruited into the ranks of the musket division.



Model by Privateer Press ©

Name	AC	RA	CC	ST	T	W	CO
Musketmen	9	6	5	4	4	1	6
Weapons	Musket with Scope						
Armour	None						
Special Rules	None						
Structure	2-6 per unit						
Points Cost	35 points						

Flatulants

Core

Living in the harsh freezing mountain lands of the Khothena province can drive a man insane. In times of strife, such men band together to form undisciplined units called Flatulants. They wield large chained clubs and charge into battle shouting and chanting scriptures from the holy Book Of Khoth.

Name	AC	RA	CC	ST	T	W	CO
Flatulance	8	2	6	5	4	1	6
Weapons	Club (UC4, ST+1)						
Armour	None						
Special Rules	Extra Attack (x2) Determined Taunt May not adopt a ranked or closed formation.						
Structure	4-10 per unit						
Points Cost	34 points						

Flatulant Punisher

Unit Leader

The Punisher is even more crazy than his Flatulant comrades. He will often loot the corpse of a fallen enemy and brandish a captured weapon with glee.

Name	AC	RA	CC	ST	T	W	CO
Punisher	10	2	7	6	5	2	7
Weapons	Great Axe (UC5, ST+2, PM-2)						
Armour	None						
Special Rules	Extra Attack (x2) Determined Taunt May not adopt a ranked or closed formation.						
Structure	Unit Leader						
Points Cost	65 points						



Commander

Individual

A Commander of the Khothena military tends to be a member of the political senate that governs the provinces of Khothena.

Name	AC	RA	CC	ST	T	W	CO
Commander	10	6	7	5	5	2	8
Weapons	Sword (UC4, ST+1) Pistol (UC4, [6"/+1, 12"/+0, 18"/-1], ST4)						
Armour	Light Armour (AR3)						
Special Rules	Extra Attack (x2) Proud						
Structure	Individual						
Points Cost	99 points						



Model by Games Workshop ©

Longswords

Core

The Khothena longswords sacrifice their shields to carry the devastating broadsword.

Name	AC	RA	CC	ST	T	W	CO
Longswords	10	2	5	4	4	1	6
Weapons	Broadsword (UC5, ST+2)						
Armour	Light Armour (AR2)						
Special Rules	None						
Structure	4-12 per unit						
Points Cost	35 points						



Longsword Soldiers. Models by Games Workshop ©

Sergeant Of The Longswords

Unit Leader

Sergeants are often both respected and hated by the unit which he leads.

Name	AC	RA	CC	ST	T	W	CO
Sergeant	10	5	6	4	5	2	7
Weapons	Broadsword (UC5, ST+2) Pistol						
Armour	Light Armour (AR2)						
Special Rules	None						
Structure	Unit Leader						
Points Cost	59 points						



Model by Games Workshop ©

Longswords Standard

Specialist

The longswords standard bearer does is unable to carry a broadsword, and so utilises a normal sword.

Name	AC	RA	CC	ST	T	W	CO
Standard Bearer	10	2	5	4	4	1	6
Weapons	Sword (UC4, ST+1)						
Armour	Light Armour (AR2)						
Special Rules	Standard Bearer						
Structure	0-1 per unit						
Points Cost	38 points						

Longswords Musician

Specialist

Like the unit standard bearer, the musician is unable to carry a broadsword, and so carries a normal sword.

Name	AC	RA	CC	ST	T	W	CO
Musician	10	2	5	4	4	1	6
Weapons	Sword (UC4, ST+1)						
Armour	Light Armour (AR2)						
Special Rules	Musician						
Structure	0-1 per unit						
Points Cost	38 points						

Support Weapon Crew

Support

Each support weapon is crewed by up to three specially trained crew.



Model by Privateer Press ©

Name	AC	RA	CC	ST	T	W	CO
Crew	8	6	5	4	4	1	6
Weapons		Hand Weapon (UC3, ST+0)					
Armour		None					
Special Rules		None					
Structure		2 to 3 crew per support weapon					
Points Cost		24 points each					

Mortar

Support

The mortar is a crude device for firing a large explosive charge high over the battlefield.

