

Units	★	✦	☒	☒	✖	☒	INI	⬡	□	GP	Rules	Pack No.
Archers	-	-	4	2	4	2	2	2	3	160	Unit.	6113 (2x)
Armoured Ogres	-	-	-	2	6	3	2	2	3	130	Unit.	6130 (2x)
Bear Riders	-	-	-	2	6	3	2	3	3	130	Unit.	6112 (2x)
Clanngett's Furies	-	-	-	2	7	3	2	4	3	180	Unit. Only 1x. All adjacent own units ✖+1.	6103 (1x)
Crossbow Archers	-	-	5	2	4	2	2	3	3	190	Unit.	6111 (2x)
Dwarf-Eaters	-	-	-	2	6	3	2	2	3	140	Unit. Only 1x. Have ✖7 when attacking Dwarf models in melee.	6127 (1x)
Goblin Spider Archers	-	-	3	2	5	2	2	5	3	200	Unit. Skirmishers.	6104 (2x)
Goblin Spider Riders	-	-	-	2	5	2	3	5	3	160	Unit. Skirmishers.	6129 (2x)
Harpies	-	-	-	1	4	2	2	3	2	110	Unit. Flyer. 2 ☒ in the melee phase immediately after spell-casting: in case of 2 ✦, one adjacent element cannot attack in this phase, and has ☒-2 in this phase. Does not work against behemoths, Undead, Demons.	6105 (2x)
Light Archers	-	-	4	1	4	2	2	3	3	170	Unit. Skirmishers.	6106 (2x)
Light Spearbearers	-	-	-	2	5	2	3	3	3	120	Unit.	6124 (2x)
Light Swordbearers	-	-	-	2	5	2	2	3	3	100	Unit.	6123 (2x)
Minotaurs	-	-	-	2	7	3	2	2	3	140	Unit.	6125 (2x)
Ogres	-	-	-	1	6	2	2	2	3	110	Unit.	6107 (2x)
Orc Guard	-	-	-	2	7	4	2	2	3	160	Unit. Only 1x.	6116 (1x)
Savage Orcs	-	-	-	2	6	3	3	3	3	160	Unit.	6119 (2x)
Skirmishers	-	-	3	1	5	2	2	3	3	170	Unit. Skirmishers.	6117 (2x)
Spearbearers	-	-	-	2	5	3	3	2	3	130	Unit.	6108 (2x)
Swordbearers	-	-	-	2	5	3	2	2	3	110	Unit.	6118 (2x)
Troll Guard	-	-	-	2	6	3	1	2	3	150	Unit. Only 1x. Regenerate 1 previously lost □ at the end of the melee phase, if still in play.	6128 (1x)
Trolls	-	-	-	1	5	2	1	2	3	120	Unit. Regenerate 1 previously lost □ at the end of the melee phase, if still in play.	6109 (2x)
Wolf Archers	-	-	4	1	5	2	2	5	3	220	Unit. Skirmishers.	6120 (2x)
Wolf Riders	-	-	-	2	6	3	2	4	3	160	Unit. Skirmishers.	6110 (2x)
Wolf Riders with Spears	-	-	-	2	6	3	3	4	3	200	Unit. Skirmishers.	6126 (2x)

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Personalities	★	☞	☞	☞	☞	☞	INI	⬡	⬢	GP	Rules	Pack No.
Arrigg	★	☞3	-	3	5	4	2	4	2	270	Personality. Only 1x. Skirmisher. One adjacent own unit ☞+1.	6101 (1x +*)
Baslian the Victorious	★	-	-	3	4	3	3	2	2	100	Personality. Only 1x. One adjacent own unit ☞+1.	6102 (1x +*)
Gorradz the Mystical	-	☞2	-	1	3	1	2	3	2	150	Personality. Only 1x.	6101 (1x +*)
Kanngrott Skull-crusher	-	-	-	2	5	3	3	2	2	110	Personality. Only 1x.	6102 (1x +*)
Wahngrok the Slaughterer	-	-	-	4	6	5	4	3	2	190	Personality. Only 1x.	6102 (1x +*)
Wyrmmsh with the Dragonstaff	-	☞4	-	2	3	1	2	3	2	170	Personality. Only 1x.	6101 (1x +*)

Behemoths	★	☞	☞	☞	☞	☞	INI	⬡	⬢	GP	Rules	Pack No.
Myrlak Cloudcook	-	-	-	2	7	3	2	3	4	170	Behemoth. Only 1x.	6115 (1x)
Wyvern	-	-	-	2	6	4	2	4	3	130	Behemoth. Flyer. Can only be recruited at a Wyvern Eyrie.	6121 (1x)

