

Wargames Unlimited Presents

Sidhe

The House Of Fire

An Army List For No Quarter

By Colin Matthews



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The Fantasy Battles Miniatures Wargame

Sidhe : The House of Fire

The Sidhe are half-divine immortal creatures, elemental serpent forces made flesh by the magic unleashed in the war between the gods. Each of the great Sidhe houses corresponds to one of the elements of the world.

The Sidhe are superior warrior, their serpent reflexes and excellent bows making them good hand to hand fighters and archers. They also have superb cavalry mounts in form of drakes, which are faster and more ferocious than any other races' cavalry.

Composition

One elite unit per core unit.

One support unit per elite or core unit.

One of the character or individual models must be selected as the army General.

Core Units

Sidhe Archers

Core

The archers are the pride of any Sidhe army. Armed with the superior Sidhe Bow and blessed with deft speed and manoeuvrability of their elemental heritage, sidhe archer are a force to be reckoned with.

Name	AC	RA	CC	ST	T	W	CO
Archers	9	6	5	4	4	1	6
Weapons	Sidhe Bow (UC5, ST5, R 12/24/36)						
Armour	Leather Armour (AR3)						
Special Rules	Surefoot Extra Shot						
Structure	4+ Models per unit						
Points Cost	50 Points						



Sidhe Retainers

Core

Sidhe Retainers make up the bulk of the private armies of the noble houses of the sidhe aristocracy. These warriors are good quality hand-to-hand fighters, armed with fine Sidhe swords and well made shields.

Name	AC	RA	CC	ST	T	W	CO
Retainer	9	5	6	5	5	1	6
Weapons	Sidhe Sword (UC4, ST+1)						
Armour	Leather Armour, Shield (AR4)						
Special Rules	Surefoot Parry						
Structure	4+ Models per unit						
Points Cost	46 Points						



Sidhe Greatswords

Core

Sidhe greatswords are drilled in the combat techniques of much heavier melee weapons, usually large double handed swords.

Name	AC	RA	CC	ST	T	W	CO
Greatsword	9	6	5	4	4	1	6
Weapons	Sidhe Greatsword (UC5, ST+2)						
Armour	Leather Armour (AR3)						
Special Rules	Surefoot Extra Attack (x2)						
Structure	4+ Models per unit						
Points Cost	50 Points						



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Sidhe Guards Core

Sidhe guards are armed with a spear and shield, making them good close combat defensive troops whose weapon provides a reach advantage, in the event that the superior reflexes are not enough.

Name	AC	RA	CC	ST	T	W	CO
Guards	9	5	6	5	5	1	6
Weapons	Sidhe Spear (UC4, ST+1)						
Armour	Leather Armour, Shield (AR4)						
Special Rules	Surefoot Parry						
Structure	4+ Models per unit						
Points Cost	47 Points						



Elite Units

Sidhe Dragonriders Elite

The Sidhe dragonriders are the elite sidhe cavalry riding upon the backs of serpent elementals called drakes. The drakes are fast and vicious creatures that bite and slash at opponents with their talons as they charge into combat.



Name	AC	RA	CC	ST	T	W	CO
Rider	12	5	6	5	6	2	6
Drake		-	6	6			
Weapons	Sidhe Sword (UC4, ST+1)						
Armour	Hard Leather Armour, Toughened Hide, Mounted (AR6)						
Special Rules	Surefoot Extra Attack (x3) Cavalry Move <u>Drake</u> <ul style="list-style-type: none"> ▪ Bite (UC4, ST+1) ▪ Claws (UC3, ST+0) ▪ Toughened Hide (see Armour) 						
Structure	2-8 Models per unit						
Points Cost	118 Points						

Sidhe Marksmen Elite

Sidhe Marksmen are the the personal guard of the nobles, often recruited from amongst the lesser aristocracy.

Name	AC	RA	CC	ST	T	W	CO
Marksmen	10	7	5	4	5	2	7
Weapons	Sidhe Bow (UC5, ST5, R 12/24/36)						
Armour	Leather Armour (AR3)						
Special Rules	Surefoot Sure Shot Magic User (Level 1)						
Spells	Smoke (UC5, Level 5)						
Equipment	War Arrows ST+1						
Structure	2+ Models per unit						
Points Cost	104 Points						



Individuals

These are the nobility of the Sidhe race. Those whose blood are purer and undiluted, by interbreeding with humans. Therefore all pureblood Sidhe are natural magic users.

Prince Individual

Sidhe Princes are the young nobels who try to climb up the ladder of the courtly hierarchy.



