

LUMINETH REALM-LORDS

HURAKAN VANGUARD

This Spearhead army consists of the following units:

GENERAL

- ◆ 1 Hurakan Windmage

UNITS

- ◆ 5 Hurakan Windchargers
- ◆ 10 Vanari Auralan Wardens
- ◆ 1 Hurakan Spirit of the Wind



Buoyed aloft by the vigour of the wind, the Hurakan Vanguard protect the borders of Lumineth territory with the swiftness of a speeding zephyr. Through their bond with the air, these devoted warriors of Hysh fight within the heart of a hurricane. Its powerful currents carry the aelves and lend their arrows greater strength, while enemies caught within the swirling tumult are completely outmanoeuvred and picked apart.

Led by a Windmage, who buffets foes with churning vortices and marshals the gusts to redeploy their warriors, this force is highly mobile. Cavalry in the form of fleet Windchargers can cover every inch of the battlefield while loosing lethal volleys from their bows. Through careful petitions, these temple disciples are joined by a capricious Spirit of the Wind, whose deadly shafts provide the power to counter large or heavily armoured threats. Once the enemy is reeling from the elemental onslaught, Auralan Wardens lay claim to objectives with determined resilience. Though slower than their Hurakan allies, these pike-wielding aelves are capable defenders whose task is to hold the line amidst the cyclone.

'Fly! On the tumult we ride! Unleash the arrows of wrath and enact the will of the elements!'

— Aethalenil of the Hurakan temple



The Hurakan Vanguard patrol the borders of Lumineth's lands, striking swiftly and surely with bow and blade wherever an invader dares to encroach on their territory.



SPEARHEAD

BATTLE TRAITS

Deployment Phase

STORM BREWING: The aelves of the Hurakan temple have long trained to work with the winds to gain an advantage in battle.

Declare: Pick a battlefield edge to be the target.

Effect: That battlefield edge is **leeward**. For the rest of the battle, each time a friendly **RIDE THE HURRICANE** ability is used, after that ability has been resolved, change the **leeward** battlefield edge to the next edge clockwise.

Once Per Turn (Army), Any Movement Phase

PULLED BY THE WINDS: The Hurakan allow themselves to be pulled by the winds to more tactical locations.

Declare: Pick a friendly unit that is not in combat to be the target.

Effect: The target can move D6" but must end that move closer to the **leeward** battlefield edge. It can pass through the combat ranges of enemy units but cannot end that move in combat.

KEYWORDS RIDE THE HURRICANE

Once Per Turn (Army), Reaction: You declared an ATTACK ability

GALE FORCE: Aligning their attacks with the direction of the wind allows the Hurakan to strike with deadlier force.

Used By: The unit using that **ATTACK** ability.

Effect: Add 1 to hit rolls for attacks made as part of that **ATTACK** ability if the target of that ability is closer to the **leeward** battlefield edge than the unit using this ability.

KEYWORDS RIDE THE HURRICANE

REGIMENT ABILITIES:

Pick 1 of the following regiment abilities.

Once Per Hero Phase

LIFTED DEBRIS: The lesser spirits of the wind aid the battle by lifting chunks of debris and hurling them towards the enemy.

Declare: Pick an enemy unit that is closer to the **leeward** battlefield edge than the large terrain feature within friendly territory to be the target.

Effect: Roll a number of dice equal to the current battle round number. For each 3+, inflict 1 mortal damage on the target.

KEYWORDS RIDE THE HURRICANE

Once Per Battle (Army), Enemy Hero Phase

ROARING HEADWIND: The Hurakan call on the greater spirits of the wind to deliver one great gust to push back the enemy.

Declare: Pick an enemy unit to be the target.

Effect: For the rest of the turn, each time the target uses a **MOVE** ability, it must end that move closer to the **leeward** battlefield edge.

ENHANCEMENTS:

Give your general 1 of the following enhancements.

Passive

SCATTERED TO THE WINDS: The strong winds that accompany the Windmage throw their enemies to the side to disorientate them.

Effect: Subtract 1 from the control scores of enemy units within 6" of your general for each friendly **RIDE THE HURRICANE** ability used this battle round.

Once Per Battle (Army), Any Hero Phase

WIND WHISPERER: Hurakan Windmages have the greatest connection to the wind spirits, able to call on their aid to shift the weather to their advantage.

Declare: Pick a battlefield edge to be the target.

Effect: Change the **leeward** battlefield edge to the target battlefield edge.

Passive

TEMPLE GUARDIANS: This Windmage has been assigned a dedicated Vanari bodyguard.

Effect: While any friendly **INFANTRY** units are within your general's combat range, both your general and those **INFANTRY** units have **WARD (5+)**.

Passive

CURVED SHOTS: Hurakan Windmages are trained in using the winds to launch attacks along bewildering and unexpected trajectories.

Effect: You can measure the range and visibility of your general's shooting attacks from any point on the **leeward** battlefield edge.



