

Fantasy Battles

The 9th Age



Highborn Elves

Army Rules

Version 1.1.0 - 02 September 2016

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Fantasy Battles: The 9th Age is a community-made miniatures wargame.
All rules and feedback can be found/given at <http://www.the-ninth-age.com/>
Recent changes are colour coded green and listed at the change log at the end of this document.

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Army Special Rules

Martial Discipline

When units with majority of models with this special rule take a Leadership test, other than Panic Tests or Break Tests, roll one additional D6 and remove the highest rolled D6.

Master of Balance

Any Highborn Elves army that includes one or more models with this rule add an additional +1 to Channel attempts in the opponent's Magic Phase.

Valiant

Models with this special rule gain Stubborn when in base contact with an enemy model with Fear. Rank-and-File models with this rule have Bodyguard (High Prince and Commander). Bodyguard only applies to specified Characters without a Honour, unless that Honour is Royal Huntsman.

Last of Their Kind

Highborn Elves armies may include a maximum of any two of the following: Young Dragons, Dragons, Fire Phoenixes and Frost Phoenixes. This includes models taken as mounts. This limit is increased to 4 for Grand Armies and reduced to 1 for Warbands.

Armoury

Moonlight Arrows

When fired from a mundane Bow or Longbow, Moonlight Arrows gain Strength 4, Magical Attacks and Flaming Attacks.

Bitter Arrows

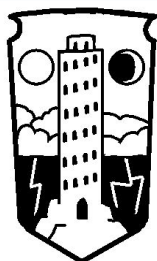
When fired from a mundane Bow or Longbow, you may choose to exchange Volley Fire for Poisoned Attacks.

Dragonforged Armour

Type : Heavy Armour. The wearer gains Fireborn and Ward Save (6+).

Honours

Honours of High Princes and Commanders



Master of Canreig Tower (150/75 pts) One of a Kind

The model gains Sword Sworn (see Sword Masters special unit), Master of Balance, becomes a **Level 1 Wizard Apprentice** and chooses **two** signature spells from any of the eight Paths of Battle Magic (instead of generating spells normally). The chosen spells must be noted in the Army List. A High Prince with this Honour knows all **eight** signature spells instead.

The number of Spells the Master of Canreig Tower generates cannot be increased by any means.

Mounts:

On foot only



Prince of Ryma (30 pts) One of a Kind

May only be taken by a High Prince. The model gains Devastating Charge and its mount is ignored for purposes of the Last of Their Kind rule.

Mounts: *pts*

The model must take one of the following mounts:

| | |
|--------------|------|
| Elven Horse | free |
| Young Dragon | 230 |
| Dragon | 295 |



Fleet Officer (20 pts)

The bearer gains Steady Aim (see Sea Guard core unit) and Weapon Master (may buy any number of mundane weapons). If the model is on foot, the model's unit may perform a Combat Reform whenever it is successfully charged. This Combat Reform is performed after all charges against the model's unit have been resolved, and follow the normal rules for Combat Reforms.

Mounts: *pts*

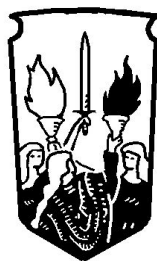
May only take the following mounts:

| | |
|-------------|-----|
| Giant Eagle | 40 |
| Sky Sloop | 100 |

Additional options *pts*

May take (Commander on foot only):

| | |
|--------|----|
| Ambush | 15 |
|--------|----|



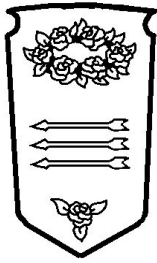
High Warden of the Flame (85 / 70 pts)

The bearer gains Ward Save (4+), Immune to Psychology, Magic Resistance (1) and Divine Attacks. The model's unit gains Magical Attacks.

Mounts: *pts*

May only take the following mounts:

| | |
|----------------------------------|-----------|
| Fire Phoenix | 160 / 190 |
| Frost Phoenix (High Prince only) | 200 |



Queen's Companion (20 pts)

The model gains Multiple Shots (3).
The model's unit gains Quick to Fire.

Mounts:
On foot only

| | |
|-----------------------------|------------|
| <i>Additional options</i> | <i>pts</i> |
| May take (one choice only): | |
| Scout, Bitter Arrows | 20 |
| Moonlight Arrows | 5 |



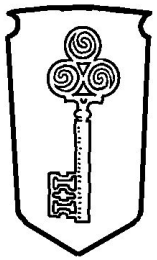
Royal Huntsman (60 / 45 pts)

The model gains Valiant and Lion's Fur (see Lion Guard special unit), but cannot take Dragonforged Armour. When fighting with a Great Weapon the bearer gains Multiple Wounds (2, Monstrous Beast, Monstrous Cavalry, Monsters, Ridden Monsters).

The model's unit is immune to the effects of Terror and Fear.

