

Inquisitor

At first glance, the Inquisitor looks like a weaker, cheaper version of the Storm Golem, but it should be used very differently. It has Magic Immunity, so enhancement is not an option. Instead, use it to deal 4 damage straight up or to freeze the best enemy figures, three at a time.

Overview:

A top-level Magus for the Empire, charged with the task of destroying any internal or external influence that could interfere with the Atlantis Guild's chokehold over the Empire. Generally seen as Rebel witch hunters.

Maelstrom Golem

The Maelstrom is a powerhouse. With a 270-degree arc and Sweep, this figure is almost immune to being swarmed. This doesn't mean you should be reckless with it, though. The key to winning with the Maelstrom is getting in the first shot. Use its good speed value and/or Levitation to get it into base contact with weak units, forcing other figures to jump in and help out. When that happens, don't hesitate to push to destroy multiple enemies at once.

Overview:

A superior version of the Storm Golem recently designed by the Golemcore.

Emerald Warder

With 4 damage and Stealth, this is 68 points' worth of healer that doesn't have to cower in the rear, provided you use hindering terrain. Play the Emerald Warder instead of the Elemental Priest or Emerald Glade Mystery when the Defend ability is unimportant (such as in mobile, Bounding armies), when you need a healer for your Stealth army, or when you simply want more firepower than most healers can give you.

Overview:

A male warrior assigned to protect the lands around Roanne Valle and the Dragon Grove.

Troll Knight

The Troll Knight is a super-durable melee juggernaut that can whack two targets for 5 clicks apiece with Sweep. Nevertheless, don't use it alone—it only has a 90-degree arc, and it can be captured on its first couple of clicks before it gains Battle Fury. Use blockers to allow it to advance undamaged, and accompany it with cheap fodder or a double-based rammer to keep it from getting swarmed by more than two enemies.

Overview:

A powerful Troll warrior outfitted with the armor and weapons to win nearly any fight against almost any opponent.

Zombie Baron

Surround the amazing Zombie Baron with hordes of regular Zombies while keeping a Grave Robber in the rear. The Zombies prevent opponents from swarming, ramming or charging the Baron, and it can also Levitate away troublemakers. If your opponent is using ranged attacks, fling Zombies at him. If the Baron is somehow killed, bring it back at full strength!

Overview:

A Necromancer specializing in Zombie creation. Having been transformed into a special kind of undead creature himself, the Baron has no qualms about creating sizable groups of undead to do his bidding.

Order of Uhlrik

This Sneak Attack powerhouse benefits greatly from the use of Magic Levitation for proper positioning. Ambush a key enemy while remaining unmarked, destroy it with Sneak Attack, and push to break away easily with Flight if swarmed. If the threat is more modest, keep fighting and use Vampirism to stay healthy. The Order of Uhlrik doesn't have Toughness, though so watch out for those Venom and Ram figures.

Overview:

A warrior from the defunct Vampire Order. After the Vampire Civil War of 433 Tz, the members of Uhlrik were either killed or driven out of the Sect after Deathspeaker Spider's attempts to destroy the Order of Vladd were thwarted.

Dwarven Hammerskald

Similar to the strategy for using the Maelstrom, have the Dwarven Hammerskald engage weaker enemies to force your opponent to swarm you, and then use its Sweep and massive 5 damage to dispose of the swarm all in one shot. You can also bring the Hammerskald forward as part of a formation that includes a Dwarven Ram. The Ram will soften powerful enemies and can cover the other 180 degrees that the Hammerskald can't attack.

Overview:

A Dwarven war leader and often a champion representing the military or social affairs of a number of Dwarven communities.

Amazon Huntress

The Amazon Huntress works well in ranged duels with a healer like the Orc Shaman. Pierce allows it to take on powerful opponents, and the Shaman can enhance it while making sure it keeps its Magic Retaliation, further increasing the damage it can inflict. Alternatively, you can have it freelance solo, using its high speed to stay out of enemy firing arcs and its Nimble ability to tackle multiple harassers.

Overview:

An experienced Amazon warrior who chose not to take on a husband or petition for rank in her tribe. Prefers to fight in war as an experienced veteran.

Temple Lord

In big games, consider the Temple Lord as the centerpiece of a Knights Immortal melee formation. Its high attack and damage values allow you to break particularly tough enemy positions, and its high defense and Magic Retaliation make it a much more unpleasant target than a Standard Bearer. In huge games, you can have it give forced march to fantastic formations of all the best KI melee uniques!

