

THE IX AGE FANTASY BATTLES



Highborn Elves

Army Book

2nd Edition, version 2.0

December 21, 2018

Army Model Rules	2	Characters	7
Hereditary Spell	3	Character Mounts	9
Honours	3	Core	12
Special Items	6	Special	14
Army Organisation	7	Queen's Bows	17
Quick Reference Sheet	20	Naval Ordnance	18
		Ancient Allies	19



The 9th Age: Fantasy Battles is a community-made miniatures wargame.

All rules and feedback can be found and given at: the-ninth-age.com

Refer to the Rulebook for instructions on How to Read Unit Entries.

All changes are listed on:

the-ninth-age.com/archive.html

Copyright Creative Commons license: the-ninth-age.com/license.html

Army Model Rules

Universal Rules

Martial Discipline

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

Master of Spellcrafting

Spells cast by the Wizard have their Casting Value reduced by 1. When rolling casting rolls with a single Magic Dice, a natural roll of '1' or '2' on the Magic Dice is always a failed Casting Attempt, regardless of any modifiers.

Valiant

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

Attack Attributes

Fae Miasma – Attack Attribute – Close Combat, Shooting

This Attack Attribute can only be used with Longbows and Paired Weapons.

When a unit is hit by attacks with Fae Miasma, it must take a Resilience Test for each hit, using the Resilience that the largest proportion of models in the unit has (use the higher value in case of a tie). If one or more Resilience Tests are failed, all models in the unit are affected by Fae Miasma until the start of the Active Player's next Player Turn. A model that is affected by (one or more instances of) Fae Miasma suffers a -1 to-hit modifier (both for Shooting Attacks and Close Combat Attacks).

Moonlight Arrows – Attack Attribute – Shooting

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

Armoury

Dragonforged Armour – 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.

Lion's Fur – Armour

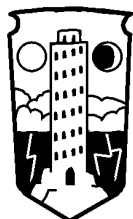
If on foot, the wearer gains +1 Armour, which is improved to +2 Armour against Shooting Attacks.

Hereditary Spell

Casting Value	Range	Type	Duration	Effect
H Favour of Meladys 10+	Caster		One Turn	Immediately after successfully casting the spell, add one Veil Token to your Veil Token pool. When a friendly unit within 18" of the Caster would lose a Health Point, you may discard a Veil Token from your Veil Token pool instead (this is done before taking Special Saves) and the Health Point loss is ignored. An attack with Multiple Wounds will inflict one wound less than usual instead. For Standard Infantry, up to 2 Health Point losses 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 lost Health Point this way per phase.

Honours

Honours for High Princes and Commanders



Master of Canreig Tower

135 pts

Models on foot only.

The model gains **Master of Spellcrafting**, **Protean Magic**, **Wizard Adept**, and **Sword Sworn** (see **Sword Masters** Special unit). The model has access to Alchemy, Cosmology, Druidism, Shamanism, and Witchcraft. It knows 3 spells, and always knows *The Oaken Throne* in addition to these spells. *Fountain of Youth* becomes the Attribute Spell for all non-Bound Learned Spells cast by the model (except *The Oaken Throne*), replacing the spells' corresponding Attribute Spells where applicable.



—Mount Options—

On foot only.

—Additional Options—

High Prince **must** gain

2 additional Learned Spells

pts—

80

High Warden of the Flame

105 pts

Models on foot only.

The bearer gains **Aegis (4+)**, **Fearless**, **Flaming Attacks**, **Magic Resistance (1)**, and cannot be equipped with a Shield.

—Mount Options—

On foot only.





Fleet Officer

75 pts

The bearer gains **Cover Volley** (see **Sea Guard** Core unit), **Steady Aim**, and +2 to-hit when using a Sky Reaper. An army with one or more Fleet Officers may add +1 to the roll for choosing Deployment Zones. All models with Martial Discipline within the model's range of Commanding Presence or Rally Around the Flag (if applicable) also have their Panic Tests subject to Minimised Roll.

—Mount Options—		pts-	A mount marked with (AA) counts towards Ancient Allies. Additionally, the mount and its rider count towards Characters.
Giant Eagle		60	
Griffon (AA)		200	
Sky Sloop (NO)		300	A mount marked with (NO) counts towards Naval Ordnance. Additionally, the mount and its rider count towards Characters.

Royal Huntsman

60 pts

The model gains **Lion's Fur** and the model's unit gains **Valiant**. When using a Great Weapon, the bearer gains **Multiple Wounds (2, against Large and Beasts, Large and Cavalry, Gigantic)**.

—Mount Options—		pts-
Lion Chariot		120



Queen's Cavalier

50 pts

The bearer gains **Devastating Charge (+1 Att, Fear)**.

If the bearer's model is Large or Gigantic:

The limit of Ancient Allies is increased to "Max. 25%", Characters is increased to "Max. 50%", and all Characters in the army must be Large Cavalry or Gigantic Beasts. Dragons become 0-2 Mounts/Army. Sea Guard Reapers and Sky Sloops may not be taken in the army.



—Mount Options—		pts-	A mount marked with (AA) counts towards Ancient Allies. Additionally, the mount and its rider count towards Characters.
Elven Horse		70	
Young Dragon (AA)		290	
Dragon (AA)		460	
Ancient Dragon (High Prince only) (AA)		660	

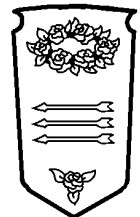
Queen's Companion

40 pts

0-2 Honours per Army. Models on foot only.

