



FACTION PACK

LUMINETH REALM-LORDS

BATTLE TRAITS

Lumineth Realm-lords armies can use the following abilities:

⚔️ Passive

LIGHTNING REACTIONS: Lumineth can think faster, act more decisively and fight more proficiently than any other.

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 **LUMINETH REALM-LORDS** units instead of 1. Resolve the second **FIGHT** ability immediately after the first.

⚔️ Start of Battle Round

SHINING COMPANY: Vanari warriors often fight in a grouping that combines the bright light of each soul into a dazzling brilliance that befuddles foes.

Effect: You can only use this ability if you have not used any **FACTET OF WAR** abilities this battle round.

For the rest of the battle round, subtract 1 from hit rolls for attacks that target friendly **VANARI** units that have not charged this turn and that have not been picked as the target of 'Power of Hыш' this battle round.

KEYWORDS

FACTET OF WAR

⚡ Your Shooting Phase

MOVE LIKE THE WIND: Hurakan warriors perform gravity-defying leaps to take them away from their enemies.

Declare: You can only use this ability if you have not used any **FACTET OF WAR** abilities this battle round. Pick up to 3 friendly **HURAKAN** units that are not in combat to be the targets.

Effect: Each target can move 2D6". It cannot move into combat during any part of that move, and it cannot use **SHOOT** abilities for the rest of the turn.

KEYWORDS

FACTET OF WAR, MOVE

⚔️ Start of Battle Round

POWER OF HYSH: Vanari can use their innate arcane abilities to empower the sunmetal in their weapons, making it burn with a greater intensity.

Declare: You can only use this ability if you have not used any **FACTET OF WAR** abilities this battle round. Pick a friendly **VANARI** unit to be the target.

Effect: The target's attacks score critical hits on unmodified hit rolls of 5+ for the rest of the battle round.

KEYWORDS

FACTET OF WAR

⚙️ Start of Battle Round

DEEP THINKERS: The Scinari are renowned for their profound knowledge and thoughtful deliberation.

Effect: You can only use this ability if you have not used any **FACTET OF WAR** abilities this battle round.

Add 1 to casting rolls for friendly **SCINARI** units for the rest of the battle round.

KEYWORDS

FACTET OF WAR

⚡ Your Shooting Phase

MOVE LIKE THE WIND: Hurakan warriors perform gravity-defying leaps to take them away from their enemies.

Declare: You can only use this ability if you have not used any **FACTET OF WAR** abilities this battle round. Pick up to 3 friendly **HURAKAN** units that are not in combat to be the targets.

Effect: Each target can move 2D6". It cannot move into combat during any part of that move, and it cannot use **SHOOT** abilities for the rest of the turn.

KEYWORDS

FACTET OF WAR, MOVE

⚙️ Start of Battle Round

ENDURING AS ROCK: When in a battle trance inspired by the mountain, the Alarith take on the aspect of stone, blades rebounding off their rock-hard skin.

Effect: You can only use this ability if you have not used any **FACTET OF WAR** abilities this battle round.

Subtract 1 from the Rend characteristic of weapons used for attacks that target friendly **ALARITH** units for the rest of the battle round.

KEYWORDS

FACTET OF WAR

BATTLE FORMATIONS

You can pick 1 of the following battle formations for a Lumineth Realm-lords army. Each battle formation grants a different ability you can use in the battle.

VANARI BATTLEHOST

• Passive

VANARI BRILLIANCE: *When the warriors in a Vanari Battlehost stand together, they radiate a dazzling light that protects them from their foes.*

Effect: You can use the 'Power of Hysh' ability in addition to the other **Facet of War** ability used during the battle round.

SCINARI COUNCIL

• Passive

LORE OF THE SCINARI: *In towering crystal spires, the mages of the Scinari caste seek enlightenment by contemplating the nature of magic itself. When they bring their hard-won learnings to the battlefield, their power is terrifying to behold.*

Effect: You can use the 'Deep Thinkers' ability in addition to the other **Facet of War** ability used during the battle round.

ALARITH TEMPLE

• Passive

ALARITH FORTITUDE: *The Lumineth of an Alarith temple can turn aside enemy blows by making their skin become as hard and unyielding as stone.*

Effect: You can use the 'Enduring as Rock' ability in addition to the other **Facet of War** ability used during the battle round.

HURAKAN TEMPLE

• Passive

GRACE OF THE HURAKAN: *Swift and deadly are the warriors of the Hurakan temples, supplicants of Hysh's glorious winds. They move with the speed of a howling gale, long hair whipping in the rushing air currents.*

Effect: You can use the 'Move Like the Wind' ability in addition to the other **Facet of War** ability used during the battle round.

HEROIC TRAITS

LODGS OF BRILLIANCE (HERO only)

➊ Reaction: You declared the 'Redeploy' command for a friendly LUMINETH REALM-LORDS unit wholly within 12" of this unit

MASTERFUL TACTICIAN: *This hero quickly redirects the warriors under their command to plug a gap or exploit a weakness in the enemy line.*

Effect: If you roll a 1-3 when determining the distance that unit can move, you can use a value of 4 instead.

➋ Once Per Battle, Any Combat Phase

PERFECT STRIKE: *This hero can unleash their might in one deadly attack.*

Declare: Pick an enemy unit in combat with this unit to be the target.

Effect: Inflict D3+3 mortal damage on the target.

KEYWORDS

CORE, ATTACK, FIGHT

➊ Once Per Battle, Reaction: You declared the 'Charge' ability or a SPELL ability for this unit

PARAGON OF HYSH: *This hero has travelled throughout Hysh and is a scholar of each aspect of Lumineth society.*

Effect: You can re-roll the charge roll or casting roll for that ability.

ARTEFACTS OF POWER

HEIRLOOMS OF HYSH (HERO only)

➌ Passive

PHOENIX STONE: *This ancient crystal shatters when the bearer is slain, surging with healing energy and giving them a second chance.*

Effect: If this unit would be destroyed, before removing it from play, roll a dice. On a 3+, this unit is not destroyed and any remaining damage points inflicted on it have no effect. Then, **Heal (1)** this unit. This unit cannot use this ability again for the rest of the battle.

