

1st Battalion

| Hraath Flamespitter [U] | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|----|----|-------|
| Warlord Hero (Inf) | 5 | 3+ | - | 5+ | 2 | 6 | 14 | 2 | [180] |
| Fireball (4) | | | | | | | | | [0] |
| Special Rules: <i>Crushing Strength(2), Individual, Iron Resolve(1), Rallying, Vicious</i> | | | | | | | | | |

| Artaki [U] | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|--|----|----|----|----|----|-----|----|----|-------|
| Champion Hero (Inf) | 7 | 3+ | 3+ | 4+ | 1 | 5 | 13 | 2 | [180] |
| Blowpipe (18", Piercing (1)) | | | | | | | | | |
| Special Rules: <i>Duellist(2), Individual, Inspiring, Pathfinder, Scout, Slayer(3), Stealthy, Vicious</i> | | | | | | | | | |

| Mage Priest [2] | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|----|----|-------|
| Champion Hero (Inf) | 5 | 4+ | - | 5+ | 1 | 1 | 12 | 2 | [130] |
| Tome of Darkness | | | | | | | | | [20] |
| Surge (5) | | | | | | | | | |
| Heal (3) | | | | | | | | | [15] |
| Special Rules: <i>Crushing Strength(1), Individual, Inspiring, Yielding, Fuel for the Fire</i> Traits: <i>Spellcaster</i> | | | | | | | | | |
| Champion Hero (Inf) | 5 | 4+ | - | 5+ | 1 | 1 | 12 | 2 | [170] |
| Banner of Command | | | | | | | | | [20] |
| Heal (3) | | | | | | | | | [15] |
| Blizzard(4) | | | | | | | | | [40] |
| Special Rules: <i>Crushing Strength(1), Individual, Inspiring, Yielding, Fuel for the Fire</i> Traits: <i>Spellcaster</i> | | | | | | | | | |

| Ghekkotah Warriors | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|--|----|----|----|----|----|-----|----|----|------|
| Core Inf Regiment | 6 | 5+ | - | 3+ | 2 | 12 | 14 | 2 | [80] |
| Special Rules: <i>Pathfinder, Vicious(Combat)</i> Traits: <i>Ghekkotah</i> | | | | | | | | | |
| Core Inf Regiment | 6 | 5+ | - | 3+ | 2 | 12 | 14 | 2 | [80] |
| Special Rules: <i>Pathfinder, Vicious(Combat)</i> Traits: <i>Ghekkotah</i> | | | | | | | | | |
| Core Inf Regiment | 6 | 5+ | - | 3+ | 2 | 12 | 14 | 2 | [80] |
| Special Rules: <i>Pathfinder, Vicious(Combat)</i> Traits: <i>Ghekkotah</i> | | | | | | | | | |

| Ember Sprites | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|--|----|----|----|----|----|-----|----|----|------|
| Core (Aux) Lrg Inf Troop | 6 | 5+ | 5+ | 3+ | 1 | 7 | 11 | 1 | [75] |
| Embersparks (12") | | | | | | | | | |
| Special Rules: <i>Fearless, Height(1), Shambling, Vicious</i> Traits: <i>Elemental</i> | | | | | | | | | |

| Ceremonial Guard | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|--|----|----|----|----|----|-----|----|----|-------|
| Specialist Hvy Inf Horde | 5 | 4+ | - | 5+ | 4 | 30 | 24 | 2 | [270] |
| Blessing of the Gods | | | | | | | | | [25] |
| Special Rules: <i>Crushing Strength(1), Headstrong, Phalanx, Elite</i> Traits: <i>Flamebound</i> | | | | | | | | | |

| Corsairs | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|----|----|-------|
| Specialist Hvy Inf Regiment | 5 | 4+ | 5+ | 4+ | 2 | 12 | 15 | 2 | [140] |
| Firelocks (18", Piercing (1)) | | | | | | | | | |
| Special Rules: <i>Crushing Strength(1)</i> Traits: <i>Corsair, Flamebound</i> | | | | | | | | | |
| Specialist Hvy Inf Regiment | 5 | 4+ | 5+ | 4+ | 2 | 12 | 15 | 2 | [140] |
| Firelocks (18", Piercing (1)) | | | | | | | | | |
| Special Rules: <i>Crushing Strength(1)</i> Traits: <i>Corsair, Flamebound</i> | | | | | | | | | |

