

Whirling Golem

The Whirling Golem's strengths are its 180-degree arc, Weapon Master and the large amount of damage it can take before dying. For these reasons, it tends to be most valuable in a Sealed Booster or Booster Draft game, where struggles with multiple melee figures usually decide the contest. In serious Constructed tournaments, the Utem Guardsman and the Blade Golem are better Atlantis Guild melee alternatives, packing more punch for the points.

Overview:

An Atlantean Golem whose lethal blade-arms spin at terribly high speeds, thanks to its Magestone gyros.

Iron Lung

Conquerors of all races and environments, the Guild launches its aquatic assaults with the aid of Iron Lung warriors. These inexpensive warriors can use their Aquatic ability to exploit avenues of attack inaccessible to other figures. Try outflanking your opponent with a formation of Iron Lungs through some deep water terrain. Be careful not to get caught by ranged fire while in deep water, though. Since these warriors can lose the Aquatic ability before they reach three skulls on their combat dial, they may find themselves in deep water without Aquatic. This illegal situation results in the Iron Lung being immediately eliminated!

Overview:

An Atlantean scuba soldier armed with a trident and a Technomantic underwater breathing apparatus. Thanks to this marvelous device, Iron Lung warriors can swim for hours underwater without coming up for air.

The Iron Lung In the Mage Knight World:

Another fantastical technological innovation by Guild technomantic wizards, the Iron Lung allows its wearer to enter any aquatic environment without loss of ability. Warriors trained in using the Iron Lung are drawn from the ranks of those who distinguish themselves as Utem Guardsmen. As they are of a lesser warrior caste, the tridents they wield are not magestone augmented like the manacle of the Altem. Nevertheless, it is already a common practice for Iron Lung warriors to name their tridents.

Centaur Outrider

The Outrider is the first of a new allied race for the Elemental League: the Centaurs. These half-elf/half-horse warriors are distinguished by their exceptional movement capabilities. The Outrider is the fastest of the group, with the Quickness special ability. While many other Mage Knight figures with Quickness are relatively weak combatants, the Outrider is, by comparison, robust. Use your Outriders to harry the enemy's rear areas and take prisoners.

Overview:

A League scout that often rides the perimeter of a battle. By charging and stopping quickly, Outriders can throw their spears with remarkable force.

The Centaur Outrider In the Mage Knight World:

Once, great Centaur herd-clans occupied the lower plains, ranging from the base of the Wylden Plateau to the Tibersus River. During the Age of Princes, as farmers spread further into their domain, local militia made sport of hunting the Centaur, driving them back into the shadows of the plateau. In this time the Centaurs learned to hate man. In the herds that still exist, the Centaurs take turns as Outriders—protectors of the community. Fleet of foot, they are also sought after by warlords as messengers and flankers. Many have taken to mercenary service. Some serve for coin, but others take promises of land grants from local warlords and royalty as a way of preserving their herd.

Centaur Archer

The Centaur Archer is the Elemental League's single-base Bound figure; similar to the Rebel's Huntsman. Her advantage over the Huntsman, at least in her standard and tough versions, is that she can push and still retain the Bound ability. Therefore, over two turns, the Centaur Archer can move 15 inches and attack another 8 inches distant, before taking a click for the push and Bounding again two turns later. As with the other Centaurs, the Archer should be selected for maneuver-based armies. If your strategy is to sit and wait, look elsewhere for your troops!

Overview:

A female League archer armed with a fargallen, a special bow that melts into pulp when the Centaur dies. The fargallen is made by hand; each archer can make only one in a lifetime. The Emerald Glade often uses Centaur Archers as messengers.

The Centaur Archer In the Mage Knight World:

These female Centaurs use magic to grow their fargallen, specially formed longbows that allow them near-unerring aim even while galloping hastily across a rock-littered battlefield. While the fargallen will grow and adapt to the Archer's strength through the years of the Centaur's life, upon the Archer's death the bow renders into wood pulp, joining its bearer in replenishing the Land.

Marsh Zombie

A more brittle version of the regular Zombie that also has the Aquatic ability, the Marsh Zombie should be played with deep water. With a 9 attack at a low cost, it's the perfect figure for capture and drown shenanigans. Capture an enemy figure, drag it into the water while keeping the Marsh Zombie on the shore, and turn off the Zombie's Aquatic ability to kill the prisoner. Rinse and repeat.

Overview:

A flesh-hungry monster created by Sect Necromancers from rotting corpses. Unusual smell. They are left to haunt the marshes surrounding the Black Lake and then collected in times of war for use as battle fodder.

Lurker

The Lurker is another Necropolis Sect vampire. However, unlike his fetid brothers, the Lurker is very affordable. With a cost between 14 and 21 points, you can now have a hoard of these self-sustaining warriors in your army. Seeing as Lurkers maintain Stealth throughout their lifespan, they are best kept in and around congested hindering terrain to ward off enemy ranged attacks.

Overview:

Zombie-like ghoulish creatures that eat the living. Employed by the Sect as expendable troops. Lurkers breed quickly and respond well to negative reinforcement.

The Lurker In the Mage Knight World:

Originally, the Lurker was thought to be of the same species as the Marsh Zombie because of their physical similarities. As the few rarely observed Lurkers had demonstrated abilities that the Sect deemed worthy of acquiring—namely the ability to draw forth the life essence of its prey during feeding—great effort was put forth in an attempt to capture a living Lurker. As a Lurker's corpse decomposes at an astonishing rate, it was not until a live Lurker was captured by the Sect that Necromancers were able to determine that the Lurker was not even in the same

genus as the Marsh Zombie. However, the Sect quickly found the Lurker was akin to the Marsh Zombie in that the secret to controlling a Lurker lay in their ravenous appetite for the flesh of the living.

—from the Necropolis Sect's Catalog of Indigenous Life

Shield Maiden

A Black Powder Rebel with the Defend special ability? Yes! The Shield Maiden is a great support figure for a formation of Khamsin Fusers. Set her up behind a line of these ranged attackers and keep her in contact with your primary attacker. Her superior defense value will keep your main gunner safe. The Shield Maiden has weak attack and damage values, plus its 2 demoralized ranks, so she is at a real disadvantage in close combat with opposing melee specialists. Try to keep her out of direct contact with enemy troops.

Overview:

A Rebel warrior woman who defends her charge with a sizable shield. The Rebel strategy of keeping valuable gunners out of harm's way is a key to success against the Atlanteans' dependence on eliminating ranged attackers.

The Shield Maiden In the Mage Knight World:

Daring the fields of combat, women from many oppressed kingdoms have taken to sword and bow and leeches in order to fight against the Atlantis Guild. In times where spirit is found but skill is lacking, the rebels fall back on the most simplistic of strategies. The Shield Maiden is trained for little else but placing herself in between important warriors and danger, preserving the life of their charge though often at great personal expense. Their dedication is rarely questioned.

Khamsin Gunslinger

The Khamsin Gunslinger tends to work best as a scout or a harasser. Having a relatively cheap figure with two attacks is good when going up against important but fragile figures like Technomancers or healers. The Tough version, with its 9 attack and 2 damage, gives a player the most options. Its short (6 inches) range means it has to get up close to be effective, so wait until your opponent marks his or her figures before moving in.

Overview:

A Rebel warrior from Khamsin armed with twin black powder pistols. Duels between Gunslingers are growing more common; if you pay the death tax, duels are perfectly legal in Khamsin.

Squire

The Squire is the Woodland Scout of the Knights Immortal. Light-footed and relatively inexpensive, the Squire is built for scouting and prisoner taking. Squires can also be kept with more powerful knights; enabling formations, protecting flanks and otherwise coming to the aid of Temple Blademasters, Lancers and Cavaliers.

Overview:

A High Elven warrior's apprentice from the Rivvenheim mountains that serves a warrior of the Knights Immortal. Squires typically serve for a hundred years.

The Squire In the Mage Knight World:

"I have spent the last twelve cycles aligned to Jaokhim Mountreaver. I am honored beyond my path and my blade name to have spent my training in the shadow of such a revered Paladin. But I inwardly dismay at my lack of patience. Only twelve cycles have I studied the art of the Touch, the sword-art of the mountain storm, unlike Jaokhim who has spent two score cycles

perfecting the art—and after ten score cycles upon the Land returned to study it once more. I have been given to understand that mine is a life beyond life and time is irrelevant. If I wish, I may spend all my cycles devoted to perfecting the single sword cut that heralds the storm. Yet, it seems I cannot. Please, deities above, give me strength to walk this path. Give me patience to learn what I must.”

—from a journal found on the corpse of a squire of the Knights Immortal.

Elf-at-Arms

Mage Knight Lancers introduces a character mix that elevates the Knights Immortal up to the status of a major faction. As such, the Knights were in need of a standard medium fighter, and the Elf-at-Arms fills that gap. Amongst an array of Knights Immortal warriors with specific skills, the Elf-at-Arms is distinguished by his lack of distinction. Without Magic Immunity, Weapon Mastery or Pole Arm, what can the Elf-at-Arms offer? Economy. For the damage and staying power this warrior offers, his cost is easy to bear.

Overview:

A High Elven warrior that fights for one of the Hundred Armies of Rivvenheim. A general soldier, much like an Utem in the Empire.

The Elf-at-Arms In the Mage Knight World:

These warriors may be found serving in every stronghold of the Tempelar and also among the so-called 'free' Rivvenheim warhosts that have recently been sighted throughout the Land. It is widely known that these Elves-at-Arms are commoners and so are not held in as high esteem as their elitist lords. But while their Tempelar leaders often fall back upon their own surety in the field, these warriors have a strong drive to prove their worth, and to make their own place within the fabled halls of Rivvenheim.

