



WARHAMMER CE

LIVING RULEBOOK (LRB)

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INTRODUCTION

Warhammer Fantasy Battle (WFB) is a popular gaming system with a long history that, apart from casual play, allows players to compete in tournaments. About every 5-6 years a new edition was released that tried to refine and improve the game. Furthermore, every other edition tried to shake things up a bit more, to keep the game fresh and interesting. Even though the rule set was constantly enhanced, the overall balance of the game failed to exceed mediocrity, which was a result of the army books that had a major impact on game balance. The problem with the army books was the way they were released as well as that they were not written in a consistent manner. This resulted in army lists of varying power level with sometimes glaring issues, that would not get addressed until a rewrite of the book was on the table, which usually took 4-5 years. By looking at the time scales, it was obvious that a balanced game was not feasible in this manner.

For years, tournament organizers had to come up with ways to moderate the difference in power levels by composition rules that became increasingly complex over time. While they addressed the most game-breaking issues, they usually only limited the amount of broken stuff players were able to field, instead of fixing the problems by amendments to rules or point costs. This is where the Warhammer CE project steps in. Its goal is to create a solid rule set that makes competitive play possible and can be updated regularly to guarantee a balanced environment.

THE VISION

The vision of the Warhammer CE project is to create a tight rule set that allows for tactical, challenging, competitive play of WFB. This will include a revision of all the army lists which are the core of most problems that are game breaking and cause the most grievance. To reflect the feel of Warhammer battles on the tabletop, armies that are built around a core of infantry with support from other units will be the most effective army builds point for point. In this way, restrictions for army lists should not be necessary for the most part and would give players more freedom in list building if they are willing to take the hit in competitiveness. In the end, games should be decided by the tactics used on the tabletop, not by the list brought to the game.

GOLDEN RULES

The following Golden Rules are the foundation upon which the rule set will be based. They should act as a guideline to ensure balance and are virtually unbreakable.

1. What you pay for is what you get

The game uses a points system for a reason. So, if you pay for something, it should be worth the price. On the other hand, if something is powerful, it has to be priced accordingly.

2. Mortality

Everything in the game has to have a weakness that can be exploited, so that a balanced army has a reasonable chance to get rid of it over the course of a normal game if the player chooses to invest a reasonable amount of resources to achieve this goal.

3. Moderate effects

All effects should have a reasonable effect on the game, taking point costs and ease of use into account. There should be virtually no effects that single-handedly are game changing, whatever their cost or drawbacks may be. Also, highly situational effects should be avoided as they are impossible to balance in an adequate way. The goal is to tone down the impact of luck as much as possible.

4. Balance over fluff

While the game should reflect the vision and feel of the Warhammer world, game balance has top priority.

5. The factor of luck

There will always be luck in a game of dice and while there are a lot of ways to minimize the impact of a lucky roll, the way some fundamental game mechanics work in Warhammer (especially Leadership tests), there will always be times when a single roll will decide the game. What can be done though, is to give the player as much control as possible on when and where those rolls happen and give him tactical options to stack the probabilities in his favour.

6. Lean, definitive rules

Everything has to be as clear as possible. Get rid of unnecessary rules and make the ones left count. Although there might be optional rules, there always has to be a definitive way to do things that takes precedence.





MISCELLANEOUS

Important abbreviations

AP: Armour Piercing
AOS: Arc Of Sight
AS: Armour Save
ASF: Always Strikes First
ASL: Always Strikes Last
BM: Battle Magic
BSB: Battle Standard Bearer
BTB: Base To Base (contact)
CC: Close Combat
CR: Combat Result
DD: Dispel Dice
IF: Irresistible Force
IP: Immune to Psychology
KB: Killing Blow
LOS: Line Of Sight
MM: Magic Missile
MR: Magic Resistance
PD: Power Dice
PM: Petty Magic
RC: Ranged Combat
VP: Victory Points

Scale

All distances are measured in inch, 1" = 2,54cm.

Measure distances

There is no pre-measuring, i.e. players are only allowed to measure distances when the rules tell them to do so and/or to determine if elements are in range for an effect to take place. This means that players have to commit to an action before they are allowed to check if they are in range for the action to be successful. In other words, they have to estimate the distances. The only exception is during the remaining movement phase, when players are allowed to measure the maximum movement ranges of their units before they commit to a move and when they may measure the ranges of 'Inspiring Presence' and 'Hold Your Ground!' special rules.

Dice

There are normal six-sided dice thrown (D6).
 Artillery dice with misfire symbol and 2, 4, 6, 8, 10.
 Scatter dice with two hit symbols and direction arrows.

Natural Rolls

Natural rolls are rolls before any modifiers are applied.

Re-rolls

To re-roll a roll, roll all dice of a single test again.
 No roll can be re-rolled more than once even due to special rules.
 Unless noted otherwise, the second roll counts even if it is worse than the first roll.

Scattering

Scattering refers to rolling the scatter dice and moving a point in the direction indicated by the arrow (/small arrow in case of a hit symbol).

Characteristics

Movement Allowance (M), Weapon Skill (WS), Ballistic Skill (BS), Strength (S), Toughness (T), Wounds (W), Initiative (I), Attacks (A) Leadership (Ld), Unit Strength (US) and Unit Type (Type).

Characteristics can be modified by various effects. Except for W, the increase/decrease of a characteristic has no immediate effect.

In general, characteristics are limited in the following way:

M: cannot be reduced below 0
 WS, BS, S, T: cannot be reduced below 1 or increased above 10
 W: cannot be reduced below 0 (0 = dead)
 I: no limitation
 A: cannot be reduced below 0
 Ld: no limitation
 US: cannot be reduced below 0

Characteristic Test

To take a characteristic test on S/T/I a model rolls a D6. The test is successful if the result is equal or lower than the value of the characteristic. A roll of a natural '6' always counts as a failure.

Leadership Test

- 2D6 against Leadership, score equal or less than Ld to pass
 - Leadership of rider in case of rider and mount
 - Use highest Leadership of any model in the unit or general in 12"

TEMPLATES

There is a teardrop-shaped flame(r) template, a 3-inch- and 5-inch-template. Unless otherwise stated, all templates (shooting, magic etc.) follow the following rules:

- Models that are at least partially covered by the template suffer a hit on a 4+ (light inf. and skirmishers 5+; large targets and swarms 3+)
- A model located under the hole of the template (if available) is hit automatically. Only one model can be hit by the hole.
- All hits are distributed like shooting.
- Templates with a hole may feature an additional strength value in brackets that indicates the strength of the hit caused by the hole of the template.

UNITS

A unit consists of 1+ models and acts as a single element in the game. A model comprises a single base and everything that is on said base.

Base sizes

Please refer to Appendix A: Base Sizes.

Formation

Models in a unit are arranged in a grid of ranks & files. Files represent columns and ranks are horizontal lines. All models are facing in the same direction. Each rank consists of the same number of models, except for the last rank that is filled from the centre and consists of all models that are too few to fill a complete rank.

Units have to retain a frontage of **at least 60mm** (at the end of their movement) if possible.

Facing

All models have an arc of sight (AOS) of 90° to their front, i.e. the arc between two virtual lines projected through the front corners of their respective base in a 135° angle to the front edge of the base.

Front, Flanks, Rear (Zones)

The edge opposite to the front of a unit is its rear. The two remaining edges (perpendicular to the front and rear) are the flanks of a unit. The area between two virtual lines projected through two corners of an edge in a 135° angle to that edge form the respective zone, e.g. flank zone or rear zone. For this purpose, an incomplete (last) rank is treated like a complete rank.

Line of Sight (LOS)

A unit is said to have LOS if it can draw a straight and uninterrupted (i.e. not blocked) line from its base that lies completely within its AOS. LOS is blocked by all intervening units and some terrain features (see chapter Terrain)

Unit Strength (US)

The US of each model is noted in its stat line.
 The US of a unit is the sum of the US of each individual model that is part of the unit.
 The US of a character riding a monster or a chariot equals the US of the monster/chariot +1. For all other mounts only use the US of the mount.
 The US of a warmachine is the sum of the US of the crew remaining.

Broken Units

"Broken" is a condition of units that are fleeing, for example because they failed a panic test, break test or terror test.
 Broken units cannot fight, shoot, cast or dispel spells, and cannot use magic items.
 Broken units are moved in the Compulsory Moves phase and remain broken until they rally.





OVERVIEW OF THE GAME

Before the game starts, players

1. muster their army in accordance with their faction's army list,
 2. create a battlefield by setting up terrain on the table,
 3. deploy their armies, and
 4. determine the player that gets to go first.
- Then players play the game by alternate taking turns until the end of the game when a winner is determined.

THE TURN

The game is divided in a number of game turns which each consist of a Player A turn (the player that got to go first) and a subsequent Player B turn. The player that is taking his respective turn is called the active player. In each turn the active player gets to take a complete turn (see turn sequence below) while his opponent may only react in specific situations. After the active player finished his turn his opponent becomes the new active player and gets to take his turn. Both players alternate taking turns until each player played the predetermined number of turns (usually 6) and the game ends.

Note:

Players only control their own units, i.e. if a player is allowed to move a unit in the movement phase for example, then he may only move one of the units that are part of his army.

TURN SEQUENCE

1. Start of the Turn Phase

Psychology tests, special rules (like Animosity)

2. Movement Phase

- 1. Declare charges
- 2. Declare charge responses
 - 2.1 Stand & Shoot (only if charger is more than ½ charge distance away)
 - 2.2 Hold
 - 2.3 Flee
- 3. Rally fleeing troops (min. 25%, Ld-test)
- 4. Compulsory moves
- 5. Resolve charges
- 6. Remaining moves
- 7. Resolve panic tests (if applicable)

3. Magic Phase

- 1. Generate Power Dice (PD) and Dispel Dice(DD)
- 2. Cast
- 3. Dispel
- 4. Resolve spell
- 5. Repeat steps 2 to 4
- 6. Dispel spells in play
- 7. Resolve panic tests (if applicable)

4. Shooting Phase

- 1. Each unit with ranged capabilities is allowed to make a single ranged attack in any order you choose.
- 2. Resolve panic tests (if applicable)

5. Close Combat Phase

- 1. Fight combat
- 2. Combat results
- 3. Break tests (Loser Ld minus combat result)
- 4. Panic tests
- 5. Fleeing (2D6" up to M6, 3D6" otherwise)
- 6. Pursue (2D6" up to M6, 3D6" otherwise, caught if equal or higher)
- 7. Redress ranks or free manoeuvre after winning a round of combat

START OF THE TURN PHASE

This phase is reserved for handling specific effects like Stupidity or Animosity and usually involves taking a test of some kind. See the respective special rules for more information on the conditions and effects.

MOVEMENT PHASE

MOVEMENT RATE

For each point in the characteristics for movement allowance (M) the model can move up to one inch. In case of marching or charging this value is doubled. Units move as one body, i.e. models in the unit have to stay in formation, straight forward. If a unit wishes to change direction it has to perform a manoeuvre.

Units cannot move through other units or impassable terrain.

No model is allowed to move more than double their movement rate in the movement phase, unless the unit is charging or fleeing. This means that units have to end their movement in a position where no model of the unit moved more than double their M.

1 inch distance

Units have to keep a distance to enemy units of at least one inch at the end of their movement, except when engaged in close combat.

Moving off the table

Units can only leave the table if they are pursuing or overrunning. In all other circumstances treat the table edge as impassable terrain.

MARCHING & MARCH BLOCKING

Units may make a march movement and move up to twice their movement allowance (M) but cannot perform any manoeuvre other than wheeling, i.e. turn, change formation or reform.

Enemy with $US \geq 5$ deny friendly units that are within 8" at the start of their move the ability to march. This is called march blocking.

A unit that made a march movement in the movement phase cannot shoot in the shooting phase.

Note: Difficult terrain and linear obstacles (e.g. walls) do not prevent marching.

MANOEUVRES

- **Wheel:** the unit pivots around one of its front corners moving a distance forward that is covered by the outside of the wheel (i.e. other front corner).

- **Turn:** deduct ¼ M to turn all models in a unit on the spot by 90° or 180°.

In case of models with rectangular bases shift the unit accordingly to form a new legal formation. Models in incomplete ranks are moved to the rear of the new formation.

- **Change formation:** Deduct ½ M to increase or reduce the front rank by up to 5 models. Arrange the models in the new formation in a legal way. Models have to be removed from or added to both sides of the front rank in alternating order so that the centre of the front stays largely the same.

- **Reform:** The unit forfeits its entire move to arrange in a new legal formation facing a direction of its choice. The centre of the unit has to remain in the same spot though. Units that reform may not fire in the shooting phase.

TERRAIN

- Open Terrain = no movement penalty (e.g. hills)

- Difficult Terrain = units have to double the distance they move through difficult terrain, e.g. moving through 2" of difficult terrain counts as 4".

- Impassable Terrain = cannot be entered





Movement Phase Sequence

1. Declare charges
2. Declare charge responses
 - 2.1 Stand & Shoot (only if charger is more than ½ charge distance away)
 - 2.2 Hold
 - 2.3 Flee
3. Rally fleeing troops (min. 25%, Ld-test)
4. Compulsory moves
5. Resolve charges
6. Remaining moves
7. Resolve panic tests (if applicable)

DECLARING CHARGES

The active player may declare charges with any of his units in any order. To declare a charge, pick an unengaged unit and nominate an enemy unit within LOS as the target of the charge.

Ignoring Terrain: When units declare charges, they may also declare any piece of terrain as 'impassable terrain'. As a result, that unit treats those pieces of terrain as 'impassable terrain' for determining how its charge move is resolved (see 'resolving charges' below). This means that the charge line cannot be drawn across those terrain pieces and that the unit cannot be positioned inside those terrain pieces. Units that are forced to charge (e.g. because of Frenzy) cannot use this rule if doing so would result in them getting less models into contact or not reaching the enemy unit at all, i.e. if that is the case, they have to charge across the terrain. Units that do not declare charges cannot declare pieces of terrain as 'impassable terrain'.

DECLARING CHARGE RESPONSES

Each unit that is not broken and is the target of at least one charge may declare one (1) of the following charge responses:

- **Stand & Shoot:** A unit with ranged attacks may choose this response to fire at the charging unit when the charge is resolved.
- **Hold:** The unit takes the charge.
- **Flee:** The unit will flee from the charging unit when the charge is resolved.

Broken units cannot declare charge responses and automatically flee if a charging unit would successfully charge it.

Engaged units automatically choose 'hold' as a charge response.

RALLYING FLEEING TROOPS

In this phase the active player must try to rally all of his broken units in any order he wishes. Each broken unit takes a Ld-test. If passed, the unit is no longer broken and must immediately execute a reform manoeuvre, which counts as its movement for this turn (marking units as 'rallied' is recommended). If failed the unit stays broken and will flee in the compulsory movement phase.

If the number of models in a fleeing unit is less than 25% of its original unit size then it automatically fails all Ld-tests to rally.

COMPULSORY MOVES

In this phase friendly broken units flee directly towards the nearest table edge. Also, all friendly units that have to move in the compulsory moves phase are moved. If and how a unit moves in this phase is described in its special rules (e.g. units with random movement). The active player decides the order of all compulsory moves.

Moving Fleeing Troops

Broken units are pivoted around their centre to face their respective flight direction and are then moved straight ahead in that direction.

Broken units with M6 or less flee 2D6", units with M7 or more flee 3D6". Broken units ignore movement penalties for terrain and move through broken enemy units and enemy units with US<5.

If any model of a broken unit contacts an enemy unit with US≥5, impassable terrain or any table edge then the unit is destroyed.

A broken unit also flees through friendly units which have to take a panic test if the broken unit's US≥5 (see chapter 'Psychology').

If a broken unit would end its movement inside a unit, it continues to move in the flight direction until it can end its movement in a legal position or is destroyed.

RESOLVING CHARGES

In this phase all units that declared a charge make their charge movement in any order. The active player picks a target unit and resolves all units that declared to charge this unit together before moving to the next unit. The chosen target unit now resolves its respective charge response.

Stand & Shoot

- If the target unit declared a stand & shoot charge response and is more than ½ charge distance away from all units charging it, i.e. the length of the charge line (see below) of each charging unit is greater than half of its respective charge distance, the target unit may shoot at one of the charging units. If at least one of the charging units is too close, treat its charge response as 'hold'.

- Shooting is worked out as described in chapter 'Shooting'.

- If the charging unit starts its charge outside of the maximum range of any model that is able to Stand & Shoot, then the unit shoots as soon as the charging unit is within range of all models that are able to Stand & Shoot.

- If enough (more than 25%) casualties are inflicted, the charging unit has to pass a panic test. If the test is failed the unit becomes broken and flees immediately directly away from the shooting unit from the spot where it was shot at.

- The stand & shoot charge response ends with the target unit taking the charge as if it had chosen the hold charge response.

Flee

The unit is broken and flees directly away from the charger. If the unit was charged by multiple units, it will flee directly away from the unit with the highest US (roll off in case of equal US). The fleeing unit moves as described under compulsory moves.

Redirecting charges:

If the original target unit chose 'flee' as a charge response, the charging unit may declare to redirect its charge at another unit that it previously could not charge (e.g. because the original unit blocked the path). In this case, the new target unit chooses a charge response which is resolved immediately. The original target unit is only destroyed, if the charger contacts the original (now broken) target unit on its new charge path. Note that the charging unit may only redirect its charge if the **original** target unit fled and therefore can only redirect its charge once per movement phase.

Charging

- Determine in which zone (front, flank or rear) of the target unit the majority of the charging unit is located when it declared the charge. The respective edge of the target unit, the so-called **charged edge**, is the edge the charge has to be directed at, i.e. a specific edge can only be charged if the charging unit is located in the respective zone of the target unit.

- During a charge, no manoeuvres are allowed except for a single wheel.

For a charge to be successful the following requirements have to be met:

- The target unit has to be within charge distance of the charging unit.
- The charging unit has to be able to get its front edge in BTB with the charged edge by only wheeling up to once during the charge move.
- The charging unit has to be able to align against the charged edge in a legal way. In particular, there has to be enough space to position the front edge of the charging unit adjacent and parallel to the charged edge.

A target unit is within charge distance of the charging unit, if the **charge distance** of the charging unit is greater or equal to the length of the **charge line**. The charge distance is equal to twice the Movement Allowance (M) of the charging unit. The charge line is an uninterrupted straight line between the centre of the front of the charging unit and the closest point of the charged edge.

If there are any impassable **obstacles** (impassable terrain, units) blocking the direct charge line, the charge line is measured from the centre of the charging unit to the next closest point of the charged edge. The charge is allowed, as long as there is enough space for the charging unit to go around the obstacle with wheeling only once and still completing the charge.

If there is passable (i.e. not impassable) piece of **terrain** located **between** the charging unit and the target unit and if the charge line runs across the terrain piece (case A) or there is not enough spaced to avoid the terrain piece (case B), then the unit is affected by the terrain. If the terrain piece counts as **difficult terrain** and the unit suffers movement penalties from the terrain, the charge distance of the unit is reduced. In case A, the charge distance is reduced by the distance the charge line runs through the terrain piece. In case B, the charging unit has to take the shortest possible path, wherein the charge distance is reduced by the greatest distance the front edge of the charging unit moves through the terrain piece.

If the charging unit starts its charge at least partially **within** a piece of **terrain**, then the unit is affected by the terrain. If the terrain piece counts as **difficult terrain** and the unit suffers movement penalties from the terrain, the charge distance of the unit is reduced. The charging unit has to take the shortest possible path, wherein the charge distance is reduced by the greatest distance the rear edge of the charging unit moves through the terrain piece.





If the charging unit is permanently in difficult terrain (e.g. due to a spell effect) and the unit suffers movement penalties from the terrain, the charge distance of the unit is halved.

Failed charges: If any one of the requirements is not met, the charge is failed and the unit moves its basic movement allowance along the path of the charge, i.e. the shortest path to the charged edge.

Units that failed a charge cannot shoot in the shooting phase that turn.

Successful charges: If all requirements are met, the charge is successful.

1. Move the charging unit in one of the following ways:

a) Move the charging unit along the shortest path into contact with the charged edge and align the charging unit against it, i.e. 'close the door' with the charging unit so that the front edge of the charging unit is positioned adjacent and parallel to the charged edge.

b) Choose a model in the front of the charging unit and a target model which is part of the charged edge and which is within LOS and charge distance of the model. Determine the charge distance as described in section "Charging" (see above), wherein the charge line is drawn between the centre of the front of the model and the closest point of the target model. Move the charging unit along the shortest path into contact with the charged edge and align the charging unit against it in such a way that the chosen model is in BTB with the target model (centered if possible).

2. Check if both units are aligned in such a way that the number of attacking models (see chapter 'close combat') in both units is maximised. If this is not the case, the charging unit is shifted sideways until the number of attacking models is maximised or until an obstacle (e.g. impassable terrain or a unit) stops the charging unit from being shifted any further.

Note: Charging units always have to charge in a way that the number of attacking models in both units is maximised. This implies, that the charging unit cannot be moved on purpose in one of the ways described above into a position in which the number of attacking models in both units is less than in an alternative position in which the charging unit could be legally moved.

Engaged units: Units engaged in close combat cannot move or declare a charge during the movement phase. Engaged units automatically choose 'hold' as a charge response and always fight in the close combat phase. Engaged units also automatically pass any panic test they have to take.

Charging broken units: If the target unit was already broken at the start of the turn, it flees directly away from the charging unit. If the target chose 'flee' as a charge response, it did already flee in response to the charge and only flees again if it is charged by a unit that did not declare a charge at this broken unit in the declare charges phase. In both cases, the broken unit only moves if the charger would be able to get in contact with it.

If, after the target unit fled, the charger is unable to successfully charge the target unit, then the charge fails (see 'failed charge' above).

If, after the target unit fled, the charger is able to successfully charge the target unit, it is immediately destroyed. Move the charging unit its full charge movement (usually double its M) straight through the final position of the destroyed unit. i.e. the charger is not aligned against the target unit.

If the charger contacts impassable terrain, the board edge or one of your own units it stops 1" in front of the obstacle.

If the charger contacts an enemy unit, the active player may decide to stop 1" in front of the unit or to charge the enemy unit in the way which can either choose 'hold' or 'flee' as a charge response. If the second unit flees, immediately resolve the flight and repeat this procedure until the charge results in a successful charge or a failed charge.

Multiple chargers: If multiple units charge the same edge of a unit, move them simultaneously such that the number of attacking models of all respective units is maximised. If there is not enough space for all charging units to get all their attacking models into BTB, then those units have to get an equal number of models into BTB. Units charging simultaneously cannot cross charge lines and change positions.

Charging multiple targets: If the charging unit would automatically contact multiple units should it charge a specific unit, it is forced to declare a charge on all those units which would all would have to declare a charge response. If it is impossible for the charging unit to align with all target units, the target units are aligned against the charging unit in a way that requires the target units to move as little as possible.

REMAINING MOVES

In this phase the active player may move all friendly units that did not already move in this movement phase up to their maximum movement rate in any order. Units have to be moved one after the other.

SINGLE MODELS

The rules for single models, i.e. units composed of one model like monsters, warmachines, chariots or characters but also lonely survivors of units, differ in the following way:

- Single models may pivot on the spot (around their centre). For this purpose, obstacles and units are ignored, i.e. just position the unit facing in the new direction. Pivoting does not count as moving in regard to shooting.
- Single models don't need to turn or wheel, they may pivot for free when they move. If they charge, they must be able to get in BTB with the target unit by only **pivoting up to once** during the charge move (instead of wheeling up to once).
- Single models with US 1 count as skirmishers for all intents and purposes.
- Charges against single models with a US < 3 are treated exactly like charges against a skirmisher unit of one model.

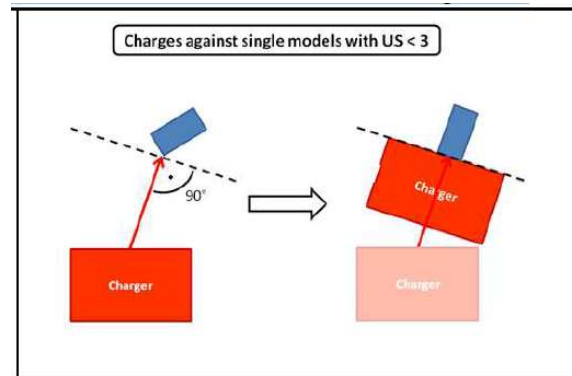


Diagram that illustrates how charges against single models with a US < 3 are resolved.





MAGIC PHASE

Magic is divided into two main categories: Petty Magic and Battle Magic.

Magic Phase Sequence

1. Generate Power Dice (PD) and Dispel Dice(DD)

Power Dice (PD) 2D3+4
Dispel Dice (DD) PD/2 (rounding up)

2. Cast

2.1 Declare a caster, one of its spells and a target

2.2 Choose number of dice

Petty Magic (PM) 1 to 3 free dice (see army list)

Battle Magic (BM) up to (Level +1) PD

2.3 Make casting roll

Result \geq casting value \rightarrow success

Miscast two ones

Irresistible Force two sixes (dispelling not allowed)

3. Dispel

3.1 Opponent declares wizard that tries to dispel the spell.

3.2 Choose number of DD and make dispel roll

Result \geq casting roll \rightarrow success

Auto-fail two ones

Auto-success two sixes

4. Resolve spell

4.1 Determine if the spell is successfully cast, i.e. within range, complies with all restrictions based on its spell category, etc.

4.2 Apply the effect of the spell

5. Repeat steps 2 to 4

until there are no spells left to cast or the player stops casting.

6. Dispel spells in play

6.1 Active player may use any remaining PD as DD to dispel RIP spells (unless they were cast in this magic phase).

6.2 Opponent may try to dispel any RIP spells (unless they were cast in this magic phase).

7. Resolve panic tests (if applicable)

Petty Magic (PM)

This category includes all minor spells and magic abilities that are comparatively weak but also save and consist mainly of buffs. Because these effects are minor and don't need much magical resources, they are independent of the winds of magic.

All petty magic spells have a power level as well as a casting value. The power level indicates the maximum number of dice the caster may use to cast the spell and the casting value indicates the value needed to successfully cast the spell. The dice used for petty magic are generated by the caster (see the spell option for each caster in the respective army list) and are independent of the power dice (PD) generated by the winds of magic. If a miscast is rolled, the spell automatically fails and counts as destroyed, i.e. the caster can no longer use the spell.

Example: A Warrior Priest likes to use his 'Healing Hands' ability that is a PM 2/5+ (petty magic, power level 2, casting value 5+). He may choose up to 2 dice to cast the spell and needs to roll a 5 or higher to successfully cast the spell.

Battle Magic (BM)

This category includes all powerful spells that are usually devastating or mess with the opponent in a major way and consists mainly of direct damage spells and hexes. Because of their power level, these spells need a lot of resources to cast and are therefore limited by the power dice generated by the winds of magic. In addition battle magic is not only deadly to the foe but can be dangerous to the magic user too.

All battle magic spells have a casting value that indicates the value needed to successfully cast the spell. To successfully cast a battle magic spell the caster needs to reach the casting value with PD generated by the winds of magic. The number of dice the caster may use for each spell is limited to his level +1. If a miscast for a battle magic spell is rolled, roll on the miscast table and apply the result.

Note: Casting and dispelling spells from both categories works exactly the same with the only difference being that BM spells rely on PD generated by the winds of magic while PM spells are basically free to cast.

Spell generation

Spells and abilities are picked/bought by the players for their casters. See the respective army lists.

Winds of magic

At the start of each magic phase roll 2D3+4 for PD, with the dispel dice (DD) amounting to half of the PD rolled (rounding up). These PD are available to all casters of the active player and can be used for battle magic spells.

Note: The winds of magic are optimised for games of 2000p per side. If you like to play with less than 1500p per side, I recommend using 2D2+3PD (or 1D3+4PD). If you like to play with 3000p per side or more, I recommend using 1D3+2PD per 1000p. If you like to play really large games of say 10,000p per side I recommend to substitute the number of D3s by a comparable amount of D6s, e.g. for a 10,000p game use 3D6+30PD (instead of 10D3+20PD).

Casting

Casters may try to cast each of their spells once per turn.

Spells can be cast in any order.

To cast a spell declare a caster, one of its spells and a target that complies with all restrictions based on the spell's category (see below). Do not measure for range until after a possible dispel attempt!

The spell is successfully cast if the casting roll is equal to or higher than the casting value. Petty magic uses dice generated by the caster while battle magic uses PD. Various modifiers may apply.

Fleeing wizards cannot attempt to cast spells.

Dispelling

Spells can only be dispelled by wizards (the unit entry specifies if a model is a wizard). Therefore the non-active player has to have at least one wizard on the table to make a dispel attempt.

To successfully dispel a spell the player may use any number of DD available to him and has to roll equal to or higher than the casting roll of the spell. The player may nominate a specific wizard in his army to attempt the dispelling to gain access to bonuses. Two or more ones automatically fail, while two or more sixes automatically succeed to dispel. In case both results apply, the dispel attempt fails.

If a spell is dispelled, the spell has no effect.

Fleeing wizards cannot attempt to dispel spells.

Miscast

Every time two or more ones are rolled to cast a spell, it counts as a miscast. A miscast spell automatically fails. Also apply the respective miscast effect depending on whether the spells was a BM or PM spell.

Irresistible Force

Every time two or more sixes are rolled to cast a spell, it counts as cast with irresistible force. A spell cast with irresistible force automatically succeeds and cannot be dispelled. If both a miscast and irresistible force occur, the miscast takes precedence.

Miscast table

Roll (D6)	Result
1-2	The spell fails. The PD pool is reduced by D6. The caster loses a wound with no saves (of any kind, no regeneration) allowed.
3-5	The spell fails. The PD pool is reduced by D6.
6	The spell is cast with irresistible force. The spell counts as destroyed. The PD pool is reduced by D6.

Spell Categories

The following table defines the basic spell categories and their restrictions. Unless noted otherwise, spells can only be cast if the requirements are met. The restrictions for spells, that are not part of any of these categories, will be included in their description.

Spell Categories \rightarrow Restrictions \downarrow	Direct Damage	Magic Missile	Aug- ment	Hex	Magic Vortex
Only to the front?	Yes	Yes	No	No	Yes
Needs line of sight?	No	Yes	No	No	No
Target is in close combat?	No	No	Yes	Yes	Yes
Caster and/or its unit is in close combat?	Yes	No	Yes	Yes	Yes
May target friendly units?	No	No	Yes	No	Yes
May target enemy units?	Yes	Yes	No	Yes	Yes





Resolving spells

If a spell is successfully cast, within range and meets all requirements based on its spell category, the spell effect is resolved.

- For spells that use templates see chapter 'Templates'.
- For spells that cause damage see chapter 'Damage'.
- Unless noted otherwise hits from spells are distributed like shooting.
- Unless noted otherwise hits from spells count as magical attacks.
- Unless noted otherwise spell effects are not affected by special rules of the caster (i.e. a Fire Ball cast by a wizard with "Killing Blow" does not gain the Killing Blow special rule) or by buffs/debuffs affecting the caster (i.e. a Fire Ball cast by a wizard with a +1S buff still causes S4 hits).

Remains In Play spells

Unless noted otherwise, Remains In Play (RIP) spells remain in play until they are dispelled, the caster is killed or the game ends. A caster may only have one copy of each of his RIP spells in play at the same time. A caster may cancel any of its RIP spells at any time during the magic phase (of both players).

In addition to trying to dispel a RIP spell when it is cast, a player may try to dispel each RIP spell once in each subsequent magic phase by using PD in its own magic phase and using DD in its opponent's magic phase. To dispel a RIP spell a player has to roll equal to or higher than the casting value (i.e. not the casting roll) of the spell.

