



HIGHBORN ELVES

ELF INVENTORY - 12 920 POINTS



| | | | | | |
|--------------------|-----------------------|-------------------------|---------------------------|-----------------------|---------------------|
| 2620 pts (22.00 %) | 3024 pts (25.00 %) | 3091 pts (26.00 %) | 1870 pts (16.00 %) | 1220 pts (10.00 %) | 2505 pts (21.00 %) |
| 3820 pts (32.00 %) | 3024 pts (25.00 %) | 3091 pts (26.00 %) | 2420 pts (20.00 %) | 1220 pts (10.00 %) | 2505 pts (21.00 %) |
| Characters | Core | Special | The Ancient Allies | Naval Ordnance | Queen's Bows |
| (40 Max) (50 Max) | (25 Least) (25 Least) | (0 NoLimit) (0 NoLimit) | (20 Max) (25 Max) | (15 Max) (15 Max) | (30 Max) (30 Max) |

Characters



TECLIS

Mage - Standard - Infantry - 20x20mm

225 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|-------------|-----|-----|-----|---|-----|
| | 5" | 10" | 9 | Wizard Adept, Martial Discipline, Master of Spellcrafting | |
| Defensive | HP | Def | Res | Arm | |
| | 3 | 4 | 3 | 0 | |
| Offensive | Att | Off | Str | Ap | Agi |
| Mage | 1 | 4 | 3 | 0 | 5 |

Lightning Reflexes, Hand Weapon

Options

Divination



GLORANNA

Mage - Standard - Infantry - 20x20mm

225 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|-------------|-----|-----|-----|---|-----|
| | 5" | 10" | 9 | Wizard Adept, Martial Discipline, Master of Spellcrafting | |
| Defensive | HP | Def | Res | Arm | |
| | 3 | 4 | 3 | 0 | |
| Offensive | Att | Off | Str | Ap | Agi |
| Mage | 1 | 4 | 3 | 0 | 5 |

Lightning Reflexes, Hand Weapon

Options

Divination



ALARIELLE

Mage - Standard - Infantry - 20x20mm

225 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|-------------|-----|-----|-----|---|-----|
| | 5" | 10" | 9 | Wizard Adept, Martial Discipline, Master of Spellcrafting | |
| Defensive | HP | Def | Res | Arm | |
| | 3 | 4 | 3 | 0 | |
| Offensive | Att | Off | Str | Ap | Agi |
| Mage | 1 | 4 | 3 | 0 | 5 |

Lightning Reflexes, Hand Weapon

Options

Divination



FAERANGLŌS

Mage - Standard - Cavalry - 25x50mm

235 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|--------|-----|-----|-----|-------------|--|
|--------|-----|-----|-----|-------------|--|

| | | | | | |
|------------------|------------|------------|------------|---|------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 5" | 10" | 9 | Wizard Adept, Martial Discipline, Master of Spellcrafting | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 3 | 4 | 3 | 0 | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Mage | 1 | 4 | 3 | 0 | 5 |



MOUNT ELVEN HORSE

| | | | | | |
|--------------------|------------|------------|------------|--------------------|------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 9" | 18" | C | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | C | C | C | C+2 | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Elven Horse | 1 | 3 | 3 | 0 | 4 |

| | |
|----------------|-------------|
| Options | Elven Horse |
|----------------|-------------|



TETHLANNAR

Mage - Large - Cavalry - 50x100mm

540 POINTS



| | | | | | |
|------------------|------------|------------|------------|---|------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 5" | 10" | 9 | Wizard Adept, Martial Discipline, Master of Spellcrafting | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 3 | 4 | 3 | 0 | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Mage | 1 | 4 | 3 | 0 | 5 |



MOUNT YOUNG DRAGON

| | | | | | |
|---------------------|------------|------------|------------|---|------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 6" | 12" | C | Fear, Towering Presence, Fly (7",14", 7",14"), Light Troops | |
| | 7" | 14" | | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 4 | C | 5 | C+1 | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Young Dragon | 4 | 5 | 5 | 2 | 3 |

| | |
|----------------|---|
| Options | Order of the Fiery Heart • Young Dragon |
|----------------|---|



FLORANNAR

Mage - Standard - Infantry - 20x20mm

225 POINTS



| | | | | | |
|------------------|------------|------------|------------|---|------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 5" | 10" | 9 | Wizard Adept, Martial Discipline, Master of Spellcrafting | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 3 | 4 | 3 | 0 | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Mage | 1 | 4 | 3 | 0 | 5 |



GILTHANAS ON HORSE

Commander - Standard - Cavalry - 25x50mm

210 POINTS



| | | | | | |
|---------------|------------|------------|------------|--------------------|--|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
|---------------|------------|------------|------------|--------------------|--|

| | | | | | |
|------------------|------------|------------|------------|---------------------------|---------------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 5" | 10" | 9 | Martial Discipline | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 3 | 6 | 3 | 0 | Light Armour |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Commander | 3 | 6 | 4 | 1 | 7 |



