

1st Battalion

Mage Priest [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf) Surge (8) Special Rules: <i>Crushing Strength(1), Individual, Inspiring, Yielding, Fuel for the Fire</i> Traits: <i>Spellcaster</i>	5	4+	-	5+	1	1	12	2	[125] [30]

Z'akke [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf) Fireball (6) Bane Chant (2) Special Rules: <i>Individual, Inspiring, Fuel for the Fire, Elemental Spark, Conflagration of Pain</i> Traits: <i>Spellcaster</i>	5	4+	-	5+	1	D6	13	2	[180] [0] [0]

Ghekkotah Warriors	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment Special Rules: <i>Pathfinder, Vicious(Combat)</i> Traits: <i>Ghekkotah</i>	6	5+	-	3+	2	12	14	2	[80]
Core Inf Regiment Special Rules: <i>Pathfinder, Vicious(Combat)</i> Traits: <i>Ghekkotah</i>	6	5+	-	3+	2	12	14	2	[80]

Ember Sprites	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Lrg Inf Troop Embersparks (12") Special Rules: <i>Fearless, Height(1), Shambling, Vicious</i> Traits: <i>Elemental</i>	6	5+	5+	3+	1	7	11	1	[75]
Core (Aux) Lrg Inf Troop Embersparks (12") Special Rules: <i>Fearless, Height(1), Shambling, Vicious</i> Traits: <i>Elemental</i>	6	5+	5+	3+	1	7	11	1	[75]

Kaisenor Lancers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Cav Regiment Special Rules: <i>Crushing Strength(1), Thunderous Charge(1)</i> Traits: <i>Flamebound</i>	8	4+	-	5+	2	20	16	3	[185]
Core Cav Regiment Special Rules: <i>Crushing Strength(1), Thunderous Charge(1)</i> Traits: <i>Flamebound</i>	8	4+	-	5+	2	20	16	3	[185]

Ceremonial Guard	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Hvy Inf Horde Special Rules: <i>Crushing Strength(1), Headstrong, Phalanx</i> Traits: <i>Flamebound</i>	5	4+	-	5+	4	30	24	2	[245]
Specialist Hvy Inf Horde Special Rules: <i>Crushing Strength(1), Headstrong, Phalanx</i> Traits: <i>Flamebound</i>	5	4+	-	5+	4	30	24	2	[245]

Fire Elementals	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Regiment Special Rules: <i>Crushing Strength(2), Fearless, Shambling, Vicious(Combat)</i> Traits: <i>Elemental</i>	6	3+	-	5+	2	16	17	3	[205]

Rhinosaur Cavalry	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Lrg Cav Regiment Blessing of the Gods Special Rules: <i>Brutal(1), Crushing Strength(1), Fearless, Thunderous Charge(2), Elite</i>	7	3+	-	5+	2	18	18	4	[260] [25]

Phoenix [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Ti Firesparks (18", Att: 10) Special Rules: <i>Crushing Strength(1), Fly, Radiance of Life, Regeneration(4+)</i> Traits: <i>Elemental</i>	8	3+	4+	3+	2	3	17	5	[180]
Support Ti Firesparks (18", Att: 10) Special Rules: <i>Crushing Strength(1), Fly, Radiance of Life, Regeneration(4+)</i> Traits: <i>Elemental</i>	8	3+	4+	3+	2	3	17	5	[180]

Total Units: 14
Total Points: 2300

Total Unit Strength: 28

Command Order	Target	Description
Cleansing Flame	4	Units with the Flamebound Trait only. The unit gains the Fireball (n+2) ranged spell attack this turn,

where n is the number of successful dice rolled to issue this order.

Shield of Kthorlaq	4	This order requires two dice to be successful to be issued. The unit gains +1 De to a maximum of 6+ until the start of its next Turn.
Will of the Ancients	4	The unit cannot Charge this Turn, but gains +1 Sp.
Rekindle	3	Units with the Flamebound Trait only. The unit gains Lifeleech (+n), where n is the number of successful dice rolled to issue this order.