| Fire Elementals | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|----|----|-------|
| Core Lrg Inf Regiment | 6 | 3+ | - | 5+ | 2 | 16 | 17 | 3 | [205] |
| Special Rules: <i>Crushing Strength(2), Fearless, Shambling, Vicious(Combat)</i> Traits: <i>Elemental</i> | | | | | | | | | |
| Core Lrg Inf Regiment | 6 | 3+ | - | 5+ | 2 | 16 | 17 | 3 | [205] |
| Special Rules: <i>Crushing Strength(2), Fearless, Shambling, Vicious(Combat)</i> Traits: <i>Elemental</i> | | | | | | | | | |

| Greater Fire Elemental [2] | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|--|----|----|----|----|----|-----|----|----|-------|
| Support Mon | 6 | 3+ | - | 5+ | 2 | 10 | 18 | 5 | [225] |
| Fireball (4) | | | | | | | | | [0] |
| Special Rules: <i>Crushing Strength(3), Fearless, Shambling, Strider, Vicious(Combat)</i> Traits: <i>Elemental</i> | | | | | | | | | |

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|---|-----------|-----------|-----------|-----------|-----------|------------|-----------|-----------|------------|
| Komodon [2] | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
| Support Mon Bile Globbule (36", Blast (D3+1), Indirect, Piercing (1)) Special Rules: Blast(D3 - Combat), Crushing Strength(1), Height(3) | 5 | 5+ | 5+ | 4+ | 2 | 3 | 13 | 3 | [140] |

Total Units: 15
Total Points: 2300

Total Unit Strength: 28

| Command Order | Target | Description |
|----------------------|--------|---|
| Cleansing Flame | 4 | Units with the Flamebound Trait only. The unit gains the Fireball (n+2) ranged spell attack this turn, where n is the number of successful dice rolled to issue this order. |
| Shield of Kthorlaq | 4 | This order requires two dice to be successful to be issued. The unit gains +1 De to a maximum of 6+ until the start of its next Turn. |
| Will of the Ancients | 4 | The unit cannot Charge this Turn, but gains +1 Sp. |
| Rekindle | 3 | Units with the Flamebound Trait only. The unit gains Lifeleech (+n), where n is the number of successful dice rolled to issue this order. |

| Special Rule | Description |
|-----------------------|--|
| Blast (n) | For each of the unit's attacks that hit the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. For example, if a unit suffers a single hit from a Blast (D6+3) attack, it will suffer from four to nine hits rather than a single one. If a unit suffers four hits from a Blast (D3) attack, it will suffer from four to twelve hits rather than a single one. Once this is done, roll for damage as normal for all of the hits caused |
| Crushing Strength (n) | All hits caused by attacks from this unit in Combat have a (+n) modifier when rolling to damage. For example: when rolling to damage in Combat with an attack that has Crushing Strength (1), a roll of 4 would become a roll of 5. |
| Duellist (n) | When attacking an enemy Hero in Combat, a unit with this special rule gains (n) additional attacks. If Engaged with several qualifying units, choose which one unit the bonus attacks are allocated to. If the allocated target also has the Duellist special rule, no additional attacks are granted. |
| Elite | Whenever the unit rolls to hit, it re-rolls all dice that score a natural, unmodified 1. Elite may specify which phase it is limited to: e.g. Elite (Ranged) means the rule applies only in the Ranged Phase. |
| Fearless | When taking Nerve tests, this unit treats Wavering as Steady. |
| Fuel for the Fire | While within 6" of a friendly unit with the Flamebound Trait, Z'akke has the Elite (Ranged) special rule for any non-Arcane Library spells he casts. |
| Headstrong | If a unit with this rule begins its Turn Wavering, roll a die before declaring a Movement order (including Halt!) for this unit. On a 4+ it shrugs off the effects of Wavering – remove the Wavering status from the unit. |
| Height (n) | If a unit is a different height from the standard of its unit type (see chart on page 12), its height is the number given in this special rule as (n). |
| Indirect | A unit or weapon with this rule cannot make Ranged attacks on targets that are within 12", but does not suffer the -1 to-hit modifier for enemy targets being in cover. |
| Individual | This rule is explained on page 42. |
| Inspiring | If this unit, or any friendly unit within 6" of this unit, suffers a Wavering or Rout result (including when attempting to Withdraw!), that Nerve test must be rerolled. The second result stands. Note that a unit may also have a qualifier for its Inspiring rule. In this case the unit will only Inspire itself and the unit(s) specified. |
| Iron Resolve (n) | If this unit is Steady as a result of a Nerve test, it regains (n) points of damage previously suffered to a maximum of 3. |
| Pathfinder | The unit may move At The Double! through Difficult Terrain as though it were Open Terrain. |
| Phalanx | Cavalry, Large Cavalry, and units with the Fly special rule that Charge this unit's front are Hindered. |
| Piercing (n) | All hits caused by Ranged attacks from a unit or weapon with this special rule have a (+n) modifier when rolling to damage. For example: when rolling to damage with a Ranged attack that has Piercing (1), a roll of 4 would become a roll of 5. |
| Rallying | Friendly units within 6" of this unit have +1 to their Nerve value. This is not cumulative if multiple units with Rallying are in range. |
| Scout | The unit can make a single Advance! order after set-up is finished but before the first Turn of the game begins. If |