MOUNT ELVEN HORSE

| | | | | | |
|--------------------|------------|------------|------------|--------------------|------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 9" | 18" | C | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | C | C | C | C+2 | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Elven Horse | 1 | 3 | 3 | 0 | 4 |

| | |
|----------------|--|
| Options | Battle Standard Bearer • Elven Horse • No Honour |
|----------------|--|



GILTHANAS

Commander - Standard - Infantry - 20x20mm

180 POINTS



| | | | | | |
|------------------|------------|------------|------------|---------------------------|---------------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 5" | 10" | 9 | Martial Discipline | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 3 | 6 | 3 | 0 | Light Armour |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Commander | 3 | 6 | 4 | 1 | 7 |

| | |
|----------------|------------------------------------|
| Options | Battle Standard Bearer • No Honour |
|----------------|------------------------------------|



HALDRAS

Commander - Large - Cavalry - 50x50mm

170 POINTS



| | | | | | |
|------------------|------------|------------|------------|---------------------------|---------------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 5" | 10" | 9 | Martial Discipline | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 3 | 6 | 3 | 0 | Light Armour |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Commander | 3 | 6 | 4 | 1 | 7 |



MOUNT GIANT EAGLE

| | | | | | |
|--------------------|------------|------------|------------|--------------------------------------|------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 2" | 4" | C | Fly (9", 18", 9", 18"), Light Troops | |
| | 9" | 18" | | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | C | C | 4 | C+1 | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Giant Eagle | 2 | 5 | 4 | 1 | 4 |

| | |
|----------------|-------------------------|
| Options | Giant Eagle • No Honour |
|----------------|-------------------------|



THRONGIL
Commander - Large - Cavalry - 50x50mm

330 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----|-----|-----|--------------------|--------------|---------------------------------|
| | 5" | 10" | 9 | Martial Discipline | | |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | 6 | 3 | 0 | Light Armour | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Commander | 3 | 6 | 4 | 1 | 7 | Lightning Reflexes, Hand Weapon |



MOUNT GRIFFON

| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----|-----|-----|---|-----|---|
| | 6" | 12" | C | Fear, Towering Presence, Fly (8", 16", 8", 16"), Light Troops | | |
| | 8" | 16" | | | | |
| Defensive | HP | Def | Res | Arm | | |
| | 4 | C | 5 | C | | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Griffon | 4 | 5 | 5 | 3 | 5 | Harnessed, Lightning Reflexes, Devastating Charge |

| | |
|----------------|---------------------|
| Options | Griffon • No Honour |
|----------------|---------------------|



GALADHROS
High Prince - Gigantic - Beast - 50x100mm

705 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-------------|-----|-----|-----|--------------------|--------------|---|
| | 5" | 10" | 10 | Martial Discipline | | |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | 7 | 3 | 0 | Light Armour | |
| Offensive | Att | Off | Str | Ap | Agi | |
| High Prince | 4 | 7 | 4 | 1 | 8 | Lightning Reflexes, Devastating Charge, Hand Weapon |



MOUNT DRAGON

| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----|-----|-----|--------------------------------------|-----|--------------------------|
| | 6" | 12" | C | Fly (7", 14", 7", 14"), Light Troops | | |
| | 7" | 14" | | | | |
| Defensive | HP | Def | Res | Arm | | |
| | 6 | 5 | 6 | 4 | | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Dragon | 5 | 5 | 6 | 3 | 3 | Harnessed, Breath Attack |

| | |
|----------------|-------------------------------------|
| Options | General • Queen's Cavalier • Dragon |
|----------------|-------------------------------------|



GALADHROS ON HORSE
High Prince - Standard - Cavalry - 25x50mm

280 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----|-----|-----|--------------------|--------------|--|
| | 5" | 10" | 10 | Martial Discipline | | |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | 7 | 3 | 0 | Light Armour | |
| Offensive | Att | Off | Str | Ap | Agi | |
| | | | | | | |

| Offensive | Att | Off | Str | Ap | Agi | |
|-------------|-----|-----|-----|----|-----|---------------------------------|
| High Prince | 4 | 7 | 4 | 1 | 8 | Lightning Reflexes, Hand Weapon |



MOUNT ELVEN HORSE

| Global | Adv | Mar | Dis | Model Rules | | |
|-------------|-----|-----|-----|-------------|-----|-----------|
| | 9" | 18" | C | | | |
| Defensive | HP | Def | Res | Arm | | |
| | C | C | C | C+2 | | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Elven Horse | 1 | 3 | 3 | 0 | 4 | Harnessed |

| | |
|---------|-------------|
| Options | Elven Horse |
|---------|-------------|



CARANDRAS

Commander - Standard - Infantry - 20x20mm

140 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----|-----|-----|--------------------|--------------|---------------------------------|
| | 5" | 10" | 9 | Martial Discipline | | |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | 6 | 3 | 0 | Light Armour | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Commander | 3 | 6 | 4 | 1 | 7 | Lightning Reflexes, Hand Weapon |

| | |
|---------|---------------------|
| Options | Halberd • No Honour |
|---------|---------------------|



