

THE IX AGE FANTASY BATTLES



Highborn Elves

Army Book (Core Rules)

2nd Edition, version 2023 – April 06, 2023

Until Gold process is achieved, this book is the official one and will only change during the yearly Balance Patch, usually impacting mainly points.

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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.

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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

Units with more than half of their models with Martial Discipline gain **Minimised (Discipline Tests)**. This instance of Minimised cannot be used for Panic Tests and Break Tests.

Master of Spellcrafting

The Wizard's spells have their Casting Value reduced by 1.

Meeting of Minds

The Dragon model part gains **Channel (1)**.

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 they gain Strength 4 and Armour Penetration 1.

Armoury

Dragonforged Armour – Armour Equipment

Heavy Armour. The wearer gains **Aegis (3+, 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 . 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 models with Towering Presence can only ignore a single wound this way per phase.</p>

Honours

Honours for High Princes and Commanders

Master of Canreig Tower 150 pts

Models on foot only.

The model gains **Master of Spellcrafting**, **Protean Magic**, and **Wizard Adept**. The model has access to Alchemy, Cosmology, Druidism, Shamanism, and Witchcraft.

High Prince **must** gain
3 additional Learned Spells

30 pts

Queen’s Companion 65 pts

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

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

One choice only:

Fae Miasma, Scout, 25 pts
Exclusive (Grey Watchers)
Moonlight Arrows 30 pts

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, Dragon, or Ancient Dragon only.

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

If the army contains one or more Large or Gigantic 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%”.
- 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 **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. While within the model’s range of Commanding Presence or Rally Around the Flag (if applicable), models with Martial Discipline gain **Minimised (Panic Tests)**.

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 the Wizard's non-Bound Spells is increased by 6". Aura spells gain +3" range instead. Spells with type Caster are unaffected. 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 or a model or model part inside that unit was the spells' 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 Dragon only.

The model gains **Flaming Attacks**. The model replaces its available Paths with Alchemy and Pyromancy, and ignores the Missile and Damage spell types for *Silver Spike* (Alchemy) and all Pyromancy spells, but only when targeting units that 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 next friendly Magic Phase. In addition, the model gains access to the following options:

Shield	10 pts
Heavy Armour	15 pts
Dragonforged Armour	25 pts
Paired Weapons	5 pts

Special Items

Weapon Enchantments

Sliver of the Blazing Dawn 120 pts

Enchantment: Spear.

Attacks made with this weapon gain +1 Strength and +2 Armour Penetration. Each successful to-hit roll with this weapon causes two hits instead of one.

Nova Flare 80 pts

Enchantment: Lance.

Attacks made with this weapon gain **Devastating Charge (+1 Att)**, **Lethal Strike**, and become **Divine 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

Enchantment: Longbow.

This weapon gains Shots 3, Str as user +1, and AP as user +1.

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 25 pts

Enchantment: Shield.

The first time the bearer's model suffers an unsaved wound from an attack with Multiple Wounds (X) 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 55 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+)**.

Amethyst Crystal 40 pts

Wizards only.

Dispelling rolls made by the bearer's army gain a +1 modifier.

Ring of the Pearl Throne 40 pts

Cannot be taken by models with Towering Presence.

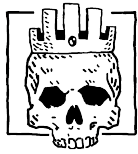
Weapon Enchantments in the bearer's unit and in units that are in base contact with the bearer are ignored.

Glittering Lacquer 35 pts

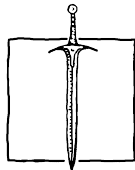
Cavalry models only.

The bearer gains **Hard Target (1)**.

