Defenders of the Northlands

A Supplement
for
Day of Glory 2nd Edition

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Introduction

The Northlands is the name given to roughly the top third of the known world. It is a vast area, beginning on the Northern shore of the strait of Enleduana, and ending in the freezing arctic wastelands and the Great Rift. This huge area is much less densely populated than the Southlands, and the climate alone is far more dangerous. But in addition to the icy winters, the winds of magic blow much stronger here, leading to greater levels of mutation, and great danger for travellers. Cities are also generally much smaller than further South, with many nomadic peoples existing here.

This book is a guide to four of the great factions that inhabit the Northlands: the mighty Dragon Empire, defending the Southern borders; the ancient Elven Kingdoms, ruling from their isle with lofty power; the Northern Welscans, fierce barbarians whose ancestors migrated from the Southlands centuries ago; and the Northern Dwarves, who defend their mountain fortresses with fierce pride.

Contained within these pages, you will find the histories and cultures of each of these factions, as well as the rules you need to play with them in *Day of Glory*. These rules are meant as a replacement for the very short and simple army lists found in the main rulebook, although you can of course continue to use those if you prefer.

The Dragon Empire

The strait of Enleduana is an ancient channel of water named in honour of the first high queen of the elves, who the legends say was the first to cross these dangerous waters, and led her people further South for the first time. Few, if any, elves live in its vicinity nowadays, but their presence is still felt by all who travel in the area for it is filled with crumbling ruins that hint at the past glories of the elves. At the Western end of the strait, a pair of enormous statues depicting the twin heroes Aethelreda and Alfhin stand at each end. Their size is such that each can be distinctively seen from the opposite shore despite the great distance involved, although their features have been much eroded by the millennia since their erection in the olden days of the empire.

At the other end of the strait, a slightly later elven monument can be found. Said to have been commissioned by the high king Alessandrus II, a colossal statue of bronze once straddled this great body of water, one foot planted on each shore. Its size is said to have been such, that the masts of the tallest ships could pass through with ease, and it held in one arm a magical beacon so high and bright that it could be seen from the elven isle itself. Today all that survives of this statue are the stone platforms it is said to have stood on, and a few broken walls of bronze that are said to be the remains of its feet. Whether this statue ever did exist as the legends say, none can say for sure, but sailors passing through often stop to wonder.

The civilisation that is found on the Northern shore of the strait is far less ancient than these remains however. The Dragon Empire, as it is widely known, is the largest human empire in the world, and the Strait of Enleduana marks its Southern border. The shore is dotted with towns and villages, heavily fortified with dykes and ramparts in case of attack: to the South-West, the Dark Glaves are found, from which hideously mutated monsters frequently swim or fly over the strait to terrorise the people, and the South-East is home to large tribes of orcs and goblins, who likewise raid nearby settlements on small rafts. It is not even unheard of for parties of Wild Elves to make the journey North when their spirits demand it.

Every settlement on the shore is therefore heavily protected by a garrison of local soldiers, and ships of the empire sail the strait at all times, watching for would-be attackers. Moving further North, the Great Forest, which was thinning out on the shores of the strait, ends completely, replaced by cold, rainy plains, dotted with small villages of farmers, who grow mainly rice in vast fields. To the East, the weather is much warmer and more pleasant, in part due to the magic of the elves, and larger cities are found here, especially on the coast.

The capital of the empire is the city of Gobalik, located on the Western coast, with a large port complex, and sprawling palaces and mansions inhabited by the nobility of the empire. Politically, the empire is divided into two major cultural regions: Sogidia, and Byzantsz. The two have a long, troublesome, and frequently bloody history with each other, and it has always been a major source of tension, how the empire is ruled. At present, the system that has been in place for almost a century, is that the royal dynasties of each region alternate having members of their family on the throne – a delicate, but thus far effective solution.

The royal court is full of the noble families of the land, or at least some of their members, and favour with the emperor is highly sought after. The accession of a new emperor is always a tense time, as the entire court is overturned, and political alliances must be made anew from scratch. But Gobalik is also significant as it has frequent contact with elves, whose ambassadors constantly interfere in the politics of the empire, manipulating events to their advantage. The elves do not, as

many enemies of the empire claim, control the emperor, but they do have great influence, and a strong military alliance.

To the West of the empire, the settlements once again get smaller, and poorer, and the edge of the empire is marked by the start of the great Northern Mountains, a colossal range that stretches right across the Northlands. It is in its Southerly end, here at the edge of the Dragon Empire, that ancient dragons make their homes. Although dragons live all over the world, and most inhabit the so-called Dragon Isle, many dragons find, after they reach a certain age, that the island is much too busy and noisy for them, and so they fly West, and settle down in the icy mountains, where they can remain virtually undisturbed.

It is the most ancient of dragons who do this, and so to those who can scale the mountains, surviving its natural dangers intact, and can then receive an audience with such a dragon without being deemed unworthy and eaten as a light snack, great wisdom can be learned. It is for the most part, elves who make this journey, and indeed it is frequently a rite of passage for many noble families. It is rarer for humans to do it, not least because dragons have far less patience for humans than elves, but not unheard of, and those who survive such a journey are treated with great respect in the Dragon Empire, and often wander the land as enlightened monks, sharing their new-found wisdom.

Such monks, and their teachings, are the main form of spirituality or religion in the Dragon Empire – shrines to various dragons can be found dotted around the entire empire, and most people, peasants and nobles alike, will pray to specific dragons in much the same way that people in other lands pray to gods. Much like gods, the dragons themselves rarely bother with these supplicants, in fact, they are often unaware of their existence at all. But occasionally, one of them will use their great magical knowledge to bestow a slight blessing – rainfall during a drought, a flooded river to recede, a heavy load to lighten, and so on. Such blessings are a boon on the empire in a myriad minor ways, and they also motivate people to keep their faith.

The North of the empire is the region that faces the most threats. The East is pretty much completely safe due to the proximity of the elven isle, the West is virtually unassailable due to the mountainous terrain, and the South generally only has to defend against small raiding parties or wandering beasts. But to the North of the empire, powerful forces can be found in great numbers, intent on its destruction. The city-states of Aun wage continuous war, backed by their Night Elf allies, the hobgoblin hordes of the steppes forever seek opportunities for plunder, and huge tribes of goblins from the arctic wastes are driven to attack their South by hordes of mutations from the Great Rift, who themselves often gather in great numbers to make war.

It is for this reason that the entire Northern border of the empire is protected by an unbroken, awe-inspiringly long wall, constantly manned by a huge army that guards the empire from its foes. The villages along the wall supply most of these soldiers, some drafted in only during times of need, others serving as a permanent garrison. In addition to these, the wall is defended by magical means as well.

For those soldiers in this area who distinguish themselves through their service, it is common practice to bury the dead in a small shrine, over which stands a statue of the deceased in full armour. When the necessary rites are performed during the burial, the soul of the dead person will be trapped in the statue, and later, it can be animated to serve its home once more. Such an art is technically a form of necromancy, but it is seen very differently to raising the dead as mere puppets. Here the spirits of the ancestors fight to protect their descendants, standing vigil over their homes.

The statues themselves are made in a variety of materials and sizes, depending both on the status of the deceased, and the traditions of the locality. The simplest are made of terracotta, often reinforced with metal, but they can also be carved from local jade, cast from bronze, or even fashioned from wood. In the North of the empire, it is this art of resurrection that mainly serves the purpose the dragon priests do further South, and particularly ancient ancestors are revered and remembered by their local communities.



The actual workings of the process are little understood, even by the priests who perform it. It was the elves who introduced the Dragon Empire to this ritual, but they would never do it themselves, for the process essentially uses the soul as fuel, slowly using it up, until it is gone forever. This is not something the elves would ever subject one of their own to, but for humans it is deemed acceptable. The now long dead statues of ancient warriors are held in especial regard, and the rites of animation are still performed for them reverently, even though the souls they once contained have long since faded away.

Timeline of the Dragon Empire:

Note: the empire, like most places outside of the Southlands, dates events based on regnal years of emperors. These have been converted into the standard system for ease of comparison (BBO = Before Battle of Oakhead, ABO = After Battle of Oakhead). Also note that a full history would be far too long – the following list is a selection of highlights to give one a sense of this region's history.

c. 2000 BBO – Humans are first recorded in the area, living in small tribes outside the elven cities.

c. 240 BBO – Orcs start arriving in the area, competing with the human tribes over the few resources available.

196-90 BBO – The Elven Civil war begins. Humans flee before elven armies, but are generally left alone. Many humans and orcs scavenge advanced elven weapons from battlefields.

90-10 BBO – War for the Continent. As the rebel elves wage war on the last independent cities, humans and orcs are exterminated in great numbers, being viewed as pests.

10-2 BBO – As the rebels prepare for an invasion of the Southlands, orcs and humans in the Northlands are enslaved in great numbers for both labour and as soldiers. It is here that both races first learn the secrets of iron-working.

56-c.200 ABO – End of Elven Civil War. With the lower Northlands practically abandoned by elves, humans migrate in from the mountains and from further North, resulting in a great variety of peoples, competing against both each other, and against tribes of orcs.

c.250 ABO – The kingdoms of Sogidia and Byzantsz form in the North-West and South-East respectively. Over time, these two come to dominate the other human tribes, who are absorbed, destroyed, or made into vassal states.

327 ABO – Byzantsz is conquered after a long campaign by the Sogidian king Qin Shi, who proclaims himself emperor.

334 ABO – Revolt in Bysantsz after the death of Qin Shi, and renewed independence.

334-885 ABO – Continuous wars between Sogidia and Byzantsz. One frequently conquers the other, but no lasting unification is ever achieved.

885 ABO – The hordes of Checheyigen Darkblade sweep South from the steppes, forcing Sogidia and Byzantsz into an uneasy alliance to face the orc/goblin horde.

889 ABO – Checheyigen is slain, and her horde crumbles. Byzantsz asserts dominance over a Sogidia now weakened from the war, but grants it much independence, resulting in the first relatively stable empire.

1030 ABO – The royal line of Byzantsz ends suddenly when emperor Paleologos is assassinated. The Tang noble family from Sogidia seizes its chance and takes power over the empire, sparking rebellion in Byzantsz, which is crushed brutally.

1041 ABO – Tang emperor Xia pays a large force of Welscans to put down a new rebellion in Byzantsz, settling them in the empire.

1054-60 ABO – Edict of expulsion, removing the rights of orcs and goblins to inhabit the empire, and construction of the first Great Wall in the North.

1089 ABO – The Empire fractures when emperor Liu is killed, and three of his children each claim the throne. One is swiftly assassinated, but the other, Xiaowu, flees, gathering support from Byzantsz nobles, and beginning a bloody civil war.

1094 ABO – Xiaowu takes the throne, executing his brother, but is assassinated by Byzantsz nobles only a few weeks later, who place their own Procopius II on the throne.

1100s ABO – The kingdoms of the Elven Isle start to take a greater interest in the politics of the human continent, and send ambassadors to the royal court.

1175-83 ABO – A huge invasion force is gathered from the cities of Aun by the Night Elves, intent on attacking the Elven Isle. The Elven Kingdoms manipulate Emperor Arcadius into launching a pre-emptive strike against the North. The campaign is a disaster, and the army is broken, but the cities of Aun are distracted from the elves, and invade the Dragon Empire instead, resulting in the destruction of the Great Wall, and occupation of some territories.

1213 ABO – An alliance of Sogidian and Byzantsz nobles, paying a large army of Welscans, retakes the conquered territories, and drives the cities of Aun back. In the aftermath, a Welscan chief, Haralda, proclaims himself emperor, using the vast numbers of Welscans brought into the empire to keep power. He rebuilds the Great Wall, and re-establishes the previous borders of the empire.