Buildings & Sites	★	☞	☞	☞	☞	☞	INI	⬡	⬢	GP	Rules	Pack No.
Capital	-	-	-	6	-	6	-	0	6	-	Building. Only 1x. Can only be placed on plains, desert, or hill hex. Yields a revenue of 100 GP each turn. Can hold one element, and increases that element's ☞- and ☞-values by 2.	Basic Game
Fort	-	-	2	5	2	5	0	0	4	100	Building. Can only be erected on plains or hill hex. Can hold one element, and increases that element's ☞- and ☞-values by 1.	6114 (1x)
Orcish Shipyard	-	-	-	2	0	3	-	0	2	80	Building. Can only be erected adjacent to a village, town, or capital, and on a plains hex bordering at least one water hex. May be adjacent to other buildings. Can hold one element. Allows only the recruitment of one Orc ship per turn.	6136 (1x)
Palisade	-	-	-	3	-	3	-	0	3	70	Building Upgrade. Can only be built around village or town. Increases the ☞- and ☞-values of an element in the settlement by 1.	6132 (2x)
Wyvern Eyrie	-	-	-	-	-	-	-	0	-	50 + 1 ★	Site. Can only be found on a mountain hex. Pay 50 GP in the recruitment phase and roll 1☞: in case of a hit, you have found a Wyvern Eyrie. Can hold one element. Allows only the recruitment of Wyverns.	6122 (1x)

Ships	★	☼	☒	☒	☒	☒	INI	⬡	⬢	GP	Rules	Pack No.
Clanngett's Nutshell	-	-	-	2	0	3	2	4	2	20	Ship. Can only be built in Orcish Shipyard. Can only travel waters. Can hold one element. An element on the ship can only shoot with half its ☒-value (if necessary, rounded down).	6133 (2x)
Deathstrike	-	-	-	2	5	4	2	3	3	160	Ship. Can only be built in Orcish Shipyard. Can only travel waters. Target ☒0.	6134 (2x)
Smasher	-	-	3	2	3	4	2	3	3	160	Ship. Can only be built in Orcish Shipyard. Can only travel waters. Target (except for buildings) ☒0. Can hold one element. An element on the ship can only shoot with half its ☒-value (if necessary, rounded down).	6135 (2x)

Artifacts	GP	Description
War Banner	20	Artifact. Only 1x. Only for units. The unit with the banner has ☒+1.

Spell	Description
Healing	UPKEEP PHASE: Adjacent own element gains 1⬢, if below its original level. Only works once at the same time.
Rage of the Great Wolf	MELEE PHASE: Roll 1☒. If you roll a hit, one adjacent own element has ☒+1, and an initiative increased by 1, in this phase. Works only once at the same time.
Stone Skin	SHOOTING PHASE: Adjacent own element gains ☒+1. Only works once at the same time.
Waggruk's Magic Voice	MOVEMENT PHASE: Adjacent target element is moved by 1 hex onto free, passable hex by spellcaster. Target element cannot execute any own movement for this phase. Only works once at the same time.



Units	★	✦*	☒	☒	☒	☒	INI	⬡	⬢	GP	Rules	Pack No.
Berserkers	-	-	-	1	6	2	2	3	3	110	Unit.	6214 (2x)
Bull Herd	-	-	-	2	7	2	3	4	3	140	Unit. Cannot receive artifacts. Roll 2 ☒ immediately prior to the melee attack: if you roll 2 hits, the Bull Herd does not attack.	6218 (2x)
Champions in the Dark	-	-	-	3	6	4	2	2	2	100	Unit. Only 1x. Can only be recruited in a Monastery of the Order.	6228 (1x)
Crossbowmen	-	-	5	2	4	2	2	3	3	190	Unit.	6212 (2x)
Emperor's Guard	-	-	-	2	5	4	2	2	3	130	Unit. Only 1x.	6230 (1x)
Emperor's Horse-guard	-	-	-	3	7	5	3	4	3	250	Unit. Only 1x.	6229 (1x)
Footsoldiers	-	-	-	2	4	3	2	2	3	90	Unit.	6223 (2x)
Horse Archers	-	-	4	2	6	3	3	5	3	310	Unit. Skirmishers.	6213 (2x)
Imperial Arquebusiers	-	-	5	2	4	1	2	2	3	170	Unit.	6224 (2x)
Imperial Pikemen	-	-	-	2	7	3	3	3	3	190	Unit.	6225 (2x)
Knights of the Order	-	-	-	3	6	3	2	2	3	110	Unit. Can only be recruited in a Monastery of the Order.	6206 (2x)
Mammoth Hunters	-	-	-	2	5	2	3	3	3	140	Unit. Have ✕7 against behemoths.	6226 (2x)
Masters of the Order	-	-	-	4	8	5	3	3	3	250	Unit. Can only be recruited in a Monastery of the Order.	6219 (2x)
Mounted Knights of the Order	-	-	-	4	7	5	3	3	3	220	Unit. Can only be recruited in a Monastery of the Order.	6220 (2x)
Mounted Lancers	-	-	-	2	6	3	3	5	3	210	Unit. Only 1x.	6204 (2x)
Noble Crossbow Archers	-	-	5	2	5	3	2	2	3	210	Unit.	6201 (2x)
Noble Footsoldiers	-	-	-	2	5	3	2	2	3	110	Unit.	6211 (2x)
Noble Light Cavalry	-	-	-	2	5	3	2	5	3	150	Unit. Skirmishers.	6210 (2x)
Noble Longbow Archers	-	-	6	2	5	3	2	2	3	230	Unit.	6221 (2x)
Noble Mounted Lancers	-	-	-	3	6	4	3	4	3	190	Unit.	6222 (2x)
Pikemen	-	-	-	2	6	2	3	3	3	150	Unit.	6208 (2x)
Rangers	-	-	7	2	5	2	2	3	3	280	Unit. Skirmishers.	6209 (2x)
The Mob	-	-	-	1	4	2	2	3	3	80	Unit.	6202 (2x)

