

Xandressan Diver

Playtip:

The Diver is the first figure in any set that is inexpensive, has aquatic and can move in formations. Its low attack makes it challenging to use as a melee mainstay; however one of them can be effective at traversing the deep water that ranged armies utilize, tying up a big figure while the rest of your army advances.

Overview:

As skilled at diving in underwater wrecks as she is in launching surprise assaults on enemy ships, the Xandressan Diver is a master of sabotage and quick attacks.

Forest Nymph

Playtip:

An excellent warrior that could become a mainstay in many army types, the Nymph offers cheap Defend to any faction. Since it possesses Quickness, you can move the Nymph with other formations, without using any of your actions. Consider using the Nymph with a Knights Immortal, charge-based army, since KI cavalry tends to have Battle Armor, which gives the horsemen 20 defense against ranged attacks.

Overview:

A Faerie being devoted to the safety of her Elemental allies, the Nymph uses her power to call shields of wind down across her comrades, sparing them the brunt of the enemy's attacks.

Steam Gunner

Playtip:

This relatively cheap figure is what could be called a formation blocker: You move this figure into range of your opponents' marked formations and force a decision – either push something to engage you base to base or suffer an annoying flame lightning attack.

Overview:

A Rebel warrior armed with a cannon that sprays jets of boiling steam at her enemies.

Whelp Alchemist

Playtip:

The Whelp Alchemist provides even more flexibility for the Draconum faction, making them even more aggressive on the battlefield. He works well as a loner/harasser unit. Its relatively cheap cost and Toughness allows you to use it aggressively as a cheap, long range shockwave unit. It works very well where ram and venom are prevalent. Get the Alchemist out front to take care of your opponent's front loaded heavy hitters.

Overview:

Because Whelps are the first and most bestial stage of Draconum evolution, most of them spend the first years of their life chained and trained like common hunting hounds. But recently, likely due to Atlantis' sizable Magestone mining, some Whelps have begun to show a level of restraint and intelligence that allows them to learn lessons usually reserved for the Neophant warriors. The Whelp Alchemist mixes potions, identifies herbs, and uses its peculiar talents to help disintegrate enemy lines.

Game Design Notes:

Young Draconum are usually chained for their own protection. These shackles are struck when the Whelps are judged to no longer be a danger to themselves (though they still wear the chain remnants until they fully evolve into Neophants). These Whelps have managed not only to

control their passions, but also have created chemicals they toss into combat. In game terms, this is represented by Shockwave. The Whelps keep the Toughness of growing Draconum, but have fewer clicks of it, representing their relative youth.

Whelp Monk

Playtip:

With stealth, strong melee abilities and toughness, Whelp Monks make a perfect accompaniment to a Mortis Draconum. Throw down hindering terrain and sneak up on your foes. Also consider using the Whelp Master to get a few Monks on top of your opponent quickly, then slash away!

Overview:

While the Whelp Alchemist represents intellectual control, the Whelp Monk embodies physical strength and determination. To help master their anger and bestial fury, Whelp Monks use a strict regimen of martial training to gain control over their raw, soul-shaking, animalistic nature.

Game Design Notes:

Whelp Alchemists have learned to control their Draconum passions through research and knowledge, while the Whelp Monks have disciplined their minds through meditation, enlightenment, and martial training. In game terms, the Whelp Monk is the Draconum version of the Necropolis Sect's Nightstalker, with Stealth, Weapon Master, and the signature Draconum Toughness. The Monk is the close-combat Whelp as opposed to its ranged-combat alchemic counterpart.

Quarterstaff Warrior

Playtip:

This figure gives players a Pole Arm character that can really fight. Levitating this guy so he touches an opposing healer or other support figure is a solid plan. Your opponent will have to split his forces in order to mount a close combat rescue. Play a formation of them if you know your opponent likes to use melee armies.

Overview:

Armed with a long staff enchanted to never break, Quarterstaff Warriors are often used to defend castles and other structures where their polearms and lightning reflexes can make a difference.

Impaler

Playtip:

Look for this figure to be at the forefront of many serious armies, since ram and venom is a deadly combination. Its only drawback is its lack of speed, so break out the Lich or Revenant Priest. Fly them into support or weaker units that aren't powerful enough to get rid of the Impaler's venom and watch the damage pile up.

Overview:

A noxious Mage Spawn beast seemingly made up entirely of venomous spines.

