

THE IX AGE FANTASY BATTLES



Highborn Elves

Army Book (Core Rules)

2nd Edition, version 2022 beta 1 hotfix 1 – January 10, 2022

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	18
Quick Reference Sheet	20	Naval Ordnance	19
Changelog	23		



The 9th Age: Fantasy Battles is a community-made miniatures wargame. All rules in this book are considered part of the Core Rules of T9A and should be available for use in any game. 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. Recent changes are marked in [blue](#), and listed at the end of this document. Copyright Creative Commons license: the-ninth-age.com/license.html. Edited with \LaTeX .

Army Model Rules

Universal Rules

Ancient Allies (X)

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

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.

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 – 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 – 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 Equipment

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

Lion's Fur – Armour Equipment

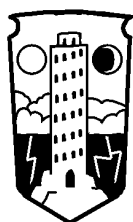
If on foot, the wearer gains +1 Armour, which is improved to +2 Armour against Shooting Attacks.

Hereditary Spell

Casting Value	Range	Type	Duration	Effect
H Favour of Meladys 10+		Caster	One Turn	<p>You gain one Veil Token that is not removed when the spell ends at the end of the spell's duration. When a friendly unit within 18" of the Caster suffers a wound before Special Saves, you may discard a Veil Token from your Veil Token pool and apply the following rules instead:</p> <ul style="list-style-type: none"> • No Special Save can be taken. • If the attack causing the wound has Multiple Wounds, it inflicts one wound less than usual. Otherwise, the wound is ignored. <p>For Standard Infantry, up to 2 wounds are ignored per token provided they are suffered simultaneously. A maximum of two Veil Tokens may be discarded each phase for this purpose. Characters and Gigantic models can only ignore a single wound this way per phase.</p>

Honours

Honours for High Princes and Commanders



Master of Canreig Tower

200 pts

Models on foot only.

The model gains **Master of Spellcrafting**, **Protean Magic**, **Wizard Adept**, and **Sword Sworn** (see **Sword Masters** unit). The model has access to Alchemy, Cosmology, Druidism, Shamanism, and Witchcraft. It knows 2 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.



— Additional Options — pts —

High Prince must gain	
3 additional Learned Spells	30

Queen's Companion

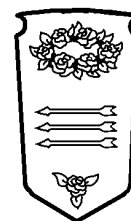
65 pts

0–2 Honours per Army. **Models on foot only.**

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

— Additional Options — pts —

One choice only:	
Fae Miasma, Scout, and may not join units other than Grey Watchers	25
Moonlight Arrows	30





High Warden of the Flame

60 pts

Models on foot only.

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

Queen's Cavalier

35 pts

Models on foot or on Elven Horse, Young Dragon, Dragon, or Ancient Dragon only.

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

If the bearer's model is Large or Gigantic:

If the army contains one or more models with Queen's Cavalier, the maximum sum of Ancient Allies values in the army is increased by 2, Characters is increased to "Max. 50%", and all Characters in the army **must** be Large Cavalry or Gigantic Beasts. Dragons and Ancient Dragons become 0-2 Mounts/Army. Sea Guard Reapers and Sky Sloops may not be taken in the army.



Fleet Officer

20 pts

Models on foot or on Giant Eagle, Griffon, or Sky Sloop only.

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

Royal Huntsman

15 pts

Models on foot or on Lion Chariot only.

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



Honours for Mages



Asfad Scholar

95 pts

Wizard Masters only.

The range of Aura spells cast by the Wizard is increased by 3", and the range of all other spells cast by the Wizard is increased by 6". Spells with the type Caster or Caster's Unit and Bound Spells are not affected. The Wizard can 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 for which the target of Drain Magic was the spell's target immediately come to an end. Note that if any of these spells had more than one target, their effects also end for these targets.