The model's unit gains **Quick to Fire**. When shooting with a Longbow without Weapon Enchantment, the weapon gains Shots 3.

—Mount Options—		—Additional Options—		pts-
On foot only.		One choice only:		
		Moonlight Arrows		15
		Fae Miasma, Scout, and may not join units other than Grey Watchers		40



Honours for Mages



Asfad Scholar

90 pts

Wizard Masters only.

The range of spells cast by the Wizard is increased by 6", except for Aura spells which only increase in range by 3". Spells with the type Caster or Caster's Unit, and Bound Spells are not affected. The Wizard may cast **Drain Magic** as a Bound Spell with Power Level (4/8).

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

All spells with duration One Turn affecting the target immediately come to an end. If any of these spells had more than one target, their effects also end for these targets.

—Mount Options—

May be mounted as normal.

Order of the Fiery Heart

30 pts

The bearer's model gains **Flaming Attacks**. The model must select spells from either Alchemy or Pyromancy (instead of the Paths normally available to it), and ignores the Missile and Damage spell types for *Molten Copper* (Alchemy) and all Pyromancy spells, but only when targeting units which are Engaged in Combat with the model.

The first time in each Magic Phase that the bearer successfully casts a Learned Spell, its mount (if there is any) gains +1" Advance Rate, +2" March Rate, and +2 Attack Value. The effects last until the start of the owner's next Magic Phase.



—Mount Options—

pts-

—Additional Options—

pts-

Young Dragon (AA)

330

Shield

5

Dragon (AA) (Wizard Master only)

540

Heavy Armour

15

A mount marked with (AA) counts towards Ancient Allies. Additionally, the mount and its rider count towards Characters.

Dragonforged Armour

30

Paired Weapons

5

Special Items

Weapon Enchantments

Sliver of the Blazing Dawn 100 pts
Spear enchantment.
Attacks made with this weapon gain +1 Strength, +2 Armour Penetration, and become **Magical Attacks**. Each successful to-hit roll with this weapon causes two hits instead of one.

Nova Flare 90 pts
Lance enchantment.
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.

Elu's Heartwood 75 pts
Longbow enchantment.
This weapon gains Shots 3, Str as user +1, AP as user +1, and **Magical Attacks**.

Armour Enchantments

Gleaming Robe 90 pts
Standard Height Mages only.
Light Armour enchantment.
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 65 pts
Models on foot only.
Heavy Armour enchantment.
The wearer gains +2 Armour and +2 Defensive Skill.

Star Metal Alloy 40 pts
Shield enchantment.
The first time the bearer's model suffers an unsaved wound from an attack with Multiple Wounds while using this Shield, the number of wounds suffered is halved rounding fractions up.

Daemon's Bane 20 pts
Suit of Armour enchantment.
The wearer gains +2 Armour against Magical Attacks.

Banner Enchantments

Navigator's Banner 75 pts
R&F models in the bearer's unit gain **Distracting** in the First Round of Combat against attacks from enemies Engaged in the bearer's unit's Front Facing.

Banner of Becalming 70 pts
Cannot be taken by units that count towards Core.
In the opponent's Magic Phase, during Siphon the Veil before converting Veil Tokens into Magic Dice, remove one Veil Token from the opponent's Veil Token pool and add one Veil Token to your Veil Token pool.

War Banner of Ryma 60 pts
0-2 per Army.
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)**.

Artefacts

Book of Meladys 100 pts
Dominant.
Once per Magic Phase, the bearer may reroll a single Magic Dice when making a casting roll, provided the spell was not Miscast. When rerolling a natural '1', the rerolled Magic Dice benefits from Fizzle (if the Casting Attempt fails) regardless of the rerolled value.

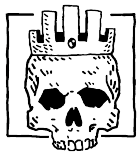
Ring of the Pearl Throne 90 pts
Cannot be taken by Gigantic models.
After step 4 of the Round of Combat Sequence (after issuing and accepting Duels), choose a single Special Item or a single Dwarven Rune on a model in base contact with the bearer. This Special Item or the Dwarven Rune cannot be used for as long as its bearer remains in base contact with the bearer of the Ring of the Pearl Throne. Only a single Special Item or a single Dwarven Rune can be affected at any time. In case the model has more than one instance of the chosen item, only one instance is affected.

Diadem of Protection 85 pts
The bearer gains **Aegis (+2, max 4+)**.

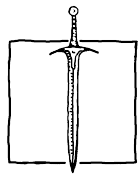
Amethyst Crystal 70 pts
Wizards only.
Dispel rolls made by the bearer's army gain a +1 modifier.

Glittering Lacquer 40 pts
Cavalry models only.
The bearer gains **Hard Target (1)**.

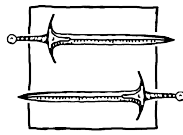
Army Organisation



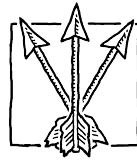
Characters
(Max. 40 %)



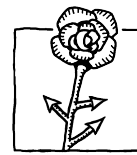
Core
(Min. 25 %)



Special
(No limit)



Queen's Bows
(Max. 30 %)



Naval Ordnance
(Max. 15 %)



Ancient Allies
(Max. 20 %)

Characters (Max. 40 %)



High Prince
250 pts

single model

Height Standard
Type Infantry
Base 20×20 mm



A mount marked with (AA) counts towards Ancient Allies. Additionally, the mount and its rider count towards Characters.