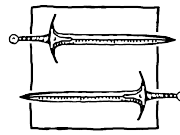
Army Organisation



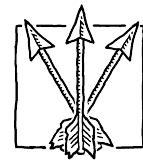
Characters
Max. 40%



Core
Min. 25%



Special
No limit



Queen's Bows
Max. 30%

Characters (Max. 40%)



High Prince
235 pts

single model

Height Standard
Type Infantry
Base 20×20 mm

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			
Special Items				up to 200	Reaver Chariot		35
Shield				5	Elven Horse		40
Heavy Armour				10	Giant Eagle		50
Dragonforged Armour				25	Lion Chariot (Royal Huntsman only)		155
Longbow (0+)				5	Sky Sloop (Fleet Officer only)		230
One choice only:					Griffon		250
Light Lance	5	Halberd		10	Dragon		450
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

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								
Battle Standard Bearer			50			Elven Horse					25
Special Items			up to 100			Reaver Chariot					30
Shield			5			Giant Eagle					45
Heavy Armour			10			Lion Chariot (Royal Huntsman only)					155
Dragonforged Armour			20			Griffon					215
Longbow (1+)			5			Sky Sloop (Fleet Officer only)					240
One choice only:						Dragon (Queen's Cavalier only)					450
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-		
						Giant Eagle					30
Elven Horse			10			Griffon (Wizard Master only)					60
Reaver Chariot			20			Dragon (Wizard Master only)					425

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	Hard Target (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



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	7"	14"	C	Ancient Allies (2), Fly (7", 14"), Light Troops, Meeting of Minds	
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	7"	14"	C	Ancient Allies (2), Fly (7", 14"), Light Troops, Meeting of Minds	
Fly	7"	14"			
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 model also counts towards the maximum number of Sky Sloops allowed from Special.

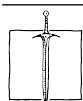
Global	Adv	Mar	Dis	Model Rules	
	2"	2"	C	Fly (9", 9"), Light Troops, Swiftstride	
	9"	9"			
Defensive	HP	Def	Res	Arm	
	4	C	4	C+1	Hard Target (1)
Offensive	Att	Off	Str	AP	Agi
Crew (2)	1	4	3	0	5 Lightning Reflexes, Light Lance
Hawk	2	4	4	1	4 Harnessed
Chassis			5	2	Impact Hits (D6), Inanimate, Sky Reaper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

Model Rules

Sky Reaper: Artillery Weapon.

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

Core (Min. 25%)



Citizen Spears

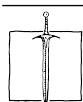
260 pts + 12 pts/extra model

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

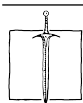
5–15 models



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	Accurate, Lightning Reflexes, Longbow (3+)
— Command Group Options —		pts-		— Command Group Options —		pts-
Champion	10	Standard Bearer	10			10
Musician	10	Banner Enchantment				no limit



Sea Guard

240 pts + 22 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	Lightning Reflexes, Marine Training , Steady Aim, Bow (3+), Spear

— Model Rules —

Marine Training: Attack Attribute – Shooting.

The model part may use Shooting Attacks from any rank.

— Command Group Options —		pts-	— Command Group Options —		pts-
Champion	10	Standard Bearer	10		
Musician	10	Banner Enchantment			

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
Musician

pts-
10
10

Command Group Options

Standard Bearer
Banner Enchantment

pts-
10
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)

pts-
1/model

Optional Model Rules

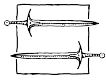
Baleig Highlander: Universal Rule.

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

Command Group Options

Champion
Musician
Standard Bearer
Banner Enchantment

pts-
10
10
10
no limit



Flame Wardens

260 pts + 26 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	2	5	4	1	6	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

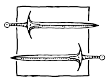
110 pts + 90 pts/extra model

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

195 pts

single model

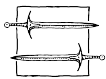
0-3 Units/Army

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

340 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.

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

- Before removing the model as a casualty, mark the centre of its final position.
- At the start of the next friendly Movement Phase, Summon a new Phoenix within 3" of the marked point.

The Summoned model has the same upgrades as the original Phoenix and its Health Points are **set** to 1.

If the roll fails, the model is removed as a casualty as normal.

Options

pts-

Options

pts-

Must choose (one choice only):

Frost Phoenix

free

Warden's Bond

40

Fire Phoenix

25

Optional Model Rules

Fire Phoenix: Universal Rule.

The Phoenix model part gains **Aegis (3+, 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.

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

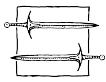
Frost Phoenix: Universal Rule.