Succubus

Playtip:

Use the Succubus as a hit and run support figure. Keep it out of enemy firing arcs and force opponents to waste figures tying it up. Its high defense and flight will help it escape to get healed. Don't forget the Venom at the end of the dial. One nasty trick is to arrange it so that your opponent's close combat shot will knock the Succubus onto a venom click.

Overview:

Common folklore notes the Succubus as the creature of the mythical Underworld, prowling the surface of the Land for victims to bring back to her slumbering masters. More than a few Midlander herdsfolk sleep with a silver knife under their pillows, in case their beds are invaded by this dark monstrosity. Stabbing a Succubus with a silver blade is proven to drive her off, while the practice of draping doors and windows with sour-weed is largely seen as a useless superstition.

Game Design Notes:

Mage Spawn are cool to design because they can be anything – they don't have to be like anything else in their faction. In this case, the Succubus was modeled after the legendary female demon of the same name. Her early Magic Freeze allows her to immobilize targets (the better to leech their souls), while her Venom at the trailing end of her dial is a "kiss of death." On a more mundane level, the Succubus provides **Dungeons** players with a solid figure at 33 - 40 points to throw at opponents.

Goblin Runner

Play Tip:

The puzzle of the Goblin Runner is in how to get to its incredible Forced March well down its dial. One solution is to play it like a Werebear--lay out some blocking terrain to buy time, and push it twice to get a cheap, 12" Forced March character with which to lead your Orc hordes. Another would be to shockwave it, an opening move that will also let you see what your opponent has in mind.

Overview:

Chosen from the Goblin tribes purely for its speed, the Goblin Runner is usually used to convey complex messages from one Orc band to another. While the rhythmic beat of Clurch drums can relay basic information between bands of roving Orc warriors, Runners are occasionally used to transmit information that leaders don't want every Orc in the region to know. Goblin Runners are also used in battle as scouts and quick-strike assassins. While lacking the strength to do serious damage to an armored opponent, their ability to find the fastest route to a target is valued by Orc Khan and Kzar alike.

Game Design Notes:

The Goblin Runner's dial tells a story. You see, a Goblin runs away and comes back with a bunch of its Orc friends. The Goblin Runner is a forward scout--it runs up, spots and/or helps tie up an enemy, then goes back for reinforcements. Quickness makes it a free mover, forcing the opponent to waste actions to react to it or risk it wandering around in his or her army's backfield. The Runner can pull back after the first hit (maybe pushing itself in the process), then return, helping slower Slashers, Crushers, and Tribal Brutes get to the party in time. It's a cheap unit, and it expedites the Orc army nicely.

Orc Tracker

Playtip:

The Tracker gives the Orcs limited invisibility, increasing the viability of Orc melee armies. The plan is simple: put a Tracker at the front of each melee formation and group the rest of your forces behind them so that none of your troops can be hit by direct fire ranged attacks as they close in. Later, fall back on his stealth and short range, providing support for you melee pieces.

Overview:

An Orc trained in the grasslands of the Fist to hunt its prey—whether it travels on two feet or four—from the cover of grass, bushes or trees. Orc Trackers are loners by nature and are very particular about the warlords they work for.

Orc Sentry

Playtip:

Take a bunch of Sentries and use them as if they were wall of massive Orc meat. Leave a bit of a gap for ranged attacks to get through and make your opponent impale himself on your waiting Sentries!. With Polearm lasting a full 4-6 clicks, it makes devastating soldier in Booster formats where forces tend to be more powerful. If you can arrange to end up on the Sentry's Ram click, your foe will be in for an unwelcome surprise.

Overview:

Motivated by the fear of failure, and the near-lethal punishment that accompanies it, Orc Sentries are on a constant vigil for enemies.

Shyft Piper

Playtip:

The Shyft Piper has Aquatic. That's right – Mage Spawn in formation and in water! Besides' it's Shyft ability, the Piper is also useful for controlling your opponent's forces. Multiple clicks of Mind Control, with a short range, mean that you will have to back him up with some solid protection. Use as a defensive piece, and leave the battles to the bigger bruisers.

Overview:

Wielding an enchanted musical pipe that augments its natural empathic abilities, the Piper can draw Heroes and enemy warriors alike into the open with its enchanting, dissonant songs. Often the first point of contact for luring Mage Spawn into empathic service with the Shyft.

