



# FACTION RULES

## BATTLE TRAITS

Lumineth Realm-lords armies can use the following abilities:

Once Per Battle Round (Army), Start of Battle Round

**DEPICT RUNE:** *The Lumineth magically inscribe runes of power into the lands themselves to enhance their armies and heal the realms of Chaos corruption.*

**Effect:** Pick 1 of the following runes to depict on your **battle scripture**. The effect and conditional **enhanced** effects of that rune last for the rest of the battle round. Each rune remains on your **battle scripture** for the rest of the battle or until it is removed or replaced by another ability.



**Varinor, Rune of Strength:** Pick up to 2 friendly **LUMINETH REALM-LORDS** units for each instance of this rune depicted on your **battle scripture** to be the targets. Add 1 to run rolls and charge rolls for each target. In addition, the following **enhanced** effects apply:

- While **Ydriliqi, Rune of the River** is depicted on your **battle scripture**, add 1 to wound rolls for each target's combat attacks.
- While **Oreali, Rune of the Wind** is depicted on your **battle scripture**, each target can use **Speed** and/or **Charge** abilities even if it used a **RETREAT** ability in the same turn.



**Alaithe, Rune of the Mountain:** Pick up to 2 friendly **LUMINETH REALM-LORDS** units for each instance of this rune depicted on your **battle scripture** to be the targets. Each target has **WARD** (5+). In addition, the following **enhanced** effects apply:

- While **Varinor, Rune of Strength** is depicted on your **battle scripture**, the targets' melee weapons have **Anti-charge** (+1 Rond.)
- While **Ydriliqi, Rune of the River** is depicted on your **battle scripture**, subtract 1 from wound rolls for attacks made by enemy units while they are in combat with any of the targets.



**Ydriliqi, Rune of the River:** Pick up to 2 friendly **LUMINETH REALM-LORDS** units for each instance of this rune depicted on your **battle scripture** to be the targets. Subtract 2 from charge rolls for enemy units while they are within 12" of any of the targets. In addition, the following **enhanced** effects apply:

- While **Alaithi, Rune of the Mountain** is depicted on your **battle scripture**, ignore negative modifiers to hit rolls and wound rolls for attacks made by the targets.
- If **Oreali, Rune of the Wind** is depicted on your **battle scripture**, each target can immediately move up to 3". They can pass through the combat ranges of enemy units and can end that move in combat.



**Oreali, Rune of the Wind:** Pick up to 2 friendly **LUMINETH REALM-LORDS** units for each instance of this rune depicted on your **battle scripture** to be the targets. Subtract 1 from hit rolls for attacks made by enemy units while they are in combat with any of the targets. In addition, the following **enhanced** effects apply:

- While **Varinor, Rune of Strength** is depicted on your **battle scripture**, add 4" to each target's Move characteristic.
- While **Alaithi, Rune of the Mountain** is depicted on your **battle scripture**, add 5 to each target's control score.



**Thalari, Rune of the Zenith:** Add 2 to casting rolls for friendly **LUMINETH REALM-LORDS** units. In addition, if you have 4 or more unique runes depicted on your **battle scripture**, add 4" to the Move characteristic of friendly **LUMINETH REALM-LORDS** units and friendly **LUMINETH REALM-LORDS** units' attacks score critical hits on unmodified hit rolls of 5+.

**Designer's Note:** We recommend noting the runes you have inscribed in each battle round on a piece of paper to keep track of which are currently depicted on your **battle scripture**. Feel free to note them by type (Strength, River, Mountain etc.), by initial (each has a different first letter) or, if you are feeling particularly adventurous, you can try your hand at aelven calligraphy and learn to draw each rune!

## 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.

### WARHOST OF DUALITY

✖ Passive

**STRIKE AS ONE:** Symmetry is fundamental to aelven nature and culture. These warriors exemplify the concept, fighting in awe-inspiring synchrony.

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

### AELEMENTOR GUARDIANS

➊ Once Per Turn (Army), Any Hero Phase

**ANCIENT SPIRITS:** The aelementor spirits that accompany this host are venerable indeed. They have weathered the march of aeons; they will not yield to the petty aggression of short-lived mortals.

**Declare:** Pick a friendly **LUMINETH REALM-LORDS MONSTER** to be the target.

**Effect:** For the rest of the turn, ignore the first damage point that would be allocated to each visible friendly **LUMINETH REALM-LORDS** unit in each phase while it is wholly within 12" of the target.

### PILGRIMS OF HAIXIAH

↗ Passive

**TRICK OF THE LIGHT:** These Lumineth have journeyed to the far reaches of Hysh. The wild magic of that region has found purchase in them, occasionally surrounding them with prismatic distortions and mirages that confuse nearby foes as to their precise location.

**Effect:** Friendly **LUMINETH REALM-LORDS** units can use the 'Power Through' command even if they have not charged this turn.

### SCINARI COUNCIL

ⓧ Passive

**ARCANE FOCUS:** The Scinari mages in this host have collectively dedicated their lives to studying the magics of the realms.

**Effect:** **SPELL** abilities from the Lore of Hysh or the Lore of the Awakened Realms used by friendly **LUMINETH REALM-LORDS WIZARDS** have the **UNLIMITED** keyword. However, you cannot pick the same unit to be the target of the same **SPELL** ability in the same turn.



## HEROIC TRAITS

### FACETS OF BRILLIANCE (HERO only)

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

**MASTERFUL TACTICIAN:** This shrewd commander has a crystal-clear understanding of the flow of battle, knowing precisely when to direct their warriors to bolster a weak point in their line or exploit one in that of the enemy.

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

#### Start of Battle Round

**ACOLYTE OF THE RUNES:** This aelf regularly meditates upon the aelven runic scripture. Over time, they have become particularly sensitive to the sigils' power.

**Declare:** Pick a friendly LUMINETH REALM-LORDS HERO wholly within 12" of this unit to be the target.

**Effect:** That HERO can be picked as an additional target the next time you use the 'Depict Rune' ability.

#### Deployment Phase

**FLAWLESS COMMANDER:** This aelf has dedicated their life to mastering battlefield manoeuvres. Infantry formations that march under their banner operate in perfect unison, swiftly making way for each other and allowing them to advance with awe-inspiring discipline.

**Declare:** Pick up to 3 visible friendly LUMINETH REALM-LORDS INFANTRY units wholly within 18" of this unit to be the targets.

**Effect:** Each target can use the 'Normal Move' ability as if it were your movement phase.



## ARTEFACTS OF POWER

### HEIRLOOMS OF HYSH (HERO only)

#### Passive

**PHOENIX STONE:** This ancient crystal, at once hot and cold to the touch, shatters just as the bearer's anima is about to flee their body, releasing swirling flames that reknit flesh rather than burn, granting the bearer a precious second chance to fulfil their destiny.

**Effect:** The first time 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 (D3) this unit.

#### Passive

**SILVER WAND:** This slender wand, unassuming in its delicate grace and simplicity, is covered with finely engraved, winding Lumineth runes. It is imbued with the quiet dignity of the one who crafted it, a power that can be channelled by the bearer to dispel wild outbursts of enemy magics and focus their own spellweaving.

**Effect:** If this unit is not a WIZARD, it can use the 'Unbind' ability as if it had WIZARD (1). Otherwise, add 1 to casting rolls for this unit.

#### 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. Its use requires exceptional discipline or stillness of the mind, for what one thinks one desires is ever elusive – often perilously so.

**Effect:** Remove this unit from the battlefield and set it up again wholly within friendly territory and more than 9" from all enemy units.

# MANIFESTATION LORE

## MANIFESTATIONS OF HYSH

• Your Hero Phase

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

6

**Declare:** If there is not a friendly Hyshian Twinstones 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 18" of the caster and visible to them.

**KEYWORDS** SPELL, SUMMON

• Your Hero Phase

**SUMMON RUNE OF PETRIFICATION:**  
The caster conjures a hovering sigil formed from the very crust of the realm.

7

**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 12" of the caster and visible to them.

**KEYWORD** SPELL, SUMMON

• Your Hero Phase

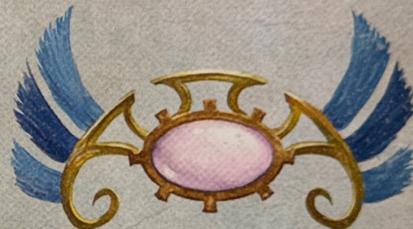
**SUMMON SANCTUM OF AMYNTOK:**  
Triple manifestations of the rune Yngra form a protective barrier around the summoner.

7

**Declare:** If there is not a friendly Sanctum of Amyntok 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 Sanctum of Amyntok wholly within 12" of the caster and more than 3" from all enemy units. A Sanctum of Amyntok has 3 parts that must be set up touching each other so that they form a ring.

**KEYWORD** SPELL, SUMMON



## SPELL LORES

## LORE OF HYSH

6

Your Hero Phase

**BEACON OF HYSH:** *The caster imbues allies with an aura of brilliance that blinds their opponents.*

**Declare:** Pick a friendly LUMINETH REALM-LORDS WIZARD to cast this spell, pick a visible friendly non-MONSTER LUMINETH REALM-LORDS unit wholly with 12" of them to be the target, then make a casting roll of 2D6.

**Effect:** Until the start of your next turn, if the unmodified hit roll for an attack that targets that friendly unit is 1-3, the attack fails and the attack sequence ends.