Longbow Archer

The Longbow Archer has the longest ranged attack of any warrior in Mage Knight, at 14 inches. The Archer also has one of the weakest attacks, at 6. The formation attack is where a player should best use the Longbow Archer, as when working in a formation each additional warrior adds +2 to the Archer's attack roll. A player can safely push a squad of Longbow Archers, as they will be able to damage enemy pieces long before the opponent gets into range for hand-to-hand combat.

Overview:

A High Elven warrior armed with a powerful bow. This magical bow is not as accurate as other bows, but it shoots farther and does a great deal of damage.

Deepwood Sentinel

The Deepwood Sentinel has a unique and powerful skill combination. Stealth prevents ranged attacks while the Sentinel is in hindering terrain. Her Pole Arm ability means that anyone entering her hindering terrain to engage her in close combat will take a click of damage for their trouble. Given her specialization, use the Deepwood Sentinel in games where holding ground is important.

Overview:

A High Elven warrior that defends the slopes of the Rivvenheim homeland. Usually of the common caste, and a bit more expendable than their noble brethren. The Sentinels have prevented any outsider from entering Rivvenheim for thousands of years.

The Deepwood Sentinel In the Mage Knight World:

Originally mistaken for the Royal Pikeman of Freyhaven, the Deepwood Sentinels were not well known in the Land until recent years. It is believed that a series of Sect incursions were attempted, as a means for the Necropolis Sect to find a way through the impenetrable Rivvenheim mountains. While the Sentinels made quick work of the Sect's scouting parties, and have maintained firm control over their protected slopes, it is doubtful that the Sect's interest in finding a hidden pass has died.

Goblin Grenadier

For a little Goblin, the Grenadier is an expensive piece. However, only the Nightmare Banshee can match his ability to move and Shockwave on the same turn. Unlike the Banshee, the Goblin Grenadier has no staying power in combat. He is, in fact, almost a suicide attack piece, and any inclusion of this figure in your army should have dispensability in mind. Consider including one or two Grenadiers in an Orc formation, then sending them out ahead of your troops as the distance to the enemy is closing. Shockwave just before the main engagement—this will soften up the competition and knock out fragile abilities.

Overview:

A Goblin pressed into service by the Orcs and armed with pots of dangerous explosives. The pots are filled with a specially prepared solution of Ankhur feces. When lit on fire, the feces stick and burn whatever they touch.

The Goblin Grenadier In the Mage Knight World:

"Picking out the grenadier isn't all that hard. You can spot them by the dried blood crusted under their ears, caught in too many of their own 'thunderclap' explosions. And then there's the obvious bandoleer of tiny black powder casks. Of course, from greater distances, simply look for the walking, green-skinned bomb which most others in the enemy warhost are avoiding. No one likes holding hands with the poor sap carrying several bar-weight of primed black powder."

~Notes from the Frontier, The Tactics of Warlord Russo

Goblin Cannibal

Many sages ponder that the act of Goblin cannibalism is a misguided attempt by the subject to consume life essence from their prey. They also argue that the way that a cannibalistic Goblin latches onto their victim and tries to chew off extremities somehow reflects a need for sustenance that it may not be getting from the usual Goblin diet of fish and small game. But the likely truth of the matter, no matter what the esteemed sages of Atlantis think, is that a well-fed Goblin is a Goblin better prepared for war, winter, and the complex (and oftentimes deadly) courting ritual that makes up the heart of Goblin society." -Sage Osprey the Outcast
This is a nasty little warrior with a slot of Vampirism that helps him survive in the secondary battles Goblins are often relegated to. Goblins are light fighters that are intended to engage in combat with other light fighters and skirmishers. Expect Cannibals to linger behind your front lines, fighting the likes of Woodland Scouts, Squires and Imps.

Overview:

A Goblin pressed into service by the Orcs, which eats its victims to gain their strength. Even Orcs find these Goblins disgusting. However, Krugg Ogres, who commonly eat people in stew, appreciate them.

The Goblin Cannibal In the Mage Knight World:

"A Goblin is a creature of rare cunning, but of notoriously bad taste. While many of the more bestial denizens of the Land also enjoy eating things on two legs as well as those that go on four, Goblins are universally shunned due to the horrible flavor of their oily, stringy meat and their overly tough bone structure. Strangely enough, the only creature that will regularly eat a Goblin is another Goblin.

Goblin Archer

The Orc Raiders now have their own Woodland Scout. And with an 8" range, the Archer is a little better than his Elemental League counterpart. Use the Goblin's Quickness to turn him into the exceptional skirmisher he is. Dart around opposing figures. Force them to turn to meet his threat. Sting enemy healers for a point of damage. Capture opposing Demoralized figures and double-time them back to your starting area. At 13 to 16 points, the Goblin Archer is definitely worth having around.

Overview:

A Goblin pressed into service by the Orcs and armed with a crude bow.

The Goblin Archer In the Mage Knight World:

While Goblin Archers have been known throughout the Land for generations, they have often been viewed more as a nuisance rather than a genuine threat. Once seen only hunting small game for their tribe, or using their specially crafted air-filled fishing arrows to fill their tribes' stewpots, the Goblin Archers have recently been seen amongst the battlefields of the Land. Standing shoulder to shoulder, a row of these diminutive Goblins can send flights of barbed arrows into a larger target, felling their enemy long before the larger, stronger creatures can get close enough for its physical prowess to be a factor.

Goblin Volunteer

In the Mage Knight food chain, Goblin Volunteers sit firmly at the bottom. Nothing better can be said for a warrior that begins the game Demoralized. To get any use out of this figure, you will have to push him once. At this point he becomes a so-so light fighter who can't even be used to capture enemy troops because of his Battle Fury. So why include Volunteers in your army? Well, they are cheap! At 5 to 7 points, you can use a Volunteer to enable a formation move with other, more capable, Orc Raiders.

Overview:

A Goblin pressed into service by the Orcs that values its own skin over any victory. These Goblins learn from the start that the best way to survive a battle is to win it.

The Goblin Volunteer In the Mage Knight World:

"While bunches of Goblins are often seen herded together on the battlefield by warlords for the purpose of being fodder for enemy bolts, the potential of having your own tribe of Goblins is often greatly undervalued. While few creatures have anything to fear from a single Goblin, these smart little creatures learn early on that they are capable of facing dangerous enemies together, as a tribe, through team-work and strategy. While you wouldn't expect a Goblin to read a book or sculpt a ceremonial urn for the halls of Atlantis, they are crafty creatures capable of trickery and strategy the common Atlantean would never believe.

Often a little half-hearted when the battle first begins, once the blood starts flowing and the arrows start stinging, these Goblins will do everything in their power to defeat the enemy in the name of bringing the battle to an end - and thus saving their own skins." -Sage Osprey the Outcast

Technomancer

The single most controversial piece released, the Technomancer, is an early game gambit piece. With its 10-inch Magic Levitation, the Technomancer can send warriors sailing across the battlefield toward combat. And the Technomancer's Flame/Lightning special ability makes him more than just a troop transport.

Overview:

A Guild Magus that has replaced one or more body parts with Magestone machines. The body

parts were usually in perfect working order when the Empire's surgeons chopped them off. Loyal to the Prophet-Magus and the Guild more than the Empire.

Centaur Lieutenant

The Centaur Lieutenant is one of the more dynamic Mage Knight pieces. Most pieces with Charge are double-based. Having a single base means that the Centaur Lieutenant can employ the free spin to defend against attackers and still employ its Charge of 10 inches. With a great Battle Armor defense of 15, attack of 11 and damage of 3, the Centaur Lieutenant is worth the 36 points it takes to put it on the table.

Overview:

A League warrior trained for war since childhood. Potential Lieutenants are separated from the herd at a young age and taught to hate the humans who originally took the Centaurs' ancestral homelands from them.

Flesh Golem

The Flesh Golem looks like a mere monster, but it is really a wall with legs. An 8-inch speed allows the Golem to move into base contact in a few turns. For only 25 points, the Flesh Golem's player has a good chance of tying up other warriors for most of a game

Overview:

An incredibly strong Sect Golem knitted together from the flesh of a dozen corpses. By having multiple spirits powering the corpse, it lessens the chance of any one spirit gaining control over this awesome fighting machine.

Huntsman

A sniper par excellence, the Huntsman bounds quickly from the starting position and into hindering terrain where his Stealth keeps it safe from ranged attack. Positioned in terrain, with a 10-inch range and a good attack of 8 to 9, the Huntsman can dictate enemy troop movement. With a damage of 2, a squad of Huntsmen creates a rolling rate of fire, removing the special abilities of the specialty non-uniques.

Overview:

A Rebel warrior, a loner, who hunts down Mage Spawn and other menaces around the region of Khamsin. While he is happy to fight the Atlanteans, his main job is protecting outlying communities from Mage Spawn attack.

Elven Zealot

Here is a fast Elf with Charge. Again, the Charge special ability turns this warrior into a proactive piece on the battlefield. Zealots seek out melee, and their stats support their use as medium fighters. An advantage the Zealot holds over the likes of the Elf-at-Arms is his resistance to capture. Like the Necropolis Sect's Seething Knight, the Zealot packs a lot of Battle Fury. Only the weak version becomes Demoralized. Zealots are also anti-magic pieces that can hold their ground against armies based around Demi-magi.

Overview:

A High Elven Priestess who believes that High Elves are always right and other races are always wrong. Brimstone preacher of the Heiramman gods who deems herself worthy to judge the faith of others.