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	
	4	7	4	1	8	Lightning Reflexes

Options		pts-		Mount Options		pts-	
A single Honour			no limit	Elven Horse			60
Special Items			up to 200	Giant Eagle			60
Shield			5	Reaver Chariot			60
Heavy Armour			15	Griffon (AA)			200
Dragonforged Armour			25	Young Dragon (AA)			290
Longbow (0+)			5	Dragon (AA)			460
One choice only:				Ancient Dragon (AA)			660
Light Lance	5	Great Weapon	15				
Paired Weapons	5	Halberd	15				
Spear	5	Lance	20				



Commander

150 pts

single model

Height Standard
Type Infantry
Base 20×20 mm



A mount marked with (AA) counts towards Ancient Allies. Additionally, the mount and its rider count towards Characters.

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						
	3	6	4	1	7	Lightning Reflexes					
Options			pts			Mount Options			pts		
A single Honour			no limit			Elven Horse	50				
Battle Standard Bearer			50			Reaver Chariot	50				
Special Items			up to 100			Giant Eagle	60				
Shield			5			Griffon (AA)	200				
Heavy Armour			10								
Dragonforged Armour			20								
Longbow (1+)			5								
One choice only:											
Light Lance	5	Great Weapon	10								
Paired Weapons	5	Halberd	10								
Spear	5	Lance	10								



Mage




225 pts

single model

Height Standard
Type Infantry
Base 20×20 mm



A mount marked with (AA) counts towards Ancient Allies. Additionally, the mount and its rider count towards Characters.

Global	Adv	Mar	Dis	Model Rules							
	5"	10"	9	Martial Discipline, Master of Spellcrafting, Wizard Adept							
Defensive	HP	Def	Res	Arm							
	3	4	3	0							
Offensive	Att	Off	Str	AP	Agi						
	1	4	3	0	5	Lightning Reflexes					
Magic Options			pts			Options			pts		
Wizard Master			150			A single Honour	no limit				
						Special Items	up to 100				
Cosmology	Divination	Pyromancy				If Wizard Master	up to 200				
						Light Armour	5				
Mount Options			pts			Mount Options			pts		
Elven Horse			20			Griffon (AA) (Wizard Master only)	100				
Reaver Chariot			20			Young Dragon (AA) (Wizard Master only)	170				
Giant Eagle			25			Dragon (AA) (Wizard Master only)	460				

Character Mounts



Elven Horse

Height **Standard**
Type **Cavalry**
Base **25×50 mm**

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



Giant Eagle


Height **Large**
Type **Cavalry**
Base **50×50 mm**

Global	Adv	Mar	Dis	Model Rules		
Ground	2"	4"	C	Fly (9", 18"), Light Troops		
Fly	9"	18"				
Defensive	HP	Def	Res	Arm		
	C	C	4	C+1		
Offensive	Att	Off	Str	AP	Agi	
	2	5	4	1	4	Harnessed



Griffon

Height **Large**
Type **Cavalry**
Base **50×50 mm**

 *This mount and its rider count towards Characters. Additionally, this mount counts towards Ancient Allies.*

Global	Adv	Mar	Dis	Model Rules		
Ground	6"	12"	C	Fear, Fly (8", 16"), Light Troops, Towering Presence		
Fly	8"	16"				
Defensive	HP	Def	Res	Arm		
	4	C	5	C		
Offensive	Att	Off	Str	AP	Agi	
	4	5	5	3	5	Devastating Charge (+1 Att, +1 Str, +1 AP), Harnessed, Lightning Reflexes



Young Dragon

Height **Large**
Type **Cavalry**
Base 50×100 mm



This mount and its rider count towards Characters. Additionally, this mount counts towards Ancient Allies.

Global	Adv	Mar	Dis	Model Rules	
Ground	6"	12"	C	Fear, Fly (7", 14"), Light Troops, Towering Presence	
Fly	7"	14"			
Defensive	HP	Def	Res	Arm	
	4	C	5	C+1	
Offensive	Att	Off	Str	AP	Agi
	4	5	5	2	3

Breath Attack (Str 4, AP 1, Flaming Attacks), Harnessed, Stomp Attacks (D3)



Dragon

Height **Gigantic**
Type **Beast**
Base 50×100 mm
0–1 Mounts/Army



This mount and its rider count towards Characters. Additionally, this mount counts towards Ancient Allies. Dragon and Ancient Dragon share the same 0–1 Mounts/Army limitation.

Global	Adv	Mar	Dis	Model Rules	
Ground	6"	12"	C	Fly (7", 14"), Light Troops	
Fly	7"	14"			
Defensive	HP	Def	Res	Arm	
	6	5	6	4	
Offensive	Att	Off	Str	AP	Agi
	5	5	6	3	3

Breath Attack (Str 4, AP 1, Flaming Attacks), Harnessed



Ancient Dragon

Height **Gigantic**
Type **Beast**
Base 100×150 mm
0–1 Mounts/Army
One of a Kind



This mount and its rider count towards Characters. Additionally, this mount counts towards Ancient Allies. Dragon and Ancient Dragon share the same 0–1 Mounts/Army limitation.