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Personalities	★	✦	☒	☒	✘	☒	INI	⬡	□	GP	Rules	Pack No.
Gordan Orcslayer	-	-	-	2	5	3	3	2	2	110	Personality. Only 1x.	6203 (1x+*)
Jorgha the Paladin	★	-	-	3	7	5	4	4	2	230	Personality. Only 1x. One adjacent own unit ✘+1.	6203 (1x+*)
Khaibar Bran Sheben	★	-	-	4	6	5	4	3	2	220	Personality. Only 1x. All adjacent own units ✘+1.	6203 (1x+*)
Panrus Varlak	-	✦4	-	3	5	4	2	3	2	260	Personality. Only 1x. Can only be recruited in a Monastery of the Order. Battle Mage of the Order.	6207 (1x+*)
Querin Tendris	-	✦3	-	2	4	2	2	3	2	210	Personality. Only 1x. Can only be recruited in a Monastery of the Order. Battle Mage of the Order.	6207 (1x+*)
Shiron Kybhar	-	✦2	-	2	4	2	2	3	2	170	Personality. Only 1x. Can only be recruited in a Monastery of the Order. Battle Mage of the Order.	6207 (1x+*)

Behemoths	★	✦	☒	☒	✘	☒	INI	⬡	□	GP	Rules	Pack No.
Dragon	-	-	2	2	7	3	2	5	4	240	Behemoth. Flyer. The target of the shooting attack cannot use own defence dice. Can only be recruited at a Dragon Hoard.	6216 (1x)

Buildings & Sites	★	✦	☒	☒	✘	☒	INI	⬡	□	GP	Rules	Pack No.
Capital	-	-	-	6	-	6	-	0	6	-	Building. Only 1x. Can only be placed on plains, desert, or hill hex. Yields a revenue of 100 GP each turn. Can hold one element, and increases that element's ☒- and ☒- values by 2.	Basic Game
Town Wall	-	-	-	5	-	5	-	0	4	100	Building Upgrade. Can only be built around town. Increases the ☒- and ☒- values of an element in the town by 1.	6227 (2x)
Castle	-	-	4	6	2	6	0	0	5	200	Building. Can only be erected on plains or hill hex. Can hold one element, and increases that element's ☒- and ☒- values by 2	6215 (1x)
Monastery of the Order	-	-	1	5	2	5	2	0	4	300	Building. Can only be erected on plains, hill, or mountain hex. Can hold one element, and increases that element's ☒- and ☒- values by 1. The target of the shooting attack cannot use own defence dice. Allows only the recruitment of elements from the Order of the Purifying Light.	6205 (1x)
Dragon Hoard	-	-	-	-	-	-	-	0	-	50 + 1 ✦	Site. Can only be found on a mountain hex. Pay 50 GP in the recruitment phase and roll 1 ☒: in case of a hit, you have found a Dragon Hoard. Can hold one element. Allows only the recruitment of Dragons.	6217 (1x)
Imperial Shipyard	-	-	-	2	0	4	-	0	3	100	Building. Can only be erected adjacent to a village, town, or capital, and on a plains hex bordering at least one water hex. May be adjacent to other buildings. Can hold one element. Allows only the recruitment of one Imperial ship per turn	6235 (1x)

Ships	★	☞	☞	☞	☞	☞	INI	⬡	⬢	GP	Rules	Pack No.
Cog	-	-	-	3	0	4	2	5	3	30	Ship. Can only be built in Imperial Shipyard. Can only travel waters. Can hold one element, and increases that element's ☞- and ☞-values by 1. An element on the ship can only shoot with half its ☞-value (if necessary, rounded down).	6232 (2x)
Galleass	-	-	4	5	0	5	2	4	4	150	Ship. Can only be built in Imperial Shipyard. Can only travel waters. Can hold one element, and increases that element's ☞- and ☞-values by 1. An element on the ship can only shoot with half its ☞-value (if necessary, rounded down).	6233 (2x)
Galleon	-	-	7	5	0	5	2	4	4	250	Ship. Can only be built in Imperial Shipyard. Can only travel waters.	6234 (2x)

Artifacts	GP	Description
The Potion of Strength	10	Artifact. Only 1x. Only for personalities. The element with the potion gains ☞+2 in a melee phase once during the game.