The Elven Zealot In the Mage Knight World:

It is unknown whether the zealot is just a common camp-follower for the tempelar of the Knights Immortal, or if they are actually temple-trained but so lacking in control that they often desert the warrior temples in order to join elven 'free' armies—or even join with warhosts fighting for non-Elven warlords. Whatever their origins, these zealots acknowledge some kind of common bond as they all wear similar circlets or torques which they refer to as levenpfand, or 'life pledges.'

Faith Healer

This is a meatier version of the Black Powder Rebel's Leech Medic, with the added dimension of Magic Immunity. As such, the Faith Healer is the perfect compliment to many of the Knights Immortal Elves that also carry Magic Immunity, such as the Blademaster, Zealot and Paladin Prince. While a support piece, the Faith Healer can also hold his own in close combat with light fighters and skirmishers. These are just the sort of warriors that opponents often send behind your lines to bully your healers and other support troops.

Overview:

A High Elven Priestess who channels the power of the Heiramman gods. Every time she performs her magic, her gods deem whether she and the one she heals are worthy of their divine gift. If they are, they receive the healing. If they are not, she is denied the healing gift for a period of time. Very pious.

The Faith Healer In the Mage Knight World:

The Faith Healer is convinced that their abilities to heal and their immunity to most kinds of magical attack are divine. This ability is not truly magical in origin but is a natural outgrowth of faith, piety, and the guidance of the gods that watch over them as they make their way through the war-torn Land. Only through the careful negotiation of the ascetic path may the Faith Healer be capable of tending to the injured warriors that are worthy of their holy ministrations.

Shieldwall Knight

The Shieldwall Knight, with a Battle Armor of 15, can cross the field with ease, and when damaged it has the Pole Arm special ability. A squad of Shieldwall Knights are a ferocious part of the terrain, daring an opponent's warriors to crash against a wall of halberds.

Overview:

A heavily armored High Elven warrior that defends the healers and generals of the Knights Immortal. Usually of the common caste.

Tribal Brute

The Tribal Brute is no simple lummo. True, it's slow, but so very, very effective once it moves into hand-to-hand. No half-measures here: the Brute has an attack of 10, and most of its damage is 3 to 4 points plus a tough defense of 14. The Brute is a good selection at 30 points and a must for the Orc Raider player.

Overview:

A hulking Half-Troll who takes what he wants from whomever he wants. As compared with the quick-breeding Half-Trolls, a Tribal Brute originates from direct breeding with Trolls, with no bloodline dilution. The Tribal Brute often bullies the normally dominant Half-Trolls.

Bone Grinder

The Bone Grinder is an Orc that has a surprise slot of Regeneration just before he becomes Demoralized. Since Berserk status accompanies the Regeneration slot, with a corresponding increase in attack and damage values, this second-last slot on the dial is a very good place for the Bone Grinder to be. Like the razor's edge, this slot is tough to find and difficult to stay on, but after being wounded, it's where you want to go. Once wounded, push the Bone Grinder until you reach this sweet spot on the dial. Attack if the opportunity presents itself, otherwise Regenerate and hope for a 5 or 6 on the roll.

Overview:

A slightly magical Orc that is able to heal itself by transforming rage and pain into magical energy. Many Bone Grinders are apprentice Shamans or hope to win a place under the tutelage of these "powerful wizards."

The Bone Grinder In the Mage Knight World:

"Discovering that the Bone Grinder has regenerative ability, many consider the idea that it might own to Troll blood. After all, the Orc Raiders work alongside some of the more savage Troll tribes and have been known to interbreed. In a study which cost the lives of four demi-magi, however, it was concluded that the Grinder is actually an Orc Crusher who has learned to focus its seething rage inward as it revels in the chaos of battle. It heals itself by magicks much more akin to Sect abomination rather than the natural ability of the Trolls."

~conclusions from a treatise, as given by Scholar-magus Annunub

Barber-Surgeon

The Orc's Barber-Surgeon is one of the best buys in the game. For less than 20 points, a player gets a healer that is tough and durable. This healer can safely travel on its own, and it doesn't need other pieces to defend it. This allows a player to be aggressive, knowing he can quickly repair his wounded.

Overview:

An Orc trained in the ways of healing, though it might be better suited to carpentry. These barbaric healers commonly use bone saws and hand drills as instruments. Unconsciousness is often the best anesthetic.

Specter

A 12-inch Stealth movement plus a Flame/Lightning attack of 9 allows the Specter to give any piece of terrain a nasty set of teeth. Although they cost a tough 23 points, a squad of Specters is very desirable for the player who likes terrain. They dictate the squad movement of the opponent, and allow the player to push forward past the Specter-defended flank.

Overview:

The vengeful Mage Spawn ghost of a human wronged in life and seeking revenge. Very intelligent, it will be put to rest if it achieves its goal. Able to bargain with the living in order to carry out its task. Comparable to a regular ghost with issues.

Whelp

The Whelp is the first step toward a player's all-Draconum army. A bit steep at 28 points, the Whelp's cost is offset by a strong attack value of 10 and a tough defense of 15.

Overview:

A first-generation Draconum, the youngest of its kind. Little more than a ravaging beast seeking the next meal. The broken chains on its wrists are reminders that it could be chained again if it misbehaves.

Scorpem Gunner

This speedy mounted figure has Bound and Flame/Lightning, making him an excellent formation breaker. Use the Scorpem Gunner's speed to flank enemy formations, then let loose with a Flame/Lightning attack. Battle Armor will allow this warrior to survive enemy ranged fire while moving around the battlefield. Remember to turn the Flame/Lightning "off" when targeting a single enemy; the Scorpem Gunner's 3 damage will severely weaken most opposing figures.

Overview:

An Atlantean specialist warrior riding a Scorpem war machine, armed with a lightning gun. Scorpem scorpion tails are not poisonous, and the Scorpem are more comparable to vehicles than to animated Golems.

The Scorpem Gunner In the Mage Knight World:

Following the phenomenal success of the Scorpem Crossbowman, the Guild decided to increase the lethality of the weapon carried by a Scorpem rider, bringing about the creation of the Scorpem Gunner subcaste. The first such warriors were also given adapted versions of the Amotep Gunner's lightning caster, along with a unique helmet, visor, and specially treated leather jerkin to help protect them from any unintentional flashback.

Soaring Gunner

The Amotep Gunner is a popular Atlantis warrior. Giving him Flight and Battle Armor will go a long way to securing his status as an Atlantean stalwart. Enter the Soaring Gunner. The advantage he gains with Flight will be immediately apparent, particularly in congested terrain, which all ranged combatants detest. This Gunner will be able to land in, and take off from hindering terrain without any difficulty. Enemy formations hiding behind blocking terrain and waiting to pounce on your troops will be rudely shocked when a Soaring Gunner lands behind them and lets loose with a Flame/Lightning attack on the following turn.

Overview:

An Atlantean specialist warrior riding a Dragonfly war machine, armed with a lightning gun. The Dragonfly machine is a recent invention. The Dragonfly does not truly fly, but it can hover and move quickly from place to place. Dragonflies are more like vehicles than Golems.

The Soaring Gunner In the Mage Knight World:

Amotep and Altem warriors can spend their entire military careers hoping to be selected for the vaunted Guild Dragonfly Corps. Only the best are selected, and these men number among the most valuable Guild soldiers. Their flying mounts give them a freedom of movement about the battlefield that makes them deadly in combat. When fatigue and wounds force them to set aside their lightning guns, they can still make deadly passes with their mechanical mounts, raking the dragonfly's sharp legs over enemy lines.

Scorpem Crossbowman

The Scorpem Crossbowman reinforces the tradition of Atlantean mounted troops: power through ranged attacks. As Atlantis Guild warriors go, he is not particularly deadly, but he certainly has utility. With his inherent speed and the Bound ability, this fairly inexpensive warrior is great at working his way behind enemy troops and sniping at their support warriors. Many healers and enhancers only need to be hit for a few clicks of damage before their special ability is lost. The Scorpem Crossbowman can get this job done.

Overview:

An Atlantean specialist warrior riding a Scorpem war machine, armed with a crossbow. Scorpem scorpion tails are not poisonous, and the Scorpem are more comparable to vehicles than

animated machines.

The Scorpem Crossbowman In the Mage Knight World:

What better way for the Guild to instill fear into their enemies than to create a mechanical riding beast that resembles the scuttling scorpion found throughout the deserts of the Land. Standing on tall, jointed legs, with a wicked, barbed tail waving overhead, this technomental creation inspires fear on the battlefield.

Though the ride for Scorpem Crossbowman can be exceptionally rough, the power such warriors feel as they witness the fear of their enemies at their approach has generated a long waiting list of warriors willing to enlist in this new military subcaste.

Soaring Crossbowman

The flying version of the Atlantean Crossbowman is the least expensive mounted warrior available to the Guild. And while his attack is not the most deadly among the legions of Mage Knight warriors, he does have surprising survivability. The extended damage track of the standard Soaring Crossbowman is provided by the mechanical dragonfly mount, but it still means that this warrior can absorb 10 clicks of damage for only 34 points. Use the Soaring Crossbowman in an army with healers and he is almost guaranteed of finishing the battle holding the field.

Overview:

An Atlantean specialist warrior riding a Dragonfly war machine, armed with a crossbow. The Dragonfly machine is a recent invention. It does not truly fly, but it can hover and move quickly from place to place. Dragonflies are more like vehicles than Golems.

The Soaring Crossbowman In the Mage Knight World:

The crossbowmen of the Guild Dragonfly Corps claim to be stronger flyers than the Lightning Gunners could ever hope to be, due to their need for greater mastery in combat. Soaring Gunners, they say, rely too much on the hard-hitting reach of their lightning devices, never mixing it up with close fly-bys. Meanwhile, the promotion of younger flyers from the Utem crossbow discipline gives them an edge in learning the intricacies of flight. This has prompted a strong if good-natured spirit of competition between the two.