AEGLÖS

Commander - Standard - Infantry - 20x20mm

130 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----|-----|-----|--------------------|--------------|---------------------------------|
| | 5" | 10" | 9 | Martial Discipline | | |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | 6 | 3 | 0 | Light Armour | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Commander | 3 | 6 | 4 | 1 | 7 | Lightning Reflexes, Hand Weapon |

| | |
|---------|-----------|
| Options | No Honour |
|---------|-----------|

Core



SEA GUARD #1

Sea Guard x30 - Standard - Infantry - 20x20mm

705 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----|-----|-----|-----------------------------|----------------------|---|
| | 5" | 10" | 8 | Scoring, Martial Discipline | | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 5 | 3 | 0 | Light Armour, Shield | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Sea Guard | 1 | 4 | 3 | 0 | 5 | Lightning Reflexes, Steady Aim, Cover Volley, Spear, Bow (3+, 3+) |

| | |
|---------|--|
| Options | Champion • Musician • Standard Bearer • Flaming Standard |
|---------|--|



SEA GUARD #1
Sea Guard **x25** - Standard - Infantry - 20x20mm

550 POINTS



| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
|------------------|------------|------------|------------|-----------------------------|----------------------|---|
| | 5" | 10" | 8 | Scoring, Martial Discipline | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | 1 | 5 | 3 | 0 | Light Armour, Shield | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Sea Guard | 1 | 4 | 3 | 0 | 5 | Lightning Reflexes, Steady Aim, Cover Volley, Spear, Bow (3+, 3+) |

| | |
|----------------|---------------------------------------|
| Options | Champion • Musician • Standard Bearer |
|----------------|---------------------------------------|



CITIZEN ARCHERS #1
Citizen Archers **x23** - Standard - Infantry - 20x20mm

375 POINTS



| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
|------------------|------------|------------|------------|-----------------------------|--------------|--------------------------------------|
| | 5" | 10" | 8 | Scoring, Martial Discipline | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | 1 | 4 | 3 | 0 | Light Armour | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Citizen Archer | 1 | 4 | 3 | 0 | 5 | Lightning Reflexes, Longbow (3+, 3+) |

| | |
|----------------|---------------------|
| Options | Champion • Musician |
|----------------|---------------------|



ELEIN REAVERS #1
Elein Reavers **x10** - Standard - Cavalry - 25x50mm

305 POINTS



| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
|------------------|------------|------------|------------|--|--------------|---------------------------------|
| | 9" | 18" | 8 | Feigned Flight, Vanguard, Light Troops, Martial Discipline | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | 1 | 4 | 3 | 1 | Light Armour | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Elein Reaver | 1 | 4 | 3 | 0 | 5 | Lightning Reflexes, Light Lance |
| Elven Horse | 1 | 3 | 3 | 0 | 4 | Harnessed |

| | |
|----------------|---------------------------------------|
| Options | Bow (3+) • Champion • Standard Bearer |
|----------------|---------------------------------------|



ELEIN REAVERS #1
Elein Reavers **x10** - Standard - Cavalry - 25x50mm

295 POINTS



| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
|------------------|------------|------------|------------|--|--------------|---------------------------------|
| | 9" | 18" | 8 | Feigned Flight, Vanguard, Light Troops, Martial Discipline | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | 1 | 4 | 3 | 1 | Light Armour | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Elein Reaver | 1 | 4 | 3 | 0 | 5 | Lightning Reflexes, Light Lance |
| Elven Horse | 1 | 3 | 3 | 0 | 4 | Harnessed |

Options

Bow (3+) • Champion

**HIGHBORN LANCERS #1**Highborn Lancers **x15** - Standard - Cavalry - 25x50mm**550** POINTS

| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
|------------------------|------------|------------|------------|------------------------------------|-----------------------------|----------------------------------|
| | 9" | 18" | 8 | Scoring, Martial Discipline | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | 1 | 4 | 3 | 2 | Heavy Armour, Shield | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Highborn Lancer | 1 | 4 | 3 | 0 | 5 | Lightning Reflexes, Lance |
| Elven Horse | 1 | 3 | 3 | 0 | 4 | Harnessed |

**HIGHBORN LANCERS #1**Highborn Lancers **x6** - Standard - Cavalry - 25x50mm**244** POINTS

| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
|------------------------|------------|------------|------------|------------------------------------|-----------------------------|----------------------------------|
| | 9" | 18" | 8 | Scoring, Martial Discipline | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | 1 | 4 | 3 | 2 | Heavy Armour, Shield | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Highborn Lancer | 1 | 4 | 3 | 0 | 5 | Lightning Reflexes, Lance |
| Elven Horse | 1 | 3 | 3 | 0 | 4 | Harnessed |

Special**KNIGHTS OF RYMA #1**Knights of Ryma **x10** - Standard - Cavalry - 25x50mm**655** POINTS

| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
|-----------------------|------------|------------|------------|------------------------------------|------------------------------------|--|
| | 9" | 18" | 9 | Scoring, Martial Discipline | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | 1 | 5 | 3 | 2 | Shield, Dragonforged Armour | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Knight of Ryma | 1 | 5 | 4 | 1 | 6 | Lightning Reflexes, Devastating Charge, Lance |
| Elven Horse | 1 | 3 | 3 | 0 | 4 | Harnessed |

