

Incendiary Golem

Game Play Information for the Incendiary Golem

With its many weapon ports ready to launch massive flame attacks, this golem is all about offense. While its defense values are modest, the Incendiary Golem's more than adequate range allows it to engage the enemy at a safe distance. If the battle becomes mobile, the enemy will close that distance in a hurry, thanks to the golem's slow speed value. However, if an opposing warrior does move into base contact with this golem, its Pole Arm ability will make them regret it!

Overview:

An Atlantean Golem armed with a powerful flamethrower. After the staggering losses in the ranks of the Amotep Incinerators, these Golems were created to replace Incinerators in battle, much to the irritation of those respected and hardened warriors.

Elite Surok Apprentice

Game Play Information for the Elite Surok Apprentice

The Elite Surok Apprentice is an economical addition to the Atlantis Guild arsenal. Similar to the Crystal Bladesman from Rebellion, its Weapon Master special ability makes the Apprentice an effective melee warrior. It also boasts the Magic Enhancement ability, which makes it a natural for supporting Atlantean ranged attackers such as a Demi-Magus or a Battle Queen, both of which have the same speed as the Apprentice. Like most cheap warriors, though, once the Elite Surok Apprentice takes a few clicks of damage, it loses its special abilities. To make optimal use of this warrior, try to work in a close combat attack or a ranged attack with a friendly warrior in base contact with the Apprentice before it takes any damage.

Overview:

Warrior wizards that learn the arts of Atlantean Technomagic under the teachings of Surok. Their school is in Caero. They are taught a blend of magical abilities as well as potent martial arts skills.

Tanglewood Spirit

Game Play Information for the Tanglewood Spirit

This woodland warrior is the only Whirlwind figure with the Nimble special ability. At any time during your turn, Nimble permits the Tanglewood Spirit to change its facing. In a tight melee with several opposing figures, this ability can be very useful. Face the Spirit toward a strong opposing warrior during your opponent's turn to prevent this attacker from gaining a rear attack modifier. During your turn, spin the Tanglewood Spirit to attack another warrior in base contact and spin again after your attack to once again face the original opposing figure.

Overview:

A menacing League monster that is often mistaken for a spindly tree. Tanglewood Spirit trees are grown and shaped by magic; they do not grow naturally. These creatures are used to defend the gardens at Roanne Valle from thieves and predators.

Crystal Sprite

Game Play Information for the Crystal Sprite

With its weak defense and attack values and short range, the Crystal Sprite is a difficult warrior

to use effectively. Its Magic Freeze ability, which adds action tokens to any opposing figures, gives the Sprite amazing potential, but keeping it alive long enough to deliver its freezing touch will be challenging! One option is to keep it in contact with a warrior with Defend and a high defense value. Otherwise, consider positioning the Crystal Sprite on the perimeter of a battle, and wait for an opportunity to attack a weakened opponent.

Overview:

A tiny, fluttering Faerie with the ability to freeze warriors in place with a single spell. Can manifest for an hour or two in human size.

Zombie Hound

Game Play Information for the Zombie Hound

The Zombie Hound has the distinction of being the first warrior with Charge that can be brought back into the game at full strength with Necromancy. This provides the player deploying them with an almost endless supply of fast attackers (provided the figure with Necromancy remains in the game!). Much like Skeletons, the Hounds are best in their first slot, becoming rapidly weaker after that point. Even in their first slot, though, you are likely to lose the Hounds to ranged attacks if you leave them exposed to fire. Try keeping them in the wings until the opposing ranged attackers are locked in base contact with your warriors, and then send the Zombie Hounds in for the kill: "Release the Hounds!"

Overview:

A war dog raised from the dead by Sect Necromancers. Much like any Zombie, these hounds are unerringly loyal to their Necromantic masters.

Rancid Bloodsucker

Game Play Information for the Rancid Bloodsucker

As a foil to the Feral Bloodsucker from Rebellion, the Rancid Bloodsucker trades courage and stamina for speed and offensive punch. The Whirlwind Bloodsucker has multiple slots of Venom, a new special ability. Venom delivers 1 click of damage to every opposing warrior in the Rancid Bloodsucker's front arc at the beginning of the Bloodsucker's turn. When combined with its 180-degree front arc, that's a maximum of four opposing figures that can be damaged on each turn! While this scenario is unlikely, putting the Bloodsucker into base contact with even two opposing figures will present your enemy with some tough choices.

Overview:

A Feral Bloodsucker infected with a bioengineered Sect plague. By spreading plague across a territory that the Sect wants to conquer, the Rancid Bloodsucker can guarantee numerous bodies to animate into Zombies during the war.

Galeshi Dervish

Game Play Information for the Galeshi Dervish

Trying to hit a Galeshi Dervish is like trying to catch a pet hamster: just when you think you've caught it, it darts out of your reach. This elusive Rebel warrior uses Dodge to give it 3 chances in 6 of negating an opponent's successful ranged or close combat attack. When paired with Weapon Master in its first slot, the Dervish is much more likely to land a high-damage attack on an adjacent opposing figure. In a pinch, the Galeshi Dervish can provide ranged fire, but this attack mode ignores its Weapon Master ability. Always attempt to get the Dervish into close

combat, where it can deal the most damage to opposing figures.

Overview:

A common warrior of the brave Galeshi desert peoples. "Dervish" is a term for a standard Galeshi warrior, marking adulthood and a lifetime of service to the sun god the Galeshi worship. Dervishes can be either male or female.

Amazon Mancatcher

Game Play Information for the Amazon Mancatcher

Another in a series of formidable Amazon warriors, the Mancatcher combines blazing speed and a strong attack value at an inexpensive point cost. Add in the Quickness ability, and it is easy to see why this figure is so well suited for capturing enemy warriors. Because the Mancatcher's Quickness allows it to move without using up one of your actions, it's easy to send this warrior to flank an opposing army while your main force takes its actions as usual. When the time is right, move in on a weakened opponent and push on the next turn to perform a capture attempt. Your foes will never know what hit them.

Overview:

An Amazon warrior armed with a man-catching staff. Commonly found hunting for husbands, as having males under one's control is standard practice among the matriarchal Amazon people. An earned right of blooded warriors.

Standard Bearer

Game Play Information for the Standard Bearer

The Standard Bearer is the Knights Immortal's answer to an opponent with a long ranged attack: form up with the Standard Bearer and rush in to meet the opponent face-to-face. A speed of 12, combined with the Force March ability, allows a formation with a Standard Bearer to move into contact with an opposing figure while remaining outside that figure's range. Add a Liege Knight, with its impressive defense value and Defend ability, to the formation, and round it out with some aggressive Temple Blademasters. Then prepare to deliver some damage!

Overview:

A High Elven warrior who carries the sacred banners of the Knights Immortal. Some of these banners are millennia old. If a banner is dropped, a battle is lost or the flag touches the ground, it is burned.

Rivvenguard

Game Play Information for the Rivvenguard

This cheap, effective warrior is sure to see plenty of play. With its Magic Retaliation and Weapon Master abilities, the Rivvenguard puts its opponent in a no-win situation. Why? Try moving the Rivvenguard into base contact with an opposing warrior. With the threat of Weapon Master attack by the Rivvenguard on its next turn, your opponent would normally attack immediately. But because of the Magic Retaliation ability, any attacker that damages the Rivvenguard will take a click of damage itself. Expect to see many opponents avoid this Knights Immortal figure altogether. Keep in mind that even though its damage value is 0, the Rivvenguard may still make an attack. Just make sure you don't announce that the Weapon Master ability is "off," or it will deal no damage.

Overview:

A High Elven warrior who acts as bodyguard and agent for members of the High Elven Council.

They often masquerade as Forest Elves in order to avoid detection while in the lowlands.

Berserker

Game Play Information for the Berserker

The Berserker is a solid combination of attack, defense and mobility. While not as fast as a mounted figure with Charge, the Berserker is equipped with Battle Armor to stave off ranged attacks until it can close with the enemy. Once in base contact with its target, it delivers a hefty 3 clicks of damage and has no fear of being captured until its last rank. Use the Berserker aggressively in close combat attacks or its true potential will be wasted.

Overview:

An vengeful, vindictive Orc warrior that is easily angered. Those Orcs born with an ill temper are believed to be destined for Berserking. Berserkers are praised for picking on the weak and are considered to one day be worthy enough to fight to become khan—or even kzar!