Mounts: *pts*
May only mount a Lion Chariot 35 / 60

Honours of Archmages and Mages



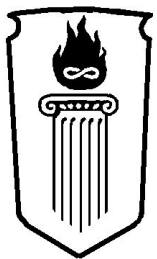
Asfad Scholar (40 / 30 pts)

The range of spells cast by the Wizard is increased by 6", except for Aura spells which only increase in range by 3". Vortex spells, Bound spells and spells without Range are not affected. The Wizard may cast the Drain Magic Bound Spell.

Drain Magic: Power Level 4. Type: Range: 18", Universal. Duration: Instant.

All spells with Duration: *Lasts One Turn* or *Remains In Play* affecting the target immediately come to an end.

Mounts:
The model can be mounted as normal.



Order of the Fiery Heart (220 / 205 pts)

The Wizard must generate spells from the Path of Fire and always knows the spell Flaming Swords in addition to its normal spells. If Flaming Swords is rolled while generating spells, reroll this dice (it can be rerolled more than once if needed). This does not prevent other Wizards from knowing this spell. The model ignores the Missile and Damage keywords if targeting spells against units with which it is Engaged in Combat with.

| | | | |
|---|------------|------------------------------|------------|
| <i>Mounts:</i> | <i>pts</i> | <i>Additional options</i> | <i>pts</i> |
| The model <u>must</u> take one of the following | | May take Dragonforged Armour | 15 / 12 |
| mounts: | | | |
| Young Dragon | free | | |
| Dragon* | 130 | | |
| *Archmage only | | | |

Magical items

Magical Weapons

Great Bow of Elu (35 pts)

Type: Longbow. Strength: As user +1, Multiple Shots (3), Armour Piercing (1).

Spear of the Blazing Dawn (30 / 20 pts) - Characters only

Type: Spear. The Strength of attacks made with this weapon counts as being 1 higher than the Toughness of the target. If the Strength would be higher without this rule, ignore it.

Magical Armour

Daemon Hunter's Helm (35 / 25 pts) - Cannot be taken by Large Targets

Type: None (6+ Armour Save). The wearer gains Ward Save (3+) against Magical Attacks.

Talismans

Gleaming Robe (45 pts) - Archmage or Mage on foot only

Wearer gain Ethereal. The model cannot make attacks, including special attacks.

Enchanted Items

Cloak of the Stars (20 pts)

Spells targeting the bearer's unit suffer -1 to their casting roll.

Shard of Cenyrn (10 pts)

One use only. Use at the start of any Close Combat Phase. Effects last until end of the Close Combat Phase. After rolling to hit, the bearer may choose to reroll all its to-hit dice. After rolling to wound, the bearer may choose to reroll all its to-wound dice. Models wounded by the bearer must reroll all successful saves of any kind from wounds done by the bearer. At the end of the phase the model suffers 1 wound with no saves of any kind allowed and Multiple Wounds (2, Ridden Monster).

Arcane Items

Amethyst Crystal (55 pts)

In each of the opponent's Magic Phases, after rolling Magic Flux, the bearer may remove 1 Power Dice from the opponent's Magic Dice pool and add +1 for its side's Channelling roll.

Book of Meladys (45 / 25 pts)

Once per Magic Phase, the bearer may reroll a single Power Dice when making a Casting Attempt, provided the Power Dice was not a natural '6'.

Magical Standards

Banner of Becalming (35 pts)

The bearer gains Channel. At the Start of each enemy Magic Phase select one friendly Wizard within 12" of the bearer. That Wizard gains +1 to its Dispel Attempts during this Magic Phase.

War Banner of Ryma (30 pts)

The bearer's unit gains Thunderous Charge. Mounts are not affected.

Army List

LORDS



High Prince 135 pts

single model

M WS BS S T W I A Ld

5 7 7 4 3 3 8 4 10

Infantry 20x20mm base

Armour:

Light Armour

Options:

May take Magical Items

pts

up to 100

May take a single Honour

no pt limit

Elven Special Rules:

Martial Discipline, Lightning Reflexes

May take any of the following:

Shield

5

Heavy Armour

8

Dragonforged Armour

15

May take a Longbow

3

May take a weapon (one choice only)

| | | | |
|----------------|---|--------------|----|
| Paired Weapons | 5 | Great Weapon | 10 |
| Spear | 5 | Halberd | 10 |
| Light Lance | 5 | Lance | 15 |

May take a mount (one choice only):

| | | | |
|----------------|----|--------------|-----|
| Elven Horse | 20 | Griffon | 120 |
| Reaver Chariot | 25 | Young Dragon | 195 |
| Giant Eagle | 50 | Dragon | 250 |



Archmage 185 pts

single model

M WS BS S T W I A Ld

5 4 4 3 3 3 5 1 9

Infantry 20x20mm base

Elven Special Rules:

Martial Discipline, Lightning Reflexes

Options:

May become a Level 4 Wizard Master

pts

30

May take Magical Items

up to 100

May take a single Honour

no pt limit

Special Rules:

Master of Balance

May take a mount (one choice only):

| | | | |
|----------------|----|--------------|-----|
| Elven Horse | 20 | Griffon | 100 |
| Reaver Chariot | 25 | Young Dragon | 170 |
| Giant Eagle | 45 | Dragon | 300 |

Magic:

Level 3 Wizard Master. Generates spells from the Path of White Magic or any of the Battle Magic Paths.

