

SPEARHEAD



LUMINETH REALM-LORDS GLITTERING PHALANX

This Spearhead army consists of the following units:

GENERAL

- ◆ Scinari Cathallar

UNITS

- ◆ 5 Vanari Auralan Sentinels
- ◆ 5 Vanari Auralan Sentinels
- ◆ 10 Vanari Auralan Wardens
- ◆ 5 Vanari Bladelords



The culture of the Lumineth enshrines subtlety and precision over overwhelming force. While the aelves of Hysh can muster truly vast warhosts when necessity demands, this is seen as a needless and crass expenditure of lives. Far better, they believe, to send small phalanxes of warriors to those places where their skills can have the greatest impact – be that eradicating some troublesome warband or burning a great white-flame rune of arcane purification into the earth at a key nexus.

Auralan Wardens, armed with pikes of burning sunmetal, are the rock against which enemies break; they do not fulfil this duty through crude and bloody-minded endurance but rather by drawing upon the energies of aetherquartz to speed pre-emptive strikes. Auralan Sentinels loose swift arrows, bleeding the foe by precise degrees. Incautious usage of aetherquartz has led to disaster in the past, and so each of these shining formations will be accompanied by a single mote of darkness – a Scinari Cathallar, skilled in turning the negative emotions stored within aetherquartz against the enemy. Cathallars are protected at all times by the war-sages of the Bladelords, each willing to give their life for the good of the realms.

‘We have already peered into the darkness of the soul. Our duty spurs no fear in us – only resolve.’

– Asa’nai, the Veiled Sage

BATTLE TRAITS

⦿ Once Per Battle Round, Start of Battle Round

FACETS OF WAR: *The arts of war practised by the Lumineth are subtle, precise and devastating.*

Effect: You must use this ability at the start of the battle round. Pick 1 **FACET OF WAR** ability. That **FACET OF WAR** ability can be used this battle round but the other cannot.

🛡️ Passive

SHINING COMPANY: *Numinous light shines from this aelven formation, bedazzling the foe.*

Effect: Subtract 1 from hit rolls for attacks that target friendly units.

KEYWORDS FACET OF WAR

⚡ Once Per Turn (Army), Your Hero Phase

POWER OF HYSH: *Vanari can use their innate arcane abilities to empower their sunmetal weapons.*

Declare: Pick a friendly unit.

Effect: Roll a dice. On a 2+, until the start of your next turn, attacks made by that unit score critical hits on unmodified hit rolls of 5+.

KEYWORDS FACET OF WAR

⚡ Passive

LIGHTNING REACTIONS: *Lumineth possess a natural alacrity beyond that of most rivals.*

Effect: When players are alternating picking units to use a **FIGHT** ability, when it is your turn to pick a unit, you can pick 2 units instead of 1. Resolve the second **FIGHT** ability immediately after the first.

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

⚙️ **Passive**

ARCANE PROWESS: *The Cathallar of this Glittering Phalanx keeps a hidden reserve of aetherquartz to bolster their sorcery in battle.*

Effect: Add 1 to casting rolls for your general.

🛡️ **Passive**

HEIGHTENED REFLEXES: *The keen senses of these warriors are second to none.*

Effect: Add 1 to save rolls for friendly units that use a **FIGHT** ability immediately after another friendly unit because of the 'Lightning Reactions' ability, until the end of the phase.

ENHANCEMENTS: Give your general 1 of the following enhancements.

⚙️ **Your Hero Phase**

OVERWHELMING HEAT: *The Cathallar summons oppressive heat to sap their foes' strength.*

Declare: Pick a visible enemy unit within 24" of your general, then make a casting roll of 2D6.

Effect: On a 7+, halve the Move characteristic of that unit until the start of your next turn and roll a dice. If the roll equals or exceeds that unit's Save characteristic, inflict D3 mortal damage on it.

🛡️ **Your Hero Phase**

PROTECTION OF HYSH: *The caster opens their arms wide, creating a field of glowing energy that protects all of the caster's allies that are nearby.*

Declare: Pick a visible friendly unit wholly within 12" of your general to be the target, then make a casting roll of 2D6.

Effect: On a 7+, the target has **WARD (5+)** until the start of your next turn.

➦ **Your Movement Phase**

WAYSTONE: *This sliver of dark rock illuminates hidden paths around the bearer in stark relief.*

Effect: Remove your general from the battlefield and set them up again anywhere on the battlefield more than 6" from all enemy units.

➦ **Your Hero Phase**

SPEED OF HYSH: *The Cathallar magically empowers their allies to move with light's swiftness.*

Declare: Pick a visible friendly unit wholly within 18" of your general, then make a casting roll of 2D6.

Effect: On a 5+, double the Move characteristic of that unit until the start of your next turn.