Launcher

Game Play Information for the Launcher

Is there finally an Orc Raider with a decent ranged attack? You be the judge. The Launcher hits the battlefield with gusto. Its 10- to 12-inch range is unprecedented for an Orc warrior, and its high damage output puts it on a par with the much costlier Troll Artillerist. Additionally, the Launcher has the new Pierce special ability, allowing it to negate the effects of Battle Armor, Toughness and even the coveted Invulnerability. Back up a formation of Launchers with a few Shaman with Magic Enhancement, and watch your opponents dive for cover.

Overview:

Equipped with crude cannons made from hollow ironwood logs stuffed with black powder and anything else that will fill the barrel, these warriors are as likely to die due to a catastrophic misfire as they are to hit anything. Still, the pay is decent and the explosions are grand enough to make even hardened veteran raiders squeal with glee.

Krugg Thug

Game Play Information for the Krugg Thug

Like the bullies they are, Krugg Thugs are best used to attack weaker figures or injured warriors. Although it is faster and better-defended than either Rebellion's Troll Brawler or Lancer's Tribal Brute, the Thug's nominal attack values put it at a distinct disadvantage against opposing warriors of a similar point cost. Better to pick on something smaller when possible. The 2 initial slots of Toughness the Thug has are valuable in reducing or possibly even negating the damage of an attack from a weak opposing figure.

Overview:

A Krugg Ogre warrior with a taste for boiled meat. Krugg hate burnt meat; boiled is far superior, and easier to eat and chew. (And more fun to cook when it's alive.)

Krugg Heaver

Game Play Information for the Krugg Heaver

Warriors with a ranged attack are a welcome addition to any faction, and Mage Spawn is no

exception. The Krugg Heaver is a beefy warrior with initial Toughness to shrug off any weaker opponent's attacks. Don't let this figure's size or the depth of its combat dial fool you, though. While it maintains a steady 2 damage throughout its non-demoralized ranks, the Heaver's attack and defense values are never outstanding and quickly become ineffective. It is best to use this Krugg carefully if you feel a prolonged fight is inevitable. On the other hand, if you need to sacrifice a big, cheap figure to delay an opponent, the Heaver is at your disposal.

Overview:

A Krugg Ogre warrior that throws boulders at its enemies. These Krugg are one of the key reasons the Krugg mountain territories are rarely invaded by outsiders. Another name for them is "avalanchers."

Heart Seeker

Game Play Information for the Heart Seeker

As the cheapest Shyft, the Heart Seeker is sure to see a lot of action as an escort to formations of Mage Spawn. Have you been longing for a formation of Skeletons? The Heart Seeker's decent speed value can make that dream come true. Even on its own, the Seeker is a threat. Its good attack value makes it useful for weakening the many figures that lose a strong special ability, like Weapon Master, after their first slot. When attacking the Seeker, those same figures will take 1 click of damage from Magic Retaliation--again losing their initial special abilities.

Overview:

A Shyft warrior that uses a blow pipe to fire poisoned darts at its enemies. The blow pipe is made from the wingbones of Flying Horses. The darts are poisoned by the Shyft's own saliva.

Bond Maker

Game Play Information for the Bond Maker

To make best use of the Bond Maker, you must include it in formations of other Shyfts or Mage Spawn. The Bond Maker's Force March ability allows it to share its high speed with other figures in its formation, while Defend allows adjacent friendly warriors to use its good defense value. One way to optimize these abilities is to pair a Bond Maker with a couple of Rebellion's Crypt Worms or Whirlwind's Thorn Crawlers. This formation overcomes the slow speed and low defense values of these Mage Spawn. While it is mainly a support figure, notice that the Bond Maker has a decent attack value, which allows it to fight back effectively when required.

Overview:

A Shyft warrior trained to empathically dominate and control Mage Spawn creatures. Bonding takes up to a week to accomplish and requires the Shyft to be in close proximity to the targeted creature.

Battle Queen

Game Play Information for the Battle Queen

The Battle Queen is an impressive warrior with a balanced assortment of special abilities and offensive and defensive values. The Weak version is an excellent ranged attacker with a long range, Flame/Lightning and a damage value of 3. Battle Armor gives it a huge advantage in a fight with opposing ranged figures. Form up with a Demi-Magus or Elite Surok Apprentice to benefit from Magic Enhancement, and set your enemy ablaze. The Standard and Tough versions receive the Charge ability and increase their damage value to 4. These changes give the Queen even more ways to take the fight to the enemy. Even though it has Charge, remember that since it is not a double base figure, it may take a free spin and rotate to a new facing if it fails to

break away. This can come in handy when the Battle Queen is in the thick of a melee.

Overview:

The most intelligent Atlantean Golem ever made, capable of mastering multiple martial arts forms and basic etiquette. Technomantic programming enchantments give it the illusion of independent thought, though it is actually nothing more than a query-and-response program.

Wild Mountain Troll

Game Play Information for the Wild Mountain Troll

Similar to the Troll Artillerist from Rebellion, the Wild Mountain Troll combines good range with high damage values to make it effective in a standoff. Multiple slots of Toughness and high defense values help this Troll shrug off return attacks. If your defenses break down and your Trolls are forced into close combat, the Wild Mountain Troll goes deep into Battle Fury to prevent enemy capture attempts. The Tough version of this warrior can target two opposing figures with its ranged attacks. In the right army, this added flexibility is well worth the additional point cost.

Overview:

Territorial Trolls that live high in the Sturnmounts and typically don't get along well with Forest Trolls. Mountain Trolls and Forest Trolls fought terrible wars in centuries past, and relations between the two races are still strained.

Nightwitch

Game Play Information for the Nightwitch

The Nightwitch introduces Limited Invisibility to the Mage Knight world. This potent defensive ability prevents opponents from targeting the Nightwitch with ranged attacks. It is important to realize that since figure bases block line of fire, anyone behind this Sect warrior is also immune to ranged attacks. With careful planning, a formation of warriors led by one or two Nightwitches can close into base contact with a ranged formation without getting shot to pieces on the way in. Even Magic Blast cannot target a figure with Limited Invisibility, but beware of warriors with Shockwave, since this attack ability ignores all defensive abilities. Offensively, the Nightwitch can freely attack opposing ranged attack warriors without fear of reprisal. Add in Necromancy to bring back its fallen comrades, and one can see the considerable versatility of this Sect warrior.

Overview:

A Sect sorceress with potent magical and Necromantic abilities. Much in the way that Elemental Priests and Mending Priestesses learn different arts, Necromancers and Nightwitches have taken different paths and mastered different spells. Equal to a Necromancer in the Sect's meritocracy.

Dwarven Rotary Fuser

Game Play Information for the Dwarven Rotary Fuser

Black Powder technology steams ahead with this updated version of the Dwarven Fuser! The Rotary Fuser combines the strong defense values and Magic Immunity of all the Dwarves with the high damage output of a rotary cannon. The result is a potent, durable ranged attacker. Add to this mix the ability to strike multiple targets, and you have a warrior able to strike hard and weaken several opponents when needed. Remember, though, that all these abilities come at a steep cost. It is best to keep this Dwarf at the center of your force, where it can be protected by other, less costly figures.

Overview:

A Dwarf armed with a repeating black powder machine gun. The black powder gun fires at a slow and steady rate, about two shots per second, and sends up a huge cloud of smoke when it fires.

Immortal Fanatic

Game Play Information for the Immortal Fanatic

Brandishing its two swords, this devoted warrior thrives in the midst of a thicket of opponents. With a 180-degree front arc and Sweep, the Immortal Fanatic can damage up to four opposing warriors with a single close combat action. Unlike a ranged attack against multiple targets, where the damage is reduced to 1, Sweep deals normal damage to all opposing figures hit. Ouch! The Dodge ability helps the Fanatic survive; on average, only every other hit will damage the Immortal Fanatic. Add its great speed value, and the Immortal Fanatic is a recipe for disaster for opposing warriors.

Overview:

A High Elven warrior who puts himself through dangerous tests to prepare himself for all situations. With enough time and testing, a Fanatic believes he will eventually be able to face and defeat any opponent.