Options



Champion • Musician • Standard Bearer • War Banner of Ryma

**LION GUARD #1**Lion Guard **x30** - Standard - Infantry - 20x20mm**860** POINTS

| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
|------------------|------------|------------|------------|---|---------------------------------|
| | 5" | 10" | 8 | Strider, Scoring, Martial Discipline, Valiant, Bodyguard | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 1 | 5 | 3 | 0 | Heavy Armour, Lion's Fur |

| | | | | | | |
|-------------------|------------|------------|------------|-----------|------------|--|
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Lion Guard | 1 | 5 | 4 | 1 | 5 | Multiple Wounds (2, against Large and Beast, Large and Cavalry, Gigantic), Lightning Reflexes, Great Weapon |

| | |
|----------------|---|
| Options | Champion • Musician • Standard Bearer • Banner of Becalming |
|----------------|---|

| | | | |
|--|---|-------------------|---|
|  | LION GUARD #1 Lion Guard x13 - Standard - Infantry - 20x20mm | 306 POINTS |  |
|--|---|-------------------|---|

| | | | | |
|---------------|------------|------------|------------|---|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> |
| | 5" | 10" | 8 | Strider, Scoring, Martial Discipline, Valiant, Bodyguard |

| | | | | | |
|------------------|-----------|------------|------------|------------|---------------------------------|
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 1 | 5 | 3 | 0 | Heavy Armour, Lion's Fur |

| | | | | | | |
|-------------------|------------|------------|------------|-----------|------------|--|
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Lion Guard | 1 | 5 | 4 | 1 | 5 | Multiple Wounds (2, against Large and Beast, Large and Cavalry, Gigantic), Lightning Reflexes, Great Weapon |

| | |
|----------------|----------|
| Options | Champion |
|----------------|----------|



| | | | |
|--|--|-------------------|---|
|  | SWORD MASTERS #1 SwordMasters x14 - Standard - Infantry - 20x20mm | 315 POINTS |  |
|--|--|-------------------|---|

| | | | | |
|---------------|------------|------------|------------|------------------------------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> |
| | 5" | 10" | 8 | Scoring, Martial Discipline |

| | | | | | |
|------------------|-----------|------------|------------|------------|---------------------|
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 1 | 6 | 3 | 0 | Heavy Armour |

| | | | | | | |
|---------------------|------------|------------|------------|-----------|------------|--|
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Sword Master | 2 | 6 | 3 | 0 | 6 | Lightning Reflexes, Sword Sworn, Great Weapon |

| | |
|----------------|----------|
| Options | Musician |
|----------------|----------|



| | | | |
|--|--|-------------------|---|
|  | SWORD MASTERS #2 SwordMasters x22 - Standard - Infantry - 20x20mm | 495 POINTS |  |
|--|--|-------------------|---|

| | | | | |
|---------------|------------|------------|------------|------------------------------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> |
| | 5" | 10" | 8 | Scoring, Martial Discipline |

| | | | | | |
|------------------|-----------|------------|------------|------------|---------------------|
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 1 | 6 | 3 | 0 | Heavy Armour |

| | | | | | | |
|---------------------|------------|------------|------------|-----------|------------|--|
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Sword Master | 2 | 6 | 3 | 0 | 6 | Lightning Reflexes, Sword Sworn, Great Weapon |


| | |
|----------------|---------------------------------------|
| Options | Champion • Musician • Standard Bearer |
|----------------|---------------------------------------|

| | | | |
|--|---|-------------------|---|
|  | REAVER CHARIOT #1 Reaver Chariot x3 - Large - Construct - 50x100mm | 300 POINTS |  |
|--|---|-------------------|---|

| | | | | |
|---------------|------------|------------|------------|--|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> |
| | 9" | 14" | 8 | Light Troops, Swiftstride, Martial Discipline |

| | | | | |
|------------------|-----------|------------|------------|------------|
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> |
| | 3 | 4 | 4 | 2 |


| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
|-------------------------|------------|------------|------------|-----------|------------|---|
| Crew (2) | 1 | 4 | 3 | 0 | 5 | Lightning Reflexes, Light Lance, Longbow (3+, 3+) |
| Elvish Horse (2) | 1 | 3 | 3 | 0 | 4 | Harnessed |
| Chariot | | | 5 | 2 | | Inanimate, Impact Hits (D6, D6) |



GIANT EAGLES #3


Giant Eagles x3 - Large - Beast - 50x50mm

160 POINTS



| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
|--------------------|------------|------------|------------|--------------------------------------|------------|
| | 2" | 4" | 8 | Light Troops, Fly (9", 18", 9", 18") | |
| | 9" | 18" | | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 3 | 5 | 4 | 0 | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Giant Eagle | 2 | 5 | 4 | 1 | 4 |


Queen's Bows



QUEEN'S GUARD #1

Queen's Guard x10 - Standard - Infantry - 20x20mm

275 POINTS



| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
|----------------------|------------|------------|------------|-----------------------------|--|
| | 5" | 10" | 8 | Scoring, Martial Discipline | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 1 | 5 | 3 | 0 | |
| | | | | Light Armour | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Queen's Guard | 1 | 5 | 3 | 0 | 5 |
| | | | | | Lightning Reflexes, Moonlight Arrows, Longbow (2+, 2+) |

