



Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Sorcerer Lintiel and Sphinx	3+	3+	Hand weapon (A3, AP(1)), Magic Blast (12", A3, Rending) Claws (A6, Rending)	Hero, Tough (9), Wizard (2), Protective aura, Fear, Fast, Flying	-	345
Aeternus Bellator	3+	3+	Hand Weapons (A4, AP(1))	Hero, High prowess	-	80
Deepstone Mage [1]	4+	5+	Magic Blast (12", A3, Rending), Tremor (A3)	Hero, Wizard (1)	-	65
Dominus ventus [1]	4+	5+	Magic Blast (12", A3, Rending), Hand Weapon (A1)	Hero, Hit and Run	-	60
Hoplites of Light [10]	4+	4+	Spears (A1, Phallanx)	-	A	150
Celestial Sagittarii [10]	4+	5+	Longbows (30", A1), Hand Weapons (A1)	-	A	175
Starlight Arcus [1]	4+	4+	Repeater Bolts (30", A6, AP(1)), Crew (A3)	Artillery, Immobile	B	95
Gate Custodes [5]	3+	4+	Earthquake hammer (A1, AP(3))	-	A	90
Dawn Equites [5]	4+	4+	Lances (A1, Impact(1))	Fast, Impact(1)	A	105
Vexillum [1]	3+	4+	Hand Weapon (A3, AP(1))	Hero, Tough(3), Army Standard Bearer (Fear)	-	65
Dragon Scales [5]	3+	4+	Dragon Blades (A2)	Fearless, Stealth	A	120
Spiritus ventus [1]	3+	4+	Gale bolts (24", A3, Sniper), CCW (A2)	Fast, Flying, Tough (6)	-	180
Helen And Hector [1]	3+	4+	CCW (A4, Rending)	Hero, Tough (6), Wizard (1)	-	100
Sacred Mountain Avatar [1]	3+	3+	Greathammer (A6, AP(2)), Stomp (A4, AP(1))	Fear, Fearless, Mountain Blast, Tough(12)	-	305
Fiery Mountain Avatar [1]	3+	3+	Dual Hammers (A8, AP(1)), Stomp (A4, AP(1))	Fear, Fearless, Mountain Blast, Tough(12)	-	310
Skyrunner Cavalry [5]	4+	5+	Bows (24", A1), Hand Weapons (A1)	Fast, Impact(1), Scout, Strider	A	140

UPGRADES

A	Upgrade with:
	Sergeant +5pts
	Musician +10pts
	Battle Standard +10pts
B	Replace Repeater Bolts:
	Heavy Bolts (30", A1, AP(3), Deadly(6)) +10pts

SPECIAL RULES:

Flame Attack: Whenever this model moves over enemy units, pick one of them and roll one die, on a 2+ it takes 3 hits with AP(1).
High Prowess: The hero and its unit get +1 to hit when in melee.
Hit & Run: The hero and its unit may move by up to 3" after shooting.
Icy Aura: Whenever this model moves over enemy units, pick one of them and roll one die, on a 2+ it gets -1 to hit next time it fights in melee.
Mountain Blast: Once per activation, before attacking, roll 2 dice. For each 2+ deal 3 hits with AP(1) to one enemy unit within 6" (this may target multiple units).
Protective Aura: Once per activation, pick 2 friendly units within 6", which get +1 to their defense rolls next time they take hits.
Quick Shot: This model may shoot even after using Rush actions.

WIZARD SPELLS

Drain (4+): Target enemy model within 12" takes 1 hit with AP(4).
Modesty (4+): Target 2 enemy units within 12" get -1 to hit next time they shoot.
Protection (5+): Target 2 friendly units within 12" get +1 to defense next time they take hits.
Quench (5+): Target enemy unit within 12" takes 7 hits.
Magical Surge (6+): Target friendly unit within 12" gets Impact(1) next time it charges.
Tempest (6+): Target 2 enemy units within 6" take 6 hits with AP(1) each.