Clurch Piper

Game Play Information for the Clurch Piper

Orc armies rely on waves of cheap, close combat warriors to overwhelm an opponent. Unfortunately, many warriors are cut down by ranged attacks before they can take an attack action. Enter the Clurch Piper to rally the troops. The Piper has the new Force March ability, which allows all other warriors in formation with it to share its high speed value. Tuck the Piper in the back of an Orc formation. If the warriors at the front of the formation are damaged by ranged attacks so that their speed decreases on their combat dials, they will still maintain the speed of the Piper. Try a formation of mounted Orc warriors from Lancers with the Clurch Piper to move these figures into position. As long as you announce that their Charge and Bound abilities are off, these mounted troops may make formations and benefit from the Piper's initial 10-inch speed.

Overview:

An Orc that plays the clurch drums. They communicate messages to other Orcs through rhythmic language. Orcs have a natural talent for the clurch language and easily learn it at a young age.

Shelled One

Game Play Information for the Shelled One

What could be better than a lobster warrior? Like living golems, Shelled Ones have a slow speed value and are well protected by enduring high defense values. Their slow speed is counterbalanced by the Aquatic ability, which enables this warrior to traverse water terrain instead of having to skirt it, thus increasing its mobility. Battle Armor gives this warrior a good chance to close on ranged attackers unharmed and engage in vicious close combat attacks. Keep some healers handy. All Shelled Ones have 2 demoralized slots with low defenses, allowing a friendly healer to easily bring them back into their effective combat ranks.

Overview:

A form of monstrous Deep Spawn that lives in salt marshes and other shallow-water locations. They tend to dig complex labyrinths through the swamplands and excavate sucking mud traps

that capture and suffocate their food.

Thorn Crawler

Game Play Information for the Thorn Crawler

The Thorn Crawler is similar to Rebellion's Crypt Worm: damage it, and it gets stronger. The Crawler has a good range value and gets Bound after 2 clicks of damage, which extends its reach even farther. It does, however, suffer from low attack and defense values that hamper its function as a competent standoff warrior. Previously, a Mage Spawn with a weak attack value had to suffer on its own. Now, with the Shyfts' ability to make formations of Mage Spawn, a ranged combat formation of Thorn Crawlers can compensate for their low attack values. The Shyft Bond Maker is a natural choice for a formation partner, offering the Thorn Crawler a 16 defense through its Defend ability and a speed of 10 through its Force March ability.

Overview:

A sizable, coiling Mage Spawn worm that enjoys eating its prey alive. This monster will avoid carrion; some paranoid warriors go so far as to coat themselves in human remains to avoid being eaten.

Tormented Soul

Game Play Information for the Tormented Soul

Another first for Mage Knight, the Tormented Soul is only 1 slot deep--but what a slot! High attack, defense and damage values make this Mage Spawn a powerful figure on the battlefield. Lacking a ranged attack capability, this warrior must close into base contact to make an attack. Invulnerability and a high defense value make the Tormented Soul extremely hard to hit with a ranged combat attack. Even if hit, Invulnerability makes this warrior immune to most attacks of 1 or 2 damage. Shockwave and Pierce attacks that ignore Invulnerability are the bane of the Tormented Soul. Avoid opposing warriors with these special abilities, because if the Tormented Soul takes just 1 click of damage, it is eliminated from play.

Overview:

A spirit enchanted by a Necromantic spell that drives the creature completely mad. As a result, it kills anything that gets in its way.

Mind Thief

Game Play Information for the Mind Thief

With a myriad of magically based special abilities, the Mind Thief has many uses on the battlefield. The Thief introduces Magic Confusion to Mage Knight. This devious special ability suits the elusive Shyfts perfectly and allows a successfully hit opponent to be moved by the player using Magic Confusion. Use Magic Confusion to break up enemy formations or to neutralize an enemy by relocating an opposing warrior to a less threatening location. Better yet, move the enemy into the firing arc of one of your warriors with a ranged attack and have that warrior use a second action to attack the confused figure. The Mind Thief also has Magic Retaliation, which makes an opponent think twice about damaging this Shyft. In a pinch, like all Shyfts, the Thief can be used to create a Mage Spawn formation, but its variety of offensive abilities and slow speed make it less useful in this role than other Shyfts.

Overview:

A Shyft that can control the minds of its enemies with a barrage of confusing empathic energies.

Soul Stealer

Game Play Information for the Soul Stealer

Without a healer in their faction, the Shyfts rely on their Soul Stealers to maintain their army's numbers by recycling their dead warriors. A costly Necromancy figure, this Shyft warrior also has Magic Retaliation and better attack values than Rebellion's Necromancer, so it can deliver some damage to opponents when needed. It is best to keep the Soul Stealer in your back lines, though, where it can continually bring your eliminated warriors back into play. A Shyft army with a Soul Stealer and Skeletons is a natural choice, since the Skeletons come back into play at full strength and can make formations with the assistance of the Shyfts.

Overview:

A Shyft assassin who leads bands of Shyft warriors into battle. A warlord for Shyft that commands his Mage Spawn warriors with silent, empathic commands.

Scalesworn Thrall

Game Play Information for the Scalesworn Thrall

The second of the non-unique Draconum, the Scalesworn Thrall allows you to select the strength of Draconum you need for your army. Each of the Weak, Standard and Tough ranks is remarkably different in strength and point cost. With multiple slots of Battle Fury, these warriors are not likely to be captured, while their Battle Armor helps protect them against ranged attacks. The Scalesworn Thrall's own range values, while not large, are worth remembering, whether it's close combat or ranged combat figures you need.

Overview:

A human warrior that serves the Draconum in exchange for being taught Draconum martial arts. When they have proved themselves, the chains are broken but left on their wrists to remind them of humility. Becoming a Scalesworn is a lifelong commitment.

Unicorn Bladesman

Game Play Information for the Unicorn Bladesman

Combining the offensive power of the Crystal Bladesman with the Elemental League's fastest mount, the Unicorn Bladesman epitomizes a cavalry's purpose: to break formations or harass support troops through lightning-fast charges. This mounted warrior has impressive speed, attack and damage values, along with Weapon Master and Charge, that can get the job done. In addition, the Tough Unicorn Bladesman has Defend and a defense value of 17, offering friendly figures in base contact with the Bladesman the benefit of its high defense. As an added bonus, when damaged, the Unicorn mount has a single slot of Regeneration to help it return to full strength.

Overview:

A Crystal Bladesman that rides a Unicorn provided by the Priestesses of the Emerald Glade. Warriors blessed with speed and battle skill, they have mystical bonds with the Unicorns they ride. Older Elf warriors protect the outer edges of the Glade from invaders.

Sislith Bladesman

Game Play Information for the Sislith Bladesman

The Sislith beast this Crystal Bladesman rides is slower but more rugged than the Unicorn

mount. These characteristics are represented in the Sislith Bladesman by its modest speed values and Toughness in the first 2 slots of this warrior for increased durability. Charge and Weapon Master abilities make this figure suitable for frontal assaults on enemy lines, as opposed to flanking attacks better suited to faster mounted warriors. Like most cavalry figures, though, its awesome initial abilities disappear once the Sislith Bladesman takes a few clicks of damage. If you can, disengage the wounded warrior from the melee and retreat to one of the League's many competent healers. This way, the Sislith Bladesman can return to battle at its full potential.

Overview:

A Crystal Bladesman that rides an ugly, though hardy, Sislith beast into battle. The Sislith may be slower than its Unicorn counterpart, but it can travel for days without food, water or rest. Trained in the Dragon Grove.

Unicorn Tracker

Game Play Information for the Unicorn Tracker

The Unicorn Tracker is an impressive combination of the Unicorn's speed and the Ranger's ranged attack. The Tracker has Bound, which extends its effective range to 15 inches in its opening slot. This substantial reach allows it to get in the first shot against opposing figures with a range value of 14 or flank an enemy at a safe distance. For a mobile ranged warrior with an initial damage value of 3, the Weak version is a bargain at only 37 points. Standard and Tough Unicorn Trackers gain Defend in their starting rank, increasing their usefulness when in base contact with friendly figures. Try grouping a Tracker with a formation of Rangers that share its range value.

Overview:

A Wylden Archer that rides a Unicorn provided by the Priestesses of the Emerald Glade. The Unicorns' keen sense of smell allows them to spot clues that their sharp-eyed Elf riders might miss. Older Elf warriors protect the outer edges of the Glade from intruders.

