

# THE IX AGE FANTASY BATTLES



## Highborn Elves

Army Book (Core Rules)

2<sup>nd</sup> Edition, version 2022 – March 24, 2022

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The 9<sup>th</sup> 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](https://the-ninth-age.com). Refer to the Rulebook for instructions on How to Read Unit Entries.

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# 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

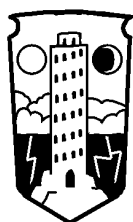
If on foot, the wearer gains +1 Armour, which is improved to +2 Armour against Shooting Attacks.

# Hereditary Spell

Casting Value	Range	Type	Duration	Effect
<b>H Favour of Meladys</b> 10+		<b>Caster</b>	One Turn	<p>You gain one Veil Token that is not removed when the spell ends. When a friendly unit within 18" of the Caster suffers a wound before Special Saves, you may discard a Veil Token from your Veil Token pool and apply the following rules instead:</p> <ul style="list-style-type: none"> <li>• No Special Save can be taken.</li> <li>• If the attack causing the wound has Multiple Wounds, it inflicts one wound less than usual. Otherwise, the wound is ignored.</li> </ul> <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 <b>must</b> gain	
3 additional Learned Spells	30

#### Queen's Companion

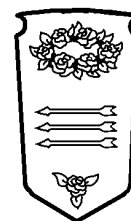
65 pts

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 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.

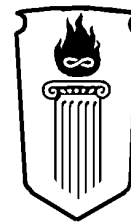
## Order of the Fiery Heart

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) of each Round of Combat that the bearer's unit is fighting, choose one of the following:

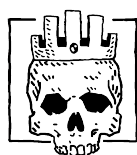
- A single Special Item on a Character or Champion in base contact with the bearer
- A single Special Item on a single model unit in base contact with the bearer
- A Banner Enchantment carried by a Standard Bearer in base contact with the bearer

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.

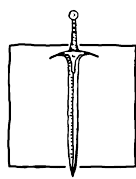
**Amethyst Crystal** 50 pts  
Wizards only.  
Dispelling rolls made by the bearer's army gain a +1 modifier.

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

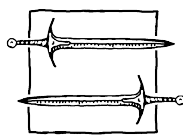
# Army Organisation



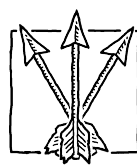
**Characters**  
Max. 40%



**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							
	<b>5"</b>	<b>10"</b>	<b>10</b>	Martial Discipline							
Defensive	HP	Def	Res	Arm							
	<b>3</b>	<b>7</b>	<b>3</b>	<b>0</b>	Light Armour						
Offensive	Att	Off	Str	AP	Agi						
High Prince	<b>4</b>	<b>7</b>	<b>4</b>	<b>1</b>	<b>8</b>	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)	430
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		
	<b>9"</b>	<b>18"</b>	<b>C</b>			
Defensive	HP	Def	Res	Arm		
	<b>C</b>	<b>C</b>	<b>C</b>	<b>C+2</b>		
Offensive	Att	Off	Str	AP	Agi	
Elven Horse	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>4</b>	Harnessed



## Giant Eagle

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

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



## Griffon

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

Global	Adv	Mar	Dis	Model Rules		
Ground	<b>6"</b>	<b>12"</b>	<b>C</b>	Ancient Allies (1), Fear, Fly (8", 16"), Light Troops, Towering Presence		
Fly	<b>8"</b>	<b>16"</b>				
Defensive	HP	Def	Res	Arm		
	<b>4</b>	<b>C</b>	<b>5</b>	<b>C</b>		
Offensive	Att	Off	Str	AP	Agi	
Griffon	<b>4</b>	<b>5</b>	<b>5</b>	<b>3</b>	<b>5</b>	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	<b>6"</b>	<b>12"</b>	<b>C</b>	Ancient Allies (1), Fear, Fly (7", 14"), Light Troops, Towering Presence		
Fly	<b>7"</b>	<b>14"</b>				
Defensive	HP	Def	Res	Arm		
	<b>4</b>	<b>C</b>	<b>5</b>	<b>C+1</b>		
Offensive	Att	Off	Str	AP	Agi	
Young Dragon	<b>4</b>	<b>5</b>	<b>5</b>	<b>2</b>	<b>3</b>	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	<b>6"</b>	<b>12"</b>	<b>C</b>	Ancient Allies (2), Fly (7", 14"), Light Troops		
Fly	<b>7"</b>	<b>14"</b>				
Defensive	HP	Def	Res	Arm		
	<b>6</b>	<b>5</b>	<b>6</b>	<b>4</b>		
Offensive	Att	Off	Str	AP	Agi	
Dragon	<b>5</b>	<b>5</b>	<b>6</b>	<b>3</b>	<b>3</b>	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	<b>6"</b>	<b>12"</b>	<b>C</b>	Ancient Allies (2), Fly (7", 16"), Light Troops		
Fly	<b>7"</b>	<b>16"</b>				
Defensive	HP	Def	Res	Arm		
	<b>8</b>	<b>6</b>	<b>6</b>	<b>4</b>		
Offensive	Att	Off	Str	AP	Agi	
Ancient Dragon	<b>6</b>	<b>6</b>	<b>7</b>	<b>4</b>	<b>3</b>	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	
	<b>9"</b>	<b>14"</b>	<b>C</b>	<b>Light Troops, Swiftstride</b>	
Defensive	HP	Def	Res	Arm	
	<b>3</b>	<b>C</b>	<b>4</b>	<b>C+2</b>	
Offensive	Att	Off	Str	AP	Agi
Crew (2)	<b>1</b>	<b>4</b>	<b>3</b>	<b>0</b>	<b>5</b> <b>Lightning Reflexes, Light Lance, Longbow (3+)</b>
Elven Horse (2)	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>4</b> <b>Harnessed</b>
Chassis			<b>5</b>	<b>2</b>	<b>Impact Hits (D6), Inanimate</b>