The mortar has become a favoured weapon of the Khothena forces and it is not uncommon to see several deployed to cover advancing units.



Model by Privateer Press ©

Name	T	W	AR
Mortar	6	3	5

Name	UC	CR	MR	LR	ST
Mortar	8	15/+1	30/+0	45/-1	6
Special Rules	Indirect Fire 3" Blast Save (x2)				
Points Cost	25 points plus cost of crew				

Cannon

Support

Cannoneers are famed throughout the land, their long range and the ability to fire over intervening targets make the artillery regiments crucial for supporting the infantry.

Name	T	W	AR
Cannon	6	4	6

Name	UC	CR	MR	LR	ST
Cannon	8	15/+1	30/+0	45/-1	7
Special Rules	Siege Weapon Indirect Fire Penetration Modifier (-2) 2" Blast Knock Prone				
Points Cost	28 points plus cost of crew				

Volley Gun

Support

The volley gun is a medium range support weapon capable of unleashing a barrage of projectiles at enemy units.

Name	T	W	AR
Volley Gun	6	4	6

Name	UC	CR	MR	LR	ST
Volley Gun	8	10/+1	20/+0	30/-1	7
Special Rules	Penetration Modifier (-1) Burst Fire (x4)				
Points Cost	35 points plus cost of crew				



History Of The War Walkers

Before the introduction of the military war walkers, huge steam powered behemoths called Dozers were used to keep the vital mountain passes clear of snow and ice. They would use their massive twin fists to smash their way through the snow and ice. When a pass clearance work crew was attacked by bandits, the Dozers fought off the opposition with ease.

A single pilot sits in an almost impregnable compartment and can control all aspects of the war walker as if they were extensions of his own body.



Model by Privateer Press ©

Juggernaut

Support

The Juggernaut was the first of the Khothenian heavy support units created by the foundries of Voltar. The Juggernaut is equipped with a huge oblivion axe and a large power fist.



Model by Privateer Press ©

Name	AC	RA	CC	ST	T	W	CO
Destroyer	10	6	7	7	7	3	8
Weapons	Destroyer Axe Bombard Cannon						
Armour	Heavy Armour (AR6)						
Special Rules	Siege Weapon Extra Attack (x2) Move And Fire Steadfast Large Model						
Structure	Support						
Points Cost	125 points						

Marauder

Support

The Marauder is a siege specialist and is armed with two massive steam powered battering rams.



Model by Privateer Press ©

Name	AC	RA	CC	ST	T	W	CO
Juggernaut	10	4	7	7	7	3	8
Weapons	Oblivion Axe Fist (UC3, ST+0)						
Armour	Heavy Armour (AR6)						
Special Rules	Siege Weapon Extra Attack (x3) Unerring Steadfast Overrun Large Model						
Structure	Support						
Points Cost	151 points						

The Marauder is well practised at striking multiple opponents in combat.

Name	AC	RA	CC	ST	T	W	CO
Marauder	10	4	7	7	7	3	8
Weapons	Steam Rams (x2)						
Armour	Heavy Armour (AR6)						
Special Rules	Siege Weapon Extra Attack (x4), Unerring Steadfast, Overrun Large Model						
Structure	Support						
Points Cost	167 points						

Destroyer

Support

Once the Juggernaut started to see effective service in the Khothenian military, other variants on the Juggernaut chassis were devised. Mounting a large cannon on one arm lead to the awesome destroyer.

Devastator

Support

The Devastator is the most heavily armoured war walker the khothenian mechanics have ever produced. It is designed to move into enemy troop positions and then unleash a hail of short range cluster grenades all around.

Name	AC	RA	CC	ST	T	W	CO
Devastator	10	6	7	7	7	4	8
Weapons	Cluster Grenades (UC5, ST5, 2 x 2")						
Armour	Custom Shield Armour (AR7)						
Special Rules	Move And Fire Steadfast Large Model						
Structure	Support						
Points Cost	152 points						



Model by Privateer Press ©

Kodiak

Support

In an attempt to gain more speed out of a war walker, the Kodiak was developed. To achieve the minor increase in speed, some armour has been sacrificed.