HEROES



Commander 70 pts

single model

M WS BS S T W I A Ld
5 6 6 4 3 2 7 3 9

Infantry 20x20mm base

Armour:

Light Armour

Options:

May be the Battle Standard Bearer

May take Magical Items

May take a single Honour

May take any of the following:

Shield

Heavy Armour

Dragonforged Armour

May take a Longbow

May take a weapon (one choice only)

Paired Weapons

Great Weapon

Spear

Halberd

Light Lance

Lance

May take a mount (one choice only):

Elven Horse

Giant Eagle

Reaver Chariot

Griffon

pts

25

up to 50

no pt limit

2

5

12

2

8

8

10

50

150



Mage 70 pts

single model

M WS BS S T W I A Ld
5 4 4 3 3 2 5 1 8

Infantry 20x20mm base

Elven Special Rules:

Martial Discipline, Lightning Reflexes

Options:

May become a Level 2 Wizard Apprentice

May take Magical Items

May take a single Honour

May take a mount (one choice only):

Elven Horse

Reaver Chariot

Giant Eagle

Magic:

Level 1 Wizard Apprentice. Generates spells from the Path of White Magic or any of the Battle Magic Paths.

pts

25

up to 50

no pt limit

15

35

40

CHARACTER MOUNTS

Elven Horse

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 9 | 3 | - | 3 | 3 | 1 | 4 | 1 | 3 |

War Beast, 25x50mm base

Mount's Protection (6+)

| Options: | pts |
|----------------------------------|-----|
| May take Mount's Protection (5+) | 10 |

Giant Eagle

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 2 | 5 | - | 4 | 4 | 3 | 4 | 2 | 8 |

Monstrous Beast, 50x50mm base

Mount's Protection (6+)

Fly (9)

| Options: | pts |
|---------------------|-----|
| Armour Piercing (1) | 5 |
| Lightning Reflexes | 5 |

Griffon

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 6 | 5 | - | 5 | 5 | 4 | 5 | 4 | 5 |

Monstrous Beast, 50x50mm base

Fly (8), Large Target, Fear

| Options: | pts |
|--|-----|
| Armour Piercing (1) | 5 |
| Lightning Reflexes | 10 |
| Thunderous Charge and Devastating Charge | 15 |

Fire Phoenix (Last of Their Kind)

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 2 | 5 | - | 5 | 5 | 5 | 4 | 3 | 8 |

Monster, 50x100mm base

Fly (9), Ward Save (4+), Magical Attacks, Fireborn, Flaming Attacks, Flame Swoop, Rebirth (see Fire Phoenix rare unit)

Frost Phoenix (Last of Their Kind)

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 2 | 5 | - | 5 | 5 | 5 | 3 | 5 | 8 |

Monster, 50x100mm base

Innate Defence (5+)

Fly (8), Ward Save (4+), Magical Attacks, Chill Aura (see Frost Phoenix rare unit)

Young Dragon (Last of Their Kind)

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 6 | 5 | 1 | 5 | 5 | 4 | 3 | 4 | 9 |

Monstrous Beast, 50x100mm base

Mount's Protection (6+)

Fly (7), Large Target, Fear, Stomp (1D3), Breath Weapon (Strength 4, Flaming Attacks)

Dragon (One of a Kind, Last of Their Kind)

| | M | WS | BS | S | T | W | I | A | Ld |
|------------------|---|----|----|---|---|---|---|---|----|
| Dragon | 6 | 5 | 1 | 6 | 6 | 6 | 3 | 5 | 9 |
| [Ancient Dragon] | 6 | 6 | 1 | 7 | 7 | 7 | 3 | 6 | 9 |

Monster, 50x100mm base
[Monster, 100x150mm base]

Innate Defence (3+)

Fly (7), Breath Weapon (Strength 4, Flaming Attacks)

| Options: | pts |
|--|-----|
| If mounted by a High Prince, may upgrade to Ancient Dragon | 100 |

Reaver Chariot

| | M | WS | BS | S | T | W | I | A | Ld |
|------------------|---|----|----|---|---|---|---|---|----|
| Chariot | - | - | - | 5 | 4 | 4 | - | - | - |
| Crew (2) | - | 4 | 4 | 3 | - | - | 5 | 1 | 8 |
| Elven Horses (2) | 9 | 3 | - | 3 | - | - | 4 | 1 | 3 |