both armies have units with this rule, both players roll a single die. The highest scorer decides who begins to move one of their Scout units first, then the players alternate until all Scout units have been moved. Players then roll to determine who takes the first Turn as normal.

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|------------|---|
| Shambling | The unit cannot be given an At the Double! movement order. In addition, it can only make a single pivot as part of an Advance! movement order instead of two. |
| Slayer (n) | When attacking an enemy unit with the Large Infantry, Large Cavalry, or Monster unit types, a unit with this special rule gains (n) additional attacks. If Engaged with several qualifying units, choose which one unit the bonus attacks are allocated to. |
| Stealthy | Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier. |
| Strider | This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles. |
| Vicious | Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase. |
| Yielding | Both friendly and enemy units can always choose to ignore this unit, just as if it was not there, when moving and shooting (even if Engaged with it). They must however still end their Movement Order clear of this unit. It is assumed that the Yielding unit moves aside and lets the enemy pass by before returning to its position. If your unit(s) Routs a Yielding unit and chooses to move Forward!, and this random movement would bring them into contact with another enemy unit, treat this as a successful Charge against the facing that your unit(s) started its Forward! move in (if possible, otherwise against the facing contacted). If the Forward! move took your unit(s) over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing Combat as normal. |

| Spell | Description |
|--|---|
| Blizzard Range: 30" Magical Missile | Blast (D3), Frostbite, Piercing (1). |
| Fireball Range: 12" Magical Missile | Blast (D3), Shattering (1). |
| Heal Range: 12" Friendly, Self, CC | For each hit scored, instead of causing damage, remove a point of damage from the target unit. |
| Surge Range: 12" Friendly, Shambling only | For each hit scored, instead of causing damage, the friendly Shambling unit moves straight forward a full inch (stopping in contact with friendly units and Blocking Terrain). If applicable, the Fly special rule is not in effect for this movement. This spell has no effect on units with Speed 0. If this movement brings the target unit into contact with an enemy unit treat this as a successful Charge against the enemy facing that the unit contacted. If a corner is contacted, use the arc that the unit was in before it started its Surge move. If there is not enough space for your unit to physically move into contact with the enemy unit contacted by moving as described in the Moving Chargers section on page 18 then the target unit stops in contact with, but not Engaged with, the enemy unit. If it brings the target unit into contact with more than one enemy unit simultaneously then the player whose turn it is chooses which unit is being charged. If it turns out there is not enough space to physically move into contact as described above you can choose a different target from the enemy units you made contact with. If it turns out you cannot physically move into contact with any of the enemy units then the target unit stops in contact with, but not Engaged with, the enemy units. If the Surge move took the target unit over an Obstacle or through Difficult Terrain, then it will be Hindered in the following Combat phase.. Note that the charged unit will not take any Nerve tests for any damage it might have taken in this Ranged Phase. Note that a unit cannot be the target of a Surge in the same Turn in which it has been ordered to Withdraw! |

| Artefact | Description |
|----------------------|--|
| Blessing of the Gods | The unit gains the Elite special rule. |
| Banner of Command | When rolling to issue a Command Order with this unit, add an additional die to the attempt. |
| Tome of Darkness | The hero gains the Surge (5) spell, or if the hero already has a Surge spell, its value is increased by 3. |