1238 ABO – Haralda’s son is assassinated, and Sogidian Duan takes the throne.

1269 ABO – Byzantsz rebellion, placing Marcian on the throne.

1285 ABO – Marcian dies, and fearing a civil war between Byzantsz and Sogidia, the elven kingdoms intervene, mediating negotiations, and establishing the alternating rulership that still exists today.

The Army List

Units:

- Court Commander
- Field Commander
- Dragon Monk
- Dragon Monk Disciples
- Cataphracts
- Nobles
- Garrison Warriors
- Peasant Soldiers
- Animated Warriors

Army Composition

Choose one of the following army types:

Field Army:

- Max. 25% power for heroes
- Must have at least one Field Commander
- Must have at least one Court Commander to take Cataphracts
- Must have at least one unit of Dragon Monk Disciples for each Dragon Monk
- Max. 25% power for Cataphracts
- Max. 25% power for Nobles
- Must have at least one unit of Garrison Warriors
- Cannot take Animated Warriors
- May take a single giant from the core rules

Garrison Army:

- Max. 25% power for heroes
- Must have at least one Field Commander
- Must have at least one unit of Dragon Monk Disciples for each Dragon Monk
- Max. 25% power for Nobles
- Must have at least one unit of Garrison Warriors
- Must have at least one Animator Priest if you have Animated Warriors
- Cannot take Cataphracts

Additional Restrictions and Points:

- Any army may take medium or small carts drawn by horses
- If you have engineers in your army, you may take catapults, ballistae, and micro-ballistae as artillery only.
- Adult Dragons are in the Bestiary, but you may only have one of them in your entire army, and your army must be at least 1000 power to take one.
- Up to 10% of your army's power can be units of ogres with weapons and equipment of your choice.

Field Commander

The armies of the Dragon Empire are many in number, and large in size. Although the emperor has control over the army, and may send representatives to command sections of it in times of war, or even take command personally, the day to day managing of it is performed by experienced individuals who live their lives with the soldiers under their command, and are themselves soldiers at heart, not politicians. Generally, such commanders are minor children of noble families, sent to perform an honourable duty for the empire, but otherwise forgotten. It is not unheard of however, for peasant-born soldiers who demonstrate excellent loyalty, courage, and skill, to gradually rise through the ranks, and eventually command forces themselves. Unlike at court, character counts for more than breeding, out on the remote frontiers where these soldiers live.

Name:	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
Field Commander [35]	2	4	4	3	+1	6	

A Field Commander is a *hero* model. They may be given any weapons and equipment from the Dragon Empire Armoury, and may be mounted on a horse.

A Field Commander is a level 1 *commander.* They may be given additional levels in the *commander, champion,* or *tactician* classes.

Court Commander

Although field commanders make up most of the command staff in the army, when a force is deployed by the emperor's personal decree, or in times of major conflict, the emperor will normally send a member of the court, often a member of the royal family, to take command. In such situations, the authority of the court commander supersedes that of any other, but they often find themselves having to make compromises, as they discover the soldiery is much more loyal to their trusted, permanent leaders, than to a suspicious, fancy newcomer. What a court commander brings, from the perspective of the armies they command, is the guarantee of pay, new equipment, and steady supplies. They also generally bring with them a number of the emperor's personal warriors, as well as artillery pieces and weapons that remote armies are often sorely in need of.



Name:	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
Court Commander [25]	2	4	4	3	+1	6	

A Court Commander is a *hero* model. They may be given any weapons and equipment from the Dragon Empire Armoury, and may be mounted on any creature from the Dragon Empire Bestiary.

A Field Commander can be given levels in the *Champion, Commander, Engineer,* and *Tactician* classes.

Dragon Monks

Those that have made the journey to the Western mountains, and spoken to an ancient dragon, are known as dragon monks. Those that survive this quest – and they are few in number indeed – begin a new life of abstinence and humility, wandering around the empire on foot, relying on the charity of others, and offering their wisdom, and new-found magical knowledge in return. They are the only figures of authority when it comes to the cults of dragons, and they offer themselves to the nobility and peasantry alike. Dragon monks do not generally join armies, but they offer guidance and healing to soldiers as much as anyone else, and when they feel it is necessary, they will join an army in battle, bringing their wisdom, authority, and inspiring presence. Not to mention the prodigious magical power they may have learnt from their draconic teacher.

Name:	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
Dragon Monk [65]	2	4	4	3	+1	6	

A Dragon Monk is a *hero* model. They may be given a staff and leather armour. They may also be mounted on an adult dragon (note restriction in *army composition*).

A Dragon Monk is a level 1 *priest* of the G*od of Plenty,* and a level 1 *wizard,* who knows the *fundamental lore,* and one other lore of your choice, except the *lore of necromancy.* They may be given additional levels in either of these classes, as well as classes in the C*hampion,* and B*east Handler* classes.

Dragon Monk Disciples

Those that have survived a quest to seek out and learn from a dragon are very few in number. At least those who genuinely have are – the number of those that claim to have is of course far greater. But dragon monks will generally take on a number of young students, who travel with their teacher, and offer practical assistance, in exchange for the knowledge and wisdom they gain. Many of these students are from noble families, sent to spend time in the presence of wisdom to gain experience for their future responsibilities. Others are individuals with no other options in life, or simply adventure-seekers. Although most will return to their old lives in time, many hope to one day undertake a quest of their own, and become a dragon monk in their own right.

Name:	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
Dragon Monk Disciple [5]	2	4	4	1	+0	4	

Dragon Monk Disciples are a *standard* unit made up of 3-6 models. They can be equipped with staffs, slings, and leather armour.

Aides: While a *Dragon Monk* hero is attached to this unit, any of the ranges for their abilities may be measured from this unit, rather than the hero model.

Cataphracts



Covered from head to toe in heavy armour, and riding horses likewise covered in clinking scales, cataphracts are a terrifying force on the battlefield. They are the very definition of heavy cavalry, and their charges are devastating. The term cataphract is used to refer to any mounted warrior armed and armoured in such a way, but most often cataphracts are the personal warriors of the emperor himself, fiercely loyal, and well paid. Their expensive equipment and nature means they are not much use defending the Northern wall, or the Southern forts, and so they are generally deployed from their garrisons in larger cities for peacekeeping and bodyguard duties within the empire itself, or to join armies when they are mobilised beyond its borders.

Name:	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
Cataphracts [10]	2	4	4	1	+1	6	

Cataphracts are an *elite* unit, made up of 5-10 models. They must be equipped with scale mail, and can also take shields, and any melee weapons from the Dragon Empire Armoury. Cataphracts must be mounted on horses with scale barding.

Nobles

Although cataphracts are the most distinctive and well-known cavalry unit in the armies of the empire, they are not its only ones. Their heavy armour slows them down, and encumbers them in difficult terrain, limiting their value to clear charges in open battle. It is often useful for a commander to have lighter, faster cavalry units at their disposal, and these are provided on a temporary basis, like cataphracts, but generally more by nobles than the emperor himself. A commander will generally draw on favours and debts with local nobles to get such warriors, and then they are organised into smaller units that harass the enemy with bows at range, or hunt down weaker enemies out of formation in melee.

Name:	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
Nobles [10]	2	4	4	1	+1	5	

Nobles are an *elite* unit, made up of 5-20 models. They may be equipped with leather armour, gambeson, and breastplates, and can take any weapons. Nobles must be mounted on horses, which can take partial barding.

Garrison Warriors

The second child of every peasant family is sent into compulsory military service. Their families receive a compensatory payment from the state, while the child is trained thoroughly until they are a highly effective warrior. These soldiers are on near-permanent duty manning various defences, and occasionally also serving in expeditionary forces beyond the borders of the empire. Trained to fight with a variety of weapons in dense, defensive formations, garrison warriors are the dependable core of the empire's armies.

Name:	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
Garrison Warriors [10]	2	4	4	1	+1	5	

Garrison Warriors are an *elite* unit made up of 10-40 models. They must be equipped with gambeson, and may also take breastplates and shields. They may also be equipped with daos, spears, crossbows, halberds, and pikes.

Peasant Soldiers

When the empire is under attack from a larger force, or needs to raise an army, ordinary peasants are pressed into service. These are not trained or equipped as well as garrison warriors, and only serve on a temporary basis. Their primary purpose is to bulk up armies, and provide extra ranks to back up the more elite soldiers in the rest of the army.

Name:	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
Peasant Soldiers [5]	2	4	4	1	+0	4	

Peasant Soldiers are a *standard* unit, made up of 10-60 models. They can be equipped with leather armour, shields, hand-axes, spears, longbows, shortbows, and slings.

Animated Warriors

It is the eventual fate, and reward, of every garrison warrior, that upon their death, they will be placed in a shrine, with a statue of themselves standing over. When the necessary rites are performed, the soul of the deceased soldier will be drawn into the statue, animating it in times of

need to support the living soldiers of the empire. Most often, these statues are animated when they are needed to defend the border, but they are also deployed in open battle at times. Although slow, and unable to act independently of their animators, they are extremely tough and hard-hitting, able to carry heavier weapons than even orcs, and ignore the strongest of hits against them.

Name:	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
Animated Warriors [25]	-	3	3	3	+1	-	Construct, large

Animated Warriors are an *elite* unit, made up of 3-20 models. They have a base armour value of 3, and can take any melee weapons.

See *Animator Priest* for more special rules.

Animator Priest

Found in every village near the great wall, animator priests are the individuals responsible for the ancestor statues of deceased warriors: they look after the shrines, keeping them in good condition, and also perform the appropriate rites and rituals. It is also they who gather in times of need to chant the songs of awakening, and draw life into the giant statues. In battle, animator priests accompany the statues, directing them, and repairing them with their magic.

Name:	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
Animator Priest [30]	2	4	4	3	+1	6	

An Animator Priest is a *hero* model. They may be given leather armour, a gambeson, and a breastplate, as well as a staff. They may also be mounted on a horse.

An Animator Priest is a level 1 *Animator* (detailed below), and may be given levels in the *wizard* class, and if so, they know spells from the fundamental lore only.

Animator
Every time this model is chosen to be activated, it may use its action to command a unit of animated warriors. This allows that unit to immediately take an action. This model may move in addition to doing this. Additionally, this model gains magic dice like a *wizard*, which they may expend as a free action to roll, and distribute the rolled value among an animated warriors unit's stats within 6". So for example, a level two animator would roll 2D6. If they got an 8, and there was a unit of 6 animated warriors within 6", they could give each model in that unit +1 attack bonus, health, agility, or speed, and two of those models another +1. Or they could choose to give the first row of 3 +2 to a stat, and then an additional +1 to two, and so on. Note that this bonus only lasts until the the animator's first activation in the next round. Additional levels in this class are 10 power.

Armoury of the Dragon Empire

One Handed Weapons:

Name:	Modifier:	Type:	Traits:
Hand-Axe [2]	+0	Slashing	
Hand-Crossbow [10]	+1	Piercing	Range(12)
Javelin [5]	+0	Piercing	Range(18)
Lance [7]	+0	Piercing	Cavalry only, Hits automatically when charging, Long
Dao [5]	+1	Slashing	
Spear [8]	+2	Piercing	Long, Can be used two-handed
Staff [6]	+1	Crushing	Long, Can be used two-handed

Two Handed Weapons (-1 armour value for target):

Name:	Modifier:	Type:	Traits:
Crossbow [15]	+1	Piercing	Range(18)
Halberd [5]	+0	Slashing	Long
Longbow [12]	+0	Piercing	Range(30), Cannot be taken by cavalry
Jian [7]	+1	Piercing	
Pike [12]	+2	Piercing	Long*
Short-Bow [10]	+0	Piercing	Range(24)
Sling [5]	+0	Crushing	Range(18)

Traits:

- Long: Cannot be dual wielded, or used with other weapons, but models up to two removed from models in base to base contact may attack if the unit is in formation. If the unit is cavalry, the normal number of models can attack (i.e. models in base to base contact, and models in contact with them). Pikes can be used by models up to three removed.
- Range: Can be used to target a unit within the distance in brackets – explained in core rules.

