

# GODSIEGE®



## HALODYNES PROFILE CARDS STARTER BOX

**HALODYNES - CITY-STATE SUB-FACTION**  
**INHERENT WARLORD**  
**DEMARCHON**

MOV	MEL	MIS	MAG	DEF	ARM	LEAD	ACT
3	8	4	4	13	7	10	6

**ABILITY**  
ARCHILOCHOS  
HEROIC VALOR  
REVERENCE

TACTIC	TYPE	ACT
DEFIANT IN DEATH	UNIT	I
GRACE OF ACHALLON	UNIT	I
SUDDEN FEAT	UNIT	I

**ITEM**  
I SPEAR  
I LARGE SHIELD  
I SUIT OF ARMOR  
I POTION  
I TALISMAN

**HEALTH BAR**

**DPL**  
I

**MODEL**  
42 PTS.

**SUB-FACTION ABILITY**  
Strong-Willed: the Demarchon may make one reroll of any LEAD-based test.

**ABILITIES**  
Archilochos: the Demarchon gains +2 ARM against melee attacks as long as he is in base contact with a friendly model that benefits from the effects of Phalanx.  
Heroic Valor: once per round, the Demarchon may assign one action token to a friendly unit within 2" of him for free, meaning that the Demarchon does not need to reduce his action tokens by one.  
Reverence: friendly non-warlord models within LEAD range of the Demarchon gain +1 LEAD.

**TACTICS**  
Defiant in Death: if a target model is destroyed, it is not removed from play until the end of the round in which it was destroyed and may still be activated and use action tokens. After the current round ends, remove each destroyed model from play. If half or more models of a unit are removed at the end of the round the unit is not required to take a bravery test. Defiant in Death lasts until the start of the target model's standard activation in the following round.  
Grace of Achallon: target model/unit may roll one additional die on its melee attack rolls this round and then discards the lowest die before determining if the attack was successful. Grace of Achallon lasts until the end of the current round.  
Sudden Feat: target living friendly model/unit may immediately perform one of its self tactics (costing up to 2 ACT) for free. This tactic is performed as a passive activation and may be performed even when the target model/unit already used a tactic this round.

**HALODYNES - CITY-STATE SUB-FACTION**  
**INHERENT CHARACTER**  
**SYNTARCH**

MOV	MEL	MIS	MAG	DEF	ARM	LEAD	ACT
3	7	4	3	14	7	9	5

**ABILITY**  
FEARLESS  
VANGUARD VALOR

TACTIC	TYPE	ACT
COUNTERSTRIKE	SELF	I
PAEAN	UNIT	I
SUN-BLIND	UNIT	I

**WEAPON**

WEAPON	TYPE	ACT	RNG	POW
TWO KOPIS	MEL	2	I	4
	MEL	3	I	3

AMBIDEXTROUS FIGHTER

**HEALTH BAR**

**DPL**  
2

**MODEL**  
30 PTS.

**SUB-FACTION ABILITY**  
Strong-Willed: the Syntarch may make one reroll of any LEAD-based test.

**ABILITIES**  
Fearless: the Syntarch is not required to take Fear tests due to Fear-causing enemies but must test for Fear against Horror causing enemies.  
Vanguard Valor: if the Syntarch successfully charges an enemy model/unit, all friendly models that were within his LEAD range and which had line of sight to the Syntarch before he performed his charge movement, reduce the cost for charge actions against the same charged model/unit by one action token.

**TACTICS**  
Counterstrike: the Syntarch may immediately perform a charge action as a passive activation against an enemy model/unit which ends a movement action (including charges) within 6" and line of sight of the Syntarch, even when the target model/unit engages him. When doing so, the Syntarch must spend the required action tokens for his charge action and increases his strike rank by +1 until the end of the current turn. The Syntarch may not perform a charge action if he is already engaged by a model/unit other than the one currently ending its movement action within 6" of him. Counterstrike lasts until the start of the Syntarch's standard activation in the following round.  
Paeon: target friendly living model/unit gains the ability Fearless and may re-roll failed initial attacks once. Paeon lasts until the end of the current round. Fearless: target model is not required to take Fear tests due to Fear-causing enemies but must test for Fear against Horror-causing enemies.  
Sun-Blind: missile attacks against a target friendly model/unit equipped with a shield suffer -2 on their attack rolls. Sun-Blind lasts until the start of the target model's standard activation in the following round.

**WEAPON ABILITIES**  
Ambidextrous Fighter: each time the Syntarch performs a Two Kopis attack with the Ambidextrous Fighter weapon ability, he may immediately make one additional attack of the same type and as part of the same action as the original Two Kopis attack for free.

**HALODYNES - CITY-STATE SUB-FACTION**  
**INHERENT UNIT**  
**HOPLITES**

MOV	MEL	MIS	MAG	DEF	ARM	LEAD	ACT
3	5	4	3	14	6	8	4

**ABILITY**  
RANK FIGHTING

TACTIC	TYPE	ACT
COMBINED ATTACK	SELF	0
PHALANX	SELF	I

**WEAPON**

WEAPON	TYPE	ACT	RNG	POW
SPEAR	MEL	2	2	3

**SHIELD**

SHIELD	DEF	ARM
HOPLON	2	I

**L M 3 4 5 6 7 8 9 10**

**DPL**  
4

**CORE**  
70 PTS.

**TROOPER**  
II PTS.

**SUB-FACTION ABILITY**  
Strong-Willed: the Hoplites may make one reroll of any LEAD-based test.

**ABILITIES**  
Rank Fighting: Hoplites may draw line of sight and make melee attacks through other friendly Hoplite models of their own unit. Each Hoplite doing so, suffers -1 on melee attack rolls.

**TACTICS**  
Combined Attack: the Hoplites gain +2 MEL for melee attacks that target a model, which has already been successfully hit by another Hoplite of the same unit this action. Combined Attack lasts until the end of the current round.  
Phalanx: each Hoplite gains +2 ARM against melee attacks as long as he is in base contact with at least two other Hoplites of his unit in Phalanx. Phalanx cannot be performed in a turn the Hoplites charged and while in Phalanx, the Hoplites cannot benefit from a fighting style and may not charge. Phalanx lasts until the start of the Hoplite's standard activation in the following round.



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