➌ Passive

SILVER WAND: *This slender wand is covered with winding Lumineth runes.*

Effect: If this unit is not a **WIZARD**, it has **WIZARD (1)**. Otherwise, add 1 to this unit's power level.

➍ Once Per Battle, Your Movement Phase

WAYSTONE: *This small sliver of dark rock hovers above the bearer's outstretched palm, leading them along hidden paths towards that which they desire.*

Effect: Remove this unit from the battlefield and set it up again on the battlefield more than 9" from all enemy units.

KEYWORDS

CORE

SPELL LORE

LORE OF HYSH

5

Your Hero Phase

SPEED OF HYSH: *The caster gestures at a nearby Lumineth regiment, enchanting them so they can move blurringly fast.*

Declare: Pick a friendly **LUMINETH REALM-LORDS WIZARD** to cast this spell, pick a visible friendly **LUMINETH REALM-LORDS** unit wholly within 18" of them to be the target, then make a casting roll of 2D6.

Effect: Add 4" to the target's Move characteristic until the start of your next turn.

KEYWORDS

SPELL, UNLIMITED

Your Hero Phase

OVERWHELMING HEAT: *The caster summons oppressive heat to sap their foe's strength.*

Declare: Pick a friendly **LUMINETH REALM-LORDS WIZARD** to cast this spell, pick a visible enemy unit within 18" of them to be the target, then make a casting roll of 2D6.

Effect: Halve the target's Move characteristic until the start of your next turn, then roll a dice. If the roll equals or exceeds the target's Save characteristic, inflict D3 mortal damage on it.

KEYWORDS

SPELL

7

8

Your Hero Phase

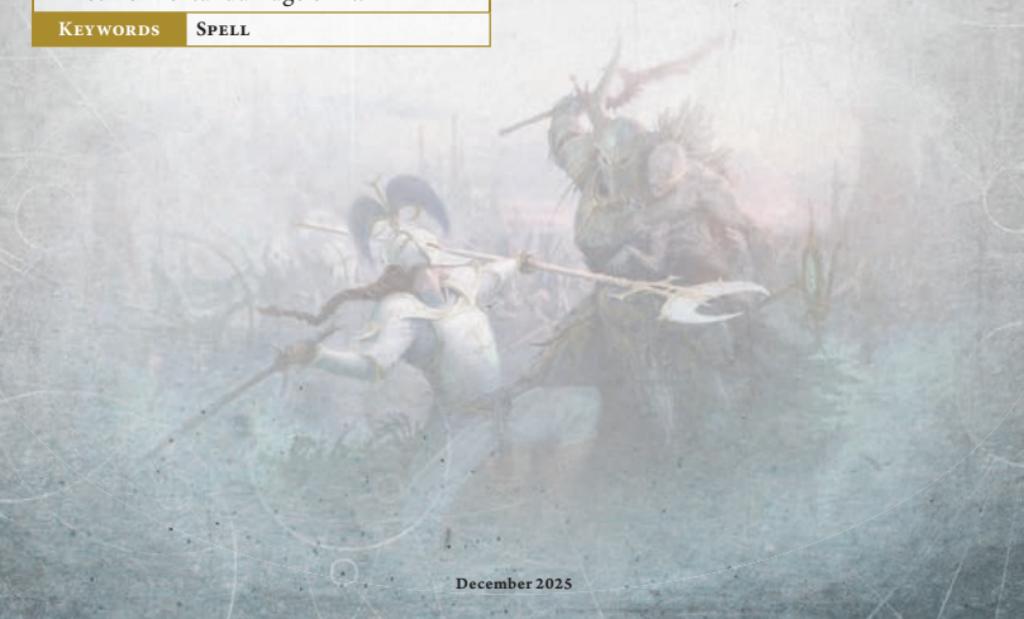
PROTECTION OF HYSH: *The caster opens their arms wide, creating a field of glowing energy that protects all of the caster's allies that are nearby.*

Declare: Pick a friendly **LUMINETH REALM-LORDS WIZARD** to cast this spell, then make a casting roll of 2D6.

Effect: Until the start of your next turn, friendly **LUMINETH REALM-LORDS** units have **WARD (5+)** while they are wholly within 12" of the caster.

KEYWORDS

SPELL



MANIFESTATION LORE

MANIFESTATIONS OF HYSH

>Your Hero Phase

4

SUMMON SANCTUM OF AMYNTOK

AMYNTOK: *The ground splits around the mage, and the life force of the realm springs forth as a crackling shield.*

Declare: If there is not a friendly **Sanctum of Amyntok** on the battlefield, pick a friendly **LUMINETH REALM-LORDS WIZARD** to cast this spell, pick a visible friendly **LUMINETH REALM-LORDS INFANTRY HERO** wholly within 12" of them and more than 3" from all other units and terrain features to be the target, then make a casting roll of 2D6.

Effect: Set up a **Sanctum of Amyntok** within the target's combat range, visible to the caster and more than 3" from all enemy units. A **Sanctum of Amyntok** has 3 parts that must be set up with the tip of each part touching the tip of another part so that the three parts form a ring with the target inside.

KEYWORDS

SPELL, SUMMON

Your Hero Phase

5

SUMMON HYSHIAN

TWINSTONES: *The caster calls forth two giant crystal teardrops that orbit around each other.*

Declare: If there is not a friendly **Hyshian Twinstones** endless spell on the battlefield, pick a friendly **LUMINETH REALM-LORDS WIZARD** to cast this spell, then make a casting roll of 2D6.

Effect: Set up a **Hyshian Twinstones** endless spell wholly within 6" of the caster.

KEYWORDS

SPELL, SUMMON

Your Hero Phase

7

SUMMON RUNE OF PETRIFICATION

PETRIFICATION: *The caster calls forth a hovering sigil ripped from the crust of the realm underfoot.*

Declare: If there is not a friendly **Rune of Petrification** on the battlefield, pick a friendly **LUMINETH REALM-LORDS WIZARD** to cast this spell, then make a casting roll of 2D6.