Prieskan Barbarian

Playtip:

There are few warriors who combine both Toughness and Weapon Master, but the Prieskan Barbarian brings these to the field at a relatively inexpensive cost. As part of the Atlantis Guild, they are destined to be a mainstay on the battle field. Their 270 degree arc gives them a reach also rarely seen.

Overview:

Forced to defend their homeland against the Orcs, many of the Prieskans cast off their Atlantean garb and took up the weapons and armor of their barbaric ancestors. Led by their Clanlords, they will attempt to free themselves from both the Orcs and Atlantis!

Amazon Priestess

Playtip:

If you plan on using the Amazon Priestess, bring a lot of hindering terrain, and try to force your battles into it. Sneak formations of the Priestess around the back of your enemies and use the close combat formation bonus to up their low attack. Don't forget that attacking through the rear arc adds 1 to your die roll as well!

Overview:

As the channel between the totem gods the Amazons worship and the Amazons themselves, the Priestess calls upon the powers of the beasts to help her stalk her prey. Armed with a special shepherd's hook inlaid with blades and cutting edges.

Elven Falconer

Playtip:

The Falconer is one of the many excellent Uprising figures that offers the Knights Immortal Faction Bound and multiple attacks. The Falconer is a less expensive alternative to the Tribow, Amotep Maiden and Magestone Knight. While slow initially, move formations of the Falconer around with other Knights Immortal Force Marchers, such as the Standard Bearer or Infantry

Captain.

Overview:

Trained in the art of falconry by the Royal Messengers of Rivvenheim, the Falconer serves as both a message bearer and a hunter--of both beast and Orc--for the noble High Elves of Freyhaven. Blessed with a lifetime longer than that of a hundred falcons, even a young Falconer possesses knowledge and understanding of birds that few lowlanders could ever hope to match. With a sharp-pitched cry, the Falconer can order his or her winged charge to match speeds with a fast moving rider, descend upon him or her like a running hare, and in midflight shred the rider's eyes to ribbons with its sharp beak and talons.

Game Design Notes:

The high concept for this good-looking figure is simple – an inexpensive bounding footsoldier for the Knights Immortal. With a good speed and nice range, this is a firststrike figure, designed to close that gap at the extreme range of your opponent's ranged weapon, and then unleash a double-helping of ranged nastiness. The stronger versions add battle armor for a little more survivability in that critical space on the battlefield, and it gets two attacks, both representing the Falconer's bow and giving your foes the, um, bird.

Gyre Falcon

Playtip:

The Gyre Falcon is the bane of weak support figures, since its Flight, high move, and Sweep can get it into position to shred enhancers and healers. Even the weak version can move into position rapidly, and tear apart units from behind. Don't worry if you have to eat a little damage—it keeps Flight and Sweep for a long time.

Overview:

A bird usually found in the high mountains of the Rivvenheims. The Elven Falconers are bringing more of these beautiful creatures into the lowlands to attack, spy on or harry their two-footed prey.

Vampiric Thrall

Playtip:

Stick the Thrall on high point, high defense enemy figures, and give your opponent a choice: take Venom damage or attack and take Magic Retaliation damage. The Thrall has plenty of clicks to tie up your big foes for a long time, and Vampirism and Regeneration down the dial make it even harder to get rid of.

Overview:

Seduced by the power of the Necropolis Sect and addicted to the taste of vampiric blood, the Vampiric Thrall lives for her dark masters, doing whatever vile deeds she must to guarantee the next cup of bloody elixir.

Half-Troll Gorger

Playtip:

The days of the Elemental League holding the big bruisers are at an end. The Gorger can charger across the field, with plenty of toughness to protect it. Hack away with 3 damage, and let him soak up the damage. Use the Clurch Piper to move the Gorger forward faster, and hold his Charge special ability to attack with.

Overview:

Devoted more to food than to battle, the Gorger is motivated to fight by whatever half-cooked delicacies are at hand. Far stupider than his brethren, the Gorger makes up for his lack of

intelligence with brute force. The result of long lines of Half-Troll inbreeding.

Half-Orc Hatcheteer

Playtip:

The Half-Orc Hatcheteer may have a short range (6 inches), but he has toughness and speed to move fast to the front lines. Use formations of the Hatcheteer in Conquest games to take down castle walls and towers.

