

SCOURGE OF AQSHY

FACTION RULES: LUMINETH REALM-LORDS

HEROIC TRAITS

You can pick a heroic trait from this table instead of from other Heroic Traits tables available to this faction.

FACETS OF BRILLIANCE (HERO only)

Deployment Phase

SCHOLAR OF THE SIGILS: *This aelf has dedicated their life to the study of runic scripture; few are as knowledgeable as they.*

Effect: Pick 1 of the following runes and apply the corresponding effect for the rest of the battle. That rune cannot be depicted on your battle scripture for the rest of the battle.

Varinor, Rune of Strength: Add 1 to run rolls and charge rolls for this unit.

Alaithi, Rune of the Mountain: This unit has **WARD** (5+).

Ydriliqi, Rune of the River: This unit's melee weapons have **Anti-charge (+1 Rend)** and this unit's ranged weapons have **Shoot in Combat**.

Oreali, Rune of the Wind: Subtract 1 from hit rolls for combat attacks that target this unit.

Thalari, Rune of the Zenith: Add 1 to casting rolls for this unit.

Any Combat Phase

PEERLESS SWORDSMAN: *This warrior's skill with their favoured weapon is such that deflecting even the most grievous of blows is as child's play to them.*

Declare: Pick an enemy unit with a starting size of 1 that is in combat with this unit to be the target, then pick 1 of this unit's non-**Companion** melee weapons to be the **parrying blade**.

Effect: Roll a number of dice equal to the Attacks characteristic of the **parrying blade**. For each 3+, subtract 1 from the Attacks characteristic of the target's non-**Companion** melee weapons for the rest of the turn. In addition, for each 5+, inflict 1 mortal damage on the target.

KEYWORDS CORE, ATTACK, FIGHT

Once Per Battle, End of Your Turn

DISPASSIONATE SOUL: *So impassive is this aelf that they can pacify others with their mere presence.*

Effect: If this unit is in combat with an enemy **HERO**, reduce your opponent's **fury level** by X, where X is the number of unique runes depicted on your battle scripture.

FLAWLESS MANOEUVRES

Flawless Manoeuvres are unique enhancements that can be given to non-**HERO** non-**MONSTER** **LUMINETH REALM-LORDS** units. A unit can only have 1 Flawless Manoeuvre.

Enemy Movement Phase

PERFECT FOOTWORK:

These warriors can seamlessly shift their position on key sites.

Effect: If each model in this unit is contesting the same objective, this unit can move up to 6". It can move through the combat ranges of enemy units but can only end that move in combat with units it was in combat with at the start of the move. It does not have to end that move in combat. It must end that move with each of its models contesting the same objective. Then, this unit cannot use **RUN** abilities for the rest of the turn.

Enemy Combat Phase

PATIENT STRIKE:

The implacable focus of these Lumineth grants them the discipline required to wait for the enemy's inevitable misstep.

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

Effect: Roll a dice for each model in this unit that is in combat with the target. For each 4+, inflict 1 mortal damage on the target.

KEYWORDS CORE, ATTACK, FIGHT

Reaction: Opponent declared a CHARGE ability for a unit within 9" of and visible to this unit

DAZZLING PHALANX:

These warriors angle the light emitted by their sunmetal weapons to blind and disorientate the foe as they bear down upon them.

Effect: Spend 1 **rage dice**. If your opponent's **fury level** is lower than yours, they must increase their **fury level** by 1, to a maximum of 7. Then, for the rest of the turn, add 1 to wound rolls for this unit's combat attacks that target the enemy unit using that **CHARGE** ability.

SCOURGE OF AQSHY

• SCOURGE OF AQSHY WARSCROLL •

ALARITH STONEMAGE



Many are the Alarith Stonemages who journeyed to the Adamantine Chain to commune with the mountain spirits that dwell there. Having achieved true oneness with the earthbound aelementors, they are masters of geomantic and lithomantic magics.

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

Passive

ELEMENTAL ENDURANCE: *Alarith Stonemages can draw on the power of the sigils to impart a measure of their stone-like resilience to their allies.*

Effect: If this unit is picked to be a target of the 'Depict Rune' ability, for the rest of that battle round, when resolving the damage sequence for a friendly **LUMINETH REALM-LORDS** unit while it is wholly within 12" of this unit, if you spend **rage dice** as part of the 'Fight Through the Pain' ability, remove 1 damage point from that unit's damage pool on a 2+ instead of a 3+.

Your Hero Phase



EARTH'S GRIP: *Spars of rock shoot up from the ground to grasp the legs of a foe, holding them in place unless they manage to free themselves.*

Declare: Pick a visible enemy unit that has no more than 1 model and is within 18" of this unit to be the target, then make a casting roll of 2D6.

Effect: For the rest of the battle, the target is **gripped** until this unit is destroyed, the target **breaks free** or you pick a different target for this spell.

While the target is **gripped**, each time it uses a **MOVE** ability, your opponent must roll a dice as a reaction and add their **fury level** to the roll. On a 7+, the target **breaks free**. Otherwise, that **MOVE** ability has no effect.

KEYWORDS SPELL

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HERO, WIZARD (1), INFANTRY
ORDER, LUMINETH REALM-LORDS, AELF, ALARITH

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SCINARI LORESEEKER



Their search for recondite knowledge and lost relics has brought the Scinari Loreseekers to the Great Parch. The warsages are quick to recover and conceal dangerous artefacts, preventing them from falling into the wrong hands – that is, any hands other than theirs.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Eclipsian Staff Shoot in Combat	12"	3	3+	3+	1	D3

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Loreseeker Blade Crit (Mortal)	5	3+	4+	1	2

Once Per Turn (Army), Your Hero Phase

ARCANE NULLIFICATION: *Scinari Loreseekers can temporarily nullify powerful magical artefacts in order to facilitate their retrieval from the hands of less responsible beings.*

Declare: Pick a visible enemy **HERO** within 12" of this unit to be the target.

Effect: If this unit is in combat with the target, the corresponding effect below applies until the start of your next turn. Otherwise, roll a dice. On a 3+, the corresponding effect below applies until the start of your next turn:

Holder of Forbidden Treasures: If the target has an artefact of power, that artefact of power has no effect.

An Insignificant Underling: If the target does not have an artefact of power, other than the **Companion** weapon ability, weapon abilities for the target's combat attacks have no effect.

Once Per Turn (Army), End of Any Turn

LEASHED FURY: *Embracing the Tyrionic side of their training, the Loreseeker funnels the raging emotions of the Aqshian landscape into their bladecraft.*

Effect: If your opponent's **fury level** is lower than yours, they must increase their **fury level** by 1, to a maximum of 7. Then, for the rest of the turn:

- Each time this unit is picked to use the 'Eruption of Fury' ability, if you spend 1 **rage dice** as part of that ability, it counts as 3 **rage dice**.
- This unit can be picked to use the 'Eruption of Fury' ability even if you have already used it this turn.

KEYWORDS

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