KEYWORDS

SPELL, UNLIMITED

Your Hero Phase

**OVERWHELMING HEAT:** *The caster summons the searing light and oppressive heat of the Hyshian deserts to sap their foes' strength and inflict them with crippling thirst.*

**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

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Your Hero Phase

**PIERCING REFRACTION:** *The caster looses a thin, burning ray of light that leaps between a group of foes in a dazzling series of perfectly straight beams, scorching minute holes through them that can prove instantly lethal.*

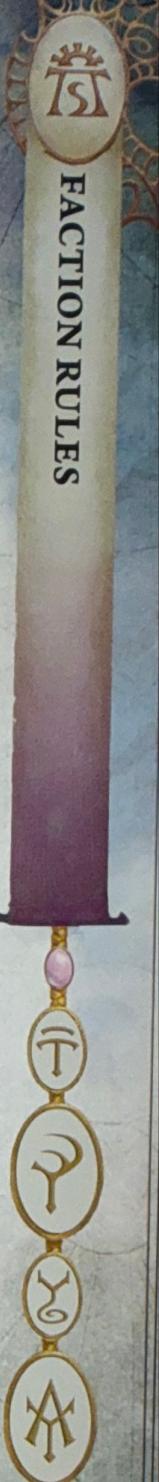
**Declare:** Pick a friendly LUMINETH REALM-LORDS WIZARD to cast this spell, pick a visible enemy unit within 18" of them to be the target, then make a casting roll of 2D6.

**Effect:** Roll a dice for each model in the target unit. For each 5+, inflict 1 mortal damage on the target.

KEYWORDS

SPELL

7



## LORE OF THE AWAKENED REALMS

### >Your Hero Phase

**FOCUSED EROSION:** *The caster calls upon nearby spirits of wind, water and stone, which work together to assail the weapons of the foe in a sentient storm that dulls blades and spoils ammunition.*

**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:** Subtract 1 from the Rend characteristic of the target's weapons until the start of your next turn.

**KEYWORDS** SPELL, UNLIMITED

### Your Hero Phase

**ELEMENTAL PUSH:** *Carried upon a shifting patch of earth or sped by a benevolent zephyr, a group of Lumineth are carried to a more advantageous position by the spirits of the land.*

**Declare:** Pick a friendly LUMINETH REALM-LORDS WIZARD to cast this spell, pick a visible friendly LUMINETH REALM-LORDS unit wholly within 12" of them that was not set up this turn to be the target, then make a casting roll of 2D6. Subtract 1 from the roll if the target is in combat.

**Effect:** The target can move up to 5". It can pass through the combat ranges of enemy units but cannot end that move in combat.

**KEYWORDS** SPELL

6

### Your Hero Phase

**REALMSHIELD:** *Whether buffeting air spirits that hinder incoming attacks or minor earth elementals that move to obstruct the Lumineth's foes, the land around the caster is stirred to provide protection to the aelves.*

**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

7

Kythesske stepped quietly through the vault gates. They had opened willingly for the Shardspeaker, held wide by their guardians moments before their hearts had burst in ecstatic rapture. They had thought to conceal this place, the Hyshians, but there was nothing beyond her reach, no atrocity she would not commit in service of her goals.

Within was the artefact she sought. An old reflecting plate from a time of aelven woe. Her divinations of the mists had shown it to be a vessel of depraved power, and she desired it fervently. Its capacity to cause pain and trauma to her hated foes made it a worthy pursuit.

At first there was darkness inside the vault that, for a moment, for a moment, Kythesske's keen eyes failed to penetrate.

'What you seek is not what you shall find here...' uttered a solemn, resonant voice.

Kythesske's expression twisted with cruel glee as a flickering lash manifested in her hand.

A figure stepped barefoot out of the shadows, a gossamer veil shrouding her face and a silver chalice held in her outstretched hands. Darkness writhed in that shining vessel, and it seemed to reach for the Shardspeaker. It gave her the briefest pause before her preening arrogance reasserted itself.

'I shall acquaint you with pain, aelf,' she hissed, a lascivious smile curling her lip.

Yet as she raised the lash to strike, Kythesske was filled with a sudden and profound ennui. Her efforts at ascendancy, her many schemes and desires: all felt worthless and destined to remain unfulfilled. Nothing mattered. Even this, here and now, was another pointless ploy.

Her spell evaporated to perfumed aether. The artefact forgotten, Kythesske sank to her knees. Her staff fell from slackened fingers.

Darkness encroached, heavy as a chain mantle. It coalesced into an abject void, a hollowing blackness of the spirit that drank in all will, all desire, and made it null.

Cold fingers like slivers of ice touched her forehead and it took all of Kythesske's fading resolve to regard that darkness.

'There is nothing for you here,' uttered the Cathallar, looking down at her. 'Only despair.'



One of the most powerful sorcerers in all the cosmos, Teclis is rightly known as the Mage God by his worshippers. When his power is joined to that of the Hyshian moon-spirit Celennar, entire armies can be annihilated through his divine spellcraft.



## LUMINETH REALM-LORDS WARSCROLL •

# ARCHMAGE TECLIS AND CELENNAR, SPIRIT OF HYSH

	RANGED WEAPONS	Rng	Atk	Hd	Wnd	Rnd	Dmg
	Lunar Staff	12"	1	2+	2+	2	D3+3
	MELEE WEAPONS	Atk	Hd	Wnd	Rnd	Dmg	
	Sword of Teclis Crit (Mortal)	2	3+	3+	2	D3	
◆	Celennar's Moonbright Talons Companion	5	3+	3+	2	3	

### 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

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

In addition, this unit can use **SPELL** abilities from the Lore of Hysh, the Lore of the Awakened Realms and the warscrolls of all friendly LUMINETH REALM-LORDS WIZARDS on the battlefield.

### Once Per Turn, Your Hero Phase

**ARCHMAGE:** Teclis's knowledge of magic is such that weaving spells and denying the efforts of enemy mystics comes to him as easily as breathing.

**Effect:** Pick 1 of the following:

**Magical Supremacy:** Instead of making a casting roll for the next **SPELL** ability used by this unit this turn, you can use a value of 12 for the roll that cannot be modified.

**Drain Power:** Pick a visible enemy WIZARD or PRIEST within 18" of this unit to be the target. Subtract 1 from the target's power level, to a minimum of 0, until the start of your next turn.

### Your Hero Phase

#### THE LIGHT OF TRUTH

**Annihilating beams of white light lance forth from Teclis's brow, effortlessly scything through the ranks of the foe.**

**Declare:** Pick any number of different visible enemy units within 18" of this unit to be the targets, then make a casting roll of D6.

**Effect:** Inflict D3 mortal damage on each target.

### KEYWORDS SPELL

### Once Per Battle (Army), Start of Battle Round

#### DISCS OF THE AELEMENTIRI

**AELEMENTIRI:** These sacred artefacts are a vital component of the Mage God's deep connection with the elements of the Hysh-Mhensa. Their innate magic allows Lumineth to draw more readily upon the power of their own runic scripts.

**Declare:** You cannot use this ability in the first battle round.

**Effect:** Depict a rune of your choice on your **battle scripture**.

**Designer's Note:** This allows you to have that rune depicted earlier in the **battle scripture** for the purposes of other abilities. Do not resolve the effect of the 'Depict Rune' ability as part of this ability.

*There is a smaller diamond on the battle scripture diagram in the Rules Reference where you can record this extra rune.*

### KEYWORDS

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

ORDER, LUMINETH REALM-LORDS, AELF

• LUMINETH REALM-LORDS WARSCROLL •  
**ELLANIA AND ELLATHOR**  
 ECLIPSIAN WARSAGES



Though the young prodigies Ellania and Ellathor may lack experience, they make up for it in raw excellence. These twins have proved themselves champions of the aciven race on multiple occasions, and wielding the gifts of their godly patrons, they are a true force to be reckoned with.

	RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Blazing Sunbolt Crit (Auto-wound)		12"	3	3+	3+	1	D3
	MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg
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 leads or Ellathor leads.

**Effect:** If Ellania leads, until the start of your next turn, add 1 to this unit's power level and it has **WARD** (4+).

If Ellathor leads, until the start of your next turn, add the current battle round number to the Damage characteristic of Altairi.

• End of Any Turn

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

**Declare:** This unit can only use this ability if any enemy models were slain this turn by this unit's combat attacks.

**Effect:** 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.

• 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 within 18" of this unit uses a command, unless your opponent spends 1 additional command point, the command has no effect, it still counts as having been used and the command points spent to use the command are still lost.

**KEYWORDS** SPELL

**KEYWORDS** UNIQUE, HERO, WIZARD (1), INFANTRY, WARD (5+)  
ORDER, LUMINETH REALM-LORDS, AELF, SCINARI, VANARI

• LUMINETH REALM-LORDS WARSCROLL •  
**THE LIGHT OF ELTHARION**



A legendary ancestor of the Lumineth race, the Light of Eltharion is a puissant warrior who has become one with the energies of Hysh. To face him is to face the power of light itself made manifest, and few have survived an encounter with his grim, enchanted blades.

	RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Searing Darts of Light Shoot in Combat		12"	3	2+	3+	2	D3
	MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg
Fangsword of Eltharion Crit (2 Hits)			5	2+	3+	3	3
Celennari Blade Anti-HERO (+1 Rend), Anti-MONSTER (+1 Rend)			2	2+	3+	1	3

• 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 combat attacks.