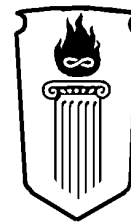
Order of the Fiery Heart

15 pts / if mounted 95 pts

Models on foot or on Young Dragon or Dragon only.

The model gains **Flaming Attacks**. The model **must choose** either Alchemy or Pyromancy as its **Path of Magic** (instead of **from** the Paths normally available to it), and ignores the Missile and Damage spell types for *Silver Spike* (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 **model** 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.



Additional Options	pts
Shield	5
Heavy Armour	65
Dragonforged Armour	80
Paired Weapons	5

Special Items

Weapon Enchantments

Sliver of the Blazing Dawn 120 pts
Enchantment: Spear.
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.

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

Nova Flare 75 pts
Enchantment: Lance.
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.

Armour Enchantments

Gleaming Robe 60 pts
Standard Height Mages only.
Enchantment: Light Armour.
The wearer gains **Aegis (3+)**. In addition, its Armour is **set** to 1 and **can never** be improved beyond this. If the wearer Miscasts and rolls Magical Inferno or Witchfire, the number of hits is halved, rounding fractions up.

Protection of Dorac 55 pts
Models on foot only.
Enchantment: Heavy Armour.
The wearer gains +2 Armour and +2 Defensive Skill.

Star Metal Alloy 30 pts
Enchantment: Shield.
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
Enchantment: Suit of Armour.
The wearer gains +2 Armour against Magical Attacks.

Banner Enchantments

Banner of Becalming 90 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.

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.

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 value rolled from the reroll.

Diadem of Protection 80 pts
The bearer gains **Aegis (+2, max 4+)**.

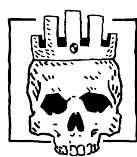
Ring of the Pearl Throne 55 pts
Cannot be taken by Towering Presence or Constructs.
After step 4 of the Round of Combat Sequence (after issuing and accepting Duels), choose one of the following:
• A single Special Item on a Character or Champion in base contact with the bearer
• A single Special Item on a single model unit in base contact with the bearer
• A Banner Enchantment carried by a Standard Bearer in base contact with the bearer

This Special Item is ignored 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 can be affected at any time. In case the model has more than one instance of the chosen item, only one instance is affected.

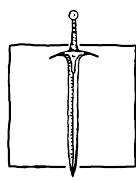
Amethyst Crystal 50 pts
Wizards only.
Dispelling rolls made by the bearer's army gain a +1 modifier.

Glittering Lacquer 35 pts
Cavalry models only.
The bearer gains **Hard Target (1)**.

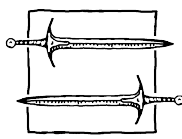
Army Organisation



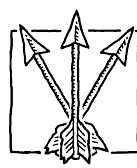
Characters
Max. 40%



Core
Min. 25%



Special
No limit



Queen's Bows
Max. 30%



Naval Ordnance
Max. 15%

Characters (Max. 40%)



High Prince
235 pts

single model

Height Standard
Type Infantry
Base 20×20 mm



A mount marked with (NO) counts towards Naval Ordnance. The mount and its rider also 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						
High Prince	4	7	4	1	8	Lightning Reflexes					
Options			pts			Mount Options			pts		
A single Honour				no limit			Reaver Chariot	35			
Special Items				up to 200			Elven Horse	40			
Shield				5			Giant Eagle	40			
Heavy Armour				10			Lion Chariot (Royal Huntsman only)	155			
Dragonforged Armour				30			Sky Sloop (Fleet Officer only) (NO)	240			
Longbow (0+)				5			Griffon	250			
One choice only:							Young Dragon	250			
Light Lance	5	Halberd				10	Dragon	430			
Paired Weapons	5	Lance				15	Ancient Dragon	610			
Great Weapon	10	Spear				15					