## Lion Chariot

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

0–3 Mounts/Army

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



## 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	<b>2"</b>	<b>2"</b>	<b>C</b>	<b>Fly (9", 9"), Light Troops, Swiftstride</b>	
Fly	<b>9"</b>	<b>9"</b>			
Defensive	HP	Def	Res	Arm	
	<b>4</b>	<b>C</b>	<b>4</b>	<b>C+1</b>	<b>Hard Target (1)</b>
Offensive	Att	Off	Str	AP	Agi
Crew (2)	<b>1</b>	<b>4</b>	<b>3</b>	<b>0</b>	<b>5</b> <b>Lightning Reflexes, Light Lance</b>
Hawk	<b>2</b>	<b>4</b>	<b>4</b>	<b>1</b>	<b>4</b> <b>Harnessed</b>
Chassis			<b>5</b>	<b>2</b>	<b>Impact Hits (D6), Inanimate, Sky Reaper (3+)</b>

—Model Rules—

**Sky Reaper:** Artillery Weapon.

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

# Core (Min. 25%)



## Citizen Spears

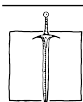
260 pts + 12 pts/extra model

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

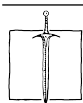
5–15 models



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, <b>Sword Sworn</b> , Great Weapon

— Model Rules —

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

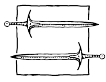
The model part gains a +1 to-hit modifier when attacking with a Great Weapon.

— 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 —

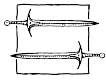
**Baleig Highlander** (0-15 Models/Unit, 0-1 Units/Army) 1/model

— 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

320 pts + 35 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

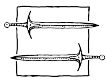
110 pts + 90 pts/extra model

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		
	<b>8"</b>	<b>8"</b>	<b>8</b>	Martial Discipline, Swiftstride, Valiant		
Defensive	HP	Def	Res	Arm		
	<b>4</b>	<b>5</b>	<b>4</b>	<b>2</b>	Heavy Armour	
Offensive	Att	Off	Str	AP	Agi	
Crew (2)	<b>1</b>	<b>5</b>	<b>4</b>	<b>1</b>	<b>5</b>	Lightning Reflexes, Multiple Wounds (2, against Large and Beast, Large and Cavalry, Gigantic), Great Weapon
Lion (2)	<b>2</b>	<b>5</b>	<b>5</b>	<b>2</b>	<b>4</b>	Harnessed
Chassis			<b>5</b>	<b>2</b>		Impact Hits (D6+1), Inanimate



## Giant Eagles

100 pts + 30 pts/extra model

1–5 models

0–2 Units/Army

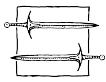
Height Large

Type Beast

Base 50×50 mm

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





# 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, <b>Rebirth</b>	
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

**Must choose** (one choice only):

**Frost Phoenix**

free

**Fire Phoenix**

45

### Options

**Warden's Bond**

60

### 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, <b>Elven Bolt Thrower</b> (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, <b>Sky Reaper</b> (3+)

— Model Rules —

**Sky Reaper:** Artillery Weapon.

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

# Quick Reference Sheet

## Characters

<b>High Prince</b>	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
<b>Commander</b>	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
<b>Mage</b>	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

<b>Elven Horse</b>	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
<b>Giant Eagle</b>	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
<b>Griffon</b>	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
<b>Young Dragon</b>	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)
<b>Dragon</b>	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
<b>Ancient Dragon</b>	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
<b>Reaver Chariot</b>	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
<b>Lion Chariot</b>	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
<b>Sky Sloop</b>	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