Overview:

The result of cross-breeding Orcs and humans, the Half-Orc represents the worst traits of both species

Solonavi Siren

Playtip:

This figure should be played as a harasser, using hit and run tactics like one would use with the Ki Devil. The Siren keeps Shockwave and a solid attack number well down its dial which means that you can risk taking a bit of damage if it means getting that Shockwave off.

Overview:

Creatures made from a blend of energy and living song by their Solonavi masters, the Sirens destroy their enemies with a burst of frantic, mindsplitting cacophony.

Shield Golem

Playtip:

A melding of Atlantis Guild technology and Knights Immortal defenses, the Shield Golem is pure defense. It's drawbacks? It's slow (maximum speed of 8) and has 0 damage across the board. On the other hand, only one other warrior currently posses Defend and a 20 defense, and he's a dragon. For a fraction of the cost, the Shield Golem can fit into almost any army. One of the most powerful figures in *Uprising*, the Shield Golem gives your troops incredibly high defense virtually forever. In a 300 point game, try surrounding a Shield Golem with six Blade Golems and see if your opponent can ever hit them.

Overview:

Built by Atlantean smiths working with special Rivvenheim alloys, this massive, tank-like Golem is often used to protect key mages and officials in the thick of battle. The twin shields repel most attacks, though it has little offensive capability.

Magestone Knight

Playtip:

With an 11 attack, Bound, Flame Lightning and Toughness, the Magestone Knight is deadly. It's defense is only average though, so keep it deep into it's 10 inch range and he'll stay alive to rain his attacks on slower moving formations. With a higher attack and a slightly lower cost, the Magestone Knight is slightly more reliable then the Amotep Maiden or Tribow.

Overview:

Technomancy with High Elven martial and magical might, this Rivvenheim warrior is protected by a strength-enhancing carapace of Technomantic armor. The result of years of secret work, the Magestone Knight blends the Technomantic capabilities of an Altem Guardsman squad commander with a Rivvenheim warrior with centuries of training and experience. The Magestone Knight represents one of the best aspects of the Rebel-stomping alliance between the High Elves and the Atlantis Guild.

Game Design Notes:

This dual-faction warrior born of the Knights Immortal - Atlantis Guild alliance is a Black Powder Rebel's nightmare: an armored Elven knight with a lightning pistol in one hand and something akin to a Blade Golem's sword in the other. We started with the Flame/Lightning ability native to the Atlanteans, and then added Toughness for the armor and Bound to emulate the mobile nature of the Knights. This created a solid, versatile unit that incorporates the best parts of both its heritages.

Amotep Maiden

Playtip:

The Maiden is the most potentially powerful of Uprising's bounding, multiple attack quartet. With two attacks and flame lightning, you can send up a few Suroks, bound up the Maiden, and completely destroy a five figure cluster in one shot. Be sure to use harassers and bodyguards to prevent the Maiden from being tied up.

Overview:

This warrior is armed with the large lightning thrower used by Amotep Gunners. Her natural dexterity and intuition serves Rivvenheim well in battle.

Tribow

Playtip:

Its long range makes the Tribow one of the most powerful Uprising bounders—a bound of 4" plus 12" range means it can use pierce on three targets that start 16" away. Particularly reliable is the tough version with its 11 attack. Like the other deadly bounders, enhance and use harassers to ensure the maximum destruction.

Overview:

Armed with a crossbow capable of firing three enchanted bolts at once, this warrior combines the magical capability of the High Elves with Atlantean ingenuity and adaptation. Tribow quivers are filled with arrows designed for a variety of purposes, including whistles, signal flares, and reinforced fork-tips used to build "steps" into stone and wooden structures. Dressed in the modified uniform of an Utem Guardsman - including the signature mohawk haircut - this warrior adds her capability and firepower to the ranks of the Atlantean armies.

Game Design Notes:

This unit started with a weapon: a crossbow shooting three quarrels at a time. Tribow has both the mobility of Bound and the particularly nasty Pierce ability. Three shots a round, all of which can ignore that nasty Invulnerability, make the Tribow a nice addition to the Atlantean cause.

Fuser Orc

Playtip:

This Orc is a tough, durable Shockwaver. The increased durability, range and attack make the tough version well worth the extra points one pays for it. Use the Fuser Orc with the Goblin Runner, and take advantage of the Runner's Forced March to get the Fuser near your opponent's formations.