Armour:

Name:	Armour Value:	Resistance:	Weakness:	Traits:
Breastplate [7]	+1	Slashing, Piercing	Crushing	
Gambeson[2]	+1		Slashing	
Leather Armour [4]	+1			
Scale Mail [9]	+2	Slashing		
Shield [2]	+1			

Dragon Empire Bestiary:

- Common horse [10]
- Elven Steed [15]
- Giant Bird [25]
- Adult Dragon [70] (only one per army)

The Elven Kingdoms

The Elven Isle is a large, crescent-shaped island off the Eastern coast of the Dragon Empire. It is the ancestral homeland of all elves, and their most ancient centre. It was once the core of the great Elven Empire, over a thousand years ago, and now the three kingdoms that claim to be its inheritors inhabit the island, ruling with distinct ideas as to how the elven race should continue. The whole island is full of wondrous natural beauty, from soaring mountains, to verdant plains, and luscious forests. The climate is magically controlled to be so perfect, and the seas around the island are likewise calm and easy to sail on.

The crescent-shaped isle itself is a beautiful land. Mighty cities and picturesque villages of unbelievable age and history are dotted throughout the landscape, and the fields always bring in a bountiful harvest, carefully controlled as they are by magical means. The elves here have created for themselves a true paradise, and yet they are a troubled people – despite its wonder, the very shape of their island home is a reminder of their greatest tragedy.

The history of the elven people is a long and storied one, and it begins thousands of years before that of humans or dwarves. It is said that the race originated on the island, and spread around the world from there, developing its great civilisation, and taming the ancient lands. There were no humans or orcs to pose a threat, and the elves were themselves united, so the expansion was unopposed. The only dangers the elves faced were natural ones, and the great monsters that are said to have roamed the world in ancient times. This heroic age is remembered by the elves in long poems and songs that tell of great kings who founded new cities, and young heroes who slew monstrous beasts, and died tragic deaths before their time.

Much of their history has been forgotten by the elves themselves, and most of it they do not share with humans at all. What is known is that eventually, the elves discovered the secrets of magic and of iron-working. Their civilisation grew until it was a mighty empire that stretched across much of the known world, and one would have believed it would all last forever. But of their long history, what the elves remember most keenly, and that which had the biggest impact on them and the fate of the rest of the world, is the great civil war that took place after this gilded age.



There are no events in the history of the world that have had as large an impact on the physical and political landscape of the world as the elven civil war. The events are shrouded in mystery to the lesser races of the world, who know only whispers of an apocalyptic conflict greater than any before, and any to come. But in the various societies of the elves, now found only in isolated pockets among the ruins of their past glory, the civil war is a story told in hundreds of ways to all children, as a warning, and an explanation of the fall of their once mighty race.

The war was a long time in the making. Its roots can be traced right back to the expansion of the elven empire, and the difficulties of ruling it, and managing it fairly. The newest parts of the empire were the colonies in the far North, in what is today the riftlands, and those lands were harsh and brutal even then – few were willing to move to such a remote and unforgiving land. But it was also an area rich with natural resources that the rest of the empire, and the island at its core, desperately needed. Indeed, by the later stages of the empire, resources from all its corners were being funnelled more and more to the isle, fuelling the construction of ever grander monuments.

This inequality bred resentment, though not in great quantity, across the empire. But in the Northern colonies, where the inhabitant's lives were far more difficult and dangerous than anywhere else, and their cities had little influence in the politics of the empire, unlike the older, more established cities further South, the resentment grew greater, and eventually boiled over into rebellion.

This was not the start of the civil war, for the uprisings were motivated by the masses, and uncoordinated. The cities of the North were brought under control again with very little bloodshed, but it was a sign of things to come, and though truly minor, the rebellion left a lasting scar on the minds of the elven people in the North, proving to them that no longer were they an innocent race. Once the North was under control again, payment was exacted from it for its supposed crimes, extracting even more precious resources from them in a move that let many of the Southern elves forget the rebellion in their continued luxury, and bred further discontent in the North.

Ultimately though, the seeds of the civil war would be planted on the isle itself, in one of its many academies. There were many students of magic there, who studied all the known lores, and strove to uncover its nature. There was one though, whose mind was, it is said, twisted and dark, whose search for knowledge of things unnatural took him down a dark path. His name was Cralthon, and he dabbled in many dark arts others' consciences steered them away from, and learnt much. It is not known exactly what motivated Cralthon: the few who knew him in that time would later confess he had no innate darkness in him, just a genuine desire for knowledge not hindered by any moral imperatives. Others label him as a cruel and power-hungry sadist, but it mattered not, for soon his actions would speak far louder than any of his justifications.

On the Eastern coast, in a secluded outpost, Cralthon began experimenting on his own kind. Criminals in the elven empire were shunned by society, and kept out of sight, for they were a reminder that the shining ideal of elven civilisation was just an ideal. It was therefore easy for Cralthon to obtain many such criminals for his experiments. It is not known exactly what he did to these unfortunates, for knowledge of the process has been outlawed, and all records destroyed. Some speculate he twisted the very souls of his victims, while others say he imbued them with a dark power from a corner of reality that he should have left alone. Some argue that it was this time in isolation, with only the tortured minds of his victims for company, that Cralthon went truly mad. Others say he had gone down that path long before.

Eventually, Cralthon's experimentations were discovered by his people, and he was tried in a court by the high king Alterion himself. He was found guilty of crimes truly monstrous, and deliberations went on for a long time about what should be done with him. There was a small minority in the council who argued for execution, but it was not in the nature of the elves to be so barbaric, and so it was decided that he would be locked away in a facility in the far North to contain his madness. And for a while, Cralthon was forgotten, an unfortunate, but ultimately insignificant blot on history. His victims were driven away from all settlements, not killed, for the poor creatures had once been elves, but not tolerated either for their ugliness. They proved hardier than expected, and though their

lifespans were short, they multiplied quickly, and across a few generations, spread across the wild lands between cities.

In time, these creatures became the orcs, and their ancestors would one day spread across almost the entire world, threatening all civilisation. Their ancestors were not nearly as savage and brutal, and it took generations for these characteristics to develop, as they were forced to survive in the harsh wild. These creatures, who had once been elves were now misshapen, and twisted, stronger, and tougher, but slower and less graceful. They were not as naturally intelligent, and had no natural link to the energies of magic as the elves do, but their minds were sturdier, more resistant to shock and trauma. The orcs spread across much of the midlands, competing with the primitive tribes of humans for resources, and mostly ignored by the elves.

And on the elven isles, and the Southern colonies, life continued. Walls grew around cities, and armies increased in size, but most citizens went about their lives as though nothing was happening. In the North though, discontent had not stopped growing. But then the worst happened: Cralthon escaped his prison, and rose to power in the North. It is not known if his escape was independent, or if he had help from sympathisers, but escape he did, and he was able to manipulate the high emotions of the Northern elves to his advantage, convincing the people that under his leadership, they could live in the same luxury as their kin further South did. He stoked their anger, feeding it until it was a white-hot rage, and all many wanted to do was get their revenge.

The turning point came in 207 BBO, when the Northern colonies suddenly declared their independence from the empire. In the North, this move had been years in the making, and it had taken a long time for the alliances between cities to be built and strengthened. But to the South, this was completely unexpected, and it was followed by much outrage. Alterion sent diplomats to the North to assess the situation, and talk some sense into his rebellious subjects, but talks were unsuccessful, and a mob eventually killed the representatives, and their mutilated bodies were sent back. With no alternative left, Alterion marshalled an army, and declared war on the North. And so began the civil war.

When war was declared, it was felt in the South that a decisive victory would soon come, and life would return to normal. There was never any feeling that this was anything more than a minor disturbance, and no one could have predicted the horrors that would one day come. Alterion himself did not go with the army- he merely sent it commanded by a general whom history has forgotten. When the army landed on the shores of the North, and marched to war, it was ambushed by a much larger force. The Southern army, unprepared, inexperienced, and unused to the cold terrain, was routed by the much better prepared Northern force, and the survivors fled home. The Northern colonies had managed to secure their independence by blood, but it soon became clear that this was not enough for them.

The Northern army, which had been building for a number of years, started to march South, towards the cities in the Midlands. When this news reached the rest of the empire, great panic erupted. Cities had garrisons to defend against tribes of humans or orcs, and parties were sometimes sent to hunt down monsters attacking crops, but standing armies did not exist. The army raised by Alterion had been difficult enough to raise, and now it had been destroyed. Defences were mustered, and weapons produced in a frantic bid to prepare.

When the Northland army arrived in the middlands, accompanied by ingenious siege-engines, and tamed monsters, they clashed with the middlanders in a series of conflicts. The middland armies were smaller, less experienced, and less well equipped, but they also had at their disposal the

greatest mages of the elven isle, and so made up for their weaknesses with magical might. The fighting went back and forth as the two sides adapted to each other's tactics, and fought countless battles. The Northlanders captured many cities, and used these as outposts to launch their attacks from, and keep themselves supplied. By the fifth year of fighting, it had become clear to even the most optimistic elders of elven society that this was more than a temporary disturbance.

As the years went on, more and more waves of reinforcements from the Northlands arrived, eager to bring back more spoils for their homes. From the Northern perspective, the war was going well: their Southern cousins were being punished as they should be, and wealth was being re-distributed to the North. But in the middlands, populations had never been particularly high, and the war was taking a massive toll. After a while, some people started just abandoning their cities, and moving to more populous ones, until there were only a handful left standing. Ultimately, the Middlanders could not keep up their efforts, and against Alterion's pleas, the remaining cities surrendered to The Northlanders.

This was the biggest blow yet to the elven isles: the war had not been going well, but now their allies had abandoned them, and the advantage was firmly with the Northlanders. Many on the isle wanted to negotiate a peace, sick already of the fighting. But Alterion urged his kin to fight on, and for the first time, militias were raised from the population of the isle itself. As the Northlanders were securing their new territory, and looting it, a huge invasion fleet was launched to reclaim the Middlands. The army was supported by some of the middland cities, who chose to once again side with the isle. Many though chose to remain neutral, and did not support the invasion.

While the middlanders had been fighting, Alterion had been preparing for the worst. He had commissioned for the first time in history, magical weapons to be created. These ranged from simple enchantments to complex spells that imbued weapons with a life of their own. Equipped with such weapons, the army had great success, and soon reclaimed large areas of the Middlands. For the first time in decades now, there seemed to be a glimmer of hope.

Decades went by, and battles raged, as neither side was willing to lose ground to the other. Eventually though, the imperialists were pushed further and further back, simply not having the numbers of the rebels. It was at this point that Cralthon took personal command of the rebel armies, and vowed to crush the imperialists once and for all. He declared an invasion of the elven isle itself, and made use of the most wicked magics to inflict defeat after defeat on the enemy.

It seemed the end was inevitable, as rebel longboats landed on the Northern shores of the island, offloading legions of soldiers, massed war machines, and chained monsters, dreadful to behold. The war for the island was an existential struggle for the imperialists, and more and more devastating spells were decreed permissible for use on the battlefield. Ancient towers were toppled, swathes of forest burnt, and valleys drowned in blood.

Despite Cralthon’s desires, the rebels could not keep up the momentum of their assault, and faced with a desperate enemy, as well without the advantage of familiar terrain, they were forced to retreat. But before he did this, Cralthon placed a terrible curse on the land, tainting and killing it bit by bit as the curse spread. It was Alterion himself, acting without permission of his council for the first time, who took the drastic measure of using his magic to rip the tainted section of the island away, and send it hurtling North.