Other lasting spells

Some spells last until a specific point in time which is indicated in the spell description. Unless noted otherwise spells that last until phase X end at the start of that phase, e.g. spells that last "until the caster's next magic phase" end at the start of that caster's next magic phase.

Lasting spells that are not RIP spells cannot be dispelled in subsequent magic phases and cannot be cancelled by the caster.

Stacking of Spells

Units can be affected by multiple spell effects at the same time. All effects from different spells are cumulative but any unit can only be affected by the same spell once at the same time. Unless noted otherwise this means:

- Effects of different spells stack
- Effects of spells with the same name do not stack

Stacking of Spells and Special Rules

Unless noted otherwise spells that grant a special rule do not stack with mundane abilities that grant the same special rule, with the following exceptions:

- Armour Piercing
- Poisoned Attacks

Spell effects and characters in units

Unless noted otherwise spell effects affect the unit as well as any character that was part of the unit at the time the spell was cast. How to handle characters joining or leaving units when spell effects are in play:

- If a character leaves a unit which is under the effect of a spell (that is not a RIP spell), both the character and the unit stay under the effect of the spell.
- If a character leaves a unit which is under the effect of a RIP spell, the caster must decide which one, character or unit, from then on will be affected by the spell.
- If a character joins a unit and the character is under the effect of a spell, the spell does not affect the unit (but the unit may still be affect, e.g. if the character's movement is halved by a hex, the unit would be slowed down as well if the movement value of the character was lower than that of the unit.)
- If a character joins a unit and the unit is under the effect of a spell, the spell will affect the character as well as the unit as long as it is with the unit.

DAMAGE

Every time a unit suffers hits (or wounds) these are resolve in the following way:

1. For each hit roll on the to wound table. (skip in case of wounds)
2. For each wound take any saves available to the target. (see Saving Throws below)
 - 3.1 In the case of single wound models: each wound not saved causes one casualty which results in removing one model for each casualty.
 - 3.2 In the case of multi wound models: each wound not saved causes the model to lose one of its wounds (keep record). When a model loses its last wound it is killed and removed as a casualty.
 - 3.3 In the case of units of multi wound models: each wound not saved causes the unit to lose one wound (keep record). Whenever the amount of lost wounds of the unit equals the wounds (W) stat value of its models, a model is removed as a casualty (and the recorded wounds are lowered accordingly).

Casualty removal

Casualties are removed equally from each end of the last rank of a unit. When a unit loses a complete rank the next rank becomes the new last rank until only the front rank is left. When a unit only comprises a single rank it counts as the rear rank for casualty removal. Keep removing models equally from each end of the single rank so that the centre of the front does not change. In the case of an uneven number of casualties the player of the unit decides on which end the odd casualty is removed (which causes the centre to shift). In the case of Skirmishers the player of the unit is free to remove casualties in any way he likes, as long as the unit stays in formation.

TO WOUND TABLE

(Strength of hits = left column, Toughness of target = top row, entries: to wound scores, results of 7, 8 and 9 are handled like to hit rolls for shooting)

- To score a wound the model has to roll equal to or higher than the to wound score

	1	2	3	4	5	6	7	8	9	10
1	4	5	6	6	7	7	8	8	9	9
2	3	4	5	6	6	7	7	8	8	9
3	2	3	4	5	6	6	7	7	8	8
4	2	2	3	4	5	6	6	7	7	8
5	2	2	2	3	4	5	6	6	7	7
6	2	2	2	2	3	4	5	6	6	7
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

Rolls of natural ,1's always fail.

Saving Throws

- To pass a saving throw the wounded model has to roll equal to or higher than the target value of its save. Rolls of natural ,1's always fail.
- A model must take its armour, ward and regeneration save (if available)
- For each successful **armour or ward save** the model ignores one wound. In case a single wounding hit causes multiple wounds, the armour or ward save is used **before** the wounds are multiplied, i.e. a successful armour or ward save prevents any wounds of a single wounding hit.
- For each successful **regeneration roll** the model ignores one wound. In case a single wounding hit causes multiple wounds, the regeneration roll is used **after** the wounds are multiplied, i.e. each successful regeneration roll only prevents a single wound.
- Armour saves can be modified. Other saves are never modified.

ARMOUR SAVE MODIFICATION

Strength of Hit	3 or less	4	5	6	per +1
Armor Save	No Malus	-1	-2	-3	-1 each





SHOOTING PHASE

Shooting Phase Sequence

1. Pick a unit with ranged attacks and nominate a target unit
2. Determine LOS and range
3. Resolve attacks
Repeat steps 1-3 for each ranged unit that did not already fire this turn
4. Resolve panic tests (if applicable)

- Each unit with ranged capabilities is allowed to make a single ranged attack in this phase. Units shoot in an order decided by the active player.
- Units engaged in cc, broken units and units that declared a charge or marched this turn cannot fire.
- Completely resolve all attacks of each unit before you move to the next.
- All models in a unit have to shoot at the same target.
- Friendly units as well as units in cc with friendly units cannot be targeted.
- Only models with LOS can shoot. This usually means that only the first rank can shoot as models cannot draw LOS through other models, not even through models that are part of their own unit.
- Shots that lie beyond the max. (and min.) range automatically miss. The unit still fires, i.e. check for any other effects (like misfires) that can occur.
- To make a ranged attack pick a unit and any one of its ranged attacks, declare a target, determine how many models of the shooting unit have LOS and are in range to the target, then roll for each shot: To Hit → Hit Allocation → To Wound → Armor Save → Ward Save → Regeneration
- To score a hit the model has to roll equal to or higher than the to hit score

BS	1	2	3	4	5	6	7	8	9	10
To Hit score	6	5	4	3	2	1	0	-1	-2	-3

Rolls of natural ,1's always fail.

7+ to hit

- 7 6 followed by 4+
- 8 6 followed by 5+
- 9 6 followed by 6
- 10+ not possible!

Modifiers

- +1 Shooting at Large Targets (also all models in a unit can fire)
- 1 Shooter counts as moved
- 1 The majority of the target is in soft cover
- 2 The majority of the target is in hard cover
- 1 Shooting at long range (more than 1/2* max. range)
- 1 Stand & Shoot (charge response)
- 1 Target is a Skirmisher (includes single models with US1)

- The S of a hit from shooting is determined by the S value of the ranged attack/weapon.

To Wound table and Saving Throws (see chapter 'Damage')

CLOSE COMBAT PHASE

Close Combat Phase Sequence

All combats are resolved in the following way in an order decided by the active player:

1. Engaged units fight combat
2. Determine combat result
3. Loser takes break test
4. Resolve flee and pursue/overrun moves
5. Rearrange units

In this phase all engaged units fight, i.e. units of the active player as well as units of his opponent attack. All engaged units that are interconnected are part of a single combat. Each combat is completely resolved before moving to the next, in an order decided by the active player.

FIGHTING COMBATS

- All models in BTB with enemy models have to attack. Models that only make contact with a corner are eligible to fight as are models that are attacked in the side or rear.
- Models in BTB with a single (type of) enemy have attack that enemy.
- Models in BTB with more than one enemy model can decide which model to attack. If a model has more than 1 attack it may divide its attacks between

different models as long as the player declares the target of the attacks before any rolls are made.

- Models that could legally target a unit champion may instead direct their attacks at the unit itself as long as there are common rank and file models left. Models that fight the unit champion in a challenge must direct their attacks at the champion though.

- Models with a combined profile (e.g. cavalry) consist of multiple elements (e.g. rider and mount) which attack independently from each other using their respective profiles.

- Models attack in the following order:

Timing steps

1. Special effects (like Impact Hits)
2. Always Strikes First
3. Models that charged this turn
4. Initiative order (descending)
5. Always Strikes Last
6. Special effects

If multiple models fight at the same time, they fight simultaneously. Models removed as casualties in an earlier timing step, cannot attack anymore.

Attacking:

For each attack roll: To Hit → To Wound → Armor Save → Ward Save → Regeneration

TO HIT table (WS attacker left, WS defender top, entries: to hit scores)

- To score a hit the model has to roll equal to or higher than the to hit score

	1	2	3	4	5	6	7	8	9	10
1	4	4	5	5	5	5	5	5	5	5
2	3	4	4	4	5	5	5	5	5	5
3	3	3	4	4	4	4	5	5	5	5
4	3	3	3	4	4	4	4	4	5	5
5	3	3	3	3	4	4	4	4	4	4
6	3	3	3	3	3	4	4	4	4	4
7	3	3	3	3	3	3	4	4	4	4
8	3	3	3	3	3	3	3	4	4	4
9	3	3	3	3	3	3	3	3	4	4
10	3	3	3	3	3	3	3	3	3	4

Rolls of natural ,1's always fail while natural ,6's always hit.

- The S of a hit in CC is determined by the S stat of the model attacking and may be modified by the weapon the model is equipped with.

To Wound table and Saving Throws (see chapter 'damage')

Entrenched

Models charging an entrenched unit lose all bonuses associated with charging (e.g. strength bonuses and fighting at timing step 3). Impact Hits are not affected and are resolved against entrenched units as usual.

Incomplete ranks in CC

In CC incomplete ranks of units fighting to their flanks are shifted into BTB with the flanking unit. In case a unit is flanked on both sides divide the last rank to contact both units.

If a unit with an incomplete rank is attacked in the rear, models count as having BTB with models on the other side of the gap of the incomplete rank.

Casualties

- Casualties in CC are removed as described in chapter 'Damage', i.e. from the back of the unit, with the exception that when the unit is reduced to a single rank, models that are not in BTB with an enemy, have to be removed first. This means that models step up to fill the gaps of dead models. But models that step up as well as models that have been killed before they had a chance to attack cannot fight back, i.e. casualties reduce the number attacks of the respective side (i.e. where they were inflicted) of the unit.

- The number of rank & file models that can be killed is independent of the number of actual rank & file models in BTB, i.e. models attacking a single rank & file model can kill multiple rank & file models.

- If a model (or part of a model) that has no enemies in BTB (anymore) when it is time for it to fight, it cannot attack and its attacks are wasted.

- Units fighting in the flank or rear of a unit are moved forward into BTB if they would lose contact with the unit because of casualty removal.

- Units fighting in the front of a unit and lose BTB with it or units fighting in the flank or rear of a unit and are unable to move forward into BTB are no longer engaged in CC and are free to move in their movement phase.

- If a character or champion inside a unit is killed, move a rank & file model from the back of the unit to fill the gap.





COMBAT RESULT

After all attacks in a combat have been resolved it is time to determine the combat result. To do this each **side** adds all combat result (CR) bonuses together and the totals are compared. The side with the higher CR wins and **each unit** of the losing side has to take a break test (see below). In case of a draw there is no break test and the fight continues in the next combat phase.

Combat Result Bonuses

- **Wounds inflicted:** +1 CR for each wound inflicted. Excess wounds as well as wounds that were saved (e.g. by armour or ward saves) do not count.
- **Rank bonus:** +1 CR per rank of at least 5 models after the first rank up to a max. of +3 CR. In case of multiple units in the combat only the highest rank bonus on each side can be claimed. If an enemy unit with a US of 5+ in its front rank is fighting in the flank or rear of a unit, that unit is disrupted by the enemy unit. A disrupted unit loses its rank bonus. This bonus is determined at the **start of the combat**, i.e. before any casualties are inflicted.
- **Outnumbering:** Compare the total US of all models from both sides. The side with the higher total outnumbers their opponents and gets +1 CR. This bonus is determined at the **end of the combat**, i.e. after casualties are removed.
- **Standard:** If a side has at least one standard it gets +1 CR.
- **Battle Standard:** If the BSB is part of the fight the side gets +1 CR.
- **High Ground:** The side with a fighting rank in the highest position (e.g. on a hill) gets +1 CR.
- **Flank Attack:** The side with the most units with US 5+ fighting in the flank of an enemy unit gets +1 CR. This bonus is determined at the **end of the combat**, i.e. after casualties are removed.
- **Rear Attack:** The side with the most units with US 5+ fighting in the rear of an enemy unit gets +2 CR. (Does stack with flank attack for +3 CR). This bonus is determined at the **end of the combat**, i.e. after casualties are removed.
- **Overkill:** +1 CR for each excess wound inflicted in a challenge (see chapter 'characters') up to a max. of +5 CR.

COMBAT RESULT BONUSES

Per wound inflicted	+1 (wounds saved do not count)
Per additional rank of at least 5 models*	+1 per rank (up to +3)
Outnumbering*	+1 (compare US)
Battle Standard*	+1
Standard*	+1
High Ground*	+1
Flank Attack*	+1
Rear Attack*	+2
Overkill (Challenges)*	+1 above Wounds (up to +5)

* These CR bonuses are limited in each combat (see description above).

BREAK TEST

Each unit of the losing side of a combat has to take break tests with a **break test modifier** that is equal to the difference in CR of both sides. To take a break test nominate a unit, subtract the break test modifier from the Ld of the unit and roll 2D6. If the roll is equal to or less than the modified Ld of the unit, the test is passed and the unit stays in combat. If the test is failed the unit becomes broken and flees after all break tests resulting of the combat have been taken.

Note: Failed break tests within 12" of the BSB have to be re-rolled.

FLEE AND PURSUE

Once all break tests of a combat have been resolved and at least one unit broke resolve the aftermath of the combat in the following way:

Flee and pursue sequence

1. Declare Pursuits:

Any unit of the winning side has to pursue broken units it was fighting (and that are still alive) if it is no longer in BTB with any enemy units that are not broken. For each unit declare the direction (i.e. any side with broken units) in which it is going to pursue. If a unit does not like to pursue, it may take a Ld-test. If passed the unit does not have to pursue and stays put. The player of the winning side has to declare the intentions of each unit before you move to the next step.

2. Determine flee distances:

Broken units with M6 or less flee 2D6", units with M7 or more flee 3D6".

3. Determine pursue distances:

Pursuing units with M6 or less pursue 2D6", units with M7 or more pursue 3D6".

4. Remove units caught:

If the pursuit roll of a unit is equal to or higher than the flee roll of any broken units the unit is pursuing then these units are destroyed immediately. Determine any panic test (see chapter 'Psychology').

5. Move surviving broken units:

Each surviving broken unit performs a 'turn' manoeuvre to face directly away from the enemy unit with the highest US (roll off in case of equal US) it was engaged by then it moves its full flee distance straight forward.

Broken units ignore movement penalties for terrain and move through broken enemy units and enemy units with US<5.

If any model of a broken unit contacts an enemy unit with US≥5 that it was not engaged by this combat, impassable terrain or any table edge then the unit is destroyed. Enemy units with US≥5 that were engaged with the broken unit count as US<5, i.e. the broken unit flees through it.

A broken unit also flees through friendly units which have to take a panic test if the broken unit's US≥5.

If a broken unit would end its movement inside a unit, it continues to move in the flight direction until it can end its movement in a legal position or is destroyed.

6. Move pursuing units:

Each pursuing unit pivots on the spot to face the flight direction of the units it is pursuing then it moves its full pursue distance straight forward.

Pursuing units ignore movement penalties for terrain.

If the pursuing unit contacts impassable terrain or a friendly unit it stops 1" in front of the obstacle.

If the pursuing unit contacts an enemy unit, see 'Pursuit into new enemies' below.

Note:

- Units may only pursue once per combat phase.
- If a unit would get into contact with a broken unit it is pursuing but rolled less than the broken unit, it stops 1" in front of the broken unit.
- If multiple pursuing units get in each other's way, move them in order of decreasing US.

Pursuit off the table

If the pursuing unit contacts the board edge it moves off the table.

A unit that moved off the table will return in its next **remaining moves** phase. Simply move the unit in the same formation it left the table as close as possible to the spot where it left onto the table. Start measuring when the first model contacts the table edge. The unit may be angled in any direction but has to end its move completely on the table. The unit may move normally but cannot charge. If no enemy units are within 8" of the spot the unit returns to the table, then the unit can march onto the table.

Overrunning

A unit that wipes out all enemy units (i.e. kills all enemy models) it charged in the first combat round, may make an overrun move. An overrun move works exactly like pursuing but is not mandatory, i.e. the player does not need to take a Ld-test to keep the unit from overrunning.

Pursuit into new enemies

If the pursuing unit contacts an enemy unit, the pursuing unit may decide to stop 1" in front of the unit or to charge the enemy unit in the way which can either choose 'hold' or 'flee' as a charge response.

If the unit flees, move the broken unit before continuing to move the pursuing unit. If the pursuit distance is enough to reach the unit after it fled, it is destroyed.

Repeat this procedure until the pursuing unit completed its pursuit move or a unit chooses 'hold' as a charge response.

If a unit takes the charge, align the charging unit as usual for charges.

If the charged unit is already engaged with another unit and the combat has not already been resolved during this combat phase, then that combat will be fought immediately after all flee and pursue moves of the original combat have been resolved. The pursuing unit fights a second combat round this phase but cannot pursue (or overrun) at the end of that combat, even when it would normally be forced to (e.g. because of Hatred or Frenzy).

If the charged unit is not engaged or if the charged unit is already engaged with another unit but the combat has already been resolved during this combat phase, then that combat will be resolved in the next combat phase.

The pursuing unit still counts as charging and will benefit from any bonuses associated with it. If both sides have units that count as charging in the same combat they strike simultaneously during timing step 3.

REARRANGE UNITS

Free Manoeuvres after Break Test

Units that were part of the winning side of a combat and are only engaged to one of their sides can execute one of the following manoeuvres if the manoeuvre does not decrease the number of fighting models (on both sides):

- winning units **with enemy units in the front** can perform a free 'change formation' manoeuvre to increase the number of models in the front rank by up to 5 models.

- winning units **with enemy units in the flank/rear** can perform a free 'turn' manoeuvre to face the enemy. Characters and command group models may be placed in the new front rank.





PSYCHOLOGY

Psychology Tests

Psychology tests are: panic, fear, terror and stupidity tests.
A break test is not a psychology test.

Panic

In the cases 1-3 below a unit has to take a single panic test.

- A panic test is a Ld test and works in the same way
- The max. number of panic tests per unit per phase is 1.
- Broken units as well as units engaged in cc automatically pass all panic tests.

1. The unit suffers 25% or more casualties in one phase.

- Test at the end of the respective phase.
- If the test is failed the unit becomes broken and flees directly away from the unit that caused the most casualties to the unit.

2. A friendly unit with US5+ (at the start of the respective phase) within 6" is destroyed or breaks from combat.

- Measure the distance from each model that was part of the unit at the start of the respective phase, i.e. remove casualties only after all panic tests have been determined.
- Test immediately, i.e. before the flee and pursue sequence of the cc starts.
- If the test is failed the unit becomes broken and flees directly away from the centre of the closest friendly unit which was broken/destroyed.

3. A Fleeing friendly unit (US5+) moves through the unit.

- Immediately test after the fleeing unit ends its flight move.
- If the test is failed the unit becomes broken.
- If the unit is the target of a charge at this point in time, the charge response of the unit is turned into "Flee". Else, the unit flees in the same direction as the fleeing unit.

Fear

Close combat against fear causing enemies

At the start of each close combat phase (timing step 1) all units in BTB with a fear causing enemy must pass a leadership test or suffer -1 to their to-hit rolls for the following combat phase.

Losing combat against fear causing enemies

If a unit comprising models that are not immune to fear is defeated in close combat by enemy units comprising fear causing models, then the break test modifier is doubled if the combined US of all fear causing models in enemy units, that are in BTB with the defeated unit, is higher than the US of the defeated unit. For example, if a unit with US 15 comprising models that are not immune to fear loses combat by 2 and is in BTB with two enemy units each comprising fear causing models with a combined US of 10, then the defeated unit has to pass a break test with a -4 modifier.

Stubborn units that are defeated and outnumbered by fear causing enemies, instead suffer a Ld penalty equal to the basic break test modifier (i.e. -2 Ld in the example above).

Immunities

Fear causing models are not affected by the effects of Fear. They also only suffer the effects of Fear from Terror causing enemies (instead of Terror).

Terror

Charge from terror causing enemy

If a terror causer charges a unit and is within charge range, the unit has to pass a leadership test or has to choose the 'Flee' charge response. Units engaged in cc automatically pass this test.

Charging a terror causing enemy

If a unit wants to charge a terror causing unit, it has to pass a leadership test or automatically fails the charge and does not move at all.

Terror causing models also cause Fear (see above)

Immunities

Terror causing models are not affected by the effects of Fear or Terror.

Stupidity

1. Models not engaged in combat have to test at the start of their turn
2. If the Stupidity-Test is failed, the unit moves in the compulsory moves phase with half movement allowance straight ahead (a troll with M6 would move 3"), skirmisher move in a random direction (scatter dice), flyers always use their ground movement. The unit cannot turn/wheel while moving. If it contacts impassable terrain or the board edge it stops 1" in front of the obstacle. If the roll is high enough to reach an enemy unit, the movement counts as a charge and the target unit gets to make a charge response. If it contacts one of your own units it stops 1" in front of the unit but confuses the unit it bumped into. A confused unit cannot move voluntarily in this movement phase. If it does not reach a unit but its move would end within 1" of a unit then it stops 1" in front of the unit.

3. Units failing the test cannot declare charges, shoot or cast spells and are Immune to Psychology.

4. The effects remain until the start of the players next turn or if the unit is engaged in combat (the unit loses ItP immediately after the units get into BTB, i.e. before Timing 1).

Frenzy

- A frenzied unit that did not declare a legal charge (i.e. a charge that would have resulted in a combat, had the target unit hold) but is in charge range of an enemy unit has to declare a charge to the closest unit it could legally charge.

- Frenzied models get +1A.
- Frenzied units always have to pursue and overrun.
- Frenzied units are Immune to Psychology.
- A frenzied unit which loses a round of combat, loses Frenzy (after the break test) for the rest of the game.
- Mounts (incl. creatures pulling chariots) never gain +1A, unless noted otherwise.

Hatred (X)

- Models that fight against (enemies) X in close combat re-roll failed To Hit rolls in the first round of each combat against these enemies.

- Unit has to pursue fleeing (enemies) X from cc and has to overrun.

Immune to Fear

This unit gets the same immunities as if it would cause fear itself, i.e. it is immune to Fear and counts Terror as Fear instead.

Immune to Panic

The unit automatically passes all Panic tests.

Immune to Psychology

- The unit automatically passes all Panic, Fear and Terror tests.
- The unit is immune to Fear and Terror.
- The unit cannot choose 'flee' as a charge response.
- Break tests have to be taken as normal, i.e. break test are unaffected.

Stubborn

The unit ignores Break Test modifiers if it uses its own Ld value (i.e. the Ld of rank & file models or its command group).

Unbreakable

- The unit is Immune to Psychology.
- The unit automatically passes all Break Tests.
- Unbreakable Swarms that lose combat, lose a number of wounds equal to the combat result. These additional wounds cannot be saved (by saves of any kind).

Mounts and Psychology

- Mounts are never affected by psychological effects unless noted otherwise, e.g. if a unit is affected by an effect that grants the unit hatred then only the rider would benefit from the rerolls to the to-hit rolls.

- This is also true for psychological effects that originate from spells. Note that other buffs affect both rider and mount as normal, e.g. a spell that grants +1 to to-hit rolls affects each part of the model.

- Mounts that lost their rider no longer count as 'mounts' and are affected by psychology exactly like monsters.





SPECIAL RULES

This chapter comprises all general special rules. Special rules concerning psychology are part of chapter 'Psychology', special rules concerning weapons and armour are part of chapter 'Equipment', while special rules concerning units are part of chapter 'Unit Types'.

Ally (X): This unit is an ally with the faction trait X.

- The unit does not benefit from army wide special rules.
- The unit does not benefit from 'Inspiring Presence' and 'Hold Your Ground!'.
- Only character models with the faction trait X may join the unit.
- Augments and Buffs (e.g. Righteous Fury) only affect the unit if the source has the faction trait X.

Always Strikes First [ASF]: The model always strikes first in combat even before attackers. If multiple models with ASF fight in the same combat, they attack simultaneously.

Always Strikes Last [ASL]: Every time the model does not count as charging, it strikes last in combat. If multiple models with ASL fight in the same combat, they attack simultaneously. If a model has both the ASL and ASF special rule, it fights in 1 order (i.e. both rules cancel each other).

Anti-Cav (X): Whenever the model with this skill uses specified equipment X and is charged in the front by Cavalry or Monstrous Cavalry, it gains the Killing Blow special rule against that unit for that combat phase.

Armour Piercing (X) [AP]: Attacks grant an extra -X armour save modifier.

Block (X): Whenever a model with this skill uses specified equipment X, it gains +1 to his armour save in CC against attacks from its front.

Breath Weapon: Counts as a ranged attack that can be used in the shooting phase, even when the model marched but not in close combat. Place the flamer template completely within the front arc of the model with the narrow end touching its base. Use the template rules (see chapter 'Templates') to determine hits. Only models within LOS can be hit.

Daemonic Ward Save (X+): Ward Save of X+ vs non magical attacks.

Dodge (X+): Counts as a Ward Save of X+. Only for models on foot.

Ignores Difficult Terrain: This unit does not suffer movement penalties for difficult terrain.

Impact Hits (X): This model inflicts X automatic hits to a single unit in BTB on the charge. These hits are distributed like shooting and have a S value equal to the basic S stat of the model. Impact hits are resolved in timing step 1.

Insignificant: This unit does not cause panic in friendly units.

Instability: When this unit loses combat, it has to take a break test with the following exceptions:

- Flux Disruption: If the unit fails to pass its break test and the roll is equal to or less than the leadership of the unit, it suffers a number of wounds equal to the amount it failed the test by (no saves of any kind allowed). Character models in this unit are only affected if the unit is destroyed and there are unallocated wounds left. In this case wounds are distributed evenly between the character models (randomise odd wounds).
- Warp Collapse: If the unit fails to pass its break test and the roll is higher than the leadership of the unit, it is destroyed (including any character models in the unit).
- The unit does not break and flee when it fails to pass its break test.

Note:

- The 'Hold Your Ground!' special rule is affected in the following way:
If the reroll could result in the unit suffering **less** wounds from Instability, the break test **may** be rerolled.
If the unit would be **destroyed** by Instability, the break test **has to be** rerolled.
- Should the unit also benefit from Stubborn, it does not suffer wounds because of Flux Disruption.

Killing Blow [KB]: To-wound rolls of a natural '6' ignore armour saves. Has no effect on to-wound rolls of 7+.

Large Target: The model can draw LOS over intervening models that are not Large Targets themselves. Also other models can draw LOS to Large Targets over intervening models that are not Large Targets, even over models in their own unit. This allows all models in a unit to shoot at Large Targets if they are in range and have LOS. In addition Templates as well as models shooting at Large Targets gain +1 to their to-hit rolls.

Magic Resistance (X) [MR]: The unit gets an additional X free DD to dispel any spell that targets the unit specifically. The unit may use these free DD to dispel spells even if there is no wizard in the army. In addition if this unit is affected by a RIP spell, it generates X free DD in every magic phase that can only be used to dispel this RIP spell. If multiple elements in a unit have MR (e.g. characters in units) only the highest value (X) is used. Units benefit from the MR of a joined character, even if the spell does not target

or affect the character. Likewise, characters benefit from MR of the unit (or another character in the unit), even if the spell directly targets the character.

Magical Attacks: All attacks (ranged and cc) of this unit count as magical.

March Blocker: This unit can march block even if its US is lower than 5.

Parry (X): Whenever a model with this skill uses specified equipment X, it is -1 to hit in CC against attacks from its front.

Poisoned Attacks (X): This model adds +X to the strength of the hit for the to-wound roll only, i.e. use the basic strength of the hit for all other effects like armour save modifiers, special effects (e.g. Ramshackle) etc.

Ramshackle: This model suffers an (1) additional wound for each unsaved wounding hit with S8 or higher.

Random Movement (X): The unit cannot declare charges and has to follow the following rules instead of moving normally. In the compulsory movement phase, the player has to pick a point in the front arc of the unit and roll XD6. The unit moves the rolled number in inches in a straight line and may face any direction at the end of its full movement. It cannot turn while moving. Modifiers affecting movement (like terrain or magical effects) apply as normal. If it contacts impassable terrain, the board edge or one of your own units it stops 1" in front of the obstacle facing in a direction of your choice. If the roll is high enough to reach an enemy unit, the movement counts as a charge and the target unit gets to make a charge response. If it does not reach a unit but its move would end within 1" of a unit then it stops 1" in front of the unit. The unit flees XD6" and pursues XD6".

Regeneration (X+): Every time a unit with this skill suffers a wound (after armour and ward saves and after any wound multipliers) roll a D6 for each wound the unit suffered. For each roll that comes up as an X+ the unit ignores a wound.

In close combat regeneration rolls are made at the end of combat but before combat result is calculated. Regenerated wounds do not count towards combat result but models that were killed before they could attack are not allowed to strike, even if they are saved by the regeneration at the end of combat.

Scaly Skin (X+): The model has an armour save of X+. Can be combined with armour which then turns it into a corresponding AS modifier.

Scouts: A unit with this special rule may be set up after both armies have been deployed. In this case, the unit can be deployed in one of the following ways:

- more than 18" away from the opponent's deployment zone.
- outside of the opponent's deployment zone and at the same time completely out of sight of enemy units and/or within cover. For this purpose all enemy units have 360° AOS.

If the unit is deployed outside of its own deployment zone it has to be deployed more than 12" away from enemy units. If both armies include scouts, both players roll a D6. The player with the highest roll, starts deploying one of his scout units. Thereafter players alternate deploying one scout unit at a time.

Small: Unit does not block line of sight

Sniper: A model with this skill is allowed to make a sniping shot instead of shooting normally. If the model chooses to do so, then it is allowed to target any one model within LOS (even models in units). Further it is allowed to target specific parts of a model, if the model is a warmachine or a character riding a chariot or monstrous mount. If the target is a crew member of a warmachine, use the toughness of the crew to resolve the shot.

The to Hit score of the sniping shot is determined in the same way as a normal shot at the target **unit** (not the individual part of the unit/model) but suffers an additional -1 to hit modifier.

In addition, the model is allowed to shoot at a different target than the unit it is part of.

Sniping shots negate the benefits of ranged attacks at characters within or near units and do not grant a 'Look Out Sir!' roll.

This skill cannot be used during a 'Stand & Shoot' charge response.

Ward Save (X+): Every time a unit with this skill suffers a wound (after armour saves but before multiple wound rolls), roll a D6: if you roll an X+, the wounding hit is ignored.



EQUIPMENT

Fighting with equipment

Any time a unit gets engaged in combat it has to declare which equipment it is going to use during the combat (chargers have to declare first). A model can only ever use one type of weapon, one armour and up to one shield at a time. As long as the unit is in combat it cannot change its equipped weapons or armour (incl. shields). All rank and file models in the unit have to use the same equipment. Models without any weapons fight as if they were equipped with a hand weapon.

Mounted models with spears or lances

Mounted models can only use spears or lances during the turn they charge. In prolonged combats the models have to switch to another weapon at the start of the second combat phase. This is the only time when a model is allowed to change equipment during combat.

MISSILE WEAPONS

- Unless noted otherwise, each weapon with a Range counts as a missile weapon and cannot be used in cc.

Throwing axe | 6" | S like thrower +1 | Thrown weapon

Throwing star & Throwing knife | 6" | S like thrower | Thrown weapon

Pistol | 8" | S4 | AP (1), no penalty for moving and shooting as well as long range; may always Stand & Shoot, even if the enemy is within half charge distance. Multiple shots (2) for brace of pistols.