Global	Adv	Mar	Dis	Model Rules	
Ground	6"	12"	C	Fly (7", 16"), Light Troops	
Fly	7"	16"			
Defensive	HP	Def	Res	Arm	
	8	6	6	4	
Offensive	Att	Off	Str	AP	Agi
	6	6	7	4	3

Breath Attack (Str 4, AP 1, Flaming Attacks), Harnessed



Reaver Chariot

Height **Large**
Type **Construct**
Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules	
	9"	14"	C	Light Troops, Swiftstride	
Defensive	HP	Def	Res	Arm	
	3	C	4	C+2	
Offensive	Att	Off	Str	AP	Agi
Crew (2)	1	4	3	0	5 Lightning Reflexes, Light Lance, Longbow (3+)
Elven Horse (2)	1	3	3	0	4 Harnessed
Chassis			5	2	Impact Hits (D6), Inanimate



Lion Chariot

Height **Large**
Type **Construct**
Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules	
	8"	8"	C	Swiftstride	
Defensive	HP	Def	Res	Arm	
	4	C	4	C+2	
Offensive	Att	Off	Str	AP	Agi
Crew	1	5	4	1	5 Lightning Reflexes, Multiple Wounds (2, against Large and Beasts, Large and Cavalry, Gigantic), Great Weapon
Lion (2)	2	5	5	2	4 Harnessed
Chassis			5	2	Impact Hits (D6+1), Inanimate



Sky Sloop

Height **Large**
Type **Construct**
Base 50×100 mm



This mount and its rider count towards Characters. Additionally, this mount counts towards Naval Ordnance.

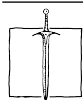
Global	Adv	Mar	Dis	Model Rules	
Ground	2"	2"	C	Fly (9", 9"), Light Troops, Swiftstride	
Fly	9"	9"			
Defensive	HP	Def	Res	Arm	
	4	C	4	C+1	Hard Target (1)
Offensive	Att	Off	Str	AP	Agi
Crew (2)	1	4	3	0	5 Lightning Reflexes, Light Lance
Hawk	2	4	4	1	4 Harnessed
Chassis			5	2	Impact Hits (D6), Inanimate, Sky Reaper (3+)

—Model Rules—

Sky Reaper: Artillery Weapon.

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

Core (Min. 25 %)



Citizen Spears

240 pts + 16 pts/extra model

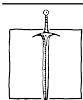
20–50 models



Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Martial Discipline, Scoring		
Defensive	HP	Def	Res	Arm		
	1	4	3	0	Light Armour, Shield	
Offensive	Att	Off	Str	AP	Agi	
	1	4	3	0	5	Fight in Extra Rank, Lightning Reflexes, Spear

Command Group Options		pts-	Command Group Options		pts-
Champion		20	Standard Bearer		20
Musician		20	Banner Enchantment		no limit



Highborn Lancers

240 pts + 40 pts/extra model

5–15 models

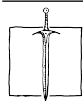


0–4 Units/Army

Height Standard
Type Cavalry
Base 25×50 mm

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

Command Group Options		pts-	Command Group Options		pts-
Champion		20	Standard Bearer		20
Musician		20	Banner Enchantment		no limit



Citizen Archers

170 pts + 18 pts/extra model

10–30 models



Height Standard
Type Infantry
Base 20×20 mm

This unit counts both towards Core and Queen's Bows.

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

Command Group Options		pts-	Command Group Options		pts-
Champion		20	Standard Bearer		20
Musician		20	Banner Enchantment		no limit



Sea Guard

300 pts + 21 pts/extra model 15-30 models



Height Standard
Type Infantry
Base 20×20 mm

This unit counts both towards Core and Queen's Bows.

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

Model Rules

Cover Volley: Attack Attribute – Shooting.

When an enemy unit declares a Charge against a unit with Martial Discipline, a single friendly unit 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 models with Cover Volley may shoot.
- The unit must use Stand and Shoot before the Charged unit declares its 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.).

Steady Aim: Attack Attribute – Shooting.

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

Command Group Options

Command Group Options	pts	Command Group Options	pts
Champion	20	Standard Bearer	20
Musician	20	Banner Enchantment	no limit



Elein Reavers

180 pts + 25 pts/extra model 5-10 models 0-4 Units/Army

Height Standard
Type Cavalry
Base 25×50 mm

This unit counts both towards Core and Queen's Bows.

Global	Adv	Mar	Dis	Model Rules		
	9"	18"	8	Feigned Flight, Light Troops, Martial Discipline, Vanguard		
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

Options

Options	pts	Command Group Options	pts
Bow (3+)	2/model	Champion	20
		Musician	20
		Standard Bearer	20

Special (No limit)



Sword Masters

130 pts + 23 pts/extra model

5-30 models



0-4 Units/Army

Height Standard
Type Infantry
Base 20×20 mm

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

— Model Rules —

Sword Sworn: Attack Attribute – Close Combat.

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

— Command Group Options —

Champion 20
Musician 20

— Command Group Options —

Standard Bearer 20
Banner Enchantment no limit



Lion Guard

225 pts + 28 pts/extra model

10-30 models



0-5 Units/Army

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Bodyguard (High Prince General), Martial Discipline, Scoring, Strider (Forest), Valiant		
Defensive	HP	Def	Res	Arm		
	1	5	3	0	Heavy Armour, Lion's Fur	
Offensive	Att	Off	Str	AP	Agi	
	1	5	4	1	5	Lightning Reflexes, Multiple Wounds (2, against Large and Beasts, Large and Cavalry, Gigantic), Great Weapon

— Options —

Gain **Baleig Highlanders** and lose Scoring* 2/model
*0-15 Models/Unit
0-1 Units/Army.

— Command Group Options —

Champion 20
Musician 20
Standard Bearer 20
Banner Enchantment no limit

— Optional Model Rules —

Baleig Highlanders: Universal Rule.

The model gains Hard Target (1), Light Troops, and Skirmisher.