Sislith Tracker

Game Play Information for the Sislith Tracker

The slower and more rugged Sislith mount sets the Sislith Tracker apart from the faster Unicorn Tracker. With 2 slots of Toughness and deeper damage values, the Tracker can take a hit and remain combat effective. The slower speed of this warrior, however, requires patience to get it into position for an effective use of Bound and ranged attack.

Overview:

A Wylden Archer that rides an ugly, though hardy, Sislith beast into battle. Sislith are common throughout the League as beasts of burden and are not especially magical. Trained in the Dragon Grove.

Galeshi Cavalryman

Game Play Information for the Galeshi Cavalryman

A mounted version of the Galeshi Dervish, the Galeshi Cavalryman maintains the Dervish's vaunted Weapon Master special ability while gaining the Steam Horse's high movement, Battle Armor and Toughness. Weapon Master greatly increases the damage output of this warrior in close combat. It is available in at least the first 3 slots, so even after taking 2 clicks of damage, the Cavalryman can still dish out some serious damage. The Cavalryman also has Bound, giving it an outstanding initial move of 14 inches. While its range value is only 6, Bound gives this

warrior an effective range of 13 inches in its initial slot. This high effective range allows it to move outside an opposing ranged combat figure's 12-inch arc of fire and attack the opponent in the same turn. This tactic can be just what is needed to defeat a defensive ranged combat army.

Overview:

After plague killed all their horses, the best Galeshi warriors received Steam Horses from the Rebels. In the Galeshi culture, owning a horse marks one's worth as a warrior, and the metal horses make a decent substitute.

Galeshi Ram Charger

Game Play Information for the Galeshi Ram Charger

Mounted atop a thunderous Steam Ram, this Galeshi warrior is equipped with the Ram special ability first seen on the Atlantean Ram chariot. The Galeshi Ram Charger can quickly move into base contact with an opposing warrior and immediately deal a click of damage to them with Ram. For many figures that have their best abilities in their initial slot only, this alone will spell their demise. In a prolonged close combat, the Charger's multiple slots of Weapon Master supply the offensive might to overcome all but the toughest opposing figures. Battle Armor and Toughness give this well-balanced warrior added durability.

Overview:

After plague killed all their oxen, some Galeshi received these devices from the Rebels to replace their beasts of burden in daily life. The Galeshi have adapted so well to the mechanical beasts that use of the temperamental oxen is becoming a rarity.

Dwarven Mounted Fuser

Game Play Information for the Dwarven Mounted Fuser

Mounting a Dwarven Fuser on a Steam Horse provides the Black Powder Rebels with a mobile ranged combat warrior who is immune to Magic Blast. This can come in very handy when the Dwarven Mounted Fuser is facing an Atlantean army that emphasizes magical attacks. With its high speed and Bound ability, the Mounted Fuser can quickly supply ranged fire wherever it is needed on the battlefield, unlike its slow foot-soldier brethren. High defense values and Battle Fury late in the dial increase this figure's survivability and protect against capture attempts.

Overview:

The Dwarves originally built Steam Horses so they could ride at the same height as humans, and to have a mount that won't shy away from corpses, firestorms or gunshots fired between their ears.

Dwarven Ram

Game Play Information for the Galeshi Ram Charger

Using a steam ram, this dwarven warrior can serve as both as a ranged harasser, with his long range and usual Dwarven magical immunity, or as a capable melee fighter by closing in with ram for a click that will immediately knock any glass-jawed figure down to size. His consistency and durability ensures the Dwarven Ram will be able to keep fighting without support, though his lower damage makes him best suited as a harasser who will stay mobile, dealing a click or two and moving on before an opponent can catch him.

Overview:

Dwarven engineers and mechanics often ride Steam Rams, as the hardy beasts are useful for a variety of military and everyday purposes. Plowing, towing heavy loads and knocking down trees

are all part of a Steam Ram's daily routine.

Horned Hatchetkrugg

Game Play Information for the Horned Hatchetkrugg

A mounted version of the Krugg Thug, the Horned Hatchetkrugg combines the Battle Armor and Charge abilities of the Horned Drake mount with the Toughness and Battle Fury of the Thug, resulting in a very sturdy figure indeed. The profile of this figure's combat dial stats is very broad, meaning that it can take considerable damage while retaining much of its combat effectiveness. This is a definite plus when this figure is deep into combat with enemy troops, but it can also hinder healing attempts, due to its high defense values in all but its final few slots.

Overview:

The best and bravest Krugg warriors tame Horned Drakes to ride into battle. They often fight with weapons taken from weaker human or Elven warriors.

War Hatchetkrugg

Game Play Information for the War Hatchetkrugg

The War Hatchetkrugg is an ideal figure for showcasing Whirlwind's Ram special ability. The aggressive stance of its War Yak mount clearly illustrates this warrior's readiness to come into base contact with enemies and deliver an initial click of damage. When used against many warriors, Ram automatically moves them out of their starting slot and deprives them of many of their special abilities. These enemy figures are excellent targets for the War Hatchetkrugg to attack without mercy.

Overview:

Those Krugg warriors afraid or unable to tame Horned Drakes often ride War Yaks—an inferior or effective mount, depending on your point of view. War Yaks make peculiar noises when beaten, and the Krugg have learned to signal each other with these cries of pain.

Horned Impaler

Game Play Information for the Horned Impaler

Unable to carry enough boulders to throw from a mount, this Krugg wields a crude bow instead. Bound gives the Horned Impaler an initial effective range of 16 inches, well beyond the range of most other figures. This makes the Impaler perfect for sniping at enemy ranged attackers. The modest attack values, however, mean you must choose your targets carefully to derive maximum benefit from this Mage Spawn. Toughness and a good defense value provide safety from ranged counterattacks, while multiple slots of Battle Fury prevent capture if an opponent comes into base contact.

Overview:

The best and bravest Krugg warriors tame Horned Drakes to ride into battle. Their arrows are made from barbwod, a rose-like mountain plant that makes for lightweight but deadly shafts.

War Impaler

Game Play Information for the War Impaler

With both Ram and a 10-inch ranged attack, the War Impaler provides terrific versatility to its army. It is both a mobile standoff warrior and an effective close combat figure at a reasonable point cost. Toughness limits the damage the Impaler receives in either role, while Battle Fury

prevents enemy capture attempts in close combat. Pick your fights carefully, however. The War Impaler's modest attack values prevent it from reliably hitting opposing figures with high defense values. Use this figure instead to pick on softer targets like enemy support troops.

Overview:

Those Krugg archers afraid or unable to tame Horned Drakes often ride War Yaks—an inferior or effective mount, depending on your point of view. War Yaks make peculiar noises when beaten, and the Krugg have learned to signal each other with these cries of pain.

Serpent Sniper

Game Play Information for the Serpent Sniper

Because of its short range, you must keep the Serpent Sniper close to the enemy. Fortunately, this warrior's high speed, Bound ability and high defense values make this possible without sacrificing the Sniper. In fact, you should ideally move it so close that it goads the enemy into attacking. Since it has Magic Retaliation, any warriors who damage the Serpent Sniper take a click of damage themselves. This ability is a nice bonus, since the Sniper can deliver only 1 click of damage in an attack. To make the best use of the Serpent Sniper, focus its attacks on fragile opposing figures that have special abilities only in their starting slot.

Overview:

Shyft Heart Seekers that have performed their duties well are allowed to have Land Serpents as mounts. Land Serpents are generally kept hungry. If they eat too much, they tend to become dormant or lethargic for up to a week.

Swooping Sniper

Game Play Information for the Swooping Sniper

The Swooping Sniper is a fast ranged attack warrior perfect for infiltrating an opponent's backfield and harassing their support figures. Flight allows it to avoid terrain obstacles and position itself for an attack against poorly defended enemy healers and mages. The strong attack of the Sniper means success is likely, even if it achieves only 1 click of damage. If cornered, the Sniper's high defense and Magic Retaliation ability make it difficult for opposing figures to launch a sustained attack on this figure before it can escape.

Overview:

Shyft Heart Seekers that have performed their duties well are allowed to have Flying Horses as mounts. Firing a dartgun from the back of a Flying Horse takes skill and practice.