Spell	Description
Fireball	SHOOTING PHASE: Attack on adjacent target element, building, or ship with 2 dice. Target cannot use own defence dice. Can only be cast by Battle Mages of the Order.
Fireban	1X PER TURN: Adjacent own element cannot take damage from fire of any kind in this phase, and its movement cannot be restricted by fire. Can only be cast by Battle Mages of the Order.
Flamestrike	MELEE PHASE: Attack on adjacent target element, building, or ship with 3 dice. Target cannot use own defence dice. Can only be cast by Battle Mages of the Order.
Wall of Fire	MOVEMENT PHASE: Two neighbouring hexsides of one adjacent hex are impassable in this phase because of fire. Does not work against flying elements. Can only be cast by Battle Mages of the Order.

The Potion
of Strength

Fireball

Fireban

Flamestrike

Wall of Fire

Units	★	✦	☒	☒	✂	☒	INI	⬡	□	GP	Rules	Pack No.
Avandril Bellir	-	-	-	2	6	3	4	3	2	170	Unit. Only 1x. Target (except for buildings) ☒-1. Have ☒4 against one shooting attack of player's choice per shooting phase (must be announced after shooting attacks are declared, and before they are resolved).	6417 (1x)
Badgerfolk	-	-	-	2	7	3	3	3	2	160	Unit.	6404 (2x)
Bel Ludain Knights	-	-	-	5	8	6	4	4	2	290	Unit.	6414 (2x)
Cailanir Swordsmen	-	-	-	2	6	3	3	3	2	140	Unit.	6415 (2x)
Centaur Warriors	-	-	-	2	7	3	3	4	3	230	Unit. Skirmishers.	6426 (2x)
Galorea	-	-	-	2	6	3	4	4	2	180	Unit. Only 1x. Skirmishers. Have ☒4 against one shooting attack of player's choice per shooting phase (must be announced after shooting attacks are declared, and before they are resolved). Have ✂7 against behemoths.	6418 (1x)
Luthari Archers	-	-	8	2	5	3	3	3	2	270	Unit.	6412 (2x)
Masters of the Bow	-	-	9	2	4	2	3	3	2	260	Unit.	6405 (2x)
Mounted Rangers	-	-	6	2	6	3	3	5	2	320	Unit. Skirmishers.	6420 (2x)
Na Aroth Infantry	-	-	-	3	7	4	4	2	2	170	Unit.	6413 (2x)
Pegasus Riders	-	-	5	2	5	3	3	5	2	250	Unit. Flyer. Can only be recruited at a Pegasus Eyrie.	6410 (2x)
Swordmasters	-	-	-	2	7	3	4	3	2	170	Unit.	6406 (2x)
Thanaril Archers	-	-	7	1	4	2	3	3	3	260	Unit. Skirmishers.	6402 (2x)
Thanaril Bodyguards	-	-	3	3	6	4	4	4	2	260	Unit. Skirmishers.	6403 (2x)
Thanaril Heavy Infantry	-	-	3	2	6	3	4	2	2	180	Unit.	6423 (2x)
Thanaril Hunters	-	-	7	1	5	2	4	3	2	260	Unit. Skirmishers. Have ✂6 when on a woods hex.	6427 (2x)
Thanaril Skirmishers	-	-	3	1	4	2	3	3	2	140	Unit. Skirmishers.	6424 (2x)
Thanaril Spearmen	-	-	-	2	5	2	4	3	3	150	Unit. Skirmishers.	6425 (2x)
Til Dolandor	-	-	-	2	7	3	4	3	3	200	Unit. Only 1x. Have ☒4 against one shooting attack of player's choice per shooting phase (must be announced after shooting attacks are declared, and before they are resolved).	6419 (1x)

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Alvandrel Elforien	-	☞3	6	1	3	1	3	3	2	250	Personality. Only 1x. Loreath.	6408 (1x+*)
Athulain Gilfar	★	-	-	5	7	7	4	4	2	300	Personality. Only 1x. All own adjacent units ☞+1.	6407 (1x+*)
Elandor	-	☞4	-	1	5	2	3	5	2	240	Personality. Only 1x. Skirmisher. Loreath. Every non-elfin spell cast on an adjacent hex only comes about if the caster manages to roll a hit with one die.	6408 (1x+*)
General Caliar Ildriel	★	-	-	2	5	3	4	3	2	140	Personality. Only 1x. One own adjacent unit ☞+1.	6407 (1x+*)
Ilea the Nymph	-	☞2	-	1	3	1	3	3	2	130	Personality. Only 1x. Loreath.	6408 (1x+*)
Lord Imriel the Laughing	★	-	2	3	5	4	4	2	2	180	Personality. Only 1x. One adjacent own unit ☞+2.	6407 (1x+*)