Flame Wardens

360 pts + 28 pts/extra model

15–25 models



0–5 Units/Army

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Fearless, Martial Discipline, Scoring		
Defensive	HP	Def	Res	Arm		
	1	5	3	0	Aegis (4+), Heavy Armour	
Offensive	Att	Off	Str	AP	Agi	
	1	5	3	0	6	Fight in Extra Rank, Lightning Reflexes, Halberd
— Command Group Options —			pts-	— Command Group Options —		pts-
Champion	20	Standard Bearer	20			
Musician	20	Banner Enchantment	no limit			



Knights of Ryma

340 pts + 54 pts/extra model

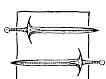
5–12 models



0–4 Units/Army

Height Standard
Type Cavalry
Base 25×50 mm

Global	Adv	Mar	Dis	Model Rules		
	9"	18"	9	Martial Discipline, Scoring		
Defensive	HP	Def	Res	Arm		
	1	5	3	2	Dragonforged Armour, Shield	
Offensive	Att	Off	Str	AP	Agi	
Knight of Ryma	1	5	4	1	6	Devastating Charge (+1 Att), Lightning Reflexes, Lance
Elven Horse	1	3	3	0	4	Harnessed
— Command Group Options —			pts-	— Command Group Options —		pts-
Champion	20	Standard Bearer	20			
Musician	20	Banner Enchantment	no limit			



Reaver Chariot

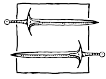
110 pts + 100 pts/extra model

1–4 models

0–3 Units/Army

Height Large
Type Construct
Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules		
	9"	14"	8	Light Troops, Martial Discipline, Swiftstride		
Defensive	HP	Def	Res	Arm		
	3	4	4	2		
Offensive	Att	Off	Str	AP	Agi	
Crew (2)	1	4	3	0	5	Lightning Reflexes, Light Lance, Longbow (3+)
Elven Horse (2)	1	3	3	0	4	Harnessed
Chassis			5	2		Impact Hits (D6), Inanimate
— Command Group Options —			pts-	— Command Group Options —		pts-
Champion	20	Standard Bearer	20			
Musician	20					



Lion Chariot

215 pts

single model 0-3 Units/Army

Height Large
Type Construct
Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules		
	8"	8"	8	Martial Discipline, Swiftstride, Valiant		
Defensive	HP	Def	Res	Arm		
	4	5	4	2	Heavy Armour	
Offensive	Att	Off	Str	AP	Agi	
Crew (2)	1	5	4	1	5	Lightning Reflexes, Multiple Wounds (2, against Large and Beasts, Large and Cavalry, Gigantic), Great Weapon
Lion (2)	2	5	5	2	4	Harnessed
Chassis			5	2		Impact Hits (D6+1), Inanimate



Giant Eagle

100 pts + 35 pts/extra model

1-5 models 0-2 Units/Army

Height Large
Type Beast
Base 50×50 mm

Global	Adv	Mar	Dis	Model Rules	
Ground	2"	4"	8	Fly (9", 18"), Light Troops	
Fly	9"	18"			
Defensive	HP	Def	Res	Arm	
	3	5	4	0	
Offensive	Att	Off	Str	AP	Agi
	2	5	4	1	4

Queen's Bows (Max. 30 %)



Queen's Guard

140 pts + 29 pts/extra model

5-20 models

0-3 Units/Army
0-20 Models/Army

Height Standard
Type Infantry
Base 20x20 mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Martial Discipline, Scoring		
Defensive	HP	Def	Res	Arm		
	1	5	3	0	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
	1	5	3	0	5	Lightning Reflexes, Moonlight Arrows, Longbow (2+)
Options			pts-	Command Group Options		pts-
Spear			1/model	Champion		20
				Musician		20
				Standard Bearer		20
				Banner Enchantment		no limit



Grey Watchers

150 pts + 26 pts/extra model

5-10 models

0-2 Units/Army

Height Standard
Type Infantry
Base 20x20 mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Light Troops, Martial Discipline, Skirmisher		
Defensive	HP	Def	Res	Arm		
	1	4	3	0	Hard Target (1), Light Armour	
Offensive	Att	Off	Str	AP	Agi	
	1	4	3	0	5	Accurate, Fae Miasma, Lightning Reflexes, Longbow (2+)
Options			pts-	Command Group Options		pts-
Scout (0-1 Units/Army)			3/model	Champion		20
Shield			1/model			
Paired Weapons			2/model			

Naval Ordnance (Max. 15 %)



Sea Guard Reaper

180 pts

single model

0-3 Units/Army

Height Standard
Type Construct
Base 60 mm round

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

Model Rules

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 (1×5)**, [**Multiple Wounds (D3)**]
- Range 48", Shots 6, Str 4, AP 2



Sky Sloop

265 pts

single model

0-2 Units/Army

Height Large
Type Construct
Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules		
Ground	2"	2"	8	Fly (9", 9"), Light Troops, Martial Discipline, Swiftstride		
Fly	9"	9"				
Defensive	HP	Def	Res	Arm		
	4	4	4	1	Hard Target (1), Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Crew (2)	1	4	3	0	5	Lightning Reflexes, Light Lance
Hawk	2	4	4	1	4	Harnessed
Chassis			5	2		Impact Hits (D6), Inanimate, Sky Reaper (3+)

Model Rules

Sky Reaper: Artillery Weapon.

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

Ancient Allies (Max. 20 %)



Phoenix

375 pts

single model

0-3 Units/Army

Height Gigantic

Type Beast

Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules		
Ground	2"	4"	8	Fly (9", 18"), Light Troops, Rebirth		
Fly	9"	18"				
Defensive	HP	Def	Res	Arm		
	5	5	5	3		
Offensive	Att	Off	Str	AP	Agi	
	4	5	5	2	4	

Model Rules

Rebirth: Universal Rule.