Overview:

The religious leader of one of the hundred warrior temples of the High Elves. With the recent wars in the lowlands, Temple Lords have occasionally descended to lead High Elven troops against formidable targets.

Summoner

The unpredictability of the Chaos Mage has met its match in the Summoner. Use it to force march some Orc Launchers into a good firing position and Magic Blast away. If the Summoner is hit, switch gears and use it as a support piece, enhancing and healing your Launchers or even bringing them back from the dead.

Overview:

A leader among Orc Shamans, the Summoner is responsible for leading warbands against southern targets, as well as presiding as a neutral host at gatherings where khans and kzars are chosen to lead hundreds or thousands of Orc Raiders.

Pyre Spirit

The Pyre Spirit is all about damage without die rolls. Since the Spirit can be beaten in head-to-head combat with powerful enemy figures, pick on the weak—levitate the Spirit into contact with mediocre units, ramming them and forcing your opponent to make base contact with you. This costs him 2 damage a figure before he even gets another action—1 for Venom and 1 for Polearm! But beware foes with Charge and/or Toughness.

Overview:

A powerful Mage Spawn creature that revels in destroying anything that can be burned.

Whelp Master

The Whelp Master's a solid fighter for 40 points even without the Forced March ability. In big games, don't limit its accompaniment to his namesake—how does a formation of Whelp Master, a Bladesmith Draconum, a Magna Draconum and a Mortis Draconum moving 12 inches a turn sound? In smaller games, in addition to Whelps, it does well at moving groups of Tough Scalesworn Thralls.

Overview:

A Neophant that trains young Whelp Draconum in proper behavior. Often seen on battlefields behind a pack of loping Whelps, herding them on to their next kill.

Bladesmith Draconum

This Draconum heavy infantry piece is cheaper than a Magna or Mortis Draconum and boasts the added flexibility of a short ranged attack. Where you might go stomping straight into melee with the Magna or Mortis, instead use the Bladesmith's 10-inch flight to threaten a ranged shot on a key figure, forcing your opponent to come to you. You'll get the first shot, disposing of the enemy with the Bladesmith's Weapon Master.

Overview:

A Draconum warrior who has mastered the arts of martial combat and now creates weapons of both mundane and magical origin to serve his Draconum comrades in combat.

Eldritch Draconum

This powerful healer recalls the Mystic Draconum, but the Eldritch Draconum throws the Defend ability (with 19 defense) into the mix. Too pricey for 200-point games, it shines in large contests. It's incredible with a Storm Golem—instant healing, a 21 defense against ranged attacks even when Stormy's wounded, and Magic Enhancement for the three ranged attacks. It's even more useful to Troll Artillerists than the Emerald Glade Mystery or the Elemental

Priest.

Overview:

A powerful Draconum wizard that has an intuitive sense of ley lines and can perform magical feats that only the strongest human mages could hope to match.

Demiphant

The Demiphant is essentially a weaker version of the Hierophant, with a relatively cheap point cost that makes it a deadly centerpiece for an army in 200-point games. Support it with a Faith Healer, perhaps a few Skeletons to keep away the swarms, and other ranged figures to finish what the big guy's multiple Flame/Lightning attacks start. A charge figure to deal with ramming units also works well in a Demiphant army.

Overview:

A priest of the Dragon Gods, the Demiphant teaches the history and morals of the Draconum to young Neophants. Guides young Draconum to the path of the warrior and ensures that the Draconum's past mistakes are not repeated.

Regal Draconum

The bigger the game, the more useful the Regal Draconum. It's at its best in huge ranged battles where it can freeze many powerful figures at once. Be sure to give it a lot of support, such as cheap figures to keep it free from swarms and obstruct line of sight to it when necessary, a close combat healer, and ranged figures to take down what it freezes.

Overview:

The strongest Draconum of the fourth generation and a leader for Draconum across the Land.

Amotep Treva

Overview:

A respected warrior within the Empire who is seen as one of the Emperor's many heralds. Serves Altem Senn as an advisor and lieutenant.

Vanthu

Overview:

Technomancer assigned to cross into Khamsin territory and crack the gates of Khamsin from within. A dangerous mission but a rewarding one if he succeeds.

Reaver

Overview:

The symbol for Emperor Nujarek's Imperial Games in the spring of 434 Tz, the Reaver is the current embodiment of Atlantean might and the power of Technomancy.

Altem Senn

Overview:

Having fought the Rebellion since Karrudan's assassination in 419 Tz, Altem Senn is a heroic figure within the Empire. He is a close friend to the Emperor and is privy to the secret alliance

between the Atlantis Guild and the Knights Immortal.