Behemoths	★	☞	☞	☞	☞	☞	INI	⬡	⬢	GP	Rules	Pack No.
Lorea Dragon	-	-	2	2	8	5	3	5	5	400	Behemoth. Flyer. The target of the shooting attack cannot use own defence dice. Can only be recruited at a Dragon's Cavern.	6421 (1x)

Buildings & Sites	★	☞	☞	☞	☞	☞	INI	⬡	⬢	GP	Rules	Pack No.
Capital	-	-	-	6	-	6	-	0	6	-	Building. Only 1x. Can only be placed on plains, woods, or hill hex. Yields a revenue of 100 GP each turn. Can hold one element, and increases that element's ☞- and ☞-values by 2.	6401 (1x)
Wall of Thorns	-	-	-	5	-	5	-	0	2	80	Building Upgrade. Can only be built around village or town. Increases the ☞-value of an element in the settlement by 1. If the Wall of Thorns is attacked in melee, the attacker has ☞-2.	6429 (2x)
Castle	-	-	5	6	2	6	0	0	5	230	Building. Can only be erected on plains, woods, or hill hex. Can hold one element, and increases that element's ☞- and ☞-values by 2.	6409 (1x)
Pegasus Eyrie	-	-	-	-	-	-	-	0	-	50 + 1★	Site. Can only be found on a mountain hex. Pay 50 GP in the recruitment phase and roll 1 ⬢: in case of a hit, you have found a Pegasus Eyrie. Can hold one element. Allows only the recruitment of Pegasus Riders.	6411 (1x)
Elvin Shipyard	-	-	-	2	0	4	-	0	3	100	Building. Can only be erected adjacent to a village, town, or capital, and on a plains hex bordering at least one water hex. May be adjacent to other buildings. Can hold one element. Allows only the recruitment of one Elfin ship per turn.	6433 (1x)
Dragon's Cavern	-	-	-	-	-	-	-	0	-	50 + 1★	Site. Can only be found on a woods hex. Pay 50 GP in the recruitment phase and roll 1 ⬢: in case of a hit, you have found a Dragon's Cavern. Can hold one element. Allows only the recruitment of Lorea Dragon.	6422 (1x)

Ships	★	☼	☒	☒	☒	☒	INI	⬡	⬢	GP	Rules	Pack No.
Dragonwind	-	-	7	4	4	5	3	4	5	430	Ship. Can only be built in Elfin Shipyard. Can only travel waters.	6432 (2x)
Nymph	-	-	2	3	0	4	3	5	2	60	Ship. Can only be built in Elfin Shipyard. Can only travel waters. Can hold one element. An element on the ship can only shoot with half its ☒-value (if necessary, rounded down).	6430 (2x)
Stormbird	-	-	4	4	4	5	3	5	4	260	Ship. Can only be built in Elfin Shipyard. Can only travel waters. Can hold one element, and increases that element's ☒- and ☒- values by 1. An element on the ship can only shoot with half its ☒-value (if necessary, rounded down).	6431 (2x)

Spell	Description
The Chariot of the Goddess	MOVEMENT PHASE: The Loreath herself or an adjacent own personality acquires the ability to fly in this movement phase (movement range remains unchanged). Can only be cast by Loreaths.
Fog	SHOOTING PHASE: No shooting at, or by, models on the hex occupied by the Loreath and the six adjacent hexes (does not apply to spells). Can only be cast by Loreaths.
Healing Power	1X PER TURN: Adjacent own element gains 1⬢, if below its original level. Only works once at the same time. Can only be cast by Loreaths.
The Power of the Goddess	MELEE PHASE: Adjacent own element gains ☒+2 in this phase. Only works 1x at the same time. Can only be cast by Loreaths.

