

# ELVEN HOUSES

## ELVEN ARMY SELECTION

- Your army must have a WARLORD.
- Your Army may have no more Elite Troops than Basic Troops.
- Your Army may have Elite Troops and Individuals from one selected elven house only.
- Your Army may have no more Shooting Squads than non-shooting Squads.
- Your Army may have maximum one Warmachine or Monster
- Your Army may have no more Individuals than Squads.

### WARLORD

Warlord is an individual that never will join any Squad. You have to buy a normal Individual from your army list or one Squad Leader to be your Warlord.

Warlord cost is the same as individual or SL.

Warlord will get additional bonuses: W+1, LD+1 and if your WL have wizardy skill then gets Wizardy (+1) instead of W+1

If your Warlord die – every friendly models within 12” from him MUST make an Panic Test (unless they are Immune to Panic)

Every friendly unit 8” from Warlord may use his LD

### ELVEN HOUSES

Before you start building your army you have to choose an elven house. You will be able to buy elite troops only from that house. Each house will have some free bonuses to basic troops as well.

#### JADE HOUSE

You can upgrade one unit of Archers to Chosen Archers (they are still counting as basic troops).

Every model from that unit get skill: *Archery Master* – Model can make a shooting attack even after Advanced Move taken earlier this turn.

#### HOUSE OF HELIOS

You can upgrade one unit of Swordsman to Chosen Swordsman (they are still counting as basic troops). Every weapon (Sword) of model from that unit get skill: *Firebase attack* – after receiving wound you have to test Armour till you succesful save it. If test was a failure you have to test it again (and again) till you succes your Armour roll or die.

#### HOUSE OF CRYSTAL LOTUS

You can upgrade one unit of Spearman to Chosen Spearman (they are still counting as basic troops). Every model from that unit get skill: *Master Pikeman*: Model equiped with pike can use this skill. (Put appropriate token by model after move) When other model engage with charge bonus (up to 50mm base) will lose their charge bonus.

#### HOUSE OF OBSIADIAN SERPENT

You can upgrade one unit of Axeman to Chosen Axman (they are still counting as basic troops).

Every model from that unit get skill: *Ranger* – Through light terrain moves like open ground. Through Heavy terrain moves like through light terrain.

## BASIC TROOPS

### MILITIA

M	CC	RS	Dex	Ag	WP	LD	S	A	W
6	6	9	9	0	9	9	0	18	1

Structure: Basic Troops (Base size 30 mm) Type: Infantry

Armour: None

Weapon: Halberd

Unit size:

6-10 Militia (each for 8 pts)

- plus leader for 10 pts

You can buy a Leather Armour for 1 pts per model

Skills: Leader can buy a Swing skill for 5 pts.

JADE HOUSE: Jade House Militia have Dex +1 if you pay 5 pts per squad

Halberd				
TYPE	RANGE	RoA	Critic	St
Polearm	0.5"	1	1	7



## DWARF SLAVES

<b>M</b>	<b>CC</b>	<b>RS</b>	<b>Dex</b>	<b>Ag</b>	<b>WP</b>	<b>LD</b>	<b>S</b>	<b>A</b>	<b>W</b>
4	10	9	9	0	9	10	1	20	1

Structure: Basic Troops (Base size 25 mm) Type: Infantry

Armour: Leather

Weapon: Hammer and Buckler

Unit size:

4-10 Dwarf Slaves (each for 10 pts)

- plus herdsman for 10 pts (Militia leader)

Skills: *Break the shackles* – If there is no friendly elves in 8” from Dwarf Slaves at the beginning of the movement phase make a LD test. If succesfull opponent gets control over the squad till the end of the gme. (Add +4 to test if opponent army are Dwarves).

*I'm the master now* – Roll D20 at the end of the movement phase. If you roll nautral 1 models from the squad kill the herdsman (remove the model from the game)

OBSIDIAN HOUSE: You can buy a skill: Dragon Clan Slaves: As long as the slaves have herdsman add them S+1 and do not use skill *I'm the master now* - for 20 pts to Herdsman

<b>Hammer</b>				
TYPE	RANGE	RoA	Critic	St
Crushing	CC	1	1	8



## SWORDSMAN

<b>M</b>	<b>CC</b>	<b>RS</b>	<b>Dex</b>	<b>Ag</b>	<b>WP</b>	<b>LD</b>	<b>S</b>	<b>A</b>	<b>W</b>
6	9	10	10	-1	10	12	0	19	1

Structure: Basic Troops (Base size 30 mm) Type: Infantry

Armour: Leather + Shield

Weapon: Sword

Leader: LD +1 (Control zone +1")

Banner: A -1 (control zone +1")

Musician: A-1; LD+1 for break test

Heavy Swordsman: Weapon Two handed sword (no buckler) Skill: Swing

Unit size:

3-6 Swordsman (each for 15 pts)

- plus leader for 20 pts
- plus up to 2 heavy swordsman (1 for 3 swordsman) for 25 pts
- one swordsman can be a standard bearer for extra 5 pts
- one swordsman can be a musician for extra 5 pts

Skills: You can buy a *First Strike* skill for 30 pts for whole squad.

You can buy a Shield Master for 5 pts per model.

