




1375 pts (31.00 %) 1135 pts (25.00 %) 1215 pts (27.00 %) 320 pts (7.00 %) 360 pts (8.00 %) 675 pts (15.00 %)  
**Characters** **Core** **Special** **The Ancient** **Naval Ordnance** **Queen's Bows**  
 (40 Max) (25 Least) (0 NoLimit) (20 Max) (15 Max) (30 Max)

Characters

 **ELLORAN** **565 POINTS**   
 High Prince - Standard - Infantry - 20x20mm



Global	Adv	Mar	Dis	Model Rules		
5"	10"	10	, Master of Wizard Adept, Martial Discipline Spellcrafting , Protean Magic			
Defensive	HP	Def	Res	Arm	Light Armour	
3	7	3	0	Light Armour		
Offensive	Att	Off	Str	Ap	Agi	Lightning Reflexes, Sword Sworn, Hand Weapon
High Prince	4	7	4	1	8	Lightning Reflexes, Sword Sworn, Hand Weapon

<b>Options</b>	Shield • Dragonforged Armour • General • Master of Canreig Tower • Witchcraft
<b>Magic items</b>	Diadem of Protection
<b>Notes</b>	Flügel des Raben (7+)(9+) 24 Zoll Bewegung 8/12 Zoll Einheiz

 **ADLON** **265 POINTS**   
 Commander - Standard - Infantry - 20x20mm

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

<b>Options</b>	Battle Standard Bearer • Dragonforged Armour (Protection of Dorac) • No Honour
<b>Magic items</b>	Protection of Dorac (Dragonforged Armour)

 **ILIONDOR** **545 POINTS**   
 Mage - Standard - Infantry - 20x20mm

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

<b>Options</b>	Cosmology • Light Armour (Gleaming Robe) • Wizard Master • Asfad Scholar
<b>Magic items</b>	Gleaming Robe (Light Armour)
<b>Notes</b>	1. Veränderte Sicht 5. Einheit in Divergenz 3. Eis und Feuer

# Core



## LANGSPEERE

Citizen Spears x30 - Standard - Infantry - 20x20mm

**460** POINTS



Global	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	8	<b>Scoring, Martial Discipline</b>		
Defensive	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	3	0	<b>Light Armour</b> , Shield	
Offensive	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Citizen Spear</b>	1	4	3	0	5	<b>Lightning ReflexesRank</b> , Fight in Extra, Spear

<b>Options</b>	Champion • Musician • Standard Bearer
<b>Magic banners</b>	Rending Banner (Banner Enchantment)



## PFEILSPITZEN

Citizen Archers x10 - Standard - Infantry - 20x20mm

**160** POINTS



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



## PFEILSPITZEN 1

Citizen Archers x10 - Standard - Infantry - 20x20mm

**160** POINTS



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



## PFEILSPITZEN 2

Citizen Archers x10 - Standard - Infantry - 20x20mm

**160** POINTS



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



**SCHNELLE WINDE**  
Elein Reavers x5 - Standard - Cavalry - 25x50mm

195 POINTS



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

<b>Options</b>	Bow (3+) • Champion
<b>Special</b>	



**SCHLACHTER**  
SwordMasters x24 - Standard - Infantry - 20x20mm

595 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Scoring, Martial Discipline		
Defensive	HP	Def	Res	Arm		
	1	6	3	0	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Sword Master	2	6	3	0	6	Lightning Reflexes, Sword Sworn, Great Weapon

<b>Options</b>	Champion • Musician • Standard Bearer
<b>Magic banners</b>	War Banner of Ryma (Banner Enchantment)



**DONNER HUFE**  
Knights of Ryma x10 - Standard - Cavalry - 25x50mm

620 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	Lightning Reflexes, Devastating Charge, Lance
Elven Horse	1	3	3	0	4	Harnessed

<b>Options</b>	Champion • Standard Bearer
<b>Magic banners</b>	Flaming Standard (Banner Enchantment)

**Naval Ordnance**



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

180 POINTS



Global	Adv	Mar	Dis	Model Rules	
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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>
<b>Crew</b>	2	4	3	0	5 Move or Fire , Lightning Reflexes, Elven Bolt Thrower (3+, 3+)



## SCHNITTER 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>	
	4	1	4	0	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Crew</b>	2	4	3	0	5 Move or Fire , Lightning Reflexes, Elven Bolt Thrower (3+, 3+)

## The Ancient Allies



## ELLRON

Highborn Giant - Gigantic - Infantry - 50x75mm

320 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	8	Giant See, Giant Do	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	7	3	5	1	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Highborn Giant</b>	5	3	5	2	3 Rage

### Options

Shoreguardian Bow (4+)

## Magics

Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
<b><i>Favour of Meladys</i></b>				
<i>Mf</i>	10+	Caster		Last one Turn
<p><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></p>				