The Chariot
of the
Goddess

Fog

Healing
Power

The Power
of the
Goddess


Units	★	✦*	☒	☒	✂	☒	INI	⬡	□	GP	Rules	Pack No.
Armoured Beastmen	-	-	-	2	6	3	2	3	3	130	Unit. Beastmen.	6321 (2x)
Beastmen Berserkers	-	-	-	1	7	2	3	3	3	170	Unit. Beastmen. Cannot receive artifacts.	6304 (2x)
Beastmen Polar Bear Riders	-	-	-	2	8	3	3	3	3	210	Unit. Beastmen.	6324 (2x)
Beastmen with Hand Weapons	-	-	-	1	6	2	2	3	3	110	Unit. Beastmen.	6303 (2x)
Beastmen with Spears	-	-	-	1	6	2	3	3	3	150	Unit. Beastmen.	6302 (2x)
Dai Re'Coon	-	-	-	3	8	4	2	3	3	120	Unit. Demons. Can only be recruited at a Summoning Circle. Roll 2 ☒ immediately prior to the melee attack: if you roll 2 hits, the Dai Re'Coon do not attack. No upkeep.	6315 (2x)
Daughters of Xeribulos	-	-	-	2	7	3	3	4	3	200	Unit. Demons. Skirmishers. Can only be recruited at a Summoning Circle. No upkeep.	6316 (2x)
Followers of the Knights of the Cleansing Darkness	-	-	4	2	4	3	2	2	3	170	Unit. Can only be recruited in a Dark Abbey. Get ✂ +1 for each own adjacent unit from the Order of the Cleansing Darkness.	6309 (2x)
Gargoyle Riders	-	(/*1)	-	2	7	4	3	4	3	280	Unit. Skirmishers. Can receive one of the spell cards 'Lightning' Strike', 'Blizzard' or 'Icy Breath', and cast that spell like a 1st level Ice Witch.	6320 (2x)
Ice Witch Furies	-	(/*1)	-	1	6	2	3	3	3	190	Unit. Skirmishers. Can receive one of the spell cards 'Aura of Invulnerability', 'Fury Rage', 'Lightning Strike', 'Blizzard' or 'Icy Breath', and cast that spell like a 1st level Ice Witch.	6319 (2x)
Knights of the Order of the Cleansing Darkness	-	-	-	3	6	3	2	2	3	110	Unit. Can only be recruited in a Dark Abbey.	6307 (2x)
Mtd. Knights of the Order of the Cleansing Darkness	-	-	-	4	7	5	3	3	3	220	Unit. Can only be recruited in a Dark Abbey.	6308 (2x)
Snow Barbarians	-	-	5	2	6	2	3	3	3	280	Unit. Only 1x. Skirmishers.	6305 (1x)
Snow Trolls	-	-	-	1	6	2	1	2	3	130	Unit. Beastmen. Regenerate 1 previously lost □ at the end of the melee phase, if still in play.	6322 (2x)
The Brothers of the Icelord	-	-	-	2	7	3	2	2	3	140	Unit. Only 1x. Beastmen.	6323 (1x)
Torgogs	-	-	-	1	*	2	2	3	3	90	Unit. Demons. Can only be recruited at a Summoning Circle. Cannot receive artifacts. Can only attack units or personalities in melee. To execute an attack, roll 1☒: in case of a hit, the attacked target is destroyed irrespective of how many hit points it has. No upkeep.	6314 (2x)

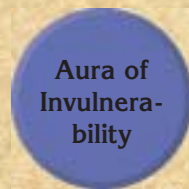
The rightmost column indicates which EMPIRES Booster Pack contains the model, and how often. The entry '+*' indicates that the Booster Pack also contains other models which are mentioned elsewhere.

Personalities	★	⚡	☒	🛡️	⚔️	🛡️	INI	🏠	🏢	GP	Rules	Pack No.
Amharik	-	-	7	2	4	2	3	3	2	210	Personality. Only 1x.	6311 (1x+*)
Daimarra the Red	-	⚡4	-	2	4	2	3	2	2	170	Personality. Only 1x. Ice Witch.	6312 (1x+*)
Demar Tharuk	★	-	-	3	6	3	2	2	2	110	Personality. Only 1x. One adjacent own unit from the Order of the Cleansing Darkness ⚔️+1.	6311 (1x+*)
Norfred the Cruel	-	-	-	4	6	5	3	3	2	180	Personality. Only 1x.	6311 (1x+*)
Raidala Deathcrazed	-	⚡2	-	1	4	1	3	3	2	140	Personality. Ice Witch.	6312 (1x+*)
Shanfrada	-	⚡3	-	2	3	2	3	3	2	160	Personality. Only 1x. Ice Witch.	6312 (1x+*)

Behemoths	★	⚡	☒	🛡️	⚔️	🛡️	INI	🏠	🏢	GP	Rules	Pack No.
Grad'axar, Devourer of Souls	-	-	-	3	8	4	2	4	4	300	Behemoth. Flyer. Demon. Only 1x. When attacking Grad'axar in melee, the attacker's ⚔️-value is reduced by 1. Can only be recruited at a Summoning Circle. No upkeep.	6317 (1x)

Buildings & Sites	★	⚡	☒	🛡️	⚔️	🛡️	INI	🏠	🏢	GP	Rules	Pack No.
Capital	-	-	-	6	-	6	-	0	6	-	Building. Only 1x. Can only be placed on plains or hill hex. Yields a revenue of 100 GP each turn. Can hold one element, and increases that element's 🛡️- and 🛡️-values by 2.	6301 (1x)
Town Wall	-	-	-	5	-	5	-	0	4	100	Building Upgrade. Can only be built around town. Increases the 🛡️- and 🛡️-values of an element in the town by 1.	6306 (2x)
Castle	-	-	1	6	3	6	0	0	5	130	Building. Can only be erected on plains or hill hex. Can hold one element, and increases that element's 🛡️- and 🛡️-values by 2.	6313 (1x)
Dark Abbey	-	-	-	5	-	5	-	0	4	150	Building. Can only be erected on plains, hill, or mountain hex. Can hold one element, and increases that element's 🛡️- and 🛡️-values by 1. Allows only the recruitment of elements from the Order of the Cleansing Darkness.	6310 (1x)
Summoning Circle	-	-	-	-	-	-	-	0	-	120	Site. Can only be erected on plains or hill hex. Can hold one element. Allows only the recruitment of Demons.	6318 (1x)