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



Initiate of the Fiery Heart

330 pts

single model

0–2 Units/Army

Height Large

Type Cavalry

Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules		
Ground	7"	14"	9	Ancient Allies (1), Fear, Fly (7", 14"), Incendiary Alliance , Martial Discipline, Master of Spellcrafting, Meeting of Minds, Towering Presence		
Fly	7"	14"				
Defensive	HP	Def	Res	Arm		
	4	4	5	3	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Dragon Mage	1	4	3	0	5	Flaming Attacks, Lightning Reflexes
Young Dragon	4	5	5	2	3	Breath Attack (Str 4, AP 1, Flaming Attacks), Flaming Attacks, Harnessed

Model Rules

Incendiary Alliance: Universal Rule.

The model is a **Wizard Apprentice** that does not select spells as normal, but instead **must** select 2 spells from:

- *Cloak of Cinders* (Pyromancy)
- *Glory of Gold* (Alchemy)
- *Pyroclastic Flow* (Pyromancy)
- *Silver Spike* (Alchemy)



Sea Guard Reaper

190 pts

single model

0–3 Units/Army*

Height Standard

Type Construct

Base 60 mm round

*For each Sky Sloop from Character Mounts or from Special in the army, the maximum number is reduced by 1.

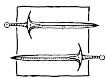
Global	Adv	Mar	Dis	Model Rules		
	5"	5"	8	Martial Discipline, War Machine		
Defensive	HP	Def	Res	Arm		
	4	1	4	0	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Crew	2	4	3	0	5	Lightning Reflexes, Move or Fire, Elven Bolt Thrower (3+)

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

225 pts

single model

0–2 Units/Army

Height **Large**

Type **Construct**

Base 50×100 mm

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
<i>Ground</i>	2"	2"	8	Fly (9", 9"), Light Troops, Martial Discipline, Swiftstride		
<i>Fly</i>	9"	9"				
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	4	4	1	Hard Target (1), Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
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**.


Queen's Bows (Max. 30%)



Queen's Guard

135 pts + 26 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			

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				Hard Target (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
Dragon	Adv	7"	Mar	14"	Dis	C						Ancient Allies (2), Fly (7", 14"), Light Troops, Meeting of Minds
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	7"	Mar	14"	Dis	C						Ancient Allies (2), Fly (7", 14"), Light Troops, Meeting of Minds
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
Highborn Lancers	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

Elven Reavers	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
Elven 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
Citizen Archers	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		Accurate, Lightning Reflexes, Longbow (3+)
Sea Guard	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		Lightning Reflexes, Marine Training, Steady Aim, Bow (3+), Spear

Special

Sword Masters	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
Lion Guard	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
Flame Wardens	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
Knights of Ryma	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	2	Off	5	Str	4	AP	1	Agi	6		Lightning Reflexes, Lance
Elven Horse	Att	1	Off	3	Str	3	AP	0	Agi	4		Harnessed
Reaver Chariots	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
Lion Chariot	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
Giant Eagles	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		
Phoenix	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		
Initiate of the Fiery Heart	Adv	7"	Mar	14"	Dis	9						Ancient Allies (1), Fear, Fly (7", 14"), Incendiary Alliance , Martial Discipline, Master of Spellcrafting, Meeting of Minds, Towering Presence
Large, Cavalry	HP	4	Def	4	Res	5	Arm	3				Light Armour
Dragon Mage	Att	1	Off	4	Str	3	AP	0	Agi	5		Flaming Attacks, Lightning Reflexes
Young Dragon	Att	4	Off	5	Str	5	AP	2	Agi	3		Breath Attack (Str 4, AP 1, Flaming Attacks), Flaming Attacks, Harnessed
Sea Guard Reaper	Adv	5"	Mar	5"	Dis	8						Martial Discipline, War Machine
Standard, Construct	HP	4	Def	1	Res	4	Arm	0				Light Armour
Crew	Att	2	Off	4	Str	3	AP	0	Agi	5		Lightning Reflexes, Move or Fire, Elven Bolt Thrower (3+)
Sky Sloop	Adv	2"	Mar	2"	Dis	8						Fly (9", 9"), Light Troops, Martial Discipline, Swiftstride
Large, Construct	HP	4	Def	4	Res	4	Arm	1				Hard Target (1), Light Armour
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+)

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		
Queen's Guard	<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		
Grey Watcher	<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+)

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 (1×5) [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