| 1120 pts (37.00 %) | 750 pts (25.00 %) | 1130 pts (38.00 %) | 380 pts (13.00 %) |
|---|---|---|---|
| **Characters** | **Core** | **Special** | **Queen's Bows** |
| (40 Max) | (25 Least) | (0 NoLimit) | (30 Max) |

# Characters

## COMMANDER #1
### Commander - Large - Cavalry - 50x50mm
**525 POINTS**

| Global | Adv | Mar | Dis | | | Model Rules |
|---|---|---|---|---|---|---|
| | 5" | 10" | 9 | | | **Martial Discipline** |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | 6 | 3 | 0 | | **Light**<br>**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, Fly, Light Troops, Towering Presence, Ancient Allies (1)** |
| | 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 | Battle Standard Bearer • Griffon • Dragonforged Armour (Daemon's Bane) • Great Weapon |
|---|---|
| **Magic items** | Diadem of Protection • Daemon's Bane (Dragonforged Armour) |

## HIGH PRINCE #1
### High Prince - Standard - Infantry - 20x20mm
**595 POINTS**

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

| Options | General • Master of Canreig Tower • 3 additional Learned Spells • Dragonforged Armour (Protection of Dorac) • Paired Weapons (Hero's Heart) |
|---|---|
| **Magic items** | Protection of Dorac (Dragonforged Armour) • Hero's Heart (Paired Weapons) • Crystal Ball |
| **Notes** | +2 al PRIMO DISPELL |

# Core

## HIGHBORN LANCERS #1
### Highborn Lancers x9 - Standard - Cavalry - 25x50mm
**370 POINTS**

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

| Global | Adv | Mar | Dis | | Model Rules |
|---|---|---|---|---|---|
| | 9" | 18" | 8 | | Scoring, Martial Discipline |

| Defensive | HP | Def | Res | Arm | Model Rules |
|---|---|---|---|---|---|
| | 1 | 4 | 3 | 2 | Heavy Armour, Shield |

| Offensive | Att | Off | Str | Ap | Agi | Model Rules |
|---|---|---|---|---|---|---|
| Highborn Lancer | 1 | 4 | 3 | 0 | 5 | Lightning Reflexes, Lance |
| Elven Horse | 1 | 3 | 3 | 0 | 4 | Harnessed |

| Options | Champion • Musician • Standard Bearer |
|---|---|
| Magic banners | Aether Icon (Banner Enchantment) |
| Notes | RES MAGIA 1 |

## SEA GUARD #1
Sea Guard x20 - *Standard - Infantry - 20x20mm*

**380 POINTS**

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

| Defensive | HP | Def | Res | Arm | Model Rules |
|---|---|---|---|---|---|
| | 1 | 5 | 3 | 0 | Light Armour, Shield |

| Offensive | Att | Off | Str | Ap | Agi | Model Rules |
|---|---|---|---|---|---|---|
| Sea Guard | 1 | 4 | 3 | 0 | 5 | Lightning Reflexes, Steady Aim, Marine Training, Bow (3+), Spear |

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

# Special

## SEA GUARD REAPER #1
Sea Guard Reaper - *Standard - Construct - 60mm round*

**190 POINTS**

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

| Defensive | HP | Def | Res | Arm | Model Rules |
|---|---|---|---|---|---|
| | 4 | 1 | 4 | 0 | Light Armour |

| Offensive | Att | Off | Str | Ap | Agi | Model Rules |
|---|---|---|---|---|---|---|
| Crew | 2 | 4 | 3 | 0 | 5 | Lightning Reflexes, Move or Fire, Elven Bolt Thrower |

## FLAME WARDENS #1
Flame Wardens x20 - *Standard - Infantry - 20x20mm*

**420 POINTS**

| Global | Adv | Mar | Dis | | Model Rules |
|---|---|---|---|---|---|
| | 5" | 10" | 9 | | Fearless, Scoring, Martial Discipline |

| Defensive | HP | Def | Res | Arm | Model Rules |
|---|---|---|---|---|---|
| | 1 | 5 | 3 | 0 | Aegis, Heavy Armour |

| Offensive | Att | Off | Str | Ap | Agi | Model Rules |
|---|---|---|---|---|---|---|
| Flame Warden | 1 | 5 | 3 | 0 | 6 | Lightning Reflexes, Fight in Extra Rank, Halberd |