Spell	Description
Blizzard	SHOOTING PHASE: No shooting at, or by, models on the hex occupied by the Ice Witch and the six adjacent hexes (does not apply to spells). Can only be cast by Ice Witches.
Lightning Strike	SHOOTING PHASE: Attack on adjacent target element, building, or ship with 2 dice. Target cannot use own defence dice. Can only be cast by Ice Witches.
Aura of Invulnerability	SHOOTING PHASE: Target element gains  +2. Works only once at the same time. Can only be cast by Ice Witches. Only affects Ice Witch Furies, Ice Witch Personalities, and Gargoyle Riders. Range 1 hex.
Icy Breath	MELEE PHASE: Attack on adjacent target element with 2 dice. Target cannot use own defence dice. Can only be cast by Ice Witches.
Fury Rage	MELEE PHASE: Target element has 2nd melee attack with an initiative reduced by 2. This attack must be directed at the same model as the first attack, and is forfeited if that model is already destroyed. Can only be cast at Ice Witch Furies. Can only be cast by Ice Witches. Works only once at the same time. Range 1 hex.



Units	★	✦*	✧	⚔	⚔	⚔	INI	⬡	⬢	GP	Rules	Pack No.
Arquebusiers	-	-	5	2	4	1	2	2	3	170	Unit.	6504 (2x)
Blunderbuss Unit	-	-	8	2	3	1	2	2	3	220	Unit.	6507 (2x)
Bombardiers	-	-	3	3	4	3	2	2	3	200	Unit. The target of the shooting attack cannot use own defence dice (does not apply to buildings).	6519 (2x)
Clan Veterans	-	-	-	3	6	3	2	2	3	130	Unit.	6502 (2x)
Clan Warriors	-	-	-	3	5	3	2	2	3	110	Unit.	6505 (2x)
Crossbowmen	-	-	6	3	3	3	2	2	3	210	Unit.	6512 (2x)
Gate Wardens	-	-	-	4	7	5	2	2	3	200	Unit.	6513 (2x)
Heavy Clan Veterans	-	-	-	4	6	4	2	2	3	150	Unit.	6503 (2x)
Heavy Clan Warriors	-	-	-	4	5	4	2	2	3	130	Unit.	6506 (2x)
Miners	-	-	-	3	4	2	2	2	3	110	Unit. Target element ♠-2. Attacked building ♠-3.	6508 (2x)
Orc-Slayers	-	-	-	2	6	3	2	2	3	160	Unit. Only 1x. Have ⚔7 and initiative 3 when attacking Orc and Goblin models in melee.	6517 (1x)
Pony Riders	-	-	-	2	5	2	2	4	3	120	Unit. Skirmishers.	6522 (2x)
Skirmishers	-	-	4	2	5	2	2	2	3	180	Unit. Skirmishers.	6520 (2x)

Engines of War, etc.	★	✦*	✧	⚔	⚔	⚔	INI	⬡	⬢	GP	Rules	Pack No.
Battle-Rider with Hammers	-	-	-	4	9	6	1	1	6	300	Engine of war. Cannot enter mountain and swamp hexes. Can only be recruited in a Workshop. Can move up to 2 additional hexes. In this case, roll 1 ⬢ immediately after executing the move for each additional hex moved: if you roll a ⬢, the Battle-Rider takes 1 ⬢ damage.	6514 (1x)
Hot Air Balloon	-	-	-	1	0	1	0	*	1	20	A unit/personality in a Workshop can receive a balloon in the recruitment phase and then counts as a flyer. 4 ⬢ at the beginning of its move: maximum movement range = 3 hexes + # of ✦. The balloon cannot be handed over or attacked, does not take up space and is destroyed automatically as soon as transported element is attacked or shot at, or loses ≥1 ⬢ through magic. No upkeep.	6515 (2x)