Effect: Set up a **Rune of Petrification** wholly within 18" of the caster and visible to them.

KEYWORDS

SPELL, SUMMON



• LUMINETH REALM-LORDS WARSCROLL •

ARCHMAGE TECLIS

AND CELENNAR, SPIRIT OF HYSH

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Lunar Staff	12"	1	2+	2+	2	D6	-
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Sword of Teclis		2	3+	3+	2	D3	-
💀 Celennar's Moonbright Talons		5	3+	3+	2	2	Companion

💀 Passive

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of Celennar's Moonbright Talons is 3.

⚙️ Passive

AURA OF CELENNAR: Celennar grants arcane knowledge to nearby allies.

Effect: Add 1 to casting rolls for other friendly LUMINETH REALM-LORDS WIZARDS while they are wholly within 12" of this unit.

⚙️ Once Per Turn (Army), Any Combat Phase

SPIRIT OF THE MOON: Celennar has a disquieting presence that can leave the boldest of warriors quivering in their boots.

Declare: Pick an enemy unit in combat with this unit to be the target.

Effect: Roll a dice. On a 3+, the target cannot use commands for the rest of the turn.

KEYWORDS

RAMPAGE

⚙️ Passive

ARCHMAGE: Teclis's powerful magic pours from him in cascades, calling forth or nullifying the most potent of spells.

Effect: Instead of making a casting roll for this unit, you can use a value of 10 for the roll that cannot be modified. In addition, instead of making an unbinding roll or banishment roll for this unit, you can use a value of 8 for the roll that cannot be modified.

⚔️ Your Hero Phase

STORM OF SEARING WHITE

LIGHT: Beams of light shoot out from Teclis's forehead to bisect nearby foes.

Declare: Pick any number of different visible enemy units within 18" of this unit to be the targets, then make a casting roll of 2D6 (see the 'Archmage' ability).

Effect: Roll a D3 for each target. On a 2+, inflict an amount of mortal damage on the target equal to the roll.

KEYWORDS

SPELL

KEYWORDS

WARMASTER, UNIQUE, HERO, MONSTER, WIZARD (4), FLY, WARD (5+)

ORDER, LUMINETH REALM-LORDS, AELF



• LUMINETH REALM-LORDS WARSCROLL •

THE LIGHT OF ELTHARION

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Searing Darts of Light	12"	3	2+	3+	2	D3	-
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Fangsword of Eltharion		4	2+	3+	3	3	Crit (2 Hits)
Celennari Blade	2	2+	3+	1	3		Anti-HERO (+1 Rend), Anti-MONSTER (+1 Rend)

Passive

SPIRIT ARMOUR: *Instead of protecting a body of flesh and blood, this armour houses the undying spirit of the mighty warrior Eltharion. Though animated by the Light of Eltharion, it is essentially hollow – even a penetrating thrust may simply pass through the glowing form within.*

Effect: Ignore all modifiers to save rolls for this unit (positive and negative).

Passive

SUPREME SWORDMASTER: *The Light of Eltharion is a consummate warrior and one of the greatest swordmasters of all time.*

Effect: Ignore negative modifiers to hit rolls and wound rolls for this unit's attacks. In addition, ignore negative modifiers to the characteristics of this unit's melee weapons.

KEYWORDS

UNIQUE, HERO, INFANTRY, WARD (5+)

ORDER, LUMINETH REALM-LORDS, AELF



• LUMINETH REALM-LORDS WARSCROLL •
LYRIOR UTHRALLE
WARDEN OF YMETRICA

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Daemonbane	12"	1	2+	2+	2	D3	Anti-DAEMON (+1 Rend)
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Daemonbane		2	2+	3+	1	2	Charge (+1 Damage), Anti-DAEMON (+1 Rend)
Lyrion's Sword	4	2+	3+	1	2		Crit (Mortal)
Farael's Horns and Claws	4	5+	3+	-	1		Companion

★ Passive

VOICE OF TYRION: *Lyrion is part of Tyrion's inner circle, and he speaks with the authority of the god himself in matters military.*

Effect: Each time a friendly LUMINETH REALM-LORDS unit wholly within 12" of this unit uses the 'All-out Attack' command, no command points are spent.

⚔ Your Hero Phase

SOLAR FLARE: *Channelling his anger, Lyrion causes one of the solar bodies above the battlefield to belch forth a searing flare of energy.*

Declare: Pick a visible enemy unit or MANIFESTATION wholly within 18" of this unit to be the target, then make a casting roll of 2D6.

Effect: If the target is a MANIFESTATION, inflict 3D6 mortal damage on it. Otherwise, roll a dice for each model in the target unit. For each 5+, inflict 1 mortal damage on the target.

KEYWORDS

SPELL



KEYWORDS

UNIQUE, HERO, WIZARD (1), CAVALRY

ORDER, LUMINETH REALM-LORDS, AELF, VANARI



• LUMINETH REALM-LORDS WARSCROLL •

VANARI LORD REGENT

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Regent's Sword	5	3+	4+	1	2	Crit (Mortal)
Lightcourser's Horns and Claws	3	5+	3+	-	1	Companion

Once Per Battle, Your Hero Phase

PUREST AETHERQUARTZ: *Lord Regents carry a reserve of fine aetherquartz that burns with the brilliance of Hysh.*

Effect: For the rest of the turn, add 1 to casting rolls for this unit and subtract 1 from hit rolls for attacks that target this unit.

Once Per Battle, Your Charge Phase

CHARGE OF THE LUMINETH: *The Lord Regent leads a united cavalry charge crashing into the enemy ranks.*

Declare: Pick this unit and up to 2 friendly Vanari Dawnriders units within this unit's combat range to be the targets.

Effect: You can re-roll charge rolls for the targets for the rest of the turn. In addition, if a target charges this phase, add 1 to the Attacks characteristic of that target's weapons for the rest of the turn.