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

## Initiate of the Fiery Heart #1

Initiate of the Fiery Heart - *Large - Cavalry - 50x100mm*

**330 POINTS**

| Global | Adv | Mar | Dis | | Model Rules |
|---|---|---|---|---|---|
| | 7" | 14" | 9 | | **Fear, Fly (7",14"), Towering Presence, Ancient Allies (1), Martial Discipline, Master of Spellcrafting, Meeting of Minds, Incendiary Alliance** |
| | 7" | 14" | | | |

| Defensive | HP | Def | Res | Arm | |
|---|---|---|---|---|---|
| | 4 | 4 | 5 | 3 | **Light Armour** |

| Offensive | Att | Off | Str | Ap | Agi | |
|---|---|---|---|---|---|---|
| Dragon Mage | 1 | 4 | 3 | 0 | 5 | **Lightning Reflexes, Flaming Attacks** |
| Young Dragon | 4 | 5 | 5 | 2 | 3 | **Breath Attack (Str 4, AP 1, Flaming Attacks)**, **Flaming Attacks** |

## Sea Guard Reaper #2

Sea Guard Reaper - *Standard - Construct - 60mm round*

**190 POINTS**

| Global | Adv | Mar | Dis | | Model Rules |
|---|---|---|---|---|---|
| | 5" | 5" | 8 | | **War Machine, Martial Discipline** |

| Defensive | HP | Def | Res | Arm | |
|---|---|---|---|---|---|
| | 4 | 1 | 4 | 0 | **Light Armour** |

| Offensive | Att | Off | Str | Ap | Agi | |
|---|---|---|---|---|---|---|
| Crew | 2 | 4 | 3 | 0 | 5 | **, Move or Fire, Elven Bolt Thrower Lightning Reflexes** |

## Magics

Racial Trait Spell

| | Casting | Range | Type | Duration |
|---|---|---|---|---|
| | | *H Favour of Meladys* | | |
| Mf | 10+ | Caster | Caster | Last one Turn |

*You gain one Veil Token that is not removed when the spell ends. 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 and apply the following rules instead:*
*• No Special Save can be taken.*
*• If the attack causing the wound has Multiple Wounds, it inflicts one wound less than usual. Otherwise, the wound is ignored.*
*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.*

## Magic items

**Crystal Ball:** The firsts Dispelling Attempt in each enemy Magic Phase gains a +2 Dispelling Modifier, provided the bearer is on the Battlefield. When using a single Magic Dice for this Dispelling Attempt, a natural roll of '1' or '2' on the Magic Dice is always a failed Dispelling Attempt, regardless of any modifiers.

**Daemon's Bane:** The wearer gains +2 Armour against Magical Attacks.

**Diadem of Protection:** The bearer gains **Aegis (+2, max 4+)**.

**Hero's Heart:** The wielder gains +1 Attack Value while using this weapon. Attacks made with this weapon become Magical Attacks and always have at least Strength 5 and at least Armour Penetration 2.

**Protection of Dorac:** The wearer gains +2 Armour and +2 Defensive Skill.

## Magic banners

**Aether Icon:** The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

# Model Rules

**Aegis:**

**Ancient Allies:** The sum of the Ancient Allies values stated in brackets of all models in the army is restricted to 1 per 1500 Army Points, rounding fractions up.

**Bow:**

**Breath Attack:**

**Elven Bolt Thrower:** Artillery Weapon.
This Artillery Weapon can be fired in two ways:
• Range 48″, Shots 1, Str 3 [6], AP 10, Area Attack (1×5), [Multiple Wounds (D3)]
• Range 48″, Shots 6, Str 4, AP 2

**Fear:** Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

**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.

**Fight in Extra Rank:**

**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 Chargers move, 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.

**Halberd:** Attacks made with a Halberd gain +1 Strength and +1 Armour Penetration. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

**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

**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

**Incendiary Alliance:** Universal Rule.
The model is a Wizard Apprentice that does not select spells as normal, but instead must select 2 spells from:
• Cloak of Cinders(Pyromancy)
• Glory of Gold (Alchemy)
• Pyroclastic Flow (Pyromancy)
• Silver Spike (Alchemy)

**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

**Lightning Reflexes:** Close Combat
A Close Combat Attack with Lightning Reflexes gains a +1 to-hit modifier. Model parts with this Attack Attribute wielding Great Weapons do not gain this +1 to-hit modifier, but strike with the Great Weapon at the Initiative Step corresponding to their Agility instead of always striking at Initiative Step 0.

**Marine Training:** The model part may use Shooting Attacks from any rank.

**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.

**Meeting of Minds:** The Dragon model part gains Channel (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.

**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 if 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.

**Spear:**

**Steady Aim:** The model can shoot from the third rank (in addition to the first and second) and it does not suffer the -1 to-hit modifier for Stand and Shoot Charge

Reactions.

**Towering Presence:** The model gains Tall and can never be joined or join a unit (unless it is a War Platform). A model with Towering Presence increases its Rally Around the Flag and Commanding Presence ranges by 6".

**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

Your 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.

Commander #1



High Prince #1



Sea Guard Reaper #1



Highborn Lancers #1



Sea Guard #1



Flame Wardens #1



Initiate of the Fiery Heart #1



Sea Guard Reaper #2