



THE SORCERER KINGS

ARMY LIST



Far to the south and east of the lands of the Hundred Kingdoms and the City States lie lands that exist on no map known to mankind, even the wide-ranging exploration fleets of the Old Dominion, for they quite simply did not exist at that time.

These are the lands of the last successors to the legacy of the Old Dominion; they are the cabal of Sorcerer Kings who transcended the limits of mortal magic by binding themselves to the Incarnate Souls of Balance, the Primordial Elemental Lords, and channeled their awesome primordial power to bring down their mad God, Hazlia, and usher the Fall.

Fleeing the destruction of Capitas across a chain of volcanic islands they raised, they were ultimately forced to bind the last of these islands into an entire continent their burgeoning power allowed them to raise from the very seafloor. Barren and desolate, the four surviving Sorcerer Kings: Erme, Who moves the Oceans, Dyelin, Pyre of Gods and Men, Hormus, Who Lays Mountains Low and Alessa, Weaver of Winds and Fates, gazed upon it and called it good.

They settled upon this new land and founded their realms, bonding their mortal servants to their elemental counterparts – seeking thus to guide their newborn elemental children in the gargantuan task of turning the desolate new continent into one capable of supporting life. Feeling the call of the power and responsibilities they had suddenly assumed would soon draw them away, they established a formal hierarchy among their servants, tasking each of them with a separate task in bringing forth the bounty of this new land.

The Elemental Courts thus established, the Sorcerer Kings then withdrew to master the awesome powers and responsibilities they had inherited with their primordial mantle, turning their attention to stabilizing the continent they had raised and the weather phenomena that the Fall had unleashed – only to find their efforts hampered by unexpected primordial foes..

ARMY LISTS

The force you bring to the Battlefield is chosen using an Army list. To help ensure you're playing a fair and balanced game, these Army lists are chosen to equal points values.

POINTS VALUES

Each Stand in a game of Conquest has a points value, representing its overall worth on the Battlefield. Stands with higher points values are generally better or more flexible fighters, while those with lower points values are less effective, or are useful in a narrow set of circumstances.

Your Army's points value is equal to the total points values of every Regiment and [**CHARACTER**] in your Army, plus those of any upgrades you've purchased for them. The higher the points value, the more lethal the Army you've selected. By choosing Armies to equal points values, you and your opponent can ensure a fair, challenging battle.

SIZE OF BATTLE

By default, we recommend battles of 2,000 points – this generally gives enough slaughter for an evening's gaming. However, there's nothing to stop you from choosing a larger or smaller size for your confrontation. Indeed, smaller games of 1,000 points are an excellent way to learn the rules.

BUILDING AN ARMY

An Army consists of two types of entities: [**CHARACTER**]s and Regiments. You may include any number of either in your Army, subject to the following rules:

THE WARLORD

You must include one [**CHARACTER**] to be your Warlord – your avatar on the Battlefield.

WARBANDS

Each [**CHARACTER**] in your Army (including the Warlord) must be accompanied by a Warband of Regiments. You'll normally have a choice of Regiments to choose from, but you must always include a Regiment of the same Type – i.e Infantry, Cavalry or Brute – as your [**CHARACTER**] to ensure that they have a Regiment to join at the start of the battle.

Each Regiment is drawn from the Regiments section of the Army List. It will also, depending on the [**CHARACTER**] it is chosen for, count as a Mainstay or a Restricted choice. Each [**CHARACTER**]'s Warband has a Regiment allowance of 4 Regiments.

A Warband can include as many Mainstay choices as your Warband allowance allows. Restricted choices are more limited, as the name suggests. Each Warband can only include two Restricted choices from all the options presented. This can be two of the same Regiment, or two different Regiments from the list. As a further restriction, you must include one Mainstay choice for each Restricted choice in your Army.

Therefore, a Warband that includes two Restricted choices will always have at least two Mainstay choices too. Note that a Regiment might be a Mainstay choice for one [**CHARACTER**] Type, and a Restricted choice for another – check the [**CHARACTER**]'s Army List entry to be sure.

OPTIONAL UPGRADES

Many [**CHARACTER**]s and Regiments have additional options that can be purchased for them, such as Abilities, Officers and even extra Stands (in the case of Regiments). If you purchase any of these upgrades, simply add the points cost to that of the [**CHARACTER**] or Regiment for which the upgrade was purchased.

If you are able to purchase additional Stands, the cost will be clearly indicated in the top right corner of the Army List Entry, along with the Entry's points value.

Additionally, many Regiments include Command Models as part of their Army List Entry. These can be found under the "Command Models" section of the Entry.

SPECIAL RULES AND SUPREMACY ABILITIES

Certain rules like those acquired through the purchasing of Masteries, Character Upgrades and Supremacy Abilities may provide unique abilities that extend beyond merely providing Characteristic upgrades to [**CHARACTER**] or Regiments and instead benefit an entire Warband or even the entire Army.

This raises the question of whether these abilities are "always active", "activated" or only applicable when the Character Stand or Regiment is on the Battlefield.

For this reason rules like this are followed by identifiers that allow the Player to easily recognize when these rules are applied. The identifiers are the following:

Always Active: This Ability is always considered to be active regardless of whether the [**CHARACTER**] or Regiment is currently on the Battlefield, in Reinforcements or having been destroyed.

Activated: This Ability can only be used once per Battle and requires the [**CHARACTER**] or Regiment to currently be on the Battlefield. Once Activated the effects last until the end of the Round regardless if the [**CHARACTER**] or Regiment has been removed from the Battlefield in the meantime.

Battlefield: This Ability is considered to be active while the [**CHARACTER**] or Regiment is currently on the Battlefield.

THE SORCERER KINGS

At the very center of the Sorcerer Kings' continent, the Jaadoghar Kajhaana, lies the Trophaeum Pinnacle, once a modest island in an archipelago, but now a testament to the raw elemental power the Sorcerer Kings unleashed when they raised the entire continental shelf to provide themselves with a kingdom.

Within this volcano lie the four thrones of the Sorcerer Kings themselves: Erme, Who moves the Oceans, Dyelin, Pyre of Gods and Men, Hormus, Who Lays Mountains Low and Alessa, Weaver of Winds and Fates. Despite its awesome size and mind-boggling effort that went into making this mountain a monument worthy of their saviors, the Trophaeum Pinnacle lies mostly empty, its role remaining a more monumental and ceremonial focus to the Sorcerer Kings and their ambitions: to plumb the depths of sorcerous knowledge and climb the heights of power.

The Sorcerer Kings are split into four Courts representing the elements each of the Sorcerer Kings has mastery over. The Court Battlefield Roles are the following: **[COURT OF FIRE]**, **[COURT OF AIR]**, **[COURT OF EARTH]** and **[COURT OF WATER]**. In addition, the words Fire, Air, Earth and Water are used as descriptors for Spells and Rituals connecting them mechanically and thematically to their respective Courts.

Example: Spells/Rituals from the [COURT OF FIRE] are also referred to as "Fire" Spells/Rituals. Therefore, if an ability would mention a Fire Spell/Ritual targeting a [COURT OF FIRE] Regiment then the rule is referring to Spells and Rituals from the [COURT OF FIRE] making them "of the same Court" as the Regiment.

SORCEROUS PATRONAGE

[CHARACTER]s in the Army may take non-Monster **[ELEMENTAL]** Regiments of the same Court as them as Mainstay options in their Warband.

All Infantry **[CHARACTER]**s in this Army may add one additional Rajakur or Dhanur Disciples Regiment to their Warband, ignoring the usual allowance of four Regiments per Warband, to a maximum of five. These Regiments do not need to be the fifth Regiment in the Warband and being a Mainstay can unlock Restricted Regiments as normal.

Finally, all **[MORTAL]** Regiments in the Army gain the same Court Battlefield Role as the **[CHARACTER]** whose Warband they are part of, unless another rule specifies otherwise.