HERO, WIZARD (1), CAVALRY

KEYWORDS

ORDER, LUMINETH REALM-LORDS, AELF, VANARI



• LUMINETH REALM-LORDS WARSCROLL •

VANARI AURALAN SENTINELS

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Auralan Bow	18"	2	3+	4+	1	1	Crit (Auto-wound)
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Sentinel Blades		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: For the rest of the turn, add 6" to the Range characteristic of this unit's **Auralan Bows** but subtract 1 from hit rolls for this unit's shooting attacks.



INFANTRY, CHAMPION

KEYWORDS

ORDER, LUMINETH REALM-LORDS, AELF, VANARI



• LUMINETH REALM-LORDS WARSCROLL •

VANARI BANNERBLADE

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Bannerblade's Sword	4	3+	4+	1	2	Crit (Mortal)

● Passive

WORLD BANNER: *This mighty standard is adorned with symbols of great importance to the Lumineth.*

Effect: Add 3 to the control scores of other friendly **LUMINETH REALM-LORDS** units while they are wholly within 18" of this unit.



KEYWORDS

HERO, INFANTRY

ORDER, LUMINETH REALM-LORDS, AELF, VANARI



• LUMINETH REALM-LORDS WARSCROLL •

VANARI AURALAN WARDENS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Warden Pikes and Blades	2	3+	4+	-	1	Crit (Mortal), Anti-charge (+1 Rend)

 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 4+, this unit has STRIKE-FIRST for the rest of the turn.



INFANTRY, CHAMPION

KEYWORDS

ORDER, LUMINETH REALM-LORDS, AELF, VANARI



• LUMINETH REALM-LORDS WARSCROLL •

VANARI DAWNRIDERS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Dawnrider Lances and Blades	2	3+	4+	1	1	Crit (Mortal), Charge (+1 Damage)
Stallions' Dashing Hooves	2	5+	3+	-	1	Companion

Any Charge Phase

DEATHLY FURROWS: Vanari Dawnriders scythe through enemy infantry, trampling over lesser foes and carving through the enemy ranks.

Declare: If this unit charged this phase, pick an enemy INFANTRY unit within 1" of it to be the target.

Effect: Roll a dice for each model in this unit. For each 3+, inflict 1 mortal damage on the target.



CAVALRY, CHAMPION, STANDARD BEARER (1/5)

KEYWORDS

ORDER, LUMINETH REALM-LORDS, AELF, VANARI



• LUMINETH REALM-LORDS WARSCROLL •

SCINARI CATHALLAR

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Despairing Touch	3	3+	4+	-	D3	-

● Your Hero Phase

DARKNESS OF THE SOUL: Scinari 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.

Effect: Roll a dice. On a 3+, subtract D6 from the target's control score for the rest of the turn.

● Passive

ABSORB DESPAIR: Scinari Cathallars can assuage the dark despair that can afflict a Lumineth Realm-lord.

Effect: Ignore negative modifiers to the control scores of friendly **LUMINETH REALM-LORDS** units while they are wholly within 12" of this unit.



HERO, WIZARD (1), INFANTRY

KEYWORDS

ORDER, LUMINETH REALM-LORDS, AELF, SCINARI



• LUMINETH REALM-LORDS WARSCROLL •

VANARI STARSHARD BALLISTA

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Starshard Bolts	24"	3	2+	3+	1	D3	Crit (2 Hits), Anti-MONSTER (+1 Rend)
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Crew's Arming Swords		2	3+	4+	-	1	Companion

Your Shooting Phase

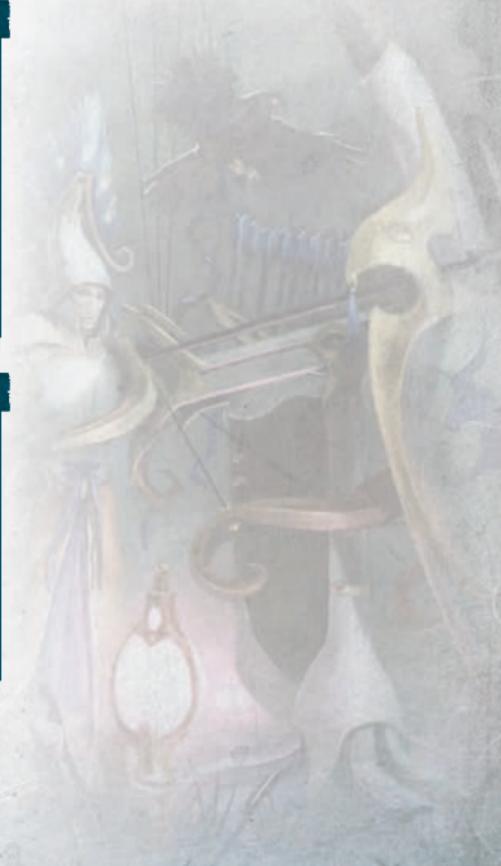
SCRYHAWKS: Scryhawks circle high above, working in unison with their Lumineth allies to coordinate firepower against distant targets.

Effect: For the rest of the turn, add 6" to the Range characteristic of this unit's **Starshard Bolts** while it is wholly within 12" of any friendly **Vanari Auralan Sentinels** units.

Once Per Battle, Your Shooting Phase

BLINDING BOLTS: A Starshard Ballista can be loaded with specialised bolts that explode with blinding light when they strike a target.

Effect: If all of this unit's shooting attacks this turn target the same enemy unit, subtract 1 from hit rolls for the target's attacks for the rest of the turn.





• LUMINETH REALM-LORDS WARSCROLL •

SCINARI ENLIGHTENER

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Crescent Staff	12"	3	3+	3+	1	D3	Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Enlightener Blade		3	3+	4+	1	2	-

Once Per Turn, Reaction: You declared the 'Speed of Hysh', 'Overwhelming Heat' or 'Ethereal Blessings' spell for this unit

RUNE OF ENTHLAI: *The Enlightener draws on the duality of this rune's power to conjure sorceries with doubled potency.*

Effect: If that spell is successfully cast, roll a dice. On a 3+, after resolving the effect of that spell, this unit can immediately cast that spell a second time using the same casting roll. Do not count the second spell towards the number of **SPELL** abilities this unit can use this turn.