Serpent Invader

Game Play Information for the Serpent Invader

The Serpent Invader is the basic mounted shock troop for the Shyft faction. Charge, decent attack values and Magic Retaliation give this figure a good chance of drawing first blood in a battle. In a prolonged encounter, however, the Invader doesn't have the endurance or damage values to trade blows with an opposing figure of equal cost. After the Serpent Invader has been damaged and has lost Charge, withdraw and heal it or use it to assist a formation of Mage Spawn. After the Invader loses Magic Retaliation, it gains Toughness, making it suitable for a support role as a Spawn herder.

Overview:

Shyft Bond Makers that have performed their duties well are allowed to have Land Serpents as

mounts. Serpent riders can ride from side to side as well as forward and backward and can be lifted as high as ten feet if the snake "rears" its head up into the air.

Swooping Invader

Game Play Information for the Swooping Invader

The high speed and great defense values of the fast-flying Swooping Invader allow it to engage only in the fights it chooses and avoid unfavorable encounters. Given its high attack capabilities, it makes short work of the lesser figures it combats. With an initial speed value of 12, the Swooping Invader is a natural formation leader for Mage Spawn with a similar speed value. The Shade and the Wraith from the Rebellion set and the Specter from Lancers are good examples of possible formation companions for this Shyft warrior.

Overview:

Shyft Bond Makers that have performed their duties well are allowed to have Flying Horses as mounts. The Flying Horses react well to empathic commands, though the Shyft's natural spurs can also be used in an emergency.

Emerald Glade Mystery on Unicorn

Game Play Information for the Emerald Glade Mystery

At 68 points, the Emerald Glade Mystery costs the same as Rebellion's Elemental Priest. Both figures have similar support functions, but they use different approaches. The Mystery has high speed and defense values thanks to its Unicorn mount. With Bound and a range of 8 inches in its first slot, it has an effective Magical Heal range of 15 inches! When a mobile battle gives way to the need for a defensive stance, the Defend ability shares the Emerald Glade Mystery's awesome 19 defense with any friendly figure in base contact. Add Command, and you have a powerful, versatile support figure. The only downside to this figure is its fragility, due to its lack of depth in the combat dial. Keep it healthy, though, and the Mystery is a bargain!

Overview:

The secretive high priestess of the Emerald Glade rarely reveals herself to outsiders, but will sally forth when necessary. She may seem frail, but her command of powerful defensive magic is more than enough to protect the league's defenders.

Thunderdoom Troll

Game Play Information for the Thunderdoom Troll

This mighty Troll warrior has what it takes to mix it up and come out a winner. His Charge ability, strong attack values and massive damage allow him to dramatically reduce an opposing figure's effectiveness in a single attack. Great defense values and Toughness give the Thunderdoom Troll staying power in a long fight, while Command gives extra actions to friendly figures to aid his cause. Once damaged, the Troll gains Battle Fury to prevent him from being captured and 2 slots of Regeneration to allow him to heal himself. At 90 points, the Thunderdoom Troll is a big investment, but if well supported by friendly close combat figures, ranged figures and healers, he is a great choice to lead an attack.

Overview:

Some Troll Chieftains are birthed on a night of storms; they are doomed by fate to die in battle or violence.

Golden Orb Myrmidon

Game Play Information for the Golden Orb Myrmidon

The Golden Orb Myrmidon boasts 6 slots of Charge, a quantity matched only by Lancers' Knights Immortal Champion and Uhlrik Charger. This depth of Charge often allows the Myrmidon to make two Charge attacks before requiring a friendly healer to restore this ability. Similar to the Champion, the Myrmidon has Battle Armor initially, enabling it to hunt down enemy missile troops. But unlike the Champion, this Rebel warrior trades Weapon Master for a higher base damage value and 2 slots of Command for increased support utility. The Toughness offered by the Steam Horse mount mid-dial helps the Golden Orb Myrmidon to soak up some damage while disengaging from a melee and heading to the nearest friendly Leech Medic.

Overview:

Religious champions of the Galeshi desert people. Wear the sun symbol of their god. Myrmidons are comparable to the paladins of the Galeshi. Great supporters of the Galeshi people and extremely wary of outsiders.

Mountain King on Steam Ram

Game Play Information for the Mountain King

As a true Dwarven noble, the Mountain King leads its army by example. Essentially a mounted version of Rebellion's Dwarven Jarl, the King has everything the Jarl has and more. Such overall depth allows this warrior to wade into any battle and affect its outcome. The Steam Ram mount provides outstanding mobility for a warrior with 4 damage and a 12-inch ranged attack. The mount also accounts for this figure's Ram ability (replacing the Jarl's Weapon Master) and the later ranks of Toughness. The Mountain King can do it all. In a support role, its Command and tremendous ranged attack provide its army with additional actions and a long-range, hard-hitting sharpshooter. When going into close combat, Ram softens up an opponent. The King's excellent defense gives it a fighting chance to escape unharmed when trading blows with opposing warriors. "For King and Homeland. Long live the Dwarves!"

Overview:

Where the Jarls serve more openly with the Rebellion, Mountain Kings often focus on the defense of their holds. Nevertheless, Mountain Kings are as faithful as any true dwarven ally and rank among the Dwarves' most powerful fighters. When the situation calls for it they do not hesitate to ride to battle.

Orc Captain on Cave Runner

Game Play Information for the Orc Captain

An Orc with a point value greater than the mighty Hierophant? Yes, indeed, the Orc Captain is a pricey figure, but look at what you get. Mounted on its trusty Cave Runner, the Captain has one of the highest speed values in Mage Knight. Five slots of Charge paired with up to 5 clicks of damage give this warrior devastating attack potential. It has as many Command slots as the combined total on all Orc warriors to date. The Orc Captain also introduces a new attack ability, Sweep, which allows it to attack every opponent in contact with its front arc with a single attack dice roll $\frac{3}{4}$ for full damage to each enemy successfully hit! With a total damage output as high as a Hierophant and Sweep in its first 9 ranks, the deadly nature of the Orc Captain is obvious. Battle Armor to stave off ranged attacks, excellent attack values and (surprise!) 2 slots of Berserk round out this Orc leader's impressive capabilities.

Overview:

An Orc warrior that has learned martial knowledge from outsiders and knows better than to try to become a leader in the Raider culture. Orc Captains often gain their valuable experience fighting for human or Elven mercenary warlords.

Half-troll Behemoth on Ankhar

Game Play Information for the Half-Troll Behemoth

Another beefy Orc Raider mounted warrior, the Half-Troll Behemoth possesses the highest total damage value of any single-dial Mage Knight figure--an average of nearly 4 damage in each of its 11 slots! Equipped with Charge and great attack values, the Behemoth has ample means of delivering that awesome damage to opposing figures. Since mounted troops cannot make a free spin, they often risk being swarmed and captured by a horde of lesser warriors. The Half-Troll Behemoth avoids this danger with nearly continuous ranks of Battle Fury and Berserk throughout its combat dial. Like all Trolls, Regeneration and Toughness give this unique figure staying power in close combat and account for its excellent defense. Oh, did we mention it has a ranged attack as well? What more could you ask for?

Overview:

The very largest Half-Trolls are sometimes trained to ride Ankhar, forming a terrifying juggernaut that can smash even the strongest defensive lines. The greatest difficulty a raid leader faces with a half-troll behemoth on his side is not the enemy, but the ever-present danger of losing control of the behemoth.

Krugg Seer

Game Play Information for the Krugg Seer

The Mage Spawn's first warrior with the ability to heal other figures is a welcome addition to the faction. With Magic Healing and an initial attack value of 11, the Seer is equal to Rebellion's lofty Elemental Priest in its healing proficiency. Add in Toughness and Magic Enhancement, and this figure is a real bargain at only 45 points. Try placing the Seer in base contact with some Krugg Heavers to enhance their damage value. If the Heavers take any damage, remember that the Seer can make a ranged Magic Heal on a friendly figure in base contact with it. With this kind of flexibility, it's too bad its unique status prevents any army from fielding more than one Krugg Seer.

Overview:

The primitive shaman of the Krugg Ogre tribes. The Seer is never a Molog but rather a kind of diviner. They predict events by observing the clouds of steam roiling up from a well-stocked cookpot.