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

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

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

Options

Must become (one choice only):

Frost Phoenix

Fire Phoenix

free

45

Options

Warden's Bond

pts-

75

Optional Model Rules

Fire Phoenix: Universal Rule.

The model gains **Aegis (2+, against Flaming Attacks)**, **Flaming Attacks**, and **Grind Attacks (D6)**.

The model may perform a Sweeping Attack. The enemy unit suffers D6 hits and an additional D3 hits for each rank after the first.

The Grind Attacks and Sweeping Attacks are resolved with Strength 4, Armour Penetration 1, and **Flaming Attacks**.

Frost Phoenix: Universal Rule.

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

Warden's Bond: Universal Rule.

The model gains +1 Discipline, **Martial Discipline**, and passes its Rebirth roll on 3+ instead of 5+. The Phoenix model part gains **Harnessed**. The model gains an additional model part:

Offensive	Att	Off	Str	AP	Agi	
Warden	2	5	3	0	6	Lightning Reflexes, Halberd

Quick Reference Sheet

Characters

High Prince	Adv	5"	Mar	10"	Dis	10							Martial Discipline
Standard, Infantry	HP	3	Def	7	Res	3	Arm	0					Light Armour
	Att	4	Off	7	Str	4	AP	1	Agi	8			Lightning Reflexes
Commander	Adv	5"	Mar	10"	Dis	9							Martial Discipline
Standard, Infantry	HP	3	Def	6	Res	3	Arm	0					Light Armour
	Att	3	Off	6	Str	4	AP	1	Agi	7			Lightning Reflexes
Mage	Adv	5"	Mar	10"	Dis	9							Martial Discipline, Master of Spellcrafting, Wizard Adept
Standard, Infantry	HP	3	Def	4	Res	3	Arm	0					
	Att	1	Off	4	Str	3	AP	0	Agi	5			Lightning Reflexes

Character Mounts

Elven Horse	Adv	9"	Mar	18"	Dis	C							
Standard, Cavalry	HP	C	Def	C	Res	C	Arm	C+2					
	Att	1	Off	3	Str	3	AP	0	Agi	4			Harnessed
Giant Eagle	Adv	2"	Mar	4"	Dis	C							Fly (9", 18"), Light Troops
Large, Cavalry	HP	C	Def	C	Res	4	Arm	C+1					
	Att	2	Off	5	Str	4	AP	1	Agi	4			Harnessed
Griffon	Adv	6"	Mar	12"	Dis	C							Fear, Fly (8", 16"), Light Troops, Towering Presence
Large, Cavalry	HP	4	Def	C	Res	5	Arm	C					
	Att	4	Off	5	Str	5	AP	3	Agi	5			Devastating Charge (+1 Att, +1 Str, +1 AP), Harnessed, Lightning Reflexes
Young Dragon	Adv	6"	Mar	12"	Dis	C							Fear, Fly (7", 14"), Light Troops, Towering Presence
Large, Cavalry	HP	4	Def	C	Res	5	Arm	C+1					
	Att	4	Off	5	Str	5	AP	2	Agi	3			Breath Attack (Str 4, AP 1, Flaming Attacks), Harnessed, Stomp Attacks (D3)
Dragon	Adv	6"	Mar	12"	Dis	C							Fly (7", 14"), Light Troops
Gigantic, Beast	HP	6	Def	5	Res	6	Arm	4					
	Att	5	Off	5	Str	6	AP	3	Agi	3			Breath Attack (Str 4, AP 1, Flaming Attacks), Harnessed
Ancient Dragon	Adv	6"	Mar	12"	Dis	C							Fly (7", 16"), Light Troops
Gigantic, Beast	HP	8	Def	6	Res	6	Arm	4					
	Att	6	Off	6	Str	7	AP	4	Agi	3			Breath Attack (Str 4, AP 1, Flaming Attacks), Harnessed
Reaver Chariot	Adv	9"	Mar	14"	Dis	C							Light Troops, Swiftstride
Large, Construct	HP	3	Def	C	Res	4	Arm	C+2					
Crew (2)	Att	1	Off	4	Str	3	AP	0	Agi	5			Lightning Reflexes, Light Lance, Longbow (3+)
Elven Horse (2)	Att	1	Off	3	Str	3	AP	0	Agi	4			Harnessed
Chassis					Str	5	AP	2	Agi				Impact Hits (D6), Inanimate
Lion Chariot	Adv	8"	Mar	8"	Dis	C							Swiftstride
Large, Construct	HP	4	Def	C	Res	4	Arm	C+2					
Crew	Att	1	Off	5	Str	4	AP	1	Agi	5			Lightning Reflexes, Multiple Wounds (2, against Large and Beasts, Large and Cavalry, Gigantic), Great Weapon
Lion (2)	Att	2	Off	5	Str	5	AP	2	Agi	4			Harnessed
Chassis					Str	5	AP	2	Agi				Impact Hits (D6+1), Inanimate
Sky Sloop	Adv	2"	Mar	2"	Dis	C							Fly (9", 9"), Light Troops, Swiftstride
Large, Construct	HP	4	Def	C	Res	4	Arm	C+1					Hard Target (1)
Crew (2)	Att	1	Off	4	Str	3	AP	0	Agi	5			Lightning Reflexes, Light Lance
Hawk	Att	2	Off	4	Str	4	AP	1	Agi	4			Harnessed
Chassis					Str	5	AP	2	Agi				Impact Hits (D6), Inanimate, Sky Reaper (3+)