6 Your Hero Phase

ETHEREAL BLESSINGS: *By focusing their will and concentrating deeply, the caster makes an ally as insubstantial as the light of the moon.*

Declare: Pick a visible friendly **LUMINETH REALM-LORDS INFANTRY** unit wholly within 18" of this unit to be the target, then make a casting roll of 2D6.

Effect: Ignore all modifiers to save rolls for the target (positive and negative) until the start of your next turn.

KEYWORDS

SPELL



KEYWORDS

HERO, WIZARD (2), INFANTRY

ORDER, LUMINETH REALM-LORDS, AELF, SCINARI



• LUMINETH REALM-LORDS WARSCROLL •

SCINARI CALLIGRAVE

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Calligrave Blade	3	3+	4+	1	2	-

Once Per Turn (Army), Reaction: You declared a **SUMMON SPELL** ability for this unit

REALMSCRIBE: *The Calligrapher traces a rune whose vast, blazing parallel simultaneously appears on the battlefield, unleashing the spell bound to it.*

Effect: Change the casting roll for that spell to a value of 8 that cannot be modified.



HERO, WIZARD (1), INFANTRY

KEYWORDS

ORDER, LUMINETH REALM-LORDS, AELF, SCINARI



• LUMINETH REALM-LORDS WARSCROLL •

SCINARI

LORESEEKER

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Eclipsian Staff	12"	3	3+	3+	1	D3	Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Loreeeker Blade		5	3+	4+	1	2	Crit (Mortal)

Deployment Phase

INDEPENDENT OPERATIVE:

Loreseekers venture deep into unknown lands, searching for esoteric knowledge and artefacts that only the Lumineth can be entrusted with.

Effect: If this unit has not been deployed, set it up anywhere on the battlefield not in combat with any enemy units. This unit has now been deployed.

Designer's Note: Enemy units that deploy after this unit can deploy in combat with it.

KEYWORDS

DEPLOY

Passive

LONE AGENT: Scinari Loreseekers employ their skills as independent operatives to great effect on the battlefield.

Effect: Add 5 to this unit's control score while it is more than 9" from all other friendly units.



HERO, WIZARD (1), INFANTRY

KEYWORDS

ORDER, LUMINETH REALM-LORDS, AELF, SCINARI



• LUMINETH REALM-LORDS WARSCROLL •

VANARI BLADELORDS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Sunmetal Blade: Perfect Strike	1	—	See below	—	—	—
Sunmetal Blade: 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 Blades**.

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.

🛡 Passive

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

Effect: While any friendly **SCINARI HEROES** are wholly within this unit's combat range, both this unit and those friendly units have **WARD (5+)**.



KEYWORDS

INFANTRY, CHAMPION

ORDER, LUMINETH REALM-LORDS, AELF, VANARI



• LUMINETH REALM-LORDS WARSCROLL •

ELLANIA AND ELLATHOR

ECLIPSIAN WARSAGES

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Blazing Sunbolt	12"	3	2+	3+	2	D3	Crit (Auto-wound)
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Altairi		5	2+	3+	1	2	-
Dianaer		2	3+	4+	1	D3	-

>Your Hero Phase

EQUAL PRODIGIES: On the battlefield, one twin will take the lead to aid their allies while the other stands guard.

Declare: Pick whether Ellania will take the lead or Ellathor will take the lead.

Effect: If Ellania takes the lead, until the start of your next turn, add 1 to this unit's power level and it has **WARD (4+)**. If Ellathor takes the lead, until the start of your next turn, add the current battle round number to the Damage characteristic of Altairi.

Your Hero Phase

TOTAL ECLIPSE: Ellania gestures towards a lunar body and causes a shadow to draw across it, distracting the foe.

Declare: Make a casting roll of 2D6.

Effect: Until the start of your next turn, the first time an enemy unit uses a command within 18" of this unit, your opponent must spend an additional command point to use that command.

KEYWORDS

SPELL

8

End of Any Turn

SUDDEN TRANSLOCATION: Should Ellathor use Altairi for too long, he will start to be overwhelmed by its arcane power and Ellania will be forced to transport him away from the battle, lest he be transformed into a creature of blazing fury.

Effect: This unit can use this ability if any enemy models were slain by it this turn. **Heal (D6)** this unit. Then, remove it from the battlefield and set it up again on the battlefield more than 9" from all enemy units. When using the 'Equal Prodigies' ability in your next turn, you must pick Ellania to take the lead.

KEYWORDS

UNIQUE, HERO, WIZARD (1), INFANTRY, WARD (5+)

ORDER, LUMINETH REALM-LORDS, AELF, SCINARI, VANARI



• LUMINETH REALM-LORDS WARSCROLL •

ALARITH STONEMAGE

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Staff of the High Peaks	3	3+	4+	1	D3	-

Any Combat Phase

STONEMAGE STANCE: A Stonemage can adopt a stance that can be emulated by nearby Stoneguard, allowing them to deliver blows with shattering force.

Declare: Pick a friendly **ALARITH AELF** unit wholly within 12" of this unit to be the target.

Effect: Roll a dice. On a 3+, add 1 to the Rend characteristic of the target's melee weapons for the rest of the turn.

7

Your Hero Phase

LIVING FISSURE: The caster touches a rocky outcrop, causing it to split apart along its entire length.

Declare: Pick a point on the battlefield within 18" of this unit to be the target, then make a casting roll of 2D6.

Effect: Draw a straight line between the target and the closest part of this unit's base. Roll a D3 for each unit (friendly and enemy) that the line passes across. On a 2+, inflict an amount of mortal damage on that unit equal to the roll.

KEYWORDS

SPELL



HERO, WIZARD (1), INFANTRY

KEYWORDS

ORDER, LUMINETH REALM-LORDS, AELF, ALARITH



• LUMINETH REALM-LORDS WARSROLL •

ALARITH STONEGUARD

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Stoneguard Hammers	2	3+	3+	1	2	-

Passive

FORTITUDE OF THE EARTH: When the Stoneguard adopt an unyielding martial stance around a site of power, even the most ferocious assaults cannot break them.