HOUSE OF CRYSTAL LOTUS: You can buy a skill: *Immune to Frostbase Attacks* for 10 pts per squad

<b>SWORD</b>				
TYPE	RANGE	RoA	Critic	St
Cut	CC	1	1	8

<b>TWO-HANDED SWORD</b>				
TYPE	RANGE	RoA	Critic	St
Cut	1"	1	(1-2)	10



## AXEMEN

M	CC	RS	Dex	Ag	WP	LD	S	A	W
6	10	10	10	-1	10	12	0	19	1

Structure: Basic Troops (Base size 30 mm) Type: Infantry

Armour: Leather

Weapon: Battle Axe

Leader: LD +1 (Control zone +1")

Banner: A -1 (control zone +1") Weapon: Two Axes

Musician: A-1; LD+1 for break test

Axe Master: Weapon: Two Axes Skill: Critical Dam 2 (on critical hit)

Unit size:

3-6 Axemen (each for 15 pts)

- plus up to 2 Axe Masters (1 for 3 swordsman) for 20 pts
- plus leader for 17 pts
- one Axeman can be a standard bearer for extra 5 pts
- one Axemen can be a musician for extra 5 pts

Skills: You can buy a *First Strike* skill for 30 pts for whole squad.

HOUSE OF HELIOS: You can buy a *Immune to Panic* skill for 40 pts for whole squad.

BATTLE AXE				
TYPE	RANGE	RoA	Critic	St
Crushing	CC	1	(1-2)	9

TWO AXES				
TYPE	RANGE	RoA	Critic	St
Crushing	CC	2	(1-2)	8



## SPEARMAN

M	CC	RS	Dex	Ag	WP	LD	S	A	W
6	8	10	10	-1	10	12	0	19	1

Structure: Basic Troops (Base size 30 mm) Type: Infantry

Armour: Leather

Weapon: Spear + Shield

Leader: LD +1 (Control zone +1")

Banner: A -1 (control zone +1")

Musician: A-1; LD+1 for break test

Unit size:

3-6 Spearman (each for 17 pts)

- plus leader for 20 pts
- one Spearman can be a standard bearer for extra 5 pts
- one Axemen can be a musician for extra 5 pts

Skills: *Pikes up*: Model equipped with spear and who didn't make advanced move can use this skill. When other model engage with charge bonus (up to 50mm base) will lose their charge bonus. (Put appropriate token by model after move)

You can buy a *First Strike* skill for 30 pts for whole squad.

SPEAR				
TYPE	RANGE	RoA	Critic	St
Polearm	1"	1	1	9



## ARCHERS

M	CC	RS	Dex	Ag	WP	LD	S	A	W
6	6	12	10	1	10	12	0	18	1

Structure: Basic Troops [Shooting Unit] (Base size 30 mm) Type: Infantry

Armour: Leather

Weapon: Longbow and Dagger

Leader: LD +1 (Control zone +1")

Unit size:

4-8 Archers (each for 16 pts)

- plus leader for 19 pts

Skills: You can buy a Hail of Arrows skill for 15 pts for whole squad.

<b>LONGBOW</b>				
TYPE	RANGE	RoA	Critic	St
Piercing	18-24	1	1	9

Range modifier: -3

<b>DAGGER</b>				
TYPE	RANGE	RoA	Critic	St
Cut	CC	1	0	5





## DRAGONBANE RIDER

### Raider

M	CC	RS	Dex	Ag	WP	LD	S	A	W
6	10	10	10	-1	10	12	0	19	1

### Dragonbane

M	CC	RS	Dex	Ag	WP	LD	S	A	W
7	7	0	8	(+1)	8	8	3	21	2

### Hit Table

1-16 Dragonbane

17-20 Rider

(When Raider or Dragonbane dies - remove the model from game)

Structure: Elite Troops (Base size 50 mm) for all houses

Type: Cavalry

Armour: Plated and Shields

Weapon: Lance

Leader: LD +1 (Control zone +1")

Banner: A -1 (control zone +1")

Musician: A-1; LD+1 for break test. Squad cause Fear (3)



1-2 Dragonbane Rider (each for 40 pts)

- plus leader for 45 pts
- one Dragonbane Rider can be a standard bearer for 10 pts
- one Dragonbane Rider can be a musician for 10 pts

Skills: Immune to Panic; Heal (3), Dragon Slayer.

Horse: Ram, Leap (4)

Raider: First Strike.

JADE HOUSE: You can buy *Ranger* skill for 10 pts per model

CRYSTAL LOTUS HOUSE: You can buy *Frostbased Attack* to the weapon of a rider for 10 pts

HELIOS HOUSE: You can buy *Firebased Attack* to the weapon of a rider for 10 pts

OBSIDIAN HOUSE: You can buy a rider *Stone Skin* – Model receive A+1 for 10 pts per model

### LANCE

TYPE	RANGE	RoA	Critic	St
Polearm	2"	1	(1-5)	12

### DRAGONBANE BITE

TYPE	RANGE	RoA	Critic	St
Crushing	CC	1	1	9



## FLYING DRAGONBANE

### Raider

M	CC	RS	Dex	Ag	WP	LD	S	A	W
6	11	10	12	-1	12	14	1	19	3

### Flying Dragonbane

M	CC	RS	Dex	Ag	WP	LD	S	A	W
7	8	0	9	(+2)	9	9	4	22	3

### Hit Table

1-18 Flying Dragonbane

19-20 Rider

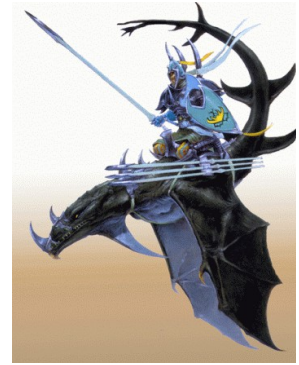
(When Raider or Dragonbane dies - remove the model from game)

Structure: Monster (Base size 50 mm) for all houses

Type: Flying Cavalry

Armour: Plated and Shield

Weapon: Rider (Lance, Longbow) Flying Dragonbane (Dragonbane Bite, Firebreath)



1 Flying Dragonbane for 150 pts

Skills: Immune to Panic; Fear, Heal (3), Terror (5), Dragon Slayer.