This spell expended vast energies, and created huge tsunamis that dealt great damage to the surviving rebel fleet. The rebels were severely weakened, as were the imperialists on their island

which now bore the distinctive crescent shape it still does to this day. Until the actions of house Wildox, and the battle of Oakhead, the imperialists enjoyed a period of relative peace as both sides rebuilt their cities and armies. When the fires of war were kindled once more, the history becomes much harder to trace: few wanted to record the events of that terrible time.

As the battles continued, both sides plunged deeper and deeper into the depths of immorality. Devastating spells ravaged the land, and terrible weapons whose power came with grave consequences were forged. The end of the civil war, and the end of all hopes of a united elven race would be the deployment of the most terrible spell of all.

Alterion, working with a council of mages, channelled the winds of magic to tear a hole in reality over the far North. Such openings had been made before, but this one was of recklessly large proportions – all the great cities of the North were destroyed in an instant, mutated by the rampant chaos energies out of existence. The population that supplied the rebel armies, and the home they fought for was gone. Genocide on a mass scale ended the war in an instant. The surviving rebel armies fled, and the remaining colonies elsewhere rejected the empire, declaring the horrors committed in its name too great to ever think of a major elven world power. Alterion himself, in shame of the atrocity he had committed, went into an exile, never to be seen again. Some say he travelled into the riftlands he created, giving himself up to their destruction. Others say he still wanders, seeking a redemption he will never find.

The remaining elves on the island reformed themselves, creating the three great kingdoms that exist today based on their differing beliefs on how their race should continue. The Moon Kingdom was established on the Easternmost stretch of the isle. Here astronomers obsess over the movements of the stars from lofty towers, and vast libraries are filled with scholars who seek to find the secrets of transcending earthly existence into a higher plane, believing that this is the way forward for their race – their actions in the war proving that there is nothing more for them to achieve in this world but their own annihilation.

The Old Kingdom is the least radical of the three. It preserves the traditions of the old empire – or at least how it remembers them – believing that the path forward is to be found in the past, before the civil war, in the time of heroes and exploration. The proponents of such ideas are often seen as naive by other elves, if not foolish and outright dangerous, but those that believe are filled with a great sense of conviction that they are preserving what it means to be an elf – the very soul of their race.

The Sun Kingdom, to the West of the island, like the Moon Kingdom, believes the way forward is to be found in change and reform, but they are far more materially-minded. It is the sun elves who engage most with humans, especially those of the Dragon Empire, acknowledging that though divided, they are now the major power in the world, and believing that they can be used for the benefit of elvenkind. The sun elves build great armies and fleets, and are the most active in promoting the isle’s interests in other lands, whether by conducting trade and diplomacy, or by engaging in brutal wars.

The three kingdoms are united, both politically, and culturally at least broadly, and work together to further their own interests, with representatives from all three sitting in a council in the ancient capital of Nymrod. Yet there is certainly a fundamental lack of understanding between the believers of these three different ideologies, and a constant resentment that such a divide should exist in the first place.

The Army List

Units:

- Lord
- Champion
- Mage
- Nobles
- Thirdborn
- Secondborn
- Firstborn
- Rangers

Army Composition

When building your army, you must first pick which kingdom it belongs to: Sun, Moon, or Old. These all have different army compositions.

Sun Kingdom

- Max. 25% power for heroes
- Army general must be a Lord
- Max. 50% power for Nobles
- Max. 50% power for Thirdborn
- Max. 25% power for Rangers
- Max. 50% of army power can be for allies from the Dragon Empire

Moon Kingdom

- Max. 25% power for heroes
- Max. 50% power for Nobles
- Max. 50% power for Thirdborn
- All Lords gain one level in *wizard* for free
- Any hero can take levels in the *Astronomer* hero class:

Astronomer [20]
At the end of each phase, you may select a number of friendly units that moved within sight of this one equal to the astronomer level of this model, and re-do their move as though they had moved differently. Additional levels cost 15 power.

Old Kingdom

- Max. 25% power for heroes
- Max. 50% power for Nobles
- Max. 50% power for Thirdborn
- Must have at least one unit of rangers
- Any hero can be given levels in the *Beast Master* class.

Additional Restrictions and Points:

- Any army may take medium or small carts drawn by horses
- If you have engineers in your army, you may take ballistae, and micro-ballistae as artillery only.

Lord

The Elven Kingdoms have a complex system of titles that indicate exactly how important a given noble is, and armies can be led by a variety of different people. Larger armies are almost always led by members of the royal family, but smaller forces are given to lower-ranking nobles to command. The title of “Lord” is one used by commoners to refer to any member of the nobility, but it is also used by nobles when referring to a military officer. These are veteran commanders, with many decades of experience, and are often fearsome combatants themselves, although their primary role is to command and strategise.

Name:	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
Lord [57]	3	5	5	3	+2	6	

A Lord is a *hero* model. A Lord may take any weapons and armour from the Elven Armoury, and may be mounted on any creatures from the Elven Bestiary.

A Lord is a level 1 *Commander*, and a level 1 *Tactician.* They may be given additional levels in either of these classes, as well as the *Champion* class.

Champion

Under the lord commanding an army, other high ranking nobles might serve as officers who command sections of the army, and take a more active role in the fighting. Those nobles who have not been raised as mages typically take on the role of a champion. Their purpose is to raise the morale of troops with their inspirational presence, and lead charges in place of the army commander. Champions are often flamboyant characters, which is reflected in their clothing, and are most effective when popular among the soldiery.

Name:	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
Champion [40]	3	5	5	3	+3	6	Charismatic

A Champion is a *hero* model. A Champion may take any weapons and armour from the Elven Armoury, and may be mounted on any creatures from the Elven Bestiary.

A Champion may be given levels from the *Champion* or *Commander* classes.

Charismatic: For friendly units in the same melee as this model, they gain +1 combat score for each row of models they have that fought.

Mage



The roles assigned to the different children in noble families is not so strict as in commoner families, so there is some variation, but traditionally, the second child is trained from a young age in the arts of magic. Among the elves, those who can use magic are known as mages, and there is a complex series of titles a mage may earn that show their experience in the art. Mages perform a variety of roles in society, with some being scholars and researchers, and others helping in construction or even cuisine. But the most pertinent here, are mages who specialise in battlefield magic. Such mages are the equivalents of champions in that they may serve as officers, commanding a section of an army, and may well be proficient fighters themselves, if not to the same degree.

Name:	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
Mage [57]	3	5	5	3	+2	6	Adept Spellcaster

A Mage is a *hero* model. A Mage may take any weapons, a Breastplate, Chain Parts, and a Shield.

A Mage is a level 1 *Wizard*. They may be given additional levels in the *Wizard*, *Champion,* or *Engineer* classes. They know spells from the *Fundamental Lore,* and any other two lores of your choice except the *Lore of Necromancy,* and the *Lore of Shadows.*

Adept Spellcaster: A Mage may ignore the first 1 they roll on their power dice each round.

Nobles

The footsoldiery of elven armies are drawn from commoners, nobles who join armies distinguish themselves by their mounts. When an army is sent, the noble families of the kingdom will be asked to contribute to the cavalry section, and many of the children of these families will be sent off to fight. Poorer families will equip their members with bows and light armour, whereas wealthier ones will wield lances and wear heavy armour. In battle, nobles seek to gain fame and glory for their deeds, bringing their family honour through their achievements. Nobles often consider themselves only nominally under the command of the army's leader, and incorporating nobles into a battle plan is often more a process of negotiation than ordering.

Name:	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
Noble [25]	3	5	5	1	+2	5	

A unit of Nobles is an *elite* unit, made up of 5-12 models. Nobles must be mounted on Elven Steeds, and may be given any weapons and armour from the Elven Armoury.

Noble Arrogance: If a unit of Nobles is not within 12” of a friendly hero, they must use all their actions to either move straight towards or attack an enemy unit. If a friendly hero is within 12”, the hero must succeed a nerve check to stop them from doing this. Note that this applies to heroes grouped to this unit as well – if the nerve check fails, the hero is dragged along with the unit. Additionally, while this unit is in sight of two or more friendly units, it gains +1 combat bonus.

Thirdborn

It is exceedingly rare for an elven household to produce three children, but when it does, the third child is sent away from a young age to be raised and trained by the state. They enter the ranks of the Thirdborn – an elite military corps that is trained to fight in all environments, with all weapons, and in any formation. Thirdborn take great pride in themselves, for they achieve fame and glory despite their commoner background, and though it is rare for them to actually enter into the nobility via marriage, they achieve a social status not dissimilar from the nobility, especially after years of service. On the battlefield, Thirdborn are the elite infantry of elven armies, serving as bodyguard for important individuals, and the hard-hitting core of the battleline.



Name:	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
Thirdborn [27]	3	5	5	1	+3	6	Drilled

A unit of Thirdborn is an *elite* unit, made up of 5-20 models. Thirdborn may be given any weapons and armour from the Elven Armoury. Thirborn may be mounted in heavy chariots, pulled by beasts from the elven bestiary.

Drilled: This unit counts as having +1 actions for the purposes of working out initiative, and gains +1 to reforming checks.

Secondborn

The second child of a household is, according to tradition, given the task of defending the household. In the modern day, what this really means, is that the second child is sent into military service on a temporary basis, trained to fight in formation with a selection of weapons, but only called into service in times of war. Secondborn are the most common soldiers in elven armies since they make up the bulk of the footsoldiers. Rigorously trained, and well equipped, but lacking the prestige and total dedication to combat of Thirdborn, Secondborn are quiet, reliable, and loyal troops, holding the line, and playing a vital supporting role for their more elite counterparts.

Name:	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
Secondborn [13]	3	5	5	1	+1	5	

A unit of Secondborn is an *standard* unit, made up of 10-40 models. Secondborn may be given Chain Parts, Chain Mail, Gambeson, Leather Armour, and Shields, and may be armed with Shortswords, Spears, Halberds, Longbows, or Pikes.

Firstborn

It is traditionally the firstborn child of an elven household who is destined to carry on the trade of their parents. And since elves have few children, it is important for each household to protect its firstborn, lest the family line, and trade, end. Firstborn children are therefore only drawn into armies in times of great need, and royal decree is needed to make it happen. Firstborn are almost always archers, stationed in secure positions on the battlefield to minimise casualties among them. They are also less well trained than other soldiers, although it is traditional for all elves to practice the bow from a young age, so while their discipline may not be equal to that of their fellow soldiers, firstborn are still more than able to stand up to enemy warriors when it comes to their sharp-shooting.

Name:	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
Firstborn [12]	3	5	5	1	+1	4	

A unit of Firstborn is a *standard* unit, made up of 5-10 models. Firstborn may be given Chain Parts, Chain Mail, Gambeson, Leather Armour, and Pavises, and may be armed with Longbows.

Rangers



Life in the Elven Kingdoms is traditional and formal, often to a harsh degree. Everyone has a very specific role in society, and huge expectations placed on them. This is true at all levels of society, but especially among the nobility, where children face huge pressures to live up to their family's long history of prestige and glory. For some elves, this pressure is simply too great, and they may take the radical step of becoming a ranger. When they do this, they abandon their family name, picking a new one for themselves, and throw away all their titles, wealth,

and responsibilities. Instead, they start a new life of wandering in the wilderness, often journeying far from the elven isles, an outcast. It is scandalous, and often devastating for a noble family to have one of its children become a ranger, since the familial line can no longer continue through that child, and rangers are treated with disdain by their former families. But among the generals of elven armies, rangers are held in great respect, for they are still loyal to their homeland, and will frequently volunteer their skills to any elven armies they meet. Rangers are masters of stealth and hunting, and their efforts are invaluable to elven armies, both on and off the battlefield.