Commander

130 pts

single model

Height Standard
Type Infantry
Base 20×20 mm



A mount marked with (NO) counts towards Naval Ordnance. The mount and its rider also 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						
Commander	3	6	4	1	7	Lightning Reflexes					
Options			pts-			Mount Options			pts-		
A single Honour			no limit			Elven Horse	25				
Battle Standard Bearer			50			Reaver Chariot	30				
Special Items			up to 100			Giant Eagle	35				
Shield			5			Lion Chariot (Royal Huntsman only)	155				
Heavy Armour			10			Griffon	215				
Dragonforged Armour			25			Young Dragon (Queen's Cavalier only)	215				
Longbow (1+)			5			Sky Sloop (Fleet Officer only) (NO)	240				
One choice only:						Dragon (Queen's Cavalier only)	460				
Light Lance	5	Great Weapon	10								
Paired Weapons	5	Halberd	10								
Spear	5	Lance	10								






Mage

230 pts

single model

Height Standard
Type Infantry
Base 20×20 mm

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						
Mage	1	4	3	0	5	Lightning Reflexes					
Magic Options			pts-			Options			pts-		
Wizard Master			170			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			10			Young Dragon (Wizard Master and/or Order of the					
Giant Eagle			15			Fiery Heart only)	120				
Reaver Chariot			20			Dragon (Wizard Master only)	400				
Griffon (Wizard Master only)			60								

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	
Elven Horse	1	3	3	0	4	Harnessed



Giant Eagle

Height **Large**
Type **Cavalry**
Base **50×50 mm**
0–3 Mounts/Army

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	
Giant Eagle	2	5	4	1	4	Harnessed



Griffon

Height **Large**
Type **Cavalry**
Base **50×50 mm**
0–3 Mounts/Army

Global	Adv	Mar	Dis	Model Rules		
Ground	6"	12"	C	Ancient Allies (1), 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	
Griffon	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

0–2 Mounts/Army

Global	Adv	Mar	Dis	Model Rules		
Ground	6"	12"	C	Ancient Allies (1) , 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	
Young Dragon	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

Dragon and Ancient Dragon share the same 0–X Mounts/Army limitation.

Global	Adv	Mar	Dis	Model Rules		
Ground	6"	12"	C	Ancient Allies (2) , Fly (7", 14"), Light Troops		
Fly	7"	14"				
Defensive	HP	Def	Res	Arm		
	6	5	6	4		
Offensive	Att	Off	Str	AP	Agi	
Dragon	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

Dragon and Ancient Dragon share the same 0–X Mounts/Army limitation.

Global	Adv	Mar	Dis	Model Rules		
Ground	6"	12"	C	Ancient Allies (2) , Fly (7", 16"), Light Troops		
Fly	7"	16"				
Defensive	HP	Def	Res	Arm		
	8	6	6	4		
Offensive	Att	Off	Str	AP	Agi	
Ancient Dragon	6	6	7	4	3	Breath Attack (Str 4, AP 1, Flaming Attacks), Harnessed



Reaver Chariot

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

0–3 Mounts/Army

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

0–3 Mounts/Army

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 Beast, 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

0–2 Mounts/Army

The mount and its rider count towards Characters. The mount also 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

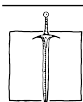
260 pts + 12 pts/extra model

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	
Citizen Spear	1	4	3	0	5	Fight in Extra Rank, Lightning Reflexes, Spear
— Command Group Options —			pts-	— Command Group Options —		pts-
Champion				10	Standard Bearer	10
Musician				10	Banner Enchantment	no limit



Highborn Lancers

210 pts + 30 pts/extra model

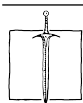
5–15 models



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				10	Standard Bearer	10
Musician				10	Banner Enchantment	no limit



Elein Reavers

180 pts + 14 pts/extra model

5–10 models

0–4 Units/Army

Height Standard
Type Cavalry
Base 25×50 mm

The 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 —			pts-	— Command Group Options —		pts-
Bow (3+)				1/model	Champion	10
					Musician	10
					Standard Bearer	10