Flying Dragonbane: Fly, Ram.

Raider: First Strike, Marksman, Archery Master, Nerves of Steel

Raider can buy a Healer (3) Skill for 10 pts.

JADE HOUSE: Flying Dragonbane can buy *Shoot in Combat* skill for 25 pts per model

CRYSTAL LOTUS HOUSE: You can buy *Frostbased Attack* to the weapon of a rider for 10 pts

HELIOS HOUSE: You can buy *Firebased Attack* to the weapon of a rider for 10 pts

OBSIDIAN HOUSE: You can buy a rider *Stone Skin* – Model receive A+1 for 10 pts per model

LANCE				
TYPE	RANGE	RoA	Critic	St
Polearm	2"	1	(1-5)	12

DRAGONBANE BITE				
TYPE	RANGE	RoA	Critic	St
Crushing	CC	1	1	9

LONGBOW				
TYPE	RANGE	RoA	Critic	St
Piercing	18-24	1	1	9

Range Modifier -3

FIRE BREATH				
TYPE	RANGE	RoA	Critic	St
Fire based attack	Tear Template	1	0	10



## House of Crystal Lotus

### DREAM WARRIORS

M	CC	RS	Dex	Ag	WP	LD	S	A	W
6	11	10	12	-5	14	14	1	18	1

Structure: Elite Troops (Base size 30 mm) Type: Infantry [House of Crystal Lotus]

Armour: Leather

Weapon: Two-Handed Dream Sword

Leader: LD +1 (Control zone +1'') Skill: Psychic Attack

Unit size:

4-8 Dream Warriors (each for 30 pts)

- plus leader for 55 pts

Skills: *Immune to Magic (8)*, *Immune to Panic and Fear. Fear (3)*, *First Strike*.

*Unreal* – You can freely move through terrain (like hills or walls) but have to finish your move legally (not half inside the wall for example)

You can buy *Ward Save (4)* for 10 pts per model and / or upgrade to *Immune to Magic (15)* for 15 pts per model

TWO-HANDED DREAM SWORD				
TYPE	RANGE	RoA	Critic	St
Cut	1''	1	(1-5)	10

Weapon Skill: *Frostbased Attack*, *Magical Attack*



## LOTUS GUARD

M	CC	RS	Dex	Ag	WP	LD	S	A	W
6	10	10	12	-2	14	14	1	19	1

Structure: Elite Troops (Base size 30 mm) Type: Infantry [House of Crystal Lotus]

Armour: Plated

Weapon: Two swords of frost.

Leader: LD +1 (Control zone +1")

Banner: A -1 (control zone +1")

Musician: A-1; LD+1 for break test. Squad gains skill: Fear (1)

Unit size:

4 Lotus Guards (each for 30 pts)

- plus leader for 35 pts
- one Lotus Guard can be a standard bearer for extra 10 pts
- one Lotus Guard can be a musician for extra 5 pts

Skills: *First Strike, Immune to Panic and Fear. Martial arts master.*

<b>TWO SWORDS OF FROST</b>				
TYPE	RANGE	RoA	Critic	St
Cut	1"	2	(1-3)	11

Weapon skill: *Frostbased Attack, Magical Attack.*



## CRYSTAL KNIGHT

M	CC	RS	Dex	Ag	WP	LD	S	A	W
6	12	14	14	-2	14	15	1	21	3

Structure: Individual (40 mm base) [House of Crystal Lotus]

Armour: Plated

Weapon: Crystalline Spear

Unit Size: 1 Crystal Knight (100 pts)

Skills: *First Strike, Immune to Panic, Fear and Terror. Healer (4); Swipe, Ice Warrior.*

You can buy *Master Pikeman* for 20 pts

CRYSTALLINE SPEAR				
TYPE	RANGE	RoA	Critic	St
Polearm	2"	3	1	13

Weapon Skill: *Frostbased Attack, Magical Attack.* You can buy *Knock Back (2)* for 10 pts.



## HOUSE OF HELIOS

*Sun-Peak is a great acropolis built on a mesa in the far east of the Elven lands. It is ruled by the House of the Golden Mask, a special religious order dedicated to the observance of rituals set down a thousand years ago by the Red Lotus Eaters of the time. However, the House has become less influential in court since the rise of the Obsidian Serpent, and in order to prevent themselves from becoming tainted by its intrigues, they moved and built the monastic citadel in the southern deserts.*

*It is a simple construction, a single tapering tower with a spiral walkway winding to its summit. It is very remote and isolated among the craggy mountains of the area. Sun-Peak can only be accessed from the air or by a series of secret, catacomb-like pathways carved deep within the mountains themselves. Amar-Ra is the ruling Duke of this house. An honorable man by Elven standards, he has a good relationship with the young Duke Heliac. Duke Heliac holds Amar-Ra in very high esteem and has deep respect for the code by which he lives. Amar-Ra has sent warriors from his order to aid the young Duke on a number of occasions. Since the onslaught of the Devout and the great stirring of the Stygian, Duke Heliac has paid many visits to his ally in his mountainous citadel, to discuss the present state of the world in which they find themselves.*