ELEMENTAL MARKERS

Spells, Rituals and Regiment Special Rules from the Courts of Earth and Water calls the Player to place an Earth or Water Marker respectively. The area within 3" of this Water Marker counts as a piece of Zonal Terrain with the Water Terrain Special Rule.

These Markers are represented by placing a single Infantry Base and measuring distances from any point on the base. The Markers cannot be engaged, can be placed under Objective Markers and Regiments may freely move over as well as end their move on them. In a situation where two Sorcerer Kings forces fight one another each Player has their own Markers.

RITUALS

Rituals are powerful and elaborate magical abilities, drawing power from the depths of the Elemental Plains and such require careful preparation before they are unleashed! In addition, they come with their own Command Cards and once prepared can be placed in your Command Stack. When drawn you simply activate their effect!

Friendly non-destroyed Spellcasters provide access to Rituals as per their Army List Entries. At the end of each Round's Supremacy Phase, select one Ritual you currently have access to and place its Command Card face-up next to your Command Stack, this Ritual is now Being Prepared. **The Spellcaster does not need to currently be on the Battlefield.**

If a Ritual is already Being Prepared then you may either keep preparing the current Ritual or select a new one to replace the current one, starting anew. You cannot have more than one Ritual Being Prepared unless another rule specifies otherwise.

If all Spellcasters providing access to a Ritual Being Prepared are destroyed, then the Ritual immediately ceases Being Prepared and is removed from the game.

Throughout the Round, Ritual Markers can be added to the Ritual Being Prepared in the following ways:

- 1) Every time a Spell is cast it adds one Ritual Marker to a Ritual of the same Court currently Being Prepared.
- 2) Regiments with the **[ELEMENTAL]** Battlefield Role possess Draw Events and Special Rules that add Ritual Markers to Rituals of the same Court, as seen in their Army List Entries.
- 3) Other Rules or Abilities may provide effects that further add Ritual Markers to Rituals Being Prepared.

As soon as a Ritual has as many Ritual Markers on it as its Ritual Threshold, then the Ritual is successfully completed. Remove all Ritual Markers from the Ritual. At the beginning of your next Command Phase, you must place this Command Card in your Command Stack as you would with any other Command Card.

When a Ritual Command Card is revealed from the Command Stack during the "Draw Command Card" step, immediately resolve its effects. Once the Ritual has been resolved, the Ritual is removed from your available pool of Command Cards and must be prepared anew.

ELEMENTAL DISCHARGE

The first time a new Ritual starts Being Prepared each Round, immediately add X Ritual Markers to it, where X is the number of the Round the game is currently in, to a maximum of 5.

E.g. A Ritual that has started Being Prepared during Round 3 would start with 3 Ritual Markers on it etc.

ELEMENTAL CONDUIT

Elemental Conduit [Draw Event]: This Draw Event can **also** be used during a Round in which the Regiment is arriving from Reinforcements. This Regiment adds one Ritual Marker to a Ritual of the same Court currently Being Prepared.

SUPREMACY ABILITIES

Each [**CHARACTER**] grants a different Supremacy Ability if chosen as your Warlord.

MAHARAJAH

Elemental Confluence [Always Active]: Friendly [**ELEMENTAL**] Regiments with the Elemental Conduit Draw Event add one Ritual Marker to any Ritual currently Being Prepared instead of one of the same Court. In addition, when any Ritual is successfully completed you may immediately select any one Ritual you currently have access to, that is of a different Court than the previously Prepared Ritual, to start Being Prepared.

Finally, this [**CHARACTER**] may select one additional Court gaining all its Spells, Rituals and Mainstay Options as per the Sorcerous Patronage Army Special Rule.

SORCERER

Omnipotence [Always Active]: All [**CHARACTER**]s in the Army must select the same Court as the Warlord.

When a Friendly [**CHARACTER**] performs a Spellcasting Action, and the Spell is successfully cast with 4 or more successes, the [**CHARACTER**] may perform a free additional Spellcasting Action once that Spell is resolved. This effect can only be activated once per Activation.

The same [**CHARACTER**] cannot attempt to cast the same Spell more than once per Round. Each Spell can only be cast a maximum of three times each Round.

RAJ

Elemental Dominion [Always Active]: Depending on the Court this Warlord has selected, you gain one of the following effects:

- **Court of Fire** - Friendly [**COURT OF FIRE**] [**ELEMENTAL**] Regiments gain the "Fan the Flames" Draw Event.
- **Court of Air** - Friendly [**COURT OF AIR**] [**ELEMENTALS**] Regiments gain the Opportunists Special Rule.
- **Court of Water** - Friendly [**COURT OF WATER**] [**ELEMENTALS**] Regiments Charging an Enemy Regiment in its Flank or Rear, gains Terrifying (1) and Impact (+2).
- **Court of Earth** - Friendly [**COURT OF EARTH**] [**ELEMENTALS**] gain the Regeneration (2) Draw Event.





MAHARAJAH

120 POINTS

The loftiest heights of power a Sorcerer can reach is the coveted title of Maharajah. One step below the four Sorcerer Kings themselves, Maharaja's represent the pinnacle of arcane and political power a mortal might hope to achieve. These paragons have delved deep into the Elemental Domains they master; deep enough to command the respect and even fear from its mightiest denizens, enticing or coercing them into lifelong pacts that only further their power. When a Maharajah deigns to step upon the field of battle the enemy soon learns the true meaning of terror: the knowledge that their life could be snuffed out in an instant by a deluge of sorcerous power from a man so steeped in elemental puissance he can only barely be called mortal any more.

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	2	3	5	5	4	3	2	Elemental Confluence

Special Rules: WIZARD (8)

Battlefield Role: [CHARACTER]

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

The [CHARACTER] must select one of the following Courts at no additional point cost, and knows all Spells and Rituals from that Court. The [CHARACTER] gains the same Battlefield Role as the Court they have selected.

- [COURT OF FIRE]
- [COURT OF EARTH]
- [COURT OF AIR]
- [COURT OF WATER]

MAHARAJAH

CHARACTER UPGRADES

Patron's Gift: May purchase a single Patron's Gift at the indicated point cost.

Mastery: May purchase a single Mastery at the indicated point cost.

WARBAND

<i>Mainstay:</i>	<i>Rajakur,</i>	<i>Restricted:</i>	<i>Efreet Flamecasters,</i>
	<i>Mahabharati Initiates,</i>		<i>Efreet Sword Dancers,</i>
	<i>Dhanur</i>		<i>Rakshasa Bakasura,</i>
	<i>Disciples,</i>		<i>Rakshasa Ravanar,</i>
	<i>Ghols</i>		<i>Steelheart Djinn,</i>
			<i>Windborne Djinn,</i>
			<i>Trinavarta Chandavat,</i>
			<i>Trinavarta Sabhagrih,</i>
			<i>Eternal Ikons,</i>
			<i>Eternal Destroyers</i>
			<i>Mahut,</i>
			<i>Marid Lancers,</i>
			<i>Marid Sahar,</i>
			<i>Marid Apsara,</i>
			<i>Marid Shaytan,</i>
			<i>Mahabharati Sorcerer Saints</i>



SORCERER

90 POINTS

For those among the gifted, there can be no greater accomplishment than to be named a Sorcerer by the Elemental Courts. Bonded to a Deva and capable of exploring their primordial Domain, Sorcerers have delved into secrets of sorcery their purely mortal counterparts can only dream of. Few and far between to begin with, these extended sojourns into the Elemental Domains, and their inherent dangers make Sorcerers rare upon the battlefields of Ea, but when present, they make their presence known through howling blasts and ritual sorcery, dominating the battlefield while safely protected by their loving subjects.

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	3	2	4	4	3	2	0	Omnipotence

Special Rules: BARRAGE (3) (16"), WIZARD (7)

Battlefield Role: [CHARACTER]

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

The [CHARACTER] must select one of the following Courts at no additional point cost, and knows all Spells and Rituals from that Court. The [CHARACTER] gains the same Battlefield Role as the Court they have selected.