Shyft Fiend

Game Play Information for the Shyft Fiend

The Shyft Fiend is an awesome support figure. Its high attack and range values mean it excels as a standoff warrior, and its ability to select two targets for a ranged attack increases its flexibility in this role. As a formation leader, the Fiend has the Force March special ability, giving all warriors in its movement formation a blazing initial speed of 12 inches. Magic Immunity gives this warrior protection from Magic Blast attacks. High defense values make the Shyft Fiend difficult to hit, and Magic Retaliation punishes any attacker that succeeds. Like all Shyfts, though, the Fiend lacks decent damage values for its point cost, preventing it from leading as an assault warrior. Focus on supporting your other warriors with the Shyft Fiend to make best use of this figure.

Overview:

The four-armed bodyguard of his Shyft Matriarch. Each tribe of Shyft has only one Fiend. When the time is biologically right, the Matriarch will birth a bodyguard for herself. He is completely

loyal to his "mother" and will fight to the death to defend her.

Shyft Matriarch

Game Play Information for the Shyft Matriarch

As the leader of the Shyfts, the Shyft Matriarch can be expected to have strong support capabilities. How about 10--count 'em: 10--slots of Command and 4 slots of Force March with a speed of up to 10! A 12-inch range keeps this Shyft out of danger while it launches ranged attacks on its enemies. Excellent defense values and Magic Retaliation provide nightmares for any opponents attacking this figure. Play the Shyft Matriarch as a rear support figure in a large army or a front-line leader in a small army, where its impressive attack values can defeat most enemy troops. In either role, it is up to the task.

Overview:

The single dominating female that leads, births and commands a hive of Shyft warriors. A Matriarch gives birth to all of her children without need for a counterpart. The number of Shyft in her tribe depends on available food and space.

Mortis Draconum

Game Play Information for the Mortis Draconum

The Draconum's latest unique warrior is truly an impressive threat to any opposing army. The Mortis Draconum has Sneak Attack, a new Mage Knight special ability. Sneak Attack allows this warrior to come into base contact with an enemy and prevent them from making a free spin. Given some hindering terrain to hide behind, the Mortis Draconum can flank an enemy and contact them outside their front arc. With its high attack, defense and damage values, the Mortis makes short work of any opposing figure it engages. Battle Fury protects the expensive Mortis Draconum from capture attempts, so committing it to a melee battle carries less risk. Unlike other Draconum, though, this figure does not have the Magic Immunity ability, so you should be wary of magical attacks.

Overview:

A third-generation Draconum trained to test other Draconum for worthiness and slay those that are lacking.

Construct of Koranub

When the Atlantis Guild set out to build an offensive golem, they do it right! The Construct deals 4 clicks of damage, more than its mass-produced cousin, the Incendiary Golem, and over a greater distance. Its 12-inch range allows the Construct to pick off most would-be melee attackers before they get close enough for hand-to-hand combat. It can also take 9 clicks of damage, so if the enemy does close up the distance, they will find that the Construct of Koranub is made of solid stuff. This figure also costs 6 points less than the cheapest Steam Golem. Couple its inexpensive point cost with its 5 ranks of Flame/Lightning, and you will be hard pressed to find a figure that churns out the long-range damage more effectively than the Construct.

Overview:

A particularly lethal Atlantean Golem created by Koranub of the School of Surok. Magus Surok founded the school in Caero with the intent of blending martial arts and Technomancy into one lethal discipline.

Koranub

Koranub is the perfect balance of Atlantean schooling in the magical and martial arts. Armed with an 8-inch Magic Blast attack, he can weaken opponents hiding behind terrain. If the enemy manages to close to base contact and score a hit, they will find that they have awakened a sleeping giant, since Koranub is equipped with Weapon Master in the middle of his combat dial. Koranub's skills are not just of benefit to himself, though: he has Magic Enhancement over his first 4 ranks to aid friendly ranged warriors as well. Coupled with a starting defense of 16, Koranub is much less fragile than a Demi-Magus. With the abilities of a Demi-Magus and the melee skills of an Altem Guardsman, Koranub makes a terrific traveling companion for the Magus.

Overview:

A high-level student of the School of Surok. An accomplished Atlantean warrior wizard equal to a Demi-Magus. Attempted to steal the bones of King Khamita in Khamsin to demoralize the Rebels before the big attack on Wolfsgate. Thwarted in his attempt by Jarl Frostriven.

Thornhusk

Trying to sneak up on Thornhusk's rear arc is almost impossible. Armed with the ever-elusive Nimble ability, Thornhusk can change facing at any time during his turn. Combine that with an improved 180-degree arc, and Thornhusk will always have at least one eye on his enemies. Three slots of Toughness make his bark tougher than his bite, though, as he only has a 4-inch range and a damage value of 2. Thornhusk needs to close to base contact to be most effective, but once he does, his Nimble ability makes him a figure to be reckoned with.

Overview:

The monstrous defender of the royal gardens at Roanne Valle. Answers only to the Prophet-Priest and will ruthlessly destroy any intruders.

Arial Frostfall

Arial Frostflail can stop a fight even before it starts by tying up her opponents with her potent Magic Freeze special ability, which adds action tokens to unlucky opponents. Couple this with her 12-inch range, and she can freeze even most ranged warriors in their tracks before they get within range. If Arial gets into trouble, 5 ranks of Flight quickly get her out of harm's way. Difficult to pin down and dangerous to pursue, Arial is a very (ahem) chilling opponent.

Overview:

One of the oldest sprites, Arial Frostfall spellcraft has been refined to a degree far greater than that of her sisters. It was Arial who originally discovered the spell that allowed Crystal Sprites to become elf-sized for a little while. While she claims it was purely to allow the sprites to better aid their Wylden allies in battle, there are some who whisper of a more personal motive.

Rottooth the Zombie

The Zombie Hound has the distinction of being the first warrior with Charge that can be brought back into the game with Necromancy at full strength. This supplies the player using them with an almost endless supply of fast attackers (provided the figure with Necromancy remains in the game!). Much like Skeletons, the Hounds are best in their first slot before becoming rapidly weaker. Even in their first slot, the Hounds are likely to be lost to ranged attacks if left exposed to fire. Try keeping them in the wings until the opposing ranged attackers are locked in base contact with your warriors, then send the Zombie Hounds in for the kill. "Release the Hounds!"

Overview:

This Zombie Hound is the personal pet of Aeradon, a prominent Deathspeaker of the Necropolis

Sect. He has been brought back from the dead so many times that he no longer fears death or pain.

Skoth Plaguebringer

As a foil to the Feral Bloodsucker from Rebellion, the Rancid Bloodsucker trades courage and stamina for speed and offensive punch. The Whirlwind Bloodsucker has multiple slots of Venom, a new special ability. Venom delivers one click of damage to every opposing warrior in the Rancid Bloodsucker's front arc at the beginning of Bloodsucker's turn. When combined with its 180° front arc, that's four opposing figures which can be damaged each turn! While this situation is unlikely, putting the Bloodsucker into base contact with even two opposing figures will give you enemy some tough choices to make.

Overview:

The first Feral Bloodsucker to be infected and transformed into a Rancid Bloodsucker. Skoth tends to hide in town wells, letting the pollution from his body taint the clear, clean water with Sect plague.

Ashek Sandslayer

Ashek carries a ranged weapon because few warriors are foolhardy enough to engage him in close combat. If his Weapon Master skill coupled with an attack value of 11 weren't reason enough to avoid him, his Dodge skill is. With Dodge, trading blows with Ashek is not a fair exchange, since there is a 50 percent chance that he will avoid any successful attacks! And even if your enemy decides to gang up on Ashek, his improved arc allows him to optimize free spin opportunities, so he can get more than one warrior in his front arc. Make no mistake: Ashek was named Sandslayer for a good reason.

Overview:

A legendary Galeshi warrior who survived a three-day sandstorm in the northern desert by sheer force of will. His survival is seen by many as the direct blessing of the sun god.

Helkate Hookjaw

Helkate Hookjaw learned much during her days as an Amazon Mancatcher. While she might not deal as much damage as her sisters-in-arms, she is just as quick, and her experience has taught her how to survive. This is reflected in the Dodge special ability in her first rank. Being able to avoid half of her opponent's successful attacks means Helkate can remain in combat at full strength longer than her sisters. She can also take an extra click of damage and doesn't get demoralized as quickly as her Amazon kin. Her experience tells her to stay out of harm's way, and her 10-inch speed coupled with 2 ranks of Quickness keep her well out of reach.

Overview:

An Amazon Mancatcher who has been hunting for the perfect husband for nearly half her life. Those Helkate catches that she deems unworthy of her marital attentions are either thrown back or killed.