Javelins | 12" | S like thrower | Thrown weapon

Sling | 18" | S3 | Multiple shots (2)

Short Bow | 18" | S3

Repeating Crossbow | 24" | S3 | Multiple shots (2)

Bow | 24" | S3

Handgun | 24" | S4 | AP (1) | Move or Fire

Longbow | 30" | S3

Crossbow | 30" | S4 | Move or Fire

HAND-TO-HAND WEAPONS

Hand Weapon | S like wielder

Additional hand weapon | S like wielder | +1A | Two-handed

Dagger | S like wielder | Opponent gets +1 armour save

Brace of Pistols | counts as additional hand weapon

Great Weapon | +2S | Always strikes last | Two-handed

Halberd | +1S | Two-handed

Morning Star | +1S in first round of combat

Flail | +2S in first round of combat | Two-handed

Spear (Inf) | S like wielder | Fight in two ranks

Spear (mounted) | +1S in first round of combat and charging

Lance (mounted) | +2S in first round of combat and charging

Pike (Inf) | S like wielder | Anti-Cav (pikes) | Fight in three ranks | counts as entrenched in the front

Weapon Special Rules

(Causes) X wounds: Every wounding hit causes X wounds instead of 1

Dangerous: For each 1 on the to-hit roll, roll a dice: on a 1-2 the unit suffers a wound with no AS. Wounds are allocated like shooting. Wounds suffered in this way do not cause panic tests to the unit itself.

Fight in additional ranks: If the unit did not move this turn it fights in additional ranks to its front.

Move or Fire: Moving and shooting is not possible in the same turn

Multiple shots (X): Option to shoot once without penalty or X shots with -1 to-hit penalty

Penetrates ranks: if a model in the target unit is killed, a model in the next rank/file (if applicable), depending on whether the shooter is in the front/rear or flank zone of the target unit, is hit with a S equal to the S of the weapon -1 for each model already slain. This special rule has no effect on units with the 'skirmishers' special rule.

Strength bonus: additional bonus when charging/first round of combat

Thrown weapon: No penalty for long range or moving and shooting

Two-handed: The weapon cannot be used in combination with a shield.

ARMOUR SAVE

Armour	Save
Infantry with shield or light armour	6+
(Monstrous) Cavalry* without shield or armour	6+
Infantry with shield & light armour or heavy armour	5+
(Monstrous) Cavalry* with shield or light armour	5+
Infantry with shield & heavy armour or gromril/chaos armour	4+
(Monstrous) Cavalry* with shield & light armour	4+
Infantry with gromril/chaos armour & shield	3+
(Monstrous) Cavalry* with shield & heavy armour	3+
Pavise (only against missiles)	+2
(Full Metal) Barding	+1

*only counts for cavalry models comprising mount and rider

Flamer Weapon

- No Stand & Shoot

Firing the flamer:

- Choose a unit within LOS of the flamer to shoot at and target a point **between** the flamer and the target unit for range and direction to shoot in. If the range of the flamer is 0", the target point has to touch the front base edge of the flamer.
- If the target point is within the maximum (and minimum) range of the flamer, roll an Artillery Dice. Otherwise, the shot automatically misses, i.e. don't place the template. Still roll the Artillery Dice to determine if a misfire occurs.
- If a misfire symbol is rolled, the shot automatically misses and the flamer suffers a misfire, see 'Misfire' below.
- If the shot does not automatically miss, move the target point a number of inches directly away from the flamer equal to the result of the Artillery Dice. Then place the narrow end of the flamer template where the shot landed and the broad end away from the flamer and resolve the template.

Cannon

- No Stand & Shoot

Firing a cannonball:

- Choose a unit within LOS of the cannon to shoot at and target a point **between** the cannon and the target unit for range and direction to shoot in.
- If the target point is within the maximum (and minimum) range of the cannon, roll an Artillery Dice. Otherwise, the shot automatically misses. Still roll the Artillery Dice to determine if a misfire occurs.
- If a misfire symbol is rolled, the shot automatically misses and the cannon suffers a misfire, see 'Misfire' below.
- If the shot does not automatically miss, move the target point a number of inches directly away from the cannon equal to the result of the Artillery Dice. The resulting spot is the point of impact.
- Afterwards, the cannonball bounces a number of inches directly away from the cannon equal to the result of another Artillery Dice roll. In this case, a misfire symbol means that the cannonball buries itself into the ground and does not bounce, i.e. there is no misfire.
- If the cannonball lands in water terrain (e.g. swamp, river or lake), it buries itself into the ground automatically (and does not bounce).
- A bouncing cannonball immediately stops when it hits a building, rock or there is a sudden change in elevation like the edge of a hill (up or down).
- Every unit below the line between the point of impact and the point where the cannonball bounced to suffers a number of hits equal to the number of models of the respective unit that are touched by the line, wherein only one model per rank/file can be affected (depending on whether the cannon is in the front/rear or flank zone of the target unit). If the cannonball buries itself into the ground, the unit below the point of impact suffer a single hit.

Grapeshot

Instead of shooting a solid cannonball like described above, a cannon may shoot Grapeshot. To do so roll an Artillery Dice:

- If a misfire symbol is rolled, the cannon suffers a misfire, see 'Misfire' below.
- If the cannon does not suffer a misfire, resolve the shot according to the following rules: Breath Weapon, S4, AP (1).



Catapult

- No Stand & Shoot
- Models that moved in the same turn, suffer -2 BS (to a minimum of BS0) when they fire a catapult (without the “Move or Fire” special rule).

Firing the catapult:

- Choose a unit within LOS of the catapult to shoot at and target a point **within** the target unit and within LOS of the catapult for range and direction to shoot in. For this purpose models in the target unit do not block LOS to other models in the same unit, i.e. it is possible to target a point ‘inside’ a unit.
- If the target point is within the maximum (and minimum) range of the catapult, roll a Scatter Dice and an Artillery Dice. Otherwise, the shot automatically misses, i.e. don’t place the template. Still roll the Artillery Dice to determine if a misfire occurs.
- If a misfire symbol is rolled, the shot automatically misses and the catapult suffers a misfire, see ‘Misfire’ below.
- If the shot does not automatically miss, determine the point of impact in the following way: If the target point lies within ½ the maximum range of the catapult, scatter the target point the distance rolled by the Artillery Dice minus the BS value of the crew (to a minimum of zero) in the direction indicated by the Scatter Dice. If the target point lies between ½ the maximum range and the maximum range, only subtract the BS value of the crew from the number rolled by the Artillery Dice if the Scatter Dice shows a hit symbol.
- Then place the template with the hole on the point of impact and resolve it.

MISFIRE

General misfire rules:

When a model suffers a misfire then there seems to be something wrong (e.g. loose bolts/straps, suspicious sounds) and the player has the following options:

- Investigate: The weapon does not shoot this turn and cannot fire next turn.
- Ignore: roll a D6:
 - 1-2: the weapon does not shoot and the model is destroyed
 - 3+: the weapon does not shoot this turn (but is allowed to fire next turn)

Special misfire rules:

Some units/weapons have special misfire rules which are stated behind ‘Misfire:’ in their description. If this is the case, these special misfire rules are used instead of the general misfire rules above.

Optional Rule: GUESS-RANGE WEAPONS
see Appendix B

UNIT TYPES

A unit and how it functions in the game is defined by its profile, its basic unit type (Type), special rules and equipment. For easy reference all basic unit types and special rules concerning units are combined in this chapter.

MONSTERS (Type: Mon)

- Monsters are single models and have no additional special rules.
- Some monsters are accompanied by a rider or crew with their own profile. In this case the monster is treated as one model. Use the movement allowance of the monster for movement, the toughness and wounds of the monster in case the model is attacked and the highest stats of the rider/crew for everything else, except for when this model attacks then use the respective stats (WS, S, I, A, equipment, special rules) of the monster and its rider/crew. For impact hits use S stat of the monster.
- In the case of multiple entries for T and W, use the highest entry of each stat for the model.

INFANTRY (Type: Inf)

- Basic unit type that works according to the core rules, i.e. there are no additional rules.

LIGHT INFANTRY

- Free reforms: unless it charges, this unit can reform for free (no movement penalties) as often as desired during its movement, even while marching.
- does not suffer movement penalties for difficult terrain or linear obstacles
- can shoot with an additional rank to the front
- can shoot even when reforming (but not when marching)
- cannot claim rank bonuses for combat result
- character models with Type (Inf) may join the unit and move and shoot like the unit
- Templates suffer -1 to their to-hit rolls against Light Infantry.

SKIRMISHERS

Formation:

- Loose formation: this unit does not rank up and always moves in a loose formation. In a legal loose formation models are positioned in a single group and within 1” of at least one other model of the unit. LOS cannot be drawn through this unit (remember that unit and not models block LOS!).
- this unit has an AOS of 360°

Moving:

- cannot be march blocked, i.e. skirmishers are always allowed to march
- each model in the unit moves like a single model, i.e. there are no manoeuvres; the unit has to end its movement in a legal loose formation
- does not suffer movement penalties for difficult terrain or linear obstacles

Charging:

- When this unit charges a non-skirmishing unit, determine for each model if it is within charge distance of the target unit. Models that are within charge distance are placed in BTB with the respective side of the target unit (if possible) and form a front rank. Models that do not reach the target unit (because there is not enough space to get into BTB or they are out of charge distance) are placed behind the front rank where they form rear ranks and what looks like a regular formation. Command group models or characters that have joined the unit may switch places with models in BTB after the charge move is completed.
- Non-skirmishing units charging a unit of skirmishers result in both units lining up perpendicular to the charge line (the distance between the centre of the front of the charging unit and the closest model of the target skirmishing unit within AOS), i.e. it is not possible to arbitrarily “wheel into contact” to change the alignment of the units and thereby the direction of a possible flight and pursuit path.
- Charges against other skirmishers: Determine for each model if it is within charge distance of the closest model within AOS of the target unit. Models that are within charge distance form a front rank which is touching this closest model and which is aligned perpendicular to a line through the centres of both units (before the charge move). Models that do not reach the target unit form rear ranks as usual. After the charging unit moved, the charged unit then moves as many models as possible into BTB with the front of the charging unit forming their own front rank while the remaining models form rear ranks as usual.

Shooting:

- Models in the unit can draw LOS through other models in the unit.
- Templates as well as enemies shooting at this unit suffer -1 to their to-hit rolls.

Close combat:

- As long as this unit is engaged in close combat it will stay in a ranked up formation with a front, flanks and a rear.
- cannot claim rank bonuses for combat result
- do not break ranks (independent of their US).





Other:

- character models with Type (Inf) may join the unit and move and shoot like the unit
- Single models with US 1 count as skirmishers.

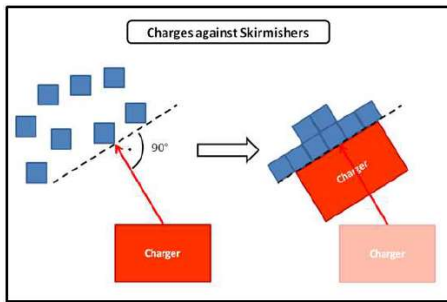


Diagram that illustrates how charges of non-skirmishing units against units of skirmishers are resolved.

MONSTROUS INFANTRY (Type: Mol)

- The model requirement for "Ranged attacks at characters within or near units" (see chapter 'Characters') is reduced from 5 to 4 models.
- The model requirement for rank bonuses is reduced from 5 to 4 models.

CAVALRY (Type: Cav)

- For cavalry models with separate profiles for the rider and its mount, use the movement allowance of the mount for movement and the stats of the rider for everything else, except for when this model attacks then use the respective stats (WS, S, I, A, equipment, special rules) of the rider and mount. For impact hits use the S stat of the mount.
- **Barding:** Mounts with barding suffer -1M. Usually this penalty is included in the profile (in brackets).

LIGHT CAVALRY

- Free reforms: unless it charges, this unit can reform for free (no movement penalties) as often as desired during its movement, even while marching.
- Feigned flight: if this unit chooses flee as a charge response and rallies in the subsequent movement phase, it is allowed to movement in the remaining movement phase that turn. It may also shoot in the shooting phase but always counts as having moved that turn.
- can shoot even when marching or reforming
- during the **shooting phase** models have an AOS of 360°
- cannot claim rank bonuses for combat result
- character models with Type (Cav) may join the unit and move (but not shoot) like the unit

HEAVY CAVALRY

- this unit cannot march
- for fleeing and pursuit/overrun moves this unit counts as having M6 or less

MONSTROUS CAVALRY (Type: MoCav)

- For monstrous cavalry models with separate profiles for the rider and its mount, use the movement allowance of the mount for movement and the stats of the rider for everything else, except for when this model attacks then use the respective stats (WS, S, I, A, equipment, special rules) of the rider and mount. For impact hits use the S stat of the mount.
- In the case of multiple entries for T and W, use the highest entry of each stat for the model.
- The model requirement for "Ranged attacks at characters within or near units" (see chapter 'Characters') is reduced from 5 to 4 models.
- The model requirement for rank bonuses is reduced from 5 to 4 models.
- **Barding:** Mounts with barding suffer -1M. Usually this penalty is included in the profile (in brackets).

CHARIOTS (Type: Chariot)

- this unit cannot march
- Chariots are each treated as one model though they are composed of the chariot itself, its crew and mount(s). Use the movement allowance of the mount(s) for movement, the toughness and wounds of the chariot in case the chariot is attacked and the highest stats of the crew for everything else, except for when this model attacks then use the respective stats (WS, S, I, A, equipment, special rules) of the crew and mounts. Mounts may only attack enemies to the front of the chariot. For impact hits use the S stat of the chariot.
- Chariots suffer D6 S6 hits for moving through difficult terrain or for crossing linear obstacles. These hits are resolved as soon as the chariot contacts the terrain/obstacle. A chariot only suffers these hits once per turn,

no matter how many times it crosses terrain or obstacles. Units composed of chariots suffer D6 S6 hits per chariot model affected.

- **Barding:** If a chariot is pulled by creatures wearing barding it suffers -1M. Usually this penalty is included in the profile (in brackets).

SWARM (Type: Swa)

- Templates gain +1 to their to-hit rolls against Swarms.
- Unbreakable Swarms that lose combat, lose a number of wounds equal to the combat result. These additional wounds cannot be saved (by saves of any kind).
- Character models cannot join Swarms.

FLYERS

All flyers follow the following rules:

- the AOS of this unit is like the AOS of the basic unit type
- Instead of using its ground movement which works like movement for the basic unit type, the unit can fly. Flight and ground movement cannot be combined during a single movement action.
- Flyers move (fly) up to 20" unless noted otherwise, e.g. a Flying Model (10") would only be allowed to fly 10".
- Flight movement is never doubled, i.e. march and charge distances equal the flight distance.
- Flyers may ignore terrain and units (incl. enemy units) during flight movement (incl. charges) but cannot end their movement in impassable terrain or on units.
- Flyers cannot start or end their flight movement in woods.
- Flee distance is 3D6" for flight movement. When flyers flee, they must use their flight movement if possible.
- Pursuit distance is 3D6" for flight movement. When flyers pursue/overrun, they may choose to use either their ground or their flight movement.
- If a flyer flees and is forced to end its flight movement inside impassable terrain (incl. woods) it is destroyed.
- If a flyer pursues or overruns and its flight movement would end inside impassable terrain (incl. woods) or one of your own units it stops 1" in front of the obstacle. Flyers may move over enemy units or charge into them. If they would end their pursuit move on an enemy unit, they have to charge it.
- Flyers do not break ranks (independent of their US).
- Character models cannot join flyers.

In addition, each flyer falls into one of the following categories with its own special rules:

Flying Model

- No additional special rules

Flying Unit

- Free reforms: unless it charges, this unit can reform for free (no movement penalties) as often as desired during its movement

Flying Skirmishers

- Unit does skirmish and follows all rules for skirmishers

WARMACHINES (Type: WarM)

Model:

- Each warmachine and its crew occupy a single base and count as a single model.
- The number of wounds a warmachine has left is represented by the number of crew models. Remove a crew model for each wound that the warmachine suffers. The warmachine is destroyed when there is no crew left.
- Warmachines cannot be joined by character models.

Movement:

- Warmachines move according to the Movement Allowance of their crew.
- Warmachines cannot march or charge.
- When a warmachine is charged, turn the model to face the charging unit. If it is charged by multiple units, the controlling player may choose which unit to face.
- Warmachines may only choose 'Hold' as a charge response

Shooting:

- Unless noted otherwise warmachines cannot move and shoot
- If the warmachine is shot at, use the toughness of the warmachine and armour save of the crew.

Combat:

- If attacked in close combat, use the stats of the crew.
- If the warmachine fails its break test, it is destroyed.

Psychology:

- If a warmachine fails a panic test, it does not flee, but instead is not allowed to fire the next turn (does stack with misfire results).
- Warmachines automatically pass all terror tests.





CHARACTERS

MISCELLANEOUS

- Lords and Heroes (with or without a mount) count as character models.
- Characters are single models.

MOVING

Joining and leaving units

- Instead of fighting on its own a character can join a friendly unit. To do so the character has to move into contact with the unit in the movement phase and is placed immediately in the front rank of the unit. If the unit has not already moved, its movement is reduced to the movement the character has left when it reaches the front rank.
- Characters with a base which size is an even multiple of the base size of the rank & file models is placed inside the first rank of the unit replacing rank & file models. The unit counts its rank bonus as if the space the character takes up was filled with rank & file models.
- Characters with a base which size is not an even multiple of the base size of the rank & file models is placed next to the front rank of the unit.
- When a character joins a unit consisting of a single rank, the player can extend the rank respectively and/or form a second rank with the replaced models.
- A character can leave a unit in the movement phase and may even join another unit but is unable to join and leave the same unit in the same phase.
- The maximum number of characters that can be part of a single unit is 2.
- Characters cannot join or leave broken units or units engaged in CC.
- Characters cannot join or leave units that are subject to a compulsory movement rule and have to move with the unit if they are already part of it.
- A character that is part of a unit that declared a charge has to charge with the unit. A character that is part of a unit that did not declare a charge may declare a charge and charge on its own. In this case the character will leave the unit in the 'resolve charges' phase and the unit is free to move in the 'remaining moves' phase. For Stand & Shoot purposes, treat the unit the character charges out of as non-existing.
- Characters cannot join other characters or units that are classified as Chariots, Flyers, Monsters or Warmachines.
- Unless noted otherwise characters mounted on a chariot or a flying mount or characters that are classified as a Monster themselves cannot join units.
- Characters that join/leave a unit cannot move into a position that the model would not be able to reach with its movement if the unit was not there, i.e. joining/leaving a unit cannot be used to increase the movement range of a character. In particular this means that a character cannot join a unit if it is unable to reach its position in the front rank.
- Characters that are part of a unit but are not positioned in its front rank cannot fight (even not with a spear for example), cast spells or use magic items. Also, the unit cannot use its LD and no unit can benefit from their 'Inspiring Presence' or 'Hold Your Ground!' special rules (if applicable).

Moving with/inside units

- A unit moves with the movement allowance of its slowest model.
- When a unit moves during the remaining moves phase, characters may be moved to a different position in the front rank of their unit.
- During the remaining moves phase a character that does not count as charging, is part of an engaged unit and is not already in BTB with an enemy unit, may move into BTB with enemies fighting in any side of the unit. If the character is moved from the front rank to another rank in this way, it still counts as being part of the front rank and may fight, use magic, etc.

SHOOTING

- A character may always shoot at a different target than the unit it has joined.

Ranged attacks at characters within or near units (Hit Distribution)

- Ranged attacks include all attacks made in the shooting phase as well as Magic Missiles

Protection granted by units:

- A friendly unit consisting of models with US 1 grants protection from ranged attacks to characters with US 1.
- A friendly unit consisting of models with US > 1 grants protection from ranged attacks to characters with US up to 4.
- Characters that are Large Targets or count as Large Targets for LOS purposes get no protection from units no matter what their US is.

Characters within units:

- If the character is protected and the unit consists of at least 5 'rank and file' models (incl. champions), then all hits are allocated to 'rank and file' models.

- If the character is protected and the unit consists of less than 5 'rank and file' models, then hits are distributed evenly, i.e. divide hits evenly between all models of the unit, any hits left over are distributed randomly.
- If the character is not protected, then the shooting player may decide if he likes to shoot at the unit or at the character model.
- Characters in units can only be hit by templates if they are not protected or if the unit consists of less than 5 'rank and file' models. If the character is protected and the unit consists of at least 5 'rank and file' models then any hits the character would suffer are transferred to the unit.
- Hits from effects that target each model in the unit are resolved like hits by templates (see above).

Characters near units ("Look Out Sir!"):

If a single character model is hit by a ranged attack and is within 3" of a unit that is made up of at least 5 models (incl. champions) and the unit grants protection, then the character model may make a 'Look Out Sir!' roll. On a roll of a 4+, the shot hits a model of the unit instead of the character model. (Treat all shots like they would have targeted the unit, i.e. randomize hits if necessary). Roll for each hit separately. If multiple units are eligible, the player of the character model may choose which unit suffers potential hits. The player may select a different unit that tries to warn the character for each batch of shots (shooting attack made by one unit of the opponent or Magic Missile).

CLOSE COMBAT

- Characters fight in CC as usual and in addition may issue challenges.

CHALLENGES

- At the start of each combat a single challenge can be issued if there is not already a challenge being fought in that combat.
- Challenges can be only issued or accepted by 'legal' characters, i.e. characters that are in BTB with the enemy in the respective combat.

Issuing Challenges

- The active player may pick one friendly legal character to issue a challenge.
- If the active player does not issue a challenge, then his opponent may pick a friendly legal character to issue a challenge.
- Challenges can only be issued if there are legal characters on both sides.

Refusing Challenges

- If the respective opponent refuses the challenge, the player issuing the challenge must nominate a character of the opponent that was eligible to accept the challenge. The opponent then has to move the nominated character into a position inside its unit where it is not in BTB with an enemy. The character that refused the challenge suffers all penalties for not being in the front rank of a unit (see above), even when it is still part of the front rank, and is returned to a fighting rank (of the owning player's choice) in BTB with an enemy at the end of the close combat phase.
- If the opponent is unable to do so, e.g. there is no such position or the character is on its own, then he cannot refuse and has to accept the challenge.

Accepting Challenges

- To accept a challenge a player nominates one of his legal characters. From now on those two characters fight until one of them is slain or the combat ends (e.g. because one of the units breaks form combat).
- Do not move the characters. They are considered to be into BTB.
- A character's mount fights in the challenge but crew or other models riding the mount do not.
- If a character is riding a chariot the creatures pulling the chariot may attack but other crew may not fight. Any impact hits are directed at the unit before the challenge starts (i.e. usually a character is save unless it is on its own).
- In close combat, models fighting in a challenge are immune to damage from sources outside the challenge. This especially means that impact hits are not resolved when the model fighting in a challenge is the only model in btb with a charging chariot.
- Models that are not fighting in a challenge may not direct attacks at models fighting in a challenge. This may result in models not being able to attack at all.
- If a character in a challenge is slain the challenge ends after the combat result has been determined. This means that a mount may still attack in the challenge even after its rider has been killed and models cannot direct attacks at a surviving mount in the phase the character has been killed.
- If different parts of a model attack in different timing steps, then a part can only attack if the opponent is still alive at the respective timing step. For example, if a character model on a mount kills a character model on foot,





the mount cannot attack if it would attack at a later timing step than the character model.

Overkill

Excess wounds inflicted in a challenge are not discarded as usual but grant +1 CR for each excess wound inflicted up to a maximum of +5 CR.

PSYCHOLOGY

- Broken units that include one or more characters do not automatically fail all Ld-tests to rally if the number of models in a fleeing unit is less than 25% of its original unit size.
- Units always use the highest LD of any model, incl. characters, in the unit.

CHARACTERS WITH UNITS AND PSYCHOLOGY

Immune to Psychology

- A character that is ItP and joins a unit that is not ItP loses ItP until it leaves the unit incl. during a charge.
- A character that is not ItP and joins a unit that is ItP, gains ItP until it leaves the unit.

Frenzy

- A character only benefits from Frenzy if it is affected by it itself.
- A character affected by Frenzy in a unit not affected by Frenzy, has to charge out of the unit if the unit did not declare a charge and there is a legal target within the characters charge distance. Also, the unit is forced to pursue/overrun as long as the character with Frenzy is part of the unit.
- A character affected by Frenzy in a unit affected by Frenzy may only declare a charge on its own if the unit has no enemy in charge range, i.e. the character has to charge together with its unit, if possible.

Hatred

- A character only benefits from Hatred if it is affected by it itself.
- A unit not affected by Hatred is forced to pursue/overrun as long as a character with Hatred is part of the unit.

Stupidity

- A character not affected by Stupidity that is part of a unit affected by Stupidity is forced to move with the unit and cannot leave the unit (as characters cannot leave units that are subject to a compulsory movement rule) but can shoot and cast spells.
- If a character is part of a unit and suffers from Stupidity, the whole unit is affected.

Terror

- If either the unit or a character inside the unit is immune to the effects of Terror, then the unit does not take a Ld-test if it charges a Terror causing unit or is charged by a Terror causing unit.

Stubborn

- A unit that is not Stubborn and is joined by a character that is Stubborn, becomes Stubborn as long as the character is part of the unit.
- A unit that is Stubborn can use the higher Ld of characters for all tests except for break test unless the character is Stubborn itself.

Unbreakable

- A character that is Unbreakable can only join units that are Unbreakable.
- A character that is not Unbreakable can only join units that are not Unbreakable.

CHARACTERS WITH MOUNTS

- Characters riding a mount share the base of their mounts.
- The unit type for mounted characters is changed to the Type of the mount (incl. chariots) as long as the mount is still alive.

Characters with mounts classified as Cavalry

- Characters with mounts classified as Cavalry count as single models, i.e. cavalry mounts cannot be attacked or killed individually.
- Cavalry Mounts grant +1 AS (+2 AS with barding).
- Mounted characters with a possible AS of 2+ or better that are classified as Cavalry count as Heavy Cavalry.
- A character that counts as Heavy Cavalry does not prevent a unit it joined from marching but the unit still moves with the movement allowance of its slowest model, e.g. a unit of infantry (M4) with a heavy cavalry character (M7) can march up to 7".

Character models and chariots

- Characters get +2 AS and replace a crew member (see army list).
- Hits from ranged attacks are randomised, D6: 1-5 chariot, 6 character.
- Effects that use templates may affect both the chariot and the character. Roll separately for each one of them to determine if it is hit. The hole can only hit either one of them and is randomised as described above.
- Wounds are worked out separately for each part of the model that suffered hits. Roll to-wound against the respective T. Saves are not shared, i.e. each part of the model is restricted to its own armour save (or Ward Save, etc.).
- In CC enemies can direct attacks at the character and/or chariot.
- If the chariot is destroyed, replace the chariot model with a model of the character. In CC the character model is placed in BTB with as many enemy units (and models) as possible that where in BTB with the chariot.
- If the chariot is destroyed as a result of a 'Stand & Shoot' charge response, the character is placed where the chariot was destroyed (i.e. where it was shot at) and cannot move any further this movement phase.

Character models on monstrous mounts

- Hits from ranged attacks are randomised, D6: 1-4 monster, 5-6 character.
- Effects that use templates may affect both the monster and the character. Roll separately for each one of them to determine if it is hit. The hole can only hit either one of them and is randomised as described above.
- Wounds are worked out separately for each part of the model that suffered hits. Roll to-wound against the respective T. Saves are not shared, i.e. each part of the model is restricted to its own armour save (or Ward Save, etc.).
- In CC enemies can direct attacks at the character and/or monster.
- If the monster is slain, replace the monster model with a model of the character. In CC the character model is placed in BTB with as many enemy units (and models) as possible that where in BTB with the monster.
- If the monster is slain as a result of a 'Stand & Shoot' charge response, the character is placed where the monster was slain (i.e. where it was shot at) and cannot move any further this movement phase.
- In case the character was slain the monster immediately has to take a Ld-test on its own Ld (Inspiring Presence, etc. cannot be used). If the test fails roll on the monster reaction table below to determine the effect.

Monster Reaction Table (D6)

- | | |
|-----|--|
| 1-2 | Monster fights as normal, but is subject to <i>Stupidity</i> . |
| 3-4 | Monster becomes <i>Unbreakable</i> and stops moving except that it always turns to the closest enemy which it will attack with any ranged attack available. In CC it fights as normal but does not pursue fleeing enemies. |
| 5-6 | Monster fights as normal, but is subject to <i>Hatred</i> and <i>Frenzy</i> that cannot be lost even when the monster loses a round of CC. |
- If the character is slain as a result of a 'Stand & Shoot' charge response, the monster finishes the charge if it passed its Ld-test or rolled a 1-2 or 5-6 on the monster reaction table.

CHARACTERS WITH MOUNTS AND PSYCHOLOGY

Fear/Terror: If either the character or its mount causes Fear/Terror, then the whole model causes Fear/Terror.

Frenzy: Only the part of the model with this rule gains the additional attack. But the whole model has to charge and pursue/overrun.

Hatred: Only the part of the model with this rule gains rerolls to hit. But the whole model has to pursue/overrun.

Stupidity: If either the character or its mount suffers from Stupidity, then the whole model suffers from Stupidity (only a single test is required).

Immune to Psychology or Panic, Stubborn, Unbreakable: If either the character or its mount is subject to any of these rules, the whole model is.





COMMAND GROUPS

- Command group models (CGM), i.e. Champions, musicians and standard bearers, must be placed in the front rank like characters. If there is not enough space left they are placed in the second rank. They may also be moved to the second rank if a character joins the unit and there is not enough space for the character to be placed in the front rank.
- CGM cannot leave their unit.
- CGM are equipped exactly like rank & file models in the unit.
- Musicians and standard bearers cannot be killed separately but can be removed voluntarily by the player in case not enough models are left in the unit. Casualties inflicted by attacks targeting musicians and standard bearers still reduce the number of attacks of the unit if the casualties were inflicted before the respective models had a chance to attack.

Champions

- Champions have a separate stat line which is used instead of the rank & file stat line and may sometimes be equipped with different equipment (see army list).
- Champions can move inside their unit like characters.
- Champions do not count as characters for spells.
- Champions are treated like characters for ranged attacks against the unit with the champion. But the champion only benefits from the protection if the unit consists of at least 5 'rank and file' models other than itself.
- Champions have to be attacked separately in close combat. Excess wounds are wasted (unless the champion is fighting in a challenge).
- Champions may declare, accept and deny challenges like characters.
- For champions with multiple wounds, record their wounds separately.

Musicians

- In case of a draw in close combat, the side with a musician in the front rank of a unit that is part of that combat wins by 1 point. If both sides have at least one legal musician, the combat remains a draw.
- Units with a musician in their front rank get +1 to their Ld (up to Ld 10) for any rally attempts.

Standard bearers

- Standards that are positioned in the front rank of their unit grant a +1 bonus to the combat result. In a combat with multiple units, each side only gets a max of +1 CR, not +1 CR per standard.
- Standards are lost if the unit with the standard bearer breaks from combat. Replace the standard bearer with a rank & file model.
- Standards are captured by enemy units if the unit with the standard bearer is completely destroyed in CC or if the unit broke from combat and was pursued. Mark one of the pursuing units that is now in possession of the captured standard. Units gain no in-game benefit from captured standards but captured standard may affect the outcome of the game (e.g. victory points). Captured standard may be recaptured if the unit with the captured standard is defeated in CC (see above). In this case the recaptured standard is removed from the game (i.e. it cannot be used by the unit and cannot be captured again). If a unit with a standard breaks from combat but no enemy pursues, the standard is removed from the game. Standards removed from the game do not count as captured for the outcome of the game.