Name	AC	RA	CC	ST	T	W	CO
Prince	10	7	5	5	5	2	7
Weapons	Sidhe Bow (UC5, ST5, R 12/24/36)						
Armour	Plate (AR6)						
Special Rules	Surefoot Magic User (Level 1) Sureshot Double Time						
Spells	Steam Vent (UC4, Level 5)						
Equipment	War Arrows						
Structure	Individual						
Points Cost	115 Points						



Baron Individual

The sidhe Barons have already proven their ancient heirdom and are counselors of the noble houses. Almost all of these ancient warriors have seen many battles.

Name	AC	RA	CC	ST	T	W	CO
Baron	11	5	8	5	5	3	7
Weapons	Sidhe Warspear (UC5, ST+2)						
Armour	Full Plate, Helm (AR8)						
Special Rules	Surefoot Magic User (Level 2) Double Time Extra Attack (x2) Agressive Attack						
Spells	Molten Grasp (UC4, Level 4) Lava Pool (UC5, Level 4)						
Structure	Individual						
Points Cost	192 Points						

Duke Individual

The sidhe dukes are the Leaders of their race. Alive with the flow of the elemental serpent. In battle they are quick and lethal, and have command over the elemental forces that make up the land. They often wear the hevier plate armour of the sidh

Name	AC	RA	CC	ST	T	W	CO
Duke	12	8	7	5	5	4	8
Weapons	Sidhe Bow (UC5, ST5, R 12/24/36) Sidhe Sword (UC4, ST+1)						
Armour	Plate (AR6)						
Special Rules	Surefoot Magic User (Level 3) Sureshot Adept Extra Attack (x3)						
Spells	Smoke (UC5, Level 5) Lavapool (UC5, Level 4) Burning Hand (UC6, Level 3)						
Equipment	War Arrows						
Structure	Individual						
Points Cost	265 Points						

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Duke on Drake

Individual

Some Dukes prefer to ride into battle on their drakes. Often those drakes are bred in the great houses first as pet for the Nobles and then trained to steeds of war.

Name	AC	RA	CC	ST	T	W	CO
Duke	12	8	7	5	5	4	8
Drake			6	6			
Weapons	Sidhe Sword (UC4, ST+1)						
Armour	Plate (AR6)						
Special Rules	Surefoot Magic User (Level 3) Unwavering Adept Extra Attack (x3) Drake Cavalry Leap						
Spells	Smoke (UC5, Level 5) Lavapool (UC5, Level 4) Burning Hand (UC6, Level 3)						
Structure	Individual						
Points Cost	279 Points						



Elder Serpent

Individual

The Elder Serpent are the most powerful and ancient of the sidhe. Over time they begin to change back to their elemental Serpent form becoming part Sidhe part serpent.



Name	AC	RA	CC	ST	T	W	CO
Elder Serpent	12	5	8	6	6	4	9
Weapons	Sidhe Warspear (UC5, ST+2)						
Armour	Dragonscale (AR6)						
Special Rules	Surefoot Flying Magic User (Level 4) Adept Unwavering Extra Attack (x4) Fear 2						
Spells	Smoke (UC5, Level 5) Fireball (UC6, Level 3) Lavapool (UC5, Level 4) Burning Hand (UC6, Level 3)						
Structure	Individual						
Points Cost	332 Points						

Sidhe Traits

Surefoot

This unit has such quick reflexes so that they can quite often get out of the way of impending danger.

Any unit that attacks a unit with the surefoot ability will be at RA-1 and CC-1 to hit them.

This ability has no effect against any attack that uses a template.

Models in a ranked or closed formation may not benefit from the dodge ability.

Sidhe Weapons

Hand to Hand Weapons

Name	UC	CR	MR	LR	ST
Sidhe Sword	4	Close Combat			+1
Points Cost	3 Points				

Name	UC	CR	MR	LR	ST
Sidhe Spear	4	Close Combat			+1
Special Rules	First two rows may fight				
Points Cost	4 Points				

Name	UC	CR	MR	LR	ST
Sidhe Greatsword	5	Close Combat			+2
Special Rules	Two handed may not be used with shield				
Points Cost	8 Points				

Name	UC	CR	MR	LR	ST
Sidhe Warspear	5	Close Combat			+2
Special Rules	Extended Reach 1". Two handed may not be used with shield				
Points Cost	8 Points				

Ranged Weapons

Name	UC	CR	MR	LR	ST
Sidhe Bow	5	12/+1	24/+0	36/-1	5
Points Cost	8 Points				