Soaring crossbowmen are more easily recognized by the wild mane of hair that streams out behind them, the result of crossbowmen who have grown out their topknot. Though not regulation, it is an affectation the Guild tolerates.

Fell Reaper

The skeletal fell beast that the Reaper rides contributes a skill that has been sorely missed for a long time among Necropolis warriors: Toughness. Considering their dearth of ranged attacks, it has always been the case that Necropolis Sect armies have had to engage their opponents in close combat to prevail in battle. However, that is a tall order to fill if not protected by either Battle Armor or Toughness. Well, now Toughness is available and Necropolis armies can feel more confident heading into the field.

Overview:

A Sect slayer riding a Fell Beast, armed with a giant scythe. Skeletal Fell Beasts are shaped from the bones of dead Wyverns. A Banshee is an ally of the Sect, rather than a creature modified or created by Necromancy.

The Fell Reaper In the Mage Knight World:

It is suspected, though yet to be proven, that a Reaper is closely related to the Sect necromancers. Perhaps a Nightstalker, whose rage and hatred have sustained him past death. Though of no discernible magical talent there is no denying the presence of unnatural forces at work, both in the creature and instilled into its weapon. Scavengers who have found reaper scythes after a battle have reported that touching the weapon, even through gauntlets, numbs

living flesh and makes it impossible to hold.

The reaper's preference for the nightmare has not stopped it from adapting to the Fell Beast, and such riders seem to demonstrate considerable more self-control. The Fell Reapers often favor swooping attacks, choosing carefully an important victim, winging down to dispatch them, and then breaking away before the enemy can react with significant force.

Nightmare Reaper

The Nightmare Reaper is the staple figure of the Necropolis cavalry. With Charge and a good attack, this warrior can hold his own against cavalry figures from other factions. What sets this Reaper apart is his Battle Fury. Cavalry figures are as susceptible to capture as anyone else, but the Reaper's fury will help to keep this warrior out of your opponent's hands.

Overview:

A Sect monster riding a Nightmare steed and armed with a giant scythe. The Nightmare mount is not quite spirit and not quite flesh, and its touch is as cold as ice. A Reaper is an ally of the Sect and is not a Necromantic construct.

The Nightmare Reaper In the Mage Knight World:

The mount seems to have come straight out from the netherworld, with tail and mane formed out of a cold-burning fire and sparks of white-hot fury struck from each pounding stride. It may even be preferable that such a creature can be found in the Land or summoned from outside. If Sect magicks created such a beast, the Necromancers certainly have grown stronger in their seclusion.

Nightmares are the favored mount of a reaper. This may be partly due the fact that a reaper does not have a ranged attack, and so has developed a preference for riding down a victim on the ground, 'harvesting' the head with its flesh-chilling scythe. Any victim seems to do, with the Nightmare Reaper often taking whomever is closest, not all that concerned with battle strategy or tactics.

Fell Banshee

A faster Screeching Terror with greater damage resistance is called a Fell Banshee. The two figures work almost exactly the same way; flying into knots of enemy troops, then pushing for a Shockwave and retreating two turns later. Heal and repeat. However, the Fell Banshee has a larger threat radius brought on by its 14" speed value. The imposing view of the mount is sure to add psychological impact to the attack as well!

Overview:

A Sect siren riding a Fell Beast, who decapitates the living and carries their screaming heads to her lair. Skeletal Fell Beasts are shaped from the bones of dead Wyverns. A Banshee is an ally of the Sect, rather than a creature modified or created by Necromancy.

The Fell Banshee In the Mage Knight World:

"The moon was new and it was pitch dark that night. My host was making its way around the slopes of Cainus Mons, trying to find a passage North of the Necropolis that would allow our Warlord access to the Rivvenheims. Suddenly everyone froze. From all around us came the most horrifying sound I've ever heard. It just seemed to suck the life from us. The hair was standing up on my neck and I was panting with the effort just to breathe. Then, I swear it, a shadow fell across us. I know I said it was pitch black, not a star to be seen, but this thing flying through the air cast a shadow darker than dark. I saw three of my troop fall over dead. Don't know if it was some power, or they just died of fright. I don't know. But we broke ranks and got away as quickly as we could. That's why I'm here on Delphane to sign up with you. Can't think of any place in the Land further away from that cursed volcano than this."

—from a discussion with Ranger Jonne

Nightmare Banshee

The Nightmare Banshee ratchets up the Screeching Terror tactic by allowing you to move and Shockwave on the same turn without the aid of Magic Levitation. Given two consecutive turns and a push, the Nightmare Banshee's threat radius is 18"—even better than the flying version of this warrior. Plenty of Battle Fury serves to protect her from capture. This is a good thing, since she must always get close to enemy troops to set her Shockwave off and the threat of being mobbed is ever-present.

Overview:

A Sect siren riding a Nightmare, who decapitates the living and carries their screaming heads to her lair. The Nightmare mount is not quite spirit and not quite flesh, and its touch is as cold as ice. A Banshee is an ally of the Sect and is not a Necromantic construct.

The Nightmare Banshee In the Mage Knight World:

The Nightmare Banshee roams the cold ridges north of the Sect territories, riding a fleshless steed with eyes of night and hooves of flint. Lowland legends speak of howling demons coming out of the hills on cold, rain-swept nights, seeking those who stray too far out from home and hearth for their own safety. After claiming its prize, the Banshee rides back to the its hidden mountain caverns, the stolen, still-weeping heads of its victims tied alongside the reins.

Light Lancer

As with many mounted warriors, the Light Lancer suffers from having a small concentration of crucial ability slots at the beginning of his combat dial. The fragile nature of his strength requires that the Light Lancer be part of a well thought out army containing supporting healers integrated into strong and clearly defined rallying points. Typically, Light Lancers will push and have one decisive engagement with enemy troops. Wounded, but able to maneuver, they will disentangle themselves from melee and have to seek medical attention before heading back into the thick of things. If you have strong healing and troop recycling plans built into your army, then Light Lancers will serve you very well.

Overview:

A noble male High Elven Knight armed with a long lance. Rides a light warhorse. Their horses number among the best in the world, challenged only by the few remaining Galeshi steeds.

The Light Lancer In the Mage Knight World:

When the questors of the Knights Immortal rode the breadth of the Land during the Age of Princes, the Lancers numbered highly among them. Bard song has them riding in 'on the thunderous wind, a glow of the lightning bolt set on the points of their lances.' While their lances do not seem magically charged, the honorific certain befits the Elven-trained warhorse. A noble steed, the warhorse dedicates itself to its rider and is hard to match in strength or stamina by any non-magical beast.

When on the ride, the Light Lancers can also serve as heraldic bearers, flying pennants off their spears to proclaim the presence of their Blademaster, general, or lord.

Heavy Lancer

The standard and tough ranks of Heavy Lancers are likely able to make two Charge attacks against enemy troops before requiring the healing services rendered to Light Lancers after a single Charge. Their tough defense value, complimented with Battle Armor, will enable assaults even against good ranged combatants. In fact, overrunning enemy missile troops is a job best suited to Heavy Lancers. Once in close combat, these mounted troops will make short work of any missile figure short of a Troll or Golem.

Overview:

A male High Elven Knight armed with a long lance. Rides a heavy warhorse. The High Elves are among the best riders in the Land. Can be of either noble or commoner class.

The Heavy Lancer In the Mage Knight World:

Although heavier armor and the warhorse barding slows down their mounts, heavy lancers make up for it in added protection and in stamina. They tend to be much more serious than their younger counterparts, though given the Rivvenheim Elves' natural bent toward sobriety, not many would notice the difference. Heavy Lancers rarely act as heraldic bearers unless answering the direct request of a highly-regarded noble Elf.

Light Cavalier

A Light Cavalier is a significant threat to any enemy figure left without ranged combat support. The Cavalier's ability to move 7" and immediately attack with Weapon Mastery cannot be taken lightly by any player. However, a low defense and lack of armor means that this warrior should never be brought within range of opposing missile fire. Given these facts, Light Cavaliers are great against armies composed of Mage Spawn or Necropolis Sect figures.

Overview:

A High Elven Knight, typically a female of noble birth, armed with a sword. Rides a light warhorse. Their horses number among the best in the Land, challenged only by the few remaining Galeshi steeds.

The Light Cavalier In the Mage Knight World:

No less horsemen than the Lancers, the cavaliers of the Knights Immortal ride as if born to horseback. Although not quite so concerned with blazing speed, their warhorses are not slow beasts and they hold their composure even if stuck by enemy swords. Some attribute this to the courage and reassurance of the cavalier, who spend so much time with their mounts that they are rumored to have formed a special, semi-magical bond.

In some cases this may actually be true, since the warhorse of a Cavalier, if he is slain, is also often put down. Some are apparently turned into breeders, and though they may allow another rider they will never carry another warrior into combat.

Heavy Cavalier

The Heavy Cavalier gets an armor boost over her Light counterpart. This increases the warrior's utility and broadens the list of potential foes. As with the Heavy Lancer, this piece should be used to run down and hammer opposing ranged combatants. After delivering a crippling blow, disengage with the Heavy Cavalier and if Charge is still available, run another enemy to ground.

Overview:

A female High Elven mounted Knight armed with a sword. Rides a heavy warhorse. The High Elves are among the best riders in the Land. Can be of either noble or commoner class.