GENERALS AND BATTLE STANDARDS

THE GENERAL

- Each army has to be led by a general. The general is the character model with the highest Ld in the army. If there are multiple characters with the highest LD, the player designates one of those models as the general when he musters his army.
- The general may choose to automatically pass the **first panic test** he, or the unit he is with, has to take in the game.
- o **Inspiring Presence:** If the general is not broken and is positioned in the front rank of a unit (or is on his own), friendly units within 12" of the general use its Ld for any Ld-tests and break test.

THE BATTLE STANDARD BEARER (BSB)

- Unless noted otherwise BSBs cannot be the general of the army.
- If the BSB is positioned in the front rank of a unit (or is on his own), it grants a +1 bonus to the combat result (this bonus stacks with other standards for a max. of +2 CR).
- o **Hold Your Ground!:** If the BSB is not broken and is positioned in the front rank of a unit (or is on his own), friendly units within 12" of the BSB automatically reroll failed break tests.

Capturing the battle standard

The battle standard can be (re)captured like normal standards (see above) with the following exceptions:

- If the BSB breaks from combat it loses the battle standard. Mark the BSB or replace it with a suitable model without a standard.
- If the BSB has joined a unit and is slain in CC but the unit does not break from combat in the same turn, then the battle standard is removed from the game and can no longer be captured.

TERRAIN

Hills:

- Hills block LOS.
- Models on a hill can draw LOS over intervening models (even Large Targets but not over other LOS blocking terrain) that are not on a hill themselves.
- Also, models can draw LOS to units on a hill over intervening models, even over models in their own unit. This allows all models in a unit to shoot at a unit on a hill if they are in range and have LOS. Units on a hill may shoot with one additional rank.

Woods:

- LOS can be drawn up to 2" into or out of woods but never through woods (even if less than 2" wide). This means that models can look up to 2" into woods and up to 2" out of woods at the same time.
- Models that are in the same wood can draw LOS to each other if they are within 2" of each other.
- Woods count as difficult terrain and provide soft cover.

Rubble/Cornfield/Swamp:

- Rubble/Cornfield/Swamp does not block LOS.
- Rubble/Cornfield/Swamp counts as difficult terrain.
- Rubble/Cornfield/Swamp provides soft cover.

Buildings/Ruins/Rocks:

- Buildings/Ruins/Rocks block LOS.
- Buildings/Ruins/Rocks count as impassable terrain.

Linear Obstacles (Walls, Fences, Hedges):

- Linear obstacles do not block LOS.
- In order to cross linear obstacles, a unit has to half its movement. For charges, linear obstacles count as passable terrain and are treated as such. If a unit has to charge across a linear obstacle (because the charge line passes through the linear obstacle or the unit cannot avoid the linear obstacle), the charge distance is halved.
- Units positioned with an edge directly adjacent to a linear obstacle, where the respective edge of the unit is completely covered by the obstacle, count as defending the obstacle.
- For charges directed at a target unit defending an obstacle, the section of the linear obstacle adjacent to the target unit counts as the charged edge of the target unit, i.e. the charging unit is aligned against the linear obstacle and the charge line is drawn to the linear obstacle, thus the charge distance is not halved due to the linear obstacle. Both units count as engaged in CC, with models counting as being in BTB with each other as if both units were not divided by the linear obstacle.
- Units defending an obstacle in this way, benefit from cover versus ranged attacks that cross an indefinite line defined by the adjacent obstacle. Walls provide hard cover, fences and hedges provide soft cover.
- In CC units defending an obstacle in this way, count as entrenched (see chapter 'Close Combat') to the respective side adjacent to the obstacle and are immune to impact hits against the respective edge. In addition, units defending a linear obstacle in CC automatically pass the Ld-test if they don't want to pursue (independent of the direction).

Rivers/Lakes:

- Rivers and lakes should be treated as very difficult terrain (works like difficult terrain but units only move at ¼ speed) for all units (including Skirmishers and Light Infantry) with the exception of Aquatic and Ethereal creatures.
- For charges, rivers and lakes count as impassable terrain for all units that do not ignore the movement penalties of this type of terrain.
- Lakes and rivers are impassable to war machines, chariots, etc.
- Bridges and fords are treated as open ground.

Note: Units cannot be deployed inside terrain which is impassable to them.





ARMY COMPOSITION

Army lists are available for 20 armies.
Warhammer CE is optimised for armies of 2000p.

MUSTERING AN ARMY

- An army is composed of choices (i.e. units and equipment) from a single army list worth a specific amount of points the players agreed on before the game (2000p per army are recommended).
- Every choice costs points which are specified in the army lists. To determine the cost of the army all individual costs are added up.

Each army must include:

- 1 general
- 0-1 BSB
- 0-1 Lord level character

There are currently no restrictions for Core, Special or Rare. These categories are only of importance in specific cases and serve primarily for orientation purposes at the moment.

Note: Army lists may comprise additional composition rules.

Reserves

Some armies comprise units that do not have to be deployed when the game starts, due to special rules (e.g. Ambush, Underground Advance, Tunneling Team, etc.). Even when there is no limit to the number of units with such special rules in the army, no more than 50% of the army (worth in points) may start the game in reserve, i.e. a 2000 point army has to setup at least 1000 points during deployment.

Equipment and Magic Items

- Equipment and magic items are specific to each entry in the army list and each option (incl. spells, command group) may only be taken once per unit.
- A character may only take a single mount. The point cost of the mount is added to the character model.
- Magic items are coded (**W** = **Weapon**, **A** = **Armour**, **T** = **Talisman**, **S** = **Sorcerous/Arcane Item**, **E** = **Enchanted Item**, **B** = **Banner**, **X** = **Special/Mark**). Only one item of each category can be taken by a single unit.
- Unless noted otherwise, attacks by magic items count as magical attacks.
- Magic banners are limited to units that comprise a standard.
- Magic weapons cannot be combined with mundane weapons, e.g. an additional hand weapon does not grant +1A if the bearer wields a magic weapon.
- Magic armour can be combined with mundane armour but each model is limited to a single piece of armour and a single shield. Items that are not labeled as armour or shield can be equipped in addition to an armour and/or shield (e.g. helmets or cloaks).
- Common (c) magic items can be included multiple times in an army, all other magic items are unique, i.e. may only be taken once per army.
- Magic items are 'hidden', i.e. players only have to reveal them when they are used. All other equipment (incl. spells) has to be disclosed at any time. Magic items or equipment of category X are 'hidden', even if they do not count as magic items ingame.

Scaling point costs

- Some point costs are listed as Yp+ NxZp (e.g. 90p+ Nx10p) where N is defined by the number of this choice in the army. This means that the point cost of the choice increases with the number of this choice in the army. The final point cost counts for each individual choice though, i.e. 2 units with a point cost of 90p+ Nx10p cost 220p (each costs 90p + 2x10p = 110p).
- The variable 'N' is used individually for each choice but the formula may specify that 'N' comprises a pool of choices, e.g. 110p + Nx10p, with N = total number of 'Chariots' in the army. In this case 'N' encompasses the number of all choices defined as 'Chariot' in the army and point costs have to be determined accordingly.

STANDARD SCENARIO

The recommended table size is 72" x 48" (180cm x 120cm).

Deployment

Start by noting down if you want to pick side or roll for it (for example you could have a dice in your closed fist to symbolise you want to pick sides and none to show you do not). If no one wants to pick side or both players want to, roll off to see which player picks the half of the table they will deploy in. The opponent will deploy in the other half. If one player wants to pick side and the other does not, that player picks a side.

Players then take it in turn to place units on the table, starting with the player that picked sides. Units may be placed anywhere in their deployment zone that is more than 12" from the centre line.

All warmachines in an army have to be deployed at the same time.

All characters in an army have to be deployed simultaneously as the last unit and each model may be deployed within a (legal) unit.

First turn

Roll off after deployment to see which player chooses who has the first turn. The player that finished deploying his army first adds 1 to his roll. If a player chose to pick sides he subtracts 1 from his roll. In case of a tie roll off again without any modifies till a winner is decided.

Game length

The battle will last for six game turns or until a time limit agreed by the players is reached whichever comes first.

Victory conditions

The player with more victory points wins.

Victory Points (VP)

1. Destroyed enemy units

- are worth victory points equal to their point value
- in the case of characters riding on a chariot or monstrous mount, victory points are determined independently for the character and its mount
- broken units or units that fled off the table count as destroyed for victory point calculation

2. Enemy units at 50%

- enemy units with only 50% or less models of their starting unit size left are worth half their points for victory point calculation
- character models, monster and chariots with only 50% or less of their starting wounds left are worth half their points for victory point calculation
- in the case of characters riding on a chariot or monstrous mount, victory points are determined independently for the character and its mount

3. Occupied table quarters

- 100 VP for each table quarter occupied by a friendly scoring unit. A scoring unit is any unit of Type Inf, Cav, Mol or MoCav that both has US5+ and is not broken at the end of the battle. Units comprising at least two models with the 'Light Chariot' special rule count as Type Cav for this purpose.
- in case both players have a scoring unit in the same table quarter, no player scores any points for that table quarter
- one unit may only ever occupy a single table quarter

4. General counts as a casualty

- 100 VP in case the enemy general counts as a casualty, is broken or fled off the table (in addition to the VP that the general grants due to number 1.)

5. Captured standards

- 100 VP for the player that captured more standards (including the battle standard). A standard only counts as captured if the unit with the captured standard is neither broken nor destroyed at the end of the battle.

6. Captured battle standard

- 100 VP for a captured battle standard (in addition to the VP that the battle standard grants due to number 1.)

Victory table

		Points per side					
		Up to 1000	1000 -1499	1500 -1999	2000 -2999	3000 -3999	4000+
Score Difference	0 - 74	D	D	D	D	D	D
	75 - 149	MV	D	D	D	D	D
	150 - 224	SV	MV	D	D	D	D
	225 - 299	SV	MV	MV	D	D	D
	300 - 449	M	SV	MV	MV	D	D
	450 - 599	M	SV	SV	MV	MV	D
	600 - 749	M	M	SV	SV	MV	MV
	750 - 899	M	M	SV	SV	MV	MV
	900 - 1199	M	M	M	SV	SV	MV
	1200 - 1499	M	M	M	M	SV	SV
	1500 - 1799	M	M	M	M	SV	SV
	1800 - 2099	M	M	M	M	M	SV
2100 - 2499	M	M	M	M	M	SV	
2500+	M	M	M	M	M	M	

D = Draw; MV = Marginal Victory; SV = Solid Victory; M = Massacre!





GIANTS

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Giant	6	3	3	6	5	6	3	S	9	6	Mon

Special Rules: *Immune to Psychology, Large Target, Terror, Fall Over, Move, Giant Special Attacks, Stubborn*

Move: Giants have long limbs and move over linear obstacles (i.e. walls and fences) without breaking stride. Treat such obstacles as open ground when working out how far the Giant moves. However, when crossing such obstacles the player must test to see if the Giant falls over (see below).

Fall Over: Giants are ungainly and frequently befuddled, as a consequence of which they often trip, stumble or fall down. They are especially prone to this if they've been raiding the local brewery. When a Giant falls over, this is bad news for everyone nearby as a falling Giant can easily squash anything it falls on.

If a Giant is slain then it falls over automatically.

In addition, a Giant must test to see whether it falls over if any of the following apply:

- 1) When it is beaten in close combat. Test once results are established but before taking Breat or panic tests.
- 2) At the start of the Movement phase if it is fleeing.
- 3) When it crosses a linear obstacles. Test when the obstacle is reached.
- 4) If the Giant decides to Jump Up and Down on an enemy. Test immediately beforehand.

To see if the Giant falls over roll a D6. If you score a 2+ then the Giant sways slightly, but regains his balance and no harm is done. If the roll results in a 1 the Giant falls over.

To determine which direction the Giant falls, roll a Scatter dice – the arrow indicates the direction in which the Giant falls. Place the 3" template touching the Giant's base in the direction of the fall. Use the template rules (see chapter 'Templates') to determine hits. Any model hit by a falling Giant automatically takes one Strength 6 hit which causes D3 wounds. These hits are resolved in the usual way. If the unit is in combat and the Giant has fallen over whilst attempting to Jump Up and Down, wounds are inflicted by a falling Giant towards the combat result.

Once on the ground, a Giant may get up in his following Movement phase, but may not otherwise move this turn. Whilst on the ground a Giant may not attack, but he can still defend himself after a fashion so the enemy must still roll to score hits on him. If forced to flee whilst on the ground the Giant is slain – the enemy swarm over him and cut him to pieces. If the Giant gets the opportunity to pursue his foes whilst he's on the ground he stands up instead. A Giant may attack on the turn it stands up.

GIANT SPECIAL ATTACKS

Giants do not attack in the same way as other creatures though they select their victims as normal. They are far too large and fractions to take orders, and much too scatterbrained to have any sort of coherent plan. In fact, once in combat even the Giant doesn't really know what he's going to do next! To determine what happens, each Close Combat phase roll a D6 on one of the following tables when it is the Giant's turn to fight. Which table you use depends on the unit type of the Giant's victim.

Giant is fighting against units of the unit type Infantry, Cavalry or Swarm:

- | | |
|-----|---|
| 1 | Yell and Bawl |
| 2 | Jump Up and Down* |
| 3 | Pick Up and... (against Swarms: Swing the Club) |
| 4-6 | Swing the Club |

* Treat as *Swing the Club* if the target is a character model inside a unit that is not of the unit type Infantry, Cavalry or Swarm.

Giant is fighting against anything other than the above:

- | | |
|-----|--|
| 1 | Yell and Bawl, |
| 2-4 | Thump With Club |
| 5-6 | Swing the Club (against Large Targets: 'Eadbutt) |

Swing the Club: The Giant swings his club across the enemy's ranks, knocking many targets to the floor. The Giant inflicts D6 S6 hits on the target unit, allocated as shooting hits.

Thump with Club: Most Giants carry a big club, often a tree trunk or a big bone. If they have no weapon they will use their enormous fists. The Giant picks one model as his target and brings down his club with a single mighty stroke.

The target suffers a number of S6 hits equal to 2D6 minus the Initiative value of the target (use the lowest if the model has several different values).

'Eadbutt: The Giant head-butts its enemy, automatically inflicting 1 wound with no armour saves allowed. If the victim is wounded but not slain then it is dazed and its WS and I are reduced to 1 until the end of the next close combat phase.

Jump Up and Down: The Giant jumps up and down vigorously on top of one enemy unit in base contact. Before he starts, the Giant must test to determine if he falls over. If he falls over, work out where he falls and calculate damage as already described. Any wounds caused by the fall (on either side) count towards the combat result. Assuming that he remains on his none too nimble feet, the Giant bounds up and down on the enemy unit, cackling madly.

The Unit sustains 2D6 S6 hits allocated like shooting. Work out damage and saves as usual. Giants enjoy jumping up and down on their enemies so much that a Giant that does so in one combat round will automatically do so in the following round if he is able to, assuming that he did not fall over in the previous round. A separate test is required at the start of each succeeding combat round to determine if the Giant falls over. A Giant that starts to Jump Up and Down will therefore continue to do so until he falls over or until the combat comes to an end.

Yell and Bawl: The Giant yells and bawls at the enemy. This is not a pleasant experience as Giants are deafeningly loud and tend towards poor oral hygiene. Neither the Giant nor models in contact with him actually fight if they have not already done so this round. If the side of the yelling and baling Giant wins the combat by 3 or more, resolve any break tests as normal. In any other cases, the side of the Giant wins the combat automatically by 2 (regardless of any modifiers).

Pick Up and...: The Giant stoops down and selects a model (Giant player's choice) that is either in base contact or touching a model in base contact (Giants have a long reach). The target may make a single attack to try to fend off the Giant's clumsy hand. If this attack hits and wounds the Giant, the Giant's attack fails, otherwise the Giant grabs the model and the player rolls a D6 to see what happens next:

W6 Result

- | | |
|---|---|
| 1 | Stuff into bag: The Giant stuffs the victim into his bag along with sheep, cows and other plunder. The model is effectively a casualty and can do nothing whilst in the bag, but if the Giant should be slain any enemy trapped in his bag are freed unharmed at the end of the battle. Victory points are not awarded to the enemy for freed models. |
| 2 | Throw back into Combat: The victim is hurled back into his own unit like a living missile. This causes a wound on their victim with no saves of any kind allowed, and D6 S3 hits (saves as normal) on the unit. |
| 3 | Hurl: The victim is hurled into a randomly determined enemy unit within 12" of the Giant. The target unit suffers D6 S3 hits. Hurl'd 'rank and file' models are removed as from the game. Hurl'd character models suffer a wound with no saves of any kind allowed and are placed within 1" of the target unit (choice of the player owning the character model) if they survive. If no enemy units are in range, treat this as a <i>Throw Back into Combat</i> result instead. |
| 4 | Squash: This doesn't really bear thinking about. Suffice to say the model becomes a casualty and is removed from the game. |
| 5 | Eat: The Giant gobbles his victim up, swallowing him whole. The model is removed from game. |
| 6 | Pick another: The Giant stuffs the victim hurriedly into his bag or under his shirt (or down his trousers if they're really unlucky) and attempts to pick up another victim. The second victim makes a single attack (see above) to avoid being picked up. If the Giant rolls a succession on 6s it is possible for him to amass a collection of trapped foes in his pockets and bags (not to mention down his trousers). Trapped models are effectively casualties, exactly as explained in the <i>Stuff into Bag</i> result described above. |



ARABY

SPECIAL RULES

Unit specific

Body Guard: As long as the general is part of this unit, it is Immune to Fear and Terror.

Concealed: Instead of deploying this model during setup, it can start the game concealed in any friendly infantry unit (type: Inf). No more than one model can be hidden in a unit. A Master Hashashin does not count to the limit of character models per unit but no more than one Master Hashashin may be part of a unit (hidden or not) at any time. The Araby player may reveal the Master Hashashin at the start of any of his turns or at the start of any combat phase. When the Master Hashashin is revealed place it in btb with the enemy (cc) or in the front rank of the unit (when the unit is not in cc). If possible, a rank and file model of the unit is placed in the back of the unit to make space, if not a character model may be moved. If the unit, the Master Hashashin is hiding in, is destroyed before the Master Hashashin is revealed, the Master Hashashin is lost and counts as a casualty. A concealed Master Hashashin cannot be damaged in any kind of way.

Djinn:

- Djinns count as daemons and are affected by effects that affect daemons.
- Daemonic Ward Save (5+)
- Magical Attacks
- Immune to Psychology
- Instability
- This unit cannot be joined by character models
- Bound Daemon:
 - At the start of each turn where there is no Magician left in the army, this unit suffers D3 wounds with no saves allowed (allocated like ranged attacks).
 - Bound Daemons only benefit from 'Inspiring Presence' and 'Hold Your Ground!' if the general or the BSB respectively has the Magician special rule.

Feigned Flight: This unit may choose 'Flee' as a charge response and automatically rallies in its next rally phase (even if its unit size is below 25%) if it is not caught. It is also free to move during the remaining moves part of the movement phase (even if it is not Light Cavalry).

Grand General: If this model is the general of the army, its range for Inspiring Presence is 18".

Grand Vizier: If this model joins a unit, the unit gains Immune to Psychology.

Gregarious Animal: War Elephants ignore panic caused by units other than War Elephants. Further, a War Elephant suffers -1 to Ld-tests and break tests for each broken War Elephant (friend or foe) within 12".

Howdah: If this model is used as a mount for a character, the character gets +2AS or a 3+ armour save which cannot be improved. Further, ranged attacks only hit the character on a '6' (instead of 5-6) when ranged hits are randomised between the mount and the character.

Ignores Difficult Terrain: This unit does not suffer movement penalties for difficult terrain.

Magician: In each own magic phase, each Magician may once try to heal a single friendly Djinn unit. Hereto the Magician nominates a friendly Djinn unit as the target and chooses any number of PD from the PD pool to be used for healing. If the target unit is within 12", roll the chosen PD: for each '1' the target unit suffers a wound with no saves allowed, for each 2-6 the target unit regains (heals) 1W but no additional models can be created. If the target unit is not within 12", the healing automatically fails and the PD are lost without any effect.

No Leader: This model may never be the army general. Also, units cannot use this models Ld for Ld-tests and this model does not allow a unit to rally below 25%.

Shaik: Each cavalry unit (type: Cav) accompanied by a Shaik at the end of deployment gains the following respective advantage as long as the Shaik is part of the unit:

- A cavalry unit (type: Cav) with the Heavy Cavalry special rule loses this special rule.
- A cavalry unit (type: Cav) with the Light Cavalry special rule gains +2 Movement Allowance (M).
- A cavalry unit (type: Cav) with neither the Light Cavalry nor the Heavy Cavalry special rule gains the ability "Free reforms" of the Light Cavalry special rule.

The effects of multiple Shaiks in a single unit are not cumulative.

Stampede: A broken War Elephant is not destroyed when it contacts an enemy unit with US \geq 5 during flight and instead flees through this unit. Further, a War Elephant causes D3+2 Impact Hits to any unit (friend or foe) it flees through. Broken War Elephants suffer -3 to rally tests.

Volley Fire: If the unit did not move, up to half (rounding up) of the models from the second rank may also fire their ranged weapons in the shooting phase.

ARMOURY

Blaze Globes: Range 8", wounds on a 4+, no AS, Thrown weapon, Dangerous.

Great Shield: Shield which grants an additional bonus of +1AS vs attacks directed against the front of the model. For ranged attacks this is the case if the shooting model is located in the front arc of the model with the Great Shield. Attacks using the template rules ignore this additional bonus.

Magic Carpet: The magic carpet grants the model a Ward Save (4+) vs ranged attacks and spells. The model cannot be barded.

Smoke Bombs: Whenever this model flees from a combat that it was fighting in alone, all units that like to pursue have to roll a D6: on a roll of 1-3: the unit is not allowed to pursue (even if it would be forced to by a special rule like Hatred or Frenzy), 4-6: the Smoke Bombs have no effect.

Viper Bow: Range 24", S3, Poisoned Attacks (1)

HEIRLOOMS OF ARABY

W Biting Blade: AP(1)

W Bow of the Hunt: Range 30", S4, no AS

W Djinnslayer: Hits always wound on 4+. AS modification as per strength of the bearer. Versus models with a Daemonic Ward Save, each wound inflicted (after saves) causes 2 wounds.

W Sword of Abu Raschid: +1S, ASF

W Sword of Battle: +1A

W Sword of Faith: Hits on 2+, cannot be modified

W Sword of Might: +1S

W Sword of Power: +2S

W Sword of Righteous Fury: Reroll failed to wound rolls.

W Sword of Striking: +1 to hit rolls in cc

A Al Jizads Armour: Heavy Armour, Attacker must pass a Strength test for each attack or the attack fails.

A Armour of El Diz: Light armour, Ward Save (5+)

A Armour of MIDDAY Sun: Heavy armour. Models that attack the bearer or its mount in cc or with a shooting attack suffer -1 to their to-hit rolls. Only attacks directed at the model itself are affected, i.e. if the model joined a unit, shooting at the unit does not suffer -1 to hit.

A Crescent Armour: Heavy armour, reroll failed AS

A Enchanted Shield: Shield that grants +2 AS

A Shield of the Basilik: Shield. At the start of each cc phase each model in btb has to take a Ld test. If failed the respective model loses 1A until the end of the combat phase. Has no effect on mounts and models that are immune to psychology.

A Viper Shield: Shield. Models that attack this model in cc suffer a S3 hit for each successful hit.

T Call of the Morning Prayer: Ward Save (4+)

T Dagger of Time: Ward Save (5+), bearer automatically passes all characteristic tests (except Ld)

T Falcon Amulet: Ignore first wound suffered. One use only.

T Ivory Amulet: Ward Save (5+), MR2

T Roc Feather: MR1

E Chain of the Dervish: At the start of any turn of any player the model can use the Chain of the Dervish. Bearer and unit become immune to psychology until the bearer's next turn. One use only.

E Dust of Bel Aliad: Models on foot only. Ward Save (3+) vs ranged attacks and spells.

E Eye of the Basilik: At the start of any turn of any player the model can use the eye to cause Fear until the end of turn. If the model is part of a unit, the unit also causes Fear. One use only.

E Potion of Strength: Use at the start of any cc phase. The model gains +3S until the end of turn. One use only.

E Ring of Fire: Use at the start of any close combat phase. Models with a Daemonic Ward Save hit the bearer only with natural 6's in cc. Lasts until the bearer's next magic phase. One use only.

E Star of El-Kalabad: At the start of your turn nominate one wizard on the table that has to pass a Ld-test on 3D6 or cannot cast spells in its next magic phase. One use only.



S Crystal Ball: Enemy must reveal all secrets (i.e. magic items, hidden models, etc.) within 24" of the bearer at any time.

S Dispel Scroll: Automatically dispels one spell without the need of DD. One use only.

S Luckstone: Reroll one dice used to cast or dispel (BM or PM). Can prevent miscasts and cause irresistible force. One use only.

S Power Stone: +2PD to cast a spell. Dice used may exceed maximum allowed by level. One use only.

S Rod of the Hermit: +1 to cast (BM and PM)

S Staff of Sorcery: +1 to total roll to attempt to dispel a spell.

S Wizard's Staff: Bearer may use one more PD to cast spells than his level allows (BM only).

B Banner of Burning Faith: Unit gains Hatred.

B Banner of the Torrid Sun: The unit gains the special rules Frenzy and Stupidity.

B Banner of Zandri: Bearer and his unit are Immune to Panic. Friendly units within 12" may reroll failed panic tests.

B Mirage Banner: At the start of each close combat phase (timing step 1) all units in BTB with the unit containing this banner must pass a leadership test or suffer -1 to their to-hit rolls for the following combat phase.

B Sandstorm Banner: Unit causes Fear.

B Scorpion Banner: All models in the unit gain AP(1) for cc attacks.. If the unit already has AP then the AP value is increased by 1.

B War Banner: +1CR

POISONS

Poisons count towards the magic items limit but are not magic items per definition, i.e. effects that affect magic items have no effect. The following Poisons are for cc attacks only. A model may only be equipped with one Poison. The effect of the Poison stacks with common weapon special rules but has no effect on magic weapons. Poisons do not grant magical attacks, unless noted otherwise.

X Burning Sun: causes D3 wounds

X Djinn Water: magical attacks

X Gaze of the Basilisk: Poisoned Attacks (3)

X Sandworm Slime: Killing Blow

X Scorpion Stinger: AP (1)

X Vipers Bite: Poisoned Attacks (1)

LORE OF THE DESERT

Petty Magic

Stoneskin (6+): Augment, Range 18", unit gets a Ward Save (5+) until the caster's next magic phase. Has no effect on character models.

Tailwind (5+): Augment, Range 18", unit gets +2M (up to M 11) until the caster's next magic phase.

Windrider (4+): Augment, cast on itself or friendly character model on foot with US1 (in both cases) within 12", model may immediately make a 20" fly movement. This move can be used to leave cc but cannot be used to enter combat (i.e. charging is not possible).

Battle Magic

Breath of Embers (8+): Place the tear drop template touching the caster in its front arc and determine hits using the template rules. All models hit suffer a S4 hit. If the caster is in cc, select one enemy unit that is in btb with the caster, this unit suffers D6 S4 hits.

Cleansing Flare (10+): Each enemy unit within 12" suffers D6 S5 hits.

Curse of the Djinn (7+): Hex, Range 24", target unit suffers -2 AS until the caster's next magic phase.

Fire Ball (5+): MM, Range 24", D6 S4 hits

Illusion of Terror (8+): Hex, Range 18", needs LOS, target unit must take a panic test (Units that are Immune to Psychology are immune to this spell).

Quicksand (9+): Hex, Range 18". Target unit halves its M (including mounts) and cannot declare a charge or charge even if it would be forced to (e.g. because of Frenzy). Units with Random Movement stop 1" in front of enemy units. Further, the target unit suffers -1 to to-hit rolls in cc. Lasts until the caster's next magic phase. The spell has no effect on flyers.

COMPOSITION

No additional composition rules.





ARMY LIST

LORDS

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Grand Sultan	4	5	5	3	4	3	5	2	10	1	Inf

Equipment: Hand weapon and heavy armour. May take up to 100p of magic items.

Point Cost: 100p

Options:

Shield	+10p	W Biting Blade	+5p
Add. hand weapon	+5p	W Sword of Battle	+10p
Halberd	+5p	W Sword of Might	+10p
Spear	+5p	W Sword of Righteous Fury	+10p
Viper Bow	+5p	W Sword of Striking	+10p
Camel	+15p	W Sword of Faith	+15p
Warhorse	+15p	W Sword of Power	+20p
Barding	+10p	W Bow of the Hunt	+25p
War Elephant	+X	W Djinnslayer	+25p
T Roc Feather	+15p	W Sword of Abu Raschid	+25p
T Dagger of Time	+40p	A Enchanted Shield	+20p
T Falcon Amulet	+40p	A Viper Shield	+20p
T Ivory Amulet	+65p	A Shield of the Basilik	+30p
T Call of the Morn. Prayer	+75p	A Al Jizads Armour	+40p
E Potion of Strength	+15p	A Armour of Midday Sun	+65p
E Ring of Fire	+15p	A Crescent Armour	+75p
E Chain of the Dervish	+25p		
E Eye of the Basilik	+40p		
E Dust of Bel Aliad	+50p		
E Star of El-Kalabad	+50p		

Special Rules: Grand General

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Grand Vizier	-	6	3	4	4	3	6	4	9	2	Cav
Warhorse	8(7)	3	-	3	-	-	3	1	-	-	-

Mount: Barded Warhorse

Equipment: Spear, heavy armour and shield. May take up to 100p of magic items.

Point Cost: 140p

Options:

Add. hand weapon	+10p	W Biting Blade	+10p
Halberd	+10p	W Bow of the Hunt	+20p
Great weapon	+15p	W Sword of Battle	+20p
		W Sword of Righteous Fury	+20p
Viper Bow	+5p	W Sword of Striking	+20p
		W Sword of Might	+25p
T Roc Feather	+15p	W Djinnslayer	+40p
T Dagger of Time	+40p	W Sword of Faith	+40p
T Falcon Amulet	+40p	W Sword of Power	+45p
T Ivory Amulet	+65p	W Sword of Abu Raschid	+50p
T Call of the Morn. Prayer	+75p	A Enchanted Shield	+10p
E Ring of Fire	+15p	A Viper Shield	+10p
E Chain of the Dervish	+25p	A Shield of the Basilik	+20p
E Potion of Strength	+25p	A Al Jizads Armour	+40p
E Eye of the Basilik	+40p	A Armour of Midday Sun	+65p
E Dust of Bel Aliad	+50p	A Crescent Armour	+75p
E Star of El-Kalabad	+50p		

The model may exchange its warhorse for a camel for free.

Special Rules: Immune to Psychology, Grand Vizier, Heavy Cavalry

	M	WS	BS	S	T	W	I	A	Ld	US	Type
--	---	----	----	---	---	---	---	---	----	----	------

Master Magician	4	3	3	3	4	3	3	1	8	1	Inf
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Magic: This model is a Level 4 wizard. It must choose 1-2 PM and 2-4 BM spells.

Equipment: Hand weapon. May take up to 100p of magic items.