Ashell the Driven

Ashell has the new ability that is the bane of all opposing ranged combat warriors: Forced March. Forced March allows all units in a movement formation with Ashell to use his 12-inch speed value instead of their own. This is a great way to get a lot of slower, rugged figures across the battlefield fast. Ashell also has 3 slots of Pole Arm to deal with anyone trying to close into base contact with him and damage him past his 4 slots of Forced March. He also starts off with Battle Fury, which makes him impossible to capture. Use Ashell the Driven to lead your Knights

Immortal troops to victory!

Overview:

Standard Bearer of the High Elven Council, holding a millennia-old banner standard that has never touched the ground.

Yoloria the Devoted

Any figure with Weapon Master is a definite threat in close combat. Yoloria the Devoted is no exception and will likely draw a lot of ranged and Magic Blast attacks from opposing figures. Yoloria, however, is the Knights Immortal's answer to opposing figures with Magic Blast because Yoloria has Magic Retaliation. This ability deals a point of damage back to a warrior that has made a successful ranged attack on her. When the attacker is a fragile figure with Magic Blast, that 1 damage is often enough to remove Magic Blast from the attacker's combat dial. As an even greater defense against Magic Blast, Yoloria follows Magic Retaliation with Magic Immunity, preventing her from being vulnerable to magical abilities at all. Ranged attacks? Bring 'em on!

Overview:

Personal guard to Council Lord Jamus, an esteemed leader of the Relishan.

Krech Dartcatcher

The Berserker is a good combination of attack, defense, and mobility. While not as fast as a mounted figure with Charge, the Berserker is equipped with Battle Armor to stave off ranged attacks until it can get close to the battle. Once in base contact with the enemy, it delivers a hefty three clicks of damage and has no fear of being captured until its last rank. Use the Berserker aggressively in close combat attacks or its true potential will be wasted.

Overview:

An Orc with an uncanny ability to snatch darts and arrows out of the air. Krech grew up hunting for food near a spike-throwing Manticore's lair.

Snurga Longstrike

Is there finally an Orc Raider with decent ranged attack? You be the judge. The Launcher hits the battlefield with gusto. Its 10" or 12" range is unprecedented for an orc warrior and its high damage output brings it on a par with the much more costly Troll Artillerist. Additionally, the Launcher has the new Pierce special ability, allowing it to negate the effects of Battle Armor, Toughness, and even the coveted Invulnerability! Back up a formation of Launchers with a few Shaman with Magic Enhancement and watch your opponents dive for cover.

Overview:

An Orc hero who successfully defended her village by slaughtering an enemy khan with a Launcher. Snurga went on to become the first female khan in Orc history.

Dargrum

You don't use Kruggs because they're pretty. You use Kruggs because they're cheap, durable and dependable, and Dargrum is no exception. At 38 points, he is the cheapest Whirlwind Limited Edition figure that can take 8 clicks of damage and still remain in play. With his first 2 slots of Toughness, it will take even more damage to eliminate this Krugg. He also has Weapon Master, so he can dish out the damage too. Once damaged, Dargrum gains Battle Fury to prevent enemy capture attempts and keep him fighting till the bitter end. Pretty he's not, but solid he is!

Overview:

A Krugg Thug who wants very badly to be made into a Molog (a Krugg leader) by his Shyft master.

Muloch

Slow and steady wins the race, especially when using the cost-effective Kruggs. Muloch is the cheapest Whirlwind Limited Edition figure with Bound. Although his starting speed is only 4 inches and his range is an unspectacular 8 inches, together they combine for a Bound and shoot movement of 12 inches. Muloch's most impressive stat is his strong damage value. With his initial damage value of 3, he can really maximize his threat potential as a ranged attacker even with his limited speed and range.

Overview:

A Krugg Heaver who discovered that smooth, discus-shaped stones fly farther than crumbly ones. Muloch recently acquired stone-carving tools from a dead miner and has begun putting edges on his stones.

Methefesokoi

As the cheapest Shyft, the Heart Seeker is sure to see a lot of action as an escort to formations of Mage Spawn. In that capacity, the Heart Seeker has a decent speed value to accompany figures in a movement formation. Has your army been longing for a formation of Skeletons? Well, now it is possible. Even on its own, the Seeker is a threat. Ignored, its good attack value make it useful in weakening the many figures which lose a strong special ability like Weapon Master after the first rank. When attacking the Seeker, those same figures will take a click of damage from Magic Retaliation, again, losing their initial special abilities.

Overview:

A Heart Seeker who acted as advance scout for his Matriarch long before the Shyft armies climbed up into the Land. Methefesokoi is pondering leaving the Shyft armies to begin a new life as a Hero.

Hambulandroika

To make best use of the Bond Maker's potential, it must be put in formations of other Shyfts or with Mage Spawn. The Force March ability of the Bond Maker allows it to share its high speed with other figures in its formation while Defend allows adjacent friendly warriors to use its good defense value. An example of optimizing these abilities is to form up a Bond Maker with a couple of Rebellion's Crypt Worms or Whirlwind's Thorn Crawlers. This formation overcomes both the slow speed and low defense values of these Mage Spawn. While mainly a support figure, notice that the Bond Maker has a decent attack value which allows it to effectively fight back when required.

Overview:

A Bond Maker who unbelievably acquired a Gate Lord Mage Spawn as a present for his Matriarch. He located and bonded the impressive Mage Spawn in the Dungeons of Endwell.

Haan Redwood

Haan Redwood and his Unicorn might just be too fast for their own good. With Defend in his first 2 ranks, Haan can be used in a movement formation (with Charge turned "off") initially moving at a speed of 7 inches. Friendly troops in base contact with him will gain the benefit of his 16 defense. Once close to the enemy, break Haan out from the ranks and use Charge to launch a surprise attack. Haan also comes equipped with Weapon Master, making his Charge attacks lethal. After a long battle, his 1 slot of Regeneration gives you a chance to regain his punishing

Charge/Weapon Master combo.

Overview:

A Unicorn Bladesman who has learned to make a kind of music with his blade. Most Bladesmen are armed with swords carved from refined, harmless Magestone.

Thaniel Sollar

Thaniel's strongest attribute is his attack rating. At an initial value of 12, Thaniel is capable of squaring off against even the strongest unique warrior. Charge and Weapon Master allow him to deliver heavy damage first, leaving his opponent severely weakened for a counterattack. Once engaged in combat, 3 ranks of Toughness help limit the amount of damage he takes and keep him in his strong initial slots. This is fortunate, since Thaniel's combat value rapidly diminishes past his fourth slot. Strike hard and strike first, because in a long battle, Thaniel will come up short.

Overview:

A fierce Elven defender of the Dragon Grove during an early series of battles with the Sect. Made a Defender of Roanne Valle for his efforts.

Aycorn Trueshot

Aycorn's last name might easily have been "Longshot" instead of "Trueshot." With his Bound ability, speed of 6 inches and a 12-inch range, Aycorn can target opponents 18 inches away. That's half the length of a standard play area! His initial damage and attack values are equivalent to a Tough Troll Artillerist. Expect opposing figures to keep their distance. While he's keeping opponents at bay with his bow, Aycorn Trueshot takes care of friendly warriors by providing all friendly figures in base contact with him a defense of 16 through the use of his Defend ability.

Overview:

A legendary Wylden Elven archer who reputedly killed an Atlantean Magus with a single arrow. However, it actually took twelve arrows before one found its mark.

Roleric Stormborn

Why would you want Roleric? Because, although he's not the best at any one thing, he does a lot of things very well. He's got a 10-inch ranged attack with an 11 attack value, and he has the Bound ability. That's a good start, but what about that initial damage value of 3? That sounds even better, doesn't it? Now how about 3 ranks of Toughness to augment his 16 defense? What looked like a run-of-the-mill figure turns out to be a solid jack-of-all-trades that can easily fit into any strategic army.

Overview:

A determined Tracker who chased a fleeing Galeshi fruit thief all the way to Khamsin. The gardens in Roanne Valle hold thousands of precious plants otherwise made extinct by humans, and Kahlan's supposed theft was considered a crime of the highest order.

