



HIGHBORN ELVES

1 - 4 280 POINTS



1380 pts (31.00 %) 1230 pts (27.00 %) 995 pts (22.00 %) 1235 pts (27.00 %) 380 pts (8.00 %)

Characters (40 Max) **Core** (25 Least) **Special** (0 NoLimit) **Queen's Bows** (30 Max) **Naval Ordnance** (15 Max)

Characters



COMMANDER #1

Commander - Standard - Infantry - 20x20mm

305 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, Lightning Reflexes, Hand Weapon |

| | |
|----------------------|---|
| Options | Battle Standard Bearer • Longbow (1+) • Heavy Armour • Great Weapon |
| Magic items | Destiny's Call (Light Armour) • Lucky Charm |
| Magic banners | Banner of Discipline (Battle Standard Bearer) |



HIGH PRINCE #3

High Prince - Large - Cavalry - 50x50mm

715 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, 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 | General • Griffon • Heavy Armour • Shield (Willow's Ward) • Lance (Nova Flare) |
| Magic items | Nova Flare (Lance) • Willow's Ward (Shield) • Death Cheater (Light Armour) • Potion of Strength |



MAGE #1

Mage - Standard - Infantry - 20x20mm

360 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|--------|-----|-----|-----|--|--|--|
| | 5" | 10" | 9 | , Master of Wizard Adept, Martial Discipline 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 |

Lightning Reflexes, Lightning Reflexes, Hand Weapon

| | |
|--------------------|---|
| Options | Pyromancy • Order of the Fiery Heart • Heavy Armour (Alchemist's Alloy) |
| Magic items | Glittering Lacquer • Alchemist's Alloy (Heavy Armour) |

Core



ELEIN REAVERS #1

Elein Reavers x5 - Standard - Cavalry - 25x50mm

190 POINTS



| | | | | | |
|---------------------|------------|------------|------------|--|---------------------------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 9" | 18" | 8 | Feigned Flight, Light Troops, Vanguard, 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 |

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



SEA GUARD #1

Sea Guard x25 - Standard - Infantry - 20x20mm

590 POINTS



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

| | |
|----------------------|---------------------------------------|
| Options | Champion • Musician • Standard Bearer |
| Magic banners | Legion Standard (Banner Enchantment) |



CITIZEN SPEARS #1

Citizen Spears x20 - Standard - Infantry - 20x20mm

290 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, Shield |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Citizen Spear | 1 | 4 | 3 | 0 | 5 |
| | | | | | Fight in Extra Rank, Lightning Reflexes, Spear |

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



CITIZEN ARCHERS #1

Citizen Archers x10 - Standard - Infantry - 20x20mm

160 POINTS



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

Options

Musician

Special



KNIGHTS OF RYMA #1

Knights of Ryma x5 - Standard - Cavalry - 25x50mm

400 POINTS



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

Options

Champion • Musician • Standard Bearer

Magic banners

Rending Banner (Banner Enchantment)



REAVER CHARIOTS #1

Reaver Chariots - Large - Construct - 50x100mm

120 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-------------|-----|-----|-----|---|-----|--|
| | 9" | 14" | 8 | Light Troops, Swiftstride, Martial Discipline | | |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | 4 | 4 | 2 | | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Crew | 1 | 4 | 3 | 0 | 5 | Lightning Reflexes, Light Lance, Longbow |
| Elven Horse | 1 | 3 | 3 | 0 | 4 | Harnessed |
| Chassis | | | 5 | 2 | | Impact Hits, Inanimate |

Options

Champion



SWORD MASTERS #1

Sword Masters x20 - Standard - Infantry - 20x20mm

475 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|-----------|-----|-----|-----|-----------------------------|--|
| | 5" | 10" | 8 | Scoring, Martial Discipline | |
| Defensive | HP | Def | Res | Arm | |

| | | | | | |
|---|------------|------------|------------|------------|--------------|
| <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 |
| Magic banners | Banner of Discipline (Banner Enchantment) |

Queen's Bows

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|--|--|-------------------|---|
|  | QUEEN'S GUARD #1 Queen's Guard x10 - Standard - Infantry - 20x20mm | 295 POINTS |  |
|--|--|-------------------|---|

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|---|------------|------------|------------|-----------------------------|------------|
| <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 | | | | | |

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

Naval Ordnance

| | | | |
|--|--|-------------------|---|
|  | SEA GUARD REAPER #1 Sea Guard Reaper - Standard - Construct - 60mm round | 190 POINTS |  |
|--|--|-------------------|---|