Point Cost: 50p

Options:

Camel	+15p	BM Illusion of Terror	+35p
Warhorse	+15p	BM Breath of Embers	+50p
Barding	+10p	BM Curse of the Djinn	+50p
Magic Carpet	+75p	BM Fire Ball	+50p
Tailwind PM 3/5+	+35p	BM Quicksand	+60p
Windrider PM 3/4+	+35p	BM Cleansing Flare	+75p
Stoneskin PM 3/6+	+60p		
S Wizard's Staff	+10p	A Armour of El Diz	+40p
S Crystal Ball	+15p		
S Luckstone	+20p	T Roc Feather	+15p
S Staff of Sorcery	+20p	T Dagger of Time	+40p
S Dispel Scroll	+30p	T Falcon Amulet	+40p
S Power Stone	+30p	T Ivory Amulet	+65p
S Rod of the Hermit	+50p	T Call of the Morn. Prayer	+75p

Special Rules: Magician

HEROES

	M	WS	BS	S	T	W	I	A	Ld	US	Type
0-1 Battle Standard	4	5	5	4	4	2	5	3	8	1	Inf

Equipment: Hand weapon and light armour. May take up to 50p of magic items or any banner.

Point Cost: 65p

Options:

Heavy armour	+5p	W Biting Blade	+5p
Camel	+10p	W Sword of Righteous Fury	+15p
Warhorse	+10p	W Sword of Striking	+15p
Barding	+5p	W Sword of Battle	+20p
		W Sword of Might	+20p
T Roc Feather	+15p	W Djinnslayer	+30p
T Dagger of Time	+30p	W Sword of Faith	+35p
T Falcon Amulet	+40p	W Sword of Power	+35p
T Call of the Morn. Prayer	+50p	W Sword of Abu Raschid	+45p
E Ring of Fire	+15p		
E Potion of Strength	+20p	A Al Jizads Armour	+30p
E Chain of the Dervish	+25p	A Armour of Midday Sun	+50p
E Dust of Bel Aliad	+35p	A Crescent Armour	+50p
E Eye of the Basilik	+40p		
E Star of El-Kalabad	+50p		
B Mirage Banner	+15p	B Scorpion Banner	+45p
B War Banner	+35p	B Sandstorm Banner	+50p
B Banner of Burning Faith	+40p	B Banner of Zandri	+60p

Special Rules: none





	M	WS	BS	S	T	W	I	A	Ld	US	Type
Emir	4	5	5	4	4	2	5	3	8	1	Inf

Equipment: Hand weapon and light armour. May take up to 50p of magic items.

Point Cost: 40p

Options:

Heavy armour	+5p	W Biting Blade	+5p
Shield	+5p	W Sword of Righteous Fury	+15p
Spear	+5p	W Sword of Striking	+15p
Add. hand weapon	+10p	W Sword of Battle	+20p
Halberd	+10p	W Sword of Might	+20p
Great weapon	+15p	W Bow of the Hunt	+25p
Viper Bow	+5p	W Djinnslayer	+30p
Camel	+10p	W Sword of Faith	+35p
Warhorse	+10p	W Sword of Power	+35p
Barding	+5p	W Sword of Abu Raschid	+45p
T Roc Feather	+15p		
T Dagger of Time	+30p	A Enchanted Shield	+15p
T Falcon Amulet	+40p	A Viper Shield	+20p
T Call of the Morn. Prayer	+50p	A Shield of the Basilik	+25p
E Ring of Fire	+15p	A Al Jizads Armour	+35p
E Potion of Strength	+20p	A Armour of Midday Sun	+50p
E Chain of the Dervish	+25p	A Crescent Armour	+50p
E Dust of Bel Aliad	+35p		
E Eye of the Basilik	+40p		
E Star of El-Kalabad	+50p		

Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Shaik	4	5	5	4	4	2	5	3	8	1	Cav
Warhorse	8	3	-	3	-	-	3	1	-	-	-

Mount: Warhorse

Equipment: Hand weapon and light armour. May take up to 50p of magic items.

Point Cost: 50p

Options:

Heavy armour	+5p	W Biting Blade	+5p
Shield	+5p	W Sword of Righteous Fury	+15p
Spear	+5p	W Sword of Striking	+15p
Add. hand weapon	+10p	W Sword of Battle	+20p
Halberd	+10p	W Sword of Might	+20p
Great weapon	+15p	W Bow of the Hunt	+25p
Viper Bow	+5p	W Djinnslayer	+30p
		W Sword of Faith	+35p
Barding	+5p	W Sword of Power	+35p
		W Sword of Abu Raschid	+45p
T Roc Feather	+15p	A Enchanted Shield	+15p
T Dagger of Time	+30p	A Viper Shield	+20p
T Falcon Amulet	+40p	A Shield of the Basilik	+25p
T Call of the Morn. Prayer	+50p	A Al Jizads Armour	+35p
E Ring of Fire	+15p	A Armour of Midday Sun	+50p
E Potion of Strength	+20p	A Crescent Armour	+50p
E Chain of the Dervish	+25p		
E Dust of Bel Aliad	+35p		
E Eye of the Basilik	+40p		
E Star of El-Kalabad	+50p		

The model may exchange its warhorse for a camel for free.

Special Rules: Shaik

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Battle Magician	4	3	3	3	3	2	3	1	7	1	Inf

Magic: This model is a Level 2 wizard. It must choose 0-1 PM and 1-2 BM spells.

Equipment: Hand weapon. May take up to 50p of magic items.

Point Cost: 25p

Options:

Camel	+10p	BM Illusion of Terror	+35p
Warhorse	+10p	BM Breath of Embers	+50p
Barding	+5p	BM Curse of the Djinn	+50p
Magic Carpet	+75p	BM Fire Ball	+50p
Tailwind PM 2/5+	+25p	BM Quicksand	+60p
Windrider PM 2/4+	+25p	BM Cleansing Flare	+75p
Stoneskin PM 2/6+	+45p		
S Wizard's Staff	+10p	A Armour of El Diz	+30p
S Crystal Ball	+15p		
S Luckstone	+20p	T Roc Feather	+15p
S Staff of Sorcery	+20p	T Dagger of Time	+30p
S Dispel Scroll	+30p	T Falcon Amulet	+40p
S Power Stone	+30p	T Call of the Morn. Prayer	+50p
S Rod of the Hermit	+30p		

Special Rules: Magician

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Master Hashashin	5	7	5	4	4	2	8	3	8	1	Inf

Equipment: Add. hand weapon. May be equipped with any poison.

Point Cost: 100p

Options:

Smoke Bombs	+20p
X Djinn Water (c)	+5p
X Scorpion Stinger (c)	+5p
X Sandworm Slime (c)	+10p
X Vipers Bite (c)	+10p
X Gaze of the Basilisk (c)	+25p
X Burning Sun (c)	+40p

Special Rules: Scout, Dodge (4+), Concealed, No Leader

Mounts

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Warhorse	8	3	-	3	3	1	3	1	5	2	Cav

Equipment: Hand weapon

Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Camel	7	2	-	3	3	1	3	1	5	2	Cav

Equipment: Hand weapon

Special Rules: Ignores Difficult Terrain

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Magic Carpet	2	0	-	3	3	1	3	0	5	2	Cav

Equipment: Hand weapon

Special Rules: Flying Model, Magic Carpet

War Elephant

The War Elephant is bought independently from the character in the respective section. The character model replaces all crew members.





ARHAMMER CE



CORE

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Spearman	4	3	3	3	3	1	3	1	7	1	Inf
Champion	4	3	3	3	3	1	3	2	7	1	Inf

Equipment: Spear, light armour and Great Shield
 Point Cost: 20 Spearman: 140p, Spearman 21+: +5p each
 Options: Standard +20p, Musician +5p, Champion +10p
 B Mirage Banner +15p B Banner of Burning Faith +40p
 B B. of the Torrid Sun +30p B Scorpion Banner +45p
 B War Banner +35p B Sandstorm Banner +50p
 Special Rules: Anti-Cav (spear)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Bowman	4	3	3	3	3	1	3	1	7	1	Inf
Champion	4	3	4	3	3	1	3	1	7	1	Inf

Equipment: Viper Bow
 Point Cost: 10 Bowmen: 70p + Nx10p, Bowman 11-20: +7p each
 Options: Standard +10p, Musician +5p, Champion +5p
 B Mirage Banner +15p B War Banner +35p
 B Sandstorm Banner +25p
 Special Rules: Volley Fire

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Ghulam	-	3	3	3	3	1	3	1	7	2	Cav
Champion	-	3	3	3	3	1	3	2	7	2	Cav
Warhorse	8	3	-	3	-	-	3	1	-	-	-
Camel	7	2	-	3	-	-	3	1	-	-	-

Mount: Warhorse
 Equipment: Spear, light armour and shield
 Point Cost: 5 Ghulams: 80p, Ghulam 6+: +10p each
 Options: Standard +25p, Musician +10p, Champion +15p,
 Heavy armour +5p/model, Viper Bow +3p/model
 The unit may exchange its warhorses for camels for free.
 B Mirage Banner +15p B Banner of Burning Faith +40p
 B B. of the Torrid Sun +30p B Scorpion Banner +45p
 B War Banner +35p B Sandstorm Banner +50p
 Special Rules: Feigned Flight, Ignores Difficult Terrain (camel only)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Desert Rider	-	3	3	3	3	1	3	1	7	2	Cav
Champion	-	3	4	3	3	1	3	1	7	2	Cav
Warhorse	8	3	-	3	-	-	3	1	-	-	-
Camel	7	2	-	3	-	-	3	1	-	-	-

Mount: Warhorse
 Equipment: Spear, Viper Bow, light armour (or shield)
 Point Cost: 5 Riders: 80p + Nx10p, Rider 6+: +13p each
 Options: Standard +10p, Musician +5p, Champion +5p
 The unit may exchange its warhorses for camels for free.
 B Mirage Banner +15p B Banner of Burning Faith +40p
 B B. of the Torrid Sun +30p B Scorpion Banner +45p
 B War Banner +35p B Sandstorm Banner +50p
 Special Rules: Light Cavalry, Feigned Flight, Ignores Difficult Terrain (camel only)

M WS BS S T W I A Ld US Type

Mountain Warrior	4	3	3	3	3	1	3	1	7	1	Inf
Champion	4	3	3	3	3	1	3	2	7	1	Inf

Equipment: Javelin and shield
 Point Cost: 10 Warriors: 60p + Nx20p, Warrior 11-20: +6p each
 Options: Standard +10p, Musician +5p, Champion +10p
 The unit may be upgraded to Scouts (special rule) for +30p.
 Special Rules: Light Infantry, Feigned Flight

SPECIAL

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Mamluk	-	4	3	4	3	1	3	1	8	2	Cav
Champion	-	4	3	4	3	1	3	2	8	2	Cav
Warhorse	8(7)	3	-	3	-	-	3	1	-	-	-
Camel	7(6)	2	-	3	-	-	3	1	-	-	-

Mount: Barded Warhorse
 Equipment: Spear, heavy armour and shield
 Point Cost: 5 Mamluks: 120p, Mamluk 6+: +16p each
 Options: Standard +25p, Musician +10p, Champion +15p
 The unit may be equipped with one of the following poisons:
 Djinn Water +10p
 Sandworm Slime +10p
 Scorpion Stinger +10p
 Vipers Bite +10p
 Gaze of the Basilisk +25p
 The unit may exchange its warhorses for camels for free.
 B Mirage Banner +15p B Banner of Burning Faith +40p
 B B. of the Torrid Sun +30p B Scorpion Banner +45p
 B War Banner +35p B Sandstorm Banner +50p
 Special Rules: Heavy Cavalry, Ignores Difficult Terrain (camel only)

M WS BS S T W I A Ld US Type

Hashashin	5	4	3	3	3	1	4	1	8	1	Inf
Champion	5	4	3	3	3	1	4	2	8	1	Inf

Equipment: Add. hand weapon
 Point Cost: 5 Hashashins: 60p + Nx10p, Hashashin 6-10: +10p each
 Options: Champion +10p
 The unit may be equipped with one of the following poisons:
 Djinn Water +10p
 Sandworm Slime +10p
 Scorpion Stinger +10p
 Vipers Bite +10p
 Gaze of the Basilisk +30p
 Special Rules: Scout, Skirmisher, Dodge (6+)

M WS BS S T W I A Ld US Type

Djinn	6	4	2	5	4	3	4	3	8	3	Mol
Champion	6	4	2	5	4	3	4	4	8	3	Mol

Equipment: Hand weapon
 Point Cost: 3 Djinn: 200p, Djinn 4-10: +50p each
 Options: Champion +20p
 Special Rules: Djinn, Fear





	M	WS	BS	S	T	W	I	A	Ld	US	Type
Naffatun	5	3	3	3	3	1	4	1	7	1	Inf
Champion	5	3	4	3	3	1	4	1	7	1	Inf

Equipment: Blaze Globes
 Point Cost: 5 Naffatuns: 60p + Nx10p, Naffatun 5-10: +10p each
 Options: Champion +5p
 Special Rules: Skirmisher

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Palace Guard	4	4	3	4	3	1	4	1	8	1	Inf
Champion	4	4	3	4	3	1	4	2	8	1	Inf

Equipment: Spear, heavy armour and Great Shield
 Point Cost: 10 Palace Guards: 170p, Palace Guard 11-20: +15p each
 Options: Standard +20p, Musician +5p, Champion +10p
 B Mirage Banner +15p B Scorpion Banner +45p
 B War Banner +35p B Sandstorm Banner +50p
 B Banner of Burning Faith +40p
 Special Rules: Stubborn, Body Guard, Anti-Cav (spear)

RARE

	M	WS	BS	S	T	W	I	A	Ld	US	Type
War Elephant	6	3	-	5	6	6	3	4	8	6	Mon
Crew	-	3	3	3	-	-	3	1	-	-	-

Monster: 1 War Elephant and 3 Crew
 Equipment: The crew is armed with javelins.
 Point Cost: 200p + Nx25p
 Special Rules: Terror, Large Target, Gregarious Animal, Howdah, Stampede, Scaly Skin (5+), Stubborn, Impact Hits (D3+2)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Roc	2	5	-	5	5	4	4	4	8	4	Mon

Equipment: Hand weapon
 Point Cost: 150p + Nx50p
 Special Rules: Flying Model, Large Target, Terror, March Blocker, MR2





BEASTS OF CHAOS

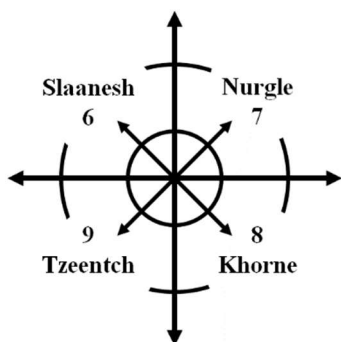
SPECIAL RULES

Army wide

Affiliation: Some Chaos units are devoted to one of the 4 Chaos deities (Khorne, Nurgle, Slaanesh and Tzeentch). The affiliation of a unit is determined either by its mark (e.g. Mark of Tzeentch) or name (e.g. Hellstriders of Slaanesh, Bloodletters of Khorne. Nurglings are affiliated with Nurgle.). All other units are considered to have no affiliation. Characters may only join units with the same affiliation as themselves or no affiliation, except for character models with no affiliation which are not restricted and free to join units independent of their affiliation.

Ambush: If the army is led by a general from the Beastmen army list, up to half (rounding up) of the units with the Ambush special rule may start the game in reserve. Beginning with turn 2, roll a d6 at the start of your turn for each unit in reserve: on a 4+ the unit may enter the battlefield from any board edge (as if it has left the board in a previous turn due to a pursuit), add +1 to the roll for each turn after the second, a natural '1' always fails.

Rivalry of the Gods: Units do not benefit from 'Inspiring Presence' and 'Hold Your Ground!' special rules if they are devoted to an opposing Chaos deity. Khorne and Slaanesh as well as Nurgle and Tzeentch count as opposing.



Unit specific

Aura of Madness: At start of the Jabberslythe's shooting phase, all enemy units within 12" that have LOS to the Jabberslythe have to pass a Ld test or suffer a number of S5 no AS hits equal to the amount the test was failed by. If the target is immune to psychology all successful to-wound rolls have to be rerolled. This effect does not stop the model from using its Slythey Tongue attack.

Beasts: The unit has to use its own Ld value for all Ld-Test.

Bloodgreed: This unit pursues 3D6" (instead of 2D6") but can never overrun, even when forced by psychology or other effects (e.g. frenzy).

Centigor Chieftain: May only join Centigors. The model may reroll "Drunken" rolls. If one or more Centigor Chieftains accompany a Centigor unit, only make a single "Drunken" roll for one of the Centigor Chieftains, the result counts for the whole unit.

Chaos Spawn: Random Movement (2) with the following exceptions: The model has an AOS of 360°, i.e. it can move in all directions.

Cygor: This model may reroll failed to-hit rolls against wizards, models with magic items or magic attacks, undead, or models with a ward save. In addition, enemy wizards within 24" of one or more Cygors have to pass a Ld test at the start of each own magic phase. If failed all BM spells that the wizard fails to cast count as a Miscast in this magic phase. (A 'normal' Miscast only counts once.)

Drunken: In the 'Start of the Turn' phase roll a D6. On a roll of a '1' the unit gains the Stupidity special rule for this turn (test immediately). A roll of '2-5' has no effect. On a roll of a '6' the unit gains the Frenzy special rule (even if it lost its Frenzy in a previous turn) until the beginning of this unit's next turn or until it loses a combat.

Expendable: This unit does not cause panic in friendly units, unless they are Expendable themselves.

Giant: see chapter 'Giants' in core rules

Move Through Woods: This unit ignores movement penalties when moving through woods.

Rank (X): The unit may claim a rank bonus for up to X ranks behind the first, even if the unit is Light Infantry. All other restrictions for rank bonuses apply as normal.

Slythey Tongue: Thrown weapon, Range 12", S5, Poisoned Attack (1)

Sputing Bile-Blood: For each wound the model loses in cc, the unit that inflicted the wound suffers a S5 hit that is allocated like shooting and counts toward combat resolution.

Stalwart: The unit rerolls failed panic tests.

Throw Rocks: Catapult, Range 6"-36", 3" Template, S4(8), no AS, D3 wounds. Misfire: the model suffers 1 wound and does not shoot this turn.

Trample: A model with this special rule gets +1A at base strength that is not affected by weapon bonuses or penalties.

Tusker Charge: This unit gains +2S in the turn it charged.

Unruly: At the beginning of the compulsory movement phase, roll a D6 if the unit is not in cc and has LOS to an enemy unit. On a roll of '1' the unit has to charge the nearest enemy unit it can charge. If no charge is possible then the unit has to immediately move as fast as possible towards the nearest enemy unit in LOS and cannot move in the subsequent remaining moves phase.

ARMOURY

Chaos Armour: 4+ AS

MARKS OF CHAOS

Mark of Khorne: MR1, Frenzy (does not affect mounts)

Mark of Nurgle: Fear, units shooting at this unit suffer -1BS (to a minimum of 0) for this attack

Mark of Tzeentch: reroll failed Ward Saves of '1', Ward Save (6+) if model has no Ward Save

Mark of Slaanesh: Immune to Fear, Terror and Panic

HEIRLOOMS OF THE BEASTS

Magic items

W Axe of Khorne: Bearer gains +D3 A instead of +1A for Frenzy, Killing Blow (Khorne only)

W Axes of Khorgor: Counts as additional hand weapons. The model rerolls failed to-hit rolls.

W Berserker Sword: +1A for each enemy model in BTB. Models on foot only.

W Biting Blade: AP (1)

W Black Maul: Bearer gains +2S and Frenzy

W Butchering Blade: Great weapon. Roll a D6 for each unsaved wound inflicted by this weapon. On a roll of a 4+ the bearer regains a wound (up to starting wounds). Wounds are restored immediately.

W Chaos Daemon Sword: When the bearer decides to use this weapon, said weapon grant its bearer S7 and A7 in cc but the model can no longer switch to a different weapon, i.e. it has to use the weapon until the end of the game. For each '1' on the to-hit roll the bearer suffers a S7 hit. The bearer of this sword may not re-roll to-hit rolls of '1' if he uses this weapon.

W Chaos Runesword: +1WS, +1S, +1A

W Ethersword: no AS

W Filth Mace: Poisoned Attacks (1). If the bearer kills a model in cc with this weapon, it causes Terror for the rest of the game. (Nurgle only)

W Hellfire Sword: All hits automatically wound. (AS is modified by the bearers S)

W Rending Sword: causes D3 wounds

W Scimitar of Skultar: Killing Blow

W Soul Cleaver: Models wounded (after saves) must pass a T-test or suffer 1 additional wound (no saves of any kind allowed)

W Sword of Battle: +1A

W Sword of Change: Every time a character model or a monster is slain by this sword, roll a D6. On a 4+ a Chaos Spawn with D3 wounds comes into play under the control of the Chaos player. The Chaos Spawn model has to be placed within 6" of the bearer of this sword and no closer than 1" to enemy units. If the model cannot be placed it counts as destroyed. Chaos Spawns generated by this sword are worth no VP. (Tzeentch only)

W Sword of Might: +1S

W Sword of Striking: +1 to to-hit rolls in cc

W Whip of Pleasure: Counts as additional hand weapons and grants ASF (Slaanesh only)

A Armour of Damnation: Chaos Armour. Models that like to attack the bearer in cc have to re-roll successful to-hit rolls.

A Armour of Tortured Souls: Chaos Armour, +1T vs non-magical attacks

A Bane Shield: Shield, for every successful armour save the attacker suffers a S4 hit

A Chaos Armour: Armour that grants 4+ AS.

A Chaos Runeshield: Shield. Negates the effects of magical weapons in btb contact. Treat them as common (i.e. non-magical) weapons of their type.

A Crimson Armour of Dargan: Chaos Armour. Models that like to attack the bearer must pass a Ld-test or may not attack at all this combat phase.

A Enchanted Shield: Shield that grants +2 AS

A Pelt of the Dark Young: Scaly Skin (6+), MR1





A Spelleater Shield: Shield, MR2. Any spell that targets the bearer (or his unit) that is dispelled is destroyed on a D6 roll of a 4+. In addition, the model may attempt to dispel spells that target itself (or his unit) as if it was a wizard. (Khorne only)

A The Fur of Sharrgu: +2AS vs ranged attacks

T Amulet of Chaos: Ward Save (5+)

T Blasphemous Amulet: At the start of the Chaos player's magic phase, enemy models in btb with the bearer must pass a S test or suffer a wound with no AS.

T Crown of Everlasting Conquest: Regeneration (4+)

T Crown of Horns: Ward Save (5+), Bearer and the unit it is with add +1 to their rally attempts.

T Gaze of the Gods: Ward Save (4+). If the model is fleeing at the start of the Chaos player's magic phase then the model is destroyed and removed from play.

T Golden Eye of Tzeentch: Ward Save (4+) vs shooting and magic missile attacks for bearer and mount. (Tzeentch only)

T Horn of the Great Hunt: If this model is the army general it may use this item at the start of any turn. For that turn all ambushing units add +1 to their reserve roll. One use only.

T Rune of the True Beast: Mounts and Monsters hit the bearer only on to-wound rolls of a natural '6'.

E Bloodhunt Horn: A broken enemy unit within 12" will automatically fail its rally test. Declare the use of this item before the test is taken. One use only.

E Collar of Khorne: MR2 (Khorne only)

E Death's Head: Throwing weapon with 12" range that always hits on a 2+. Target unit suffer D6 S3 hits with no AS. Units that suffer at least one casualty must take a panic test. One use only. (Nurgle only)

E Guiding Whispers: The bearer may join an ambushing unit (Affiliation restrictions still apply!) and starts the game in reserve. Make a single reserve roll for the bearer and its unit and deploy them together when they enter the battlefield. In addition the bearer may reroll its reserve roll. Models on foot only!

E Helm of Many Eyes: Bearer gains ASF but also suffers from Stupidity

E Mirror of Knowledge: PM 2/3+, Clairvoyance spell (Tzeentch only)

E Pendant of Slaanesh: For each wound the bearer loses, he gains +1A until the end of the game. (Slaanesh only)

E The Black Tongue: The bearer takes a wound (no saves of any kind allowed) to convert an enemies failed casting into a miscast (PM and BM).

E The Dark Heart: Bearer and the unit it is with gain +1M.

S Dispel Scroll: Automatically dispels one spell without the need of DD. One use only.

S Power Familiar: +1 PD every magic phase which may only be used by the bearer.

S Power Stone: +2 PD to cast a spell. Dice used may exceed maximum allowed by level. One use only.

S Skull of Katam: +1 to cast spells (PM/BM)

S Spell Familiar: Bearer may use one more PD to cast spells than his level allows (BM only).

S Staff of Change: Once per magic phase the model may reroll a single dice when casting a spell (BM and PM). Can prevent miscasts and cause irresistible force. (Tzeentch only)

S Staff of Darkoth: Counts as a hand weapon with magical attacks. In addition the bearer gains the 'The Wild Call' PM 2/5+ spell: Augment, may be cast on any infantry unit of Gor, Bestigor or Ungor or any unit of Chaosounds within 12", the target unit may immediately move up D6+1" but may not charge.

S Staff of Sorcery: +1 to total roll to attempt to dispel a spell.

S The Goretooth: The bearer gains the Hatred and Bloodgreed special rules. If the bearer is part of a unit, then the unit is affected by Bloodgreed as well. In addition the bearer gains the 'The Bear's Anger' PM 2/5+ spell: Augment, cast on itself or friendly character model on foot with US1 (in both cases) within 12", the target gains +2A, +1S and +1T but cannot wield a weapon nor use a shield. Lasts until the caster's next magic phase.

S The Plague Chalice: The bearer may use this item in any magic phase and suffers immediately a S4 hit with no saves of any kind allowed. In that magic phase all successful casting rolls by the bearer of BM spells that include any double and are not miscasts counts as cast with irresistible force. One use only. (Nurgle only)

S Warrior Familiar: At the start of each cc round (Timing step 1) the Warrior Familiar inflicts one S5 hit against an enemy model in btb with the bearer.

B Banner of Rage: Bearer and unit reroll failed break tests and never lose Frenzy (regain Frenzy if already lost). (Khorne only)

B Banner of the Gods: Bearer and unit cause Terror.

B Banner of Wrath: PM 2/5+, Dark Hand of Death spell

B Beastbanner: Each model in the unit (including character models) gains +1A when they charge until the end of the combat phase. Has no effect on mounts and creatures pulling chariots.

B Blasted Standard: Ward Save (5+) vs shooting and magic missile attacks. (Tzeentch only)

B Flesh Banner: At the end of each of your magic phases, a single enemy unit (of your choice) in btb with the bearer suffers D6 S4 hits allocated like shooting.

B Gore Banner: Unit rerolls failed panic tests.

B Plague Banner: At the end of each of your magic phases all enemy models in btb with the bearer suffer a S3 hit with no AS. (Nurgle only)

B Rapturous Standard: Enemy models in btb with the bearer and his unit halve WS and I (rounding up). (Slaanesh only)

B Vitriolic Banner: The unit gains the Poisoned Attacks (1) special rule (cc as well as shooting). Has no effect on magic items.

B War Banner: +1CR

GIFTS OF CHAOS

A character may be given multiple Gifts of Chaos. They count towards the magic items limit and keep the BSB from choosing a magic banner but are not magic items per definition, i.e. effects that affect magic items have no effect.

Common Gifts

X Beacon of Chaos: If this model is the general of the army, its range for Inspiring Presence is 18".

X Bestial Visage: Model causes Fear

X Cloven Hoofs: Model gains M7. Models on foot only.

X Favour of the Gods: When the model is affected by the Eye of the Gods spell, it may modify its roll by 1.

X Horns: Model gains Impact Hits (1). Models on foot only.

X Stream of Corruption: Breath weapon, S3

X Tentacles: Model in btb loses 1A, Chaos player may choose which model and which attack

X Trollhide: Regeneration (6+)

Khorne's Gifts

X Champion of Khorne: Model rerolls to-hit rolls of natural '1's in challenges.

X Disciple of Khorne: The model may attempt to dispel spells as if it was a wizard.

X Presence of Khorne: Friendly units with Frenzy within 6" of this model may take a Ld test at the start of their turn. Each unit that passes does not have to charge this turn.

Nurgle's Gifts

X Cloud of Flies: -1 to-hit in cc

X Massive Bulk: +1T

X Nurgling Infestation: Any model that attacks this model in cc suffers a single S3 hit.

Slaanesh's Gifts

X Allure of Slaanesh: units in btb with one or more models with this gift suffer -1Ld

X Domination: At the start of each cc phase one model in btb (Chaos player's choice) has to take a Ld test. If failed, that model may not attack and all attacks against this model hit automatically that turn. (If used on a rank and file model, attacks need to be allocated. There is no overkill!). Has no effect on models that are immune to psychology.

X Paralysis: ASF

Tzeentch's Gifts

X Twisted Reality: Spell Ranges increased by 6", has no effect on spells without range

X Tzeentch's Blessing: Model ignores all miscast effects (i.e. the casting still fails but do not roll on the miscast table).

X Tzeentch's Chosen: Model may reroll a single dice per game. (to-hit, to-wound, saving throw, characteristic test (incl. Ld), casting and dispelling).





LORES OF CHAOS

Petty Magic

Eye of the Gods (5+): Augment, Range 12", If the spell was cast successfully roll a D6 and consult the table below. The effect lasts until the caster's next magic phase. A unit may only ever benefit of one Eye of the Gods effect at the same time, i.e. a second (or further) effect replaces the currently active effect. If the target consists of a unit with joined character models, only roll once and apply the result to all elements. If any element has the 'Favour of the Gods' special rule then the roll may be modified by 1 once (i.e. independent of the actual number of 'Favours' in the unit).

- 1: Immune to Psychology
- 2: Cause Fear (cause Terror if already cause fear)
- 3: AP (1) (cc and missile weapons)
- 4: unit rerolls '1's to hit (cc and missile weapons)
- 5: Poisoned Attacks (1) (cc and missile weapons)
- 6: +1 Toughness

Lore of Destruction

Dark Fury (5+): Augment, Range 18", unit rerolls to-wound rolls of natural '1's until the caster's next magic phase

Shroud of Darkness (5+): Augment, Range 18", Ward Save (5+) vs ranged attacks and spells until the caster's next magic phase. Has no effect on character models.

Steed of Shadows (4+): Augment, cast on itself or friendly character model on foot with US1 (in both cases) within 12", model may immediately make a 20" fly movement. This move can be used to leave cc but cannot be used to enter combat (i.e. charging is not possible).

Lore of Nurgle

Nurgle's Blessing (6+): Augment, Range 18", unit gets +1T until the caster's next magic phase. Has no effect on character models.

Seeping Pus (5+): Augment, Range 18", unit gets Poisoned Attacks (1) (cc as well as shooting), until the caster's next magic phase. If the unit already has Poisoned Attacks, increase its value by +1. Has no effect on magic items.

Lore of Slaanesh

Slaanesh's Blessing (8+): Augment, Range 18", unit gets ASF until the caster's next magic phase

Wrath of Slaanesh (5+): Augment, Range 18", unit gets AP(1) (cc as well as shooting), until the caster's next magic phase. Has no effect on magic items.

Lore of Tzeentch

Clairvoyance (3+): Target one unit on the board. Your opponent has to reveal any hidden models and magic items (but not which model has them) in that unit.

Second Sign of Amul (6+): The player gets D3 rerolls. Each reroll can be used to reroll one to-hit roll, to-wound roll, armour save, ward save or regeneration roll. Any rerolls not used at the end of the player's turn are wasted.

Battle Magic

Lore of Destruction

Dark Hand of Death (5+): MM, Range 24", D6 S4 hits

Doom and Darkness (9+): Hex, Range 24", target unit suffers a -3 modifier on all Ld based tests until caster's next magic phase.

