

Marid Apsara



It has long been conjectured by the Sorcerer Kings that the Elemental Domains, while anchored around the Prime, exist at varying spiritual 'depths'. This could go a long way to explaining the existence of the Marid Apsara, powerful Water Asura who despite their title, bear humanity no ill will. In fact many a tale of stranded sailors and wounded rescued from the deep by dolphins is the work of these beautiful spirits.

Enigmatic and reclusive, they are, however, not immune to the powers and efforts of the Water Sorcerers in enlisting their aid. When they arrive onto the battlefield they seldom do so alone, suddenly appearing with their entire court to deal a decisive blow, enhanced by their spellcasting ability.

How They Play


The Last Argument of Kings

Elusive and powerful, the Marid Apsara serves as both a potent spellcasting support piece and a force multiplier for the Court of Water. Bolster your core regiments with powerful water magic, while its Tidal Summons ability allows additional Court of Water Regiments to surge onto the battlefield from reinforcements, turning the tide of battle in your favor.



ARTISAN
SERIES

Marid Shaytan



The Marid Shaytan is perhaps the most dangerous of the Asura. A dark reflection of the beneficent Apsara, the Shaytan embodies the wrath of the sea and its fiercest storms. Savage, capricious and greedy, these terrifying demons must be securely bound before their savagery can be unleashed on the battlefield.

Eschewing the sorcerous abilities of its fairer kin, the Shaytan strikes with the unrelenting fury of the storm, reveling in the carnage and destruction it leaves in its wake.

How They Play

The Last Argument of Kings

Elegant yet devastating, the Marid Shaytan crashes into enemy formations like a relentless tidal wave, sweeping away any unfortunate souls who dare stand before it. A master of adaptability, the Shaytan excels at breaking enemy formations - unleashing a storm of additional Impact Attacks against lightly armored foes, or relying on a flurry of extra Attacks to tear through heavily armored targets.



ARTISAN
SERIES

Marid Lancers



It is perhaps a manifestation of the mutable nature of the seas that the Marid spirits evince such malleability and variety in skill and disposition. Driven, focused and dour, the Marid Lancers represent the unforgiving nature of the vast oceans, displaying none of the curiosity and charm of their Sahar cousins.

Often bound as protectors and bodyguards, they have recently seen great success when deployed on the battlefield. Their changeable nature is entirely focused on the task at hand - on the battlefield, that is little else than the efficient dismantling of the enemy's forces

How They Play

The Last Argument of Kings

The Lancers represent the melee-aspected half of the water elementals. Like water itself, they maneuver swiftly into position, slipping through cracks in the enemy's front lines. Once in place, they descend like a devastating tidal wave, washing away any who are foolish enough to stand against the Sorcerer Kings.

First Blood

Wading through the enemy Warband, the Marid Lancers form the elite shock cavalry of the Sorcerer Kings. As the Marid Lancers move, they build in power before crashing into the enemy with the wrath and fury of a tidal wave!

The image features two Oni Kishin warriors mounted on Kirin. The Kirin are depicted with dark, shaggy fur and glowing orange-red flames emanating from their manes. The warriors are dressed in traditional samurai-style armor, including helmets and breastplates, and are holding long spears. The background is a dark, atmospheric setting with a body of water and a dark sky.

Oni Kishin Kiba

To earn the rank of Kishin, a Yoroni must have Ascended beyond the earthly concerns of his peers. Daring to risk their existence to hone and temper their beliefs, these terrifying entities physically risk the Elemental Hells after having achieved Enlightenment. It is during these sojourns that many are lost, but those who succeed find treasures beyond measure of which the most common are the slowly drifting Kirin eggs.

The bond formed between these two infinitely malleable beings defies easy definition or explanation, but little of this matters to the unfortunate foe who finds himself in the path of this martial juggernaut. The perfect fusion of honor, power and ruthless force, an Oni Kishin bears different ritual weapons: unleashing the brutal impact of their with their ceremonial yari as Raiu, the Storm; or as Kiba, Fang Horsemen, bearing an Odachi, symbolizing their hunger for challenge and glory.

How They Play

The Last Argument of Kings

The Kishin Kiba unleash a furious onslaught against any brute, beast, or giant daring enough to stand against them. Renowned for bringing down larger foes, they excel in the hunt, specializing in the relentless pursuit and destruction of monstrous enemies.

Oni Kishin Raiu



To earn the rank of Kishin, a Yroni must have Ascended beyond the earthly concerns of his peers. Daring to risk their existence to hone and temper their beliefs, these terrifying entities physically risk the Elemental Hells after having achieved Enlightenment. It is during these sojourns that many are lost, but those who succeed find treasures beyond measure of which the most common are the slowly drifting Kirin eggs.

The bond formed between these two infinitely malleable beings defies easy definition or explanation, but little of this matters to the unfortunate foe who finds himself in the path of this martial juggernaut. The perfect fusion of honor, power and ruthless force, an Oni Kishin bears different ritual weapons: unleashing the brutal impact of their with their ceremonial yari as Raiu, the Storm; or as Kiba, Fang Horsemen, bearing an Odachi, symbolizing their hunger for challenge and glory.