- [COURT OF FIRE]
- [COURT OF EARTH]
- [COURT OF AIR]
- [COURT OF WATER]

SORCERER

CHARACTER UPGRADES

Patron's Gift: May purchase a single Patron's Gift at the indicated point cost.

Mastery: May purchase a single Mastery at the indicated point cost.

WARBAND

<i>Mainstay:</i>	<i>Rajakur,</i> <i>Mahabharati Initiates,</i> <i>Dhanur</i> <i>Disciples,</i> <i>Ghols</i>	<i>Restricted:</i>	<i>Efreet Flamecasters,</i> <i>Efreet Sword Dancers,</i> <i>Rakshasa Bakasura,</i> <i>Rakshasa Ravanar,</i> <i>Steelheart Djinn,</i> <i>Windborne Djinn,</i> <i>Trinavarta Chandavat,</i> <i>Trinavarta Sabhagrih,</i> <i>Eternal Ikons,</i> <i>Eternal Destroyers</i> <i>Mahut,</i> <i>Marid Lancers,</i> <i>Marid Sahar,</i> <i>Marid Apsara,</i> <i>Marid Shaytan,</i> <i>Mahabharati Sorcerer Saints</i>
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RAJ

100 POINTS

A Raj is typically the ruler of an Enclave. Invariably trained in the Elemental Courts, they have mastered the sorcerer arts, but are not bonded to a Deva. This frees them from the burden of sorcerous pursuit, allowing them to focus on the development of their own prowess and that of their city. Often bridging the gap between the common people and the Elemental Courts, a Raj is well respected by his followers and leads from the front, fighting his foe directly with both steel and sorcery.

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	2	3	5	4	4	3	2	Elemental Dominion

Special Rules: FLURRY, WIZARD (7)

Battlefield Role: [CHARACTER]

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

The [CHARACTER] must select one of the following Courts at no additional point cost, and knows all Spells and Rituals from that Court. The [CHARACTER] gains the same Battlefield Role as the Court they have selected.

- [COURT OF FIRE]
- [COURT OF EARTH]
- [COURT OF AIR]
- [COURT OF WATER]

CHARACTER UPGRADES

Patron's Gift: May purchase a single Patron's Gift at the indicated point cost.

Mastery: May purchase a single Mastery at the indicated point cost.

WARBAND

<i>Mainstay:</i>	<i>Rajakur,</i>	<i>Restricted:</i>	<i>Efreet Flamecasters,</i>
	<i>Mahabharati Initiates,</i>		<i>Efreet Sword Dancers,</i>
	<i>Dhanur</i>		<i>Rakshasa Bakasura,</i>
	<i>Disciples,</i>		<i>Rakshasa Ravanar,</i>
	<i>Ghols</i>		<i>Steelheart Djinn,</i>
			<i>Windborne Djinn,</i>
			<i>Trinavarta Chandavat,</i>
			<i>Trinavarta Sabhagrib,</i>
			<i>Eternal Ikons,</i>
			<i>Eternal Destroyers</i>
			<i>Mabut,</i>
			<i>Marid Lancers,</i>
			<i>Marid Sahar,</i>
			<i>Marid Apsara,</i>
			<i>Marid Shaytan,</i>
			<i>Mahabharati Sorcerer Saints</i>



MAHABHARATI SARDAR

105 POINTS

Sardar are a relatively recent development in the Sorcerer Kings armies: decorated Rajakur servicemen who reenlist at the request of their Raj to lead their forces on their behalf. Having served amongst the men and backed directly by the Raj, their authority and influence within their own troops is absolute, allowing them to lead with none of the infighting and bickering so common amongst other cultures.

This Army List entry is an updated, reimagined version of the character previously known as the "Sardar." The model remains unchanged, and you may continue to use the "Sardar" Command Card to activate the character. As we expand the Sorcerer Kings' roster we will enrich the Mortals and Mahabharati part of the Faction providing the opportunity to explore Mortal and Mahabharati only lists.

Type	Class	M	V	C	A	W	R	D	E	Cannot be the Warlord
Infantry	-	-	2	3	5	4	3	3	1	

Special Rules: CLEAVE (1), FLAWLESS STRIKES, FORWARD FORCE

Battlefield Role: [CHARACTER], [MAHABHARATI]

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

Elemental Assault [Draw Event]: The [CHARACTER] may immediately remove 3 Ritual Markers from a Ritual that is currently Being Prepared, to have Target Friendly [MORTAL] or [MAHABHARATI] Regiment within 12" to gain either the Untouchable or Relentless Blows Special Rule.

Sorcerous Blessing: During a Round in which the Mahabharati Sardar has removed Ritual Markers from a Ritual that is currently Being Prepared, the Regiment the [CHARACTER] is currently attached to gains the Cleave (+1) and Fearless Special Rules until the end of the Round.

MAHABHARATI SARDAR

CHARACTER UPGRADES

Patron's Gift: May purchase a single Patron's Gift at the indicated point cost.

Mastery: May purchase a single Mastery at the indicated point cost.

WARBAND

This [**CHARACTER**] cannot be the Warlord and gains the same Battlefield Role as the Court of your Warlord. This [**CHARACTER**]'s Warband cannot include Elemental Regiments as a result of the Sorcerous Patronage Army Special Rule.

<i>Mainstay:</i>	<i>Rajakur, Dhanur Disciples, Mahabharati Initiates</i>	<i>Restricted:</i>	<i>Mahabharati Sorcerer Saints Mahut</i>
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CHARACTERS AND CHARACTER UPGRADES

Magical Items and Heraldry are an important part of a Faction's culture and history. Each Faction has access to a list of Character Upgrades as described in their Army List. Unless noted otherwise, each entry may only be selected once in your Army List, and it does not have to be visually represented on the [CHARACTER] model or Stand. Each Character Upgrade confers abilities or attributes to the [CHARACTER], and their bonuses are lost as soon as the [CHARACTER] is removed from the game for any reason.

PATRON'S GIFTS

Each Patron's Gift may only be included in your Army once.

BANNERS

Banner of Elemental Dominion 25 points

Weaved with fibers that are infused with the essence of the elemental domains, this great tapestry depicts the deified heraldries of the Sorcerer Kings – beings of god-like power, whose combined magical knowledge is the substance of legends. Those of elemental origin easily succumb to the banner's domineering aura, which compels them to follow the commands of their sorcerous masters.

All Friendly [ELEMENTAL] Regiments within 12" of this [CHARACTER] gain the Unstoppable Special Rule.

WEAPONS

Dancing Scimitar 20 points

The arcane weapon-smiths of the Sorcerer Kings relentlessly work and conduct research towards forging the perfect weapon. The Dancing Scimitar is one such experimental creation: the blade is magically tethered to a Djinn within the domain of fire, with the weapon mirroring the entity's murderous move-set across battlefields in the material world.

The [CHARACTER] gains the following Draw Event:

Dancing Scimitar: Target Enemy Regiment or Objective Marker within 12", suffers 3 automatic Hits with the Armor Piercing (2) Special Rule. These Hits do not cause Morale Tests.

Prijm Khanjar 15 points

This ornate dagger originates from the order of the Mahabarati – an enigmatic force that once policed the Sorcerer Kings and protected them from corruption. The blade seems to have a mind of its own, imbuing its wielder with the skills of a master killer and making them especially proficient at using it.

The [CHARACTER] gains adds +2 to their Attacks Characteristic and gains the Flawless Strikes Special Rule.

ARCANE

Niyantran 20 points

This sorcerous pact is one of control, allowing its user to directly infiltrate and dominate the minds of lesser beings. As such, those that call upon Niyantran are able to maintain an unnatural connection with their subordinates and underlings – exerting their wills as masters with the utmost efficiency and deriving greater strategic value from their maneuvers. While the Regiment this [CHARACTER] Stand is currently attached to is not Broken, Friendly Regiments within 12" of this Character Stand may use this [CHARACTER]'s Resolve Characteristic instead of their own.