Chariot, 50x100mm base

Light Lance, Longbow (Crew)

Mount's Protection (6+), Light Armour

Martial Discipline, Lightning Reflexes (Crew)

Light Troops

Options:

May take Vanguard

pts

10

Lion Chariot

| | M | WS | BS | S | T | W | I | A | Ld |
|-----------|---|----|----|---|---|---|---|---|----|
| Chariot | - | - | - | 5 | 4 | 4 | - | - | - |
| Crew (2) | - | 5 | 4 | 4 | - | - | 5 | 1 | 8 |
| Lions (2) | 8 | 5 | - | 5 | - | - | 4 | 2 | 8 |

Chariot, 50x100mm base

Great Weapon (Crew)

Mount's Protection (5+), Heavy Armour

Martial Discipline, Lightning Reflexes (Crew)

Valiant, Impact Hits (+1), Multiple Wounds (2,

Monstrous Cavalry, Monstrous Beasts, Monsters and

Ridden Monster) (Crew)

Sky Sloop

| | M | WS | BS | S | T | W | I | A | Ld |
|----------|---|----|----|---|---|---|---|---|----|
| Chariot | - | - | - | 5 | 4 | 4 | - | - | - |
| Crew (2) | - | 4 | 4 | 3 | - | - | 5 | 1 | 8 |
| Hawk (1) | 2 | 4 | - | 4 | - | - | 4 | 2 | 8 |

Chariot, 50x100mm base

Sky Reaper (Chariot):

Volley Gun Artillery Weapon with

Range 24", Strength 5, Armour Piercing (1), Multiple Shots (4), Quick to Fire

Light Lance (Crew)

Mount's Protection (6+), Light Armour

Martial Discipline, Lightning Reflexes (Crew)

Fly (9), Hard Target

Options:

May take one of the following:

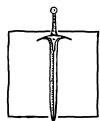
Aldan Warhorn (40 pts)

Enemy units within 12" of one or more models with this rule have -1 Weapon Skill.

Storm Pennant (40 pts)

The model's Close Combat Attacks and Impact Hits gain Lightning Attacks. The **Storm Pennant** can cast *Thunderbolt* from the Path of Heavens as a Bound Spell (Power Level 4).

CORE



Citizen Spears 105 pts

15 models, may add up to 35 models 9 pts/model

| | M | WS | BS | S | T | W | I | A | Ld | |
|--|---|----|----|---|---|---|---|---|----|-----------------------|
| | 5 | 4 | 4 | 3 | 3 | 1 | 5 | 1 | 8 | Infantry 20x20mm base |

Weapons:

Spear

Options:

May take Heavy Armour

pts

2 / model

Armour:

Light Armour, Shield

May upgrade one model to each of the following:

Champion 10

Musician 10

Standard Bearer 10

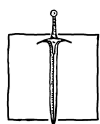
- may become the Veteran Standard Bearer

Elven Special Rules:

Martial Discipline, Lightning Reflexes

Special Rules:

Fight in Extra Rank



Citizen Archers 90 pts

10 models, may add up to 20 models 9 pts/model

| | M | WS | BS | S | T | W | I | A | Ld | |
|--|---|----|----|---|---|---|---|---|----|-----------------------|
| | 5 | 4 | 4 | 3 | 3 | 1 | 5 | 1 | 8 | Infantry 20x20mm base |

Weapons:

Longbow

Options:

May upgrade one model to each of the following:

pts

Champion 10

Musician 10

Standard Bearer 10

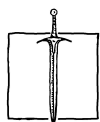
- may become the Veteran Standard Bearer

Armour:

Light Armour

Elven Special Rules:

Martial Discipline, Lightning Reflexes



Highborn Lancers 95 pts

5 models, may add up to 10 models 18 pts/model

| | M | WS | BS | S | T | W | I | A | Ld | |
|-------------|---|----|----|---|---|---|---|---|----|----------------------|
| Rider | 5 | 4 | 4 | 3 | 3 | 1 | 5 | 1 | 8 | |
| Elven Horse | 9 | 3 | - | 3 | 3 | 1 | 4 | 1 | 3 | Cavalry 25x50mm base |

Weapons:

Lance

Options:

May take Mount's Protection (5+)

pts

4 / model

May upgrade one model to each of the following:

Champion 10

Musician 10

Standard Bearer 10

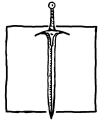
- may become the Veteran Standard Bearer

Armour:

Mount's Protection (6+), Heavy Armour, Shield

Elven Special Rules:

Martial Discipline, Lightning Reflexes (Rider only)



Sea Guard 120 pts

10 models, may add up to 30 models 12 pts/model

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 5 | 4 | 4 | 3 | 3 | 1 | 5 | 1 | 8 |

Infantry 20x20mm base

Weapons:

Spear, Bow

Options:

May Ambush (max 20 models, One of a Kind)

pts

3 / model

Armour:

Light Armour, Shield

May upgrade one model to each of the following:

Champion

10

Musician

10

Standard Bearer

10

Elven Special Rules:

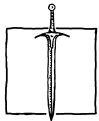
Martial Discipline, Lightning Reflexes

- may become the Veteran Standard Bearer

Special Rules:

Fight in Extra Rank, Weapon Master

Steady Aim: Models with this rule always count as not having moved for the purpose of Volley Fire. This rule cannot be used together with Quick to Fire (if a model has both, choose which to use before shooting).