True allies of the Hyshian winds, a Hurakan Windmage travels everywhere upon a loyal zephyr-spirit companion. From here, they encourage their acolytes to follow their aelven disciples and unleash the gale-force wrath of the air against their enemies.

• SPEARHEAD WARSCROLL •

HURAKAN WINDMAGE

| | RANGED WEAPONS | Range | Attacks | Hit | Wound | Rend | Damage | Ability |
|--|------------------|-------|---------|-----|-------|------|--------|---------|
| | Windblast Vortex | 12" | 1 | 2+ | 3+ | 2 | D3 | - |
| | MELEE WEAPONS | | Attacks | Hit | Wound | Rend | Damage | Ability |
| | Aspiragillum | | 3 | 3+ | 4+ | 1 | D3 | - |

↗ Your Hero Phase

GUIDE THE GUSTS: *The Hurakan Windmage calls upon the wind spirits to give nearby allies a helpful push in the right direction.*

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

Effect: On a 6+, for the rest of the turn:

- The target can use RETREAT abilities and still use SHOOT and/or CHARGE abilities later in the turn.
- No mortal damage is inflicted on the target by RETREAT abilities.



KEYWORDS

HERO, WIZARD, INFANTRY, FLY



When roused to wrath, the Spirits of the Wind strike like a cyclone. It is all but impossible to track them as they dart through the air, launching arrow after arrow from their elegant but monstrously powerful bows and slipping away before retribution can land, the wind whistling with their laughter.

• SPEARHEAD WARSCROLL •

HURAKAN SPIRIT OF THE WIND

| | RANGED WEAPONS | Range | Attacks | Hit | Wound | Rend | Damage | Ability |
|--|-----------------------------|-------|---------|-----|-------|------|--------|---------|
| | Bow of the Wind's Vengeance | 15" | 4 | 2+ | 3+ | 2 | 2 | - |
| | MELEE WEAPONS | | Attacks | Hit | Wound | Rend | Damage | Ability |
| | Swirling Shards | | 6 | 2+ | 4+ | - | 1 | - |

⌚ Passive

EYE OF THE STORM: *The Spirit of the Wind surrounds itself with a powerful cyclone that obscures nearby allies and disrupts the attacks of their enemies.*

Effect: Subtract 1 from hit rolls for attacks that target friendly units while they are wholly within 6" of this unit.

⌚ Any Shooting Phase

HURRICANE WINDS: *The arrows of the Spirits of the Wind are followed by a blast of wind, throwing enemies to the ground.*

Declare: Pick an enemy unit that had any damage points allocated to it this turn by this unit's shooting attacks to be the target.

Effect: Roll a dice. On a 3+, the target has STRIKE-LAST for the rest of the turn.

KEYWORDS

MONSTER, FLY, WARD (5+)



There is nowhere to hide from the Windchargers of the Hurakan temple. Their treerunner mounts are capable of deftly navigating the densest

terrain to slip past their enemies, while the arrows of the aelves are carried upon loyal winds and almost always find their mark.

• SPEARHEAD WARSCROLL •

HURAKAN WINDCHARGERS

| | RANGED WEAPONS | Range | Attacks | Hit | Wound | Rend | Damage | Ability |
|--|--------------------|-------|---------|-----|-------|------|--------|-----------|
| | Windcharger Bow | 12" | 3 | 3+ | 4+ | 1 | 1 | - |
| | MELEE WEAPONS | | Attacks | Hit | Wound | Rend | Damage | Ability |
| | Windcharger Blade | | 1 | 4+ | 4+ | - | 1 | - |
| | Treerunner's Claws | | 2 | 5+ | 3+ | - | 1 | Companion |

End of Your Turn

LEAP INTO THE STORM: Windchargers can leap great heights and ride the winds to a more advantageous position.

Effect: If this unit is not in combat, remove it from the battlefield and set it up again wholly within 3" of the **leeward** battlefield edge and more than 6" from all enemy units.

KEYWORDS RIDE THE HURRICANE



KEYWORDS

CAVALRY



Auralan Wardens are the lynchpin of a Lumineth battleline and a mainstay in the hosts of Hysh. Fearlessly do they stare down a charging enemy, waiting until the opportune moment before driving the sunmetal tips of their pikes forward and breaking the enemy advance like an unyielding cliff before a crashing wave.

• SPEARHEAD WARSCROLL •

VANARI AURALAN WARDENS

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

Any Combat Phase

WALL OF BLADES: When Auralan Wardens stand shoulder to shoulder, they present a bristling wall of pikes to the foe.

Effect: If this unit did not charge this turn and is in combat with an enemy unit that charged this turn, roll a dice. Add 1 to the roll if that enemy unit is CAVALRY. On a 3+, this unit has STRIKE-FIRST for the rest of the turn.



KEYWORDS

INFANTRY, REINFORCEMENTS