*The forces at Sun-Peak are small but are highly trained in the martial arts, as this forms part of their teachings, along with the study of the ancient texts laid down by their ancestors.*

## KEEPERS OF THE FLAME

M	CC	RS	Dex	Ag	WP	LD	S	A	W
6	11	12	14	-3	14	14	1	18	1

Structure: Elite Troops (Base size 30 mm) Type: Infantry (Shooting Unit) [House of Helios]

Armour: Chainmail

Weapon: Sword of the Phoenix and Sundisc Dagger

Leader: LD +1 (Control zone +1")

Unit size:

1-4 Keepers of the Flame (each for 35 pts)

- plus leader for 40 pts

Skills: Immune to Panic, Fear and Terror; Ward Save (4); First Strike,

*You can buy a Archery Master skill for unit (5 pts per model)*

SWORD OF THE PHOENIX				
TYPE	RANGE	RoA	Critic	St
Cut	CC	1	1	8

*Weapon skill: Firebased Attack, Magical Attack.*

SUNDISC DAGGER				
TYPE	RANGE	RoA	Critic	St
Piercing	(6-10)	1	1	10

Range modifier -4 *Weapon skill: Flamebased Attack, Magical Attack. Support Weapon – In Close Combat model can use this weapon as support (add (x1) to St of Main Weapon – so 8 becomes 8(x2) and 8(x2) becomes 8(x3) and so on...)*





## WARRIOR OF THE GOLDEN MASK

M	CC	RS	Dex	Ag	WP	LD	S	A	W
6	11	10	12	-3	14	15	1	21	2

Structure: Individual (40 mm base) Type: Infantry [House of Helios]

Armour: Plated

Weapon: Firespear (for extra 5 pts may take a shield) (You can buy him a magical banner)

Unit Size: 1 Warrior of the Golden Mask (100 pts)

*Skills: First Strike, Immune to Panic, Fear and Terror. Ward Save (5); Swing*

FIRESPEAR				
TYPE	RANGE	RoA	Critic	St
Firebased Attack	Teardrop	1	0	13

*Weapon Skill – Shoot in Combat – You can use this weapon even in Close Combat. (Simply put a Teardrop Template on the board)*



## WARRIOR OF THE SUN

<b>M</b>	<b>CC</b>	<b>RS</b>	<b>Dex</b>	<b>Ag</b>	<b>WP</b>	<b>LD</b>	<b>S</b>	<b>A</b>	<b>W</b>
6	9	16	14	-2	14	15	1	20	2

Structure: Individual (40 mm base) Type: Infantry [House of Helios]

Armour: Plated

Weapon: Sword of the Phoenix, Longbow of Fire Rune

Unit Size: 1 Warrior of the Sun (100 pts)

*Skills: First Strike, Immune to Panic, Fear and Terror. Archery Master, Nerves of Steel; Ranger.*

<b>LONGBOW OF FIRE RUNE</b>				
TYPE	RANGE	RoA	Critic	St
Firebased Attack	18-24 (LT)	1	1	7

*Weapon Skill: Deviation – If you missed roll to hit (RS test) roll for deviation.*

<b>SWORD OF THE PHOENIX</b>				
TYPE	RANGE	RoA	Critic	St
Cut	CC	1	1	8

*Weapon skill: Firebased Attack, Magical Attack.*







## HOUSE OF OBSIDIAN SERPENT

*The Obsidian Duke has been content to sit back and watch the development in the Land of Two Rivers and keep the majority of his forces operating around the Inner Sea. Valimyr does however; have a small coastal outpost called Malach, on the most northern edge of the deserts. As with Baal-Hazor it is a dark and brooding place, a jet-black shard set amongst the shattered cliff faces of the northern seaboard.*

*Lord Crassus sits on the throne at Malach. Until recently Crassus was a lowly noble in the House of the Obsidian Serpent. However, he had been an ardent supporter of Valimyr in the Elven court, and has been rewarded for his loyalty to the Obsidian Duke. Some intrigues in the Elven courts blame Crassus for overseeing the poisoning of Duke Helios. Whether this is true, he has Valimyr's confidence and carries out his Duke's commands ruthlessly. Crassus is reported to be overseeing ambushes against the trading caravans run by the other Elven Houses.*

### DRAGONSKULL WARRIORS

M	CC	RS	Dex	Ag	WP	LD	S	A	W
6	10	10	12	-2	14	14	1	19	1

Structure: Elite Troops (Base size 30 mm) Type: Infantry [House of Obsidian Serpent]

Armour: Plated

Weapon: Two-handed Sword

Leader: LD +1 (Control zone +1")

Unit size:

1-4 Dragonskull Warrior (each for 30 pts)

- plus leader for 35 pts

Skills: *First Strike, Immune to Panic, Fear, Swing*

TWO-HANDED SWORD				
TYPE	RANGE	RoA	Critic	St
Cut	1"	1	(1-2)	10

You can buy a Weapon Skill: *Dragonbane – Killing Strike (Monster)* for 15 pts per model. (If you're buying this skill you have to buy to all members of the unit)