Naval Ordnance




SEA GUARD REAPER #1

Sea Guard Reaper - Standard - Construct - 60mm round

180 POINTS




| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
|------------------|------------|------------|------------|---------------------------------|---|
| | 5" | 5" | 8 | War Machine, Martial Discipline | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 4 | 1 | 4 | 0 | |
| | | | | Light Armour | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Crew | 2 | 4 | 3 | 0 | 5 |
| | | | | | Move or Fire, Lightning Reflexes, Elven Bolt Thrower (3+, 3+) |



SEA GUARD REAPER #2

Sea Guard Reaper - Standard - Construct - 60mm round

180 POINTS



| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
|------------------|------------|------------|------------|---------------------------------|--|
| | 5" | 5" | 8 | War Machine, Martial Discipline | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | | | | | |

| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
|------------------|-----------|------------|------------|------------|---------------------|
| | 4 | 1 | 4 | 0 | Light Armour |

| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
|------------------|------------|------------|------------|-----------|------------|--|
| Crew | 2 | 4 | 3 | 0 | 5 | Move or Fire, Lightning Reflexes, Elven Bolt Thrower (3+, 3+) |

| | | | | | | |
|--|---|--|--|--|-------------------|---|
|  | SEA GUARD REAPER #3 | | | | 180 POINTS |  |
| | <i>Sea Guard Reaper - Standard - Construct - 60mm round</i> | | | | | |

| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
|---------------|------------|------------|------------|--|--|
| | 5" | 5" | 8 | War Machine, Martial Discipline | |

| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
|------------------|-----------|------------|------------|------------|---------------------|
| | 4 | 1 | 4 | 0 | Light Armour |



| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
|------------------|------------|------------|------------|-----------|------------|--|
| Crew | 2 | 4 | 3 | 0 | 5 | Move or Fire, Lightning Reflexes, Elven Bolt Thrower (3+, 3+) |

| | | | | | | |
|--|---|--|--|--|-------------------|---|
|  | SEA GUARD REAPER #3 | | | | 180 POINTS |  |
| | <i>Sea Guard Reaper - Standard - Construct - 60mm round</i> | | | | | |

| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
|---------------|------------|------------|------------|--|--|
| | 5" | 5" | 8 | War Machine, Martial Discipline | |

| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
|------------------|-----------|------------|------------|------------|---------------------|
| | 4 | 1 | 4 | 0 | Light Armour |

| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
|------------------|------------|------------|------------|-----------|------------|--|
| Crew | 2 | 4 | 3 | 0 | 5 | Move or Fire, Lightning Reflexes, Elven Bolt Thrower (3+, 3+) |

| | | | | | | |
|--|---|--|--|--|-------------------|---|
|  | SKY SLOOP #1 | | | | 250 POINTS |  |
| | <i>Sky Sloop - Large - Construct - 50x100mm</i> | | | | | |



| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
|---------------|------------|------------|------------|--|--|
| | 2" | 2" | 8 | Light Troops, Swiftstride, Fly (9", 9", 9", 9"), Martial Discipline | |
| | 9" | 9" | | | |

| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
|------------------|-----------|------------|------------|------------|---|
| | 4 | 4 | 4 | 1 | Hard Target (1, 1), Light Armour |

| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
|------------------|------------|------------|------------|-----------|------------|--|
| Crew | 1 | 4 | 3 | 0 | 5 | Lightning Reflexes, Light Lance |

| <i>Hawk</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
|-------------|------------|------------|------------|-----------|------------|------------------|
| | 2 | 4 | 4 | 1 | 4 | Harnessed |

| <i>Chariot</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
|----------------|------------|------------|------------|-----------|------------|---|
| | | | 5 | 2 | | Inanimate, Impact Hits (D6, D6), Sky Reaper (3+, 3+) |

| | | | | | | |
|--|---|--|--|--|-------------------|---|
|  | SKY SLOOP #1 | | | | 250 POINTS |  |
| | <i>Sky Sloop - Large - Construct - 50x100mm</i> | | | | | |

| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
|---------------|------------|------------|------------|--|--|
| | 2" | 2" | 8 | Light Troops, Swiftstride, Fly (9", 9", 9", 9"), Martial Discipline | |
| | 9" | 9" | | | |


| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
|------------------|-----------|------------|------------|------------|--|
| | | | | | |

| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
|------------------|------------|------------|------------|------------|--|
| | 4 | 4 | 4 | 1 | Hard Target (1, 1), Light Armour |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Crew | 1 | 4 | 3 | 0 | 5 Lightning Reflexes, Light Lance |
| Hawk | 2 | 4 | 4 | 1 | 4 Harnessed |
| Chariot | | | 5 | 2 | Inanimate, Impact Hits (D6, D6), Sky Reaper (3+, 3+) |