Name:	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
Ranger [17]	3	6	5	1	+2	7	Scouts

A unit of Rangers is an *elite* unit, made up of 3-10 models. Rangers may be given Hand-Axes, Shortswords, Spears, Great-Axes, Longbows, Longswords, Short-Bows, Chain Parts, Gambeson, Leather Armour, and Shields

Scouts: This unit may be deployed after every other unit has been deployed, anywhere on the board at least 12” from any enemy units. It also has +1 action, but this additional action can only be spent on a *move* action. This unit may activate first in any phase, as long as it makes a *move* action.

The Elven Armoury

One Handed Weapons:

Name:	Modifier:	Type:	Traits:
Hand-Axe [2]	+0	Slashing	
Lance [7]	+0	Piercing	Cavalry only, Hits automatically when charging, Long
Rapier [6]	+1	Piercing	
Shortsword [5]	+1	Slashing	
Spear [8]	+2	Piercing	Long, Can be used two-handed

Two Handed Weapons (-1 armour value for target):

Name:	Modifier:	Type:	Traits:
Great-Axe [4]	+0	Slashing	
Halberd [5]	+0	Slashing	Long
Longbow [12]	+0	Piercing	Range(30), Cannot be taken by cavalry
Longsword [7]	+1	Slashing	
Pike [12]	+2	Piercing	Long*
Short-Bow [10]	+0	Piercing	Range(24)

Traits:

- Armour piercing: Models attacked by this weapon count as having -1 armour value (in addition to any weaknesses).
- Long: Cannot be dual wielded, or used with other weapons, but models up to two removed from models in base to base contact may attack if the unit is in formation. If the unit is cavalry, the normal number of models can attack (i.e. models in base to base contact, and models in contact with them). Pikes can be used by models up to three removed.
- Range: Can be used to target a unit within the distance in brackets – explained in core rules.

Armour:

Name:	Armour Value:	Resistance:	Weakness:	Traits:
Breastplate [7]	+1	Slashing, Piercing	Crushing	
Chain parts [4]	+1	Slashing	Piercing	
Chain mail [8]	+2	Slashing	Piercing	
Gambeson[2]	+1		Slashing	
Leather Armour [4]	+1			
Pavise [3]	+2			½ speed when carrying this
Elven Plate [12]	+3	Slashing, Piercing	Crushing	
Scale Mail [9]	+2	Slashing		
Shield [2]	+1			

The Elven Bestiary:

- Elven Steeds [15]
- Big Cats [17]
- Giant Birds [25]
- Young Dragon [50]
- Adult Dragon [70]
- Elder Dragon [80]

Giant Phoenix (individual creature) [70]

	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
Alone:	3	12	4	9	+1	8	Flying
As Mount:	+1	12	4	+9	+1	+0	Flying

Fiery Regeneration: This model regains D3 lost health at the start of each round.

Attacks:

Name:	Attacks:	Type:	Traits:
Talons	4	Slashing	
Beak	1	Piercing	Armour-Piercing
Fiery Aura	2D6	Fire	Hits automatically

The Northern Welscans

The seas around the Western Northlands are notoriously difficult to navigate. The weather around the coast is brutal, especially in Winter, and fierce winds whip up violent storms. The humans who inhabit this land are feared and revered by all who know them. The classic image of a mountain-sized raider, clad in furs and a horned helm, striking down defenceless villagers with a jagged axe is not an entirely undeserved stereotype: the North Welscans are known for being fierce raiders and warriors, and the conditions in their homeland ensure that they are hardy folk. But especially further away from the Northlands, where the North Welscans sail less regularly, they are known more as traders than pirates, bringing exotic materials and goods to places such as Yakata, Tuland, or Loraigne – though each of these places has also known them as raiders. And the North Welscans are also staunch enemies of the goblin tribes and other terrors of the arctic, and are always ready to enter into an alliance with the Dragon Empire, should the Northern menace swell, and the hordes pour South against human settlements.

The North Welscans are split into numerous small tribes and kingdoms, some numbering little more than a few dozen warriors, while others can call upon entire armies. It is generally the case that any member of the tribe not too young or old will bear arms, and tribes will generally split their time between farming in the Summer, and raiding in the Winter. Winter raiding is especially popular when the target is further South, and the enthusiastic warriors are able to escape the bitter weather of their homeland for warmer shores. The shores of the Bay of Wings are the heartlands of the North Welscans, although smaller settlements are also found further along the coast to the West, and further North as well.

The North Welscans are expert sailors, favouring small and fast longboats, able to be sailed or rowed depending on circumstances. They are themselves not native to the Northlands, but trace their history back to the Southlands, and the time of the warrior-king Lorscar, whose children established the ancestors of the modern-day human kingdoms in the Southlands. In the Warring Kingdoms Period – a time of great battle and bloodshed – various groups of Welscans migrated away from the mainland. Their destinations included the modern isle of Tuland, the perilous Southern mountains from which none returned, and the forested coasts of the Midlands. But the furthest, and most perilous journey was the long, difficult voyage to the Western shores of the Northlands, where, among marauding orcs, rampant magicks, and fearsome monsters, these Welscans established a home for themselves, carving out their territories, and establishing a lasting reputation for themselves as mighty warriors.



Over time, the Northern Welscans' culture diverged more and more from their distant cousins, until they were a firmly distinct group in their own right. They worship many of the same gods as other Welscans, but often give them different names, or emphasise different aspects of their nature. They speak a dialect of Welscan, but both their spoken and written word has evolved to such an extent that their languages are mutually intelligible only in the most basic senses. They have retained the system of Welscan kingship, and hold many similar values in high regard, but they also have completely different aspects in their society, as a result of their unique environment.

Kingdoms are, naturally, ruled by a king or queen, who is generally a member of the royal family, elected by a small council of the most powerful nobles in the land. Kings may also be requested from the royal families of other kingdoms if the old royal family has died out, or there is no heir old enough to assume responsibility. Smaller tribes are generally in a loosely-defined relationship with larger kingdoms, existing somewhere on the spectrum of completely independent and provincial status. They have a chief, aided by a council of the tribe's elders, and they are almost always automatically succeeded by their firstborn.

The nobility of the North-Weslcans are known as *jarls*, and these make up the elite core of armies. Chieftains of subjugated tribes may be granted the status of jarl, or may claim it if independent. Below them, the Karls are the freemen who perform most of the skilled labour, and also make up the majority of armies, being called upon by jarls, or volunteering of their own free will to join raiding parties. Thralls are the lowest class, being the equivalent of something between peasants or slaves. Often they are children captured in a raid, and taken back to the Northlands, or simply very poor North-Welscans. Thralls are sometimes called upon to fight if they are needed to defend their land in a local conflict, but they are not included in raiding parties or invasions.



The North-Welscans worship many of the same gods as their kin further South, but often emphasise different aspects of these gods' natures. For example, the sea god Plotos is given less importance than one might expect, being more a personification of the sea than a deity to be prayed to. Instead, the traditionally relatively minor goddess of travel and trade, Tresa, is highly important, being the patron of North-Welscan sailors, whether they be trading or raiding. However, rather than being clad in fine robes, and bearing an elegant lantern, she is presented as a hardy sailor, with simple, sturdy clothes, and an oar in hand.

Primos is another important deity to the North-Welscans, and he is prayed to for protection and strength. He is generally seen as a little less reliable than his Southern version, frequently getting drunk, and forgetting his duties. He is also associated with storms and lightning however, a very common danger on the shores of the Northlands, with many joking that a violent storm is merely the god having had one too many drinks again. Umeon, father of Primos and guardian of the past, is worshipped in much the same way as normal, being a source of wisdom and strength for leaders, who grants insight and knowledge. Likewise, Tiberek, the animalistic patron of hunters; Morr, the grim deliverer of the dead; and Zatok, god of absolute justice; as well as Mithras in his mountain are worshipped in much the same way as further South.

The gods are primarily worshipped through stories told about them. The bards who tell such stories are highly respected if their stories are good, and mocked viciously if they aren't. The stories are normally accompanied by heavy drinking, and are used also to educate children and teach them morals. Sagas are also told of great warriors, not just the gods. The North-Welscans have no concept of the dead intervening in the world of the living – such an act would be a sign of the natural order falling apart – and so they tell stories of their ancestors not to worship them, but to inspire the living generations to greater acts of valour. Warriors often find it hard to emulate such sagas, especially

the oldest ones, as the deeds of heroes become ever greater, and ever less plausible with each retelling, although warriors will themselves exaggerate their achievements to each other, the distortions of the truth understood, but left unacknowledged by all who listen.

Timeline of the North Welscans:

Note: the Welscans use the standard dating system based around the battle of Oakhead, just like all other Welscans. However, it is common for them to use alternatives, such as naming years after important events, or counting regnal years. For the sake of simplicity, and ease of comparison, all dates have been converted into the standard system (BBO = Before Battle of Oakhead, ABO = After Battle of Oakhead). Also note that a full history would be far too long – the following list is a selection of highlights to give one a sense of this region's history.

312 ABO – The first group of Welscans arrives in the Northlands and settles there.

320-190 ABO – Large numbers of Welscans settle in the Northlands

423 ABO – Meeting at Bloodstone point: oaths are made establishing the territories of the first kingdoms of the North-Welscans.

459-462 ABO – Hobgoblin warlord Chingis Orc-Plucker attacks Welscan territories. The kingdoms unite to counter this threat.

473 ABO – King Offa of Martia declares himself Overlord of the North-Welscans. Neighbouring kingdoms submit to his rule or are crushed.

486 ABO – King Offa dies, and his empire collapses immediately.

501 ABO – The kingdom of Westumber asserts its right of overlordship, and demands tribute from the other kingdoms. The kingdom of Martia refuses, and war breaks out between the two.

538 ABO – Orcs start raiding Welscan territories, led by Lee Mind-Crusher. Attempts at defence are ineffective. A large dyke is built by king Beornwulf.

592 ABO – An alliance of Welscan kingdoms ventures North in an effort to decrease orc numbers in the area.

617 ABO – Queen Ceolwulf of Norssex starts asserting dominance over her neighbours, eventually claiming overlordship.

680 ABO – The Welscan hero Kull the Mighty finally perishes leading a revolt in the city of Abalad.

713 ABO – After years of being raided by North Welscans, Yakata sends an invasion fleet North. Most of it is wrecked in a storm, and the rest is easily captured.

760-793 ABO – An alliance of Welscan chiefs marches through the mountains, into the Dragon Empire, carrying out small raids. This causes a retaliatiatory invasion of Welscan territories which lasts for the next 20 years.

891 ABO – Welscan tribes sweep North, sacking cities of Aun until they are finally broken at the battle of Gorewater.

1041 ABO – Tang emperor Xia pays a large force of Welscans to put down a rebellion in Byzantsz, settling them in the empire.

1213 ABO – An alliance of Sogidian and Byzantsz nobles, paying a large army of Welscans, retakes the conquered territories in the Dragon Empire, and drives the cities of Aun back. In the aftermath, a Welscan chief, Haralda, proclaims himself emperor, using the vast numbers of Welscans brought into the empire to keep power. He rebuilds the Great Wall, and re-establishes the previous borders of the empire.

1238 ABO – Haralda's son is assassinated, and Sogidian Duan takes the throne, ending Welscan power in the Dragon Empire, and ushering in a period of oppression for those still living in it.

The Army List

Units:

- Leader
- Champion
- War-Bard
- Tribesguard
- Jarls
- Berserkers
- Raiders
- Thralls
- Mutated

Army Composition:

When building your army, you must pick which kind of force you want it to represent.