KEYWORDS **CORE**

• SPEARHEAD WARSCROLL •

SCINARI CATHALLAR

MOVE
6"
HEALTH 5 SAVE 6+
CONTROL 2

It is the noble duty of a Scinari Cathallar to take the spiritual anguish locked within spent aetherquartz and redirect it against their enemies. They are the lone point of darkness in the brilliance of a Lumineth line, capable of wielding despair itself as a weapon. The burdens of a Cathallar forever mark them out from their fellows, for the Lumineth are a people who shun emotion where possible. It is a task that the Cathallars accept without complaint; few know better than they the dangers of using aetherquartz unchecked.

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Despairing Touch	3	3+	4+	-	D3	-

● Your Hero Phase

DARKNESS OF THE SOUL: *Cathallars wield the negative energy locked in aetherquartz as a weapon.*

Declare: Pick an enemy unit within 12" of this unit to be the target, then roll a dice.

Effect: On a 3+, subtract D6 from the control score of the target unit this turn.



KEYWORDS

HERO, WIZARD, INFANTRY



Bladelords are amongst the most elite Lumineth warriors. Each has formed a deep connection with the essence of their weapon and views combat as a series of elegant and artful equations.

To kill with the perfectly calculated cut or degree of force is seen as the greatest of virtues – not out of a sense of ego or self-aggrandisement, they say, but because it brings them closer to true enlightenment. Bladelords serve as guardians to the mages of the Scinari, souls who share their quest for mental perfection and will give their lives in service of their honoured charges.

• SPEARHEAD WARSCROLL •

VANARI BLADELORDS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Sunmetal Greatblade: Perfect Strike	1	—	—	—	See below	—
Sunmetal Greatblade: Flurry of Blows	3	3+	4+	1	1	Crit (Mortal), Anti-INFANTRY (+1 Rend)

Passive

SWORDMASTERS: *Vanari Bladelords adopt different fighting styles depending upon the nature of their opponents.*

Effect: Each time this unit uses a **FIGHT** ability, you must pick either the **Perfect Strike** or **Flurry of Blows** weapon characteristics for all the attacks it makes with its Sunmetal Greatblade. In addition:

Do not use the attack sequence for an attack made with **Perfect Strike**. Instead, roll a dice. On a 2+, inflict 1 mortal damage on the target unit.

Passive

GUARDIANS: *Bladelords are tasked with protecting the Scinari from harm.*

Effect: While your general is wholly within this unit's combat range, both this unit and your general have **WARD** (5+).



KEYWORDS

INFANTRY



• SPEARHEAD WARSCROLL •

VANARI AURALAN SENTINELS

MOVE 6"

HEALTH 1

SAVE 5+

CONTROL 1

The bow is considered a noble weapon in Lumineth society, for the ability to send an arrow soaring through the radiant skies appeals greatly to aelven sensibilities – as does avoiding the need to close with their base adversaries. Sentinels are the archers of the Vanari, each having trained until they can shoot a foe through the eye from great distance. Their bows use a complex series of strings that allow them to moderate range and power, and their armour shines with the power of Hysh, capable of temporarily blinding any foes who weather their storm of sunmetal-tipped arrows.

 RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Auralan Bow	18"	2	3+	4+	1	1	Crit (Auto-wound)
 MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability	
Vanari Dagger	1	3+	4+	-	1	-	

Your Shooting Phase

LOFTED SHOTS: *To strike a distant target, these warriors point their bows to the sky before launching a volley up high.*

Effect: Until the end of the phase, add 6" to the Range characteristic of this unit's **Auralan Bows** but subtract 1 from hit rolls for this unit's shooting attacks.



KEYWORDS

INFANTRY, REINFORCEMENTS



• SPEARHEAD WARSCROLL •

VANARI AURALAN WARDENS

MOVE
6"

HEALTH 1 4+ SAVE
CONTROL 1

The Auralan Wardens are the lynchpins of the Vanari military. These phalanxes of skilled aelven warriors embody the Tyrionic traditions of their people; they do not flinch in the face of danger, nor do they hesitate to wield their pikes to impale oncoming enemies. The Wardens' strength is built upon unity of purpose and a discipline that only those as long-lived as the aelves can hope to master. Empowered by the energies of aetherquartz and the arcane moonfire entrusted to their High Warden, they are the proud fortress wall upon which the forces of disorder break.

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Warden's Pike	2	3+	4+	-	1	Crit (Mortal), Anti-charge (+1 Rend)

Once Per Battle, Any Combat Phase

MOONFIRE FLASK: *The High Warden carries a flask filled with a burning silvery liquid that can be hurled at the incoming enemy.*

Declare: Pick an enemy unit in combat with this unit and that charged this turn to be the target, then roll a dice.

Effect: On a 2+, inflict D3 mortal damage on the target.



KEYWORDS

INFANTRY, REINFORCEMENTS