The Ancient Allies

|  | PHOENIX RIDDEN Phoenix - Gigantic - Beast - 50x100mm | 370 POINTS |  | | |
|--|--|-------------------|---|--|--------------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 2" | 4" | 8 (8+1) | Light Troops, Light Troops, Fearless, Supernal, Fly (9", 18", 9", 18") , Martial Discipline, Rebirth (5+) | |
| | 9" | 18" | | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 5 | 5 | 5 | 3 | Aegis (5+) |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Phoenix | 4 | 5 | 5 | 2 | 4 Harnessed, Frost |

| | |
|----------------|-------------------------------|
| Options | Frost Phoenix • Warden's Bond |
|----------------|-------------------------------|

|  | PHOENIX RIDDEN Phoenix - Gigantic - Beast - 50x100mm | 435 POINTS |  | | |
|--|--|-------------------|---|--|--|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 2" | 4" | 8 (8+1) | Light Troops, Light Troops, Fearless, Supernal, Fly (9", 18", 9", 18") , Martial Discipline, Rebirth (5+) | |
| | 9" | 18" | | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 5 | 5 | 5 | 3 | Aegis (5+) |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Phoenix | 4 | 5 | 5 | 2 | 4 Harnessed, Flaming Attacks, Frost, Grind Attacks |

| | |
|----------------|------------------------------|
| Options | Fire Phoenix • Warden's Bond |
|----------------|------------------------------|

|  | PHOENIX #4 Phoenix - Gigantic - Beast - 50x100mm | 375 POINTS |  | | |
|--|--|-------------------|---|--|---|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 2" | 4" | 8 | Light Troops, Light Troops, Fearless, Supernal, Fly (9", 18", 9", 18") , Rebirth (5+) | |
| | 9" | 18" | | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 5 | 5 | 5 | 3 | Aegis (5+) |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Phoenix | 4 | 5 | 5 | 2 | 4 Flaming Attacks, Frost, Grind Attacks |

| | |
|----------------|--------------|
| Options | Fire Phoenix |
|----------------|--------------|



PHOENIX

Phoenix - Gigantic - Beast - 50x100mm

310 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|-----------|-----|-----|-----|--|------------|
| | 2" | 4" | 8 | Light Troops, Light Troops, Fearless, Supernal, Fly (9", 18", 9", 18"), Rebirth (5+) | |
| | 9" | 18" | | | |
| Defensive | HP | Def | Res | Arm | |
| | 5 | 5 | 5 | 3 | Aegis (5+) |
| Offensive | Att | Off | Str | Ap | Agi |
| Phoenix | 4 | 5 | 5 | 2 | 4 Frost |

| | |
|---------|---------------|
| Options | Frost Phoenix |
|---------|---------------|

Magics

Racial Trait Spell

| | Casting | Range | Type | Duration |
|--|---------|--------|------|---------------|
| Favour of Meladys | | | | |
| <i>Mf</i> | 10+ | Caster | | Last one Turn |
| <i>Immediately after successfully casting the spell, add one Veil Token to your Veil Token pool. When a friendly unit within 18" of the Caster suffers a wound before Special Saves, you may discard a Veil Token from your Veil Token pool instead and the wound is ignored. An attack with Multiple Wounds will inflict one wound less than usual instead. For Standard Infantry, up to 2 wounds are ignored per token provided they are suffered simultaneously. A maximum of two Veil Tokens may be discarded each phase for this purpose. Characters and Gigantic models can only ignore a single wound this way per phase.</i> | | | | |



The Conclave: Spells from Divination gain +3" range up to a maximum of +9" for each additional friendly Wizard within 12" of the Caster. This bonus can never increase the combined modifier beyond +9", however other sources may.

| | | Casting | Range | Type | Duration | Effect |
|----------|------------------|----------|-----------------|----------------------|---------------|--|
| 5 | Unerring Strike | 7+ [10+] | 18" | Hex, Missile, Damage | Instant | The target suffers 2D6 [3D6] hits that wound on 4+ with Armour Penetration 1, Divine Attacks and Magical Attacks. |
| 3 | Scrying | 7+ [12+] | 18" [6"Aura] | Augment | Last one Turn | The target gains Distracting and Hard Target. |
| 4 | The Stars Align | 8+ [12+] | 18" [6"Aura] | Augment | Last one Turn | The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat and Shooting Attacks. |
| 6 | Portent of Doom | 8+ | 24" | Hex | Permanent | When calculating Combat Score, a side with units containing at least one model affected by the spell suffers -X to its Combat Score (for each affected unit and instance of the spell), where X is equal to the number of Characters in the unit, increased by 1 if the unit contains any R&F models. A Character leaving a unit that was the target of the spell no longer is affected by the spell, unless the Character was a single model unit that was the initial target of the spell. |
| 1 | Know Thy Enemy | 7+ [12+] | 18" [6"Aura] | Augment | Last one Turn | The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility. |
| A | Guiding Light | | 12" | Augment | Last one Turn | Discipline Tests of units with all models affected by the spell are subject to Minimised Roll. A unit cannot be affected by this spell more than once per Magic Phase. |
| 2 | Fate's Judgement | 5+ [9+] | 18" | Hex, Missile, Damage | Instant | The target suffers D3 [D6] hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed). |

Magic banners

Flaming Standard: One use only. May be activated at the start of a Round of Combat or before shooting with the bearer's unit. The bearer's unit gains Flaming Attacks. If activated when Engaged in Combat, the effect lasts until the bearer's unit is no longer Engaged in Combat. If activated before shooting with the bearer's unit, the effect lasts until the end of the phase.