The Kodiak is armed with two powerful steam fists and designed primarily to be used as a close combat specialist against heavily armoured and resilient targets.

Name	AC	RA	CC	ST	T	W	CO
Kodiak	11	6	7	7	7	3	8
Weapons	Steam Fist (UC5, ST+2, Knock Prone)						
Armour	Heavy Armour (AR5)						
Special Rules	Siege Weapon Extra Attack (x3) Unerring Large Model						
Structure	Support						
Points Cost	145 points						



Barrage Steam Tank by Ground Zero Games ©



Model by Privateer Press ©

Barrage Steam Tank

Support

Before the advent of the war walkers, the Barrage Steam Tank was the primary heavy support vehicle for the Khothenian armed forces.

Although the Barrage Steam Tank has been mostly superceded by the war walkers, a few are still in use within the homeland for garrison duties around military establishments.

Name	AC	RA	CC	ST	T	W	CO
Barrage Tank	10	-	-	7	7	4	7
Crew		6	5	4			
Weapons	Bombard						
	UC	CR	MR	LR	ST		
	6	10/+1	20/+0	30/-1	6		
	Indirect Fire 3" Blast Knock prone 90° fire arc to the front Siege Weapon						
Armour	Heavy Plate Armour (AR6)						
Special Rules	Move And Fire Mechanical Steadfast Overrun Large Model						
Structure	Support						
Points Cost	158 points						

Khothenian Armoury

The following weapons are specific to the Khothenian armed forces.

The points value for the weapons are already included in the model profiles.

Khothenian Close Combat Weapons

The weapons carried by the War walkers are specially manufactured by the Khothenian engineers. These weapons are far too large to be used by a mere man, only the strength and size of a war walker makes them feasible.

Name	UC	CR	MR	LR	ST
Oblivion Axe	5	Close Combat			+2
Special Rules	Save (x2) Penetration Modifier (-2)				

Name	UC	CR	MR	LR	ST
Destroyer Axe	4	Close Combat			+1
Special Rules	Save (x2)				

Name	UC	CR	MR	LR	ST
Steam Rams	5	Close Combat			+2
Special Rules	Save (x2) Models that are not destroyed are automatically knocked prone				

Name	UC	CR	MR	LR	ST
Steam Fist	5	Close Combat			+2
Special Rules	Models that are not destroyed are automatically knocked prone				

Some other weapons used by Khothenian units are also custom made by the weaponsmiths.

Name	UC	CR	MR	LR	ST
Explosive Pike	5	Close Combat			+2
Special Rules	Penetration Modifier (-2) Models that are not destroyed are automatically knocked prone				

Khothenian Ranged Combat Weapons

The Khothenian armourers have devised a number of ranged weapons unique to the Khothenian army.

The points values for these weapons have already been included in the model profiles.

Name	UC	CR	MR	LR	ST
Hand Cannon	4	5/+2	10/+0	15/-2	4
Special Rules	May only be fired once per activation				

Name	UC	CR	MR	LR	ST
Shield Cannon	5	4/+2	8/+0	12/-2	5
Special Rules	May only be fired once per activation. Models that are not destroyed are automatically knocked prone				

Name	UC	CR	MR	LR	ST
Axe Cannon	5	Close Combat			+2
	6	6/+1	12/+0	18/-1	6
Special Rules	May only be fired once per activation. Models that are not destroyed are automatically knocked prone				

Name	UC	CR	MR	LR	ST
Bombard	6	10/+1	20/+0	30/-1	6
Special Rules	Indirect Fire 3" Blast Models that are not destroyed are automatically knocked prone				

Name	UC	CR	MR	LR	ST
Cluster Grenades	5	5/+2	10/+0	15/-2	5
Special Rules	May fire two 2" blast templates for each firing action.				

Khothena Banners