How They Play

The Last Argument of Kings

Riding the lightning itself, the Kishin Raiu descend upon their foes, breaking formations and shattering armor in a single devastating charge. As an elite Shock Cavalry Regiment, the Kishin Raiu specialize in smashing highly disciplined infantry formations and crushing even the toughest armored opponents.



MARID APSARA

240 POINTS

Type	Class	M	V	C	A	W	R	D	E
Monster	Heavy	8	1	3	11	16	4	3	1

Special Rules: WATER ELEMENTAL, IMPACT 6, TERRIFYING 1, AQUEOUS BRANDING, ARCANE TIDE FORM, WIZARD 7

Battlefield Role: [ELEMENTAL], [COURT OF WATER]

Regiment: This Regiment is comprised of 1 Stand with 1 Model on it.

Spells: *Blood to Water, Flowing Stride, Swirling Embrace*

Arcane Tide Form: When activating this regiment choose one:

- The Regiment gains Free Spellcasting Action.
- This Regiment adds +4" to the Range of its Spells.

Tidecaller:

- [AURA] Friendly Water Elemental Regiments within 8" of this Regiment are considered to be in Water Terrain.
- Enemy Regiments engaged with this Regiment are considered to be in Water Terrain during their Clash Actions.

Tidal Summons: When selecting this Regiment to arrive from Reinforcements automatically this Round, choose one additional Friendly Water Elemental Regiment. That Regiment also arrives from Reinforcements automatically this Round. Multiple instances of this special rule do not stack.

Note: You cannot chain this special rule to deploy multiple Marid Apsara Regiments due to Multiple instances not stacking.

Marid Apsara may perform a Spellcasting Action during its Activation as if it were a [CHARACTER].



MARID SHAYTAN

240 POINTS

Type	Class	M	V	C	A	W	R	D	E
Monster	Heavy	8	1	3	11	16	4	3	1

Draw Events: ELEMENTAL CONDUIT

Special Rules: WATER ELEMENTAL, IMPACT 6, TERRIFYING 1, CLEAVE 2, TIDEBLADE FORM, FLURRY

Battlefield Role: [ELEMENTAL], [COURT OF WATER]

Regiment: This Regiment is comprised of 1 Stand with 1 Model on it.

Stormqueen Form: When Activating this Regiment choose one:

- The Regiment gains Impact (+6) Special Rule.
- The Regiment gains +4 Attack Characteristic.

Dread Tide:

- Enemy Regiments engaged with this Regiment are considered to be in Water Terrain during their Clash Actions.
- [AURA] Friendly Water Elemental Regiments within 8" of this Regiment gain Terrifying (+1).



MARID LANCERS

190 POINTS / 65 POINTS PER STAND

Type	Class	M	V	C	A	W	R	D	E	Command Models
Cavalry	Medium	7	1	3	5	5	3	3	1	Leader

Draw Events: ELEMENTAL CONDUIT

Special Rules: BRUTAL IMPACT (1), UNSTOPPABLE, IMPACT (3), TIDAL WAVE, VANGUARD (3), WATER ELEMENTAL, WAVEBORNE FORM

Battlefield Role: [ELEMENTAL], [COURT OF WATER]

Regiment: This Regiment is comprised of 3 Stands with 1 Model on each.

Tidal Wave: When this regiment is performing charge action and has all its stands within Zonal Terrain with [WATER] keyword it gains Juggernaut special rule.

Wavebreaker Form: When activating this Regiment choose one:

- The Regiment gains Impact (+2) Special Rule.
- The Regiment gains Brutal Impact (+1) Special Rule.

Water Elemental: This Regiment does not suffer the negative effects of Zonal Terrains [WATER] keyword, instead it Re-Rolls failed Hit Rolls of "6"



ONI KISHIN KIBA

240 POINTS (2 MODELS) / 110PTS PER STAND

Type	Class	M	V	C	A	W	R	D	E	Command Model
Cavalry	Heavy	7	1	3	7	8	4	3	1	Leader

Special Rules: CLEAVE 2, IMPACT (4), UNSTOPPABLE, HARDENED (1), FLANK, FIEND HUNTER, HONOR BEYOND DEATH, HUBRIS

Battlefield Role: [KA]

Regiment: This Regiment is comprised of 2 Stand with 1 Model on each.

Titanic Defiance: While this Regiment is engaged with an Enemy Monster Regiment, it gains Fearless Special Rule.

Honor Beyond Death: When this regiment is activated by [Ka] ideal card remove the Broken status from this regiment.



ONI KISHIN RAIU

250 POINTS (2 MODELS)/ 120PTS PER STAND

Type	Class	M	V	C	A	W	R	D	E	Command Model
Cavalry	Heavy	7	1	3	7	8	4	3	1	Leader

Special Rules: CLEAVE 1, IMPACT (5), BRUTAL IMPACT (2), UNSTOPPABLE, HARDENED (1), FLANK, HONOR BEYOND DEATH, WRATHFUL MOMENTUM

Battlefield Role: [KA]

Regiment: This Regiment is comprised of 2 Stand with 1 Model on each.

Honor Beyond Death: When this regiment is activated by [KA] Ideal card remove the Broken status from this Regiment.

Wrathful Momentum: The Regiment may re-roll failed Hit Rolls of “6” and gain Terrifying (1) special rule against Size 1 Regiments.

Designer's Note: It applies both to Clash Action and Impact Attacks.