Raiding Party

- max. 50% power for heroes
- max. 10% power for berserkers
- min. 50% power for Raiders
- You may only take a single unit of Tribesguard, and these must be attached to your general at the start of the game
- Cannot take Thralls or Mutated
- Cannot take any war machines
- max. 25% of models may be mounted

War-Host

- max. 25% power for heroes
- max. 25% power for Tribesguard
- max. 50% power for Jarls
- max. 10% power for berserkers
- max. 25% power can be for giants or stone trolls
- May take micro-ballistae, ballistae, or catapults as artillery (if there are *engineers* in your army)
- May take medium or small carts drawn by horses

Defence Force

- max. 50% power for heroes
- min. 25% power for Thralls
- max. 50% power for Tribesguard
- max. 25% power for berserkers

Additional Restrictions and Points:

- If you have engineers in your army, you may take catapults, ballistae, and micro-ballistae as artillery only.

Leader

A force of North-Welscans can be led by a great variety of individuals, as in the harsh conditions of the North, skill and wisdom are valued above rank and status. Although an army will generally be led by a king, other royal, or noble, it is therefore also not impossible for command to be given to any particularly charismatic and competent warrior, regardless of their blood. In any case, leaders of armies are strategists first and foremost, although it is seen as deeply shameful for a leader not to be present in the battle, fighting alongside the troops they lead.

Name:	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
Leader [35]	2	4	4	3	+1	6	

A Leader is a *hero* model. They may take any weapons and equipment from the North-Welscans Armoury, and may be mounted on any creature from the North-Welscans Bestiary.

A Leader is a level 1 *commander.* They may be given additional levels in this class, as well as the *Champion, Tactician*, and *Engineer* classes.

Champion

Although not given any official command, a North-Welscan army will generally include a number of individuals who think very highly of themselves, and through a mixture of charisma and impressive battlefield prowess, inspire troops around them. Such individuals, known as champions can have varying relations with an army's leader, sometimes acting as trusted lieutenants, other times as insubordinate trouble-makers.

Name:	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
Champion [32]	2	4	4	3	+1	6	

A Champion is a *hero* model. They may take any weapons and equipment from the North-Welscans Armoury, and may be mounted on a horse.

A Champion is a level 1 *Champion.* They may be given additional levels in this class, as well as the *commander,* and *Beast Handler* classes.

War-Bard

Although the North-Welscans do have a written language – consisting of runes that spell out their distinct dialect of Welscan – very little is actually written down. The histories and legends of these people exist entirely as long epics in verse, memorised by elder sages. Such individuals are a great source of wisdom, and are revered by other members of their tribes. Those young (or stubborn) enough to still wield a sword join warriors in battle, inspiring them with the tales of the deeds of their ancestors, as well as remembering and committing to memory the heroic deeds they themselves witness on the battlefield.

Name:	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
War-Bard [25]	2	4	4	3	+1	6	

A War-Bard is a *hero* model. They may take any weapons and equipment from the North-Welscans Armoury, and may be mounted on any creature from the North-Welscans bestiary.

A War-Bard is a level 1 *Priest* (of a god of your choice from the North-Welscans Pantheon), and can be given additional levels in this class as well as the *Champion, Beast-Handler,* and *Commander* classes.

Tribesguard

Different tribes and kingdoms have slightly different cultures and beliefs, but most have some form of tribesguard. These are elite warriors in direct service to their king or chief, who often play a ritualistic role in society, and act as emissaries and heralds in addition to being a bodyguard and powerful fighting force on the battlefield. Their members may be drawn from minor members of the royal family, nobles, or even commoners who have caught the attention of their ruler, but they all swear long oaths of allegiance and loyalty, and train relentlessly until they are a terrifying force to be reckoned with.

Name:	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
Tribesguard [20]	2	4	4	1	+3	5	

Tribesguard are an *elite* unit, composed of 5-15 models. They may be equipped with any weapons and armour from the North-Welscans Armoury, and may be mounted on any creatures from the North-Welscans Bestiary.

Jarls

The nobility of the North-Welscans prides itself on producing excellent warriors, and it is considered of great importance to the family’s honour for a younger child to make a name for themselves on the battlefield. Only in exceptional cases do nobles not join raids. Jarls are equipped with the best equipment they can buy, often with ancestral weapons and armour, intricately forged into beautiful pieces. In battle, jarls make up the professional core of the army. They are not as devastatingly savage as berserkers, nor as numerous as carls, but they form a reliable, strong battleline that often forms the basis of any commander’s strategy.

Name:	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
Jarl [15]	2	4	4	1	+2	5	

Jarls are an *elite* unit, composed of 10-20 models. They may be equipped with any weapons and armour from the North-Welscans Armoury, and may be mounted on horses.

Berserkers

The most famous and feared, if not actually very common, members of a North-Welscan army, berserkers are warriors who might lead perfectly normal lives outside of battle. But when the trumpets sound declaring a charge, they work themselves up into a frenzy, discarding most of their armour, and daubing themselves with warpaint all over their bodies, before charging at the enemy, oblivious to injuries, and against all odds. The mad fury of these warriors can break even the most disciplined of a battle line, and a well timed charge by berserkers can change the course of an entire battle. But due to being near-impossible to control or incorporate into a battle-plan, and due to the extremely high casualty rates among them, berserkers are generally shunned, and the practice is not encouraged, except by smaller, more traditional tribes.

Name:	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
Berserker [20]	2	4	4	1	+1	5	

Berserkers are an *elite* unit composed of 3-10 models. They may be given any melee weapons.

Rage: At the start of each round, you must pick whether or not you want this unit to rage. The unit must then make a nerve check. On a success, your desired outcome happens, on a fail, they remain in their current state. While the unit is raging, the following rules apply to it:

- The unit must spend all its activations either moving at full speed towards an enemy unit, or fighting.
- Every model in the unit gains +1 attack and +1 attack bonus
- If fighting something with more than 3 health, that enemy's armour value is worsened by 1 against attacks from this unit.
- Every time a model from this unit tales a point of damage, roll a D6. On a 6, they do not.

Raiders

So called for their principal occupation in war, raiders are carls who volunteer for military service, providing their own arms and armour, and fighting for their local ruler. Karls sign up as soldiers in great numbers, not only because of the cultural importance of bravery and martial prowess, but because service provides valuable opportunities for plunder – an important supplement to one's income from their normal line of work. Although kings and nobles naturally claim the most valuable loot, it is commonly accepted that in most cases, a soldier may keep anything they take themselves, and are normally compensated if their spoils are taken by someone higher up.



Name:	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
Raider [8]	2	4	4	1	+1	4	

Raiders are a *standard* unit, composed of 10-40 models. They may be equipped with hand axes, spears, and longbows, as well as gambeson, leather armour, and shields.

Thralls

The lowest class of Welscan society, thralls do not typically take part in war, and are only organised into militias when the land they work is under threat, and more soldiers are needed to defend it. Thralls are given basic weapons by their lord, and grouped into large units, whose job it is to support the more professional elements of an army, rather than to play any decisive role. Many thralls may have military experience, being prisoners of war, but many do not, and so in battle they are only loosely organised and disciplined. It is not unheard of however, for thralls who distinguish themselves in battle to be elevated to a higher social standing, a fact which sometimes provides motivation for thralls to be surprisingly effective warriors.

Name:	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
Thrall [5]	2	4	4	1	+0	4	

Thralls are a *standard* unit, composed of 10-60 models. They may be equipped with spears or slings, and leather armour.

Mutated

Living near the Northern wastes, it is not uncommon for individuals of the North-Welscan tribes to experience minor mutations in greater numbers than elsewhere in the world. Such mutations generally make no difference in their day to day lives, and serve only to add to the fear with which other peoples view them. But occasionally, especially among the more Northern tribes, more extreme cases will occur. Often these will render an individual helpless, and such babies are often left out in the snow. But those with mutations that are more advantageous, or that only become apparent later in life will try to use them to their advantage, and form separate units in battle, developing a camaraderie with their fellow mutants. Views towards these people vary between the tribes, some being shunned and oppressed, while others are revered as blessed by the gods.

Name:	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
Mutated [5]	2	4	4	1	+0	4	

Mutated are an *elite* unit, composed of 4-10 models.

Mutations: At the start of the game, roll 2D6 for this unit. Every model in the unit gets the appropriate traits from the following list based on the result:

1. Claws – can make 2 slashing attacks in melee.
2. Stoneskin – gain an armour value of +3, and may make 1 crushing attack in melee.

3. Tentacles – can make two crushing attacks in melee.
4. Beastly legs – gain +2 speed, and can ignore *difficult* terrain.
5. Greater Bulk – gain +1 health.
6. Greater Strength – gain +1 combat bonus.

War-Mammoth

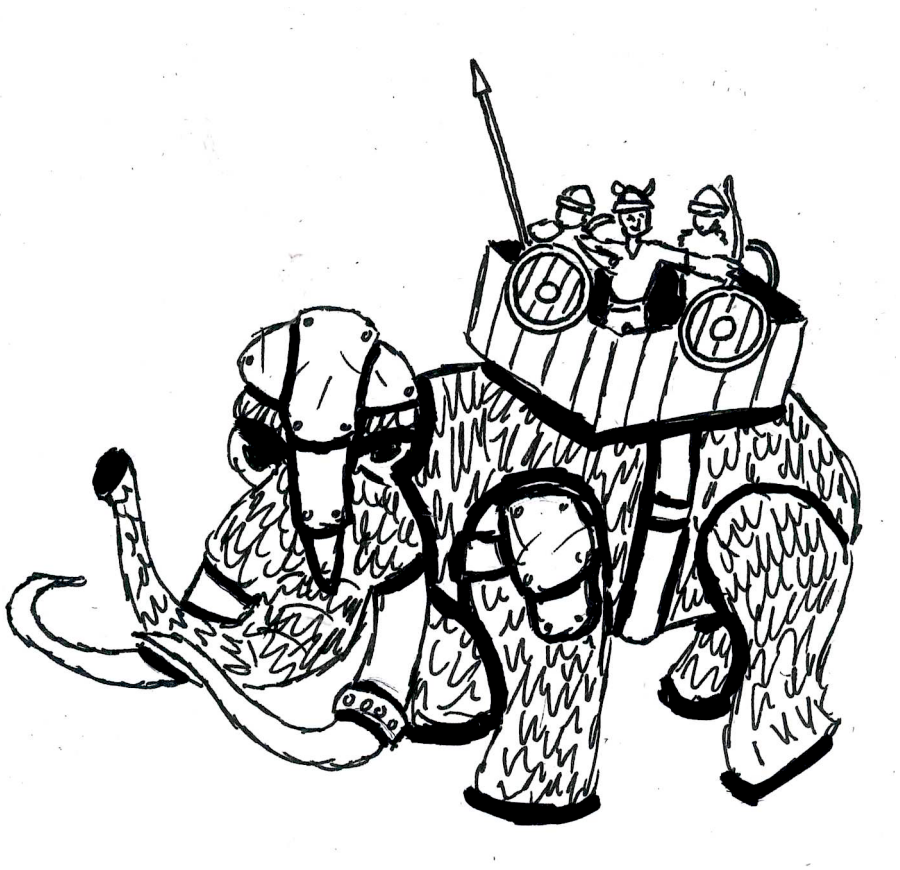
A rare sight in the Southern regions of the Northlands, but more common further North, mammoths wander the snowy plains in great herds. The North-Welscans hunt them frequently for fur and ivory, which they can trade for great profit, and fashion into beautiful pieces, but when they find an infant mammoth, most tribes will take it in and raise it as a mighty beast of burden. In times of war, many tribes will bring small numbers of the animals with them, either with artillery pieces, or warriors mounted on them, combining the devastating charge of an enormous beast with the deadly accuracy of elite fighters. Few battlelines can stand in the face of a rampaging mammoth, especially one controlled by a veteran northman.