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|--|------------|------------|------------|---------------------------------|------------|
| <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 |
| Lightning Reflexes, Move or Fire, Elven Bolt Thrower | | | | | |

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|--|--|-------------------|---|
|  | SEA GUARD REAPER #2 Sea Guard Reaper - Standard - Construct - 60mm round | 190 POINTS |  |
|--|--|-------------------|---|

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|--|------------|------------|------------|---------------------------------|------------|
| <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 |
| Lightning Reflexes, Move or Fire, Elven Bolt Thrower | | | | | |

Magics

Racial Trait Spell

| | Casting | Range | Type | Duration |
|--|---------|--------|--------|---------------|
| H Favour of Meladys | | | | |
| Mf | 10+ | Caster | Caster | Last one Turn |
| <p>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:</p> <ul style="list-style-type: none"> 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. <p>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.</p> | | | | |



Pyromancy

| | | Casting | Range | Type | Duration | Effect |
|---|-------------------|-------------|------------------|----------------------|---------------|---|
| 5 | Scorching Salvo | 8+ | 24" Aura | Hex, Damage | Instant | The target suffers D3+1 hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks. |
| 3 | Flaming Swords | 8+ [11+] | 18" [6" Aura] | Augment | Last one Turn | The target gains Flaming Attacks and Magical Attacks. In addition, the target's Melee and Shooting Attacks gain a +1 to-wound modifier. |
| 4 | Pyroclastic Flow | 7+ [10+] | 24" [12"] | Hex, Missile, Damage | Instant | The target suffers 2D6 [3D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks. |
| 6 | Enveloping Embers | 11+ | 24" | Hex, Damage, Direct | Instant | Each model in the target unit suffers 1 hit with Strength 3, Armour Penetration 0, Flaming Attacks, and Magical Attacks. |
| 2 | Cascading Fire | 5+ [8+] | 24" [12"] | Hex | Last one Turn | The target suffers D6 [2D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks. |
| 4 | Blaze | | 24" | Hex, Missile, Damage | Instant | The target suffers 1 hit with Strength 5, Armour Penetration 2, Flaming Attacks, and Magical Attacks. |
| 1 | Fireball (rep) | 4+ | 36" | Hex, Missile, Damage | Instant | The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks. |

Magic items

Alchemist's Alloy: The wearer gains +1 Armour and suffers -2 Offensive Skill.

Death Cheater: The wearer gains +1 Armour and Fortitude (4+).

Destiny's Call: The wearer gains Aegis (4+). In addition, its Armour is set to 3 and can never be improved beyond this.

Glittering Lacquer: The bearer gains **Hard Target (1)**.

Lucky Charm: One use only. May be activated when the bearer's model fails an Armour Save. This failed Armour Save may be rerolled.

Nova Flame: Attacks made with this weapon gain **Devastating Charge (+1 Att)** and **Lethal Strike**, and become **Divine Attacks** and **Magical Attacks**. One use only. May be activated at the start of any Round of Combat. The wielder counts as Charging for the purpose of Devastating Charge.

Potion of Strength: One use only. May be activated at the start of any Round of Combat. Until the end of the Player Turn the bearer gains Crush Attack.

Willow's Ward: While using this Shield, the bearer cannot use Parry, gains +1 Armour, and Impact Hits distributed onto the bearer suffer -2 Armour Penetration.

Magic banners

Banner of Discipline: The bearer's unit may reroll failed Panic Tests. If the Battle Standard Bearer or the General is part of the bearer's unit, it automatically passes Panic Tests instead.

Legion Standard: A unit with one Legion Standard increases the maximum of its Rank Bonus by +1 (normally this means the unit can add up to 4 Full Ranks to its Combat Score). A unit with two or more Legion Standards increases the maximum of its Rank Bonus by +2 instead.

Rending Banner: One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.

Model Rules

Bow:

Cover Volley: 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: Armour Equipment

Heavy Armour. The wearer gains Aegis (2+, against Flaming Attacks) and Aegis (6+), and automatically fails all Fortitude Saves.

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

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.

Fight in Extra Rank:

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

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

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: 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.

Lightning Reflexes:

Longbow: Portée 30", tir 1, Force 3, PA 0, Tir précis , Tir rapide

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: 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.

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.

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.

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

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.

Commander #1



High Prince #3



Mage #1



Elein Reavers #1



Sea Guard #1



Citizen Spears #1



Citizen Archers #1



Knights of Ryma #1



Reaver Chariots #1



Sword Masters #1



Sea Guard Reaper #1



Sea Guard Reaper #2



Queen's Guard #1