• Any Combat Phase

**VALOROUS INTERVENTION:** The Light of Eltharion manifests alongside his allies in their time of greatest need.

**Declare:** This unit cannot use this ability if it is in combat. Pick a friendly unit that is in combat to be the target.

**Effect:** Remove this unit from the battlefield and set it up again within 1" of the target and in combat.



**KEYWORDS** UNIQUE, HERO, INFANTRY, WARD (4+)  
ORDER, LUMINETH REALM-LORDS, AELF

• LUMINETH REALM-LORDS WARSROLL •  
**LYRIOR UTHRALLE**  
WARDEN OF YMETRICA



A storied hero of Ymetrica, Lyrior Uthralle commands with the confidence and skill of a born champion. Though deeply scarred by a past tragedy, he is determined to defend his beloved realm, and countless foes have met their demise upon the tip of his fabled lance, Daemonbane.

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

◆ Passive

**CHAMPION OF THE LORD PHOENIX:** As a member of Tyrion's inner circle, Lyrior has led countless armies to victory in the name of the Lord Phoenix and inspires all those around him as a result.

**Effect:** While a visible friendly VANARI unit is wholly within 12" of this unit:

- You are treated as having 1 additional instance of Varinor, Rune of Strength depicted on your battle scripture for the purposes of the abilities on that unit's warscroll.
- If that unit is picked to be a target of the 'Depict Rune' ability, you can apply the enhanced effects of that ability to that unit as if you had an instance of Varinor, Rune of Strength depicted on your battle scripture.

◆ Your Hero Phase

**FOCUSED FURY:** Lyrior channels his anger and the aetherquartz within his master-crafted panoply responds, imbuing him with the speed of Hysh.

**Declare:** Make a casting roll of 2D6. Add 2 to the roll if this unit is in combat.

**Effect:** This unit has STRIKE-FIRST for the rest of the turn.

**KEYWORDS** SPELL

**KEYWORDS** UNIQUE, HERO, WIZARD (1), CAVALRY  
ORDER, LUMINETH REALM-LORDS, AELF, VANARI

• LUMINETH REALM-LORDS WARSROLL •  
**VANARI LORD REGENT**  
ON LIGHTCOURSER



Mounted upon swift lightcoursers, Lord Regents are representatives of Tyrion himself. In battle, they glow with the power of the refined aetherquartz worked into their wargear, bolstering those around them through word and deed alike.

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

**LEAD THE CHARGE:** Mounted Lord Regents are not passive tacticians who command from positions of safety; they are bold tacticians who lead from the front, inspiring courage in those around them.

**Effect:** You can re-roll charge rolls for friendly LUMINETH REALM-LORDS units while they are wholly within 6" of this unit.

◆ 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 hit rolls for this unit's attacks and subtract 1 from hit rolls for attacks that target this unit.



**KEYWORDS** HERO, CAVALRY  
ORDER, LUMINETH REALM-LORDS, AELF, VANARI

• LUMINETH REALM-LORDS WARSROLL •

## VANARI LORD REGENT



Amidst the ranks of the Lumineth infantry, Vanari Lord Regents on foot are a powerful and inspiring presence. Under their astute leadership, Auran Wardens adopt near inviolable shieldwalls to impede the enemy, blunting their assault in readiness for a swift counter-attack.

### MELEE WEAPONS

	Atk	Hit	Wnd	Rnd	Dmg
Regent's Sword	5	3+	4+	1	2
Crit (Mortal)					

### Passive

**SHINING EXAMPLE:** *The inspiring words and deeds of the Vanari Lord Regent instil a determination in their warriors never to yield.*

**Effect:** Each time a friendly LUMINETH REALM-LORDS unit wholly within 12" of this unit uses the 'Rally' command, you can make 3 additional rally rolls of D6.

### Once Per Turn (Army), Army Combat

**WALL OF BLADES:** *The Vanari Lord Regent is a master of anticipating where the enemy will strike and preparing their warriors accordingly.*

**Declare:** Pick a friendly Vanari Aarlen Wardens unit wholly within 12" of this unit to be the wall of blades. Then, pick an enemy unit in combat with the wall of blades to be the target.

**Effect:** Roll a dice for each model in the wall of blades that is within 3" of the target. For each 5+, inflict 1 mortal damage on the target.



### KEYWORDS

HERO, INFANTRY

ORDER, LUMINETH REALM-LORDS, AELF, VANARI

The earth shook from the pounding of hooves, and the air quivered with a ululating chorus.

'Stand ready,' called Ullrillien as he calmly regarded the horde bearing down on his Wardens. The aelven ranks raised their shieldwall, the Lord Regent standing amongst them.

Faces painted with darkling sigils, carven oathstones strung to their belts and furred skins draped over muscular bodies, the barbarians had cut a swathe through southern Xintil. Many colonists had been slain as well as a handful of aelves caught unawares.

That ended now.

Their war cries grew louder; the ground thundered heavier. Ullrillien could see the madness in their eyes, the desire to pillage and slaughter.

Brandished swords and axes flashed as they charged across the plain.

Ullrillien gave the signal.

A flight of arrows arced down from either flank as the Sentinels came forward from their hidden positions in the long grass. Many barbarians fell from their saddles, pierced by feathered shafts. Undaunted, the horsemen pressed on.

A second volley of arrows took flight, seconds before the barbarians struck. At the same exact moment, the Wardens levelled their pikes. Horses and fur-clad bodies hit the shieldwall or were impaled on outthrust sunmetal. Their bellows of agony and fear were a sharp counterpoint to their earlier bellicosity.

Ullrillien saw the barbarian chieftain bull his way through the Lumineth defence, cutting down an aelf with his axe. His longsword already slick with the foe's blood, Ullrillien called out to the chieftain.

'Here, cur! Face me!'

Eagerly amidst the melee, the chieftain drove at the Lord Regent. Roaring to his callous gods, he hacked at Ullrillien but the aelf stepped aside and carved a bloody furrow in mount and rider both as he swung his longsword two-handed. The chieftain and his horse collapsed in a sundered heap.

The horde's resolve broke soon after and they were struck down by pikes and arrows.

As the battle clamour faded, Ullrillien cleaned and sheathed his sword.

And the earth fell still and the breeze whispered softly in the air.



FLOW IN BATTLE LIKE THE RIVER

• LUMINETH REALM-LORDS WARSCROLL •  
SCINARI ENLIGHTENER



Scinari Enlighteners are amongst the pre-eminent battlemages of Lumineth society. They are experts in conjuring blinding light, searing beams and abjurations of banishment, and they use powerful runes to redouble the effects of their spellcraft.

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

Once Per Turn (Army), Reaction: You declared an UNLIMITED SPELL ability 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 4+, 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.

7 Your Hero Phase

**CLARITY OF THOUGHT:** Meditating upon the purity of Hysh, the Enlightener dispels all doubt and distraction from the minds of allies, granting them clarity of thought and deed that allows them to perceive and avoid the worst attacks of the enemy.

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

**Effect:** Until the start of your next turn, attacks that target that friendly unit cannot score critical hits (treat them as regular hits instead).

**KEYWORDS** SPELL, UNLIMITED

KEYWORDS

HERO, WIZARD (2), INFANTRY

ORDER, LUMINETH REALM-LORDS, AELF, SCINARI

• LUMINETH REALM-LORDS WARSCROLL •  
SCINARI LORESEEKER



Scinari Loreseekers are Eclipsians, souls with the potential to achieve true harmony between their Teclian and Ulthuan aspects. These wargards find great power in this, and they scour the realms for esoteric knowledge and artefacts that only the Lumineth can be entrusted with.

	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 Battle (Army), Deployment Phase

**INDEPENDENT OPERATIVE:** Loreseekers venture deep into unfamiliar lands searching for arcane artefacts and are adept at operating on their own without support.

**Effect:** Remove this unit from the battlefield and set it up again on the battlefield more than 3" from all enemy units.

Once Per Battle (Army), Your Movement Phase

**ARCANE DISCOVERY:** Scinari Loreseekers study all aspects of the realms to uncover hidden founts of power.

**Declare:** Pick a non-FACTION TERRAIN terrain feature within 3" of this unit to be the target.

**Effect:** For the rest of the battle, add 1 to casting rolls for units (friendly and enemy) while they are within 3" of the target.



KEYWORDS

HERO, WIZARD (1), INFANTRY

ORDER, LUMINETH REALM-LORDS, AELF, SCINARI

• LUMINETH REALM-LORDS WARSCROLL •

## SCINARI CALLIGRAVE



With the stroke of a brush, a Scinari Calligrafe can alter reality. The runes they paint upon their enchanted parchments sympathetically appear the battlefield, unleashing the power of the elements.

### MELEE WEAPONS

	Atk	Hit	Wnd	Rnd	Dmg
Calligrafe Blade	3	3+	4+	1	2

Once Per Battle (Army), Reaction: You declared the 'Depict Rune' ability

**REALMScribe:** Scinari Calligraves are the undisputed masters of the arcane art of tracing runes on the battlefield.

**Effect:** Replace 1 instance of a rune on your battle scripture with 1 of the following:

- Varinor, Rune of Strength
- Ydriliqi, Rune of the River
- Alaithi, Rune of the Mountains
- Oreali, Rune of the Wind



KEYWORDS

HERO, WIZARD (1), INFANTRY

ORDER, LUMINETH REALM-LORDS, AELF, SCINARI

• LUMINETH REALM-LORDS WARSCROLL •

## SCINARI CATHALLAR



It is the noble duty of a Scinari Cathallar to take the spiritual anguish that emanates from their kin and redirect it against their enemies. They are the lone point of darkness in the brilliance of a Lumineth host, capable of wielding despair itself as a weapon.