Elein Reavers 85 pts

5 models, may add up to 5 models 14 pts/model

| | M | WS | BS | S | T | W | I | A | Ld |
|-------|---|----|----|---|---|---|---|---|----|
| Rider | 5 | 4 | 4 | 3 | 3 | 1 | 5 | 1 | 8 |

| | | | | | | | | | |
|-------------|---|---|---|---|---|---|---|---|---|
| Elven Horse | 9 | 3 | - | 3 | 3 | 1 | 4 | 1 | 3 |
|-------------|---|---|---|---|---|---|---|---|---|

Cavalry 25x50mm base

Weapons:

Light Lance

Options:

May take Mount's Protection (5+)

pts

3 / model

May take a Bow

1 / model

Armour:

Mount's Protection (6+), Light Armour

May upgrade one model to each of the following:

Champion

10

Musician

10

Standard Bearer

10

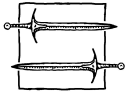
Elven Special Rules:

Martial Discipline, Lightning Reflexes (Rider only)

Special Rules:

Fast Cavalry

SPECIAL



Sword Masters 70 pts

5 models, may add up to 25 models 12 pts/model

M WS BS S T W I A Ld

5 6 4 3 3 1 6 2 8

Infantry 20x20mm base

Weapons:

Great Weapon

Options:

May upgrade one model to each of the following:

pts

Champion 10

- may take a single Magical Weapon up to 25

Musician 10

Standard Bearer 10

- may take a Magical Standard up to 50

Armour:

Heavy Armour

Elven Special Rules:

Martial Discipline, Lightning Reflexes

Special Rules:

Sword Sworn: A model with this special rule that is both on foot and fighting with a Great Weapon ignores its opponent's Parry and Distracting rules.



Lion Guard 120 pts

10 models, may add up to 20 models 14 pts/model

M WS BS S T W I A Ld

5 5 4 4 3 1 5 1 8

Infantry 20x20mm base

Weapons:

Great Weapon

Options:

May Skirmish (max 15 models, One of a Kind)

pts

3 / model

May upgrade one model to each of the following:

Champion 10

- may take a single Magical Weapon up to 25

Musician 10

Standard Bearer 10

- may take a Magical Standard up to 50

Armour:

Heavy Armour

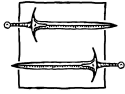
Lion's Fur: Wearer gains Innate Defence (6+) which is improved to Innate Defence (5+) against Shooting Attacks.

Elven Special Rules:

Martial Discipline, Lightning Reflexes

Special Rules:

Multiple Wounds (2, Monstrous Cavalry, Monstrous Beasts, Monster and Ridden Monster), Strider (Forest), Valiant



Flame Wardens 125 pts

10 models, may add up to 15 models 16 pts/model

| | M | WS | BS | S | T | W | I | A | Ld |
|--|---|----|----|---|---|---|---|---|----|
| | 5 | 5 | 4 | 3 | 3 | 1 | 6 | 1 | 9 |

Infantry 20x20mm base

Weapons:

Halberd

Options:

May upgrade one model to each of the following:

Champion 10

- may take a single Magical Weapon up to 25

Musician 10

Standard Bearer 10

- may take a Magical Standard up to 50

Armour:

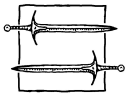
Heavy Armour

Elven Special Rules:

Martial Discipline, Lightning Reflexes

Special Rules:

Fight in Extra Rank, Immune to Psychology, Ward Save (4+)



Knights of Ryma 135 pts

5 models, may add up to 7 models 27 pts / model

| | M | WS | BS | S | T | W | I | A | Ld |
|-------|---|----|----|---|---|---|---|---|----|
| Rider | 5 | 5 | 4 | 4 | 3 | 1 | 6 | 1 | 9 |

| | | | | | | | | | |
|-------------|---|---|---|---|---|---|---|---|---|
| Elven Horse | 9 | 3 | - | 3 | 3 | 1 | 4 | 1 | 3 |
|-------------|---|---|---|---|---|---|---|---|---|

Cavalry 25x50mm base

Weapons:

Lance

Options:

May take Devastating Charge (Rider only) 5 / model

May upgrade one model to each of the following:

Champion 10

- may take a Magical Weapon up to 25

Musician 10

Standard Bearer 10

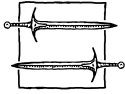
- may take a Magical Standard up to 50

Armour:

