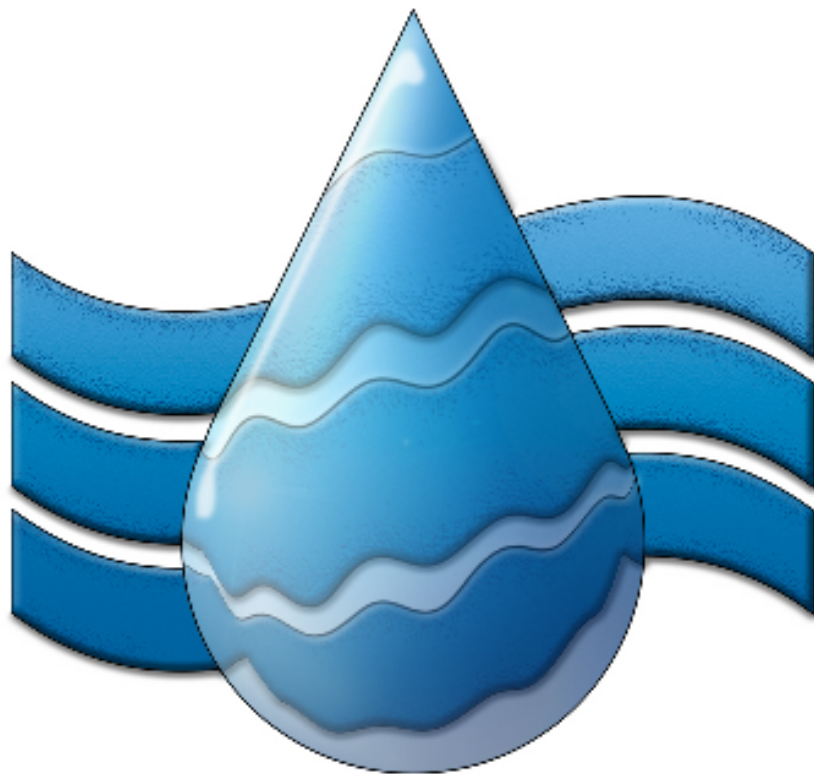


Wargames Unlimited Presents

Korason

An Army List For No Quarter



The Fantasy Battles Miniatures Wargame

The Koralon

The Koralon are an aquatic race recently discovered by the inhabitants of Genayria. The Elven sea fleets were the first to come into contact with the Koralon and the conflict that started that day has continued and spread to all the races of Genayria.

Composition

A Broodmaster or a Phazon Prime must be used as the army General.



Phazon Prime

Individual

The Phazon is the leader of a Koralon force. Its will guides the army and leads them on their mysterious quests for raw materials.



Model painted by Christian Weiss

Name	AC	RA	CC	ST	T	W	CO
Phazon	12	3	6	5	5	2	7
Weapons	Staff (UC5, ST+2)						
Armour	Heavy Armour (AR4)						
Special Rules	Armoured Hide Extra Attack (x2)						
Structure	Individual						
Points Cost	79 points						

Broodmaster

Individual

The Broodmaster is the largest of the Koralon species. It leads and controls a Koralon raiding party.



Koralon Broodmaster By i-Kore

Name	AC	RA	CC	ST	T	W	CO
Broodmaster	12	2	7	6	7	4	9
Weapons	Broadsword (UC5, ST+2) Acid Lance (UC8, ST4, Large Teardrop Template)						
Armour	Heavy Armour (AR6)						
Special Rules	Fear (2) Extra Attacks (x3) Unerring Large Model						
Structure	Individual						
Points Cost	205 points						

Hydra

Support

The Hydra is a huge three headed creature of similar size to the Broodmaster. It occupies a much lower position in the Koralon hierarchy and is generally used as a battering ram against enemy forces.

Name	AC	RA	CC	ST	T	W	CO
Hydra	12	2	7	6	7	4	8
Weapons	Jaw Attack (UC4, ST+1) Broadsword (UC5, ST+2) Acid Lance (UC8, ST4, Large Teardrop Template)						
Armour	Heavy Armour (AR6)						
Special Rules	Fear (2) Extra Attacks (x4) Unerring Large Model						
Structure	Individual						
Points Cost	176 points						

Larvan Warriors

Elite

The Larvan warriors are the elite of the warrior caste. They are quite adept at the art of close combat

Differently equipped Larvans may form a single unit.