<b>Citizen Spears</b>	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

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

## Special

<b>Sword Masters</b>	Adv	5"	Mar	10"	Dis	8														Martial Discipline, Scoring
Standard, Infantry	HP	1	Def	6	Res	3	Arm	0												Heavy Armour
Sword Master	Att	2	Off	6	Str	3	AP	0	Agi	6										Lightning Reflexes, Sword Sworn, Great Weapon
<b>Lion Guard</b>	Adv	5"	Mar	10"	Dis	8														Bodyguard (High Prince that is the General), Martial Discipline, Scoring, Strider (Forest), Valiant
Standard, Infantry	HP	1	Def	5	Res	3	Arm	0												Heavy Armour, Lion's Fur
Lion Guard	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
<b>Flame Wardens</b>	Adv	5"	Mar	10"	Dis	9														Fearless, Martial Discipline, Scoring
Standard, Infantry	HP	1	Def	5	Res	3	Arm	0												Aegis (4+), Heavy Armour
Flame Warden	Att	1	Off	5	Str	3	AP	0	Agi	6										Fight in Extra Rank, Lightning Reflexes, Halberd
<b>Knights of Ryma</b>	Adv	9"	Mar	18"	Dis	9														Martial Discipline, Scoring
Standard, Cavalry	HP	1	Def	5	Res	3	Arm	2												Dragonforged Armour, Shield
Knight of Ryma	Att	1	Off	5	Str	4	AP	1	Agi	6										Devastating Charge (+1 Att), Lightning Reflexes, Lance
Elven Horse	Att	1	Off	3	Str	3	AP	0	Agi	4										Harnessed
<b>Reaver Chariots</b>	Adv	9"	Mar	14"	Dis	8														Light Troops, Martial Discipline, Swiftstride
Large, Construct	HP	3	Def	4	Res	4	Arm	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
<b>Lion Chariot</b>	Adv	8"	Mar	8"	Dis	8														Martial Discipline, Swiftstride, Valiant
Large, Construct	HP	4	Def	5	Res	4	Arm	2												Heavy Armour
Crew (2)	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
<b>Giant Eagles</b>	Adv	2"	Mar	4"	Dis	8														Fly (9", 18"), Light Troops
Large, Beast	HP	3	Def	5	Res	4	Arm	0												
Giant Eagle	Att	2	Off	5	Str	4	AP	1	Agi	4										
<b>Phoenix</b>	Adv	2"	Mar	4"	Dis	8														Ancient Allies (1), Fly (9", 18"), Light Troops, Rebirth
Gigantic, Beast	HP	5	Def	5	Res	5	Arm	3												
Phoenix	Att	4	Off	5	Str	5	AP	2	Agi	4										

## Queen's Bows

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

## Naval Ordnance

<b>Sea Guard Reaper</b>	<i>Adv</i>	<b>5"</b>	<i>Mar</i>	<b>5"</b>	<i>Dis</i>	<b>8</b>						Martial Discipline, War Machine
Standard, Construct	<i>HP</i>	<b>4</b>	<i>Def</i>	<b>1</b>	<i>Res</i>	<b>4</b>	<i>Arm</i>	<b>0</b>				Light Armour
Crew	<i>Att</i>	<b>2</b>	<i>Off</i>	<b>4</b>	<i>Str</i>	<b>3</b>	<i>AP</i>	<b>0</b>	<i>Agi</i>	<b>5</b>		Lightning Reflexes, Move or Fire, Elven Bolt Thrower (3+)
<b>Sky Sloop</b>	<i>Adv</i>	<b>2"</b>	<i>Mar</i>	<b>2"</b>	<i>Dis</i>	<b>8</b>						Fly (9", 9"), Light Troops, Martial Discipline, Swiftstride
Large, Construct	<i>HP</i>	<b>4</b>	<i>Def</i>	<b>4</b>	<i>Res</i>	<b>4</b>	<i>Arm</i>	<b>1</b>				Hard Target (1), Light Armour
Crew (2)	<i>Att</i>	<b>1</b>	<i>Off</i>	<b>4</b>	<i>Str</i>	<b>3</b>	<i>AP</i>	<b>0</b>	<i>Agi</i>	<b>5</b>		Lightning Reflexes, Light Lance
Hawk	<i>Att</i>	<b>2</b>	<i>Off</i>	<b>4</b>	<i>Str</i>	<b>4</b>	<i>AP</i>	<b>1</b>	<i>Agi</i>	<b>4</b>		Harnessed
Chassis					<i>Str</i>	<b>5</b>	<i>AP</i>	<b>2</b>	<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