Effect: This unit has **WARD (5+)** while all of its models are contesting an objective you control.



INFANTRY, CHAMPION, STANDARD BEARER (1/5)

KEYWORDS

ORDER, LUMINETH REALM-LORDS, AELF, ALARITH



• LUMINETH REALM-LORDS WARSCROLL •

AVALENOR

THE STONEHEART KING

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Geomantic Blast	12"	1	3+	2+	2	D6	-
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Firestealer Hammers		6	3+	2+	2	4	-
Cloven Hooves		2	4+	2+	1	2	-

Passive

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of its Firestealer Hammers is 4.

Passive

STONEMAGE SYMBIOSIS: *Stonemages are able to sustain a Spirit of the Mountain.*

Effect: The 'Battle Damaged' ability has no effect on this unit while it is wholly within 12" of a friendly Alarith Stonemage.

Your Combat Phase

UNSHAKEABLE FAITH OF THE MOUNTAINS: *A Spirit of the Mountain can inspire its aelven supplicants to fight all the harder in the name of Hysh.*

Declare: Pick up to 3 different friendly ALARITH AELF units wholly within 12" of this unit to be the targets.

Effect: Add 1 to the Attacks characteristic of the targets' melee weapons for the rest of the turn.

1

Once Per Turn (Army), Any Combat Phase

UNBREAKABLE BULWARK: *Avalenor shelters his allies as he holds off waves of enemies, allowing the Lumineth to attack uninhibited.*

Declare: If this unit did not charge this turn, pick an enemy unit in combat with it to be the target.

Effect: Roll a dice. On a 2+, subtract 1 from the Rend characteristic of the target's melee weapons for the rest of the turn and add 1 to the Attacks characteristic of this unit's melee weapons for the rest of the turn.

KEYWORDS RAMPAGE

KEYWORDS

WARMASTER, UNIQUE, HERO, MONSTER, WARD (6+)

ORDER, LUMINETH REALM-LORDS, ALARITH



• LUMINETH REALM-LORDS WARSCROLL •

ALARITH SPIRIT OF THE MOUNTAIN

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Geomantic Blast	12"	1	3+	2+	2	D6	-
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Stoneheart Worldhammer		4	3+	2+	2	5	-
Cloven Hooves		2	4+	2+	1	2	-

Passive

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of its Stoneheart Worldhammer is 3.

Passive

STONEMAGE SYMBIOSIS: Stonemages are able to sustain a Spirit of the Mountain.

Effect: The 'Battle Damaged' ability has no effect on this unit while it is wholly within 12" of a friendly Alarith Stonemage.

Once Per Turn (Army), Any Combat Phase

STONEHEART SHOCKWAVE: When a Spirit of the Mountain smashes its worldhammer into the ground, it can direct the resulting shock wave at a nearby foe, hurling the enemy to its knees.

Declare: If this unit did not charge this turn, pick an enemy unit in combat with it to be the target.

Effect: Roll a dice. On a 4+, the target has STRIKE-LAST for the rest of the turn.

KEYWORDS RAMPAGE



MONSTER, WARD (6+)

KEYWORDS

ORDER, LUMINETH REALM-LORDS, ALARITH



• LUMINETH REALM-LORDS WARSCROLL •

HURAKAN WINDMAGE

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Windblast Vortex	10"	1	2+	3+	2	D3	Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Aspiragillum		2	3+	4+	1	2	-

Your Hero Phase

TRANSPORTING VORTEX: *The caster calls upon a magnanimous whirlwind to sweep up their allies and carry them to safety.*

Declare: Pick a visible friendly **LUMINETH REALM-LORDS** unit wholly within 12" of this unit and not in combat to be the target, then make a casting roll of 2D6.

Effect: Remove the target from the battlefield and set it up again on the battlefield more than 9" from all enemy units.

KEYWORDS

SPELL

7

Your Movement Phase

WINDLEAP: *Windmages often accompany Windchargers into battle, allowing the cavalry archers to perform soaring leaps right over the heads of their enemies.*

Declare: Pick a friendly **Hurakan Windchargers** unit wholly within 12" of this unit to be the target.

Effect: Roll a dice. On a 3+, add 3" to the target's Move characteristic for the rest of the turn and the target has **FLY** for the rest of the turn.



HERO, WIZARD (1), INFANTRY, FLY

KEYWORDS

ORDER, LUMINETH REALM-LORDS, AELF, HURAKAN



• LUMINETH REALM-LORDS WARSCROLL •

SEVIRETH

LORD OF THE SEVENTH WIND

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Enathrai, the Howling Death	12"	4	2+	3+	3	D3+1	Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Swirling Shards		6	2+	4+	1	1	-

• Passive

THE LIVING GALE: *The cyclonic currents surrounding Sevireth make it near impossible to target him from afar.*

Effect: This unit cannot be targeted by shooting attacks made by enemy units that are more than 9" from this unit.

• Once Per Turn (Army), Any Combat Phase

SEARING DESERT WINDS: *Sevireth is the lord of burning-hot and parching desert winds. If Sevireth whirls around a foe for long enough, only desiccated corpses are left in his wake.*

Declare: Pick up to 3 different enemy units in combat with this unit to be the targets.

Effect: Roll a D3 for each target. On a 2+, inflict an amount of mortal damage on the target equal to the roll and subtract 1 from wound rolls for the target's attacks for the rest of the turn.

KEYWORDS

RAMPAGE

• Passive

SPIRIT OF THE WIND: *A Spirit of the Wind and its disciples never remain in one place for long.*

Effect: While friendly **HURAKAN** units are wholly within 12" of this unit, they can use **SHOOT** and/or **CHARGE** abilities even if they used a **RUN** or **RETREAT** ability in the same turn and no mortal damage is inflicted on them by **RETREAT** abilities.