Citizen Archers

150 pts + 14 pts/extra model 10-30 models



Height Standard
Type Infantry
Base 20×20 mm

The 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	
Citizen Archer	1	4	3	0	5	Lightning Reflexes, Longbow (3+)
— Command Group Options —			pts-	— Command Group Options —		pts-
Champion			10	Standard Bearer		10
Musician			10	Banner Enchantment		no limit



Sea Guard

280 pts + 27 pts/extra model 15-30 models



Height Standard
Type Infantry
Base 20×20 mm

The 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	
Sea Guard	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 another unit containing one or more models with Martial Discipline in the Charge Phase, a single friendly unit containing one or more models with Cover Volley may immediately perform a Stand and Shoot Charge Reaction with the following conditions and restrictions:

- The distance between the Charger and the Charged unit **must** be greater than the Charger's Advance Rate (using the lowest value among the Charging models if there is more than one).
- The unit with Cover Volley is within 12" of the Charged unit.
- Only model parts with Cover Volley may shoot, and they may only shoot once per Charge Phase.
- The unit **must** use Stand and Shoot before the Charged unit declares its Charge Reaction. If the Charge is no longer possible after the unit's Stand and Shoot (e.g. due to the Charging unit being destroyed or failing a Panic Test), the Charged unit does not declare any Charge Reaction.
- The Stand and Shoot Charge Reaction is performed as if the enemy had declared the Charge against the unit with Cover Volley in their current position (apply the normal rules for the Stand and Shoot Charge Reaction, i.e. the Charging unit must be Located in the Front Arc of the unit with Cover Volley, the unit with Cover Volley cannot be Shaken or Fleeing, etc.).

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 the -1 to-hit modifier for Stand and Shoot Charge Reactions.

— Command Group Options —			pts-	— Command Group Options —		pts-
Champion			10	Standard Bearer		10
Musician			10	Banner Enchantment		no limit

Special (No limit)



Sword Masters

125 pts + 20 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	
Sword Master	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 10
Musician 10

— Command Group Options —

Standard Bearer 10
Banner Enchantment no limit



Lion Guard

220 pts + 27 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 that is the 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	
Lion Guard	1	5	4	1	5	Lightning Reflexes, Multiple Wounds (2, against Large and Beast, Large and Cavalry, Gigantic), Great Weapon

— Options —

Baleig Highlander (0-15 Models/Unit, 0-1 Units/Army) 1/model

— Optional Model Rules —

Baleig Highlander: Universal Rule.
The model gains **Hard Target (1)**, **Light Troops**, and **Skirmisher**. The unit loses Scoring.

— Command Group Options —

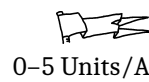
Champion 10
Musician 10
Standard Bearer 10
Banner Enchantment no limit



Flame Wardens

280 pts + **27** 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		
Flame Warden	1	5	3	0	6	Fight in Extra Rank, Lightning Reflexes, Halberd	
— Command Group Options —			pts—	— Command Group Options —			pts—
Champion	10	Standard Bearer		10			
Musician	10	Banner Enchantment		no limit			



Knights of Ryma

330 pts + **40** 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	10	Standard Bearer		10			
Musician	10	Banner Enchantment		no limit			



Reaver Chariots

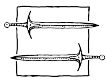
110 pts + **90** pts/extra model

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	10	Standard Bearer		10			
Musician	10						



Lion Chariot

205 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 Beast, Large and Cavalry, Gigantic), Great Weapon
Lion (2)	2	5	5	2	4	Harnessed
Chassis			5	2		Impact Hits (D6+1), Inanimate



Giant Eagles

100 pts + 30 pts/extra model

1-5 models

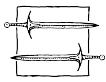
0-2 Units/Army

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	
Giant Eagle	2	5	4	1	4	



Phoenix

350 pts

single model

0–2 Units/Army

Height Gigantic

Type Beast

Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules	
Ground	2"	4"	8	Ancient Allies (1), Fly (9", 18"), Light Troops, Rebirth	
Fly	9"	18"			
Defensive	HP	Def	Res	Arm	
	5	5	5	3	
Offensive	Att	Off	Str	AP	Agi
Phoenix	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	pts	Options	pts
Must choose (one choice only):		Warden's Bond	60
Frost Phoenix	free		
Fire Phoenix	65		

Optional Model Rules

Fire Phoenix: Universal Rule.