Overview:

One fuser rifle, one Orc, a specially designed Dwarf trigger-guard, and a satchel of black powder may well pave the way to the Orc domination of Prieska! Among Kzar Nabar's horde of Raiders charging out of the Blasted Lands and descending upon the capital city of Alrisar, the Fuser Orcs will stalk the front lines, gunning down Utem and Altem with blasts from their fusers. While the ammunition will eventually run out—the Rebels wisely engineered the weapons to be useless without special ammunition—there will still be more than enough black powder to ensure the

doom of Alrisar!

Game Design Notes:

I'm sure it sounded like a good idea to the BPR at the time – let's give decent weapons to the Orcs. The result is the hallmarks of Orc-y goodness (Battle Fury and Berserk) with better range (either used as single good ranged attack or as a more indiscriminant Shockwave assault). The nice design grace note with this figure is that at its tougher levels, its range increases, reflecting better training thanks to the Rebels. Of course, its still an Orc at heart, and when it finally goes berserk (and its only a matter of time), it gains pole arm just to cheese off its opponents.

Steppe Ranger

Playtip:

With Weapon Mastery and Dodge, this Ranger resembles figures like the Galeshi Dervish. Stick him in front, and dodge any attacks! Its Nimble clicks and 270 degree arc make it different and keeps him safe against potential rear attacks, which will occur much more often after Uprising!

Overview:

Having trained throughout her lifetime to fight Orcs and the marauding beasts that prowl the Blasted Lands, the Ranger already understands Orc fighting arts better than they understand themselves - and can use that knowledge to both lead, and destroy them.

Galeshi Knife Dancer

Playtip:

With Stealth, Dodge and Sneak Attack, the Knife Dancer is like Amazon Priestess, but with a twist—Venom a few clicks down the dial. If you get wounded they'll be taking damage as well. Its drawback is its slow speed, so use a Clurch Piper, Goblin Runner or Sham-rin to move one or more spies into Sneak Attack position quickly.

Overview:

A warrior taught to dance, poison, seduce and assassinate the enemies of the Galeshi people. A group of these Knife Dancers acted as bodyguards for the Galeshi scouts leading the Orc army to Prieska.

Orc Blaster

Playtip:

Like the Hatcheteer, the Orc Blaster has an incredibly ranged attack, though a short range. Protect groups of the Orc Blaster and move them forward, close enough to unleash their 3 clicks of damage. The Orc Blaster also has Battle Armor, giving it protection it needs to move into position. Like the Hatcheteer, the Blaster also takes a licking and keeps on ticking, so use it aggressively.

Overview:

When Kzar Nabar and the Galeshi worked out their mutual pact, part of the deal was that the Rebels would supply the Orc Raiders with a limited number of black powder weapons. Glad to meet the challenge, Rebel tinkers redesigned a number of heavy chain guns for the task, as the larger Orcs could handle far more "kick" than their smaller counterparts. After adding a heavier stock and a trigger-guard big enough for the Orcs to fit their fingers into, the Tinkers delivered a weapon suitable for ripping apart any Atlantean army. The one provision that the Orcs do not know is that the ammunition created for the Orc-sized weapons is specialized: Regular ammunition used by a Khamsin Fuser or an Amazon Huntress is incompatible with the Blaster's death-dealing firearm.

Game Design Notes:

Okay, whose bright idea was it to give an Orc a rotary-chain gun? This is another figure built

around a weapon, like the Tribow for the Atlanteans/Knights. In this case, it's the Orcs benefiting from Black Powder Rebel technology; they are big and heavy enough to lug this baby around. The downside is that while the Orcs fire off a lot of bullets (four arrows' worth), they haven't really got a handle on this "aiming" thing (hence the short range). Think of it as Shockwave without hitting your allies.

General Russo

Playtip:

With Sweep and Nimble, the General's a melee powerhouse—Get him in close any way you can and watch the fun begin. Too expensive to use as a bodyguard, Russo works best as the vanguard of an Atlantean melee swarm. Consider using the fifth level Russo as a chariot rider, using his sweep for 4 damage for maximum effect.

Overview:

After Raydan Marz refused to become his puppet, Emperor Nujarek placed Russo in charge of keeping Prieska under control. He is the ultimate loyalist.

Magus Anendu

Playtip:

With Bound and Magic Blast, Magus Anendu is fully worth all the points it takes to play him at 5th level. With the bound, you can Magic Blast figures from 16" away, perhaps using a few Suroks both as enhancement and a protection against return fire. Be sure to throw down lots of blocking terrain when Anendu's in town. Since he'll be a prime target don't forget his Magic Retaliation when he does get hit.