### MELEE WEAPONS

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

Once Per Turn (Army), Your Hero Phase

**DARKNESS OF THE SOUL:** Scinari Cathallars wield the negative energy locked in aetherquartz as a weapon, afflicting the enemy with a soul-shrivelling despondency that dulls them to their superiors' orders.

**Declare:** Pick a visible enemy unit within 18" of this unit to be the target.

**Effect:** Roll a dice. On a 3+, the target cannot use commands until the start of your next turn.



KEYWORDS

HERO, WIZARD (1), INFANTRY

ORDER, LUMINETH REALM-LORDS, AELF, SCINARI

• LUMINETH REALM-LORDS WARSCROLL •  
**VANARI  
BANNERBLADE**



Only the most stoic Vanari warriors will be entrusted to bear one of the sacred banners of Hysh. In battle, they form a locus of surety for the Lumineth phalanxes, channelling the power of their priceless World Banners to inspire their allies.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Bannerblade's Sword Crit (Mortal)	5	3+	4+	1	2

**Passive**

**WORLD BANNER:** This mighty standard is replete with symbols of great importance to the Lumineth, filling them with profound resolve and a hope for a brighter future for all the realms.

**Effect:** While a visible friendly LUMINETH REALM-LORDS unit is wholly within 12" of this unit, it can use the 'Rally' command even if it is in combat.



**KEYWORDS**

HERO, INFANTRY  
ORDER, LUMINETH REALM-LORDS, AELF, VANARI

• LUMINETH REALM-LORDS WARSCROLL •  
**VANARI AURALAN  
WARDENS**



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

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

**Passive**

**ANTICIPATED STRIKE:** When Auralan Wardens stand shoulder to shoulder, they present a bristling wall of pikes to the foe.

**Effect:** If this unit has not charged this turn, ignore the effect of the Charge (+1 Damage) ability for combat attacks made by enemy units that target this unit.



**KEYWORDS**

INFANTRY, CHAMPION  
ORDER, LUMINETH REALM-LORDS, AELF, VANARI

• LUMINETH REALM-LORDS WARSCROLL •  
**VANARI AURALAN SENTINELS**



The Auralan Sentinels are amongst the finest archers in all the Mortal Realms. Wielding elegant, multi-stringed bows with a deceptively light draw weight for their range, they are able to loose their sunmetal-tipped arrows incredible distances and with great power.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Auralan Bow Crit (Auto-wound)	18"	2	3+	4+	1	1
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	
Sentinel Blade	1	3+	4+	-	1	

Your Shooting Phase

**LOFTED SHOTS:** To strike a distant target, the Sentinels point their bows to the sky before firing a volley. The soft sound of their loosed bowstrings like a breath of anticipation before the foe meets their doom.

**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.



KEYWORDS

INFANTRY, CHAMPION

ORDER, LUMINETH REALM-LORDS, AELF, VANARI

• LUMINETH REALM-LORDS WARSCROLL •  
**VANARI STARSHARD BALLISTA**



The bolts of a Starshard Ballista are more than capable of piercing the armour of a Chaos Warrior or spearing multiple orruks with a single shot. When needs must, the ballista's crew can load it with specially enchanted ammunition designed to blind those it does not slay outright.

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

Passive

**SCRYHAWKS:** The scryhawks that accompany Auralan Sentinels have been trained to circle above distant foes, marking them out as potential targets for Starshard Ballista crews.

**Effect:** 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 Turn (Army), Any Shooting Phase

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

**Declare:** Pick an enemy unit that was targeted by all of this unit's shooting attacks this phase to be the target.

**Effect:** Roll a dice. Add 1 to the roll if the target is a **MONSTER**. On a 3+, subtract 1 from hit rolls for the target's attacks for the rest of the turn.



KEYWORDS

WAR MACHINE

ORDER, LUMINETH REALM-LORDS, VANARI

• LUMINETH REALM-LORDS WARSCROLL •  
VANARI BLADELORDS



Bladelords are the guardians of the Scinari mage-caste. Paragons of the warrior arts of the Vanari, they wield their greatblades with preternatural precision and ease, selflessly defending their charges as they cut their way through the enemy elite.

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

Passive

**GUARDIANS OF THE SCINARI:** It is the duty of the Bladelords to safeguard the Lumineth's spellcasters, allowing their charges to weave conjurations free from the distraction of physical combat.

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

Passive

**MASTERS OF COMBAT:** The Bladelords have long meditated upon the rune of Varinor to improve their martial prowess.

**Effect:** Add 1 to the Rend characteristic of this unit's Sunmetal Blades for each instance of Varinor, Rune of Strength depicted on your battle scripture.



KEYWORDS

INFANTRY, CHAMPION

ORDER, LUMINETH REALM-LORDS, AELF, VANARI

• LUMINETH REALM-LORDS WARSCROLL •  
VANARI DAWNRIDERS



The Dawnriders maintain tight formation as they charge into the foe, pennants fluttering proudly as they advance. With lance, blade and dauntless courage they punch great holes through the enemy's line, cutting down those who flee before wheeling about to launch another shock assault.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Dawnrider Lance and Blade Charge (+1 Damage), Crit (Mortal)	2	3+	4+	1	1
Stallion's Hooves Companion	2	5+	3+	-	1

Passive

**DAWNRIDER CHARGE:** The Dawnriders speed across the battlefield like the rays of Hysh spilling over the horizon, their sunmetal weapons empowered by the swiftness of their onset.

**Effect:** Add 1 to the Rend characteristic of this unit's Dawnrider Lances and Blades if it charged in the same turn.



KEYWORDS

CAVALRY, CHAMPION, STANDARD BEARER (1/5)

ORDER, LUMINETH REALM-LORDS, AELF, VANARI

• LUMINETH REALM-LORDS WARSROLL •  
**YDRILAN RIVERBLADES**



Leaping into battle with acrobatic finesse, Ydrilan Riverblades are swift and aggressive fighters. They attack with a relentless drive, surging forwards into the enemy with flowing lethality akin to the waterways their alementari temple has sworn to protect.

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

Once Per Turn (Army), 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.

If you picked to depict Ydriliq, Rune of the River on your battle scripture this battle round, you can instead set up this unit anywhere on the battlefield more than 9" from all enemy units.

Once Per Turn (Army), After Combat Phase

**RELENTLESS AS THE DRIVING CURRENT:** An Ydrilan warrior surges ever forwards, their movements fluid and bewilderingly 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.



KEYWORDS

INFANTRY, CHAMPION

ORDER, LUMINETH REALM-LORDS, AELF, YDRILAN

'I hear them, faint on the air,' remarked Fuvithual, leaning into the saddle. 'We are close.'

'A chorus of unquiet sorrow, Steedmaster,' said Athraer, matching her leader's pace. 'I fear the Well of Reflections may have collapsed.'

They rode, swift and sure as a katabatic wind, pennants rippling in the twilight. It wasn't long before they came upon the sundered realmgate. A massive silver basin upon a rocky mesa defined it, with four marble columns spaced evenly around its circumference. The basin was cracked and two of the columns lay smashed on the carved steps leading up to the gate, their rubble entwined with growths of black roses. Yet it was the cloud oozing through the crack and descending the stairs that drew Fuvithual's keen eye. He discerned skeletal faces in that purplish morass, contorted in fear and agony.

'By Celennar's purity, that is death magic...' hissed Athraer, invoking the name of the true moon.

As the Dawnriders neared, the uncanny mass appeared to surge towards them as if sentient.

Fuvithual ran his finger over the hilt of his sword, coaxing magic into the blade. 'It is more than that...'

Apparitions had begun to coalesce within the cloud, bony forms draped in the ragged garb of the long dead. They had steeds beneath them, half-ethereal revenants pulling out of the fog.

With peerless cohesion, the Dawnriders readied their lances as a host of ghastly riders fully materialised. The aelves drove hard for the gheists, who came on undaunted and flickering with witchlight. A moment before contact, Fuvithual issued a clipped command and the company turned. Screaming in hatred, the dread horsemen turned too, but the Dawnriders were fast and already outpacing their semi-corporeal counterparts. Sunmetal gleamed in the wan light as the aelves came around the flank of their foes. Lances lowered as one, the company charged into the undead, Fuvithual issuing a stirring war cry.

The scent of grave earth, mould and old iron slipped by in a whipping breeze as the Dawnriders plunged through the gheists. Spectral bodies dissipated into shrieking smears of witchlight, and a litany of curses filled Fuvithual's ears as the unquiet dead were banished. He ignored them, his discipline and that of his warriors absolute. Even as the ghastly host floundered in disarray, the Dawnriders reformed and were ready to charge again.

Fuvithual raised his sword and it gleamed like a beacon in the half light.

'Glory of Hysh!'

Hooves thundering, like a spear of shimmering brilliance they crashed into the gheists, leaving naught but swirling wisps of fog and the fading echoes of the thwarted damned.

• LUMINETH REALM-LORDS WARSROLL •

## AVALENOR THE STONEHEART KING



Avalenor is the eldest and wisest of all Hysh's mountain spirits. He alone chose to stand with the aelves of his own accord. Since then, his twin Firestealer Hammers have never rested in the defence of Hysh and its sibling realms – nor shall they while a single servant of the Dark Gods draws breath.

	RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
	Geometric Blast Shoot in Combat	12"	1	3+	2+	2	D6
	MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg
	Firestealer Hammers		6	4+	2+	2	4

Passive

**BATTLE DAMAGED**

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

Passive

**CALL OF THE MOUNTAINS:** In the presence of Avalenor, the mountains awaken to give protection to their allies.

**Effect:** While a visible friendly ALARITH unit is wholly within 12" of this unit:

- You are treated as having 1 additional instance of Alaiithi, Rune of the Mountain depicted on your battle scripture for the purposes of the abilities on that unit's warscroll.
- If that unit is picked to be a target of the 'Depict Rune' ability, you can apply the enhanced effects of that ability to that unit as if you had an instance of Alaiithi, Rune of the Mountain depicted on your battle scripture.

Passive

**WITH THE FORCE OF A LANDSLIDE:** The Alaiithi rune imbues mountain spirits with increasing power.

**Effect:** Add 1 to the Attacks characteristic of this unit's Firestealer Hammers for each instance of Alaiithi, Rune of the Mountain depicted on your battle scripture.

Once Per Turn (Army), Any Combat Phase

**UNBREAKABLE BULWARK:** Lumineth who fight in Avalenor's shadow need not fear; as long as he stands, they will come to no harm.

**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 3+, for the rest of the turn, while that enemy unit is in combat with this unit, all attacks made by models in that enemy unit within this unit's combat range must target this unit.

KEYWORDS RAMPAGE

KEYWORDS

UNIQUE, HERO, MONSTER  
ORDER, LUMINETH REALM-LORDS, ALARITH

• LUMINETH REALM-LORDS WARSROLL •

## ALARITH STONEMAGE



Alarith mages are experts in the magic of rock and earth, for they have become one with their mountain masters. In battle, they hurl boulders, turn these into impervious stone and even control gravity itself to annihilate their foes.

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

Once Per Turn (Army), Any Combat Phase

**STRENGTH OF STONE:** The Stonemage focuses upon the stoic majesty of their guardian mountain, imbuing a nearby group of Alarith with its immovability and might.

**Declare:** Pick a visible friendly Alarith Stoneguard unit wholly within 12" of this unit to be the target.

**Effect:** For the rest of the turn:

Add 1 to the Rend characteristic of the target's melee weapons. The target cannot make pile-in moves.

Hero Phase

**RAISE THE EARTH:** With a great rumbling and the grinding of stone upon stone, the caster turns an area of clear ground into a jumble of clefts, scree and jagged terrain that is extremely perilous for warriors to traverse.

**Declare:** Pick an objective within 18" of this unit to be the target, then make a casting roll of 2D6.

**Effect:** Until the start of your next turn, each time a non-Fly unit (friendly or enemy) that is contesting the target objective uses a Move ability, inflict D6 mortal damage on that unit after that ability has been resolved.

KEYWORDS SPELL



KEYWORDS

HERO, WIZARD (1), INFANTRY

ORDER, LUMINETH REALM-LORDS, AELF, ALARITH

## • LUMINETH REALM-LORDS WARSROLL • ALARITH SPIRIT OF THE MOUNTAIN



A Spirit of the Mountain is a war-form adopted by the geomantic animus of one of Hysh's great peaks. The strength of the realm itself is theirs to wield, but though their hammers can crush walls and reduce enemies to bloody smears, it is their wisdom these spirits are most revered for – ponderous as it can be.

	RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Geometric Blast		12"	1	3+	2+	2	D6
	MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg
Stoneheart Worldhammer			4	4+	2+	2	5

### Passive

#### BATTLE DAMAGED

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

### Passive

#### WITH THE FORCE OF A MOUNTAIN

The Alaithi rune imbues mountain spirits with increasing power.

Effect: Add 1 to the Attacks characteristic of this unit's Stoneheart Worldhammer for each instance of Alaithi, Rune of the Mountain depicted on your battle scripture.

### Once Per Turn (Army), Any Combat Phase

#### RAIN OF STONE

Boulders crash down from the Spirit of the Mountain, crushing foes under the avalanche.

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

Effect: Roll a D3. Add 2 to the roll if the target charged this turn. On a 2+, inflict an amount of mortal damage on the target equal to the roll.

KEYWORDS RAMPAGE

MONSTER  
KEYWORDS ORDER, LUMINETH REALM-LORDS, ALARITH

## • LUMINETH REALM-LORDS WARSROLL • ALARITH STONEGUARD



Having accepted the mountains as their spiritual guides, the Alarith Stoneguard are granted immense strength and resilience. In battle, their adversaries find them all but impossible to shift, while the blows of their sacred hammers are like an avalanche crashing into the enemy.

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

### Passive

**FORTITUDE OF THE EARTH:** When the Stoneguard adopt this unyielding martial stance, even the most ferocious assaults cannot break them.

Effect: While you have 2 or more instances of Alaithi, Rune of the Mountain depicted on your battle scripture, this unit's Save characteristic is 3+.



KEYWORDS

INFANTRY, CHAMPION, STANDARD BEARER (1/5)  
KEYWORDS ORDER, LUMINETH REALM-LORDS, AELF, ALARITH

• LUMINETH REALM-LORDS WARSROLL •  
**SEVIRETH**  
LORD OF THE SEVENTH WIND



The bellicose elementor known as Sevireth is the searing wrath of a desert wind come to life. The sandstorm that whips around him can scour the idols and monuments of his foes clean in moments, while enemies are flayed to the bone – those not struck down by his arrows, that is.

	RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Enathrai, the Howling Death Shoot in Combat		15"	4	2+	3+	3	3
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	
Swirling Shards Crit (Mortal)		6	2+	4+	-	1	

⦿ Passive

**CALL OF THE WINDS:** In the presence of Sevireth, the winds awaken to give aid to their allies.

**Effect:** While a visible friendly HURAKAN unit is wholly within 12" of this unit:

- You are treated as having 1 additional instance of Oreali, Rune of the Wind depicted on your battle scripture for the purposes of the abilities on that unit's warscroll.
- If that unit is picked to be a target of the 'Depict Rune' ability, you can apply the enhanced effects of that ability to that unit as if you had an instance of Oreali, Rune of the Wind depicted on your battle scripture.

☛ Once Per Turn (Army), Any Shooting Phase

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

**Effect:** If this unit used a SHOOT ability this phase, this unit can move D6". Add 2 to the roll for each instance of Oreali, Rune of the Wind depicted on your battle scripture. It cannot end that move in combat.

**KEYWORDS** MOVE

⦿ 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 visible enemy units within 6" of 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

**KEYWORDS** UNIQUE, HERO, MONSTER, FLY, WARD (5+)  
ORDER, LUMINETH REALM-LORDS, HURAKAN

• LUMINETH REALM-LORDS WARSROLL •

# HURAKAN WINDMAGE



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

	RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Windblast Vortex Shoot in Combat		12"	1	2+	3+	2	D3
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	
Aspiragillum		3	3+	4+	1	D3	

☛ Once Per Battle (Army), Your Movement Phase

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

**Declare:** Pick up to 3 visible friendly HURAKAN units wholly within 12" of this unit to be the targets.

**Effect:** For the rest of the turn, each target can use a RUN ability and utilize SHOOT and/or CHARGE abilities later in the turn.

☛ Your Hero Phase

**TRANSPORTING VORTEX:** The caster calls upon a magnanimous whirlwind to sweep up 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



**KEYWORDS** HERO, WIZARD (1), INFANTRY, FLY  
ORDER, LUMINETH REALM-LORDS, AELF, HURAKAN

• LUMINETH REALM-LORDS WARSCROLL •  
**HURAKAN SPIRIT OF THE WIND**



**5+**  
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 whirling with their laughter.

<b>RANGED WEAPONS</b>	Rng	Atk	Hit	Wnd	Rnd	Dmg
Bow of the Wind's Vengeance Anti-MONSTER (+1 Rend), Shoot in Combat	15"	4	2+	3+	2	2
<b>MELEE WEAPONS</b>						
Swirling Shards Crit (Mortal)		6	2+	4+	-	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.

**Once Per Turn (Army), Any Shooting Phase**

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

**Effect:** If this unit used a SHOOT ability this phase, this unit can move D6". Add 2 to the roll for each instance of Oreali, Rune of the Wind depicted on your battle scripture. It cannot end that move in combat.

**KEYWORDS** MOVE

**Once Per Turn (Army), 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** RAMPAGE

**KEYWORDS**

MONSTER, FLY, WARD (5+)

ORDER, LUMINETH REALM-LORDS, HURAKAN

• LUMINETH REALM-LORDS WARSCROLL •  
**HURAKAN WINDCHARGERS**



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.

<b>RANGED WEAPONS</b>	Rng	Atk	Hit	Wnd	Rnd	Dmg
Windcharger Bow Anti-CAVALRY (+1 Rend), Crit (Auto-wound)	12"	3	3+	4+	1	1
<b>MELEE WEAPONS</b>						
Windcharger Blade		1	4+	4+	-	1
<b>Companion</b>						
Treerunner's Claws	2	5+	3+	-	-	1

**Passive**

**GUIDED BY THE WINDS:** The Windchargers' arrows are lofted by benevolent winds and sped toward to their targets.

**Effect:** While you have 2 or more instances of Oreali, Rune of the Wind depicted on your battle scripture, add 6" to the Range characteristic of this unit's Windcharger Bows.