Mount's Protection (5+), Dragonforged Armour, Shields

Elven Special Rules:

Martial Discipline, Lightning Reflexes (Rider only)



Reaver Chariot 65 pts

1 model, may add up to 3 models 60 pts/model

| | M | WS | BS | S | T | W | I | A | Ld | |
|-----------------|---|----|----|---|---|---|---|---|----|-----------------------|
| Chariot | - | - | - | 5 | 4 | 4 | - | - | - | |
| Crew (2) | - | 4 | 4 | 3 | - | - | 5 | 1 | 8 | |
| Elven Horse (2) | 9 | 3 | - | 3 | - | - | 4 | 1 | 3 | Chariot 50x100mm base |

Weapons:

Light Lance, Longbow (Crew only)

Options:

May Vanguard

pts

15 / model

Armour:

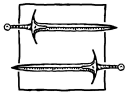
Mount's Protection (6+), Light Armour

Elven Special Rules:

Martial Discipline, Lightning Reflexes (Crew only)

Special Rules:

Light Troops



Lion Chariot 100 pts

single model

| | M | WS | BS | S | T | W | I | A | Ld | |
|----------|---|----|----|---|---|---|---|---|----|-----------------------|
| Chariot | - | - | - | 5 | 4 | 4 | - | - | - | |
| Crew (2) | - | 5 | 4 | 4 | - | - | 5 | 1 | 8 | |
| Lion (2) | 8 | 5 | - | 5 | - | - | 4 | 2 | 8 | Chariot 50x100mm base |

Weapons:

Great Weapon

Armour:

Mount's Protection (5+), Heavy Armour

Elven Special Rules:

Martial Discipline, Lightning Reflexes (Crew only)

Special Rules:

Valiant, Impact Hits (+1),

Multiple Wounds (2, Monstrous Cavalry, Monstrous Beasts, Monster and Ridden Monster) (Crew only)

RARE



Queen's Guard 65 pts

5 models, may add up to 10 models 13 pts/model

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 5 | 5 | 5 | 3 | 3 | 1 | 5 | 1 | 8 |

Infantry 20x20mm base

Weapons:

Bow, Moonlight Arrows

Options:

May take a Longbow

May take a Spear

May upgrade one model to each of the following:

Champion

Musician

Standard Bearer

- may take a Magical Standard

pts

2 / model

1 / model

10

10

10

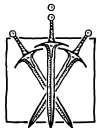
up to 50

Armour:

Light Armour

Elven Special Rules:

Martial Discipline, Lightning Reflexes



Grey Watchers 80 pts

5 models, may add up to 5 models 16 pts/model

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 5 | 5 | 5 | 3 | 3 | 1 | 5 | 1 | 8 |

Infantry 20x20mm base

Weapons:

Bow, Bitter Arrows

Options:

May take a Shield

May take a Longbow

May take Paired Weapons

May upgrade one model to Champion

pts

1 / model

2 / model

1 / model

10

Armour:

Light Armour

Elven Special Rules:

Martial Discipline, Lightning Reflexes

Special Rules:

Skirmishers, Scout



Sea Guard Reaper 60 pts (0-3 Choice)

single model

| | M | WS | BS | S | T | W | I | A | Ld | |
|----------|---|----|----|---|---|---|---|---|----|-----------------------------|
| Reaper | - | - | - | - | 7 | 2 | - | - | - | |
| Crew (2) | 5 | 4 | 4 | 3 | 3 | - | 5 | 1 | 8 | War Machine 60mm round base |

Weapons:

Elven Bolt Thrower:

This is a **Bolt Thrower Artillery Weapon** with Range 48", Strength 6, Multiple Wounds (D3), Armour Piercing (6)

Armour:

Light Armour

Elven Special Rules:

Martial Discipline, Lightning Reflexes

Options:

May purchase Repeating Shots

pts

20

Repeating Shots: An Elven Bolt Thrower upgraded with Repeating Shots may alternatively be fired as a **Volley Gun Artillery Weapon** with: Range 48", Strength 4, Armour Piercing (1), Multiple Shots (6)



Sky Sloop 130 pts

single model

| | M | WS | BS | S | T | W | I | A | Ld | |
|----------|---|----|----|---|---|---|---|---|----|-----------------------|
| Chariot | - | - | - | 5 | 4 | 4 | - | - | - | |
| Crew (2) | - | 4 | 4 | 3 | - | - | 5 | 1 | 8 | |
| Hawk (1) | 2 | 4 | - | 4 | - | - | 4 | 2 | 8 | Chariot 50x100mm base |

Weapons:

Light Lance

Options:

May take one of the following:

Sky Reaper (Chariot only):

Volley Gun Artillery Weapon with

Range 24", Strength 5, Armour Piercing (1), Multiple Shots (4), Quick to Fire

Armour:

Mount's Protection (6+), Light Armour

Elven Special Rules:

Martial Discipline,

Lightning Reflexes (Crew only)

Special Rules:

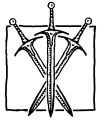
Fly (9), Hard Target

Aldan Warhorn (40 pts)

Enemy units within 12" of one or more models with this rule have -1 Weapon Skill.