Core

Citizen Spears	Adv	5"	Mar	10"	Dis	8							Martial Discipline, Scoring
Standard, Infantry	HP	1	Def	4	Res	3	Arm	0					Light Armour, Shield
	Att	1	Off	4	Str	3	AP	0	Agi	5			Fight in Extra Rank, Lightning Reflexes, Spear

Highborn Lancers	<i>Adv</i> 9"	<i>Mar</i> 18"	<i>Dis</i> 8								Martial Discipline, Scoring
Standard, Cavalry	<i>HP</i> 1	<i>Def</i> 4	<i>Res</i> 3	<i>Arm</i> 2							Heavy Armour, Shield
Highborn Lancer	<i>Att</i> 1	<i>Off</i> 4	<i>Str</i> 3	<i>AP</i> 0	<i>Agi</i> 5						Lightning Reflexes, Lance
Elven Horse	<i>Att</i> 1	<i>Off</i> 3	<i>Str</i> 3	<i>AP</i> 0	<i>Agi</i> 4						Harnessed
Citizen Archers	<i>Adv</i> 5"	<i>Mar</i> 10"	<i>Dis</i> 8								Martial Discipline, Scoring
Standard, Infantry	<i>HP</i> 1	<i>Def</i> 4	<i>Res</i> 3	<i>Arm</i> 0							Light Armour
	<i>Att</i> 1	<i>Off</i> 4	<i>Str</i> 3	<i>AP</i> 0	<i>Agi</i> 5						Lightning Reflexes, Longbow (3+)
Sea Guard	<i>Adv</i> 5"	<i>Mar</i> 10"	<i>Dis</i> 8								Martial Discipline, Scoring
Standard, Infantry	<i>HP</i> 1	<i>Def</i> 5	<i>Res</i> 3	<i>Arm</i> 0							Light Armour, Shield
	<i>Att</i> 1	<i>Off</i> 4	<i>Str</i> 3	<i>AP</i> 0	<i>Agi</i> 5						Cover Volley , Lightning Reflexes, Steady Aim , Bow (3+), Spear
Elein Reavers	<i>Adv</i> 9"	<i>Mar</i> 18"	<i>Dis</i> 8								Feigned Flight, Light Troops, Martial Discipline, Vanguard
Standard, Cavalry	<i>HP</i> 1	<i>Def</i> 4	<i>Res</i> 3	<i>Arm</i> 1							Light Armour
Elein Reaver	<i>Att</i> 1	<i>Off</i> 4	<i>Str</i> 3	<i>AP</i> 0	<i>Agi</i> 5						Lightning Reflexes, Light Lance
Elven Horse	<i>Att</i> 1	<i>Off</i> 3	<i>Str</i> 3	<i>AP</i> 0	<i>Agi</i> 4						Harnessed

Special

Sword Masters	<i>Adv</i> 5"	<i>Mar</i> 10"	<i>Dis</i> 8								Martial Discipline, Scoring
Standard, Infantry	<i>HP</i> 1	<i>Def</i> 6	<i>Res</i> 3	<i>Arm</i> 0							Heavy Armour
	<i>Att</i> 2	<i>Off</i> 6	<i>Str</i> 3	<i>AP</i> 0	<i>Agi</i> 6						Lightning Reflexes, Sword Sworn , Great Weapon
Lion Guard	<i>Adv</i> 5"	<i>Mar</i> 10"	<i>Dis</i> 8								Bodyguard (High Prince General), Martial Discipline, Scoring, Strider (Forest), Valiant
Standard, Infantry	<i>HP</i> 1	<i>Def</i> 5	<i>Res</i> 3	<i>Arm</i> 0							Heavy Armour, Lion's Fur
	<i>Att</i> 1	<i>Off</i> 5	<i>Str</i> 4	<i>AP</i> 1	<i>Agi</i> 5						Lightning Reflexes, Multiple Wounds (2, against Large and Beasts, Large and Cavalry, Gigantic), Great Weapon
Flame Wardens	<i>Adv</i> 5"	<i>Mar</i> 10"	<i>Dis</i> 9								Fearless, Martial Discipline, Scoring
Standard, Infantry	<i>HP</i> 1	<i>Def</i> 5	<i>Res</i> 3	<i>Arm</i> 0							Aegis (4+), Heavy Armour
	<i>Att</i> 1	<i>Off</i> 5	<i>Str</i> 3	<i>AP</i> 0	<i>Agi</i> 6						Fight in Extra Rank, Lightning Reflexes, Halberd
Knights of Ryma	<i>Adv</i> 9"	<i>Mar</i> 18"	<i>Dis</i> 9								Martial Discipline, Scoring
Standard, Cavalry	<i>HP</i> 1	<i>Def</i> 5	<i>Res</i> 3	<i>Arm</i> 2							Dragonforged Armour, Shield
Knight of Ryma	<i>Att</i> 1	<i>Off</i> 5	<i>Str</i> 4	<i>AP</i> 1	<i>Agi</i> 6						Devastating Charge (+1 Att), Lightning Reflexes, Lance
Elven Horse	<i>Att</i> 1	<i>Off</i> 3	<i>Str</i> 3	<i>AP</i> 0	<i>Agi</i> 4						Harnessed
Reaver Chariot	<i>Adv</i> 9"	<i>Mar</i> 14"	<i>Dis</i> 8								Light Troops, Martial Discipline, Swiftstride
Large, Construct	<i>HP</i> 3	<i>Def</i> 4	<i>Res</i> 4	<i>Arm</i> 2							
Crew (2)	<i>Att</i> 1	<i>Off</i> 4	<i>Str</i> 3	<i>AP</i> 0	<i>Agi</i> 5						Lightning Reflexes, Light Lance, Longbow (3+)
Elven Horse (2)	<i>Att</i> 1	<i>Off</i> 3	<i>Str</i> 3	<i>AP</i> 0	<i>Agi</i> 4						Harnessed
Chassis			<i>Str</i> 5	<i>AP</i> 2	<i>Agi</i>						Impact Hits (D6), Inanimate
Lion Chariot	<i>Adv</i> 8"	<i>Mar</i> 8"	<i>Dis</i> 8								Martial Discipline, Swiftstride, Valiant
Large, Construct	<i>HP</i> 4	<i>Def</i> 5	<i>Res</i> 4	<i>Arm</i> 2							Heavy Armour
Crew (2)	<i>Att</i> 1	<i>Off</i> 5	<i>Str</i> 4	<i>AP</i> 1	<i>Agi</i> 5						Lightning Reflexes, Multiple Wounds (2, against Large and Beasts, Large and Cavalry, Gigantic), Great Weapon
Lion (2)	<i>Att</i> 2	<i>Off</i> 5	<i>Str</i> 5	<i>AP</i> 2	<i>Agi</i> 4						Harnessed
Chassis			<i>Str</i> 5	<i>AP</i> 2	<i>Agi</i>						Impact Hits (D6+1), Inanimate
Giant Eagle	<i>Adv</i> 2"	<i>Mar</i> 4"	<i>Dis</i> 8								Fly (9", 18"), Light Troops
Large, Beast	<i>HP</i> 3	<i>Def</i> 5	<i>Res</i> 4	<i>Arm</i> 0							
	<i>Att</i> 2	<i>Off</i> 5	<i>Str</i> 4	<i>AP</i> 1	<i>Agi</i> 4						