Special Rule	Description
Brutal (n)	When testing the Nerve of an enemy unit in Combat with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use. Both cannot be applied against the same unit at the same time.
Conflagration of Pain	Z'akke's Fireball attack has the Piercing (1) special rule.
Crushing Strength (n)	All hits caused by attacks from this unit in Combat have a (+n) modifier when rolling to damage. For example: when rolling to damage in Combat with an attack that has Crushing Strength (1), a roll of 4 would become a roll of 5.
Elemental Spark	For each friendly unit with the Elemental Trait within 6" of Z'akke, increase the amount of dice rolled with non-Arcane Library spells by one, to a maximum bonus of two.
Elite	Whenever the unit rolls to hit, it re-rolls all dice that score a natural, unmodified 1. Elite may specify which phase it is limited to: e.g. Elite (Ranged) means the rule applies only in the Ranged Phase.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
Fly	When executing an order other than Withdraw!, the unit can move and pivot over anything (Blocking Terrain, enemy units, friendly units when charging, etc.), as long as the flying unit's entire Movement Order ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it starts or ends the move within or touching them.
Fuel for the Fire	While within 6" of a friendly unit with the Flamebound Trait, Z'akke has the Elite (Ranged) special rule for any non-Arcane Library spells he casts.
Headstrong	If a unit with this rule begins its Turn Wavering, roll a die before declaring a Movement order (including Halt!) for this unit. On a 4+ it shrugs off the effects of Wavering – remove the Wavering status from the unit.
Height (n)	If a unit is a different height from the standard of its unit type (see chart on page 12), its height is the number given in this special rule as (n).
Individual	This rule is explained on page 42.
Inspiring	If this unit, or any friendly unit within 6" of this unit, suffers a Wavering or Rout result (including when attempting to Withdraw!), that Nerve test must be rerolled. The second result stands. Note that a unit may also have a qualifier for its Inspiring rule. In this case the unit will only Inspire itself and the unit(s) specified.
Pathfinder	The unit may move At The Double! through Difficult Terrain as though it were Open Terrain.
Phalanx	Cavalry, Large Cavalry, and units with the Fly special rule that Charge this unit's front are Hindered.
Radiance of Life	In the Movement Phase, after this unit has completed its order, this unit (regardless of any qualifier) and all friendly units within 6" of this unit remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn.
Regeneration (n)	Once per Turn, immediately before resolving the unit's Movement order, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered.
Shambling	The unit cannot be given an At the Double! movement order. In addition, it can only make a single pivot as part of an Advance! movement order instead of two.
Thunderous Charge (n)	If the unit has made a Charge! into Combat this Turn, all hits inflicted in Combat by this unit have a (+n) modifier when rolling to damage. This bonus is in addition to the unit's Crushing Strength (if any). However, the unit loses this bonus when Hindered.
Vicious	Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase.
Yielding	Both friendly and enemy units can always choose to ignore this unit, just as if it was not there, when moving and shooting (even if Engaged with it). They must however still end their Movement Order clear of this unit. It is assumed that the Yielding unit moves aside and lets the enemy pass by before returning to its position. If your unit(s) Routs a Yielding unit and chooses to move Forward!, and this random movement would bring them into contact with another enemy unit, treat this as a successful Charge against the facing that your unit(s) started its Forward! move in (if

possible, otherwise against the facing contacted). If the Forward! move took your unit(s) over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing Combat as normal.

Spell	Description
Bane Chant Range: 12" Friendly, CC	If any hits are scored, instead of causing damage, for the rest of the Turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.
Fireball Range: 12" Magical Missile	Blast (D3), Shattering (1).
Surge Range: 12" Friendly, Shambling only	For each hit scored, instead of causing damage, the friendly Shambling unit moves straight forward a full inch (stopping in contact with friendly units and Blocking Terrain). If applicable, the Fly special rule is not in effect for this movement. This spell has no effect on units with Speed 0. If this movement brings the target unit into contact with an enemy unit treat this as a successful Charge against the enemy facing that the unit contacted. If a corner is contacted, use the arc that the unit was in before it started its Surge move. If there is not enough space for your unit to physically move into contact with the enemy unit contacted by moving as described in the Moving Chargers section on page 18 then the target unit stops in contact with, but not Engaged with, the enemy unit. If it brings the target unit into contact with more than one enemy unit simultaneously then the player whose turn it is chooses which unit is being charged. If it turns out there is not enough space to physically move into contact as described above you can choose a different target from the enemy units you made contact with. If it turns out you cannot physically move into contact with any of the enemy units then the target unit stops in contact with, but not Engaged with, the enemy units. If the Surge move took the target unit over an Obstacle or through Difficult Terrain, then it will be Hindered in the following Combat phase.. Note that the charged unit will not take any Nerve tests for any damage it might have taken in this Ranged Phase. Note that a unit cannot be the target of a Surge in the same Turn in which it has been ordered to Withdraw!

Artefact	Description
Blessing of the Gods	The unit gains the Elite special rule.