The Heavy Cavalier In the Mage Knight World:

During the siege of Rothe, when the Necropolis Sect attempted to break the Knights Immortal lines in an effort to spirit away Necromancer Juhl-lat, they ran up against a solid line of heavy cavaliers led by the Martyr Asringold. Six elven chargers, holding against three times their number in unnatural creatures and dark warriors. The safe tactic was to hold the line and wait for reinforcements. They charged.

The first rider fell with the blood of three Sect warriors on his sword. Two more were finally struck down before Asringold fell upon the necromancer. Only one Cavalier finally rode free of the battle, bringing back to the warhost the kreus of Asringold and the head of Juhl-lat.

Cave Butcher

Light cavalry for Orcs comes in the form of the Cave Butcher. This is a fast charging warrior that hits hard but does not have quite the longevity that other cavalry pieces have. Still, the push/Charge threat radius is 21" in clear terrain and cannot be overlooked by the opposition. Because the standard and tough Cave Butchers can deliver 3 damage on the Charge, they qualify as main combatants and probably won't see as much use behind enemy lines in the harassing role.

Overview:

A Cave Orc warrior riding a jebta, a kind of Cave Runner lizard that has been trained to fight in battle. Fights hand to hand rather than using missile weapons. Often used as sentries and guards in Cave Orc society.

The Cave Butcher In the Mage Knight World:

The Cave Butcher has its genesis in a number of remote Orc tribes that have taken to dwelling the mountains just north of the Blasted Lands. These tribes fled extinction at the hands of a rival Orc khan more than a century ago, and found sanctuary in a maze of caves created by the great blast.

While in the caves, they encountered and domesticated a subterranean creature they now call a jebta. Though nowhere near as fleet of foot as many other mounts found in the Land, these Orcs have trained the jebta to fight, and often mount metal claws onto their front hooves to make them more dangerous in battle.

Having stayed underground for centuries, these Cave Orcs are slim of body compared to their steppe-dwelling cousins. They have recently made alliance with the Black Grasses tribes, trading their knowledge of how to ride a jebta for alliance and protection with the larger, stronger surface clans.

Ankhar Butcher

The bigger brother of the Cave Butcher is the Ankhar Butcher. Slower, but much tougher, this warrior is the workhorse of the Orc Raider cavalry troops. After losing Battle Armor, the Ankhar Butcher relies on two slots of Toughness to keep it in the battle. Against other medium fighters, this attribute allows the Ankhar Butcher to stay in contact with the enemy longer than other cavalry might.

Overview:

A Steppe Orc warrior riding an Ankhar. These warriors usually act as outriders for the nomadic Orc tribes, ensuring that they are not attacked by enemy warriors when they are en route from one place to another.

The Ankhar Butcher In the Mage Knight World:

While the Cave Orcs have their sturdy jebta to use as mounts, the Orcs of the Fist have had only their unruly ankhar to depend upon for mounts for a few generations. While praised for their meat, their strength and their thick shells, the ankhar have only recently, in the space of the last few lifetimes, been raised and trained exclusively as battle-mounts—a task not lightly undertaken.

Even today many Orc warriors lose their lives when their mount throws and gores them out of either habit or sheer irritation. However, through grit and determination, and occasionally a lot of bludgeoning, even the most difficult ankhar can be broken and tamed.

Cave Archer

The light mounted version of the Goblin Archer is an extraordinarily good skirmisher. Able to sprint around enemy troops with speed 14, and plink away at healers or commanders, the Cave Archer will find its way into many armies. The key to using this warrior well is to exploit its speed. Keep it out of harm's way, then Bound in for a quick bow shot before retreating to safety once again.

Overview:

A Cave Orc archer riding a jebta, a kind of Cave Runner lizard that has been trained to fight in battle. Cave Archers are expert with the short bow and are used to hunting their dinner in pitch-black conditions.

The Cave Archer In the Mage Knight World:

The Cave Archer is cave dweller, and is immediately distinguishable from the other Orcs of the Fist due to their small stature and size. But when on the back of a lurching jebta, the arrows fired by these keen-eyed warriors often strike fast and deep into the flesh of their opponents. Favoring the joints and the throat as places to strike with their bone-tipped arrows, the Cave Archers prefer to leave the larger trunk and organs of a fallen warrior intact for its jebta to feast upon when the battle is done.

Ankhar Archer

There are comparisons to be drawn between the Ankhar Archer and the Scorpem Crossbowman. Both are tough to hit, have survivability (the Archer with Toughness, the Crossbowman with extra slots), Bound with ranged combat fire, but neither deliver much damage. So why use them? When it comes to answering this question for the Ankhar Archer, it's a matter of options. The Orc Raiders don't have a lot of missile troops, and the Ankhar Archer is the most durable missile warrior they have. You use what you can get!

Overview:

A Steppe Orc archer riding an Ankhar. Ankhar, much like turtles, are hatched from eggs in muddy bogs. Ankhar move slowly, but their skin is thick and hard to pierce. Orcs riding these beasts tend to hang over one side of the saddle and use their mount as a living shield.

The Ankhar Archer In the Mage Knight World:

More comparable to a sauntering battle-tower than mounted cavalry, the Orcs of the Fist that are skilled enough to both shoot and ride are assigned to ankhar patrol during their opening years of adulthood. While these youngsters rarely see battle in their first year or two, as life on patrol is usually extremely unexciting, many of these Orcs are involved in running "play battles" with other patrollers from nearby tribes.

While these play-battles may last for days without any of the patrollers being injured, eventually one of the Archers will be a moment too slow to duck behind the scaly shell of their ankhar mount. When the loser eventually picks themselves up out of the grass, they usually find themselves sorely injured with their ankhar and supplies stolen. Later, they face the ultimate humiliation of explaining to their tribal elders how they lost their mount in the first place.

High Battle Mage

The High Battle Mage is one of Mage Knight's most costly warriors. However, the offensive punch he brings to your army is well worth it. He is the only character that combines Bound with Magic Blast. With a move value of 5 and a range of 12, this essentially gives him a Magic Blast out to 17 inches! Little more would be required to prove his worth to an army, but the High Battle Mage tosses in Battle Armor (thanks to his mount), a superior firing arc, the ability to make multiple ranged attacks, and five slots of Command for good measure. Despite all this, he is still no "tank". The High Battle Mage is best used with a Defend character and a healer close at hand.

Overview:

A senior Guild Magus, riding a scorpem mount. An impressive figure, with has a powerful attack and a level mobility that ensures he can put that power to use with a first-strike capability matched by few others.

The High Battle Mage In the Mage Knight World:

Power. A force of nature...or un-nature in this case. Call it what ever you will, but a High Battle

Mage is the epitome of a war leader. Wielding an awesome Magestone staff, protected by the finest armor that Atlanteans can forge, and mounted on the newest Guild technomental creation—the terrifying Scorpem—the High Battle Mage can throw themselves into the thick of any battle. If this was not enough, their superior tactical and strategic training allows them to outmaneuver their foes without personally entering the fray. Is it any wonder the Empire has ruled supreme for so long?
—Excerpt commentary from The Guild, the Resurgent Empire

Techun

A golem flying a...golem. Well, this is an Atlantean warrior after all, and it would only be a matter of time before the Guild's magical technicians figured out how to best take advantage of a symbiotic golem-to-golem relationship. And judging by the Techun, they pulled out all the stops. This beast can deliver 5 damage at 12 inch range, and he flies to boot. A defense of 19 against ranged attacks allows him to initiate battles on his own terms. Use the Techun as your army's primary attacker and use him fearlessly.

Overview:

A specially crafted Atlantean Storm Golem programmed to fly and fight from the back of a Dragonfly machine. The Techun was derived from a Storm Golem model but made lighter so it could ride a Dragonfly into battle.

The Techun In the Mage Knight World:

This soaring golem is capable of devastating attacks, winging down into a battle and striking with a powerful magestone-powered cannon very similar to the main weapon of the Storm Golem. First fielded against the Elemental League, during the ocean battle off Rikker's Isle, the Elves christened it zephyrgallem, the Stormwind Golem.

King of the Dead

One of three figures in the Lancers set with Invulnerability, the King of the Dead gets his in his final slot. This makes the King difficult to knock-off in the end game where every warrior is wounded and high damage values are at a premium. The King of the Dead begins the game as a commander, but after being hit for several clicks, his Necromancy kicks in and he can summon eliminated figures to his aid. As with the Lich, consider pushing into the Invulnerability slot near the end of a battle to help ensure survivability.

Overview:

Undead champions specifically created from the corpses of fallen champions and Heroes from other Factions. Nothing is quite as demoralizing as having your old king leading Sect armies against the gates of your city. Created like a Lich, with the aid of a magic mirror. Like the Lich, not bound to one site or location.

The King of the Dead In the Mage Knight World:

Before his betrayal of the Necropolis Sect the warlord Kho'Ta originally raised these powerful creatures to life from the graves of mortal kings to serve the greater need of the Necropolis. But when Kho'Ta fled to the headwaters of the Whitespray, he let his control drop over these powerful nopheratu. The resulting chaos as the Kings, freed of their master's control, attempted to free their undead brethren and throw down their necromantic masters, brought about the deaths of many lesser necromancers in a prolonged effort to subdue and control these creatures.

While many of the Kings are now safely under Sect control once again, there are a handful who managed to escape and now roam the Land far and wide, seeking to raise their own armies of the dead for their own unknowable purposes.

Uhlrik Charger

The Order of Vladd finally has some competition in the Sect's "serious butt-kicker" department. What makes the Uhlrik warrior so deadly and expensive (118 points) is five slots of Charge supported with Vampirism. This is a nasty combination, which allows Uhlrik to push into a Charge, attack, heal, disengage, repeat and abuse. An additional nine slots of Battle Fury are icing on the close combat cake. The Uhlrik Charger is a force to be reckoned with, and is a worthy primary attack piece in any army.