Jadoo Kavach 20 points

This powerful rune was created through the combined effort of all four Sorcerer Kings, enveloping the one that wields it in an aura of pure elemental energy. That very same aura can magnify the magical abilities of any individual that utilizes the Jadoo Kavach, creating an arcane prismatic effect that enhances and propagates sorcerous power to one's allies and surroundings.

All Friendly Spellcasters within 10" of this [CHARACTER] can Re-Roll Spellcasting dice of "6". These Re-Rolls can only be used in one Spellcasting Action per Activation.

Shu'laat 10 points

This great spear contains a-thousand-and-one blessings, inscribed upon its wooden shaft via powerful spells – with lettering so small that magical means are required to read the engraved texts. The wielder of the spear can draw power from the numerous boons contained across the famed weapon, experiencing increased might and good fortune as a result. When this [CHARACTER] successfully casts a Spell, you may add one additional Ritual Marker to the Ritual Being Prepared. The [CHARACTER] cannot add more than one additional Ritual Marker during a single Activation.

MASTERIES

[**CHARACTER**]**s** are heroes of renown or highly gifted individuals, who excel above and beyond the masses. Be it through luck, education, training and effort or other powers at work, [**CHARACTER**]**s** have mastered abilities that make them exceptional.

Masteries are optional upgrade abilities for your [**CHARACTER**]**s** and confer bonus abilities to your [**CHARACTER**]. As a rule of thumb a [**CHARACTER**] may select **one** Mastery, however there are cases in which a [**CHARACTER**] may be able to purchase more than one. This will be clearly stated in the [**CHARACTER**]'s Army List Entry. Each Mastery can only be purchased once, unless stated otherwise.

SORCEROUS PATRONS

A Character that has selected a Mastery from this Category may purchase an additional Mastery from a different category.

Recorder of all Deeds **35 points**
Warlord only. [Always Active]: [**MORTAL**] Regiments in the Army gain the Vanguard (3) and Bravery Special Rule.

Prince of the Setting Moon **30 points**
Warlord only. [Always Active]: At the beginning of each Round's Victory Phase, while this Character Stand is on the Battlefield, Friendly [**Mortals**] Regiments within range of an Objective Zone Heal 3 Wounds.

Vizier of the Morning Star **30 points**
Warlord only. At the end of each Round's Supremacy Phase, all Friendly Regiments of the same Court as this [**Character**] immediately lose the Broken status.

COMBAT

Best Money can Buy **20 points**
The Infantry Regiment this Character Stand is currently attached to gains the Hardened (+1) Special Rule.

Favored of Hormus **15 points**
(Maharajah and Sorcerer from the Court of Earth only). The Character Stand gains the Rider Special Rule and must choose to ride a Mahut in their Warband. The Mahut Regiment loses its Barrage (X) Special Rule and gains the Terrifying (1) Special Rule.

In addition, Friendly Regiments within 3" of this Regiment count as being within range of an Earth piece of Zonal Terrain.

ARCANE

Elemental Feedback **20 points**
The first time this [**CHARACTER**] successfully casts a Spell 1 during its Activation, for each 2 successes, the Regiment this [**CHARACTER**] is currently attached to immediately Heals for 2 Wounds.

Bound to the Elements **15 points**
(Wizard Only) The [**CHARACTER**] adds +2 to its Wounds and Attacks Characteristics and gains the Impact (3) Special Rule. This [**CHARACTER**] must be attached to a Regiment of the same Court and changes its Type to match the Regiment it is attached to.

Elemental Projection **15 points**
This [**CHARACTER**] increases the Range of all its Spells by 3" (Spells with a Range of "Self" are unaffected)

THE COURTS SPELLBOOKS

COURT OF FIRE

"Inflamed" is a status that when applied, Regiments like ones with the Fire Elemental Special Rule may interact with to gain access to powerful abilities!

Burn to Cinders **Range: 12"** **Attunement: 4**

Target Enemy Regiment:

- The Regiment suffers one Hit per success.
- The Regiment becomes "Inflamed" until the end of the Round.

Cauterize **Range: 12"** **Attunement: 3**

Target Enemy Regiment, until the end of the Round:

- The Regiment cannot be Healed and becomes "Inflamed".

Ignite **Range: 12"** **Attunement: 3**

Target Enemy "Inflamed" Regiment:

- The Regiment suffers 5 Hits and immediately loses its "Inflamed" Status. These Hits do not cause Morale Tests.
- Other Regiments within 6" of the Target Regiment immediately become "Inflamed" until the end of the Round.

Searing Sandstorm **Range: Self** **Attunement: 3**

Until the end of the Round, when this [**COURT OF FIRE**] Regiment becomes the Target of an Enemy Regiment's Volley Action:

- The Regiment gains the Tenacious (1) Special Rule until the end of that Action.
- The Regiment becomes "Inflamed" until the end of the Round.

Molten Blades **Range: 12"** **Attunement: 3**

Target Friendly [**COURT OF FIRE**] Regiment, until the end of the Round:

- The Regiment gains the Cleave (1) and Deadly Blades Special Rules
- The Regiment becomes "Inflamed".

Wreathed in Fire **Range: 12"** **Attunement: 3**

Target [**COURT OF FIRE**] Friendly Regiment, until the end of the Round:

- The Regiment gains the Untouchable Special Rule.
- The Regiment becomes "Inflamed".

COURT OF WATER

Blood to Water **Range: 12"** **Attunement: 3**

Target Enemy Regiment:

- The Regiment suffers one Hit per success.
- If the Target Regiment is engaged with a [**COURT OF WATER**] Regiment it suffers an additional amount of Hits equal to its current Resolve Characteristic, including all Special Rules. If the Enemy Regiment does not have Resolve Characteristic it suffers 2 Additional Hits instead.

Lammelar Flow **Range: 12"** **Attunement: 3 (Scaling)**

Target Friendly [**COURT OF WATER**] Regiment, until the end of the Round:

- The Regiment gains the Aimed Shot Special Rule.

Swirling Embrace **Range: 12"** **Attunement: 3**

Target Friendly [**COURT OF WATER**] Regiment, until the end of the Round:

- The Regiment gains the Untouchable Special Rule.

Induced Hypoxia **Range: 12"** **Attunement: 3**

Target Enemy Regiment, until the end of the Round:

- The Regiment must use the lowest unmodified Resolve Characteristic in the Regiment.

Flowing Stride **Range: 12"** **Attunement: 3**

Target Friendly [**COURT OF WATER**] Regiment, until the end of the Round:

- The Regiment ignores the effects of Hindering Terrain.

Water to Blood **Range: 12"** **Attunement: 3**

Target Friendly [**MORTAL**] Regiment:

- The Regiment Heals 5 Wounds.

COURT OF AIR

Lifting Winds	Range: 12"	Attunement: 4
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Target Friendly [**COURT OF AIR**] Regiments within 12":

- The Regiment gains the Unstoppable Special Rule.

Lightning Bolt	Range: 12"	Attunement: 3
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Target Enemy Regiment:

- The Regiment suffers one Hit per success.
- If the Regiment is engaged with a [**COURT OF AIR**] Regiment, it suffers an additional amount of Hits equal to its current Defense Characteristic, including all Special Rules.

Homing Winds	Range: 12"	Attunement: 3
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Target Friendly [**COURT OF AIR**] Regiment, until the end of the Round:

- The Regiment Re-Rolls failed Hit Rolls of "6" when performing a Volley Action.

Air Step	Range: 12"	Attunement: 3
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Target Friendly Unengaged [**COURT OF AIR**] Regiment:

- The Regiment immediately performs an Out of Sequence March Action of 2" in any direction without suffering penalties for moving backwards or sideways. The Regiment is not allowed to Wheel during this move.

Cyclone	Range: 12"	Attunement: 3
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Target Enemy Regiment:

- The Regiment suffers one Hit per success.
- If during the Victory Phase of this Round the Regiment is engaged with a [**COURT OF AIR**] Regiment, it counts as 0 Stands for the purpose of Seizing Objective Zones.