Overview:

Atlantean liaison with the Knights Immortal, who is one of the key leaders in the campaign to destroy the Rebel presence at Khamsin. His chief counterpart in the Knights Immortal is Council Lord Jamus.

Red Duchess of Khamsin

Playtip:

With Invulnerability and Charge, the Duchess is a Hero worth paying the 5th level cost for. With 12" range and Charge, there are a variety of different ways she can approach a foe. In big point games, use Sham-rin or Corella to cart her around with a few Axe Knights, and then have her spearhead your assault. Have her lead your Black Powder Rebels into the assault of castles and fortified armies.

Overview:

Chosen by Khamsin's Council of Merchants to maintain the defense of the Khamsin homelands, the Red Duchess is rapidly becoming a symbol of leadership in both the Rebellion and in the standing Khamsin armies. With the brewing struggles between the Atlantis Guild and the Black Powder Rebellion, the Red Duchess (named for her armor rather than any true place within the noble merchant class) stands to play a central role in any conflict that takes place within the borders of her beloved homeland.

Game Design Notes:

Rachel os Torgard, known to her people as the Red Duchess, is Khamsin born and bred, and willing to give her life to defend her home. She's tall, beautiful, powerful, heavily armored, and wields a chain gun in a fashion that would make an Orc Blaster envious. As a figure, she's a versatile warrior, combining the best of both close and ranged combat. From a distance, her Pierce and high damage make her deadly, and once enemies try to close, she can charge and lay into them. She's no slouch in a **Dungeons** environment either; she's got Toughness and Battle Armor at her low levels, and builds to her wicked full abilities at fifth level.

Queen Corella

Playtip:

Another great Hero for leading the BPR melee charge. March in those Axe Knights at 12" per turn and start hacking away. Even exploring Dungeons, the fair Queen is worth her points. Starting with Weapons Master at Level 1, if she gets hit she has the useful sweep with a 180 degree arc.

Overview:

An Amazon Queen with a driving need to rule the Amazon tribes. Having already made a deal with a Solonavi, she plans to become the Queen Regent, even if it means driving the Amazon nation into civil war.

Warrior Huhn

Playtip:

With many clicks of Toughness and Pierce, and excellent all-around combat values, Huhn is a reasonable figure to base a ranged army around. Use him with a healer and with Artillerists that can finish off what Huhn wounds. As a Hero, he's a tough addition to any dungeon divers, bringing a balance of both close combat and ranged combat to the narrow passages.

Overview:

Huhn is the nephew of the Elemental Troll champion Kossak Darkbringer, slayer of Kzar Rabahn at the gates of Luxor. After Kossak was captured by Darq the Corrupt at the Battle for the Dwarven Forge, Huhn pursued his uncle's captor for almost a year. In a climactic battle on the southern slopes of the Serpine Mountains, Huhn tried one last desperate move to free his relative--but watched as Darq spirited Kossak beyond Huhn's grasp. Since that grim day, Huhn has tried to shoulder the mantle of leadership in his uncle's absence, and has vowed one day to free Kossak from the Sect's loathesome prisons.

Game Design Notes:

Huhn is a Troll warrior with accuracy, damage, and a crossbow that fires fence posts. This last bit shows up in his Pierce ability: His bolts can punch through opposing armor. As a Troll, he's got Toughness and Regeneration along with a very deep dial, but the deep dial works against him in one area: His Regeneration is not going to get him back to Pierce.

Council Lord Jamus

Playtip:

This KI hero is actually an assassin, using Quickness, high move, and Dodge to get into position for a powerful sneak attack. He could even be used in Conquest to remove a powerful foe, since his move doesn't waste precious actions. Have him start next to a ranged formation to give enhancement, then march out to hunt after they fire.

Overview:

A Relishan lord and a commander in the Hundred Armies. After Sir Mishler's defeat at Stonekeep, Jamus was assigned to be the main liaison between the High Elves and the Guild in the upcoming affair against Khamsin. His counterpart in the Guild is Magus Anendu.

Rivvanguard Jaysa

Playtip:

Charge and Sweep are a fantastic combination, and Jaysa possesses them in a much cheaper package than the Orc Captain. With 18 defense and Defend, you can force march Jaysa and a cavalry piece with Battle Armor. The double base can block fire to the formation and utilize its

battle armor to give it a 20 defense against ranged attacks.