Kahlan

If you ever need someone to break up an opposing ranged formation, Kahlan is your man. This mounted sniper has Bound with an 8-inch ranged attack. Paired with an initial 7-inch speed, Kahlan can make a Bound move and attack an opponent from 15 inches away, farther than any single figure's range value. If the ranged formation fires back, Kahlan has Battle Armor in his first 2 ranks, increasing his defense against ranged attacks. The Battle Armor and Bound are

followed by Toughness and Weapon Master, which become deadly when he gains Charge in these slots as well. So after picking off the ranged units from a distance, Kahlan can get down and dirty in close combat.

Overview:

A brave Galeshi Cavalryman renowned for his love of life and his lust for adventure. He stole fruit from the gardens of the Elemental League capital of Roanne Valle and lived to tell the tale. Kahlan is now a Khamsin mercenary, having signed up in summer 433 Tz in order to avoid capture.

Haagor Dunebreaker

Swiftly riding into base contact with his 12-inch speed, Haagor can deliver a potent one-two punch. First, Ram deals 1 click of damage to opponents when he achieves base contact. Once there, he can follow up with an attack using his Weapon Master special ability. Don't worry about losing those initial abilities to snipers before Haagor can get in close; his Ram and Weapon Master abilities are protected by 3 slots of Battle. Although Haagor has a ranged attack, close combat is his specialty. This is definitely one warrior your opponents won't want to meet face-to-face.

Overview:

A Galeshi renowned for exploring the northern deserts and the Blasted Lands on his Mechanical Ram. Haagor is xenophobic about outsiders and shuns anyone he doesn't trust.

Ironshod Ako Bron

Dwarves and steel go together hand in glove, which is what makes Ironshod a natural for riding a steed of steam. With a starting defense of 18 and Magic Immunity in his first 3 slots, he is one tough nut to crack. Get through the Magic Immunity, and an enemy faces 2 slots of Toughness. And as if that weren't enough, in his last slot of Toughness Ironshod's Battle Fury kicks in. This is one Dwarf who will not be taken prisoner, or even taken lightly, because he's not just about defense. He packs 4 slots of Bound with a 10-inch range, making Ironshod Ako Bron a powerful, galloping force to reckon with.

Overview:

A Dwarven Fuser and accomplished cat burglar. Ako's magical gloves allow him to scale towers and walls with ease.

Sig Eightfingers

Sig wouldn't be a Dwarf if he didn't get just a little furious ... over his last 5 ranks! He'd rather be defeated than captured, which is no easy task. Dwarves are naturally immune to magic, and Sig is no exception. With 3 slots of Magical Immunity followed by 2 slots of Toughness, Atlantis Guild opponents would rather not see Sig advancing on a Demi-Magus with Magic Blast. Sig's 10-inch range also allows him to hold off many figures with Magic Blast. Sig has 3 slots of Ram as well, so when he closes to base contact with that same Atlantis Guild Demi-Magus, Sig will do enough damage to knock the Magic Blast off all but the toughest spellcasters.

Overview:

When a Dwarf lost two of his fingers to an angry mule, Sig along with other Dwarves invented and built the first Steam Horses to replace living, temperamental mounts.

Booshac

A mounted version of the Krugg Thug, the Horned Hatchetkrugg combines the Battle Armor and

Charge abilities of the Horned Drake mount with the Toughness and Battle Fury of the Thug resulting in a sturdy figure. The profile of this figure's combat dial stats is very broad, meaning that it can take considerable damage and lose very little of its combat effectiveness. This is a definite plus when this figure is deep into combat with enemy troops, but can hinder healing attempts due to its high defense at all but its final few slots.

Overview:

Booshac and his band of warriors are famous for terrorizing the area near the Amazon homelands. Booshac has a habit of capturing beautiful human women and cooking them up in pots.

Wandering Mochoch

The War Hatchetkrugg is an ideal figure to showcase Whirlwind's Ram special ability. The aggressive stance of its War Yak mount clearly illustrates this warrior's readiness to run into base contact with enemies and deliver an initial click of damage! When used against many warriors, Ram will automatically move them out of their starting slot and leave them without many of their useful special abilities available there. These enemy figures are an excellent targets for the War Hatchetkrugg to run down and attack without mercy.

Overview:

This Krugg and his friends have wandered the Land for years, from mountains to beaches. A natural cartographer, Mochoch has some of the most accurate and far-ranging maps in the Land hidden in his smelly backpack.

Zechkin the Molog

Unable to carry enough boulders to throw from a mount, this Krugg wields a crude bow instead. Bound gives the Horned Impaler an initial effective range of 16 inches, well beyond the range of most other figures making the Impaler perfect for sniping at enemy ranged attackers. The modest attack values, however, will mean you must choose your targets carefully to get maximum benefit from this Mage Spawn. Toughness and a good defense value provide safety from any ranged counterattacks, while multiple slots Battle Fury prevent capture attempts if an opponent closes to base contact.

Overview:

Zechkin is the leader of a number of Krugg tribes and is recognized by Shyft as a Molog. Zechkin earned his title by slaughtering six of the Shyft warriors that originally tried to empathically condition him. Leader of the Blue Water Krugg.

Oombafoo

With both Ram and a 10 inch ranged attack, the War Impaler provides terrific versatility to its army. It is both a mobile stand-off warrior and an effective close combat figure at a reasonable point cost. Toughness aids the Impaler in limiting the damage it receives in either role, while Battle Fury prevents enemy capture attempts while in close combat. Pick your fights carefully, however. The War Impaler's modest attack values prevent it from reliably hitting opposing figures with high defense values. Best to pick on softer targets like enemy support troops.

Overview:

Unfortunate Krugg became legendary after a story circulated about a dead Dwarf getting stuck on his Yak's horns.

Vancharlaika

Because of its short range, it is necessary to keep the Serpent Sniper close to the enemy. Fortunately, this warrior's high speed, Bound ability, and high defense values make this situation possible without sacrificing the Sniper. In fact, you want to keep this figure close to the enemy and goad them into attacking it. Since it has Magic Retaliation, any warrior which damages the Serpent Sniper takes a click of damage themselves. This ability is a nice bonus since the most damage the Sniper can deliver in an attack is one click. To make the best use of the Serpent Sniper, focus its attacks on fragile opposing figures which you know have valued special abilities in their starting slot only.

Overview:

A brave Serpent Sniper who takes a special interest in killing Rebel Fusers. Specializes in assassin's duels.

Flying Tarnapii

The Swooping Sniper is a fast ranged attack warrior perfect for infiltrating an opponent's backfield and harassing their support figures. With Flight, it can avoid terrain obstacles and position itself for an attack against weakly-defended enemy healers and mages. The strong attack of the Sniper means a successful attack is likely, even if it is for only a single click of damage. If cornered, the Sniper's high defense and Magic Retaliation ability will make it difficult for opposing figures to maintain a sustained attack on this figure before it can escape.

Overview:

An older Shyft, and one of the first to empathically bond Flying Horses to Shyft service. It took Tarnapii almost a year to capture one of these elusive beasts.

Slithering Moi

The Serpent Invader is the basic mounted shock troop for the Shyft faction. Charge, decent attack values, and Magic Retaliation give this figure a good chance of drawing first blood in a battle. In a prolonged encounter with an enemy, however, the Invader doesn't have the endurance or damage values to allow it trade blows with an opposing figure of equal cost. This is because all Shyfts have point values which accommodate their ability to make formations with Mage Spawn. After the Serpent Invader has been damaged and has lost Charge, withdraw and heal it or use it to assist a formation of Mage Spawn. After the Invader loses Magic Retaliation, it gains Toughness giving it some durability in a support role as a Spawn herder.

Overview:

The first to empathically bond Land Serpents to Shyft service. Slithering Moi is ruthless; he fed his own warriors to the Land Serpents to make them lethargic enough to bond.

Pexpatia Mar

The fast, flying Swooping Invader is a very survivable warrior. Its high speed and great defense allow it to engage in the fights it chooses and avoid unfavorable encounters. Given its high attack capabilities, it will make short work of the lesser figures which it combats. With an initial speed value of 12, the Swooping Invader is a natural formation leader for Mage Spawn with a similar speed value. The Shade and the Wraith from the Rebellion set and the Specter from Lancers are good examples of possible formation companions for this Shyft warrior.

Overview:

A female Shyft—a Matriarch without a hive—who is disguised as a male in order to explore the Land for herself. When Pexpatia's hive was wiped out by a rival Shyft Matriarch, she found a new way of life as an explorer.