Wind Kissed Blades	Range: 12"	Attunement: 3
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Target Friendly [**COURT OF AIR**] Regiment, until the end of the Round:

- The Regiment gains the Counter-Attack and Parry Special Rules.

COURT OF EARTH

Sunder (the Land) **Range: 12"** **Attunement: 3**

This Spell requires 3 successes to be successfully cast.

Target Objective Zone, until the end of the Round:

- The Objective Zone gains the Hindering keyword as if it was Zonal Terrain in addition to being an Objective Zone.

Stabilize (the Pattern) **Range: Self** **Attunement: 3**

[**AURA**] Until the end of the Round:

- Friendly [**ELEMENTAL**] Regiments within 8" of this [**CHARACTER**] do not suffer the effects of the Aura of Death (X) and Decay Special Rules.

Overwhelm (the Form) **Range: 12"** **Attunement: 3 (Scaling)**

Target [**COURT OF EARTH**] [**ELEMENTAL**] Regiment, until the end of the Round:

- The Regiment gains the Trample (+2) Special Rule.

Reinforce (the Pattern) **Range: 12"** **Attunement: 3 (Scaling)**

Target Friendly [**COURT OF EARTH**] Regiment. Until the end of the Round the Regiment cannot perform a Charge or Reform Action and does not suffer Hits from the Impact (X) and Trample (X) Special Rule.

Hurl (the Earth) **Range: 12"** **Attunement: 3**

Target Enemy Regiment:

- The Regiment suffers 4 Hits with the Armor Piercing (1) Special Rule.

Reincarnate (the Self) **Range: 12"** **Attunement: 4**

Target Friendly Regiment:

- The Regiment Heals 3 Wounds.

RITUALS

Once a Ritual has been resolved, you may Draw your next Command Card, if it belongs to a Regiment of the same Court as that Ritual, you may Activate it immediately. Otherwise place the Command Card on top of your Command Stack.

COURT OF FIRE RITUALS

Intrusive Thoughts **Ritual Threshold: 7**

Until the end of the Round:

- All Friendly [**COURT OF FIRE**] Regiments gain the Relentless Blows Special Rule.
- If the Regiment already had the Relentless Blows Special Rule its effects Activate on all Hit Rolls of "1" and "2" instead of just "1".

Conflagration **Ritual Threshold: 7**

1) Target All "Inflamed" Enemy Regiments on the Battlefield:

- These Regiments suffer 3 Hits. These Hits do not cause Morale Tests.

2) Should a Friendly [**COURT OF FIRE**] [**ELEMENTAL**] Regiment Activate during the Player's next "Draw Command Card" Step then until the end of the Round:

- The Regiment gains the Inspired and Aimed Shots Special Rules
- If the Regiment becomes engaged during its Activation, the Engaged Enemy Regiment immediately becomes "Inflamed" until the end of the Round.

Fiery Dominion **Ritual Threshold: 7**

Until the end of the Round:

- All Friendly [**COURT OF FIRE**] Regiments gain the Fire Elemental Special Rule.
- If the Regiment already has the Fire Elemental Special Rule, it immediately Heals 4 Wounds and becomes "Inflamed" until the end of the Round.

COURT OF WATER RITUALS

Once a Water Ritual has been successfully completed you may immediately select one other Court of Water Ritual you currently have access to to start Being Prepared.

Call forth the Deep Ritual Threshold: 5

Target one piece of Zonal Terrain on the battlefield, until the end of the Round:

- The Zonal Terrain gains the Water keyword.

Once this Ritual has been successfully completed you may immediately Start Preparing one other [COURT OF WATER] Ritual you currently have access to.

Violent Geyser Ritual Threshold: 7

Choose one:

- 1) Target Enemy Regiment within a piece of Water Zonal Terrain:
 - The Regiment suffers 6 Hits with the Armor Piercing (1) Special Rule. These Hits do not cause Morale Tests.
- 2) Target Enemy Regiment within 3" of a piece of Water Zonal Terrain:
 - The Regiment suffers 4 Hits. These Hits do not cause Morale Tests.

Once this Ritual has been successfully completed you may immediately Start Preparing one other Court of Water Ritual you currently have access to.

Soothing Tides Ritual Threshold: 6

Choose one:

- 1) Target Friendly [COURT OF WATER] Regiment within a piece of Water Zonal Terrain:
 - The Regiment Heals 4 wounds.
- 2) Target Friendly [COURT OF WATER] Regiment within 3" of a piece of Water Zonal Terrain:
 - The Regiment Heals 2 wounds.

Once this Ritual has been successfully completed, you may immediately Start Preparing other Court of Water Ritual you currently have access to.

RITUALS

Once a Ritual has been resolved, you may Draw your next Command Card, if it belongs to a Regiment of the same Court as that Ritual, you may Activate it immediately. Otherwise place the Command Card on top of your Command Stack.

COURT OF AIR RITUALS

Far Sight

Ritual Threshold: 7

Immediately re-arrange all Command Cards in your Command Stack. You may then draw and Activate your next Command Card. Should that next Command Card belong to a [**COURT OF AIR**] Regiment, it may perform a free Charge or Take Aim Action as its first Action.

Sayf

Ritual Threshold: 7

1) Target Friendly [**ELEMENTAL**] [**COURT OF AIR**] Regiment, until the end of the Round:

- The Regiment gains the Fly Special Rule

2) Target Friendly [**COURT OF AIR**] Regiments, until the end of Round:

- The Target Regiments gain the Air Elemental Special Rule.

Spiteful Winds

Ritual Threshold: 7

Target Enemy Regiment that is currently engaged with a Friendly [**ELEMENTAL**][**COURT OF AIR**] Regiment:

- The Regiment suffers $5 + X$ Hits where X is equal to the Target Regiment's Defense Characteristic. These Hits do not trigger Morale Tests.

COURT OF EARTH RITUALS

Gifts of the Earth

Ritual Threshold: 7

Target piece of Zonal Terrain, until the end of the Round:

- The Zonal Terrain loses all keywords except Impassable, Elevated and Traversable
- The Zonal Terrain gains the Earth keyword.
- Friendly [**COURT OF EARTH**] Regiments within 3" of this Zonal Terrain gain the Inspired Special Rule.

Note: Terrain Size is not affected by this Ritual.

Earthquake

Ritual Threshold: 7

- Target piece of Zonal Terrain, until the end of the Round:
- The Zonal Terrain gains the Earth keyword.
- Enemy Regiments currently within the piece Zonal Terrain cannot perform a Rally or Combat Rally Action.
- All Regiments currently within the piece Zonal Terrain cannot Heal and suffer 2 Hits for each Stand within the piece of Zonal Terrain. These wounds do not trigger Morale Tests.

Kiss of the Earth

Ritual Threshold: 6

Target Enemy Regiment:

- The Regiment suffers a penalty of -2 to its March Characteristic during its first March or Charge Action this Round.





MAHABHARATI INITIATES

150 POINTS / +40 PER STAND

Straddling the line between a mortal and the Gifted, Mahabharati were created with the express purpose of policing the Sorcerers and their summoned servants. Bonded from early childhood to a small elemental that grows and matures as they do, the Mahabharati are not quite Sorcerers, but possess instinctive elemental gifts and are entirely at ease when visiting the Elemental Domains.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	6	1	3	5	4	4	2	2	Leader, Standard Bearer

Draw Events: ELEMENTAL CONDUIT

Special Rules: CLEAVE (1), LINEBREAKER, WIZARD (1), TENACIOUS (1)

Battlefield Role: [MORTALS], [MAHABHARATI]

Regiment: This Regiment is comprised of 3 Stands with 4 Models on each Stand.

Eminence: When this Regiment becomes the Target of an Enemy Spellcaster's Spellcasting Action it adds +2 to its Evasion Characteristic and counts as +5 Stands for the purposes of Scaling until the end of that Spellcasting Action.