Hand of Dust (5+): One enemy unit in btb with the caster suffers D6 S4 hits

Shades of Death (6+): Augment, Range 18", unit causes Fear. If it already causes Fear, unit causes Terror instead. Lasts until caster's next magic phase

Wind of Death (9+): MM, Range 24", 2D6 S4 hits

Word of Pain (9+): Hex, Range 24", target unit's WS and BS is reduced to 1 until caster's next magic phase.

Lore of Nurgle

Effulgent Boils (8+): MM, Range 24", D6 S4 hits, no AS

Favoured Poxes (7+): Hex, Range 18", target unit suffers -1WS, BS, S and Ld (to min. of 1) until the caster's next magic phase

Glistening Scabs (8+): Hex, Range 18". Target character model within LOS suffers -1T (to min. of 1) until the end of the game.

Glorious Affliction (8+): Hex, Range 24". Target unit halves its M (including mounts). Flyers have to use their ground movement but do not half their M. Lasts until the caster's next magic phase.

Magnificent Buboos (7+): MM, Range 24". Target model within LOS suffers a S4 hit with no AS. Target selection works like for the special rule Sniper. A single model can only be affected by this spell once per magic phase.

Pestilence (11+): Hex, Range 24", RIP. When the spell is successfully cast as well as at the start of each player's magic phase, the target suffers D6 S3 no AS hits.

Lore of Slaanesh

Blissful Throes (8+): MM, Range 12", D6 S6 hits

Delectable Torture (7+): Hex, Range 24". Target character model (but not his mount) attacks the unit he is in, models are hit automatically and hits are allocated like shooting. Wounds inflicted do not count for combat resolution but may result in a panic test.

Delicious Excruciation (8+): Augment, Range 12", unit is Stubborn until the caster's next magic phase

Enrapturing Spasms (10+): Hex, Range 18". Choose effect A), B) or C):

A) In its next movement phase, target unit cannot charge and may only reform but not move otherwise.

B) In its next magic phase, target unit cannot cast spells.

C) In its next shooting phase, target unit cannot use ranged attacks.

Hellshriek (8+): Hex, Range 18", needs LOS. Target unit has to take a panic test. Has no effect on units that are Immune to Psychology.

Luxurious Torment (8+): Augment or Hex, Range 24". Target unit suffers D6 S3 hits at the end of each magic phase (of both players). If the target unit is affiliated to Slaanesh, it gains Frenzy. If the target unit is not affiliated to Slaanesh, it suffers from Stupidity. Lasts until the caster's next magic phase.

Lore of Tzeentch

Blue Fire of Metamorphose (9+): MM, Range 24", 2D6 S(2+D3) hits

Green Fire of Mutation (9+): Direct Damage, Range 24". Target unit attacks itself. Each model makes a single attack (weapon option of Chaos player's choice) and hits are allocated like shooting. Has no effect on mounts and character models. The 'Block' special rule has no effect against damage suffered from this spell.

Pandemonium (8+): RIP, enemy units gain no benefit from 'Inspiring Presence' and 'Hold Your Ground!'

Red Fire of Alteration (5+): MM, Range 30", D6 S(D6) hits

Violet Fire of Tzeentch (7+): Direct Damage, Range 24", target has to take a Ld-Test. If it fails, it suffers a wound with no AS for each point it failed the test. Wounds are allocated like shooting.

Yellow Fire of Transformation (4+): Augment, caster, his mount and unit (including other character models) get a Ward Save (5+) until the caster's next magic phase.





COMPOSITION

All Chaos armies follow the composition rules for Realm of Chaos armies. It is up to the player to

- a) field a 'pure' Chaos army that only consists of choices from a single army list or to
- b) field an army that consists of warbands from multiple Chaos lists (Beastmen, Daemons of Chaos and Warriors of Chaos).

Tribal units: A Tribal unit is a CORE unit with the same affiliation as the warlord (see below). For warlords with no affiliation (i.e. undivided) all CORE units count as Tribal units.

Realm of Chaos armies

- A 'Realm of Chaos' army is made up of 1+ warbands.
- A warband consists of a warlord (character model) and his retinue (units) that are chosen from a single army list. Each retinue has to include at least one Tribal unit and the amount of point spend on the retinue has to be greater or equal to the points spend on the warlord.
- The warband that includes the army general is the core warband. It is the only warband that may include multiple character models, Lord level characters and the BSB. At least half of the army points have to be spent on the core warband (i.e. at least 1000p in a 2000p game).
- All warbands (i.e. the whole army) may benefit from 'Inspiring Presence' and 'Hold Your Ground!'.
- Character models may only join units that belong to the same warband as themselves.
- Marked characters require at least 1 unit with the same affiliation as their mark to be included in their warband (i.e. in the core warband a single unit with an affiliation unlocks the respective mark for all characters in the warband). This unit may also be the Tribal unit.

Overview:

1 Core Warband

Warband size: min. 50%

Warlord:

- Army General
- If the warlord is marked then his retinue may only include characters and units with the same affiliation as the warlord or no affiliation.

Retinue:

- 0-1 BSB
- 1+ Tribal units
- Any number of characters. For each type of mark the warband has to include at least 1 unit with the same affiliation as the mark.
- Any number of units
- Point cost of the retinue \geq point cost of the warlord (army general)

0+ Warbands

Warlord:

- 1 Hero level character
- If the warlord is marked then his retinue may only include units with the same affiliation as the warlord or no affiliation.

Retinue:

- 1+ Tribal units
- Any number of units
- Point cost of the retinue \geq point cost of the warlord

ARMY LIST

LORDS

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Beastlord	5	6	3	5	5	3	6	4	9	1	Inf
Equipment: Heavy armour. May take up to 100p of magic items.											
Point Cost: 110p											
Options:											
Shield		+10p				W Biting Blade					+10p
Add. hand weapon		+15p				W Scimitar of Skultar					+10p
Great weapon		+20p				W Soul Cleaver					+15p
						W Sword of Striking					+20p
Tuskgor Chariot	+Xp					W Sword of Battle					+25p
Razorgor Chariot	+Xp					W Sword of Might					+25p
						W Hellfire Sword					+40p
E Helm of Many Eyes	+25p					W Ethersword					+45p
E The Black Tongue	+25p					W Rending Sword					+45p
E Bloodhunt Horn	+30p					W Berserker Sword					+50p
E Guiding Whispers	+30p					W Axes of Khorgor					+55p
E The Dark Heart	+30p					W Black Maul					+60p
						W Chaos Runesword					+65p
X Favour of the Gods (c)	+5p					W Chaos Daemon Sword					+100p
X Bestial Visage (c)	+15p					W Butchering Blade					+70p
X Horns (c)	+15p					A The Fur of Sharrgu					+10p
X Trollhide (c)	+15p					A Chaos Armour					+15p
X Stream of Corruption (c)	+25p					A Enchanted Shield					+20p
X Tentacles (c)	+25p					A Bane Shield					+25p
X Beacon of Chaos	+35p					A Crimson Armour of Dargan					+30p
X Cloven Hoofs (c)	+40p					A Pelt of the Dark Young					+30p
						A Armour of Tortured Souls					+45p
T Rune of the True Beast						+10p A Chaos Runeshield					+50p
T Horn of the Great Hunt						+30p A Armour of Damnation					+60p
T Amulet of Chaos						+35p					
T Crown of Horns						+40p					
T Blasphemous Amulet						+45p					
T Crown of Everl. Conquest						+60p					
T Gaze of the Gods						+60p					
Special Rules: none											

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Beastlord of Khorne	5	6	3	5	5	3	6	4	9	1	Inf
Equipment: Heavy armour. May take up to 100p of magic items.											
Point Cost: 140p											
Options:											
Shield		+10p				W Biting Blade					+10p
Add. hand weapon		+15p				W Scimitar of Skultar					+10p
Great weapon		+20p				W Soul Cleaver					+15p
						W Sword of Striking					+20p
Tuskgor Chariot	+Xp					W Sword of Battle					+25p
Razorgor Chariot	+Xp					W Sword of Might					+25p
						W Axe of Khorne					+35p
E Collar of Khorne	+15p					W Hellfire Sword					+40p
E Helm of Many Eyes	+25p					W Ethersword					+45p
E The Black Tongue	+25p					W Rending Sword					+45p
E Bloodhunt Horn	+30p					W Berserker Sword					+50p
E Guiding Whispers	+30p					W Black Maul					+50p
E The Dark Heart	+30p					W Axes of Khorgor					+55p
						W Chaos Runesword					+65p
X Favour of the Gods (c)	+5p					W Chaos Daemon Sword					+100p
X Champion of Khorne (c)	+10p					W Butchering Blade					+70p
X Bestial Visage (c)	+15p					A The Fur of Sharrgu					+10p
X Horns (c)	+15p					A Chaos Armour					+15p
X Trollhide (c)	+15p					A Pelt of the Dark Young					+15p
X Disciple of Khorne (c)	+20p					A Enchanted Shield					+20p
X Stream of Corruption (c)	+25p					A Bane Shield					+25p
X Tentacles (c)	+25p					A Crimson Armour of Dargan					+30p
X Beacon of Chaos	+35p					A Armour of Tortured Souls					+45p
X Cloven Hoofs (c)	+40p					A Chaos Runeshield					+50p
X Presence of Khorne (c)	+50p					A Armour of Damnation					+60p
						A Spelleater Shield					+65p
T Rune of the True Beast	+10p					T Blasphemous Amulet					+45p
T Horn of the Great Hunt	+30p					T Crown of Everl. Conquest					+60p
T Amulet of Chaos	+35p					T Gaze of the Gods					+60p
T Crown of Horns	+40p										
Special Rules: Mark of Khorne											





	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Beastlord of Nurgle	5	6	3	5	5	3	6	4	9	1	Inf
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Equipment: Heavy armour. May take up to 100p of magic items.

Point Cost: 130p

Options:

Shield	+10p	W Biting Blade	+10p
Add. hand weapon	+15p	W Scimitar of Skultar	+10p
Great weapon	+20p	W Soul Cleaver	+15p
		W Sword of Striking	+20p
Tuskgor Chariot	+Xp	W Sword of Battle	+25p
Razorgor Chariot	+Xp	W Sword of Might	+25p
		W Filth Mace	+30p
E Helm of Many Eyes	+25p	W Hellfire Sword	+40p
E The Black Tongue	+25p	W Ethersword	+45p
E Bloodhunt Horn	+30p	W Rending Sword	+45p
E Death's Head	+30p	W Berserker Sword	+50p
E Guiding Whispers	+30p	W Axes of Khorgor	+55p
E The Dark Heart	+30p	W Black Maul	+60p
		W Chaos Runesword	+65p
X Favour of the Gods (c)	+5p	W Chaos Daemon Sword	+100p
X Horns (c)	+15p	W Butchering Blade	+70p
X Trollhide (c)	+15p	A The Fur of Sharrgu	+10p
X Nurgling Infestation (c)	+20p	A Chaos Armour	+15p
X Stream of Corruption (c)	+25p	A Enchanted Shield	+20p
X Tentacles (c)	+25p	A Bane Shield	+25p
X Beacon of Chaos	+35p	A Crimson Armour of Dargan	+30p
X Cloven Hoofs (c)	+40p	A Pelt of the Dark Young	+30p
X Massive Bulk (c)	+50p	A Armour of Tortured Souls	+45p
X Cloud of Flies (c)	+55p	A Chaos Runeshield	+50p
		A Armour of Damnation	+60p
T Rune of the True Beast	+10p	T Blasphemous Amulet	+45p
T Horn of the Great Hunt	+30p	T Crown of Everl. Conquest	+60p
T Amulet of Chaos	+35p	T Gaze of the Gods	+60p
T Crown of Horns	+40p		

Special Rules: Mark of Nurgle

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Beastlord of Slaanesh	5	6	3	5	5	3	6	4	9	1	Inf
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Equipment: Heavy armour. May take up to 100p of magic items.

Point Cost: 130p

Options:

Shield	+10p	W Biting Blade	+10p
Add. hand weapon	+15p	W Scimitar of Skultar	+10p
Great weapon	+20p	W Soul Cleaver	+15p
		W Sword of Striking	+20p
Tuskgor Chariot	+Xp	W Sword of Battle	+25p
Razorgor Chariot	+Xp	W Sword of Might	+25p
		W Hellfire Sword	+40p
E Pendant of Slaanesh	+20p	W Whip of Pleasure	+40p
E Helm of Many Eyes	+25p	W Ethersword	+45p
E The Black Tongue	+25p	W Rending Sword	+45p
E Bloodhunt Horn	+30p	W Berserker Sword	+50p
E Guiding Whispers	+30p	W Axes of Khorgor	+55p
E The Dark Heart	+30p	W Black Maul	+60p
		W Chaos Runesword	+65p
X Favour of the Gods (c)	+5p	W Chaos Daemon Sword	+100p
X Bestial Visage (c)	+10p	W Butchering Blade	+70p
X Horns (c)	+15p	A The Fur of Sharrgu	+10p
X Trollhide (c)	+15p	A Chaos Armour	+15p
X Allure of Slaanesh (c)	+25p	A Enchanted Shield	+20p
X Stream of Corruption (c)	+25p	A Bane Shield	+25p
X Tentacles (c)	+25p	A Crimson Armour of Dargan	+30p
X Beacon of Chaos	+35p	A Pelt of the Dark Young	+30p
X Cloven Hoofs (c)	+40p	A Armour of Tortured Souls	+45p
X Domination (c)	+40p	A Chaos Runeshield	+50p
X Paralysis (c)	+40p	A Armour of Damnation	+60p
T Rune of the True Beast	+10p	T Blasphemous Amulet	+45p
T Horn of the Great Hunt	+30p	T Crown of Everl. Conquest	+60p
T Amulet of Chaos	+35p	T Gaze of the Gods	+60p
T Crown of Horns	+40p		

Special Rules: Mark of Slaanesh

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Beastlord of Tzeentch	5	6	3	5	5	3	6	4	9	1	Inf
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Equipment: Heavy armour. May take up to 100p of magic items.

Point Cost: 130p

Options:

Shield	+10p	W Biting Blade	+10p
Add. hand weapon	+15p	W Scimitar of Skultar	+10p
Great weapon	+20p	W Soul Cleaver	+15p
		W Sword of Striking	+20p
Tuskgor Chariot	+Xp	W Sword of Battle	+25p
Razorgor Chariot	+Xp	W Sword of Might	+25p
		W Hellfire Sword	+40p
E Mirror of Knowledge	+15p	W Sword of Change	+40p
E Helm of Many Eyes	+25p	W Ethersword	+45p
E The Black Tongue	+25p	W Rending Sword	+45p
E Bloodhunt Horn	+30p	W Berserker Sword	+50p
E Guiding Whispers	+30p	W Axes of Khorgor	+55p
E The Dark Heart	+30p	W Black Maul	+60p
		W Chaos Runesword	+65p
X Favour of the Gods (c)	+5p	W Chaos Daemon Sword	+100p
X Bestial Visage (c)	+15p	W Butchering Blade	+70p
X Horns (c)	+15p	A The Fur of Sharrgu	+10p
X Trollhide (c)	+15p	A Chaos Armour	+15p
X Tzeentch's Chosen (c)	+20p	A Enchanted Shield	+20p
X Stream of Corruption (c)	+25p	A Bane Shield	+25p
X Tentacles (c)	+25p	A Crimson Armour of Dargan	+30p
X Beacon of Chaos	+35p	A Pelt of the Dark Young	+30p
X Cloven Hoofs (c)	+40p	A Armour of Tortured Souls	+45p
		A Chaos Runeshield	+50p
		A Armour of Damnation	+60p
T Rune of the True Beast	+10p	T Amulet of Chaos	+30p
T Amulet of Chaos	+30p	T Horn of the Great Hunt	+30p
T Horn of the Great Hunt	+30p	T Crown of Horns	+35p
T Crown of Horns	+35p	T Blasphemous Amulet	+45p
T Blasphemous Amulet	+45p	T Crown of Everl. Conquest	+60p
T Crown of Everl. Conquest	+60p	T Gaze of the Gods	+60p
T Gaze of the Gods	+60p	T Golden Eye of Tzeentch	+75p

Special Rules: Mark of Tzeentch, Ward Save (6+)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Doombull	6	6	3	5	5	5	5	5	9	3	Mol
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Equipment: Heavy armour. May take up to 100p of magic items.

Point Cost: 190p

Options:

Shield	+10p	W Biting Blade	+15p
Add. hand weapon	+15p	W Scimitar of Skultar	+15p
Great weapon	+25p	W Soul Cleaver	+20p
		W Sword of Battle	+25p
T Rune of the True Beast	+15p	W Sword of Striking	+25p
T Amulet of Chaos	+65p	W Sword of Might	+30p
T Crown of Horns	+70p	W Hellfire Sword	+50p
		W Ethersword	+55p
E Helm of Many Eyes	+30p	W Rending Sword	+55p
E The Dark Heart	+30p	W Black Maul	+60p
		W Axes of Khorgor	+65p
X Favour of the Gods (c)	+5p	W Berserker Sword	+65p
X Horns (c)	+15p	W Chaos Runesword	+70p
X Cloven Hoofs (c)	+20p	W Chaos Daemon Sword	+85p
X Stream of Corruption (c)	+25p		
X Tentacles (c)	+25p	A The Fur of Sharrgu	+10p
X Trollhide (c)	+25p	A Chaos Armour	+15p
X Beacon of Chaos	+35p	A Pelt of the Dark Young	+30p

Special Rules: Fear, Bloodgreed





	M	WS	BS	S	T	W	I	A	Ld	US	Type
Doombull of Khorne	6	6	3	5	5	5	5	5	9	3	MoI

Equipment: Heavy armour. May take up to 100p of magic items.

Point Cost: 220p

Options:

Shield	+10p	W Biting Blade	+15p
Add. hand weapon	+15p	W Scimitar of Skultar	+15p
Great weapon	+25p	W Soul Cleaver	+20p
		W Sword of Battle	+25p
T Rune of the True Beast	+15p	W Sword of Striking	+25p
T Amulet of Chaos	+65p	W Sword of Might	+30p
T Crown of Horns	+70p	W Axe of Khorne	+40p
		W Black Maul	+50p
E Collar of Khorne	+15p	W Hellfire Sword	+50p
E Helm of Many Eyes	+30p	W Ethersword	+55p
E The Dark Heart	+30p	W Rending Sword	+55p
		W Axes of Khorgor	+65p
X Favour of the Gods (c)	+5p	W Berserker Sword	+65p
X Champion of Khorne (c)	+10p	W Chaos Runesword	+70p
X Horns (c)	+15p	W Chaos Daemon Sword	+85p
X Cloven Hoofs (c)	+20p		
X Disciple of Khorne (c)	+20p	A The Fur of Sharrgu	+10p
X Stream of Corruption (c)	+25p	A Chaos Armour	+15p
X Tentacles (c)	+25p	A Pelt of the Dark Young	+15p
X Trollhide (c)	+25p		
X Beacon of Chaos	+35p		
X Presence of Khorne (c)	+50p		

Special Rules: Fear, Bloodgreed, Mark of Khorne

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Doombull of Slaanesh	6	6	3	5	5	5	5	5	9	3	MoI

Equipment: Heavy armour. May take up to 100p of magic items.

Point Cost: 210p

Options:

Shield	+10p	W Biting Blade	+15p
Add. hand weapon	+15p	W Scimitar of Skultar	+15p
Great weapon	+25p	W Soul Cleaver	+20p
		W Sword of Battle	+25p
T Rune of the True Beast	+15p	W Sword of Striking	+25p
T Amulet of Chaos	+65p	W Sword of Might	+30p
T Crown of Horns	+70p	W Hellfire Sword	+50p
		W Whip of Pleasure	+50p
E Helm of Many Eyes	+30p	W Ethersword	+55p
E The Dark Heart	+30p	W Rending Sword	+55p
E Pendant of Slaanesh	+50p	W Black Maul	+60p
		W Axes of Khorgor	+65p
X Favour of the Gods (c)	+5p	W Berserker Sword	+65p
X Horns (c)	+15p	W Chaos Runesword	+70p
X Cloven Hoofs (c)	+20p	W Chaos Daemon Sword	+85p
X Allure of Slaanesh (c)	+25p		
X Stream of Corruption (c)	+25p	A The Fur of Sharrgu	+10p
X Tentacles (c)	+25p	A Chaos Armour	+15p
X Trollhide (c)	+25p	A Pelt of the Dark Young	+30p
X Beacon of Chaos	+35p		
X Domination (c)	+40p		
X Paralysis (c)	+50p		

Special Rules: Fear, Bloodgreed, Mark of Slaanesh

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Doombull of Nurgle	6	6	3	5	5	5	5	5	9	3	MoI

Equipment: Heavy armour. May take up to 100p of magic items.

Point Cost: 200p

Options:

Shield	+10p	W Biting Blade	+15p
Add. hand weapon	+15p	W Scimitar of Skultar	+15p
Great weapon	+25p	W Soul Cleaver	+20p
		W Sword of Battle	+25p
T Rune of the True Beast	+15p	W Sword of Striking	+25p
T Amulet of Chaos	+65p	W Filth Mace	+30p
T Crown of Horns	+70p	W Sword of Might	+30p
		W Hellfire Sword	+50p
E Death's Head	+30p	W Ethersword	+55p
E Helm of Many Eyes	+30p	W Rending Sword	+55p
E The Dark Heart	+30p	W Black Maul	+60p
		W Axes of Khorgor	+65p
X Favour of the Gods (c)	+5p	W Berserker Sword	+65p
X Horns (c)	+15p	W Chaos Runesword	+70p
X Cloven Hoofs (c)	+20p	W Chaos Daemon Sword	+85p
X Nurgling Infestation (c)	+25p		
X Stream of Corruption (c)	+25p	A The Fur of Sharrgu	+10p
X Tentacles (c)	+25p	A Chaos Armour	+15p
X Trollhide (c)	+25p	A Pelt of the Dark Young	+30p
X Beacon of Chaos	+35p		
X Cloud of Flies (c)	+55p		
X Massive Bulk (c)	+65p		

Special Rules: Fear, Bloodgreed, Mark of Nurgle

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Doombull of Tzeentch	6	6	3	5	5	5	5	5	9	3	MoI

Equipment: Heavy armour. May take up to 100p of magic items.

Point Cost: 220p

Options:

Shield	+10p	W Biting Blade	+15p
Add. hand weapon	+15p	W Scimitar of Skultar	+15p
Great weapon	+25p	W Soul Cleaver	+20p
		W Sword of Battle	+25p
T Rune of the True Beast	+15p	W Sword of Striking	+25p
T Amulet of Chaos	+60p	W Sword of Might	+30p
T Golden Eye of Tzeentch	+60p	W Hellfire Sword	+50p
T Crown of Horns	+65p	W Sword of Change	+50p
		W Ethersword	+55p
E Mirror of Knowledge	+15p	W Rending Sword	+55p
E Helm of Many Eyes	+30p	W Black Maul	+60p
E The Dark Heart	+30p	W Axes of Khorgor	+65p
		W Berserker Sword	+65p
X Favour of the Gods (c)	+5p	W Chaos Runesword	+70p
X Horns (c)	+15p	W Chaos Daemon Sword	+85p
X Cloven Hoofs (c)	+20p		
X Tzeentch's Chosen (c)	+20p	A The Fur of Sharrgu	+10p
X Stream of Corruption (c)	+25p	A Chaos Armour	+15p
X Tentacles (c)	+25p	A Pelt of the Dark Young	+30p
X Trollhide (c)	+25p		
X Beacon of Chaos	+35p		

Special Rules: Fear, Bloodgreed, Mark of Tzeentch, Ward Save (6+)





	M	WS	BS	S	T	W	I	A	Ld	US	Type																																																																																																				
Great Bray-Shaman	5	5	3	4	5	3	5	2	8	1	Inf																																																																																																				
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<p>Magic: This model is a Level 4 wizard. It must choose 1-2 PM and 2-4 BM spells. Equipment: Hand weapon. May take up to 100p of magic items. Point Cost: 70p Options:</p> <table border="0"> <tr> <td>Clairvoyance PM 3/3+</td> <td>+15p</td> <td>A The Fur of Sharrgu</td> <td>+10p</td> </tr> <tr> <td>Eye of the Gods PM 3/5+</td> <td>+35p</td> <td>A Chaos Armour</td> <td>+25p</td> </tr> <tr> <td>2nd Sign of Amul PM 3/6+</td> <td>+50p</td> <td>A Pelt of the Dark Young</td> <td>+25p</td> </tr> <tr> <td>BM Yellow Fire of Transfor.</td> <td>+35p</td> <td></td> <td></td> </tr> <tr> <td>BM Pandemonium</td> <td>+50p</td> <td>E Mirror of Knowledge</td> <td>+15p</td> </tr> <tr> <td>BM Red Fire of Alteration</td> <td>+50p</td> <td>E The Black Tongue</td> <td>+25p</td> </tr> <tr> <td>BM Violet Fire of Tzeentch</td> <td>+60p</td> <td>E Bloodhunt Horn</td> <td>+30p</td> </tr> <tr> <td>BM Blue Fire of Metamorph.</td> <td>+75p</td> <td>E Guiding Whispers</td> <td>+30p</td> </tr> <tr> <td>BM Green Fire of Mutation</td> <td>+75p</td> <td>E The Dark Heart</td> <td>+30p</td> </tr> <tr> <td></td> <td></td> <td>T Rune of the True Beast</td> <td>+10p</td> </tr> <tr> <td>Tuskgor Chariot</td> <td>+Xp</td> <td>T Amulet of Chaos</td> <td>+30p</td> </tr> <tr> <td>Razorgor Chariot</td> <td>+Xp</td> <td>T Crown of Horns</td> <td>+35p</td> </tr> <tr> <td></td> <td></td> <td>T Blasphemous Amulet</td> <td>+45p</td> </tr> <tr> <td>X Favour of the Gods (c)</td> <td>+5p</td> <td>T Crown of Everl. Conquest</td> <td>+60p</td> </tr> <tr> <td>X Horns (c)</td> <td>+10p</td> <td>T Gaze of the Gods</td> <td>+60p</td> </tr> <tr> <td>X Bestial Visage (c)</td> <td>+15p</td> <td>T Golden Eye of Tzeentch</td> <td>+75p</td> </tr> <tr> <td>X Trollhide (c)</td> <td>+15p</td> <td></td> <td></td> </tr> <tr> <td>X Twisted Reality (c)</td> <td>+20p</td> <td></td> <td></td> </tr> <tr> <td>X Tzeentch's Chosen (c)</td> <td>+20p</td> <td>S Spell Familiar</td> <td>+10p</td> </tr> <tr> <td>X Stream of Corruption (c)</td> <td>+25p</td> <td>S Staff of Sorcery</td> <td>+20p</td> </tr> <tr> <td>X Tentacles (c)</td> <td>+25p</td> <td>S Dispel Scroll</td> <td>+30p</td> </tr> <tr> <td>X Tzeentch's Blessing (c)</td> <td>+25p</td> <td>S Power Stone</td> <td>+30p</td> </tr> <tr> <td>X Cloven Hoofs (c)</td> <td>+40p</td> <td>S Staff of Darkoth</td> <td>+30p</td> </tr> <tr> <td></td> <td></td> <td>S Warrior Familiar</td> <td>+30p</td> </tr> <tr> <td></td> <td></td> <td>S Power Familiar</td> <td>+50p</td> </tr> <tr> <td></td> <td></td> <td>S Skull of Katam</td> <td>+50p</td> </tr> <tr> <td></td> <td></td> <td>S The Goretooth</td> <td>+50p</td> </tr> <tr> <td></td> <td></td> <td>S Staff of Change</td> <td>+65p</td> </tr> </table> <p>Special Rules: Mark of Tzeentch, Ward Save (6+)</p>												Clairvoyance PM 3/3+	+15p	A The Fur of Sharrgu	+10p	Eye of the Gods PM 3/5+	+35p	A Chaos Armour	+25p	2nd Sign of Amul PM 3/6+	+50p	A Pelt of the Dark Young	+25p	BM Yellow Fire of Transfor.	+35p			BM Pandemonium	+50p	E Mirror of Knowledge	+15p	BM Red Fire of Alteration	+50p	E The Black Tongue	+25p	BM Violet Fire of Tzeentch	+60p	E Bloodhunt Horn	+30p	BM Blue Fire of Metamorph.	+75p	E Guiding Whispers	+30p	BM Green Fire of Mutation	+75p	E The Dark Heart	+30p			T Rune of the True Beast	+10p	Tuskgor Chariot	+Xp	T Amulet of Chaos	+30p	Razorgor Chariot	+Xp	T Crown of Horns	+35p			T Blasphemous Amulet	+45p	X Favour of the Gods (c)	+5p	T Crown of Everl. Conquest	+60p	X Horns (c)	+10p	T Gaze of the Gods	+60p	X Bestial Visage (c)	+15p	T Golden Eye of Tzeentch	+75p	X Trollhide (c)	+15p			X Twisted Reality (c)	+20p			X Tzeentch's Chosen (c)	+20p	S Spell Familiar	+10p	X Stream of Corruption (c)	+25p	S Staff of Sorcery	+20p	X Tentacles (c)	+25p	S Dispel Scroll	+30p	X Tzeentch's Blessing (c)	+25p	S Power Stone	+30p	X Cloven Hoofs (c)	+40p	S Staff of Darkoth	+30p			S Warrior Familiar	+30p			S Power Familiar	+50p			S Skull of Katam	+50p			S The Goretooth	+50p			S Staff of Change	+65p
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HEROES

Note: The army may only include a single Battle Standard Bearer (BSB)!

M WS BS S T W I A Ld US Type

M WS BS S T W I A Ld US Type

0-1 Battle Standard 5 5 3 4 5 2 5 3 8 1 Inf

Equipment: Heavy armour. May take up to 50p of magic items or any banner.

Point Cost: 90p

Options:

Tuskgor Chariot	+Xp	W Biting Blade	+5p
Razorgor Chariot	+Xp	W Scimitar of Skultar	+10p
		W Soul Cleaver	+15p
B Gore Banner	+25p	W Sword of Striking	+15p
B Vitriolic Banner	+35p	W Sword of Battle	+20p
B War Banner	+35p	W Sword of Might	+20p
B Flesh Banner	+50p	W Ethersword	+35p
B Banner of Wrath	+60p	W Rending Sword	+35p
B Beastbanner	+60p	W Berserker Sword	+40p
B Banner of the Gods	+100p	W Hellfire Sword	+40p

E Helm of Many Eyes	+15p	A The Fur of Sharrgu	+5p
E The Black Tongue	+25p	A Chaos Armour	+10p
E Bloodhunt Horn	+30p	A Crimson Armour of Dargan	+25p
E Guiding Whispers	+30p	A Pelt of the Dark Young	+25p
E The Dark Heart	+30p	A Armour of Tortured Souls	+35p
		A Armour of Damnation	+45p

X Favour of the Gods (c)	+5p		
X Horns (c)	+10p	T Rune of the True Beast	+5p
X Trollhide (c)	+10p	T Amulet of Chaos	+25p
X Bestial Visage (c)	+15p	T Crown of Horns	+30p
X Stream of Corruption (c)	+25p	T Crown of Everl. Conquest	+40p
X Tentacles (c)	+25p	T Blasphemous Amulet	+45p
X Cloven Hoofs (c)	+30p	T Gaze of the Gods	+45p

Special Rules: none

M WS BS S T W I A Ld US Type

0-1 Battle Standard of Khorne 5 5 3 4 5 2 5 3 8 1 Inf

Equipment: Heavy armour. May take up to 50p of magic items or any banner.