Overview:

A Sect Vampire-Lord bound into its armor by powerful Necromantic spells. The armor can never come off; the protective metal is permanently bonded to the skin. The Uhlrik, after their loss in the Vampire Civil War, no longer hold positions within the Sect.

The Uhlrik Charger In the Mage Knight World:

When first seen on the battlefield, it was unknown where these new and terrifying mounted warriors were coming from. A new Sect undead creature? A new Magespawn created through the arcane arts? Only later did it become known that the Uhlrik are actually a part of the feared Order of Vladd. Those vampiric members of the Order that choose to undergo a powerful Necromental transformation, one that costs them their wings and blood-fangs, and magically melds their bodies to a specially prepared suit of magical armor. It is said the transformation is so agonizing that they bleed from every pore, giving the metal armor its permanent blood-red stain. An Uhlrik literally becomes living armor, out of which he may never venture. That price, however, is gladly paid as the unholy metamorphosis creates a powerful undead warrior-prince eternally shrouded in living steel.

Champion

The Champion is a Heavy Cavalier with bad attitude. His five Charge slots can only be matched by the Uhlrik Charger. While four slots of armor and Weapon Mastery insure that he is good for at least two clashes with the enemy, it is best to keep a supporting healer nearby. The Champion is a 90-point investment, so you will want to keep him healthy.

Overview:

The best High Elven warrior a Rivvenheim Temple has to offer. The Champion is chosen from the ranks in a grand yearly tournament. Being the best warrior for that year is a great honor. While any High Elf may compete for the title, Elves from the nobility usually win.

The Champion In the Mage Knight World:

From without, they may rise to challenge temple.

Champions are not of noble blood. They come from common stock, often defying traditions and even laws to learn the trade of warcraft. But for certain exceptional individuals a dispensation can be reached. In some cases, when an Elven lord approves, a Champion is born. Masters of horse, blade, and shield, Champions may ride alone, with 'free' armies, or alongside a temple warhost without prejudice.

Martyr

Here is a unique with an equally unique combat dial. She starts with Charge, and can give a fair account of herself in battle. However, after the Martyr takes a few hits, she activates Bound instead, and gains Magic Healing. This allows her to move and heal at range on the same turn, and with a pretty good attack value as well. At this point, you have a fair bit of tactical flexibility: you can maneuver the Martyr out of harm's way, and heal a front line fighter (or better yet, a heavy cavalry piece) on the same turn. And don't forget, with the Martyr's range value, you can always opt for a damaging ranged combat attack instead of the heal.

Overview:

Each of the hundred Rivvenheim cities has one heroic, gods-ordained High Elf who will fight and

die for the cause. Armed with Ikona—magical talismans with unique and potent magical powers—these warriors fight to defend Rivvenheim from evil. Multiple Ikona can be joined to create powerful effects.

The Martyr In the Mage Knight World:

Like the Champion, these warriors are mostly of common ancestry and have pursued a life of warcraft out of a driving personal need rather than out of respect for heritage or the traditions of temple. Unlike the Champion, the Martyr rarely has any chance for recognition or acceptance among the regular warhosts of the Knights Immortal. They are solitary, often to the point of being antisocial, possibly due to their latent magical ability which most often manifests in the power to heal wounds taken by violence. They each find a Ikona to bear, a kind of cross between a holy symbol and personal icon. Wherever they go, they find trouble and very often find a way to die gloriously in battle for a worthy cause.

High Elf General

The General is like a Paladin Prince without the bells and whistles. He can still fight like the devil, and Command troops at opportune times, but the Prince's Magic Immunity and Heal abilities aren't required here. The General is all about wading into melee and getting the job done...himself. Keep a Liege Knight close by for added defense and some Squires for flank protection, and the General can then lead an effective formation.

Overview:

A powerful fighter respected for its valor and strength. Only those who belong to one of the seven noble houses can truly lead the armies of the Knights Immortal. The position of General is the highest rank a Commoner can attain. Usually command a largely mounted force.

The High Elf General In the Mage Knight World:

Not all temples in Rivvenheim are fortunate enough to claim a Paladin Prince in their ranks, a calling which relies as much on a magical heritage as it does training. The High Elf General answers the same call. With their strong, lightweight armor the general enters into the thick of combat and lays about with a greatsword. A terrible foe, many often think they are facing a new golem from the empire rather than a flesh and blood Elf of Rivvenheim.

Taskmaster

The Taskmaster is sure to appear in numerous armies, and not just ones centered around Orc Raider troops. This warrior is the cheapest leader figure in the game. At 32 points, the Taskmaster boasts four slots of Command. Any army that can spare the points should take a Taskmaster. A Command figure in an hour-long, 200-point game will make about 15 rolls for an extra action, of which 2 or 3 will be successful. In a balanced game between two experienced players, those bonus actions will be the battle's deciding factor. Whether a Command action helps to make up for a bad attack roll earlier in the game, or is used for a key Regeneration, or an extra Charge, or a crucial capture attempt, it may decide the game. The Taskmaster can deliver, with economy.

Overview:

An Orc that commands squads of lesser Orc Raider warriors through abuse and terror.

The Taskmaster In the Mage Knight World:

Chosen from among the Orcs for his intelligence and ability to command—two traits hard to find among Orcs—a Taskmaster is generally used to keep the more weak-minded Orcs and Goblins under control during a battle.

Armed with flails made from long, ropy braids of ankh muscle, the Taskmaster delights in carefully placing thorns and sharp rocks amidst the tendrils of their whips ensuring that any lesson they choose to teach is not soon forgotten.

Lich

If Specters are tough to finish off, the Lich is nigh impossible. If an opponent does manage to get past your Lich's Magic Blast and Magic Immunity, he'll then have to contend with two late slots of Regeneration and a final slot of Invulnerability. If you are playing a severely wounded Lich late in the game, and your opponent can no longer deliver three or more clicks of damage with anyone, push your Lich until you make the Invulnerability slot. Your Lich will survive the battle and your opponent will curse your name until the day he uses the tactic back on you.

Overview:

An undead wizard who transformed himself into an undead in the hope of living forever. The key piece involved in this Necromantic ritual is a magic mirror that preserves the wizard's life force. Break the mirror, and you automatically destroy the Lich. A Lich is not bound to one site or location.

The Lich In the Mage Knight World:

Anjou, the Lich-king, is perhaps one of the most terrifying but little-known enemies of the Land. From his underground kingdom of Cragreich he delves in the darkest of magicks and sends out warhosts to plague every nation, tribe, and faction. How far his underground warrens reach, no one is certain. The tale of Anjou tunneling up into the bedrooms of children, dragging them off to serve his armies, is a nightmare story that many parents use to frighten their children when they misbehave. Such tales are being told as far off as Fairhaven and Duncastor now, though that is likely the result of the Lich's recent visit and the terrible destruction and misery he left in his wake.

Arcane Draconum

Mage Knight's most powerful figure has arrived. The Arcane Draconum tips the power scale at 202 points. The Hierophant seems tame by comparison. So what do you get for your investment? The first Draconum with Command? Yes, but you'd want more. The game's first 14" Magic Blast? Yes, but it gets better. The ability to reduce incoming damage through every slot, including two slots of the coveted Invulnerability skill? Sure, but it's not enough. How about a game-best 21 defense against ranged attacks? Perfect. Now add in Flight for good measure and you have a beast that won't even fit into a 200-point army. Never mind, bigger battles await, and the Arcane Draconum will be there to deliver the damage.

Overview:

A third-generation Draconum with potent magical capabilities and a passion for history and legend. Arcane Draconum are rare, and their travels frequently take them into dangerous places. Search for hidden veins of Magestone for use by their fellow Draconum during the dangerous Chrysalis ritual.

The Arcane Draconum In the Mage Knight World:

"Could this possibly be the ultimate form? Could all Draconum manifest their final stage of metamorphosis in this strange shape? Certainly the power of this all-powerful, serpent-tailed Draconum must have limits. It merely vaporizes the lesser warriors that face it, and ignores the best attempts of a battery of mages trying to bring this creature to its knees. Is this the final stage of the Draconum evolution? Will all the Draconum we have seen throughout the Land one day grow into this final unstoppable form?"

—private musings of Maleficus

Shazardek

The unique Whirling Golem Shazardek adds an extra slot of Weapon Master to the already excellent stats of this golem's toughest rank. Battle Armor gives it a defense value of 17 against ranged attacks and allows you to close with the enemy across open terrain. Its 2 slots of

Weapon Master mean that even if Shazardek takes a click of damage, it can still deliver a potent attack.

Overview:

The original prototype of the Atlantean Whirling Golem and the finest model of its class ever made. Created by Prophet-Magus Karrudan before he died.

Jolum the Fish

Jolum the Fish is truly an exceptional Iron Lung, leading its comrades with confidence into the watery depths. Compared with the Tough Iron Lung, Jolum has increased speed, attack, defense and damage values, as well as a decreased number of demoralized slots. The biggest difference between this unique warrior and its brethren is the special ability Pole Arm in its first 2 slots. With Pole Arm, Jolum becomes a great defensive figure. Park it at an important objective and it will deal a click of damage to anyone who comes into base contact. Remember, there's no die roll for Pole Arm damage. Only Toughness and Invulnerability can withstand it.

Overview:

A top-notch Atlantean soldier leading the Iron Lung specialist division. Jolum is an adrenaline junkie who loves to explore any underwater location. After a fierce series of battles, Jolum's new Submersible Golem design met its match in a tentacled kraken-beast.