Overview:

Serving as the personal bodyguard of Council Lord Jamus, Jaysa has the dual role of serving as warrior and counsel for her master. Born of noble stock, and given the training and trust only a Rivvenheim council lord can provide, Jaysa knows that her upcoming assignment with the Atlantis Guild represents one of the most important--and dangerous--tasks she will undertake in her lifetime.

Game Design Notes:

Lord Jamus' bodyguard with a flaming short sword, Jaysa was designed as a protective figure that has the ability to both defend and sally forth on the battlefield. She's a mobile strong point, a place where damaged troops can fall back under first her Defend, then under her Pole Arm. At the front of the army, her Charge and Sweep make her a great figure to throw into combat. Her versatility makes her a challenging warrior for the experienced player who knows when to commit his or her force and when to hang back.

Darq the Corrupt

Playtip:

Darq does everything Vladd does but better, with 11" flight and venom thrown in to make him even more deadly in close combat. Use harassers to prevent him from having to fight too many foes at once, and fly in to take out the most important enemies in hand-to-hand. Magic Immunity means he won't have to fear Magic Blast, though you might have to rely on normal Healers, instead of Magic ones

Overview:

As the founder of the Order of Vladd, and one of the most potent vampire-generals within the Necropolis Sect, Darq's name is known and feared throughout the Land. Having defeated the Troll champion Kossak Mageslayer at the Battle of the Dwarven Forge, betrayed the Black Thorn at the Battle of Tor Lendex, and secretly orchestrated his order's victory in the Vampire Civil War, Darq is a potent and dangerous warlord. While his plans are yet unknown, his band of female Sect Heroes has been seen in the vicinity of Luxor. And where "Darq's Women" are present, Darq himself can't be far behind.

Game Design Notes:

Vladd won the Necropolis War, and Darq, wearer of the Vermillion Crown, is the order's champion. This Heroic leader is a warrior in the same cost bracket as Raydan Marz and the Black Thorn, and just as deadly. A big chunk of that cost goes to vampiric Flight and Vampirism (of course), along with Vladd's signature Command and Magic Immunity, the latter of which runs deep into the dial.

Kzar Nabar

Playtip:

In large games, make this brute the center of your gigantic orc horde. This monster is combat effective for almost most all of its 11 clicks of life, and with a lot of invulnerability and toughness, it will be an absolute beast to kill. Keep him with hordes of cheap orcs to prevent him from being overwhelmed.

Overview:

A Solonavi pawn and the newest leader of the Orc Faction. After the Solonavi gave him strength and intelligence, he became kzar of all the Orcs. His first act was to accept the Galeshi's offer to show the Orcs a secret way to Prieska in exchange for ceasing all future raids on Galeshi cities.

Patchwork

Playtip:

Venom, Dodge and a powerful ranged attack make Patchwork a lot of fun. Unless your opponent has no range, it's usually worth basing your foes with Patchwork, since he has so many clicks of venom that he's almost certain to grind up hand-to-hand combatants.

Overview:

A Half-Orc advisor to Kzar Nabar, dressed up in foppish clothes. Fascinated with the human world, Patchwork is Nabar's advisor on all things dealing with human affairs.

Seeress Kess

Playtip:

Seeress Kess takes Healing to a new level. She can heal multiple figures at a range of 8, in her upper levels. At first level she still only has normal Healing, so place her with some range attackers, so they can make good use of her Magic Enhancement. At her highest levels, can actually offer some range combat helps with a high Attack and 3 damage

Overview:

Born with the talent to see the future and divine the recent past, this Elementalist master is a leader in the Emerald Glade. A masterful rider, Kess has raised her own herd of powerful Unicorns, and loans them to League champions in times of great need. While the Circle of Nine—the ruling body that oversees the League—is headed by the Prophet-Priest Tremelen, on a number of occasions this Wylden Seeress has stated that she believes she would be better suited as the voice of the Spirit of Tezla. While no one on the council refutes her abilities, Tremelen—who holds the position by being the most elder—has openly claimed that her ambition sometimes clouds her judgment as a leader of the Wylden peoples.

Game Design Notes:

Not all Heroes are sword slingers or fireball casters. Kess is the earth mother; the ultimate mending priest; and a solid, powerful support figure with Healing, Magic Healing, and Magic Enhancement. She can heal multiple figures at range, making her a nice protective figure, but the same range and damage can be used to punish those who conspire against the Elemental League.