Gifted Mortals:

- When a Friendly [CHARACTER] selects this Regiment as the Target of a Spell, the Spell is automatically successfully resolved as if it had scored the amount of successes required.
- This Regiment counts as belonging to the same Court as this Army's Warlord gaining the relevant Battlefield Role. Should the Army's Warlord belong to more than one Court, then this Regiment belongs to all the same Courts as well.
- This Regiment gains one of the following Special Rules based on the Warlord's Courts:
 1. **Court of Fire** - This Regiment gains the Juggernaut Special Rule.
 2. **Court of Air** - The Regiment gains the Opportunists Special Rule.
 3. **Court of Water** - While this Regiment is within 3" of a Water piece of Zonal Terrain it counts as having all of its Stands within a piece of Cover Zonal Terrain.
 4. **Court of Earth** - The Regiment gains the Regeneration (2) Draw Event.

Note: If your Warlord has two courts you can choose two Special Rules based on Warlord's Courts.

MAHABHARATI SORCERER SAINTS

230 POINTS

These gifts and the powers of their elemental companions grow with time, experience and mastery, such that the greatest of Mahabharati Warrior Saints more than a match for an errant sorcerer or even a regiment. Even Mahabharati Initiates are dangerous foes on the battlefield, despite the fact that their Elemental companions do little more than enhance their physical prowess. Even so the martial skill, discipline and self mastery they are inculcated in since birth makes them formidable warriors even at this early stage.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Cavalry	Heavy	7	1	3	7	5	4	3	2	Leader

Special Rules: CLEAVE (1), IMPACT (3), VANGUARD (3), TERRIFYING (1), UNTOUCHABLE

Battlefield Role: [ELEMENTAL], [MAHABHARATI]

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

Gifted Mortals: When a Friendly [CHARACTER] selects this Regiment as the Target of a Spell, the Spell is automatically successfully resolved as if it had scored the amount of successes required. In addition, This Regiment counts as belonging to the same Court as this Army's Warlord gaining the relevant Battlefield Role. Should the Army Warlord belong to more than one Court then they belong to all the same Courts as well.

Elemental Prowess [DRAW EVENT]: The Regiment may immediately remove 3 Ritual Markers from a Ritual that is currently Being Prepared, to have Target Friendly [ELEMENTAL] Regiment within 12" immediately Heal 4 Wounds. Should it remove 2 additional Ritual Markers, this Regiment also gains the Blessed Special Rule until the end of its next Activation.



DHANUR DISCIPLES

130 POINTS / +40 PER STAND

The wealth and stability provided by the Sorcerer Kings in the Enclaves has allowed them to devote themselves almost exclusively to the perfection of their art and the pursuit of knowledge. Archery, and its perfection, is the main focus on the Dhanur, a centuries old military treatise that has been compiled and recompiled for centuries among the Enclaves. The only real need the Enclaves have is defense against the Free Khanates, and to this end, those that devote themselves to the mastery of the bow do so with a zeal unmatched anywhere in the world.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	6	2	1	4	4	3	2	0	Leader, Standard Bearer

Special Rules: BARRAGE (5) (16"), ARCING FIRE

Battlefield Role: [MORTALS]

Regiment: This Regiment is comprised of 3 Stands with 4 Models on each Stand.



RAJAKUR

120 POINTS / +35 PER STAND

Well equipped, thoroughly trained and highly motivated, the Rajakur infantry are the backbone of the Enclaves' military might. Clad from head to toe in heavy chain, bearing finely crafted shields and maces, the Rajakur infantry can be trusted to hold their ground against all comers. Their loyalty and professionalism are heavily rewarded, allowing veterans of two enlistments to move on to a wealthy landowning retirement, a privilege reserved only for those who have served in the army.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	5	1	2	4	4	3	2	0	Leader, Standard Bearer

Special Rules: **HARDENED (1), SHIELD, BODYGUARD**

Battlefield Role: **[MORTALS]**

Regiment: This Regiment is comprised of 3 Stands with 4 Models on each Stand.



GHOLS

110 POINTS / +30 PER STAND

The Sorcerer Kings were initially shocked to find out that human thoughts and beliefs contaminate the Elemental Domains, much as they do the Divine. The Ghols were amongst the first creatures they encountered among the shallows of the Domain of Fire, spawned by mankind's greed, pride and aggression. Their simple minds and base impulses have made them easy to dominate, allowing the Sorcerer Kings to discover a nigh unlimited source of cheap, expendable fodder for the battlefield.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Light	5	1	2	6	4	2	2	1	Leader

Draw Events: ELEMENTAL CONDUIT

Special Rules: UNSTOPPABLE, VANGUARD (4)

Battlefield Role: [ELEMENTAL]

Regiment: This Regiment is comprised of 3 Stands with 4 Models on each Stand.

Denizens of the Upper Planes: This Regiment counts as belonging to the same Court as this Army's Warlord gaining the relevant Battlefield Role. Should the Army Warlord belong to more than one Court then during Army List building each Regiment must choose which of the Warlord's Courts to belong to instead.



EFREET FLAMECASTERS

170 POINTS / +50 PER STAND

Split into countless small enclaves scattered across the vast expanse of the Ruby Shores, the Efreet have escaped the fate of the Ghols and retained their higher function. Strong, proud and vengeful, only their fractious nature has allowed the Sorcerer Kings to bow these powerful combatants to their will. Flamecasters excel at ranged support and disrupting the foe, while Sword Dancers wade into combat with a malicious glee that is terrifying to behold.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Brute	Medium	6	2	2	5	5	3	3	1	Leader

Draw Events: ELEMENTAL CONDUIT

Special Rules: BARRAGE (5) (14"), IMPACT (3)

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

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

Infernal Branding: While this Regiment is "Inflamed" or declares a Volley Action against an "Inflamed" Enemy Regiment, the Regiment gains the Rapid Volley Special Rule until the end of that Action.

Fire Elemental: While this Regiment is "Inflamed" or declares a Charge Action against an "Inflamed" Enemy Regiment, it gains the Juggernaut Special Rule until the end of the Round. Regiments with this Special Rule may add to their Charge Distance despite the Juggernaut Special Rule.



EFREET SWORD DANCERS

170 POINTS / +50 PER STAND

Split into countless small enclaves scattered across the vast expanse of the Ruby Shores, the Efreet have escaped the fate of the Ghol's and retained their higher function. Strong, proud and vengeful, only their fractious nature has allowed the Sorcerer Kings to bow these powerful combatants to their will. Flamecasters excel at ranged support and disrupting the foe, while Sword Dancers wade into combat with a malicious glee that is terrifying to behold.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Brute	Medium	6	1	3	6	5	3	3	1	Leader

Draw Events: ELEMENTAL CONDUIT

Special Rules: IMPACT (3), RELENTLESS BLOWS

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

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

Fire Elemental: While this Regiment is “Inflamed” or declares a Charge Action against an “Inflamed” Enemy Regiment, it gains the Juggernaut Special Rule until the end of the Round. Regiments with this Special Rule may add to their Charge Distance despite the Juggernaut Special Rule.



RAKSHASA BAKASURA

240 POINTS

While the corruption of the Elemental Domains was eventually understood, the existence of the Asuras has never been explained. Violent, malicious and powerful, the effort needed to defeat and bind one of these monstrosities is exceeded only by their effectiveness on the battlefield. The Sorcerer Kings have found it easier to control these beasts if their bloodthirsty urges are satiated on the battlefield: the Ravanar look only to destroy while the Bakasura seek worth foes to hunt down and consume. Their binders travel the length and breadth of the Sorcerer King domains to find worthy foes for these minor deities, and while few are worthy, but all serve to satiate their hunger for pain and bloodshed.

Type	Class	M	V	C	A	W	R	D	E
Monster	Heavy	7	1	3	15	16	4	3	1

Draw Events: ELEMENTAL CONDUIT

Special Rules: AURA OF DEATH (6), CLEAVE (1), IMPACT (5), TERRIFYING (1), FEARLESS

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

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

Arrogance: This Regiment adds +3" to its Charge Distance when performing a Charge Action against an Enemy Monster [CHARACTER] Regiment or Enemy Regiment with a [CHARACTER] currently attached to it. Furthermore, this Regiment can perform a free Duel Action during its Activation as if it was a Character Stand. Should the Enemy [CHARACTER] refuse the Duel, this Regiment gains the Flurry Special Rule until the end of the Round.