WARMASTER, UNIQUE, HERO, MONSTER, FLY, WARD (5+)

KEYWORDS

ORDER, LUMINETH REALM-LORDS, HURAKAN



• LUMINETH REALM-LORDS WARSCROLL •

HURAKAN WINDCHARGERS

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Windcharger Bow	12"	3	3+	4+	1	1	Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Windcharger Bow		1	3+	4+	-	1	-
Treerunner's Claws	2	5+	3+	-	1		Companion

Passive

WINDCHARGER ARROWS:

Windcharger arrows are guided to their target by aelementor winds.

Effect: Ward rolls cannot be made for damage points inflicted by this unit's shooting attacks.



CAVALRY, CHAMPION, STANDARD BEARER (1/5)

KEYWORDS

ORDER, LUMINETH REALM-LORDS, AELF, HURAKAN



• LUMINETH REALM-LORDS WARSCROLL •

HURAKAN SPIRIT OF THE WIND

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Bow of the Wind's Vengeance	12"	4	2+	3+	2	D3	Shoot in Combat, Anti-MONSTER (+1 Rend)
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Swirling Shards		6	2+	4+	1	1	-

Passive

HUNTERS OF MAJESTIC BEASTS:

With vindictive glee, wind spirits race across the battlefield in pursuit of mighty behemoths, seeking to lay them low with a well-placed shot.

Effect: The Damage characteristic of this unit's **Bow of the Wind's Vengeance** is 3 for attacks that target **MONSTERS**.

Passive

SPIRIT OF THE WIND: *A Spirit of the Wind never remains in one place for long.*

Effect: While friendly **HURAKAN** units are wholly within 12" of this unit, they can use **SHOOT** and/or **CHARGE** abilities even if they used a **RUN** or **RETREAT** ability in the same turn and no mortal damage is inflicted on them by **RETREAT** abilities.

Once Per Turn (Army), Any Combat Phase

LIVING CYCLONE: *As a Spirit of the Wind moves across the battlefield, enemies are picked up and tossed about, buffeted into each other with crushing force.*

Declare: Pick an enemy unit in combat with this unit to be the target.

Effect: Roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll, then this unit can move 6", but it must end that move in combat.

KEYWORDS

RAMPAGE

KEYWORDS

MONSTER, FLY, WARD (5+)

ORDER, LUMINETH REALM-LORDS, HURAKAN



• LUMINETH REALM-LORDS WARSCROLL •

YDRILAN RIVERBLADES

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Ythara Darts	10"	2	3+	4+	-	1	Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Ydrilan Blades		3	3+	4+	1	1	Anti-HERO (+1 Rend)

Any Combat Phase

RELENTLESS AS THE DRIVING CURRENT: An Ydrilan warrior keeps surging forwards, their movements fluid and almost impossibly fast as they embody the momentum of rushing water.

Effect: If this unit is in combat, it can move 2D6". It can pass through models in enemy units but must end that move in combat.

Your Movement Phase

TRAVEL THE WATERWAYS: The Ydrilan are able to navigate the realms' waterways in order to travel as fast as the flow of the rapids.

Effect: Remove this unit from the battlefield and set it up again on the battlefield wholly within 6" of a battlefield edge and more than 9" from all enemy units.

KEYWORDS CORE



INFANTRY, CHAMPION (1/10)

KEYWORDS

ORDER, LUMINETH REALM-LORDS, AELF, YDRILAN



• LUMINETH REALM-LORDS WARSCROLL •

HYSHIAN TWINSTONES

★ Passive

RESERVOIR OF POWER: *The Twinstones glow brighter with each spell cast, forming a reservoir from which the Lumineth can draw greater power.*

Effect: Add 1 to casting rolls for friendly **LUMINETH REALM-LORDS** units while they are wholly within 6" of this **MANIFESTATION** or are garrisoning a faction terrain feature within 3" of this **MANIFESTATION**.



MANIFESTATION, ENDLESS SPELL, WARD (6+)

KEYWORDS

ORDER, LUMINETH REALM-LORDS



• LUMINETH REALM-LORDS WARSCROLL •

RUNE OF PETRIFICATION

Any Hero Phase

TURN TO STONE: Any foes who remain too close to this hovering sigil will find their flesh hardening and turning into stone until they are nothing more than lifelike statues.

Declare: Pick each enemy unit within 6" of this **MANIFESTATION** to be the targets.

Effect: Roll a D3 for each target. On a 2+, inflict an amount of mortal damage on the target equal to the roll. If a target has 3 mortal damage inflicted on it by this ability, it has **STRIKE-LAST** for the rest of the turn.



MANIFESTATION, ENDLESS SPELL, WARD (6+)

KEYWORDS

ORDER, LUMINETH REALM-LORDS



• LUMINETH REALM-LORDS WARSCROLL •

SANCTUM OF AMYNTOK

Passive

SIGIL OF YNGRA: *The sanctum turns baleful spells and attacks into flashes of blinding light.*

Effect: While the unit that was picked to be the target of the 'Summon Sanctum of Amyntok' ability is inside the ring formed by this **MANIFESTATION**:

- That unit has **WARD (4+)**.
- If that unit is a **WIZARD**, add 1 to that unit's power level.
- Instead of measuring range or visibility to that unit, measure to this **MANIFESTATION** instead.
- This **MANIFESTATION** cannot be picked to be the target of abilities other than **BANISH** abilities.
- If that unit uses a **MOVE** ability, makes a pile-in move or is removed from the battlefield, this **MANIFESTATION** is removed from play.



MANIFESTATION, ENDLESS SPELL

KEYWORDS

ORDER, LUMINETH REALM-LORDS



• LUMINETH REALM-LORDS WARSCROLL •
SHRINE LUMINOR

The following universal terrain abilities apply to this terrain feature (Terrain, 1.2):

Cover, Impassable

Passive

SHRINE GUARDIAN: *Protected from attacks, the Shrine Guardian can move the metalith with but a fleeting thought.*

Effect: While this terrain feature has a Shrine Guardian:

- This terrain feature has a Move characteristic of 6" and can use non-command non-**CHARGE MOVE** abilities as if it were a unit.
- The Shrine Guardian cannot use **MOVE** abilities and remains on this terrain feature each time it moves.
- Instead of measuring range or visibility to the Shrine Guardian, measure to this terrain feature instead.
- All attacks that would target the Shrine Guardian target this terrain feature instead.
- If this terrain feature is destroyed, before removing it from the battlefield, inflict D3 mortal damage on the Shrine Guardian. Then, set up the Shrine Guardian on the battlefield wholly within 3" of this terrain feature and not in combat. That unit is no longer a Shrine Guardian. If it is not possible to set up the Shrine Guardian, it is slain.