**KEYWORDS**

CAVALRY, CHAMPION, STANDARD BEARER (1/5)

ORDER, LUMINETH REALM-LORDS, AELF, HURAKAN

• LUMINETH REALM-LORDS WARSROLL •  
**SANCTUM OF AMYNTOK**



The focal point of a Sanctum of Amyntok is the rune Yngra, symbolising both rescue and imprisonment.

In battle, these barriers of light energy can be conjured around a mage in need, the arrows and magical bolts of the enemy dissipating harmlessly at the merest touch.

**Passive**

**SIGIL OF YNGRA:** The sanctum creates a protective shield around the Lumineth.

**Effect:** While a friendly unit with a Health characteristic of 10 or less is wholly inside the ring formed by this **MANIFESTATION**:

- That unit is not visible to enemy units.
- Enemy abilities that would target that unit must target this **MANIFESTATION** instead.

• LUMINETH REALM-LORDS WARSROLL.  
**RUNE OF PETRIFICATION**



Only in moments of direst need will a Lumineth mage summon a Rune of Petrification. Those who stray too close to this arcane glyph find their flesh slowly transmuting to unfeeling rock, until they are eventually cursed to become inert statues for all time.

**Any Hero Phase**

**TURN TO STONE:** 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.

**Effect:** Roll a D3 for each enemy unit within 6" of this **MANIFESTATION**. On a 2+, inflict an amount of mortal damage on that enemy unit equal to the roll. If an enemy unit has 3 mortal damage inflicted on it by this ability, it has **STRIKE-LAST** for the rest of the turn.



**KEYWORDS**

MANIFESTATION, ENDLESS SPELL, WARD (6+)  
 ORDER, LUMINETH REALM-LORDS



**KEYWORDS**

MANIFESTATION, ENDLESS SPELL, WARD (6+)  
 ORDER, LUMINETH REALM-LORDS

• LUMINETH REALM-LORDS WARSCROLL •

## HYSHIAN TWINSTONES



In moments of peril, Hyshian Twinstones can be conjured from the heart of the Realm of Light and to the battlefield. Here they act as reservoirs of magic, for as one stone is drained of power, the other replenishes, forming a perfect aetheric feedback loop.

### MELEE WEAPONS

	Atk	Hit	Wnd	Rnd	Dmg
Crackling Energy	2D6	4+	4+	-	1

#### Passive

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

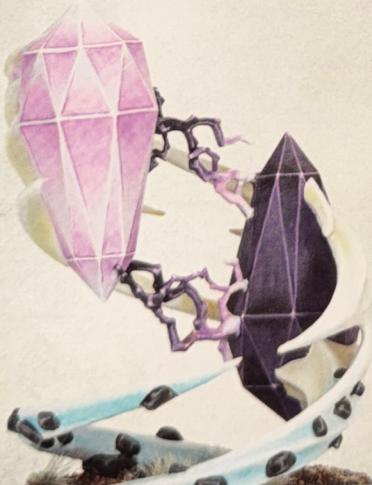
**Effect:** Each time a unit (friendly or enemy) successfully casts a spell while it is within 12" of this MANIFESTATION, give this MANIFESTATION 1 arcane charge point.

This MANIFESTATION can have a maximum of 6 arcane charge points.

**Once Per Turn (Army Action):** You may cast a SPELL or UNBIND ability for a LUMINETH REALM-LORDS Wizard within 3" of this MANIFESTATION

**RELEASE ARCANE CHARGE:** The Lumineth draw out the power absorbed by the twinstones.

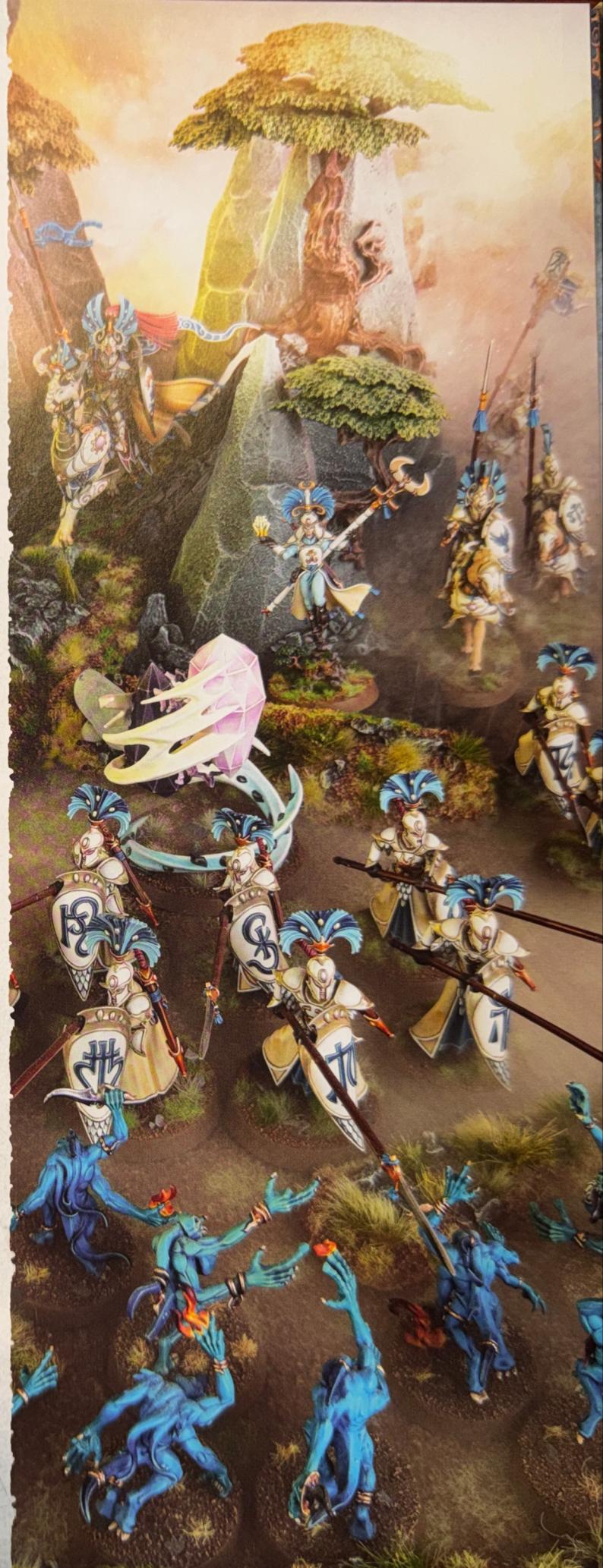
**Effect:** Add this MANIFESTATION's arcane charge points to the casting roll or unbinding roll. Then, reset this MANIFESTATION's arcane charge points to 0.



#### KEYWORDS

MANIFESTATION, ENDLESS SPELL, WARD (6+)

ORDER, LUMINETH REALM-LORDS





A Shrine Luminor is built upon a realmstone-rich metalith, a floating island in miniature leaden with geomantic energies. From here, a Lumineth mage can channel this elemental power to cleanse the corrupted land as well as bolster their arcane potential.

The following universal terrain abilities apply to this terrain feature (Terrain, 1, 2):

#### Cover, Impassable

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

**CLEANSING RITUALS:** These metalithic 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.

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

**Effect:** While this terrain feature has a Shrine Guardian:

- The terrain feature has a Move characteristic of 6" and can use non-command non-CHARGE MOVE abilities as if it were a unit. It cannot end a MOVE ability within the combat range of an enemy unit.
- The Shrine Guardian cannot use MOVE abilities and remains on this terrain feature each time it moves.
- Instead of measuring range and 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.

#### KEYWORDS

### LUMINETH REALM-LORDS WARSROLL

## SHRINE LUMINOR

#### Your Hero Phase

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

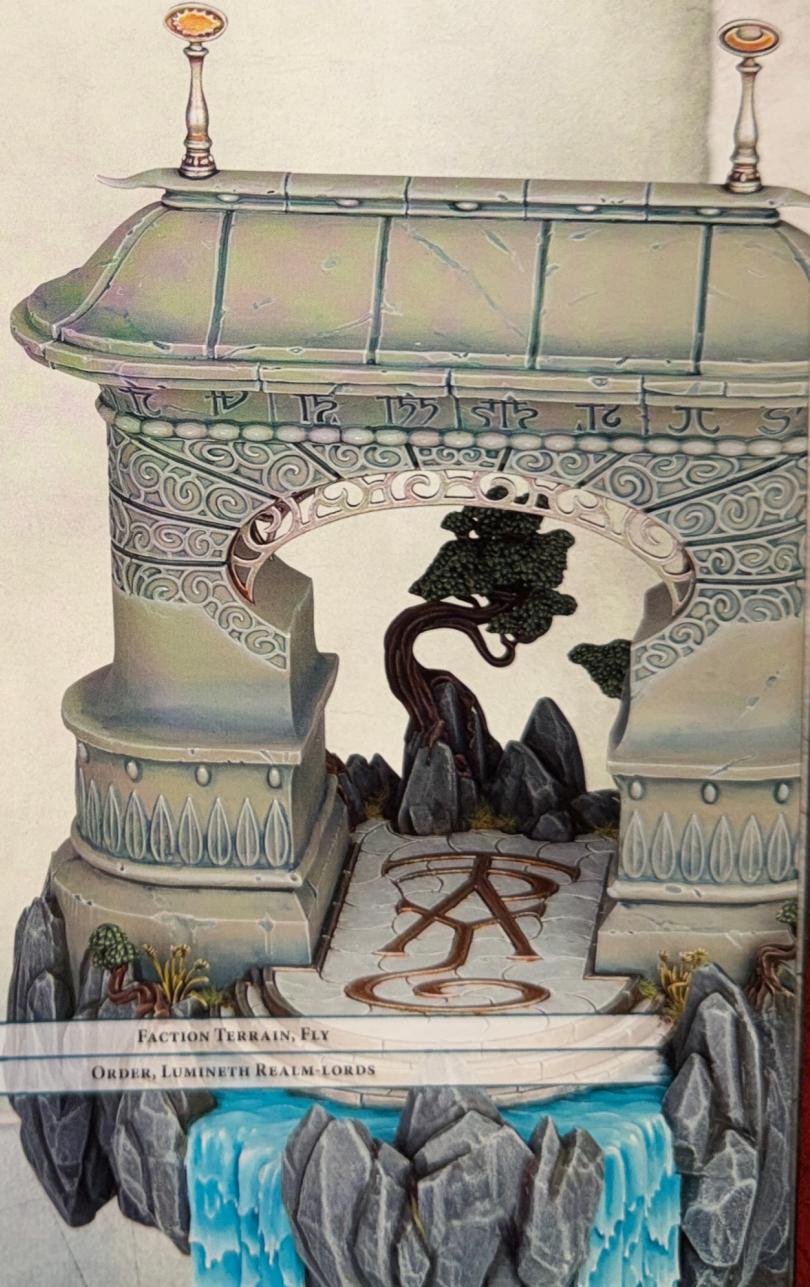
**Declare:** If this terrain feature does not have a Shrine Guardian, pick a friendly LUMINETH REALM-LORDS INFANTRY HERO within 3" of it and not in combat to be the target.