## OBSIDIAN GUARD

M	CC	RS	Dex	Ag	WP	LD	S	A	W
6	11	10	12	-3	15	15	3	22	3

Structure: Individual (40 mm base) Type: Infantry [House of Obsidian Serpent]

Armour: Plated

Weapon: Two-Handed Sword with 2 chosen runes

Unit Size: 1 Obsidian Guard (100 pts)

Skills: *First Strike, Immune to Panic, Fear and Terror. Heal (4); Swing.*

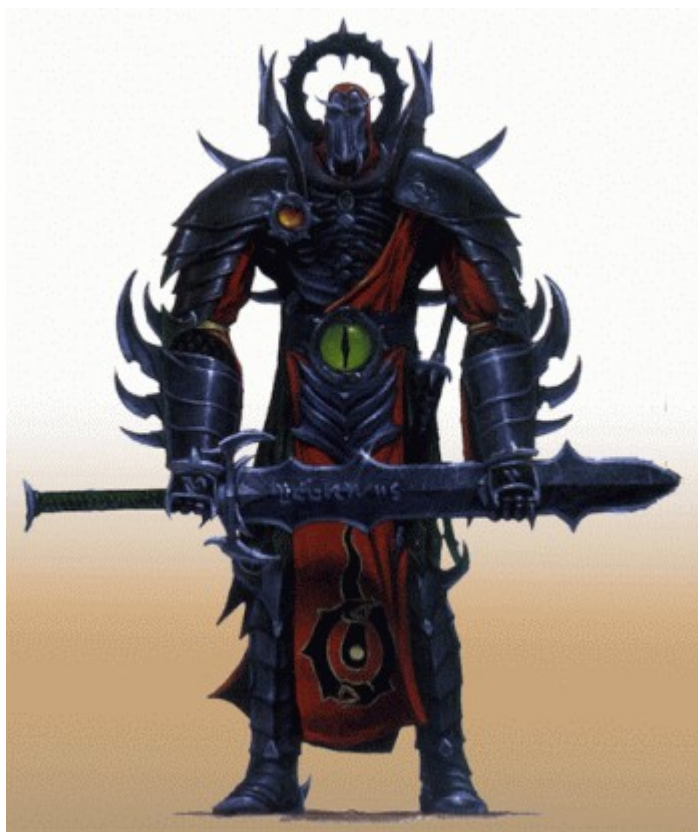
You can buy *Martial arts master* for 20 pts

<b>TWO-HANDED SWORD</b>				
TYPE	RANGE	RoA	Critic	St
Cut	1''	1	(1-2)	10

*Weapon Skill: Runic weapon (2). You can increase this skill to Runic Weapon (3) for 30 pts.*

**RUNES:**

- 1) That rune on the weapon gives the wielder skill: *Terror (3)*
- 2) That rune on the weapon gives the wielder skill: *Berserk*
- 3) That rune on the weapon gives weapon skill: *Poison Attack* and *Immune to Poison Attack*
- 4) That rune on the weapon gives the wielder skill: *Stone Skin*
- 5) That rune on the weapon gives weapon skill: *Critical Damage 4*
- 6) That rune on the weapon increase *Critic interval* to (1-4)
- 7) That rune on the weapon increase weapon St to 15
- 8) That rune on the weapon increase RoA to 3





## JADE HOUSE

The Elves of the elusive Jade House have an open policy towards trade and travel in their domain so long as their borders and laws are respected. As the haven for the disenfranchised, the Jade House draws numerous immigrants from the other greater and lesser Houses equally. Though their close affiliation with the Goblins of the Fallen Lands has earned them the enmity of the Blood Throne, the Jade House maintains diplomatic relations with the other races and does not carry over any of the older traditional Elven biases. Their major concerns focus on the cultivation of their precious lotus.

### THE ASCENDED

M	CC	RS	Dex	Ag	WP	LD	S	A	W
6	11	10	12	-2	14	14	2	19	2

Structure: Elite Troops (Base size 40 mm) Type: Infantry [Jade House]

Armour: Leather

Weapon: Two-handed Sword with 1 rune

Unit size:

1-4 The Ascended (each for 45 pts)

*Skills: First Strike, Immune to Panic, Fear and Terror (X) [X is equal of number of models in unit]  
Killing Strike (Demons X circle) [X is equal of The Ascended number of models fighting with demon] You can buy a Swing skill for whole unit for 20 pts.*

TWO-HANDED SWORD				
TYPE	RANGE	RoA	Critic	St
Cut	1"	1	(1-2)	10

*Weapon Skill: Runic weapon (1). Every model in the unit must have the same rune.*

**RUNES:**

- 1) That rune on the weapon gives the wielder skill: *Terror (3)*
- 2) That rune on the weapon gives the wielder skill: *Berserk*
- 3) That rune on the weapon gives weapon skill: *Poison Attack* and *Immune to Poison Attack*
- 4) That rune on the weapon gives the wielder skill: *Stone Skin*



## DRAGONBANE SCOUT

### Raider

<b>M</b>	<b>CC</b>	<b>RS</b>	<b>Dex</b>	<b>Ag</b>	<b>WP</b>	<b>LD</b>	<b>S</b>	<b>A</b>	<b>W</b>
6	6	14	10	-1	10	12	0	19	3

### Dragonbane

<b>M</b>	<b>CC</b>	<b>RS</b>	<b>Dex</b>	<b>Ag</b>	<b>WP</b>	<b>LD</b>	<b>S</b>	<b>A</b>	<b>W</b>
7	7	0	8	(+1)	8	8	3	21	2