Cosmology

**Duality:** All Cosmology spells are divided into two versions, representing opposing aspects; Cosmos and Chaos. When casting Cosmology spells, always declare which version of the spell you are using. Whenever the Caster successfully casts a non-Bound Cosmology spell, the next Cosmology spell it attempts to cast has its Casting Value reduced by 1, provided this spell is a Cosmology spell of the opposing aspect.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>4</b>	Perception of Strength Chaos	8+	24"	Hex	Last one Turn	The target suffers <b>-1</b> Strength and <b>-1</b> Armour Penetration.
<b>5</b>	Unity in Divergence Cosmos	10+	24"	Augment	Last one Turn	All models in the target unit <b>gain Aegis (5+)</b> .
<b>5</b>	Unity in Divergence Chaos	10+	24"	Hex, Damage, Direct	Instant	Each model in the target unit <b>suffers a hit with Strength 3, Armour Penetration 0, and Magical Attacks</b> .
<b>4</b>	Perception of Strength Cosmos	8+	24"	Augment	Last one Turn	The target gains <b>+1</b> Strength and <b>+1</b> Armour Penetration.
<b>6</b>	Truth of Time Cosmos	7+	24"	Augment, Focused	Instant	The target <b>Recovers 1</b> Health Point
<b>6</b>	Touch the Heart chaos	7+	24"	Hex, Missile, Damage, Focused	Instant	The target suffers <b>1 hit that wounds automatically</b> with Armour Penetration 10 and Magical Attacks.
<b>1</b>	Altered Sight Chaos	5+	24"	Hex	Last one Turn	The target suffers <b>-1</b> Offensive Skill and <b>-1</b> Defensive Skill, and has its weapons' Aim <b>worsened</b> by 1.
<b>2</b>	Truth of Time Cosmos	5+	24"	Augment	Last one Turn	Rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance of units with at least one model affected by the spell are subject to two instances of Maximised Roll.
<b>2</b>	Truth of Time Chaos	5+	24"	Hex	Last one Turn	Rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance of units with at least one model affected by the spell are subject to two instances of Minimised Roll.
<b>1</b>	Altered Sight Cosmos	5+	24"	Augment	Last one Turn	The target gains <b>+1</b> Offensive Skill and <b>+1</b> Defensive Skill, and has its weapons' Aim <b>improved</b> by 1.
<b>3</b>	Ice and Fire Cosmos	7+	24"	Hex, Missile, Damage	Instant	The target suffers 2D6 hits with Strength 4, Armour Penetration 0, and <b>Magical Attacks</b> . Successful <b>Special Saves</b> against wounds caused by this spell must be rerolled.
<b>3</b>	Ice and Fire Chaos	7+	24"	Hex, Damage, Augment	Instant	The target suffers 2D6 hits with Strength 4 and Armour Penetration 0, and <b>Magical Attacks</b> . Successful <b>Armour Saves</b> against wounds caused by this spell must be rerolled.



Witchcraft

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>1</b>	Raven's Wing	7+ [9+]	18"	Augment	Instant	The target may perform a <b>8" [12"]</b> Magical Move and gains Fly and Light Troops until the end of the Player Turn. Nominate a single model part affected by the spell. This model part may perform a Sweeping Attack during the move (possibly in addition to other Sweeping Attacks). This Sweeping Attack causes D6 hits with Strength 4, Armour Penetration 1, and <b>Magical Attacks</b> .
<b>3</b>	Twisted Effigy	5+ [7+]	36"	Hex	Last one Turn	The target cannot use Shooting Attacks <b>[and suffers a -2 modifier to its casting rolls]</b> .
<b>2</b>	Deceptive Glamour	4+ [6+]	24"	Hex	Last one Turn	The target suffers <b>-1 [-2]</b> Offensive Skill, <b>-1 [-2]</b> Defensive Skill and <b>-1 [-2]</b> Agility.
<b>A</b>	Evil Eye		24"	Universal	Last one Turn	If this spell targets a friendly unit, the target gains +1 Advance Rate and +2 March Rate. If this spell targets an enemy unit, the target suffers -1 Advance Rate and -2 March Rate, to a minimum of 3 and 6 respectively. A unit cannot be affected by this spell more than twice in the same Magic Phase.
<b>5</b>	Will-o'-the-Wisp	8+ [8+]	18"	Universal	Last one Turn	The target gains Random Movement ( <b>2D6 [3D6]</b> )
<b>6</b>	Bewitching Glare	8+ [12+]	18"	Hex	Last one Turn	Melee <b>[and Shooting]</b> Attacks against the target must reroll failed to-wound rolls.
<b>4</b>	The Wheel Turns	8+ [10+]	24"	Hex	Last one Turn	Melee Attacks made by <b>[and distributed towards]</b> R&F models in the target unit are set to wound on a 4+, and Close Combat Attacks made by <b>[and allocated against]</b> R&F models in the target unit additionally are set to hit on a 4+, regardless of Offensive Skill, Defensive Skill, Strength, and Resilience. Apply this effect before other to-hit and to-wound modifiers.

## Magic items

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

**Gleaming Robe:** The wearer gains **Aegis (3+)** and its **Armour** is set to 1, which cannot be improved. If the wearer Miscasts and rolls **Magical Inferno** or **Witchfire**, the number of hits is halved, rounding fractions up.

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

## 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.

**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.

**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)**.

## Model Rules

**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.

**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:**

**Giant See, Giant Do:** Universal Rule.

The model gains Light Armour and Martial Discipline.

**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 at least one model part with Harnessed is considered to be mounted.

**Heavy Armour:** +2 Armor

**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:**

**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.

**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.

**Protean Magic:** During Spell Selection, the Wizard must select its spells between the Learned Spell 1 of the Paths it has access to and the Hereditary Spell of its army. This rule overrides the Spell Selection rules connected to being Wizard Apprentice, Adept or Master.

**Rage:** Attack Attribute - Close Combat.

Whenever the model loses a Health Point, it gains +1 Attack Value. Whenever it gains a Health Point, it suffers -1 Attack Value.

**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:**

**Sword Sworn:** Attack Attribute - Close Combat.

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.

Elloran



Adlon



Iliondor



Langspeere



Pfeilspitzen



Pfeilspitzen 1



Pfeilspitzen 2



Schnelle Winde



Schlächter



Donner Hufe



Ellron



Schnitter



Schnitter 2