Woodroot

Woodroot, the unique Centaur Outrider, combines all the exceptional movement capabilities of the Outrider with the added bonus of a 6-inch ranged attack. This feature increases the Woodroot's usefulness as a close combat warrior and a standoff ranged attacker, with the Quickness needed to avoid combat with superior foes. Essentially a Woodland Scout on steroids, Woodroot's increased abilities come at a steep cost of 26 points. But in certain armies, where a robust scout is essential, Woodroot is well worth the price.

Overview:

Laurell's brother, a League Centaur known for his defense of the Wylden homeland. Despises humans, farmers and their filthy practices. Sets horses free whenever he can.

Laurell

The unique Centaur Archer Laurell maintains the Bound ability and excellent mobility of the Archer and gains a better attack and damage profile and a 10-inch range, all at an additional cost of only 2 points! Of all these improvements, the extra range is the most crucial, since it gives Laurell a combined Bound move and attack range of 15 inches--more than enough to overcome a standoff battle against warriors with 14-inch range values.

Overview:

Woodroot's sister, Laurell is a League Centaur known for her avid defense of the Wylden homeland. She advocates working with humans rather than persecuting them as her forefathers have.

Slurshem (zombie)

Nothing is more satisfying to a player using Necromancy than bringing a unique warrior back into play at full strength. This tactic is possible since Slurshem is both a unique and a Zombie--and what a Zombie! Slurshem is two slots deeper than even a Tough Marsh Zombie and has Vampirism to prolong its duration on the battlefield once it engages in close combat. Use

this unique warrior when a situation calls for an aquatic assault and your opponent's fate will be sealed.

Overview:

While zombies never remember their former lives, it is rumoured that Slurshem was once an infamous pirate captain who served the Sect in life, until he ran afoul of a senior Deathspeaker.

Rendark

Rendark is a Lurker powerhouse. He maintains the Lurker characteristics of Stealth throughout his combat dial, and multiple slots of Vampirism to maintain his strength when engaged in close combat. In addition, Rendark gains Battle Fury for defense against capture attempts once damaged, an initial slot of Weapon Master and fabulous attack values. Root Rendark deep inside hindering terrain and dare your opponent to come and engage you hand-to-hand. Be on the watch for enemy figures with Magic Blast; Stealth is no defense against magical ranged attacks.

Overview:

This Lurker is renowned for savaging pit-fighters in the Necropolis. If Rendark is defeated, he is immediately resurrected and prepared for the next match. He is a favorite of the Sect's pit-fighting crowds, and his appetite for eyeballs is legendary.

Gale Bronzeboss

Gale Bronzeboss does everything a Shield Maiden can do--only better. Its initial slot of Defend and a corresponding defense of 17 provide superior protection to friendly warriors in base contact. As with the Shield Maiden figure, this unique figure is only useful in a support role, due to its low damage and attack values. Keep it behind the warriors it is supporting whenever possible to prevent it from taking damage, thus weakening its defense values and limiting its Defend capabilities.

Overview:

A Shield Maiden from Khamsin who left her noble family to become a mercenary. Gale is not her true name but an alias she took so her family won't find her and marry her off to Darset Frehr.

Lightning Tallman

With three targets, your best bet will be to get Lightning Tallman into action against an enemy formation, so as to get the most damage from him. With his shorter range, this figure will need to get close to the enemy, perhaps with the help of some cover, or a shield maiden. With his low cost, your best bet might be to use him in a flanking attack to harrass an opponent's formation of supporting figures.

Overview:

A Rebel warlord who has a reputation for being the fastest gunslinger in Khamsin.

Squire Thomas

Squire Thomas serves the same purpose as the regular Squire warriors. Its Quickness special ability makes it a good scout, and its cheap point cost makes it a natural for capture attempts. In a support role, Squire Thomas has better attack and damage values than even the Tough Squire, making this unique figure even better suited to supporting friendly warriors in close combat.

Overview:

A High Elven Squire who saved the life of an injured Knight by taking a blow meant for the

warrior. The Squire lived through the affair, barely, and is seen as a brave lad.

Grim Ivydown

Grim Ivydown is more than just a stronger Elf-at-Arms. It has 2 slots of Weapon Master, elevating it beyond the rank of a standard medium fighter. It is not nearly as economical, due to its high point cost, but what Grim offers in return for that steep price is a damage profile that mirrors that of the Temple Blademaster. With its damage value of 3 paired with the Weapon Master ability, you will usually want to turn off its special attack ability and go for the guaranteed 3 clicks of damage on a successful hit. In the right situation, though, when that extra damage output might tip the scales of a battle, Grim Ivydown's Weapon Master ability can deliver that lethal blow you need to carry the day.

Overview:

An older High Elven commoner who has survived more than four hundred years of campaigning. His position of agreeing with Blademaster Tyrin's views about the Rivvenheims' weakened defenses has made him unpopular in some circles.

Willow Nock

The unique Willow Nock provides the one component missing in the Longbow Archer: a decent attack value. It begins with a respectable attack of 8 and costs only 1 point more than a Tough Longbow Archer, which has an attack value of only 6. This increased attack value is incredibly economical, since a formation of two Archers plus Willow Nock achieves an attack value of 10. If your Knights Immortal army needs some standoff capability, consider adding this figure to your ranks.

Overview:

A noble High Elven archer who has a reputation for gambling for extremely high stakes. Willow generally has good luck, but when he loses, he loses big.

Taska Lakelore

The Deepwood Sentinel is a fantastic defensive figure for holding a location in hindering terrain—but Taska Lakelore is even better. It has Battle Fury to protect against capture, and with its several slots of Stealth, enemy figures must move into base contact with Taska to engage. Pole Arm delivers an initial click of damage to any opposing warrior bold enough to come into base contact, and its follow-up attack, with its increased attack profile, poses a greater threat than any ordinary Deepwood Sentinel. As is often the case with unique figures, Taska Lakelore will undoubtedly play a prominent role in your army's success in battle.

Overview:

High Elven commander tasked with defending the Rivvenheim slopes. Friend of the famous Blademaster Tyrin but doesn't totally agree with her views.

Boombock

Goblin Grenadiers are used to soften up the enemy and knock out their fragile abilities with a Shockwave attack just before your main force engages them. Boombock has more slots of Shockwave and a stronger initial attack value than the Tough Goblin Grenadier. These increased skills make him even better at his given role. Notoriously weak in the face of enemy fire, Boombock is likely to be eliminated by opposing ranged fire unless deployed with care. Also, consider grouping Boombock with four Goblin Volunteers, breaking him off from the Volunteers as you approach the enemy. A successful Shockwave attack will remove the initial Demoralized

slot on the four Goblins, revealing your (somewhat) fierce battleforce!

Overview:

A Goblin Grenadier who figured out how to throw his grenades farther away using an atlatl stick, thus gaining legendary status among modern Goblins.

Gishki

Gishki is the master of close combat when engaged with other light melee warriors. Battle Fury eliminates the chance of capture, and two slots Vampirism gives him the ability to recover from battle damage while remaining engaged in combat. However, do not get overconfident with this warrior's abilities. When facing a more powerful figure, a single attack inflicting three damage on Gishki will send him straight to his Demoralized slot and certain death. At only 14 points, use Gishki to defeat similar low-valued figures or merely delay stronger adversaries before he is eliminated.

Overview:

Gishki, a Goblin Cannibal, has eaten the flesh of nearly every race of warrior in the Land. He hasn't had Draconum yet but is awaiting the opportunity with great anticipation.

Mogga Crackshot

Mogga Crackshot combines the swiftness and utility of the Goblin Archer with the ability to target two opponents with a single ranged combat action. Since his damage value is only one to begin with, the multiple targets effectively doubles his damage output. A natural companion for Mogga is a Shaman who is also a member of the Orc Raiders faction. With the Shaman's Magic Enhancement special ability amplifying the archer's damage to two clicks per target hit, this simple combination can deliver some serious damage.

Overview:

A Goblin Archer who is famous for having once killed two Orcs with one arrow. Mogga has not replicated the feat since, but his reputation is very successful with the Goblin ladies.

Podo

Unique warriors are more hardy, robust and useful than their non-unique counterparts-and then there's poor Podo. In true goblin fashion, he alone holds the distinction of being the one unique warrior to be truly worse than even the weakest of his non-unique brethren, and also the only existing Mage Knight figure worth at a measly 3 points. Podo is not good for much other than cannon fodder. In the right situation, the lowly Podo may buy your army a precious turn or tie down a ranged attacker at a key moment. For such a small point investment, don't expect too much from this pathetic unique.

Overview:

A Goblin Volunteer who has survived battle after battle with the Orcs.

Scarabet

Scarabet's purpose remains the same as other Scorpem Gunners: use your combination of high speed values and Bound, Battle Armor and Flame/Lightning special abilities to outmaneuver and disrupt enemy formations. Its higher attack values and extra slot of Bound give Scarabet a better chance of success against stronger opposing figures than a regular Scorpem Gunner.

Overview:

An Atlantean soldier who is seen as a master of Scorpem combat, the "best of the best." His hatred for Karnardria has created one of the greatest rivalries in the history of the corps.

Abydor

Abydor boasts better attack, damage and defense values than even the toughest Soaring Gunner. While these changes don't alter the function of this unique figure, they do make it better at harassing enemy support figures and formations with well-timed ranged attacks. Abydor has the speed to outflank most armies, and flight allows it to make use of hindering terrain without any penalty to its movement. A deep combat dial and an initial defense of 18 against ranged attacks make this a very hardy figure.