### Hit Table

1-16 Dragonbane

17-20 Rider

(When Raider or Dragonbane dies - remove the model from game)

Structure: Individual (Base size 50 mm) Type: Cavalry [Jade House]

Type: Cavalry

Armour: Plated

Weapon: Longbow

### Unit size:

1 Dragonbane Scout for 65 pts

Skills: *Immune to Panic, Fear and Terror (3); Heal (3), Scout.*

Dragonbane: *Ram, Leap (4), Ranger*

Raider: *First Strike, Marksman, Archery Master, Nerves of Steel.*

<b>LONGBOW</b>				
TYPE	RANGE	RoA	Critic	St
Piercing	18-24	1	1	9

Range Modifier -3

<b>DRAGONBANE BITE</b>				
TYPE	RANGE	RoA	Critic	St
Crushing	CC	1	1	9



## LOTUS EATER

<b>M</b>	<b>CC</b>	<b>RS</b>	<b>Dex</b>	<b>Ag</b>	<b>WP</b>	<b>LD</b>	<b>S</b>	<b>A</b>	<b>W</b>
6	8	10	12	-1	16	14	0	19	2

Structure: Individual (40 mm base) Type: Infantry

Armour: Leather

Weapon: Staff

Unit Size: 1 Lotus Eater (35 pts)

Skills: Wizardy (1), Immune to Panic, Swing

You can buy a Wizardy +1 Skill for 30 pts

Lotus Spells: For each Wizardy level Lotus Eater draws that many spell cards from his Lotus Spell deck before the game. You can always change one spell for spell no.1

JADE HOUSE: Yellow Lotus Spell deck

CRYSTAL LOTUS HOUSE: Silver Lotus Spell deck or Blue Lotus Spell Deck

HELIOS HOUSE: Red Lotus Spell Deck

OBSIDIAN HOUSE: Black Lotus Spell Deck

*The risk of summoning-* Each time you succesful cast summon spell roll D20 – on a natural roll 19-20 lose 1 Wound

<b>STAFF</b>				
TYPE	RANGE	RoA	Critic	St
Polearm	1''	1	1	8(x2)

Special Skill: Psychic Attack





## ELVEN REPEAT BOLT-THROWER

### Crew

<b>M</b>	<b>CC</b>	<b>RS</b>	<b>Dex</b>	<b>Ag</b>	<b>WP</b>	<b>LD</b>	<b>S</b>	<b>A</b>	<b>W</b>
6	6	13	10	-1	10	12	0	19	(2)1

### Bolt Thrower

<b>M</b>	<b>CC</b>	<b>RS</b>	<b>Dex</b>	<b>Ag</b>	<b>WP</b>	<b>LD</b>	<b>S</b>	<b>A</b>	<b>W</b>
3	-	-	-	(+5)	-	-	-	22	5

### Hit Table:

1-15 Bolt Thrower (When Bolt Thrower is destroyed put surviving crew on 30 mm base)

16-20 Crew (When Crew Dies – remove the model from game)

Structure: Warmachine (80 mm base size. Always use Ag of Bolt Thrower as To hit modifier]

Control Zone 3”

Armour: Leather

Weapon:

Crew: Sword

Bolt Thrower: Repeat Bolts

Unit Size: 1 Bolt Thrower (100 pts)

2 Crew

Skills: Fear (3)

<b>SWORD</b>				
<b>TYPE</b>	<b>RANGE</b>	<b>RoA</b>	<b>Critic</b>	<b>St</b>
Cut	CC	1	1	8

<b>REPEAT BOLTS</b>				
<b>TYPE</b>	<b>RANGE</b>	<b>RoA</b>	<b>Critic</b>	<b>St</b>
Piercing	24-30	2	(1-3)	12

Range modifier -3. Weapon Skill: Marksman



## ICE GOLEM

<b>M</b>	<b>CC</b>	<b>RS</b>	<b>Dex</b>	<b>Ag</b>	<b>WP</b>	<b>LD</b>	<b>S</b>	<b>A</b>	<b>W</b>
6	8	12	12	0	7	10	5	23	2

Structure: Summon Unit from Silver Lotus Spell (Base size 40 mm) Type: Infantry

Armour: Plate

Weapon: Ice covered hands

Unit Size: 1 Ice Golem

Skills: Frostbased Attack, Immune to Panic, Fear and Terror. Terror (3). Strike Last, Flammable.

Unstable: *If there's no more Silver Lotus Eater in game, each time you are activating Ice Golem (in movement phase) you have to do an unstable test:*

*1 – You can act with them as normal plus you can make run, charge move even if they done something in a previous phases.*

*2-10 – Golem attacking closest models (not from his own squad, but can be from his own army)*

*11-16 – Golem will attack closest enemy model*

*17-19 – Golem refuse to do anything*

*20 – Golem collapse. Remove the model from the game.*

<b>ICE COVERED HANDS</b>				
<b>TYPE</b>	<b>RANGE</b>	<b>RoA</b>	<b>Critic</b>	<b>St</b>
Crushing	1”	1	1-4	11(x3)

Weapon Skill: Frostbased Attack





## ADAMANTITE GOLEM

<b>M</b>	<b>CC</b>	<b>RS</b>	<b>Dex</b>	<b>Ag</b>	<b>WP</b>	<b>LD</b>	<b>S</b>	<b>A</b>	<b>W</b>
6	8	12	12	0	7	10	5	24	3