Name:	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
War-Mammoth [80]	2	6	2	7	+1	7	Scary

Attacks:

Name:	Attacks:	Type:	Traits:
Tusks	2	Piercing	Hits automatically when charging
Stomp	4	Crushing	Armour Piercing

A War-Mammoth is assumed to have a rider controlling it (this is factored into the points and stats), but if you are using the advanced rules for cavalry, you can treat this rider as a Raider. In addition, the mammoth may carry up to three more models, or a micro-ballista with a crew of two. These crew work in the same way as the crew of a chariot.



Armoury of the North-Welscans

One Handed Weapons:

Name:	Modifier:	Type:	Traits:
Flail [3]	-1	Crushing	Ignores Shields
Hand-Axe [2]	+0	Slashing	
Javelin [5]	+0	Piercing	Range(18)
Mace [2]	+0	Crushing	
Shortsword [5]	+1	Slashing	
Spear [8]	+2	Piercing	Long, Can be used two-handed
Warhammer [5]	+0	Crushing	Armour piercing

Two Handed Weapons (-1 armour value for target):

Name:	Modifier:	Type:	Traits:
Great-Axe [4]	+0	Slashing	
Heavy Mace [4]	+0	Crushing	
Longbow [12]	+0	Piercing	Range(30), Cannot be taken by cavalry
Longsword [7]	+1	Slashing	
Short-Bow [10]	+0	Piercing	Range(24)
Sling [5]	+0	Crushing	Range(18)

Traits:

- Armour piercing: Models attacked by this weapon count as having -1 armour value (in addition to any weaknesses).
- Long: Cannot be dual wielded, or used with other weapons, but models up to two removed from models in base to base contact may attack if the unit is in formation. If the unit is cavalry, the normal number of models can attack (i.e. models in base to base contact, and models in contact with them).
- Range: Can be used to target a unit within the distance in brackets – explained in core rules.

Armour:

Name:	Armour Value:	Resistance:	Weakness:	Traits:
Chain parts [4]	+1	Slashing	Piercing	
Chain mail [8]	+2	Slashing	Piercing	
Gambeson[2]	+1		Slashing	
Leather Armour [4]	+1			
Scale Mail [9]	+2	Slashing		
Shield [2]	+1			

Bestiary of the North-Welscans

- Common Horse [10]
- Wolf [16]
- Boar [12]

Cave Bear (monstrous cavalry creature) [30]

	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
Alone:	2	6	3	4	+1	7	
As Mount:	+1	6	2	+4	+0	+2	

Attacks:

Name:	Attacks:	Type:	Traits:
Claws	2	slashing	
Jaws	1	piercing	

Dire Wolf (monstrous cavalry creature) [30]

	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
Alone:	3	9	4	3	+2	6	Scary
As Mount:	3	9	3	+3	+1	+2	Scary

Attacks:

Name:	Attacks:	Type:	Traits:
Claws	2	slashing	
Jaws	1	piercing	

North-Welscans Pantheon:

<u>Gesna</u>
Goddess of agriculture and new life, Gesna makes plants grow, and feeds the world with her bounty. When she is unhappy though, she brings starvation and disease.

Blessing: +1 actions.
Sermon: Wounded models regain 1 health (this cannot bring them back to life).
Prayer: Auto-cast the spell rejuvenation, except with a range of 2x the priest's level inches.

<u>Mithras</u>
A mysterious, and secretive god of stone and masonry, Mithras is mainly worshipped in the mountains of the South.

Blessing: count as having +1 armour value.
Sermon: May re-roll armour saves of 1.
Prayer: Auto-Cast the spell *Tumbling Boulders* but with a range of 10 x this model's priest level.

Morr
The grim god of death, Morr demands proper burial rituals for the dead, and takes their souls to the land of Umeon.

Blessing: Gain scary trait.
Sermon: +1 nerve.
Prayer: Auto-cast the spell dark whispers a number of times equal to the priest's level.

Primos
Master tactician, and guardian of the realm of Umeon, Primos is ever vigilant, and steady, giving his followers the strength to defend their lands.

Blessing: +1 combat bonus for melee attacks.
Sermon: May re-roll melee attack rolls of 1.
Prayer: Pick a unit within 3 x this model's priest level inches. That unit may immediately reform for free.

Tiberek
An animalistic god of nature, and hunting, Tiberek delights in feasting and celebration, as well as the skill of hunters who take only what they need.

Blessing: +1 agility.
Sermon: +2" speed.
Prayer: Auto-cast the spell savage beast, except with a range of 2x the priest's level inches.

Tresa
The goddess of trade, wealth, and travel, Tresa lights the way for her followers, and leads them to great fortunes.

Blessing: Ignore difficult terrain.
Sermon: Each affected unit may re-roll a single die they next time they activate.
Prayer: Auto-cast the spell *blinding light* with a range of 8 x the priest's level inches.

Umeon
The old guardian of history and the past, Umeon keeps the souls of the dead safe in his kingdom, and watches humans, occasionally offering his followers portions of his great wisdom.

Blessing: +1 combat bonus for ranged attacks.
Sermon: May re-roll ranged attack rolls of 1.
Prayer: Auto-cast the spell *long sight,* except with a range of 3 x the priest's level inches.

Zatok
The god of absolute justice and order in the universe, Zatok keeps creation in balance, and his followers are stoic, stern guardians of his law.

Blessing: Gain +2 nerve
Sermon: Affected units automatically pass all nerve checks for the rest of this round.
Prayer: Auto-Cast the spell *blindness* with a range of 6 x this model's priest level inches.

The Northern Dwarves

Along the Northernmost range of mountains in the world, along almost the entire stretch that is outside of the Riftlands, the mighty dwarves make their home. Dotted throughout the mountains at regular intervals are vast fortresses carved into the rock of the mountains, with miles of tunnels running through them. It is here that the proud descendants of house Wildox make their stand, defending themselves from the horrors they have always sought to defeat.

Here in the far North, the land is locked in a perpetual winter – icy winds and constant snowfall freeze all who attempt travel through the endless plains and rocky mountains. Humans and elves struggle to survive in such conditions, most of them having weaker frames. Only sturdier races make their home in such lands – orcs, goblins, and of course the dwarves.

In ancient times, house Wildox was one of the most powerful of the elven great houses. They were allied with the imperials, led by Alterion, and their armies were among the most active in the war. During the war for the continent – a time when the rebels were expanding further and further South – The imperialists received word Cralthon was planning an invasion of the human-controlled Southlands, an area up to that point left unaffected by the war, or indeed elves at all. Prince Gruminor, secondborn of house Wildox, defied Alterion's commands, and led a large army South in support of the humans. For his defiance, and the resulting renewal of hostilities between rebels and imperialists, Gruminor and his followers were sentenced to exile by Alterion, as was the rest of house Wildox, and a curse was placed on their descendants that stripped them of the ability to practice magic, and warped their features until they were no longer elves.

Gruminor himself would eventually settle in the Southlands, in support of the humans he had protected, but the head of house Wildox, his sister Mitanna, continued the fight against the rebel elves. Now without the resources of a true great house, her forces travelled far and wide across the Midlands and Northlands, fighting a guerilla war against their enemies, the increasingly stubborn veterans earning a name for themselves as a truly deadly fighting force. When the war eventually ended, Mitanna led her people on one final march, to the Northernmost mountains. There, with her dying breath, she decreed her people would hold the mountains for the rest of time, resisting the remaining Night Elves, and containing the rampant magical forces of the then new Great Rift.

With the passing of their queen, the survivors of house Wildox did as they had been commanded, and began their vigil, constructing vast fortresses in the mountains, and keeping an eye on the developing forces around them. As the generations passed, Alterion's curse came into full fruition, and the elves turned into what are now known as dwarves. Far from being a hindrance, as had been intended, however, the dwarves used their newfound short stature and dense physiology to great effect, tunnelling deep into the mountains to extract raw materials and build routes to strategic locations. They became masters of stealth in the snowy wilderness, spying on and tracking their enemies with deadly accuracy. Their success was such that their population not only survived, but grew, and a chain of kingdoms was established in the mountains, ruled over by a Mitanna, a title given in honour of the great queen, but working independently to better divide their duties.

Yet for all their success, the Northern dwarves are a troubled people, for they have given themselves a terrible burden. Day by day the great rift grows, and the mad armies of the riftlands grow bolder. The goblin hordes multiply in size, and the sinister Night Elves and their human minions plot the doom of their enemies. Many ancient mountain holds now lie empty, sacked by rampaging invaders, their proud defenders slaughtered and forgotten. And all the dwarves know in their heart that there will come a time when the descendents of house Wildox will be unable to perform their

duty, and the Northlands will fall to chaos. And though they do not show it, and will fight to their last breath to delay the day, this knowledge weighs heavy on their conscience.

The Dwarven kingdoms all have their own king, and they elect the Mitanna from amongst their number after the passing of the previous one. A dwarf king's primary duty is the defence of their stronghold, and after that, to contain the threats local to them. So the Western strongholds venture out to cull the forces of the riftlands, while the Eastern strongholds mostly wage war on the cities of Aun, and the night elves. The entirety of dwarven society is centred on these two basic aims. Everyone works towards them in some way, as miners, engineers, warriors. Food is mostly supplied by hunting huge monsters in the Northern seas, and the outer riftlands, but each hold also has small farms, made up partially of magically grown crops in the feeble sunlight, or underground mushroom species.

At the centre of each stronghold is that stronghold's hearth. This is a giant, magical fire that is kept burning constantly. It is used to heat the entire stronghold via a series of rock-cut channels that carry the hot air. But the hearth also represents the kingdom's survival, and should it ever go out, the stronghold will surely fall. The high hearth-keeper, the dwarf charged with watching over the hearth at all times, holds the second-highest position in the kingdom, after the king, and leaves the stronghold only very rarely. They are supported by other hearth keepers, who perform the day to day duties required to keep the hearth burning, and also travel throughout the stronghold, and beyond, accompanying armies, and visiting forts, bringing the fire of the hearth with them in magical lanterns.



Hearth-keepers are the most respected members of dwarven society, and are considered the ultimate source of wisdom and spirituality. It is they who keep a kingdom's records, and who offer counsel to generals and kings. In battle, they bolster the spirits of their troops, and also wield their fire magic to devastating effect. Though dwarves are incapable of controlling magical energies like elves, they have learnt the art of rune-smithing, whereby magical energies are trapped in a variety of metals shaped into runes. This grants the rune, and anything it is placed upon, magical properties, and it is the hearth-keepers who forge such runes. Runes are worn by dwarves to ward off cold, placed in weapons to make them more powerful, and hammered into stone to strengthen walls. They can also be used to trap more dangerous spells, which hearth-keepers release on the field of battle to devastating effect.

Since they also make use of fire, blacksmiths are closely associated with the hearth-keepers, and likewise hold great prestige in society, especially since a steady supply of reliable weapons and armour is also essential to the survival of a hold. Similarly, stonemasons play a very important role in society, as the construction and maintenance of fortresses is the most basic element of the dwarven military strategy.

Unlike their kin in the Southlands, the Northern Dwarves are fairly practical when it comes to their appearances, and tend to value dynamism and energy in one's character over strict adherence to

tradition. Though they do of course grow beards, the Northern dwarves will often trim them to a sensible length, and important figures have even been known to cut them shorter still to project a sense of youth, something that would be considered preposterous in the South. Armour and weapons are naturally of very high quality, but often left fairly plain, and it is rare for individuals or families to display their own heraldry, most dwarves preferring to show a sense of unity by showing the colours and symbols of their stronghold on things like shields.