Overview:

An Atlantean from a Xandressan trading ship that is seen as "the ace" of Dragonfly combat. Because the Xandressans are lightweight and small framed, they make for excellent "sky jockeys." Brother to Hierajet.

Karnardria

The unique Karnandria has twice the number of Bound slots as a Tough Scorpem Crossbowman. Combined with its better attack, defense and damage values, Karnandria remains an effective combat figure even after sustaining several clicks of damage. Its role as a sniper remains intact, but its ability to disengage from combat and seek out a friendly healer makes it much more survivable than a regular Scorpem Crossbowman. Are these advantages worth the hefty 18-point increase over a Tough Scorpem Crossbowman? You be the judge.

Overview:

An Atlantean from Kos who is jealous of Scarabet's success and wants his command. Karnandria has been in constant conflict with Scarabet since they were Utems together.

Hierajet

Mounted troops are all about mobility, and Hierajet raises the bar with an exceptional initial speed of 14 and the Flight special ability through its first 9 ranks. Like other unique figures, Hierajet boasts an increased attack profile over a Tough Soaring Crossbowman. Hierajet can easily outmaneuver enemy forces to snipe at opposing support figures. Its high mobility and deep combat dial make it likely that this warrior will still be standing at the end of the battle.

Overview:

An Atlantean from Xandressa who is Abydor's brother and serves as his faithful wingman in combat. Hierajet is a wicked warrior and a very egotistical Atlantean.

Doomathiak

Doomathiak takes to the field equipped with the Weapon Master special ability. Like his Fell Reaper counterparts, he is protected by Toughness to minimize the damage sustained while engaging in close combat. Once in base contact with an enemy figure, Doomathiak's high attack values and Weapon Master will make short work of most adversaries. Battle Fury protects him from early capture attempts, and if the battle goes badly, his high speed values permit a hasty retreat in order to heal up and return to the fray.

Overview:

A Fell Reaper who serves as the Sect's judge, jury and executioner in the Vurgra Divide. Doomathiak handles disputes among the humans of the Divide in a bloody, absolute fashion.

Scythapox

Better. Stronger. Faster. Scythapox is an archetypal unique warrior: better than the toughest non-unique figure of his type in several ways. He features Weapon Master to increase his damage output and higher attack values than the Tough Nightmare Reaper to improve his offensive strength when in close combat. While other Nightmare Reapers only have seven slots, Scythapox has eight to bolster his endurance in a grueling battle. Lastly, this warrior has an extra slot of Charge, giving him increased mobility even after sustaining three clicks of damage. Use Scythapox in the traditional cavalry role, running down support troops and outmaneuvering slower opponents.

Overview:

Scythapox serves as Doomathiak's "hound" and often digs out spies and outsiders throughout the Vurgra Divide for his master.

Keening Daemona

Rather than a Screetching Terror, it is appropriate to compare Keening Daemona to the Ki Devil. Like the Ki Devil, Daemona sports an increased range of 10" versus the regular Fell Banshee's range of 8". While a seemingly small improvement, tactically this two inch increase in range will make a large difference in the usefulness of this unique figure when using its Shockwave ability. Since Shockwave affects all figures within a certain radius of the attacker, Keening Daemona's increased range results in an 56% larger area of effect than the regular Fell Banshee with a range of 8". You will also appreciate Daemona's extra slot of depth, giving her more resistance to damage while executing her Shockwave attack.

Overview:

Daemona is a renegade Banshee who lives near Cainus Mons and regularly hunts Sect warriors for sport. Sister to Hag Hebrodia.

Hag Hebrodia

This unique Nightmare Banshee is sure to give your opponents problems. Because she has better attack and defense values than those of a normal Nightmare Banshee, she is capable avoiding enemy assaults and delivering a successful Shockwave attack. If things go badly and she is damaged, she has an extra slot of Charge beyond the two Charge slots present in the Tough Nightmare Banshee. This depth allows Hag Hebrodia to take two clicks of damage and still deliver a same-turn Charge/Shockwave attack. Resilience of this sort is often the advantage of unique warriors over regular troops.

Overview:

Hebrodia is Daemona's sister and hunts with her in the mountains near Cainus Mons. An ageless crone who divines the future from bonfires of burning bones.

Elroodon Lightfoot

Better. Stronger. Faster. Sound familiar? Sure: it's Elroodon Lightfoot's advantages over a Tough Light Lancer. This unique mounted warrior begins with an initial speed of 8 combined with the Charge special ability, resulting in an incredible move of up to 16 inches! Elroodon has higher attack and defense values than a normal Light Lancer, and that makes it a much better hit-and-run combatant. While still a fragile figure that requires the services of a friendly healer to remain effective in a prolonged battle, Elroodon Lightfoot represents the pinnacle of the Knights Immortal's swift mounted troops.

Overview:

Elroodon leads a Free Army warband consisting of Light Lancers and Light Cavaliers. Elroodon left behind his noble heritage and title to fight in the lowlands and protect the people and allies of the Knights Immortal.

Rathgad Thunderhoof

This mounted warrior is a beast. With better attack and damage values than a normal Heavy Lancer, Rathgad can overrun enemy missile troops or engage opposing unique warriors with equal ease. Despite its early strengths, it maintains the fragile nature of mounted troops in that most of its crucial abilities are not spread over the length of its combat dial. With a hefty investment of 61 points in this unique figure, make sure you use it carefully to prevent it from being overwhelmed in a chaotic melee.

Overview:

Rathgad leads a Free Army warband consisting of Heavy Lancers and Heavy Cavaliers. Rathgad often patrols the riverlands that border Necropolis Sect territories.

Yanna Fairhame

Yanna Fairhame combines the best of two worlds. As an attacking warrior, its great speed values and Charge abilities mesh with initial slots of Weapon Master to deliver damage in a decisive fashion. Once it takes a few clicks of damage, it can disengage from close combat and provide healing to friendly injured warriors. If restored by another healer, it can resume its role as a front-line mounted fighter. Avoid enemy ranged attackers, though: like its Light Cavalier counterparts, Yanna Fairhame quickly becomes ineffective in the face of enemy ranged attacks.

Overview:

A High Elven princess who leads a small army to earn the right to rule her noble house in place of her older and somewhat deranged brother, Sterik.

Cormelian the Savior

This unique Heavy Cavalier, with its many special abilities in its initial slots, typifies the Knights Immortal's powerful mounted troops. Battle Armor increases its survivability when engaging enemy ranged combatants, and Charge and Weapon Master allow Cormelian to strike a decisive blow first. Also, all these special abilities are maintained an extra slot longer than in a Heavy Cavalier, meaning the Savior can most likely dispatch two opposing figures before it requires healing.

Overview:

A dour, older High Elven matron who has no patience for commoners and even less for outsiders. Cormelian's family is of noble blood (Stormbringer), and she rarely lets anyone forget that she's better than everyone else.

Gûlthak Gaddar

This unique Cave Butcher is an excellent figure for taking the battle to your opponent by diving headlong into a skirmish. With an initial damage value of three, a successful Charge attack will heavily wound most opposing warriors. Battle Fury initially protects Gûlthak Gaddar from those pesky capture attempts and, late in his combat dial, he has a nasty surprise. In typical Orc fashion, a single Berserk slot gives this unique an outstanding offensive punch just before it expires. In addition, this slot also has Charge, doubling Gûlthak's speed and effectiveness against battle-weary opposing figures.

Overview:

A veteran raider and Khan of the Black Grasses tribe, Gûlthak Gaddar has assured his place as a raider-captain with a surprisingly practical balance of bloodlust and cowardice that gets his raiding parties home with the most plunder for the least risk. Values the speed of jebta highly enough to allow some cave orcs back on The Fist.

Harrowblade Broor

Harrowblade Broor is a vicious warrior. Initially well defended from ranged attacks with Battle Armor, use Broor to intimidate opposing forces. Chances are they will move out of his way rather than stay the line and incur his wrath. If you can get within 5" range of an enemy figure, Charge and attack it for a whopping four damage. Once in base contact with the enemy, Battle Fury and Toughness give this unique warrior an excellent chance of emerging victorious from a battle. Heal him up with a Shaman and begin the onslaught all over again.

Overview:

Khan of the Harka tribe that, under his grandfather's leadership, originally drove the Cave Orcs from the Fist. Wants all Cave Orcs dead and Gûlthak punished for his insolence in allowing them back into the Fist in recent years.

Snagu

Snagu the unique Goblin Archer improves on this regular figure's durability and endurance through its increased defense values and additional slots of Bound. Both these factors allow you to use Snagu more aggressively in its role as a warrior for harassing enemy support troops. Even after a few clicks of damage, Snagu is still effective in its roll. Players will have to evaluate their needs and determine if this figure's increased survivability is worth its hefty 49 point cost.

Overview:

A scout who has been teaching the Steppe Orcs to ride jebta. By strengthening the relationship between Cave Orcs and Black Grasses, Snagu hopes to make it possible for all Cave Orcs to one day return home.

Nuren the Tooth

This unique warrior answers the call for an Orc with a ranged attack and a decent damage value. Although Nuren the Tooth only has two damage in its first slot, it also has Battle Armor and a defense of 16 to avoid taking damage from opposing ranged combat warriors. His well-protected first slot also has an excellent attack value, making it doubly important to ensure this figure's safety in order to get the most use out of it. Support Nuren well. Protect him from enemy attacks and you will obtain the optimal use from this unique warrior.

Overview:

An elderly Orc with only a single tooth left in his head. Seen as "Grandfather Orc" by many khans. He does not compete for position, as he is too old to rule, but his wisdom is highly valued by all.