The Phoenix model part 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	Model Rules
Warden	2	5	3	0	6	Lightning Reflexes, Halberd


Queen's Bows (Max. 30%)



Queen's Guard

135 pts + 28 pts/extra model

5-20 models

 0-3 Units/Army
0-20 Models/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	5	3	0	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Queen's Guard	1	5	3	0	5	Lightning Reflexes, Moonlight Arrows, Longbow (2+)
Options			pts-	Command Group Options		pts-
Spear			1/model	Champion		10
				Musician		10
				Standard Bearer		10
				Banner Enchantment		no limit



Grey Watchers

135 pts + 18 pts/extra model

5-10 models

0-2 Units/Army

Height Standard
Type Infantry
Base 20×20 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	
Grey Watcher	1	4	3	0	5	Accurate, Fae Miasma, Lightning Reflexes, Longbow (2+)
Options			pts-	Command Group Options		pts-
Scout (0-1 Units/Army)			2/model	Champion		10
Shield			1/model			
Paired Weapons			1/model			

Naval Ordnance (Max. 15%)



Sea Guard Reaper

190 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	
Crew	2	4	3	0	5	Lightning Reflexes, Move or Fire, Elven Bolt Thrower (3+)

— Model Rules —

Elven Bolt Thrower: Artillery Weapon.

This Artillery Weapon can be fired in two ways:

- Range 48", Shots 1, Str 3 [6], AP 10, **Area Attack (1×5)**, [**Multiple Wounds (D3)**]
- Range 48", Shots 6, Str 4, AP 2



Sky Sloop

235 pts

single model

0-2 Units/Army

Height Large
Type Construct
Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules		
	2"	2"	8	Fly (9", 9"), Light Troops, Martial Discipline, Swiftstride		
	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**.

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
High Prince	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
Commander	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				
Mage	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				
Elven Horse	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				
Giant Eagle	Att	2	Off	5	Str	4	AP	1	Agi	4		Harnessed
Griffon	Adv	6"	Mar	12"	Dis	C						Ancient Allies (1), Fear, Fly (8", 16"), Light Troops, Towering Presence
Large, Cavalry	HP	4	Def	C	Res	5	Arm	C				
Griffon	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						Ancient Allies (1), Fear, Fly (7", 14"), Light Troops, Towering Presence
Large, Cavalry	HP	4	Def	C	Res	5	Arm	C+1				
Young Dragon	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						Ancient Allies (2), Fly (7", 14"), Light Troops
Gigantic, Beast	HP	6	Def	5	Res	6	Arm	4				
Dragon	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						Ancient Allies (2), Fly (7", 16"), Light Troops
Gigantic, Beast	HP	8	Def	6	Res	6	Arm	4				
Ancient Dragon	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 Beast, 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
Citizen Spear	Att	1	Off	4	Str	3	AP	0	Agi	5		Fight in Extra Rank, Lightning Reflexes, Spear

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	
Crew	<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+)

Shooting Weapons

Name	Artillery	Range	Str	AP	Shots	Rules
Moonlight Arrows	-	-	4	1	-	Flaming Attacks Magical Attacks
Elu's Heartwood	-	30"	User + 1	User + 1	3	Magical Attacks
Elven Bolt Thrower (1)	-	48"	3 [6]	10	1	Area Attack (1x5) [Multiple Wounds (D3)]
Elven Bolt Thrower (2)	-	48"	4	2	6	-
Sky Reaper (Sky Sloop)	-	24"	5	3	4	Quick to Fire