Structure: Summon Unit from Black Lotus Spell (Base size 40 mm) Type: Infantry

Armour: Plate

Weapon: Black Hammer

Unit Size: 1 Adamantite Golem

Skills: Immune to Panic, Fear and Terror. Terror (3). Strike Last, Killing Strike (Up to base 40 mm)

Unstable: *If there's no more Black Lotus Eater in game, each time you are activating Ice Golem (in movement phase) you have to do an unstable test:*

*1 – You can act with them as normal plus you can make run, charge move even if they done something in a previous phases.*

*2-10 – Golem attacking closest models (not from his own squad, but can be from his own army)*

*11-16 – Golem will attack closest enemy model*

*17-19 – Golem refuse to do anything*

*20 – Golem collapse. Remove the model from the game.*

<b>BLACK HAMMER</b>				
TYPE	RANGE	RoA	Critic	St
Crushing	2"	1	1-4	12(x3)

Weapon Skill: Knock Back (2)



## DAUGHTER OF THE PHOENIX

<b>M</b>	<b>CC</b>	<b>RS</b>	<b>Dex</b>	<b>Ag</b>	<b>WP</b>	<b>LD</b>	<b>S</b>	<b>A</b>	<b>W</b>
6	11	12	14	-4	14	14	4	18	2

Structure: Summon Unit from Red Lotus Spell (Base size 30 mm) Type: Infantry; Flying unit

Armour: Plate

Weapon: Sword of the Phoenix, Shield

Unit Size: 1 Daughter of the Phoenix

Skills: Immune to Panic, Fear and Terror; Ward Save (4); First Strike, Fly, Immune to Firebased Attack and Immune to Magic (10). Burning – At the end of Close Combat phase any model in base contact with this model receive 12 Firebased Attack

<b>SWORD OF THE PHOENIX</b>				
TYPE	RANGE	RoA	Critic	St
Cut	CC	1	1	8

Weapon Skill: Firebased Attack, Magical attack.



## ELVEN TREASURY

To each squad you may buy 1 treasury from list below (Only squad leader may wear treasury – if your unit do not have a leader – you cannot equip it with treasury) If treasury is for whole unit – you have to pay for each model, but if your leader is lost – you are loosing the treasury as well. You can buy only one the same treasury to your whole army  
Individuals may have up to 3 trasuries.

Peace Pact Scroll (50 pts) [Passive] – You can buy 1 unit / individual to your army from different House.

Belt of Strenght (2 pts per model) [Passive] – model wearing this belt gets St+1

Dragon Shell (1 pt per model) [Passive] – Model change their armour type to: Chainmail

Jade Gloves (1 pt per model) [Passive] – Model gets Dex +1

Dispell Scroll (30 pts) [Active] (One use only) Only for individual with Wizardy. One use Only. Use it when other wizard succesfull cast a spell. That spell doesn't work. You can use it even when it was a critical use of magic.

Lotus Potion (10 pts) [Active] (One use only) Use it at the beginig of the Battle Phase. Gives user CC+2, RS+2, St+2, and RoA+2. At the end of the phase user receive 12(x3) damage.

Slaves Whip (15 pts) – [Passive] (Herdsman only) Dwarf Slaves gets M+1

Ice ring (10 pts) [Passive] – Immune to Frostbased Attack

Fire Ring (15 pts) [Passive] – Immune to Firebased Attack

Essence of Lotus (10 pts) (Lotus Eater only) [Active] (One use only) – Use it before casting a spell. For this one try gets WP +4 and if succesful cannot be dispelled.

## MAGICAL BANNERS

Yynn Banner (20 pts) – When model making a Dex test only due Frostbased Attack gets Dex -3

Helio Banner (20 pts) – Unit / Individual gets: *Immune to Firebased Attack* and *Firebased Attack* gets +1 Dam.

Baal-Hazor Banner (20 pts) – Unit / Individual gets A +1

Jade Banner (20 pts) – Unit / Individual gets *Ranger* skill.

## SILVER LOTUS SPELLS

### BASIC SPELL (Spell No.1)

NAME	RANGE	LEVEL	TYPE
Ice Wall	LOS	3	Spell

Description: Cast anywhere in the battlefield. If succesful put Ice Wall Token (1 inch x 6 inches x 3 inches high). Treat it like impassible terrain with Armour = 26 Wounds=3 and Flammabe skill.

NAME	RANGE	LEVEL	TYPE
Blizzard	30''	5	Spell

Description: Cast on enemy unit. They can do a save on WP. If succesfull casted, unit is surrounded by blizzard. Till end of turn, they can not make advanced move and / or fire with shooting weapons. They cannot be targeted with shooting weapons as well.

NAME	RANGE	LEVEL	TYPE
Freeze	30''	3	Instant Spell

Description: Targeted model need to do a Dex test – Level of the spell or be treated frozen (Frostbased Attack) till the end of the turn.

NAME	RANGE	LEVEL	TYPE
Summon Ice Golem	6''	8	Ritual

Description: If succesfull casted summon Ice Golem and put him 6'' from the caster. He can act normal in this turn.

NAME	RANGE	LEVEL	TYPE
Frostbased Weapon	LOS	6	Spell

Description: Target friendly model. If succesfull casted his weapon gets *Frostbased Attack* till end of the game.