War Banner of Ryma: R&F model parts without Harnessed in a unit with one or more War Banners of Ryma gain **Devastating Charge (+1 Str)**. In addition, all Infantry models in the unit gain **Devastating Charge (+1" Adv)**.

Banner of Becalming: In the opponent's Magic Phase, during Siphon the Veil before converting Veil Tokens into Magic Dice, remove one Veil Token from the opponent's Veil Token pool and add one Veil Token to your Veil Token pool.

Model Rules

Aegis:

Bodyguard: When a Character is joined to a unit in which at least one model has Bodyguard, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

Bow:

Cover Volley: Attack Attribute - Shooting.

When an enemy unit declares a Charge against another unit containing one or more models with Martial Discipline in the Charge Phase, a single friendly unit containing one or more models with Cover Volley may immediately perform a Stand and Shoot Charge Reaction with the following conditions and restrictions:

- The distance between the Charger and the Charged unit must be greater than the Charger's Advance Rate (using the lowest value among the Charging models if there is more than one).
- The unit with Cover Volley is within 12" of the Charged unit.
- Only model parts with Cover Volley may shoot, and they may only shoot once per Charge Phase.
- The unit must use Stand and Shoot before the Charged unit declares its Charge Reaction. If the Charge is no longer possible after the unit's Stand and Shoot (e.g. due to the Charging unit being destroyed or failing a Panic Test), the Charged unit does not declare any Charge Reaction.
- The Stand and Shoot Charge Reaction is performed as if the enemy had declared the Charge against the unit with Cover Volley in their current position (apply the normal rules for the Stand and Shoot Charge Reaction, i.e. the Charging unit must be Located in the Front Arc of the unit with Cover Volley, the unit with Cover Volley cannot be Shaken or Fleeing, etc.).

Devastating Charge: Attacks & Weapons, Melee

A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.

Dragonforged Armour: Follows the rules for Heavy Armour (can be enchanted as if it was Heavy Armour).

In addition, the wearer gains Aegis (2+, against Flaming Attacks) and Aegis (6+), and automatically fails all Fortitude Saves.

Elven Bolt Thrower: Artillery Weapon.

This Shooting Weapon can be fired in two ways:

- Range 48", Shots 1, Str 3 [6], AP 10, Area Attack (5x1), [Multiple Wounds (D3)].
- Range 48", Shots 6, Str 4, AP 2.

Fearless: If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

Feigned Flight: A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

Flaming Attacks: The attack doesn't have any special effect. However, it interacts with other rules, such as Flammable and Regeneration.

Fly: The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move, a Charge, an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

Frost: The model gains Aegis (5+), Fearless, and Supernal. Enemy units in base contact with one or more Frost Phoenixes suffer -2 Agility, -2 Offensive Skill, and -2 Defensive Skill.

Great Weapon: Attacks made with a Great Weapon gain +2 Strength, +2 Armour Penetration and always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

Grind Attacks: A model part with Grind Attacks resolves these attacks at its own Agility. It must choose an enemy unit in base contact with it. The chosen enemy unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the model part's own Strength and Armour Penetration.

If a model has both Grind Attacks and Impact Hits

, it may only use one of these rules in the same Round of Combat

(its controlling player may choose which). When several model parts in the same unit have Grind Attacks and when X is a random number (e.g. Grind Attacks (2D3)), roll for the number of hits separately for each model part.

Hand Weapon: All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

Hard Target:

Harnessed: Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with

Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with with at least one model part with Harnessed is considered to be mounted.

Heavy Armour: +2 Armor

Impact Hits: At Initiative Step 10, a charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's Strength and Armour Penetration.

If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). In multipart models, only model parts that also have Harnessed or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.

Inanimate: Inanimate - Melee

Model parts with Inanimate cannot make Close Combat Attacks and cannot use Shooting Weapons. Shooting Weapons carried by model parts with Inanimate can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate).

Lance: Attacks made with a Lance and allocated toward models in the wielders' Front Facing gain Devastating Charge (+2 Strength, +2 Armour Penetration). Infantry cannot use Lances.

Light Armour: Armor +1

Light Lance:

Light Troops: Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

Lightning Reflexes:

Lion's Fur: If on foot, the wearer gains +1 Armour which is improved to +2 Armour against Shooting Attacks. Lion's Fur cannot be taken by a model with Dragonforged Armour.

Longbow: Portée 30", tir 1, Force 3, PA 0, tir de volée

Martial Discipline: If more than half of a unit's models have Martial Discipline, their Discipline Tests are subject to Minimised Roll except for Panic and Break Tests.

Master of Spellcrafting: The Wizard's spells have their Casting Value reduced by 1. When performing a Casting Attempt with a single Magic Dice, a natural roll of '1' or '2' is always a failed Casting Attempt, regardless of any modifiers.

Moonlight Arrows: Shooting.