Aim Table

Name	Aim	Shooting Model
Longbow / Elu's Heartwood	0+	High Prince
	1+	Commander
Longbow	2+	Queen's Guard, Grey Watcher
	3+	Reaver Chariot, Citizen Archer
Bow	3+	Sea Guard, Elein Reaver
Elven Bolt Thrower (1) and (2)	3+	Elven Bolt Thrower
Sky Reaper	1+	Fleet Officer
	3+	Sky Sloop

Changelog

2022 beta 1 hotfix 1

- Minor rule rewording
- Re-added restrictions missed on honours due to re-arranging layout

2022 balance patch beta 1

Non-price changes

- Minor rule clarifications
- The Ancient Allies category has been removed and in its place there is a different system based on number of entries instead of points
- Honours now don't restrict the choice of mounts unless the honour was on foot only, mounts that were restricted to specific honours now show on the general character profile but are still restricted

Price changes

- Sliver of the Blazing Dawn 110 ↗ 120
- Gleaming Robe 70 ↘ 60
- Protection of Dorac 60 ↘ 55
- Daemon's Bane 15 ↗ 20
- Ring of the Pearl Throne 75 ↘ 55
- Diadem of Protection 75 ↗ 80
- Banner of Becalming 75 ↗ 90
- High Warden of the Flame 70 ↘ 60
- Master of Canreig Tower, High Prince **must** gain 3 additional Learned Spells 20 ↗ 30
- Fleet Officer, Giant Eagle REMOVED
- Royal Huntsman 20 ↘ 15
- Queen's Cavalier 40 ↘ 35
- Queen's Companion:
 - Base cost 60 ↗ 65
 - Moonlight Arrows 25 ↗ 30
 - Fae Miasma, Scout, and may not join units other than Grey Watchers 30 ↘ 25
- Order of the Fiery Heart:
 - Base cost 60 ↗ 65
 - Moonlight Arrows 25 ↗ 30
 - Fae Miasma, Scout, and may not join units other than Grey Watchers 30 ↘ 25
- Order of the Fiery Heart
- Commander:
 - Elven Horse 30 ↘ 25
 - Giant Eagle 40 ↘ 35
 - Griffon 200 ↗ 215
- High Prince:
 - Giant Eagle 50 ↘ 40
 - Elven Horse 45 ↘ 40
 - Dragon 440 ↘ 430
 - Reaver Chariot 40 ↘ 35
- Griffon 215 ↗ 250
- Mage:
 - Base cost 225 ↘ 230
 - Wizard Master 150 ↘ 170
 - Griffon 70 Wizard Master 60
 - Young Dragon 130 ↘ 120
 - Dragon 420 ↘ 400
- Citizen Archers :
 - Base cost 160 ↘ 150
 - Additional models 15 ↘ 14
- Citizen Spears :
 - Base cost 250 ↗ 260
 - Additional models 13 ↘ 12
- Elein Reavers, Additional models 19 ↘ 14
- Highborn Lancers, Additional models 34 ↘ 30
- Sea Guard, Additional models 24 ↘ 27
- Flame Wardens, Base cost 290 ↘
- Knights of Ryma :
 - Base cost 340 ↗ 330
 - Additional models 45 ↘ 40
- Lion Guard, Base cost 215 ↘ 220
- Reaver Chariots, Additional models 95 ↘ 90
- Grey Watchers :
 - Additional models 21 ↘ 18
 - Scout 3 ↘ 2
 - Paired Weapons 2 ↘ 1
- Sea Guard Reaper
- Sea Guard Reaper, Base cost 180 ↗ 190
- Sky Sloop, Base cost 250 ↘ 235
- Sea Guard Reaper, Base cost 180 ↘ 180
- Phoenix, Base cost 310 ↗ 350