**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.





# ARMY OF RENOWN

## AELEMENTIRI CONCLAVE

Aelementiri temples are focused on achieving oneness with the realms. They go to battle to protect the land and are often accompanied by the war-forms of elemental spirits, known as aelementors, who share their goal of vanquishing those who would bring corruption and ruin to nature.

When you pick the Lumineth Realm-lords faction for your army, you can choose for it to be an Aelementiri Conclave Army of Renown. If you do so, use the faction rules on these pages instead of the Lumineth Realm-lords faction rules. Every unit in your army must be drawn from the units listed in the roster options box opposite. All units in your army gain the **AELEMENTIRI CONCLAVE** keyword.

### ROSTER OPTIONS

- ◆ Any **ALARITH** units
- ◆ Any **HURAKAN** units
- ◆ Any **YDRILAN** units
- ◆ You cannot include Regiments of Renown

## BATTLE TRAITS

### Once Per Battle (Army), Deployment Phase

**WORLD RUNES:** The aelementiri are particularly sensitive to the runes of the core elements that constitute the Hysh-Mhensa, for these signs represent the natural forces to which they have dedicated their lives.

**Effect:** Add 1 **Alaithi**, Rune of the Mountain to your **library** for each friendly **ALARITH** unit on the battlefield.

Add 1 **Oreali**, Rune of the Wind to your **library** for each friendly **HURAKAN** unit on the battlefield.

Add 1 **Ydriliqi**, Rune of the River to your **library** for each friendly **YDRILAN** unit on the battlefield.

You can have a maximum of 6 of each type of rune in your **library**.

### Once Per Battle Round (Army), Start of Battle Round

**DEPICT RUNE:** Channelling the power of their temple's runes, the aelementiri bring their extraordinary powers to bear against the foe.

**Declare:** You must use this ability.

**Effect:** Remove all runes from your **battle scripture**. Then, pick any number of runes to remove from your **library** and depict them on your **battle scripture**. Runes removed from your **library** in this way are removed for the rest of the battle.

**Designer's Note:** Runes are used to activate powerful abilities on your units' warscrolls.

### Once Per Turn (Army), Your Movement Phase

**ENTHRALL SPIRIT:** Even should an aelementor's war-form be vanquished, the spirit itself is not so easily undone. Amidst its natural environment, the combined power of multiple runes of the land can call it back to battle, seeing it return to inhabit the sacred armour that was forged for it.

**Declare:** You can use this ability if you have 3 or more runes in your **library**. Pick a friendly non-**UNIQUE MONSTER** unit that has been destroyed to be the target.

**Effect:** Remove any 3 runes from your **library**. Then, set up a replacement unit identical to the target wholly within 6" of a terrain feature and more than 9" from all enemy units. Allocate 6 damage points to the replacement unit (ward rolls cannot be made for those damage points).

### Once Per Turn (Army), Any Combat Phase

**THE REALMS FIGHT BACK:** The spirits of the land itself awaken to aid the Lumineth in their struggle against the powers of ruin.

**Declare:** Pick a terrain feature. Then, pick an enemy unit within 6" of that terrain feature to be the target.

**Effect:** Roll a D3 and apply the corresponding effect for the rest of the turn.

- 1 **Eruption of Earth:** Inflict 3 mortal damage on the target.
- 2 **Howling Winds:** Subtract 5 from the target's control score.
- 3 **Flash Flood:** The target has **STRIKE-LAST**.



## HEROIC TRAIT

(HERO only)

## • Passive

**WORLD-MAGE:** While they have dedicated themselves to one of the elements, this mage has meditated long on the Hysh-Mhensa as a whole, unlocking truths that allow them to draw power from all aspects of the World Rune.

**Effect:** Add 1 to casting rolls for this unit for each unique rune depicted on your **battle scripture**.

## SPELL LORE

## • Your Hero Phase

**VEXING SPIRITS:** Shifting shingle, stinging winds or sudden fog, minor spirits of the land band together to bedevil and harass the foe.

**Declare:** Pick a friendly **AELEMENTIRI CONCLAVE WIZARD** to cast this spell, pick a visible enemy unit within 12" of them to be the target, then make a casting roll of 2D6.

**Effect:** For the rest of the turn, the target cannot use commands.

**KEYWORDS** SPELL

## MANIFESTATION LORE

## • Your Hero Phase

**CYCLE MANIFESTATION:** With a deft gesture, the caster dismisses one manifestation and uses its power to summon another.

**Declare:** Pick a friendly **AELEMENTIRI CONCLAVE WIZARD** to cast this spell, pick 1 of the friendly **MANIFESTATIONS** below that is not on the battlefield, then make a casting roll of 2D6.

- Sanctum of Amyntok
- Hyshian Twinstones
- Rune of Petrification

**Effect:** If there is already a friendly **MANIFESTATION** from the list above on the battlefield, it is immediately banished. Then, set up the **MANIFESTATION** you picked within 1" of the caster and visible to them. If that **MANIFESTATION** is a **Sanctum of Amyntok**, it must instead be set up wholly within 12" of the caster, more than 3" from all enemy units, and with its 3 parts touching each other so that they form a ring.

**KEYWORDS** SPELL, SUMMON

## ARTEFACT OF POWER

(HERO only)

## • Any Hero Phase

**AELEMENTOR FOCUS:** Whether a shard of igneous rock rendered glittering by the weight of a soaring peak, a simple whistle that plays notes pleasing to mischievous air spirits, or a perfectly smooth pebble crafted by the millennia-long caress of a crystal rapid, this object acts as a more direct channel of communion with the spirits of the land.

**Declare:** Pick a terrain feature to be the target.

**Effect:** Measure the range and visibility of the next **SPELL** ability used by this unit from the target instead of from this unit.



# ARMY OF RENOWN

## VANARI PARAGONS

In the Tyrionic nations of Hysh, decisive action, martial skill and bravery are valued above all. It is common for their Vanari to seek to emulate the Lord Phoenix by undertaking vows or labours inspired by his own quests in the prehistory of the realms. In so doing, they honour the Decree Tyrionic, to which they owe their existence.

When you pick the Lumineth Realm-lords faction for your army, you can choose for it to be a Vanari Paragons Army of Renown. If you do so, use the faction rules on these pages instead of the Lumineth Realm-lords faction rules. Every unit in your army must be drawn from the units listed in the roster options box opposite. All units in your army gain the **VANARI PARAGONS** keyword.

### ROSTER OPTIONS

- ◆ Any non-**UNIQUE VANARI** units
- ◆ The Light of Eltharion
- ◆ You cannot include Regiments of Renown

## BATTLE TRAITS

### Once Per Battle (Army), Deployment Phase

**REWARDS OF VALOUR:** Recognising excellence is a core precept among the ranks of the Vanari. Their finest are often rewarded with powerful heirlooms in recognition of their deeds.

**Declare:** Pick a friendly non-**UNIQUE VANARI** **Hero** that does not have an artefact of power to be the target.

**Effect:** Give the target 1 artefact of power from the 'Vanari Paragons' Army of Renown rules.

**Designer's Note:** This artefact of power is given to the **HERO** during the deployment phase, not during army composition.

### Once Per Battle (Army), End of Any Turn

**LABOUR OF CONTROL:** As proof of their mastery of battle, the Vanari task themselves with dominating all corners of the battlefield.

**Declare:** You can only use this ability if there is at least 1 different friendly unit within 6" of each battlefield edge.

**Effect:** Add 1 to the number of **labours** you have completed. For the rest of the battle, add 2" to the Move characteristic of friendly **LUMINETH REALM-LORDS** units.