Name	AC	RA	CC	ST	T	W	CO
Larvan	10	2	6	5	5	2	6
Weapons	2 x Sword (UC4, ST+1)						
Armour	Armoured Hide (AR4)						
Special Rules	Extra Attack (x2), Double Time						
Structure	2-5 per unit						
Points Cost	65 points						

Name	AC	RA	CC	ST	T	W	CO
Larvan	10	2	6	5	5	2	6
Weapons	Staff (UC5, ST+2)						
Armour	Armoured Hide (AR4)						
Special Rules	Extra Attack (x2), Double Time						
Structure	2-5 per unit						
Points Cost	70 points						



Larvan unit painted by Mocaiv

Brood Warriors

Core

The Brood warriors are the most numerous of the Koralon species. Large numbers of Brood warriors will accompany a Koralon raiding party.

They are generally smaller than a human and move by their strong tail muscle. Their shoulders and back usually have a tough protective growth although the rest of their body is quite unprotected. Some Brood warriors will use a shield fashioned from an indigenous reef material.

Name	AC	RA	CC	ST	T	W	CO
Brood	10	2	5	4	4	1	5
Weapons	Sword (UC3, ST+0)						
Armour	Light Armour & Shield (AR3)						
Special Rules	Double Time						
Structure	4+ per unit						
Points Cost	30 points						

Brood warriors may also be equipped with a double handed bone sword in which case they will sacrifice the use of a shield.



Brood unit painted by Mocaiv

Name	AC	RA	CC	ST	T	W	CO
Brood	10	2	5	4	4	1	5
Weapons	Double Handed Sword (UC5, ST+2)						
Armour	Light Armour (AR2)						
Special Rules	Double Time						
Structure	4+ per unit						
Points Cost	35 points						

Brood warrior tactics often has shield equipped warriors leading the way with double handed bone sword warriors following closely behind.

Harpikon

Core

The Harpikon is a rare sub species of the Koralon capable of flight. Although it is quite vulnerable to ranged combat attacks, its mobility still make it a formidable threat to support weapons and exposed units.

Its leathery wings are independant of its arms thus allowing weapons to be carried and used as the creature hovers over it opponent.



Model painted by Christian Weiss

Harpikons will use either a dual sword combination or a heavy two handed spear.

Name	AC	RA	CC	ST	T	W	CO
Harpikon	10	2	5	4	4	1	6
Weapons	2 x Sword (UC3, ST+0) Staff (UC5, ST+2)						
Armour	Light Armour (AR2)						
Special Rules	Flying Model will gain the extra attack (x2) if armed with the 2 x sword option						
Structure	3+						
Points Cost	35 points						

Arakton Slaves

Arakton slaves are hideous mutations of human origin. Through twisted Phazon rituals, captured humans are transformed into part man, part Koralon hybrids. Many are used as slave labour whilst others are armed and used as warriors.

Their link to the Koralon collective is all powerful and there is no redemption for slaves...except death.

Arakton slaves may form a part of a purestrain Koralon force or may be fielded as an army in their own right.

If fielded as a pure Arakton force, one of the Arakton champions must be designated the army General.

Composition rules are the same as a purestrain Koralon force.

Scutter Champion

Unit Leader

A Scutter Champion is part human, part bug. Their lower bodies have been transformed into multi-limbed scuttling beasts and their arms mutated into vicious claws.



Model painted by Christian Weiss

Name	AC	RA	CC	ST	T	W	CO
Champion	12	2	6	5	5	2	6
Weapons	Sword (UC4, ST+1)						
Armour	Light Armour (AR3)						
Special Rules	Extra Attack (x2) Unerring Double Time						
Structure	Individual						
Points Cost	88 points						

Arakton Scutters

Core

Regular Scutters have the multi-limbed torso, but they wield two bone swords.

Name	AC	RA	CC	ST	T	W	CO
Scutters	10	2	5	5	4	1	6
Weapons	2 x Sword (UC3, ST+0)						
Armour	Light Armour (AR2)						
Special Rules	Double Time						
Structure	4+ per unit						
Points Cost	34 points						



Model painted by Christian Weiss

Slithers Champion

Unit Leader

An Arakton Slithers Champion has been in the brood for a long time, for a slave. Strong, fast and deadly, a Champion will lead a unit of slaves into battle.

Name	AC	RA	CC	ST	T	W	CO
Champion	12	3	6	6	5	2	7
Weapons	2 x Sword (UC4, ST+1)						
Armour	Heavy Armour (AR4)						
Special Rules	Extra Attack (x2) Unerring Double Time Water Ability						
Structure	Individual						
Points Cost	93 points						

Arakton Slithers

Core

The Arakton Slithers have snake like torsos which allow them to move through water obstacles with ease.

Name	AC	RA	CC	ST	T	W	CO
Slithers	10	2	5	5	4	1	6
Weapons	2 x Sword (UC3, ST+0)						
Armour	Light Armour (AR2)						
Special Rules	Double Time Water Ability						
Structure	4+ per unit						
Points Cost	35 points						