Last Word: Upon this Regiment being destroyed, Target Enemy Regiment within 8" of a Friendly Character Stand or Regiment with the Wizard (X) Special Rule. Target Regiment suffers 8 automatic Hits. These Hits are inflicted against the Enemy Regiment's flank. Wounds resulting from these Hits do not cause Morale Tests.

Fire Elemental: While this Regiment is "Inflamed" or declares a Charge Action against an "Inflamed" Enemy Regiment, it gains the Juggernaut Special Rule until the end of the Round. Regiments with this Special Rule may add to their Charge Distance despite the Juggernaut Special Rule.



RAKSHASA RAVANAR

210 POINTS

While the corruption of the Elemental Domains was eventually understood, the existence of the Asuras has never been explained. Violent, malicious and powerful, the effort needed to defeat and bind one of these monstrosities is exceeded only by their effectiveness on the battlefield. The Sorcerer Kings have found it easier to control these beasts if their bloodthirsty urges are satiated on the battlefield: the Ravana look only to destroy while the Bakasura seek worth foes to hunt down and consume. Their binders travel the length and breadth of the Sorcerer King domains to find worthy foes for these minor deities, and while few are worthy, but all serve to satiate their hunger for pain and bloodshed.

Type	Class	M	V	C	A	W	R	D	E
Monster	Heavy	7	1	3	12	16	4	3	1

Draw Events: ELEMENTAL CONDUIT

Special Rules: AURA OF DEATH (6), CLEAVE (2), FEARLESS, FIEND HUNTER, IMPACT (5), TERRIFYING (1)

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

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

Hubris: This Regiment adds +3” to its Charge Distance when performing a Charge Action against a Monster Regiment.

Last Word: Upon this Regiment being destroyed, Target Enemy Regiment within 8” of a Friendly Character Stand or Regiment with the Wizard (X) Special Rule.Target Regiment suffers 8 automatic Hits. These Hits are inflicted against the Enemy Regiment’s flank. Wounds resulting from these Hits do not cause Morale Tests.

Fire Elemental: While this Regiment is “Inflamed” or declares a Charge Action against an “Inflamed” Enemy Regiment, it gains the Juggernaut Special Rule until the end of the Round. Regiments with this Special Rule may add to their Charge Distance despite the Juggernaut Special Rule.



STEELHEART DJINN

170 POINTS / +60 PER STAND

Aloof and powerful, it is only the natural curiosity of these powerful Yakshas that has allowed the Sorcerer Kings to leverage their access to the material Domain into short term contracts of service. The price for the powerful primordial warriors is high, for they are masters of whatever craft they choose to follow. The Windborn Djinn slay their foes from afar with deadly accurate volleys, while the Steelheart Djinn can be found in the heart of combat, their speed and grace lending deadly power to their elegant weaponry as they carve their way through even the most heavily armored foes.

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

Draw Events: ELEMENTAL CONDUIT

Special Rules: CLEAVE (2), IMPACT (3)

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

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

On Soaring Winds [Out-of-Combat Action and Combat Action]: This Regiment immediately performs a March Action, ignoring all intervening Regiments, [CHARACTER]s and/or pieces of Terrain. The Regiment must be placed in a legal position at the end of this movement and not overlap with any other Regiment's Stands. This effect can be used even if the Regiment is currently Engaged with an Enemy Regiment(s). Whilst performing this move, the Regiment may move sideways or backwards without having to halve its March Characteristic. This move counts as a March for the purposes of triggering the Air Elemental Special Rule.

Air Elemental: A Reinforcement Line set by this Regiment cannot be pushed back by Enemy Regiments. When this Regiment performs a March Action for the first time during its Activation, this Regiment adds +1 to its Evasion Characteristic (to a maximum of 3) until the end of the Round.



WINDBORNE DJINN

170 POINTS / +65 PER STAND

Aloof and powerful, it is only the natural curiosity of these powerful Yakshas that has allowed the Sorcerer Kings to leverage their access to the material Domain into short term contracts of service. The price for the powerful primordial warriors is high, for they are masters of whatever craft they choose to follow. The Windborn Djinn slay their foes from afar with deadly accurate volleys, while the Steelheart Djinn can be found in the heart of combat, their speed and grace lending deadly power to their elegant weaponry as they carve their way through even the most heavily armored foes.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Brute	Medium	7	1	3	5	4	3	2	2	Leader

Draw Events: ELEMENTAL CONDUIT

Special Rules: BARRAGE (3) (18", ARMOR PIERCING (1)), IMPACT (3)

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

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

Air Elemental: A Reinforcement Line set by this Regiment cannot be pushed back by Enemy Regiments. When this Regiment performs a March Action for the first time during its Activation, this Regiment adds +1 to its Evasion Characteristic (to a maximum of 3) until the end of the Round.



TRINAVARTA SABHAGRIH

220 POINTS

There is a rumor about the Trinavarta: they are but broken shards, memories of one being, an entity of pure malice, formed by the pain and anger of all those the cruel winds has ever stolen from. Born far deeper than the Domain layers reached by the Court expeditions, that entity was destroyed, broken and splintered by none other than Alessa, Weaver of Winds and Fates herself. This tale rings too true for a mere myth for the vicious, relentless, single-minded nature of the Trinavarta Sabhagrih make it feel more like a weapon to be unleashed, not wielded.

Type	Class	M	V	C	A	W	R	D	E
Monster	Medium	8	1	3	14	16	4	3	2

Draw Events: ELEMENTAL CONDUIT

Special Rules: UNSTOPPABLE, FLY, RELENTLESS BLOWS, IMPACT (5)

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

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

When this Regiment becomes the Target of an Enemy Regiment's Volley Action it gains the Tenacious (1) Special Rule until the end of that Action.

Elemental Tether: Friendly [COURT OF AIR] Spellcasters may Target the Trinavarta Sabhagrih or other Friendly Regiments within 8" of it regardless of the Spell's Range or the Spellcaster's Line of Sight.

Fury of the Tempest: If a [COURT OF AIR] Ritual Command Card was activated during the previous "Draw Command Step," this Regiment's Relentless Blows Special Rule activates on each Hit Roll of "1" and "2" instead of just "1".

Air Elemental: A Reinforcement Line set by this Regiment cannot be pushed back by Enemy Regiments. When this Regiment performs a March Action for the first time during its Activation, this Regiment adds +1 to its Evasion Characteristic (to a maximum of 3) until the end of the Round.



TRINAVARTA CHANDAVAT

240 POINTS

If the Sabbagrib is the single-minded malice of an entity of wind long splintered, then the Trinavarta Chandavat is an echo of its very essence. A living hurricane of magical might and an equal to all but the most powerful Maharajas, it is no wonder that popular belief claims that the Trinavarta Chandavat are channeled, not commanded; an offering by Alessa not just to assist, but to test the mettle of her own warlords.

Type	Class	M	V	C	A	W	R	D	E
Monster	Medium	8	2	2	10	16	4	3	2

Draw Events: ELEMENTAL CONDUIT

Special Rules: AIMED SHOT, BARRAGE (10) (12"), TORRENTIAL FIRE), FLY, WIZARD (7)

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

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

When this Regiment becomes the Target of an Enemy Regiment's Volley Action it gains the Tenacious (1) Special Rule until the end of that Action.

Eye of the Storm: The Regiment may perform a Volley Action while in contact with an Enemy Regiment, but must target the Enemy Regiment(s) it is in contact with. In addition, if a Court of Air Ritual Command Card was activated during the previous "Draw Command Step", the Trinavarta Chandavat may perform a free Volley or free Spellcasting Action during its Activation

Air Elemental: A Reinforcement Line set by this Regiment cannot be pushed back by Enemy Regiments. When this Regiment performs a March Action for the first time during its Activation, this Regiment adds +1 to its Evasion Characteristic (to a maximum of 3) until the end of the Round.