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Personalities	★	✦	☒	☒	✘	☒	INI	⬡	□	GP	Rules	Pack No.
Argam Rustbeard	★	-	-	4	5	4	2	2	2	120	Personality. Only 1x. One own adjacent unit ✘+1.	6509 (1x+*)
Barin Boarrider	★	-	-	4	6	4	2	4	2	160	Personality. Only 1x. All own adjacent units ✘+1.	6509 (1x+*)
Bradon the Axe	-	-	-	4	6	4	3	2	2	150	Personality. Only 1x.	6509 (1x+*)
Gundar Flamefist	★	✦4	-	3	4	3	2	2	2	290	Personality. Only 1x. One own adjacent unit ✘+2. Target (except for buildings) ☒0. Fire Priest.	6510 (1x+*)
Rador, Servant of Fire	-	✦3	-	3	3	2	2	2	2	240	Personality. Only 1x. Target (except for buildings) ☒0. Fire Priest.	6510 (1x+*)
Thorbal, Servant of Fire	-	✦2	-	3	2	2	2	2	2	200	Personality. Only 1x. Target (except for buildings) ☒0. Fire Priest.	6510 (1x+*)

Buildings & Sites	★	✦	☒	☒	✘	☒	INI	⬡	□	GP	Rules	Pack No.
Capital	-	-	-	6	-	6	-	0	6	-	Building. Only 1x. Can only be placed on plains, mountain, or hill hex. Yields a revenue of 100 GP each turn. Can hold one element, and increases that element's ☒- and ☒- values by 2.	6501 (1x)
Town Wall	-	-	-	6	-	6	-	0	5	150	Building Upgrade. Can only be built around town. Increases the ☒- and ☒- values of an element in the town by 1.	6518 (2x)
Castle	-	-	4	7	2	7	0	0	5	240	Building. Can only be erected on plains, hill, or mountain hex. Can hold one element, and increases that element's ☒- and ☒- values by 2.	6511 (1x)
Gold Mine	-	-	-	-	-	-	-	0	-	50 + 2 ✦	Site. Can only be found on a mountain hex. Pay 50 GP in the recruitment phase and roll 2 ☒: in case of 2 hits, you have found a Gold Mine. Can hold one element. Does not allow recruitment. Yields a revenue of 100 GP each turn.	6523 (1x)
Ore Mine	-	-	-	-	-	-	-	0	-	80 + 1 ✦	Site. Can only be found on a hill hex. Pay 80 GP in the recruitment phase and roll 1 ☒: in case of a hit, you have found an ore vein, and can erect an Ore Mine. Can hold one element. Does not allow recruitment. Yields a revenue of 80 GP each turn.	6521 (1x)
Workshop	-	-	-	-	-	-	-	0	-	120	Site. Can only be erected on a plains or hill hex. Can hold one element. Allows only the recruitment of engines of war and the construction of Hot Air Balloons.	6516 (1x)
Dwarven Shipyard	-	-	-	3	0	5	-	0	4	120	Building. Can only be erected adjacent to a village, town, or capital, and on a plains hex bordering at least one water hex. May be adjacent to other buildings. Can hold one element. Allows only the recruitment of one Dwarven ship per turn.	6529 (1x)

Ships	★	✦	✧	✪	✫	✬	INI	⬡	⬢	GP	Rules	Pack No.
Badrog's Fist	-	-	6	5	0	4	2	3	3	190	Ship. Can only be built in Dwarven Shipyard. Can only travel waters. Can hold one element, and increases that element's ✧- and ✪-values by 2. An element on the ship can only shoot with half its ✧-value (if necessary, rounded down).	6526 (2x)
Iron Whale	-	-	5	6	0	3	2	4	3	250	Ship. Can only be built in Dwarven Shipyard. Target ✪-2. The shooting attack can only be directed at other ships. Can only travel waters. Can dive through hexes occupied by other ships during movement if the move is ended on free water hex.	6528 (2x)
Rakor's Hammer	-	-	7	6	5	6	1	4	5	570	Ship. Can only be built in Dwarven Shipyard. Can only travel waters. Target ✪-2. Can hold one element, and increases that element's ✧- and ✫-values by 2. An element on the ship can only shoot with half its ✧-value (if necessary, rounded down).	6527 (2x)
Turtle	-	-	-	4	0	6	2	4	3	40	Ship. Can only be built in Dwarven Shipyard. Can only travel waters. Can hold one element, and increases that element's ✧- and ✪-values by 1. An element on the ship can only shoot with half its ✧-value (if necessary, rounded down).	6525 (2x)

Spell	Description
Flame Wall	MOVEMENT PHASE: Two neighbouring hexsides of one adjacent hex are impassable in this phase due to fire. Does not work against flying elements. Can only be cast by Fire Priests.
Ray of Flames	SHOOTING PHASE: Attack on adjacent target element, building, or ship with 2 dice. Target cannot use own defence dice. Can only be cast by Fire Priests.
Fireban	1X PER TURN: Adjacent own element cannot take damage from fire of any kind in this phase, and its movement cannot be restricted by fire. Can only be cast by Fire Priests.
Fire Strike	MELEE PHASE: Attack on adjacent target element, building, or ship with 3 dice. Target cannot use own defence dice. Can only be cast by Fire Priests.

Flame Wall

Ray of
Flames

Fireban

Firestrike