Your Hero Phase

ENTER THE SHRINE: *Worthy Lumineth take up position within a Shrine Luminor to help to cleanse the realms.*

Declare: If this terrain feature does not have a Shrine Guardian, pick a friendly **LUMINETH REALM-LORDS INFANTRY HERO** within 3" of it and not in combat to be the target.

Effect: Place the target on this terrain feature. The target is now a Shrine Guardian (see 'Shrine Guardian').

Your Movement Phase

EXIT THE SHRINE: *The Guardian floats down to the battlefield to rejoin the fray.*

Effect: If this terrain feature has a Shrine Guardian that was not placed on it this turn, set up the Shrine Guardian on the battlefield wholly within 6" of this terrain feature and not in combat. That unit is no longer a Shrine Guardian.

Once Per Turn, Reaction: You declared a **SPELL** ability for a unit wholly within 12" of this terrain feature

CLEANSING RITUALS: *These shrines are instrumental to the Lumineth's efforts in purging Chaos from the Mortal Realms.*

Effect: While this terrain feature has a Shrine Guardian, you can re-roll the casting roll for that spell.

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

FACTETS 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 **FACTET OF WAR** ability. That **FACTET OF WAR** ability can be used this battle round but the other cannot.

Once Per Phase (Army), Reaction: Opponent declared an ATTACK ability

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

Used By: A friendly unit targeted by that **ATTACK** ability and that has not made a pile-in move this turn.

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

KEYWORDS **FACTET 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.

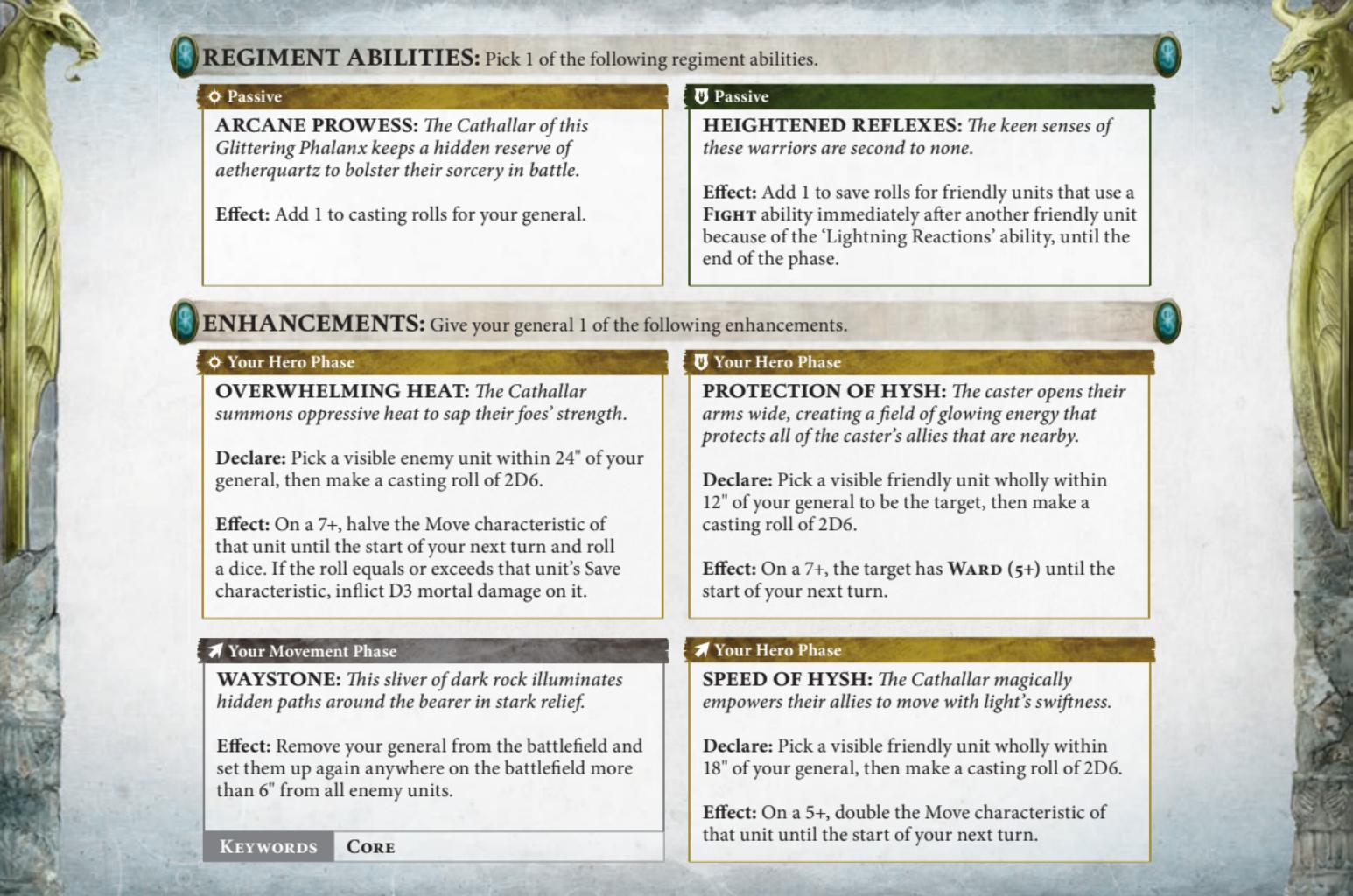
Effect: Roll a dice. On a 2+, until the start of your next turn, attacks made by that unit score critical hits on unmodified hit rolls of 5+.

KEYWORDS **FACTET 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

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.

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.



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

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



	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