*'Flame cleanses the body, just as light reveals the truth. We shall be the flame. We shall bring the light.'*

— Extract from *Eyes of the Phoenix*, penned by Dorathyll of Alumnia

### Once Per Battle (Army), End of Any Turn

**LABOUR OF MIGHT:** The Vanari vow to vanquish those who threaten the sanctity of the realms.

**Declare:** You can only use this ability if 3 or more enemy units have been destroyed this battle.

**Effect:** Add 1 to the number of **labours** you have completed. For the rest of the battle, add 1 to wound rolls for weapon attacks made by friendly **LUMINETH REALM-LORDS** units.

### Once Per Battle (Army), End of Any Turn

**LABOUR OF PRECISION:** The Vanari seek to deliver a series of perfect strikes to unravel the cohesion of the foe, eliminating their commanders with precision and decisiveness.

**Declare:** You can only use this ability if there are no enemy units with an artefact of power on the battlefield.

**Effect:** Add 1 to the number of **labours** you have completed. For the rest of the battle, add 10 to the control scores of friendly **LUMINETH REALM-LORDS** units.

### Once Per Battle (Army), End of Any Turn

**BLESSING OF TYRION:** Those who uphold the Decree Tyrionic and the values of the Lord Phoenix shine with a radiant glory that repels evil.

**Declare:** You can only use this ability if you have completed 3 **labours**.

**Effect:** For the rest of the battle, friendly **LUMINETH REALM-LORDS** units have **WARD** (5+).

## HEROIC TRAIT

(HERO only)

◆ Any Combat Phase

**MASTER DUELLIST:** Not only is this warrior a paragon of single combat, landing multiple strikes before their opponent even has a chance to respond, but they have also studied an ancient technique of arcane unforging that robs the foe's magical artefacts of their power.

**Declare:** Pick a visible enemy HERO in combat with this unit to be the target.

**Effect:** Roll a dice. On a 4+:

- If the target has an artefact of power, it no longer has that artefact of power.
- The target has STRIKE-LAST for the rest of the turn.



Vanari Bladelord Champion of Alumnia

## ARTEFACTS OF POWER

(HERO only)

◆ Your Movement Phase

**SWIFTFEATHER TALISMAN:** This delicate talisman, in the form of a feather engraved with the rune Senlui, can instil sudden swiftness and lightness of step in the bearer or their chosen companions.

**Declare:** Pick a friendly LUMINOTH REALM-LORDS unit wholly within 12" of this unit to be the target.

**Effect:** Add 2" to the target's Move characteristic for the rest of the turn.

◆ Passive

**PHOENIX BLADE:** This blade is imbued with a portion of the Lord Phoenix's incandescent power; those who feel its bite have the potential to suddenly ignite in purifying flames.

**Effect:** This unit's combat attacks score critical hits on unmodified hit rolls of 5+.

◆ Passive

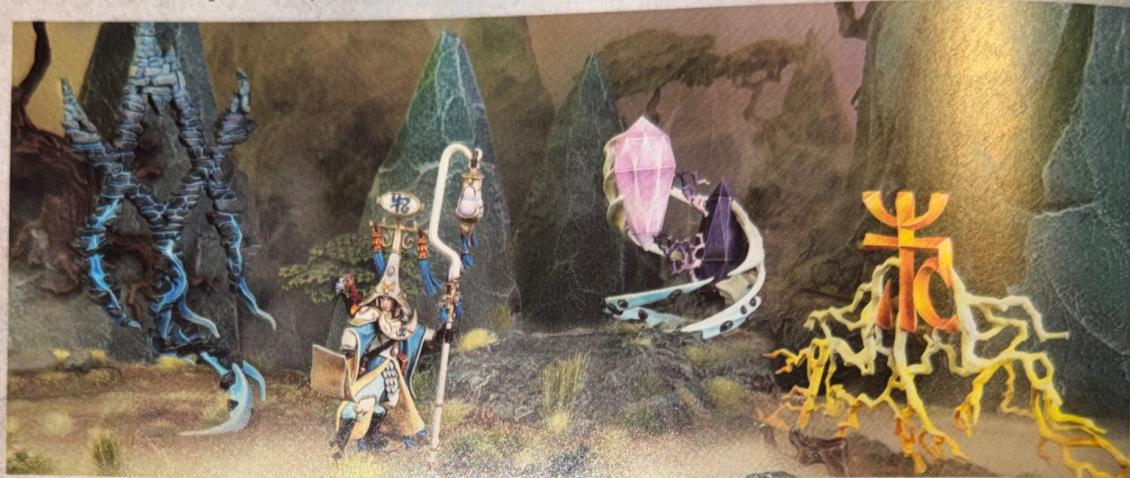
**NULSTONE BEADS:** These beads, each graven with the rune Danoi, are cold to the touch, and the owner risks drifting into a deep slumber should they wear them for too long. However, they possess powerful anti-magic properties and can cause enemy spells to wither and dissipate when brandished with purpose.

**Effect:** This unit can use the 'Unbind' ability as if it had WIZARD (1).



## REGIMENT OF RENOWN SIGIL CONVOCATION

Some Scinari Calligraves embark on the path of the wanderer, not content to restrict their efforts at healing the lands to Hysh. These aelves have mastered the art of magical coalescence, giving a degree of permanence to their spells, which they utilise to aid the allies of the Lumineth in other realms. The assemblages of magic summoned and shepherded by these roaming mage-scribes are known as Sigil Convocations.



### INCLUSION

This Regiment of Renown can be included in armies from the following factions:

- ◆ Cities of Sigmar
- ◆ Daughters of Khaine
- ◆ Fyreslayers
- ◆ Idoneth Deepkin

- ◆ Aeldari
- ◆ Aqshy
- ◆ Dark Eldar
- ◆ Sylvaneth

### ORGANISATION

- ◆ 1 Scinari Calligrave
- ◆ 1 Sanctum of Amyntok
- ◆ 1 Hyshian Twinstones
- ◆ 1 Rune of Petrification

### Designer's Note:

*Including this Regiment of Renown in your army does not stop you from being able to pick a manifestation lore for your army.*

### ABILITIES

#### >Your Hero Phase

6

**CYCLE MANIFESTATION:** With a deft gesture, the caster dismisses one manifestation and uses its power to summon another.

**Declare:** Pick the Scinari Calligrave in this Regiment of Renown to cast this spell, pick 1 of the friendly **MANIFESTATIONS** below that is not on the battlefield, then make a casting roll of 2D6.

- Sanctum of Amyntok
- Hyshian Twinstones
- Rune of Petrification

**Effect:** If there is already a friendly **MANIFESTATION** from the list above on the battlefield, it is immediately banished. Then, set up the **MANIFESTATION** you picked within 1" of the caster and visible to them. If that **MANIFESTATION** is a **Sanctum of Amyntok**, it must instead be set up wholly within 12" of the caster, more than 3" from all enemy units, and with its 3 parts touching each other so that they form a ring.

#### Reaction: Opponent declared a SPELL ability

**SWIFT ERASURE:** With a dismissive flourish, the Calligrave nullifies the inelegantly wrought spells of the foe.

**Effect:** Roll a dice for each friendly unit that was picked to be a target of that **SPELL** ability and that is wholly within 12" of the Scinari Calligrave in this Regiment of Renown. On a 4+, that **SPELL** ability has no effect on that unit.

#### Once Per Turn, Your Movement Phase

**ARCANE TAXONOMY:** The Convocation's master is never found far from the objects of their magical studies, compelled to take notes and record observations even as battle rages around them.

**Effect:** Remove the Scinari Calligrave in this Regiment of Renown from the battlefield and set it up again on the battlefield wholly within 3" of a friendly **MANIFESTATION** and more than 7" from all enemy units.

KEYWORDS

SUMMON, SPELL



## REGIMENT OF RENOWN DAWNRIDER LANCE

When the need is great, a Vanari Lord Regent may lead a squadron of Dawnriders to aid the efforts of the Lumineth's allies. Since the Reinvention, the aelves of Hysh have come to understand that no matter their people's great power, the realms would have been entirely consumed by Chaos if not for the efforts of other civilisations. Therefore, when the hour is dire, they will ride out to tip the scales in Order's favour.



### INCLUSION

This Regiment of Renown can be included in armies from the following factions:

- |                       |                       |
|-----------------------|-----------------------|
| ◆ Cities of Sigmar    | ◆ Kharadron Overlords |
| ◆ Daughters of Khaine | ◆ Seraphon            |
| ◆ Fyreslayers         | ◆ Stormcast Eternals  |
| ◆ Idoneth Deepkin     | ◆ Sylvaneth           |

### ORGANISATION

- ◆ 1 Vanari Lord Regent
- ◆ 5 Vanari Dawnriders

### ABILITIES

#### Once Per Turn (Army), Any Charge Phase

**BLINDING CHARGE:** As they bear down on the foe with great swiftness, the aetherquartz in the Dawnriders' armour reacts, causing it to blaze with a fierce radiance that makes their enemies flinch at a critical moment.

**Declare:** Pick a unit in this Regiment of Renown that charged this turn. Then, pick an enemy INFANTRY unit within 1" of that unit to be the target.

**Effect:** For the rest of the turn, ignore positive modifiers to save rolls for the target.

#### Passive

**MASTERS OF ALL TERRAIN:** These Dawnriders have been dispatched on multiple missions throughout the realms. Consequently, their steeds have become accustomed to traversing all kinds of terrain, be it scree, sand or swamp.

**Effect:** Ignore negative modifiers to run rolls and charge rolls for units in this Regiment of Renown and to their Move characteristic.