The Army List

Units:

- Lord
- Guardian
- Hearth-Keeper
- Hearth-Guard
- Fortress-Warriors
- Rangers
- Militia
- War-Mammoth

Army Composition:

When building your army, you must pick which kind of force you want it to represent:

Defence Force

- Max. 25% power for heroes
- Min. 50% power for Fortress-Warriors
- Cannot take Rangers or War-Mammoths

Expeditionary Force

- Max. 25% power for heroes
- Min. 10% power for Rangers
- Max. 25% power for Hearth-Guard
- Max. 25% power for War-Mammoths

Additional Restrictions and Points:

- If you have engineers in your army, you may take catapults, ballistae, and micro-ballistae as artillery only.

Lord

When an army of larger size is mustered, it is frequently a noble who is given command. They are generally selected by the king, and may even be a royal themselves. The responsibility of command is a heavy burden, for it brings great shame upon an individual to fail, and most lords would prefer to perish alongside their troops than return to the stronghold alone in shame. Although of course, the primary aim of a lord is to preserve the lives of their troops, and not use them recklessly, so this is only a last resort.

Name:	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
Lord [47]	3	3	3	3	+2	7	Stubborn

A Lord is a *hero* model. They can be equipped with any weapons and armour from the Armoury of the Northern Dwarves, and may be mounted on any creature from the Northern Dwarves Bestiary.

A Lord is a level 1 *Champion* and *Commander.* They may be given additional levels in either of these classes, as well as the *Beast-Handler* and *Tactician* classes.

Guardian

The day to day defence of a stronghold, and the command of sections of an army, is a task allotted to individuals known as guardians. These dwarves are generally veteran fortress-warriors, and can be either nobles or commoners. They are generally quiet characters, who do not engage in politics, and act as trusted lieutenants, and reliable leaders. They are well known and respected by the soldiers under their command, and have in-depth knowledge of the defences under their command, and the terrain beyond, lending crucial insight into strategic discussions when called upon.

Name:	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
Guardian [52]	3	3	3	3	+2	7	Stubborn

A Guardian is a *hero* model. They can be equipped with any weapons and armour from the Armoury of the Northern Dwarves.

A Guardian is a level 1 *Champion* and *Tactician.* They may be given additional levels in either of these classes as well as the *Commander* and *Engineer* classes.

Hearth-Keeper

The hearth-keepers are the spiritual centres of an army – and society as a whole – providing guidance and comfort to commanders and troops alike. Since it is often impractical to forge runes while on campaign, hearth-keepers will normally carry a set of runes around with them, which they can use in battle to devastating effect.



Hearth-Keepers are frequently seen near the front lines in a battle, emboldening troops with their warming flames, and inspiring them with loud rhetoric, while swinging rune-forged weapons of their own making, smiting their enemies with flaming fury.

Name:	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
Hearth-Keeper [40 +20 for hearth-lantern]	3	3	3	3	+2	7	Stubborn

A Hearth-Keeper is a *hero* model. They can be equipped with chainmail, gambeson, or leather armour, and any single one-handed weapon.

A Hearth-Keeper is a level 1 *commander.* They may be given additional levels in this class, as well as the C*hampion, Beast-Handler,* and *Engineer* classes.

A Hearth-Keeper must carry a *hearth-lantern.* This is a rare magic item held in one hand. Once per round, it can be used to cast the spell *firestorm* but with a 12” range, instead of 48”. Additionally, friendly models within 6” of the bearer may re-roll failed armour saves.

Hearth-Guard

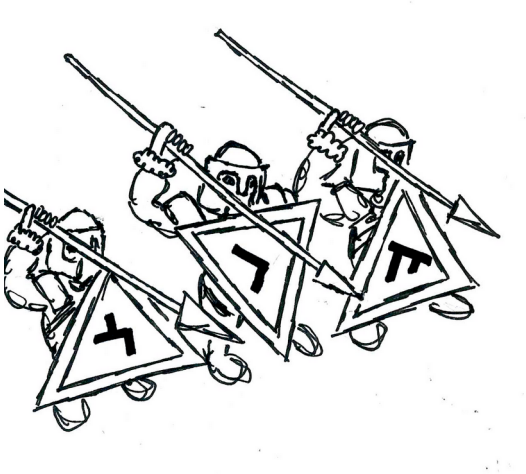
The most elite warriors of the stronghold are the hearth-guard. It is they who are tasked with protecting and serving the two most important aspects of the stronghold – its king, and its hearth. It is therefore very rare for large numbers of hearth-guard to ever leave the stronghold, except in exceptional circumstances, although a small number may accompany a high-ranking hearth-keeper as a bodyguard. Hearth-Guard are given the best weapons and equipment, and train relentlessly their entire lives. They wear heavy, rune-forged armour, and are utterly dedicated to their stronghold. It is considered a great honour to join the hearth-guard, but their members are also forbidden from starting families of their own, so many members are grim veterans with dark backgrounds – the survivors of a fallen stronghold, or victims of some other tragedy that has left them nothing but the desire to serve and protect that which still stands.

Name:	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
Hearth-Guard [20]	3	3	3	1	+2	6	Stubborn

Hearth-Guard are an *elite* unit, made up of 5-20 models. They must be equipped with plate armour and chain parts, and may be equipped with any melee weapons and shields.

Honour-Bound: While this unit is attached to a hero, it automatically passes morale checks.

Fortress Warriors



The standing army of a fortress, and the bulk of its warriors in battles are the fortress-warriors. Unlike the Hearth-Guard, these dwarves lead lives outside of their service, and are not on constant duty. They are nevertheless trained thoroughly, and it is they who man the defences of the strongholds, and form the backbone of a battle line in times of war. It is common for most families to have at least one member who serves as a fortress warrior, bringing honour upon the family name. Fortress warriors are primarily trained in defence tactics during a siege, but are also trained and equipped to fight in open fields, and rocky mountain passes.

Name:	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
Dwarf [10]	3	3	3	1	+1	5	Stubborn

Fortress Warriors are a *standard* unit, made up of 10-40 models. They can be equipped with spears, crossbows, halberds, and pikes. They must wear scale-mail, and may have shields and pavises.

Interlocking Shields: If the front rank of this unit is all equipped with shields, they gain +1 armour value. If the unit is equipped with pavises, they also count as being one category further from any units making ranged attacks against them.

Rangers

Often considered more than a little eccentric by their fellows, rangers are nonetheless highly respected, since they perform a brutal but vital role. Rangers travel outside the stronghold, either in small groups or completely alone, tracking enemy movements, spying on armies, and sabotaging supply lines. On rare occasions they may even act as assassins in the night, although such underhand tactics are not common among the dwarves. It takes both great skill and extraordinary grit to survive in the arctic wilderness without the supply lines an army normally has, and so the life of a ranger is not an enviable one, though it brings great honour to them and their family. In times of war, rangers are often put into larger groups, and act as skirmishers and saboteurs, as well as scouts, often being more familiar with the land than either of the armies fighting, making them an invaluable asset.

Name:	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
Dwarf [20]	3	3	4	1	+2	6	Stubborn

Rangers are an *elite* unit, made up of 3-10 models. They can be equipped with leather armour, any one-handed weapons, and crossbows.

Scouts: This unit may be deployed after every other unit has been deployed, anywhere on the board at least 12” from any enemy units. It also has +1 action, but this additional action can only be spent on a *move* action. This unit may activate first in any phase, as long as it makes a *move* action.

Militia

When a stronghold sends out an army to campaign in the wild, or a particularly large force besieges the stronghold, common people are called up to fight in militias. This is always a heavy decision for leaders, as it puts a significant portion of the population at risk, but the people themselves join gladly, for though all members of dwarven society play a vital role, it is the chance to risk one’s life for the stronghold that brings the most honour. All dwarven families own weapons and armour, often hung with pride above mantels, to be taken up when the call comes. Although all able-bodied dwarves are proficient with their weapons, militia are nevertheless not as well-trained as other troops, so they are normally organised into large units, and tasked with holding the line against the enemy, supporting the more professional fortress-warriors. Militia make up for what they lack in skill with great enthusiasm and spirit, glad to have a chance to test and prove themselves in battle.

Name:	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
Dwarf [10]	3	3	3	1	+1	5	Stubborn

Militia are a *standard* unit, made up of 10-60 models. They may be equipped with leather armour, gambeson, shields, spears, hand-axes, and warhammers.

War-Mammoth

Herds of giant mammoths are a common sight in the far North, and the dwarves will often raise them up as gigantic beasts of burden and war. Though dwarven armies generally prefer mobility and defence over heavy charges, they make an exception for such beasts due to their undeniable effectiveness on the battlefield.

Name:	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
War-Mammoth [80]	2	6	2	7	+1	7	Scary

Attacks:

Name:	Attacks:	Type:	Traits:
Tusks	2	Piercing	Hits automatically when charging
Stomp	4	Crushing	Armour Piercing

A War-Mammoth is assumed to have a rider controlling it (this is factored into the points and stats), but if you are using the advanced rules for cavalry, you can treat this rider as a Fortress-Warrior. In addition, the mammoth may carry up to three more models, or a micro-ballista with a crew of two. These crew work in the same way as the crew of a chariot.

Armoury of the Northern Dwarves

One Handed Weapons:

Name:	Modifier:	Type:	Traits:
Hand-Axe [2]	+0	Slashing	
Hand-Crossbow [10]	+1	Piercing	Range(12)
Javelin [5]	+0	Piercing	Range(18)
Mace [2]	+0	Crushing	
Spear [8]	+2	Piercing	Long, Can be used two-handed
Warhammer [5]	+0	Crushing	Armour piercing

Two Handed Weapons (-1 armour value for target):

Name:	Modifier:	Type:	Traits:
Crossbow [15]	+1	Piercing	Range(18)
Great-Axe [4]	+0	Slashing	
Halberd [5]	+0	Slashing	Long
Heavy Mace [4]	+0	Crushing	
Pike [12]	+2	Piercing	Long*

Traits:

- Armour piercing: Models attacked by this weapon count as having -1 armour value (in addition to any weaknesses).
- Long: Cannot be dual wielded, or used with other weapons, but models up to two removed from models in base to base contact may attack if the unit is in formation. If the unit is cavalry, the normal number of models can attack (i.e. models in base to base contact, and models in contact with them). Pikes can be used by models up to three removed.
- Range: Can be used to target a unit within the distance in brackets – explained in core rules.

Armour:

Name:	Armour Value:	Resistance:	Weakness:	Traits:
Breastplate [7]	+1	Slashing, Piercing	Crushing	
Chain parts [4]	+1	Slashing	Piercing	
Chain mail [8]	+2	Slashing	Piercing	
Gambeson[2]	+1		Slashing	
Leather Armour [4]	+1			
Pavise [3]	+2			½ speed when carrying this
Plate Armour [10]	+3	Slashing, Piercing	Crushing	-1 speed
Scale Mail [9]	+2	Slashing		
Shield [2]	+1			

Bestiary of the Northern Dwarves:

- Wolf [16]

Polar Bear (monstrous cavalry creature) [50]

	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
Alone:	2	6	3	6	+2	9	
As Mount:	+1	6	2	+6	+2	+4	

Attacks:

Name:	Attacks:	Type:	Traits:
Claws	4	slashing	armour-piercing
Jaws	2	piercing	armour-piercing

Dire Wolf (monstrous cavalry creature) [30]

	Actions:	Speed:	Agility:	Health:	Attack Bonus:	Nerve:	Traits:
Alone:	3	9	4	3	+2	6	Scary
As Mount:	3	9	3	+3	+1	+2	Scary

Attacks:

Name:	Attacks:	Type:	Traits:
Claws	2	slashing	
Jaws	1	piercing	