



DRAGYRI FACTION RULES

In addition to normal Force Construction rules, the following special rules apply when playing a Dragyri Force:

- **Elemental Alignment:** A Dragyri force **must** align itself with one of the elemental Castes: Air, Ice, Fire, or Shadow. That force may only include models from that selected Caste, with exceptions laid out by **The Grand Arbiter Commands** rule.
 - **The Grand Arbiter Commands:** A Dragyri force may choose to include up to 150 points of **Dragyri Trueborn** models from elemental Castes other than its main alignment.
 - **Dragyri Trueborn:** Some rules and effects will reference **Dragyri Trueborn**. Each model in the Dragyri Faction is a Trueborn, with the following exceptions:
 - All "Elemental" models (*Ember, Hail-Ken, Storm Elemental, Zephyr, etc*)
 - All "Slave" models (*Artificer of the Alteghran, Spear Slave, Sling Slave, Taskmaster, etc*)
 - Dah'vid, the Arctic Wind
 - Cavewing and Razor Slyths
 - Greater and Lesser Spiderlings
 - Shadowfinder Bot and Shadow Menial
- **Dragyri Focus Powers:** Some Dragyri models have access to **Psychogenics**. Before Deployment, these models may select a number of Psychogenics depending on their specific Special Ability. These are the Psychogenics that model can cast during this game. Unless specifically noted otherwise, Psychogenics are unique and may not be selected more than once per force. Chosen Psychogenics **must** be selected from that model's Caste.
 - **PSYCHOGENIC NEOPHYTE (X):** This model knows the (x) Psychogenic.
 - Neophyte Psychogenics do not count toward the limit-per-force of a Psychogenic.
 - **PSYCHOGENIC INVOKER:** The model may select 2 Psychogenics from its applicable elemental Caste's Psychogenic List.
 - Psychogenic Invokers may spend 1 AP to cast 1 Psychogenic per turn.
 - **PSYCHOGENIC MASTER:** The model may select 3 Psychogenics from its applicable elemental Caste's Psychogenic List.
 - Psychogenic Masters may spend 1 AP to cast a Psychogenic, twice per turn.