Storm Pennant (40 pts)

The model's Close Combat Attacks and Impact Hits gain Lightning Attacks. The **Storm Pennant** can cast *Thunderbolt* from the Path of Heavens as a Bound spell (Power Level 4).



Giant Eagle 50 pts

1 model, may add up to 4 models 30 pts/model

| M | WS | BS | S | T | W | I | A | Ld | |
|---|----|----|---|---|---|---|---|----|------------------------------|
| 2 | 5 | - | 4 | 4 | 3 | 4 | 2 | 8 | Monstrous Beast 50x50mm base |

Special Rules:
Fly (9)

Options:

May take any of the following:

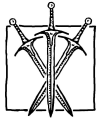
Armour Piercing (1)

Lightning Reflexes

pts

5 / model

5 / model



Fire Phoenix 160 pts (Last of Their Kind)

single model

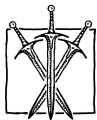
| M | WS | BS | S | T | W | I | A | Ld | |
|---|----|----|---|---|---|---|---|----|-----------------------|
| 2 | 5 | - | 5 | 5 | 5 | 4 | 3 | 8 | Monster 50x100mm base |

Special Rules:

Fly (9), Magical Attacks, Ward Save (5+), Fireborn, Flaming Attacks

Flame Swoop: Sweeping Attack: the enemy unit suffers D6 hits and an additional D3 hits for each rank after the first rank. These hits are Strength 4 with Flaming Attacks.

Rebirth: The first time a Fire Phoenix loses its last wound, the owner must roll a D6. On a roll of 5+ (or 3+ if a Ridden Monster) place a marker centered on the model's final position. If the roll fails then the model counts as a casualty. At the start of the remaining moves sub-phase in the next Player Turn, the owner places the Fire Phoenix model (including its rider if it had one) back onto the table. The center of the model must be placed within 3" of its marker and more than 1" away from other models and impassable terrain, facing any direction (if this is not possible, the Phoenix cannot be returned and counts as a casualty). The returned model is the same model that left the game, including any and all ongoing effects (such as Remains in Play spells affecting the model), with the exception that it always returns with only 1 Wound left.



Frost Phoenix 200 pts (Last of Their Kind)

single model

| M | WS | BS | S | T | W | I | A | Ld | |
|---|----|----|---|---|---|---|---|----|-----------------------|
| 2 | 5 | - | 5 | 5 | 5 | 3 | 5 | 8 | Monster 50x100mm base |

Armour:

Innate Defence (5+)

Special Rules:

Fly (8), Magical Attacks, Ward Save (5+)

Chill Aura: Enemy units in base contact with one or more models with this special rule has -3 Initiative and -1 Strength, both to a minimum of 1.

Quick Reference Sheet

L - Lords, H - Heroes, C - Core, S - Special, R - Rare, M - Mounts only

| <u>CHARACTERS</u> | | M | WS | BS | S | T | W | I | A | Ld |
|-------------------|-------------|---|----|----|---|---|---|---|---|----|
| L | High Prince | 5 | 7 | 7 | 4 | 3 | 3 | 8 | 4 | 10 |
| | Archmage | 5 | 4 | 4 | 3 | 3 | 3 | 5 | 1 | 9 |
| H | Commander | 5 | 6 | 6 | 4 | 3 | 2 | 7 | 3 | 9 |
| | Mage | 5 | 4 | 4 | 3 | 3 | 2 | 5 | 1 | 8 |

| <u>INFANTRY</u> | | M | WS | BS | S | T | W | I | A | Ld |
|-----------------|----------------|---|----|----|---|---|---|---|---|----|
| C | Citizen Spear | 5 | 4 | 4 | 3 | 3 | 1 | 5 | 1 | 8 |
| | Citizen Archer | 5 | 4 | 4 | 3 | 3 | 1 | 5 | 1 | 8 |
| | Sea Guard | 5 | 4 | 4 | 3 | 3 | 1 | 5 | 1 | 8 |
| S | Sword Master | 5 | 6 | 4 | 3 | 3 | 1 | 6 | 2 | 8 |
| | Flame Warden | 5 | 5 | 4 | 3 | 3 | 1 | 6 | 1 | 9 |
| | Lion Guard | 5 | 5 | 4 | 4 | 3 | 1 | 5 | 1 | 8 |
| | Grey Watcher | 5 | 5 | 5 | 3 | 3 | 1 | 5 | 1 | 8 |
| R | Queen's Guard | 5 | 5 | 5 | 3 | 3 | 1 | 5 | 1 | 8 |