This Attack Attribute can only be used with Bows or Longbows without Weapon Enchantments. The attacks become Flaming Attacks and Magical Attacks, and have their Strength set to 4 and their Armour Penetration set to 1.

Move or Fire: The attack may not be used if the attacking model has made an Advance Move, March Move, Reform or Pivot during the current Player Turn.

Multiple Wounds: Attacks & Weapons, Melee

Unsaved wounds caused by the attacks are multiplied into the value given in brackets (X). If the value is a dice (e.g. Multiple Wounds (D3)), roll one dice for each unsaved wound with Multiple Wounds. The amount of wounds that the attack is multiplied into can never be higher than the Health Points Characteristic of the target (excluding Health Points lost previously in the battle). For example, if a Multiple Wounds (D6) attack wounds a unit of Trolls (HP 3) and rolls a '5' for the multiplier, the number of unsaved wounds is reduced to 3, even if the Troll unit has already lost one or two Health Points previously in battle.

If Clipped Wings is stated after the X value in brackets, any unsaved wound caused by the attack against a model with Fly is multiplied into X+1 instead of X.

Rebirth: Universal Rule.

The first time a Phoenix loses its last Health Point, the owner must roll a D6. The roll is successful on a roll of 5+ (or 3+ if the model has Warden's Bond):

- Remove the model as a casualty as usual, but place a marker on the centre of the model's final position.
- In the next Player Turn, at the start of step 3 of the Movement Phase Sequence (after Rallying Fleeing units), the Phoenix model is placed back on the Battlefield. The centre of the model must be placed within 3" of the marker and the model must be placed more than 1" away from other units and Impassable Terrain, facing any direction.
- If the model cannot be placed following these rules, it cannot return for the rest of the game.
- The returned model is the same model that left the game, including any and all ongoing effects (such as spells affecting the model), with the exception that it always returns with only 1 Health Point left and counts as Rallied in case it was Fleeing when it lost its last Health Point (and thus is Shaken until the end of the Player Turn).
- The model does not grant Victory Point for being Destroyed if it still has Health Points left at the end of the game.

If the roll fails, follow the normal rules (i.e the model is removed as a casualty)

Scoring: Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives (see section XVI.2 "Scoring Secondary Objectives", page 67). Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon:

Scoring can be lost during the game:

- A unit that is Fleeing loses Scoring for as long as it is Fleeing.
- An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring.
- A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.

Shield: +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

Sky Reaper: Artillery Weapon.

Range 24", Shots 4, Str 5, AP 3, Quick to Fire.

Spear:

Steady Aim: Attack Attribute - Shooting.

The model can shoot from the third rank (in addition to the 1st and 2nd) and it does not suffer to-hit penalties for Stand and Shoot Charge Reactions.

Strider: The model automatically passes Dangerous Terrain Tests taken due to Terrain.

If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain.

Sometimes Strider is linked to a specific type of Terrain, stated in brackets.

In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

Supernal:

Swiftstride: When a unit composed entirely of models with Swiftstride rolls Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 (normally this will lead to rolling 3D6) and discards the lowest D6 rolled.

Sword Sworn: Attack Attribute - Close Combat.

The model part gains a +1 to-hit modifier when attacking with a Great Weapon.

Valiant: The model is immune to the effects of Fear. If more than half of a unit's models have Valiant, the unit automatically passes Panic Tests caused by Terror.

Vanguard: After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

War Machine: The model cannot Pursue, Declare Charges or Declare Flee as Charge Reaction. Characters can never join units with War Machines, and Characters with War Machine cannot join units at all.

When a War Machine fails a Panic Test, instead of Fleeing it is Shaken until the end of the next Player Turn. War Machines that fail a Break Test are automatically destroyed. War Machines and units Engaged in Combat with them cannot make Combat Reforms.

When a unit charges a War Machine, it can move into base contact by having its Front Facing contact any point of the War Machine's base (it must still maximise the number of models in base contact, see subsection II.1.A "Bases and Base Contact", page 4 and Figure 1 page 4). No Align Move is allowed. Ignore the War Machine's Facing, as it does not have any due to its round base.

Wizard Adept: - Knows 2 spells.

- Can select from the Learned Spells 1, 2, 3, and 4 of its chosen Path and the Hereditary Spell of its army.

The Wizard gains Channel (1) and selects its spells as described in Spell Selection.

Qr codes of your army

You can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

Teclis



Gloranna



Alarielle



Sea Guard #1



Sea Guard #1



Citizen Archers #1



Elein Reavers #1



Elein Reavers #1



Knights of Ryma #1



Lion Guard #1



Lion Guard #1



Sword Masters #1



Faeranglos



Sword Masters #2



Reaver Chariot #1



Sea Guard Reaper #1



Sea Guard Reaper #2



Sea Guard Reaper #3



Sea Guard Reaper #3



Phoenix ridden



Phoenix ridden



Phoenix #4



Phoenix



Highborn Lancers #1



Highborn Lancers #1



Giant Eagles #3



Queen's Guard #1



Sky Sloop #1



Sky Sloop #1



Tethlannar



Florannar



Gilthanas on horse



Gilthanas



Haldras



Throngil



Galadhros



Galadhros on horse



Carandras



Aeglos