Spiritcatcher

Playtip:

The Spiritcatcher is sneaky, stealthy and offers up Magic Enhancement for those that make range attacks. His Limited Invisibility at his higher levels will allow him to block range attacks to those behind him as well. With Venom, it doesn't fear harassers and it's Necromancy will bring back those eliminated figures that can help you in the later stages of any battle.

Overview:

A Sect priest trained to capture and dominate ghosts, Wraiths, Specters and Dark Spirits of all kinds.

Cormorant

Overview:

Trained to dive for pearls and lost goods, Cormorant's ability to hold her breath for long periods of time is proving useful in sabotage missions against Rebel positions along the River Khamita.

Lark

Overview:

A Forest Nymph on the front lines of the war between the Elemental League and the Sect. Can

make herself human sized or sprite sized at will.

Vapor

Overview:

A Khamsin warrior armed with a back-mounted steam engine. A natural Tinker, she modified her steam gun to spray a concentrated gout of boiling water along with the steam, providing more of a "punch" when she hits her target.

Terlin

Overview:

A Whelp Alchemist who wants to delay his next Chrysalis as long as possible. Fearful that the transformation will destroy his ability to perform alchemical works, he stalls out of his selfish and fearful nature. Brother to Shatter, the Whelp Monk.

Shatter

Overview:

A Whelp martial artist on the verge of his first Chrysalis, Shatter is looking to engage in as much brutal combat as possible. Brother to Terlin, albeit reluctantly.

Ironstave

Overview:

A warrior in the Knights Immortal armies who refused to take up Technomantic arms, preferring to destroy the Rebels using skill instead of "toy" magic.

Vitrus

Overview:

A creature that has lived along the banks of the Roa Khamita for centuries, this immortal monster has eaten hundreds of Khamsin citizens over the years.

Syrsi

Overview:

A sentient, devious Succubus sent by the Dark Prophet to spearhead the Sect's upcoming attack on Khamsin.

Flea

Overview:

A goblin runner entrusted with the most crucial messages, mostly because he is less likely to eat the message than other runners. Kzar nabar looks on Flea as something of a pet.

Kruggkiller

Overview:

An Orc who earned his name stalking Krugg in the eastern mountains of the Fist. A murderous, tricky Orc who will use any means necessary to trap and kill his Ogrish opponents.

Zogg

Overview:

An Orc sentry known as a vicious barroom brawler. Fond of headbutting opponents on the battlefield.

Shi-ava

Overview:

A Shyft Piper with a soft spot in his heart for beautiful human women.

Phalanx

Overview:

A mechanical Golem created by Atlantean and High Elven wizards. Unlike most Golems, Phalanx does not have a Magestone spine and merely follows the verbal commands of his master.

Lord Dragoneye

Overview:

The Knights Immortal commander assigned to defend Prieska against Kzar Nabar's unstoppable hordes of Orcs.

Breanna Ivydown

Overview:

A High Elven warrior from the noble house of Ivydown. Serves in the army of Council Lord Jamus out of respect, duty and an extremely aggressive desire to become Jamus's wife by any means necessary.

Utem Chura

Overview:

A Knights Immortal warrior who is considering breaking away from the main command and joining one of the Free Armies. While she is confident she can survive in the Land, she is unsure whether she could evade the soldiers who would want to capture and try her for desertion.

Scuttle

Overview:

Due to a birth defect, Scuttle runs more like an ape than a humanoid, loping along on all fours to gain speed. As Scuttle's back rarely appears above the waist-high grasses that dominate the Fist steppeland, he's been compared to the scuttling crabs that plague the Orc watering holes.

Sunhawk

Overview:

An Amazon directly involved with the defense of Khamsin and a staunch opponent of the power-mad Queen Corella. While Corella seeks only glory for herself and her tribe, Sunhawk understands the larger goals of the Rebellion and believes they are worth fighting for.

Shagratha

Overview:

Seemingly a simple Galeshi knife girl, Shagratha is actually the Galeshi's control agent against Kzar Nabar. In the event Nabar goes rogue and betrays the Galeshi people, she has orders to end his life as quickly as possible.

Thunder

Overview:

An Orc Blaster, armed with a heavy Dwarven fuser cannon, who is leading a few of Kzar Nabar's main assaults against the capital city of Alrisar. He has been trusted by Nabar for years and is well on his way to becoming a khan.