The Trinavarta Chandavat has access to the Lifting Winds and Lightning Bolt Court of Air Spells and may perform a Spellcasting Action during its Activation as if it were a [CHARACTER].



ETERNAL IKONS

200 POINTS / +60 PER STAND

There are few creatures as difficult to deal with as the Eternals of the Earth Domain. Possessed of an unfathomable conviction of their own perfection, these powerful elementals cannot be forced or cajoled, their innate arrogance makes them incredibly resistant to this type of overt manipulation. Their ego, though, does make them susceptible to flattery and subterfuge, allowing powerful sorcerers to lay traps for them to willingly blunder into. They are commonly used as guardians and protectors of key structures or locations simply so their summoner doesn't have to deal with their insufferable nature. When gainsaid, insulted, or god forbid, their perfect forms are damaged, they become infuriated, drawing on the very strength of the earth to renew their form and crush their foes.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Brute	Medium	6	1	3	4	6	3	3	0	Leader

Draw Events: ELEMENTAL CONDUIT

Special Rules: IMPACT (2), BRUTAL IMPACT (2), SUPPORT (2), UNSTOPPABLE

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

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

Earthen Aegis:

- While the Regiment is within 3" of an [EARTH] Terrain piece, it gains the Regeneration (+4) Special Rule.
- The Regiment ignores Wounds from Dangerous and Perilous Terrain.

Shattered Perfection: First time this Regiment gets Below the Initial Strength

- The Regiment gains the Smite, Fury and Oblivious Special Rules.
- The Regiment adds +2 to its Charge Distance.

Earth Elemental: While the Regiment is within 3" of an Earth Marker the Regiment gains the Untouchable Special Rule.



ETERNAL DESTROYERS

210 POINTS / +75 PER STAND

There are those Eternals that see perfection as the ultimate goal of all Creation. Since they are perfect, why can't all of Creation be? They have taken upon themselves the heavy burden imposed by their perfection: removing all imperfection from the Domains so that Creation might not be sullied by their presence while making room for more of those things and creatures that they deem worthy. Over untold millennia of open conflict with everything they have become formidable warriors by necessity, as inferior creatures, unable to understand their own inequity, often resist their merciful destruction. Coupled with their incredible resilience and ability to restore themselves, they make unstoppable foes on the battlefield.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Brute	Medium	6	1	3	5	6	3	3	0	Leader

Draw Events: ELEMENTAL CONDUIT

Special Rules: RELENTLESS BLOWS, IMPACT (2), UNSTOPPABLE

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

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

Earthen Aegis:

- While the Regiment is within 3" of an [EARTH] Terrain piece, it gains the Regeneration (+4) Special Rule.
- The Regiment ignores Wounds from Dangerous and Perilous Terrain.

Raging Elements: First time this Regiment gets Below the Initial Strength

- The Regiment gains the Flurry Special Rule.
- The Regiment can perform an additional Clash Action during its Activation.

Earth Elemental: While the Regiment is within 3" of an Earth Marker the Regiment gains the Untouchable Special Rule.



MAHUT

240 POINTS

Among the countless deaths that occurred during the Sorcerer King's evacuation, the death of the last elephant could perhaps have gone unnoticed had it not been Hormus' own loyal steed who died in defense of his master. Since then the grief-stricken Sorcerer King has crafted and animated hundreds, if not thousands, of faithful stone replicas of his beloved steed. Each more grandiose than the last, they have all, thus far, disappointed him. Nevertheless he has gifted hundreds of them to his faithful subjects so that they might enjoy their protection like he once did. These ponderous stone constructs have been the bane of countless foes since, their brutal power a testament to the craft and might of the Sorcerer Kings.

Type	Class	M	V	C	A	W	R	D	E
Monster	Heavy	6	2	2	10	20	3	3	2

Draw Events: ELEMENTAL CONDUIT

Special Rules: BARRAGE (10) (20"), BRUTAL IMPACT (2), CLEAVE (1), HARDENED (1), IMPACT (5), LINEBREAKER, OBLIVIOUS, TRAMPLE (5), DREAD

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

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

The Regiment has access to the following Action:

Gilded Statue (Combat and Out-of-Combat Action): One piece of Zonal Terrain that this Regiment is currently within gains the Earth keyword until the end of the game.

Earth Elemental: While this Regiment is within 3" of a piece of Earth Zonal Terrain this Regiment gains the Untouchable Special Rule.

The Mahut may perform a free Volley Action during its Activation, and may perform a Volley Action while in contact with an Enemy Regiment, but must target the Enemy Regiment(s) it is in contact with. A Mahut may not perform more than one Volley Action during its Activation.



MARID LANCERS

190 POINTS / +65 PER STAND

While friendly is not the correct term, the turbulent nature of the Marid allowed for at least some open communication when they were first encountered deep in the layers of the Azure Tides. Marid Lancers are the guardians and protectors of their kind, bound to their steeds and the ever changing nature of the sea. They are particularly skilled at adapting their nature to the needs of the battlefield, changing roles in a flash and descending on an unsuspecting foe with the power of a tidal wave.

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)

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

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

Wavebreaker Form: When Activating this Regiment, choose one

- The Regiment gains the Impact (+2) Special Rule until the end of the Round.
- The Regiment gains the Brutal Impact (+1) Special Rule until the end of the Round.

Water Elemental: This Regiment does not suffer the negative effects of being within a piece of Water Zonal Terrain, instead it Re-Rolls failed Hit Rolls of “6”.



MARID SAHAR

180 POINTS / +65 PER STAND

While friendly is not the correct term, the turbulent nature of the Marid allowed for at least some open communication when the Sahar were first encountered deep in the layers of the Azure Tides. Drawn to mortal Giftd with a curiosity they have never bothered to explain, the Marid Sahar will only come to the service of one who has impressed them through magic, either by besting them in a magical duel or showcasing extreme skill in the wielding of Water—for a mortal, at least.

Type	Class	M	V	C	A	W	R	D	E	Command Models
Cavalry	Medium	7	2	2	4	5	3	3	1	Leader

Draw Events: ELEMENTAL CONDUIT

Special Rules: ACUTE SENSES, BARRAGE (3), RANGE (12), WIZARD (4)

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

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

The Regiment gains access to the "Blood to Water" Spell and may perform one free Spellcasting Action during its Activation. Should this Regiment consist of 4 or less stands, its Stands contribute barrage to the Volley Action regardless of rank.

Aqueous Branding: Until the end of the Round, if an Enemy Regiment was the Target of a Spellcasting Action from this Regiment, Friendly Spellcasters Targeting that Enemy Regiment with a Spell from the Court of Water count as having rolled one additional success to cast that Spell.

Waveborne Form: When Activating this Regiment, choose one:

- The Regiment gains the Wizard (+2) Special Rule until the end of the Round.
- The Regiment gains the Barrage (+2) Special Rule until the end of the Round.

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



MARID APSARA

240 POINTS

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.

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: AQUEOUS BRANDING, WATER ELEMENTAL, IMPACT (6), TERRIFYING (1), WIZARD (7)

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

Spells: BLOOD TO WATER, FLOWING STRIDE, SWIRLING EMBRACE

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

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

Arcane Tide Form: When Activating this Regiment, choose one

- The Regiment may perform a Free Spellcasting Action during its Activation.
- The Regiment adds +4" to the Range of its Spells during its Activation.

Tidecaller: When Activating this Regiment, choose one

- [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 SHAYTAN

240 POINTS

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.

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), FLURRY

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

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

Stormqueen Form: When Activating this Regiment, choose one

- The Regiment gains the Impact (+6) Special Rule until the end of the Round.
- The Regiment gains adds +4 to its Attacks Characteristic until the end of the Round.

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 the Terrifying (+1) Special Rule.