Queen's Bows

Queen's Guard	<i>Adv</i> 5"	<i>Mar</i> 10"	<i>Dis</i> 8								Martial Discipline, Scoring
Standard, Infantry	<i>HP</i> 1	<i>Def</i> 5	<i>Res</i> 3	<i>Arm</i> 0							Light Armour
	<i>Att</i> 1	<i>Off</i> 5	<i>Str</i> 3	<i>AP</i> 0	<i>Agi</i> 5						Lightning Reflexes, Moonlight Arrows, Longbow (2+)
Grey Watchers	<i>Adv</i> 5"	<i>Mar</i> 10"	<i>Dis</i> 8								Light Troops, Martial Discipline, Skirmisher
Standard, Infantry	<i>HP</i> 1	<i>Def</i> 4	<i>Res</i> 3	<i>Arm</i> 0							Hard Target (1), Light Armour
	<i>Att</i> 1	<i>Off</i> 4	<i>Str</i> 3	<i>AP</i> 0	<i>Agi</i> 5						Accurate, Fae Miasma, Lightning Reflexes, Longbow (2+)

Naval Ordnance

Sea Guard Reaper	<i>Adv</i> 5"	<i>Mar</i> 5"	<i>Dis</i> 8								Martial Discipline, War Machine
Standard, Construct	<i>HP</i> 4	<i>Def</i> 1	<i>Res</i> 4	<i>Arm</i> 0							Light Armour
	<i>Att</i> 2	<i>Off</i> 4	<i>Str</i> 3	<i>AP</i> 0	<i>Agi</i> 5						Lightning Reflexes, Move or Fire, Elven Bolt Thrower (3+)

Sky Sloop	<i>Adv</i>	2"	<i>Mar</i>	2"	<i>Dis</i>	8				Fly (9", 9"), Light Troops, Martial Discipline, Swiftstride	
Large, Construct	<i>HP</i>	4	<i>Def</i>	4	<i>Res</i>	4	<i>Arm</i>	1	Hard Target (1), Light Armour		
Crew (2)	<i>Att</i>	1	<i>Off</i>	4	<i>Str</i>	3	<i>AP</i>	0	<i>Agi</i>	5	Lightning Reflexes, Light Lance
Hawk	<i>Att</i>	2	<i>Off</i>	4	<i>Str</i>	4	<i>AP</i>	1	<i>Agi</i>	4	Harnessed
Chassis					<i>Str</i>	5	<i>AP</i>	2	<i>Agi</i>	Impact Hits (D6), Inanimate, Sky Reaper (3+)	

Ancient Allies

Phoenix	<i>Adv</i>	2"	<i>Mar</i>	4"	<i>Dis</i>	8				Fly (9", 18"), Light Troops, Rebirth
Gigantic, Beast	<i>HP</i>	5	<i>Def</i>	5	<i>Res</i>	5	<i>Arm</i>	3		
	<i>Att</i>	4	<i>Off</i>	5	<i>Str</i>	5	<i>AP</i>	2	<i>Agi</i>	4

Artillery Weapons

Name	Artillery	Aim	Range	Str	AP	Shots	Rules
Elven Bolt Thrower (1)	-	3+	48"	3 [6]	10	1	Area Attack (1×5) [Multiple Wounds (D3)]
Elven Bolt Thrower (2)	-	3+	48"	4	2	6	-
Sky Reaper (Sky Sloop)	-	3+ / 1+*	24"	5	3	4	Quick to Fire

*Fleet Officer.

Shooting Weapons

Name	Aim	Shooting Model
Longbow	0+	High Prince
	1+	Commander
	2+	Queen's Guard, Grey Watchers
	3+	Reaver Chariot, Citizen Archers
Bow	3+	Sea Guard, Elein Reavers