Point Cost: 115p

Options:

Tuskgor Chariot	+Xp	W Biting Blade	+5p
Razorgor Chariot	+Xp	W Scimitar of Skultar	+10p
		W Soul Cleaver	+15p
B Gore Banner	+25p	W Sword of Striking	+15p
B Vitriolic Banner	+35p	W Sword of Battle	+20p
B War Banner	+35p	W Sword of Might	+20p
B Banner of Rage	+50p	W Axe of Khorne	+30p
B Flesh Banner	+50p	W Ethersword	+35p
B Banner of Wrath	+60p	W Rending Sword	+35p
B Beastbanner	+60p	W Berserker Sword	+40p
B Banner of the Gods	+100p	W Hellfire Sword	+40p

E Collar of Khorne	+15p	A The Fur of Sharrgu	+5p
E Helm of Many Eyes	+15p	A Chaos Armour	+10p
E The Black Tongue	+25p	A Pelt of the Dark Young	+10p
E Bloodhunt Horn	+30p	A Crimson Armour of Dargan	+25p
E Guiding Whispers	+30p	A Armour of Tortured Souls	+35p
E The Dark Heart	+30p	A Armour of Damnation	+45p

X Favour of the Gods (c)	+5p	T Rune of the True Beast	+5p
X Champion of Khorne (c)	+10p	T Amulet of Chaos	+25p
X Horns (c)	+10p	T Crown of Horns	+30p
X Trollhide (c)	+10p	T Crown of Everl. Conquest	+40p
X Bestial Visage (c)	+15p	T Blasphemous Amulet	+45p
X Disciple of Khorne (c)	+20p	T Gaze of the Gods	+45p

X Stream of Corruption (c)	+25p		
X Tentacles (c)	+25p		
X Cloven Hoofs (c)	+30p		
X Presence of Khorne (c)	+50p		

Special Rules: Mark of Khorne

0-1 Battle

Standard of Nurgle 5 5 3 4 5 2 5 3 8 1 Inf

Equipment: Heavy armour. May take up to 50p of magic items or any banner.

Point Cost: 105p

Options:

Tuskgor Chariot	+Xp	W Biting Blade	+5p
Razorgor Chariot	+Xp	W Scimitar of Skultar	+10p
		W Soul Cleaver	+15p
B Gore Banner	+25p	W Sword of Striking	+15p
B Vitriolic Banner	+35p	W Sword of Battle	+20p
B War Banner	+35p	W Sword of Might	+20p
B Plague Banner	+45p	W Filth Mace	+25p
B Flesh Banner	+50p	W Ethersword	+35p
B Banner of Wrath	+60p	W Rending Sword	+35p
B Beastbanner	+60p	W Berserker Sword	+40p
B Banner of the Gods	+100p	W Hellfire Sword	+40p

E Helm of Many Eyes	+15p	A The Fur of Sharrgu	+5p
E The Black Tongue	+25p	A Chaos Armour	+10p
E Bloodhunt Horn	+30p	A Crimson Armour of Dargan	+25p
E Death's Head	+30p	A Pelt of the Dark Young	+25p
E Guiding Whispers	+30p	A Armour of Tortured Souls	+35p
E The Dark Heart	+30p	A Armour of Damnation	+45p

X Favour of the Gods (c)	+5p	T Rune of the True Beast	+5p
X Horns (c)	+10p	T Amulet of Chaos	+25p
X Trollhide (c)	+10p	T Crown of Horns	+30p
X Nurgling Infestation (c)	+15p	T Crown of Everl. Conquest	+40p
X Stream of Corruption (c)	+25p	T Blasphemous Amulet	+45p
X Tentacles (c)	+25p	T Gaze of the Gods	+45p

X Cloven Hoofs (c)	+30p		
X Cloud of Flies (c)	+35p		
X Massive Bulk (c)	+35p		

Special Rules: Mark of Nurgle

M WS BS S T W I A Ld US Type

0-1 Battle Standard of Slaanesh 5 5 3 4 5 2 5 3 8 1 Inf

Equipment: Heavy armour. May take up to 50p of magic items or any banner.

Point Cost: 105p

Options:

Tuskgor Chariot	+Xp	W Biting Blade	+5p
Razorgor Chariot	+Xp	W Scimitar of Skultar	+10p
		W Soul Cleaver	+15p
B Vitriolic Banner	+35p	W Sword of Striking	+15p
B War Banner	+35p	W Sword of Battle	+20p
B Flesh Banner	+50p	W Sword of Might	+20p
B Rapturous Standard	+50p	W Ethersword	+35p
B Banner of Wrath	+60p	W Rending Sword	+35p
B Beastbanner	+60p	W Berserker Sword	+40p
B Banner of the Gods	+100p	W Hellfire Sword	+40p

E Pendant of Slaanesh	+10p	A The Fur of Sharrgu	+5p
E Helm of Many Eyes	+15p	A Chaos Armour	+10p
E The Black Tongue	+25p	A Crimson Armour of Dargan	+25p
E Bloodhunt Horn	+30p	A Pelt of the Dark Young	+25p
E Guiding Whispers	+30p	A Armour of Tortured Souls	+35p
E The Dark Heart	+30p	A Armour of Damnation	+45p

X Favour of the Gods (c)	+5p	T Rune of the True Beast	+5p
X Bestial Visage (c)	+10p	T Amulet of Chaos	+25p
X Horns (c)	+10p	T Crown of Horns	+30p
X Trollhide (c)	+10p	T Crown of Everl. Conquest	+40p
X Allure of Slaanesh (c)	+25p	T Blasphemous Amulet	+45p
X Stream of Corruption (c)	+25p	T Gaze of the Gods	+45p

X Tentacles (c)	+25p		
X Cloven Hoofs (c)	+30p		
X Paralysis (c)	+30p		
X Domination (c)	+40p		

Special Rules: Mark of Slaanesh





	M	WS	BS	S	T	W	I	A	Ld	US	Type
0-1 Battle Standard of Tzeentch	5	5	3	4	5	2	5	3	8	1	Inf

Equipment: Heavy armour. May take up to 50p of magic items or any banner.
Point Cost: 105p

Options:

Tuskgor Chariot	+Xp	W Biting Blade	+5p
Razorgor Chariot	+Xp	W Scimitar of Skultar	+10p
		W Soul Cleaver	+15p
B Gore Banner	+25p	W Sword of Striking	+15p
B Vitriolic Banner	+35p	W Sword of Battle	+20p
B War Banner	+35p	W Sword of Might	+20p
B Blasted Standard	+50p	W Sword of Change	+30p
B Flesh Banner	+50p	W Ethersword	+35p
B Banner of Wrath	+60p	W Rending Sword	+35p
B Beastbanner	+60p	W Berserker Sword	+40p
B Banner of the Gods	+100p	W Hellfire Sword	+40p
E Helm of Many Eyes	+15p	A The Fur of Sharrgu	+5p
E Mirror of Knowledge	+15p	A Chaos Armour	+10p
E The Black Tongue	+25p	A Crimson Armour of Dargan	+25p
E Bloodhunt Horn	+30p	A Pelt of the Dark Young	+25p
E Guiding Whispers	+30p	A Armour of Tortured Souls	+35p
E The Dark Heart	+30p	A Armour of Damnation	+45p
X Favour of the Gods (c)	+5p	T Rune of the True Beast	+5p
X Horns (c)	+10p	T Amulet of Chaos	+20p
X Trollhide (c)	+10p	T Crown of Horns	+25p
X Bestial Visage (c)	+15p	T Crown of Everl. Conquest	+40p
X Tzeentch's Chosen (c)	+20p	T Gaze of the Gods	+40p
X Stream of Corruption (c)	+25p	T Blasphemous Amulet	+45p
X Tentacles (c)	+25p	T Golden Eye of Tzeentch	+50p
X Cloven Hoofs (c)	+30p		

Special Rules: Mark of Tzeentch, Ward Save (6+)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Wargor	5	5	3	4	5	2	5	3	8	1	Inf

Equipment: Heavy armour. May take up to 50p of magic items.
Point Cost: 65p

Options:

Shield	+5p	W Biting Blade	+5p
Add. hand weapon	+10p	W Scimitar of Skultar	+10p
Great weapon	+15p	W Soul Cleaver	+15p
		W Sword of Striking	+15p
Tuskgor Chariot	+Xp	W Sword of Battle	+20p
Razorgor Chariot	+Xp	W Sword of Might	+20p
		W Ethersword	+35p
E Helm of Many Eyes	+15p	W Rending Sword	+35p
E The Black Tongue	+25p	W Axes of Khorgor	+40p
E Bloodhunt Horn	+30p	W Berserker Sword	+40p
E Guiding Whispers	+30p	W Hellfire Sword	+40p
E The Dark Heart	+30p	W Butchering Blade	+40p
		A The Fur of Sharrgu	+5p
X Favour of the Gods (c)	+5p	A Chaos Armour	+10p
X Horns (c)	+10p	A Enchanted Shield	+15p
X Trollhide (c)	+10p	A Bane Shield	+20p
X Bestial Visage (c)	+15p	A Crimson Armour of Dargan	+25p
X Stream of Corruption (c)	+25p	A Pelt of the Dark Young	+25p
X Tentacles (c)	+25p	A Armour of Tortured Souls	+35p
X Cloven Hoofs (c)	+30p	A Chaos Runeshield	+35p
		A Armour of Damnation	+45p
		T Rune of the True Beast	+5p
		T Amulet of Chaos	+25p
		T Crown of Horns	+30p
		T Horn of the Great Hunt	+30p
		T Crown of Everl. Conquest	+40p
		T Blasphemous Amulet	+45p
		T Gaze of the Gods	+45p

Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Wargor of Khorne	5	5	3	4	5	2	5	3	8	1	Inf

Equipment: Heavy armour. May take up to 50p of magic items.
Point Cost: 90p

Options:

Shield	+5p	W Biting Blade	+5p
Add. hand weapon	+10p	W Scimitar of Skultar	+10p
Great weapon	+15p	W Soul Cleaver	+15p
		W Sword of Striking	+15p
Tuskgor Chariot	+Xp	W Sword of Battle	+20p
Razorgor Chariot	+Xp	W Sword of Might	+20p
		W Axe of Khorne	+30p
E Collar of Khorne	+15p	W Ethersword	+35p
E Helm of Many Eyes	+15p	W Rending Sword	+35p
E The Black Tongue	+25p	W Axes of Khorgor	+40p
E Bloodhunt Horn	+30p	W Berserker Sword	+40p
E Guiding Whispers	+30p	W Hellfire Sword	+40p
E The Dark Heart	+30p	W Butchering Blade	+40p
		A The Fur of Sharrgu	+5p
X Favour of the Gods (c)	+5p	A Chaos Armour	+10p
X Champion of Khorne (c)	+10p	A Pelt of the Dark Young	+10p
X Horns (c)	+10p	A Enchanted Shield	+15p
X Trollhide (c)	+10p	A Bane Shield	+20p
X Bestial Visage (c)	+15p	A Crimson Armour of Dargan	+25p
X Disciple of Khorne (c)	+20p	A Armour of Tortured Souls	+35p
X Stream of Corruption (c)	+25p	A Chaos Runeshield	+35p
X Tentacles (c)	+25p	A Armour of Damnation	+45p
X Cloven Hoofs (c)	+30p		
X Presence of Khorne (c)	+50p	T Rune of the True Beast	+5p
		T Amulet of Chaos	+25p
		T Crown of Horns	+30p
		T Horn of the Great Hunt	+30p
		T Crown of Everl. Conquest	+40p
		T Blasphemous Amulet	+45p
		T Gaze of the Gods	+45p

Special Rules: Mark of Khorne

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Wargor of Nurgle	5	5	3	4	5	2	5	3	8	1	Inf

Equipment: Heavy armour. May take up to 50p of magic items.
Point Cost: 80p

Options:

Shield	+5p	W Biting Blade	+5p
Add. hand weapon	+10p	W Scimitar of Skultar	+10p
Great weapon	+15p	W Soul Cleaver	+15p
		W Sword of Striking	+15p
Tuskgor Chariot	+Xp	W Sword of Battle	+20p
Razorgor Chariot	+Xp	W Sword of Might	+20p
		W Filth Mace	+25p
E Helm of Many Eyes	+15p	W Ethersword	+35p
E The Black Tongue	+25p	W Rending Sword	+35p
E Bloodhunt Horn	+30p	W Axes of Khorgor	+40p
E Death's Head	+30p	W Berserker Sword	+40p
E Guiding Whispers	+30p	W Hellfire Sword	+40p
E The Dark Heart	+30p	W Butchering Blade	+40p
		A The Fur of Sharrgu	+5p
X Favour of the Gods (c)	+5p	A Chaos Armour	+10p
X Horns (c)	+10p	A Enchanted Shield	+15p
X Trollhide (c)	+10p	A Bane Shield	+20p
X Nurgling Infestation (c)	+15p	A Crimson Armour of Dargan	+25p
X Stream of Corruption (c)	+25p	A Pelt of the Dark Young	+25p
X Tentacles (c)	+25p	A Armour of Tortured Souls	+35p
X Cloven Hoofs (c)	+30p	A Chaos Runeshield	+35p
X Cloud of Flies (c)	+35p	A Armour of Damnation	+45p
X Massive Bulk (c)	+35p		
		T Rune of the True Beast	+5p
		T Amulet of Chaos	+25p
		T Crown of Horns	+30p
		T Horn of the Great Hunt	+30p
		T Crown of Everl. Conquest	+40p
		T Blasphemous Amulet	+45p
		T Gaze of the Gods	+45p

Special Rules: Mark of Nurgle





	M	WS	BS	S	T	W	I	A	Ld	US	Type
Wargor of Slaanesh	5	5	3	4	5	2	5	3	8	1	Inf

Equipment: Heavy armour. May take up to 50p of magic items.

Point Cost: 80p

Options:

Shield	+5p	W Biting Blade	+5p
Add. hand weapon	+10p	W Scimitar of Skultar	+10p
Great weapon	+15p	W Soul Cleaver	+15p
		W Sword of Striking	+15p
Tuskgor Chariot	+Xp	W Sword of Battle	+20p
Razorgor Chariot	+Xp	W Sword of Might	+20p
		W Whip of Pleasure	+30p
E Pendant of Slaanesh	+10p	W Ethersword	+35p
E Helm of Many Eyes	+15p	W Rending Sword	+35p
E The Black Tongue	+25p	W Axes of Khorgor	+40p
E Bloodhunt Horn	+30p	W Berserker Sword	+40p
E Guiding Whispers	+30p	W Hellfire Sword	+40p
E The Dark Heart	+30p	W Butchering Blade	+40p
		A The Fur of Sharrgu	+5p
X Favour of the Gods (c)	+5p	A Chaos Armour	+10p
X Bestial Visage (c)	+10p	A Enchanted Shield	+15p
X Horns (c)	+10p	A Bane Shield	+20p
X Trollhide (c)	+10p	A Crimson Armour of Dargan	+25p
X Allure of Slaanesh (c)	+25p	A Pelt of the Dark Young	+25p
X Stream of Corruption (c)	+25p	A Armour of Tortured Souls	+35p
X Tentacles (c)	+25p	A Chaos Runeshield	+35p
X Cloven Hoofs (c)	+30p	A Armour of Damnation	+45p
X Paralysis (c)	+30p		
X Domination (c)	+40p	T Rune of the True Beast	+5p
		T Amulet of Chaos	+25p
		T Crown of Horns	+30p
		T Horn of the Great Hunt	+30p
		T Crown of Everl. Conquest	+40p
		T Blasphemous Amulet	+45p
		T Gaze of the Gods	+45p

Special Rules: Mark of Slaanesh

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Wargor of Tzeentch	5	5	3	4	5	2	5	3	8	1	Inf

Equipment: Heavy armour. May take up to 50p of magic items.

Point Cost: 80p

Options:

Shield	+5p	W Biting Blade	+5p
Add. hand weapon	+10p	W Scimitar of Skultar	+10p
Great weapon	+15p	W Soul Cleaver	+15p
		W Sword of Striking	+15p
Tuskgor Chariot	+Xp	W Sword of Battle	+20p
Razorgor Chariot	+Xp	W Sword of Might	+20p
		W Sword of Change	+30p
E Helm of Many Eyes	+15p	W Ethersword	+35p
E Mirror of Knowledge	+15p	W Rending Sword	+35p
E The Black Tongue	+25p	W Axes of Khorgor	+40p
E Bloodhunt Horn	+30p	W Berserker Sword	+40p
E Guiding Whispers	+30p	W Hellfire Sword	+40p
E The Dark Heart	+30p	W Butchering Blade	+40p
		A The Fur of Sharrgu	+5p
X Favour of the Gods (c)	+5p	A Chaos Armour	+10p
X Horns (c)	+10p	A Enchanted Shield	+15p
X Trollhide (c)	+10p	A Bane Shield	+20p
X Bestial Visage (c)	+15p	A Crimson Armour of Dargan	+25p
X Tzeentch's Chosen (c)	+20p	A Pelt of the Dark Young	+25p
X Stream of Corruption (c)	+25p	A Armour of Tortured Souls	+35p
X Tentacles (c)	+25p	A Chaos Runeshield	+35p
X Cloven Hoofs (c)	+30p	A Armour of Damnation	+45p
		T Rune of the True Beast	+5p
		T Amulet of Chaos	+20p
		T Crown of Horns	+25p
		T Horn of the Great Hunt	+30p
		T Crown of Everl. Conquest	+40p
		T Gaze of the Gods	+40p
		T Blasphemous Amulet	+45p
		T Golden Eye of Tzeentch	+50p

Special Rules: Mark of Tzeentch, Ward Save (6+)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Gorbull	6	5	3	5	5	4	4	4	8	3	MoI

Equipment: Heavy armour. May take up to 50p of magic items.

Point Cost: 120p

Options:

Shield	+10p	W Biting Blade	+10p
Add. hand weapon	+15p	W Scimitar of Skultar	+10p
Great weapon	+20p	W Soul Cleaver	+15p
		W Sword of Striking	+20p
T Rune of the True Beast	+15p	W Sword of Battle	+25p
T Amulet of Chaos	+50p	W Sword of Might	+25p
		W Hellfire Sword	+40p
E Helm of Many Eyes	+20p	W Ethersword	+45p
E The Dark Heart	+30p	W Rending Sword	+45p
X Favour of the Gods (c)	+5p	A The Fur of Sharrgu	+10p
X Horns (c)	+15p	A Chaos Armour	+15p
X Cloven Hoofs (c)	+20p	A Pelt of the Dark Young	+30p
X Trollhide (c)	+20p		
X Stream of Corruption (c)	+25p		
X Tentacles (c)	+25p		

Special Rules: Fear, Bloodgreed

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Gorbull of Khorne	6	5	3	5	5	4	4	4	8	3	MoI

Equipment: Heavy armour. May take up to 50p of magic items.

Point Cost: 150p

Options:

Shield	+10p	W Biting Blade	+10p
Add. hand weapon	+15p	W Scimitar of Skultar	+10p
Great weapon	+20p	W Soul Cleaver	+15p
		W Sword of Striking	+20p
T Rune of the True Beast	+15p	W Sword of Battle	+25p
T Amulet of Chaos	+50p	W Sword of Might	+25p
E Collar of Khorne	+15p	W Axe of Khorne	+35p
E Helm of Many Eyes	+20p	W Hellfire Sword	+40p
E The Dark Heart	+30p	W Ethersword	+45p
		W Rending Sword	+45p
X Favour of the Gods (c)	+5p		
X Champion of Khorne (c)	+10p	A The Fur of Sharrgu	+10p
X Horns (c)	+15p	A Chaos Armour	+15p
X Cloven Hoofs (c)	+20p	A Pelt of the Dark Young	+15p
X Disciple of Khorne (c)	+20p		
X Trollhide (c)	+20p		
X Stream of Corruption (c)	+25p		
X Tentacles (c)	+25p		
X Presence of Khorne (c)	+50p		

Special Rules: Fear, Bloodgreed, Mark of Khorne





	M	WS	BS	S	T	W	I	A	Ld	US	Type
Gorbull of Nurgle	6	5	3	5	5	4	4	4	8	3	MoI

Equipment: Heavy armour. May take up to 50p of magic items.

Point Cost: 130p

Options:

Shield	+10p	W Biting Blade	+10p
Add. hand weapon	+15p	W Scimitar of Skultar	+10p
Great weapon	+20p	W Soul Cleaver	+15p
		W Sword of Striking	+20p
T Rune of the True Beast	+15p	W Filth Mace	+25p
T Amulet of Chaos	+50p	W Sword of Battle	+25p
		W Sword of Might	+25p
E Helm of Many Eyes	+20p	W Hellfire Sword	+40p
E Death's Head	+30p	W Ethersword	+45p
E The Dark Heart	+30p	W Rending Sword	+45p

X Favour of the Gods (c)	+5p	A The Fur of Sharrgu	+10p
X Horns (c)	+15p	A Chaos Armour	+15p
X Cloven Hoofs (c)	+20p	A Pelt of the Dark Young	+30p

- X Trollhide (c) +20p
- X Nurgling Infestation (c) +25p
- X Stream of Corruption (c) +25p
- X Tentacles (c) +25p
- X Cloud of Flies (c) +50p
- X Massive Bulk (c) +50p

Special Rules: Fear, Bloodgreed, Mark of Nurgle

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Gorbull of Tzeentch	6	5	3	5	5	4	4	4	8	3	MoI

Equipment: Heavy armour. May take up to 50p of magic items.

Point Cost: 145p

Options:

Shield	+10p	W Biting Blade	+10p
Add. hand weapon	+15p	W Scimitar of Skultar	+10p
Great weapon	+20p	W Soul Cleaver	+15p
		W Sword of Striking	+20p
T Rune of the True Beast	+15p	W Sword of Battle	+25p
T Amulet of Chaos	+45p	W Sword of Might	+25p
T Golden Eye of Tzeentch	+50p	W Hellfire Sword	+40p
		W Sword of Change	+40p
E Mirror of Knowledge	+15p	W Ethersword	+45p
E Helm of Many Eyes	+20p	W Rending Sword	+45p
E The Dark Heart	+30p		

X Favour of the Gods (c)	+5p	A The Fur of Sharrgu	+10p
X Horns (c)	+15p	A Chaos Armour	+15p
X Cloven Hoofs (c)	+20p	A Pelt of the Dark Young	+30p

- X Trollhide (c) +20p
- X Tzeentch's Chosen (c) +20p
- X Stream of Corruption (c) +25p
- X Tentacles (c) +25p

Special Rules: Fear, Bloodgreed, Mark of Tzeentch, Ward Save (6+)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Gorbull of Slaanesh	6	5	3	5	5	4	4	4	8	3	MoI

Equipment: Heavy armour. May take up to 50p of magic items.

Point Cost: 135p

Options:

Shield	+10p	W Biting Blade	+10p
Add. hand weapon	+15p	W Scimitar of Skultar	+10p
Great weapon	+20p	W Soul Cleaver	+15p
		W Sword of Striking	+20p
T Rune of the True Beast	+15p	W Sword of Battle	+25p
T Amulet of Chaos	+50p	W Sword of Might	+25p
		W Hellfire Sword	+40p
E Helm of Many Eyes	+20p	W Whip of Pleasure	+40p
E The Dark Heart	+30p	W Ethersword	+45p
E Pendant of Slaanesh	+35p	W Rending Sword	+45p

X Favour of the Gods (c)	+5p	A The Fur of Sharrgu	+10p
X Horns (c)	+15p	A Chaos Armour	+15p
X Cloven Hoofs (c)	+20p	A Pelt of the Dark Young	+30p

- X Trollhide (c) +20p
- X Allure of Slaanesh (c) +25p
- X Stream of Corruption (c) +25p
- X Tentacles (c) +25p
- X Domination (c) +40p
- X Paralysis (c) +40p

Special Rules: Fear, Bloodgreed, Mark of Slaanesh

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Bray-Shaman	5	4	3	3	4	2	4	1	7	1	Inf

Magic: This model is a Level 2 wizard. It must choose 0-1 PM and 1-2 BM spells.

Equipment: Hand weapon. May take up to 50p of magic items.

Point Cost: 30p

Options:

Shroud of Darkness PM 2/5+	+25p	A The Fur of Sharrgu	+5p
Steed of Shadows PM 2/4+	+25p	A Chaos Armour	+15p
Dark Fury PM 2/5+	+35p	A Pelt of the Dark Young	+20p
BM Hand of Dust	+35p		
BM Shades of Death	+35p	E The Black Tongue	+25p
BM Dark Hand of Death	+50p	E Bloodhunt Horn	+30p
BM Doom and Darkness	+50p	E Guiding Whispers	+30p
BM Word of Pain	+50p	E The Dark Heart	+30p
BM Wind of Death	+75p		

Tuskgor Chariot	+Xp	T Rune of the True Beast	+5p
Razorgor Chariot	+Xp	T Amulet of Chaos	+25p
		T Crown of Horns	+30p
		T Crown of Everl. Conquest	+40p
X Favour of the Gods (c)	+5p	T Blasphemous Amulet	+45p
X Horns (c)	+10p	T Gaze of the Gods	+45p

- X Trollhide (c) +10p
- X Bestial Visage (c) +15p
- X Stream of Corruption (c) +25p
- X Tentacles (c) +25p
- X Cloven Hoofs (c) +30p
- S Spell Familiar +10p
- S Staff of Sorcery +20p
- S Dispel Scroll +30p
- S Power Stone +30p
- S Skull of Katam +30p
- S Staff of Darkoth +30p
- S Warrior Familiar +30p
- S The Goretooth +40p
- S Power Familiar +50p

Special Rules: none





	M	WS	BS	S	T	W	I	A	Ld	US	Type
Bray-Shaman of Nurgle	5	4	3	3	4	2	4	1	7	1	Inf

Magic: This model is a Level 2 wizard. It must choose 0-1 PM and 1-2 BM spells.

Equipment: Hand weapon. May take up to 50p of magic items.

Point Cost: 45p

Options:

- Eye of the Gods PM 2/5+ +25p A The Fur of Sharrgu +5p
- Nurgle's Blessing PM 2/6+ +45p A Chaos Armour +15p
- Seeping Pus PM 2/5+ +35p A Pelt of the Dark Young +20p
- BM Glistening Scabs +50p
- BM Glorious Affliction +50p E The Black Tongue +25p
- BM Magnificent Buboes +50p E Bloodhunt Horn +30p
- BM Effulgent Boils +60p E Death's Head +30p
- BM Favoured Poxes +60p E Guiding Whispers +30p
- E The Dark Heart +30p
- Tuskgor Chariot +Xp
- Razorgor Chariot +Xp T Rune of the True Beast +5p
- T Amulet of Chaos +25p
- X Favour of the Gods (c) +5p T Crown of Horns +30p
- X Horns (c) +10p T Crown of Everl. Conquest +40p
- X Trollhide (c) +10p T Blasphemous Amulet +45p
- X Nurgling Infestation (c) +15p T Gaze of the Gods +45p
- X Stream of Corruption (c) +25p
- X Tentacles (c) +25p S Spell Familiar +10p
- X Cloven Hoofs (c) +30p S Staff of Sorcery +20p
- X Cloud of Flies (c) +35p S The Plague Chalice +25p
- X Massive Bulk (c) +35p S Dispel Scroll +30p
- S Power Stone +30p
- S Skull of Katam +30p
- S Staff of Darkoth +30p
- S Warrior Familiar +30p
- S The Goretooth +40p
- S Power Familiar +50p

Special Rules: Mark of Nurgle

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Bray-Shaman of Tzeentch	5	4	3	3	4	2	4	1	7	1	Inf

Magic This model is a Level 2 wizard. It must choose 0-1 PM and 1-2 BM spells.

Equipment: Hand weapon. May take up to 50p of magic items.

Point Cost: 45p

Options:

- Clairvoyance PM 3/3+ +15p A The Fur of Sharrgu +5p
- Eye of the Gods PM 2/5+ +25p A Chaos Armour +15p
- 2nd Sign of Amul PM 2/6+ +35p A Pelt of the Dark Young +20p
- BM Yellow Fire of Transfor. +35p
- BM Pandemonium +50p E Mirror of Knowledge +15p
- BM Red Fire of Alteration +50p E The Black Tongue +25p
- BM Violet Fire of Tzeentch +60p E Bloodhunt Horn +30p
- BM Blue Fire of Metamorph. +75p E Guiding Whispers +30p
- E The Dark Heart +30p
- Tuskgor Chariot +Xp
- Razorgor Chariot +Xp T Rune of the True Beast +5p
- T Amulet of Chaos +20p
- X Favour of the Gods (c) +5p T Crown of Horns +25p
- X Horns (c) +10p T Horn of the Great Hunt +30p
- X Trollhide (c) +10p T Crown of Everl. Conquest +40p
- X Twisted Visage (c) +15p T Gaze of the Gods +40p
- X Tzeentch's Chosen (c) +20p T Blasphemous Amulet +45p
- X Stream of Corruption (c) +25p T Golden Eye of Tzeentch +50p
- X Tentacles (c) +25p S Spell Familiar +10p
- X Tzeentch's Blessing (c) +25p S Staff of Sorcery +20p
- X Cloven Hoofs (c) +30p S Dispel Scroll +30p
- S Power Stone +30p
- S Skull of Katam +30p
- S Staff of Darkoth +30p
- S Warrior Familiar +30p
- S The Goretooth +40p
- S Power Familiar +50p

Special Rules: Mark of Tzeentch, Ward Save (6+)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Bray-Shaman of Slaanesh	5	4	3	3	4	2	4	1	7	1	Inf

Magic: This model is a Level 2 wizard. It must choose 0-1 PM and 1-2 BM spells.

Equipment: Hand weapon. May take up to 50p of magic items.

Point Cost: 45p

Options:

- Eye of the Gods PM 2/5+ +25p A The Fur of Sharrgu +5p
- Slaanesh's Blessing PM 2/8+ +35p A Chaos Armour +15p
- Wrath of Slaanesh PM 2/5+ +35p A Pelt of the Dark Young +20p
- BM Delectable Torture +25p
- BM Hellshriek +35p E Pendant of Slaanesh +5p
- BM Blissful Throes +50p E The Black Tongue +25p
- BM Delicious Excruciation +50p E Bloodhunt Horn +30p
- BM Luxurious Torment +60p E Guiding Whispers +30p
- BM Enrapturing Spasms +75p E The Dark Heart +30p
- Tuskgor Chariot +Xp T Rune of the True Beast +5p
- Razorgor Chariot +Xp T Amulet of Chaos +25p
- T Crown of Horns +30p
- X Favour of the Gods (c) +5p T Crown of Everl. Conquest +40p
- X Bestial Visage (c) +10p T Blasphemous Amulet +45p
- X Horns (c) +10p T Gaze of the Gods +45p
- X Paralysis (c) +10p
- X Trollhide (c) +10p S Spell Familiar +10p
- X Allure of Slaanesh (c) +25p S Staff of Sorcery +20p
- X Stream of Corruption (c) +25p S Dispel Scroll +30p
- X Tentacles (c) +25p S Power Stone +30p
- X Cloven Hoofs (c) +30p S Skull of Katam +30p
- X Domination (c) +40p S Staff of Darkoth +30p
- S Warrior Familiar +30p
- S The Goretooth +40p
- S Power Familiar +50p

Special Rules: Mark of Slaanesh

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Centigor Chieftain	8	5	3	4	5	2	4	3	8	2	Cav

Equipment: Heavy armour. May take up to 50p of magic items.