## BLUE LOTUS SPELLS

### BASIC SPELL (Spell No.1)

NAME	RANGE	LEVEL	TYPE
Eternal Dragon	LOS	3	Spell

Description: Cast on friendly unit. If succesfull casted till the end of the turn that unit gets: Immune to shooting attacks.

NAME	RANGE	LEVEL	TYPE
Wind Blast	30"	5	Spell

Description: Cast on enemy unit. If succesfull casted: *Knock Back* (4) each model need to do test separetly.

NAME	RANGE	LEVEL	TYPE
Sky Chariot	30"	8	Ritual

Description: Cast on friendly unit. If succesfull casted you can move this unit up to 15". Move Leader (or acting leader if squad is leaderless) and put the rest of the unit 3" from the leader.

NAME	RANGE	LEVEL	TYPE
Tempest	30"	6	Spell

Description: Cast on enemy unit. They can do one WP test to avoid effect of tempest. Each model of the unit cannot make a move in this turn.

NAME	RANGE	LEVEL	TYPE
Levitation	Self	3	Instant Spell

Description: After cast this spell you can levitate up to 6" upwords (and maximum 1" diagonaly). You can use it to climb or to escape from Close Combat Attacks without Free Slash. After phase in which you cast spell is finished model is landing.

## RED LOTUS SPELLS

### BASIC SPELL (Spell No.1)

NAME	RANGE	LEVEL	TYPE
Fireball	30''	5	Spell

Description: Cast on enemy model. Put Large Explosion Template (LT). Each model under the template get hit with St 8 Firebased Attack. If you roll natural 20 when you were casting, put explosion template on wizard instead.

NAME	RANGE	LEVEL	TYPE
Lava Pool	LOS	6	Spell

Description: If succesfull casted put Lavapool template (or piece of terrain with the same size as template) on to battlefield, have to be on open ground. Anyone who want to cross it will take a hit with St=14 Firebased Attack.

NAME	RANGE	LEVEL	TYPE
Summon Daughter of Pheonix	6''	8	Ritual

Description: If succesfull casted summon Daughter of Phoenix and put her 6'' from the caster. She can act normal this turn.

NAME	RANGE	LEVEL	TYPE
Fire Wall	LOS	5	Spell

Description: Cast anywhere in the battlefield. If succesful put Fireaall Token (1 inch x 6 inches x 3 inches high). Anybody who want to cross it will get hit with St=10 Firebased Attack. Firewall disapear at the end of the turn.

NAME	RANGE	LEVEL	TYPE
Fire Staff	Self	4	Instant Spell

Description: Till the end of the turn your staff standing in flames and gets Firebased Attack and St+2

## BLACK LOTUS SPELLS

### BASIC SPELL (Spell No.1)

NAME	RANGE	LEVEL	TYPE
Chasm	30''	6	Spell

Description: Put Chasm template in range so both ends are in LOS of the caster and range of the spell. Every model under the template need to do a Dex test +base modifier (25 mm – none, 30mm +1, 40mm +2, 50mm +3 etc). If test if failed – model fell into chasm. Remove it from play.

NAME	RANGE	LEVEL	TYPE
Stone Shield	25''	6	Spell

Description: Cast on friendly model. Model receive A+2 till the end of the game. This spell can not be cast twice on the same model.

NAME	RANGE	LEVEL	TYPE
Rock Outcrops	LOS	6	Instant Spell

Description: When this spell is cast a Rock Outcrop rises up from the earth. Use Rock Outcrop template (or piece of terrain with the same base size). The Rock Outcrop stays for the rest of the battle. It is now a permanent piece of terrain. Treat it as difficult terrain.

NAME	RANGE	LEVEL	TYPE
Summon Adamantite Golem	6''	8	Ritual

Description: If succesfull casted summon Adamantite Golem and put him 6'' from the caster. He can act normal this turn.

NAME	RANGE	LEVEL	TYPE
Petryfication	25''	9	Ritual

Description: If succesfull casted enemy unit must make a WP test without any modifiers. If faild they become petrified. Can not do anything (put appropriate token). Their Armour become Plated A=28. At the beginning of magic phase they can try to brake a spell with normal modifiers.



## YELLOW LOTUS SPELLS

### BASIC SPELL (Spell No.1)

NAME	RANGE	LEVEL	TYPE
Limited Visibility	30"	4	Spell

Description: Cast on enemy unit, which need to make a WP – Level Test. If failed, their LOS = 6" till end of the turn.

NAME	RANGE	LEVEL	TYPE
Ilusory Opponent	Self	8	Ritual

Description: When succesfull casted – Yellow Lotus Eater creates 2 additional illusory of himself. Take hin of the board and put 3 tokens (write down which one is real). Tokens act like Yellow Lotus Eater, except when they get hit – they dissappear.

NAME	RANGE	LEVEL	TYPE
Groth Illusion	Self	4	Instant Spell

Description: If succesfull casted, caster gain 1 Wound. (Cannot gain then 3 wounds in a game)

NAME	RANGE	LEVEL	TYPE
Terryfying Vision	Self	6	Spell

Description: Till the end of the turn caster gets skill: *Terror (4)*

NAME	RANGE	LEVEL	TYPE
Doppelganger	36"	6	Spell

Description: Cast on enemy unit or model that have Fear (x). Unit / model need to test themselves like they were fearing themselves (even if they are immune to fear). If failed – they will feel fear till the caster is alive.