| <u>CAVALRY</u> | | M | WS | BS | S | T | W | I | A | Ld |
|----------------|-----------------|---|----|----|---|---|---|---|---|----|
| C | Elein Reaver | 5 | 4 | 4 | 3 | 3 | 1 | 5 | 1 | 8 |
| | - Elven Horse | 9 | 3 | - | 3 | 3 | 1 | 4 | 1 | 3 |
| | Highborn Lancer | 5 | 4 | 4 | 3 | 3 | 1 | 5 | 1 | 8 |
| | - Elven Horse | 9 | 3 | - | 3 | 3 | 1 | 4 | 1 | 3 |
| S | Knight of Ryma | 5 | 5 | 4 | 4 | 3 | 1 | 6 | 1 | 9 |
| | - Elven Horse | 9 | 3 | - | 3 | 3 | 1 | 4 | 1 | 3 |

| <u>WAR BEASTS</u> | | M | WS | BS | S | T | W | I | A | Ld |
|-------------------|---------------|---|----|----|---|---|---|---|---|----|
| M | - Elven Horse | 9 | 3 | - | 3 | 3 | 1 | 4 | 1 | 3 |

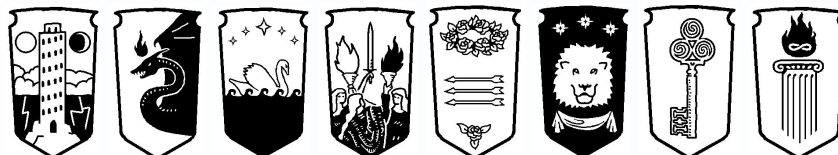
| <u>MONSTROUS BEASTS</u> | | M | WS | BS | S | T | W | I | A | Ld |
|-------------------------|--------------|---|----|----|---|---|---|---|---|----|
| R | Giant Eagle | 2 | 5 | - | 4 | 4 | 3 | 4 | 2 | 8 |
| M | Griffon | 6 | 5 | - | 5 | 5 | 4 | 5 | 4 | 5 |
| | Young Dragon | 6 | 5 | 1 | 5 | 5 | 4 | 3 | 4 | 9 |

| <u>WAR MACHINES</u> | | M | WS | BS | S | T | W | I | A | Ld |
|---------------------|------------------|---|----|----|---|---|---|---|---|----|
| S | Sea Guard Reaper | - | - | - | - | 7 | 2 | - | - | - |
| | - Crew (2) | 5 | 4 | 4 | 3 | 3 | - | 5 | 1 | 8 |

| <u>CHARIOTS</u> | | M | WS | BS | S | T | W | I | A | Ld |
|-----------------|-------------------|---|----|----|---|---|---|---|---|----|
| S | Reaver Chariot | - | - | - | 5 | 4 | 4 | - | - | - |
| | - Crew (2) | - | 4 | 4 | 3 | - | - | 5 | 1 | 8 |
| | - Elven Horse (2) | 9 | 3 | - | 3 | - | - | 4 | 1 | 3 |
| | Lion Chariot | - | - | - | 5 | 4 | 4 | - | - | - |
| | - Crew (2) | - | 5 | 4 | 4 | - | - | 5 | 1 | 8 |
| | - Lion (2) | 8 | 5 | - | 5 | - | - | 4 | 2 | 8 |
| R | Sky Sloop | - | - | - | 5 | 4 | 4 | - | - | - |
| | - Crew (2) | - | 4 | 4 | 3 | - | - | 5 | 1 | 8 |
| | - Hawk (1) | 2 | 4 | - | 4 | - | - | 4 | 2 | 8 |

| <u>MONSTERS</u> | | M | WS | BS | S | T | W | I | A | Ld |
|-----------------|----------------|---|----|----|---|---|---|---|---|----|
| R | Fire Phoenix | 2 | 5 | - | 5 | 5 | 5 | 4 | 3 | 8 |
| | Frost Phoenix | 2 | 5 | - | 5 | 5 | 5 | 3 | 5 | 8 |
| M | Dragon | 6 | 5 | 1 | 6 | 6 | 6 | 3 | 5 | 9 |
| | Ancient Dragon | 6 | 6 | 1 | 7 | 7 | 7 | 3 | 6 | 9 |

| <u>ARTILLERY WEAPON</u> | | Range | S | Multiple Shots | Multiple Wounds | Armour Piercing |
|-------------------------|--------------------|--------------|----|----------------|-----------------|-----------------|
| Sea Guard Reaper | Elven Bolt Thrower | Bolt Thrower | 48 | 6 | - | D3 |
| | - Repeating Shot | Volley Gun | 48 | 4 | 6 | - |
| Sky Sloop | Sky Reaper | Volley Gun | 24 | 5 | 4 | - |



Changelog:

v1.1.0

- Sky Sloop Mount: Sky Reaper removed