Broadoak

Overview:

While most of the Golems the Elemental League uses are grown from quick-growing trees, Broadoak was grown from a seed planted in the original gardens of Roanne Valle.

Stonefist

Overview:

Lost a hand in a woodcutting accident as a young Troll. Elemental Priests managed to replace his missing hand with a stone version. While the fingers don't flex, he has learned to use the artificial hand in combat very effectively.

Skyros

Overview:

Character from Unlimited and Stolen Destiny comics. A valourous and Paladin-like Centaur who owes allegiance to the Black Powder Rebellion and distrusts the Troll Wizard Maren'kar. Teacher to young Jason in Stolen Destiny.

Earthtide

Overview:

A disembodied spirit of the Land, capable of taking form in almost any loose organic material. Able to shape itself into a tidal wave of earth and debris, Earthtide can also take humanoid shape and pummel opponents with its massive fists.

Lord Fell

Overview:

A High Elf converted to the Sect, Lord Fellanflower is a Seething Knight in the employ of the Order of Vladd.

Bonelord

Overview:

Most Bone Golems are animated by groups of spirits to ensure that no one spirit gains control. Bonelord is the exception. Imbued with the single spirit of a fallen Sect Elf warrior, Bonelord is the perfect conduit for the spirit's seething hatred of the living.

Putrid

Overview:

A Flesh Golem of antique origin whose flesh is literally rotting off its bones. Smells worse than any other ten Flesh Golems put together.

Whitehawk

Overview:

Amazon Blademistress in charge of repelling the attack against the Rebel city of Wolfsgate by

the Atlantean Technomancer Venthu.

Ironsight

Overview:

A Khamsin warrior with a steel ball in place of one of his eyes. His aim, even missing one eye, is phenomenal.

Whistler

Overview:

A Steam Golem that constantly makes a high-pitched whistling sound in combat.

Feather

Overview:

A High Elf archer who is a master of her craft. Specializing in trick shots, she can fire multiple arrows at once, strike a fast-moving target from hundreds of yards away, and fletch arrows more quickly than most warriors in her class.

Sir Corinth

Overview:

A Shieldwall Knight who found his group of High Elven Outriders between Prieska and a sizable Orc army. Their goal is to eliminate the scouts leading the Orcs to Prieska, buying the Atlanteans more time to fortify the endangered client-nation.

Padrin the Loyal

Overview:

A warrior who served Sir Mishler. After Mishler vanished, Padrin took up Mishler's arms and armor and began to search the Land for his liege. He ultimately hopes to return Mishler's weapons to him and persuade him to return home to Rivvenheim.

Master Redwyne

Overview:

The leader of the Outlander Faction in the Imperial Games of 434 Tz, Master Redwyne is an ex-Council member of Rivvenheim. Disagreeing with the KI's plans to ally with the Guild, he resigned his position and resolved to defeat the Rebellion in his own way.

Gouge

Overview:

Known for his bare-handed combat methods, this Orc has a reputation for gouging chunks of flesh out of his opponents with his fingertips.

Crox

Overview:

The Orc scout in charge of protecting the four Galeshi scouts leading Nabar's horde through the

Blasted Lands from High Elven attack.

Hot-Tong

Overview:

Having started his medical career branding rogue Ankhar with tribal sigils, this Barber-Surgeon now uses the same equipment to cauterize wounds and treat lesions.

Flayer

Overview:

A Half-Troll with the peculiar habit of flaying his enemies with his bare hands.

Rend

Overview:

A Mage Spawn who prefers human food to humans themselves. While he still attacks caravans and lone travelers, he will often tear people apart simply searching for sweets or other goodies.

Quickblade

Overview:

A Scalesworn warrior, trained in the Draconum martial arts, who died in battle and became a Skeletal. This Mage Spawn's martial training is obvious, as his skill and speed with a blade are nearly supernatural.

Marsh

Overview:

A special scout sent to discover any suitable waterways in the Land to use for breeding colonies of Deep Spawn warriors, Marsh recently discovered the Inland Sea and the possibility for colonizing the waters there.

Echo

Overview:

A Ki Devil that lives in the canyons of the Blasted Lands, tormenting its prey with high chirps and other echoing noises. Is quite capable of hunting its prey by sonar.

Chainbreaker

Overview:

A Whelp known more for its disobedience than its loyalty, this young Draconum has the bad habit of gnawing through its chains and running amok.