Point Cost: 100p

Options:

- Shield +5p W Biting Blade +5p
- Spear +10p W Scimitar of Skultar +10p
- Add. hand weapon +10p W Soul Cleaver +15p
- Great weapon +15p W Sword of Striking +15p
- E The Black Tongue +25p W Sword of Battle +20p
- E Bloodhunt Horn +30p W Sword of Might +20p
- E The Dark Heart +30p W Ethersword +35p
- X Favour of the Gods (c) +5p W Rending Sword +35p
- X Horns (c) +10p W Axes of Khorgor +40p
- X Trollhide (c) +10p W Berserker Sword +40p
- X Bestial Visage (c) +15p W Hellfire Sword +40p
- X Stream of Corruption (c) +25p A The Fur of Sharrgu +5p
- X Tentacles (c) +25p A Chaos Armour +10p
- T Rune of the True Beast +5p A Enchanted Shield +15p
- T Amulet of Chaos +25p A Bane Shield +20p
- T Crown of Horns +30p A Crimson Armour of Dargan +25p
- T Horn of the Great Hunt +30p A Pelt of the Dark Young +25p
- T Crown of E. Conquest +40p A Armour of Tortured Souls +35p
- T Blasphemous Amulet +45p A Chaos Runeshield +35p
- T Gaze of the Gods +45p A Armour of Damnation +45p

Special Rules: Drunken, Move Through Woods, Trample, Centigor Chieftain

MOUNTS

Tuskgor/Razorgor Chariot

The chariot is bought independently from the character in the respective section. The character model replaces one crew member (Chaos player's choice).





CORE

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Gor	5	4	3	3	4	1	3	1	7	1	Inf
Champion	5	4	3	3	4	1	3	2	7	1	Inf

Equipment: Hand weapon and shield

Point Cost: 10 Gors: 70p, Gor 11-20: +5p each, Gor 21+: +4p each

Options: Standard +20p, Musician +5p, Champion +10p

The unit may replace their shields with additional hand weapons for free

The unit may get one of the following marks:

Mark of Khorne +35p

Mark of Nurgle +2.5p/model

Mark of Slaanesh +1.5p/model

Mark of Tzeentch +1.5p/model

A unit with a Standard may get one of the following magic banners.

B Gore Banner +25p B Banner of Rage (Khorne only) +50p

B Vitriolic Banner +35p B Plague Banner (Nurgle only) +45p

B War Banner +35p B Rapturous Stan. (Slaanesh only) +50p

B Flesh Banner +50p B Blasted Stand. (Tzeentch only) +50p

B Banner of Wrath +60p

Special Rules: Unruly, Block (shield)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Bestigor	5	4	3	4	4	1	3	1	7	1	Inf
Champion	5	4	3	4	4	1	3	2	7	1	Inf

Equipment: Great weapon and heavy armour

Point Cost: 10 Bestigors: 120p, 11-20: +10p each, Bestigor 21+: +8p each

Options: Standard +20p, Musician +5p, Champion +15p

The unit may get one of the following marks:

Mark of Khorne +50p

Mark of Nurgle +3p/model

Mark of Slaanesh +2p/model

Mark of Tzeentch +2p/model

A unit with a Standard may get one of the following magic banners.

B Vitriolic Banner +25p B Banner of Rage (Khorne only) +50p

B War Banner +35p B Plague Banner (Nurgle only) +45p

B Flesh Banner +50p B Rapturous Stan. (Slaanesh only) +50p

B Banner of Wrath +60p B Blasted Stand. (Tzeentch only) +50p

Special Rules: Stalwart

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Ungor	5	3	3	3	3	1	3	1	6	1	Inf
Champion	5	3	3	3	3	1	3	2	6	1	Inf

Equipment: Hand weapon and shield

Point Cost: 20 Ungors: 65p, Ungor 21+: +3p each

Options: Standard +15p, Musician +5p, Champion +10p

The unit may be equipped with spears for +15p

Special Rules: Unruly, Anti-Cav (spear)

SPECIAL

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Gor Raider	5	4	3	3	4	1	3	1	7	1	Inf
Champion	5	4	3	3	4	1	3	2	7	1	Inf

Equipment: Hand weapon and shield

Point Cost: 10 Gor Raiders: 90p, Gor Raider 11+: +6p each

Options: Standard +10p, Musician +10p, Champion +10p

The unit may replace their shields with additional hand weapons for free

The unit may get one of the following marks:

Mark of Khorne +35p

Mark of Nurgle +2.5p/model

Mark of Slaanesh +1.5p/model

Mark of Tzeentch +1.5p/model

Special Rules: Light Infantry, Ambush, Unruly, Rank (1), Block (shield)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Ungor Raider	5	3	3	3	3	1	3	1	6	1	Inf
Champion	5	3	3	3	3	1	3	2	6	1	Inf

Equipment: Hand weapon and shield

Point Cost: 10 Ungor Raiders: 60p, Ungor Raider 11+: +4p each

Options: Standard +10p, Musician +10p, Champion +10p

The unit may replace their shields with short bows for +1p/model

Special Rules: Light Infantry, Ambush, Unruly

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Ungor Scout	5	3	3	3	3	1	3	1	6	1	Inf
Champion	5	3	4	3	3	1	3	1	6	1	Inf

Equipment: Short bow

Point Cost: 5 Ungor Scouts: 40p + Nx20p, Ungor Scout 6-10: +6p each

Options: Champion +5p

Special Rules: Skirmish, Scouts, Ambush

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Chaos Warhound	7	4	0	4	3	1	3	1	5	2	Cav

Equipment: Hand weapon

Point Cost: 5 Warhounds: 45p, Warhound 6+: +6p each

Special Rules: Expendable

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Tuskgor Chariot	-	-	-	5	5	4	-	-	-	4	Chariot
Bestigor	-	4	3	4	-	-	3	1	7	-	-
Gor	-	4	3	3	-	-	3	1	-	-	-
Tuskgor	7	3	-	3	-	-	2	1	-	-	-

Chariot: 4+AS, 1 Bestigor, 1 Gor, 2 Tuskgors

Equipment: The Bestigor is armed with a great weapon, the Gor is armed with a spear

Point Cost: 80p + Nx10p, N = total number of Chariots in the army

Options: The unit may get one of the following marks:

Mark of Khorne +20p

Mark of Nurgle +20p

Mark of Slaanesh +15p

Mark of Tzeentch +20p

Special Rules: Impact Hits (D3+2), Ramshackle, Tusker Charge (Tuskgors only)





	M	WS	BS	S	T	W	I	A	Ld	US	Type
Razorgor Chariot	-	-	-	5	5	5	-	-	-	5	Chariot
Bestigor	-	4	3	4	-	-	3	1	7	-	-
Gor	-	4	3	3	-	-	3	1	-	-	-
Razorgor	7	3	-	4	-	-	2	3	-	-	-

Chariot: 4+AS, 1 Bestigor, 1 Gor, 1 Razorgor
 Equipment: The Bestigor is armed with a great weapon, the Gor is armed with a spear
 Point Cost: 130p + Nx10p, N = total number of Chariots in the army
 Options: The unit may get one of the following marks:
 Mark of Khorne +20p
 Mark of Nurgle +15p
 Mark of Slaanesh +15p
 Mark of Tzeentch +25p
 Special Rules: Impact Hits (D3+2), Fear, Ramshackle, Tusker Charge (Razorgor only)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Razorgor	7	3	0	4	5	3	2	3	6	3	Mol

Equipment: Hand weapon
 Point Cost: 1 Razorgor: 60p, Razorgor 2+: +50p each
 Special Rules: Fear, Tusker Charge

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Minotaur	6	4	3	4	4	3	4	3	8	3	Mol
Champion	6	4	3	4	4	3	4	4	8	3	Mol

Equipment: Hand Weapon
 Point Cost: 3 Minotaurs: 120p, Minotaur 4+: +35p each
 Options: Standard +25p, Musician +10p, Champion +20p, Light armour +3p/model, Shield +3p/model
 The unit may get one of the following weapon upgrades:
 - Additional hand weapons +20p
 - Great weapons +30p
 The unit may get one of the following marks:
 Mark of Khorne +50p
 Mark of Nurgle +5p/model
 Mark of Slaanesh +5p/model
 Mark of Tzeentch +6p/model
 Special Rules: Fear, Bloodgreed

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Centigor	8	4	3	4	4	1	2	1	7	2	Cav
Champion	8	4	3	4	4	1	2	2	7	2	Cav

Equipment: Spear, light armour and shield (AS5+, spear grants +1S when charging)
 Point Cost: 5 Centigors: 110p, Centigor 6+: +15p each
 Options: Standard +20p, Musician +10p, Champion +15p, Throwing axes +3p/model
 Special Rules: Drunken, Move Through Woods, Trample

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Harpy	4	3	0	3	3	1	4	1	6	1	Inf

Equipment: Hand weapon
 Point Cost: 5 Harpies: 50p + Nx10p, Harpy 6-20: +10p each
 Special Rules: Flying Skirmishers, Beasts

RARE

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Chaos Giant	6	3	3	6	5	6	3	S	9	6	Mon

Equipment: Hand weapon
 Point Cost: 160p + Nx40p
 Options: Scaly Skin (5+) +30p
 Special Rules: Giant

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Chaos Spawn	2D6	3	-	4	5	3	2	D6+1	10	3	Mon

Equipment: Hand weapon
 Point Cost: 35p + Nx15p
 Special Rules: Fear, Unbreakable, Chaos Spawn

(Beast)	M	WS	BS	S	T	W	I	A	Ld	US	Type
Cygor	7	2	2	6	5	5	3	5	8	5	Mon

Equipment: Hand weapon (counts as a Beast)
 Point Cost: 250p + Nx25p, with N = total number of Beasts in the army
 Special Rules: Terror, Immune to Psychology, Large Target, Cygor, Throw Rocks

(Beast)	M	WS	BS	S	T	W	I	A	Ld	US	Type
Ghorgon	7	4	-	6	6	6	3	6	9	6	Mon

Equipment: Hand weapon (counts as a Beast)
 Point Cost: 250p + Nx25p, with N = total number of Beasts in the army
 Special Rules: Terror, Stubborn, Large Target, Frenzy, Bloodgreed

(Beast)	M	WS	BS	S	T	W	I	A	Ld	US	Type
Jabberslythe	8	4	4	5	5	5	3	5	9	5	Mon

Equipment: Hand weapon (counts as a Beast)
 Point Cost: 250p + Nx25p, with N = total number of Beasts in the army
 Special Rules: Flying Model, Terror, Immune to Psychology, Large Target, Posioned Attacks (1), Aura of Madness, Slythey Tongue, Spurting Bile-Blood



BRETONNIA

SPECIAL RULES

Army wide

Blessing of the Lady: After deployment the bretonnian army may pray to gain the Blessing of the Lady. If the army prays it gains the Blessing but the opponent may decide if he wants to go first or second, i.e. there is no roll for first turn. If both players play Bretonnia and both decide to pray, roll for first turn as usual.

The Blessing affects all character models and units with a 'Vow' (see below) which get a Ward Save (6+) and a Ward Save (5+) versus hits with S6 or more. Mounts do NOT benefit from this save. A character model or unit loses the Blessing if

- it flees for any reason (incl. breaking from combat)
- it refuses a challenge. If multiple units and characters are part of the same combat then each individual part loses the blessing.

Purebred: Bretonnian warhorses do not suffer -1M from barding.

Unit specific

Body Guard: As long as the general is part of this unit, it is Immune to Fear and Terror.

Defensive Stakes: Units that charge this unit to its front lose all charge bonuses. If the unit moves, the stakes are destroyed (and this special rule is lost).

Grail Reliquae:

- Counts as both a standard and musician. The standard is NOT lost when the unit breaks from combat but counts as captured should the unit be whipped out completely in close combat.
- Every time the Grail Reliquae would suffer wounds remove one Battle Pilgrim per wound instead, i.e. it is only possible to kill the Grail Reliquae when there are no Battle Pilgrims left in the unit.
- The model of the Grail Reliquae is always placed in the centre of the first rank. The unit counts its rank bonus as if the space the Grail Reliquae takes up was filled with Battle Pilgrims

Impale: The model gains +1S when charging.

Impetuous:

- At the end of the 'declare charges' phase, if the unit didn't declare a charge but would be able to (has an enemy unit within charge range and could legally charge), it has to pass a Ld-test or has to charge the nearest possible enemy unit.
- When the unit charges it gains the Immune to Psychology special rule until the end of turn. This includes character models that are with the unit.

Lance Formation: Whenever this unit ranks up 3 models wide it benefits from the following special rules:

- Character models must be placed in the front rank, displacing the standard bearer and musician to the second rank if necessary. The unit still benefits from its standard and musician even when they are not in the first rank.
- In each rank models are positioned at the flanks first then the middle position is filled.
- In cc the unit gains a +1 rank bonus for a full (3 models) 3rd and 4th rank respectively (i.e. max. +2).
- Models at the flank in the 2nd and 3rd rank of the unit that are not in btb may attack as if they were in btb like the model in the first rank in their respective file.
- Up to one Damsel or Prophetess mounted on a warhorse may be placed in the middle of the 2nd rank as long as there are at least 3 other models left that form the front rank. The model may use magic and has LOS like the model directly in front of it (e.g. to cast spells) but can also be seen by the opponent and thus may be targeted with attacks with the 'Sniper' special rule for example. Even though LOS is determined by the model in the centre of the first rank, all distances are measured from (and to) the model itself. In addition the unit may still benefit from the Ld of the model and if it is the general, it may make use of its 'Inspiring Presence' special rule.

Living Saints:

- All Grail Knights can issue, accept and refuse challenges.
- Grail Knights benefit from the Lady's Blessing even when the army did not pray. But they can still lose the Blessing as usual.

Peasant's Duty: This unit may use the Leadership of any non-broken knight within 6".

Volley Fire: If the unit did not move, up to half (rounding up) of the models from the second rank may also fire their ranged weapons in the shooting phase.

Vows:

- **Knightly Vow:** Models with the Knightly Vow and their units are immune to panic from units with the Peasant's Duty special rule.
- **Questing Vow:** Models with the Questing Vow and their units reroll failed panic tests and are immune to panic from units with the Peasant's Duty special rule.
- **Grail Vow:** Models with the Grail Vow are Immune to Psychology and all their attacks count as magical.

Characters with a vow cannot join units with no vow or a higher vow than their own (ranking: knightly vow < questing vow < grail vow).

ARMOURY

Braziers: If the unit did not move, the unit rerolls natural '1's for to-wound rolls when attacking with longbows.

Field Trebuchet: Catapult, Range 12"-60", 3" Template, S5(10), no AS, D3 wounds.

Morning Star: +1S in the first round of each combat

Pole-arm: Can be used as either halberd or spear. Declare at the start of each combat how the unit utilizes the weapon.

HEIRLOOMS OF BRETONNIA

Magic items

W Birth-Sword of Carcassone: +1S, Enemy has to reroll successful armour saves.

W Biting Blade: AP (1)

W Heartwood Lance: Lance, reroll failed to-wound rolls

W Lance of Artois: Lance with Killing Blow

W Morningstar of Fracasse: +2S in the first round of each combat. In addition in each combat phase a model is hit by this weapon it has to roll a D6: on a 1-3 the magic weapon of the model is destroyed.

W Silver Lance of the Blessed: As long as the bearer benefits from the Blessing it automatically hits with this lance.

W Sword of Battle: +1A

W Sword of Heroes: Versus opponents with T5+ the bearer gets +1S and causes D3 wounds

W Sword of Might: +1S

W Sword of Striking: +1 to hit rolls in cc

W Sword of the Lady's Champion: The bearer S equals the targets T+1 for all attacks with this weapon (includes armour save modifiers).

W Sword of the Quest: Can be used as hand weapon or great weapon, in addition attacks with this weapon ignore armour saves.

W Wyrmlance: Lance with Poisoned Attacks (1). In addition the bearer has a breath weapon attack with S4 that can be used once per battle.

A Armour of Midsummer Sun: Heavy armour, models that attack the bearer or its mount in cc or with a shooting attack suffer -1 to their to-hit rolls. Only attacks directed at the model itself are affected, i.e. if the model joined a unit, shooting at the unit does not suffer -1 to hit.

A Cuirass of Fortune: Heavy armour, bearer rerolls to-wound rolls of natural '1's

A Enchanted Shield: Shield that grants +2 AS

A Gromril Great Helm: +1 AS and immunity to the effects of Killing Blow

A Guided Cuirass: Ward Save (4+)

A Shield of Agilulf: Shield that grants WS10

A The Grail Shield: Shield, reroll failed armour saves

T Braid of Bordeleaux: Use at the start of your turn. Until the end of turn the model gains +1Ld and the character and his unit treat any water terrain (swamp, river, pond etc.) as open terrain. One use only.

T Dragons Claw: Ward Save (5+)

T Insignia of the Quest: When the model is reduced to one wound it gains a Ward Save (3+). Should the model be killed by an attack that causes multiple wounds without being reduced to a single wound, roll a D6: on a roll of 3+ the model is not killed and survives with one wound.

T Mantle of Damsel Elena: Ward Save (4+) and immunity to the effects of Poisoned Attacks and KB.

T Sirenne's Locket: The bearer can only suffer one wound per turn from non-magical attacks.

T Token of the Damsel: Ward Save (2+) versus first wound suffered (after armour save)



E Antlers of the Great Hunt: When the bearer and his unit pursue roll an additional dice and discard the lowest.

E Falcon Horn of Fredemund: Activate at the start of any turn. Flying models using their fly movement move at half speed until the end of turn. One use only.

E Gauntlet of the Duel: Enemy cannot refuse a challenge issued by the bearer.

E Holy Icon: MR (2)

E Mane of the Purebred: The Warhorses of the bearer and his unit get +1S until the end of turn during their first successful charge (i.e. there is a combat) in the game.

E The Ruby Goblet: At the end of the phase during which the bearer and/or his unit lost their first wound, the bearer and his unit (as long as he stays with it) may never be wounded on better than 3+ for the rest of the game. Does not affect magical attacks.

E Tress of Isolde: At the start of any cc phase nominate 1 enemy model. The bearer hits this model on an unmodified 2+ for that phase. One use only.

S Chalice of Malfleur: At the start of each enemy player's magic phase the bearer may roll a D6: on a roll of a '1' the bearer suffers one wound with no saves of any kind allowed. On a roll of 2+ the army gets +1 DD for this magic phase.

S Dispel Scroll: Automatically dispels one spell without the need of DD. One use only.

S Fleur de Lys: MR (1)

S Icon of Quenelles: Use at any time. The bearer and her unit gain or regain the Blessing. One use only.

S Potion Sacre: Declare use before rolling dice to dispel or cast a spell (BM or PM). You may modify one dice by +1. Can prevent miscasts and cause irresistible force. One use only.

S Power Stone: +2PD to cast a spell. Dice used may exceed maximum allowed by level. One use only.

S Sacrament of the Lady: Immune to effects of first miscast (BM or PM)

S Staff of Sorcery: +1 to total roll to attempt to dispel a spell.

S The Silver Mirror: If the bearer or the unit she joined is the target of a spell you can decide to try to deflect the spell back to its origin instead of trying to dispel it. To do so, you have to roll a D6: on a roll of 1-2 you fail and the bearer and her unit suffer the effect of the spell. On a roll of 3+ the spell is deflected and hits the caster of the spell if its player is unable to dispel it (may use PD as DD or other abilities e.g. Dispel Scroll). One use only.

S The Verdant Heart: The bearer and her unit treat woods as open terrain for movement. In addition, the bearer gains +1 to cast (BM and PM) when in a wood.

B Banner of Chalon: Enemy may not 'Stand & Shoot' at this unit.

B Banner of Defence: If the unit has the Blessing then it gains a Ward Save (4+) versus ranged attacks (i.e. shooting and magic missiles) with S6+. This includes characters within the unit as long as they have the Blessing as well.

B Banner of the Lady: All units in btb with the bearer get no rank bonuses in cc. This includes friendly units.

B Conquerors Tapestry: Before the game starts you must unveil this banner to your opponent. Every banner captured by this unit grants you twice the amount of VP (usually 200VP). Should this banner be captured by your opponent it also grants him twice the amount of VP (usually 200VP).

B Errantry Banner: Knights Errant receives +1S on the charge but suffer -2 to their Impetuous tests. Has no effect on mounts.

B Twilight Banner: If the unit does not charge it can move as if it was ethereal, i.e. it can move through obstacles and over any terrain without penalty. One use only.

B Valorous Standard: This unit rolls 3D6 for Ld-based tests and picks the 2 lowest dice.

B War Banner: +1CR

VIRTUES

A character may be given a single Virtue. They count towards the magic items limit and keep the BSB from choosing a magic banner but are not magic items per definition, i.e. effects that affect magic items have no effect. They also only affect the character model itself, never its mount.

X Virtue of Audacity: The character rerolls failed to-hit and to-wound rolls against opponents with S5+.

X Virtue of Confidence: The character must always issue and accept challenges (if possible). It also rerolls failed to-hit and to-wound rolls in challenges.

X Virtue of Discipline: The character and any friendly units in the same combat do not suffer any negative effects should they be outnumbered in combat, e.g. no +1 combat resolution bonus for the opponent.

X Virtue of Duty: The character gains +1CR as long as the general is alive. This model cannot be the general.

X Virtue of Empathy: The character gains a shield for free but loses its mount, i.e. the character has to fight on foot. The character may join units with the Peasant's Duty special rule. In addition, all friendly units with the Peasant's Duty special rule within 12" may use the Ld of this character (works like 'Inspiring Presence').

X Virtue of Heroism: If the character fights with a mundane (i.e. non magical) weapon, it causes D3 wounds versus models with the Large Target special rule.

X Virtue of Knightly Temper: The character gains +1A.

X Virtue of Noble Disdain: The character gains Hatred against all models with missile weapons (including warmachine crews). In addition any unit it joins ignores Panic tests from suffering 25+% of casualties from shooting attacks.

X Virtue of Purity: The character benefits from the Lady's Blessing even when the army did not pray. In addition, the Blessing grants this model a Ward Save (5+) against all attacks.

X Virtue of Stoicism: The character and his unit reroll failed break tests.

X Virtue of the Impetuous Knight: The character and his unit gain +1M.

X Virtue of the Joust: The character rerolls failed to-hit rolls when fighting with a lance (including magical ones).

X Virtue of the Penitent: The character gains Stubborn. It cannot take magic items, may never join units and cannot ride monstrous mounts, e.g. a Royal Pegasus or Hippogriff.

LORE OF THE LADY

Petty Magic

Celestial Shield (5+): Augment, Range 18", Ward Save (5+) vs ranged attacks and spells until the caster's next magic phase. Has no effect on character models.

Cure (7+): Augment, Range 18", target model recovers 1 wound

Second Sign of Amul (6+): The player gets D3 rerolls. Each reroll can be used to reroll one to-hit roll, to-wound roll, armour save or ward save. Any rerolls not used at the end of the player's turn are wasted.

Battle Magic

Portent of Far (5+): Augment, Range 18", target unit rerolls natural '1's for to-hit and to-wound rolls until the caster's next magic phase.

Resurrection (9+): Augment, Range 18", target unit gets D3 infantry models (US1) or 1 cavalry model (US2) back. Spell only works on unit type infantry and cavalry. Has no effect on character models. Units can only get models back up to the unit size they started the game with. Resurrected command group models return as common models of their unit.

The Beast Cowers (9+): Hex, Range 24". Target unit halves its M (including mounts). Flyers have to use their ground movement but do not half their M. Target unit cannot declare a charge or charge even if it would be forced to (e.g. because of Frenzy). Units with Random Movement stop 1" in front of enemy units. Further, the target unit suffers -1 to to-hit rolls in cc. Lasts until the caster's next magic phase. The spell has no effect on Infantry (Type Inf).

The Crows Feast (6+): MM, Range 24", 2D6 S3 hits

Strangle Root Curse (8+): Hex, Range 24", target unit suffers -1M, -1WS, -1BS and -1I until the caster's next magic phase.

Uranon's Thunder Bolt (8+): MM, Range 24", D6 S4 hits, noAS

COMPOSITION

- Battle Standard Bearer is mandatory
- Champions for Knight units are mandatory





ARMY LIST

LORDS

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Brettonian Lord	4	6	3	4	4	3	6	4	9	2	Cav
Warhorse	8	3	0	3	3	1	3	1	5	2	-

Mount: Barded Warhorse
 Equipment: Heavy armour. May take up to 100p of magic items.
 Point Cost: 135p

Options:

Shield	+10p	W Biting Blade	+10p
Morning Star	+10p	W Sword of Battle	+20p
Great weapon	+15p	W Sword of Striking	+20p
Lance	+15p	W Lance of Artois	+25p
		W Sword of Might	+25p
Royal Pegasus	+35p	W Heartwood Lance	+30p
Hippogrph	+135p	W Morningstar of Fracasse	+35p
		W Sword of the Lady's Cha.	+35p
Questing Vow	+20p	W Birth-Sword of Carcassone	+40p
Grail Vow	+25p	W Sword of Heroes	+40p
		W Wyrmlance	+45p
E Gauntlet of the Duel	+10p	W Sword of the Quest	+60p
E Falcon Horn of Fredemund	+20p	W Silver Lance o. the Blessed	+65p
E Tress of Isolde	+20p		
E Antlers of the Great Hunt	+25p	A Cuirass of Fortune	+20p
E Mane of the Purebred	+25p	A Enchanted Shield	+20p
E The Ruby Goblet	+30p	A Gromril Great Helm	+20p
E Holy Icon	+30p	A Shield of Agilulf	+55p
		A Armour of Midsummer Sun	+65p
X Virtue of Empathy (c)	+0p	A Guided Cuirass	+65p
X Virtue of Noble Disdain	+15p	A The Grail Shield	+80p
X Virtue of Discipline	+20p		
X Virtue of the Joust	+25p	T Braid of Bordeleaux	+25p
X Virtue of Purity	+25p	T Dragons Claw	+25p
X Virtue of Stoicism	+25p	T Insignia of the Quest	+25p
X Virtue of Knightly Temper	+30p	T Token of the Damsel	+30p
X Virtue of the Impetuous K.	+30p	T Sirenne's Locket	+50p
X Virtue of Confidence	+35p		
X Virtue of Duty	+35p		
X Virtue of Heroism	+35p		
X Virtue of Audacity	+40p		
X Virtue of the Penitent	+40p		

Special Rules: Knightly Vow

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Prophetess of the Lady	4	3	3	3	3	3	3	1	8	1	Inf

Magic: The Prophetess is a Level 4 wizard. She must choose 1-2 PM and 2-4 BM spells.

Equipment: Hand weapon. May take up to 100p of magic items.
 Point Cost: 65p

Options:

Celestial Shield PM 3/5+	+35p	E Gauntlet of the Duel	+10p
Cure PM 3/7+	+35p	E Holy Icon	+15p
2nd Sign of Amul PM 3/6+	+50p	E Mane of the Purebred	+25p
BM Portent of Far	+50p	E The Ruby Goblet	+30p
BM The Beast Cowers	+50p		
BM The Crows Feast	+50p	S Potion Sacre	+10p
BM Strangle Root Curse	+50p	S Chalice of Malfleur	+20p
BM Uran. Thunder Bolt	+60p	S Icon of Quenelles	+20p
BM Resurrection	+75p	S Sacrament of the Lady	+20p
		S Staff of Sorcery	+20p
Warhorse	+15p	S Dispel Scroll	+30p
Barding	+10p	S Power Stone	+30p
Royal Pegasus	+50p	S The Silver Mirror	+30p
Brettonian Unicorn	+50p	S The Verdant Heart	+30p
		T Braid of Bordeleaux	+20p
		T Dragons Claw	+25p
		T Mantle of Damsel Elena	+65p

Special Rules: MR (1)

HEROES

	M	WS	BS	S	T	W	I	A	Ld	US	Type
I Battle Standard	4	5	3	4	4	2	5	3	8	2	Cav
Warhorse	8	3	0	3	3	1	3	1	5	2	-

Mount: Barded Warhorse
 Equipment: Heavy armour. May take up to 50p of magic items or any banner.
 Point Cost: 90p

Options:

Royal Pegasus	+35p	W Biting Blade	+5p
		W Sword of Striking	+15p
Questing Vow	+20p	W Lance of Artois	+20p
Grail Vow	+25p	W Sword of Battle	+20p
		W Sword of Might	+20p
E Gauntlet of the Duel	+10p	W Heartwood Lance	+25p
E Tress of Isolde	+15p	W Morningstar of Fracasse	+25p
E Falcon Horn of Fredemund	+20p	W Sword of the Lady's Cha.	+25p
E Antlers of the Great Hunt	+25p	W Birth-Sword of Carcassone	+30p
E Mane of the Purebred	+25p	W Sword of Heroes	+30p
E The Ruby Goblet	+30p	W Wyrmlance	+40p
E Holy Icon	+30p	W Silver Lance o. the Blessed	+50p
B Banner of Chalon	+10p	A Cuirass of Fortune	+15p
B Banner of Defence	+25p	A Gromril Great Helm	+15p
B Conquerors Tapestry	+25p	A Armour of Midsummer Sun	+45p
B Twilight Banner	+25p	A Gilded Cuirass	+45p
B War Banner	+35p		
B Banner of the Lady	+75p	T Braid of Bordeleaux	+20p
		T Dragons Claw	+20p
X Virtue of Noble Disdain	+15p	T Insignia of the Quest	+25p
X Virtue of Discipline	+20p	T Token of the Damsel	+30p
X Virtue of Purity	+20p	T Sirenne's Locket	+35p
X Virtue of the Joust	+20p		
X Virtue of Confidence	+25p		
X Virtue of Heroism	+25p		
X Virtue of Knightly Temper	+25p		
X Virtue of Audacity	+30p		
X Virtue of the Impetuous K.	+30p		
X Virtue of the Penitent	+30p		
X Virtue of Duty	+35p		

Special Rules: Knightly Vow

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Damsel of the Lady	4	3	3	3	3	2	3	1	7	1	Inf

Magic: A Damsel is a Level 2 wizard. She must choose 0-1 PM and 1-2 BM spells.

Equipment: Hand weapon. May take up to 50p of magic items.
 Point Cost: 25p

Options:

Celestial Shield PM 2/5+	+25p	E Gauntlet of the Duel	+10p
Cure PM 2/7+	+25p	E Mane of the Purebred	+25p
2nd Sign of Amul PM 2/6+	+35p	E Holy Icon	+30p
BM Portent of Far	+50p	E The Ruby Goblet	+30p
BM The Beast Cowers	+50p	S Potion Sacre	+10p
BM The Crows Feast	+50p	S Fleur de Lys	+15p
BM Strangle Root Curse	+50p	S Icon of Quenelles	+20p
BM Uran. Thunder Bolt	+60p	S Sacrament of the Lady	+20p
BM Resurrection	+75p	S Staff of Sorcery	+20p
		S Dispel Scroll	+30p
Warhorse	+10p	S Power Stone	+30p
Barding	+5p	S The Silver Mirror	+30p
		S The Verdant Heart	+30p
		T Braid of Bordeleaux	+20p
		T Dragons Claw	+20p
		T Mantle of Damsel Elena	+45p

Special Rules: none





	M	WS	BS	S	T	W	I	A	Ld	US	Type
Paladin	4	5	3	4	4	2	5	3	8	2	Cav
Warhorse	8	3	0	3	3	1	3	1	5	2	-

Mount: Barded Warhorse
 Equipment: Heavy armour. May take up to 50p of magic items.
 Point Cost: 65p
 Options:

Shield	+5p	W Biting Blade	+5p
Morning Star	+5p	W Sword of Striking	+15p
Great weapon	+15p	W Lance of Artois	+20p
Lance	+10p	W Sword of Battle	+20p
		W Sword of Might	+20p
Royal Pegasus	+35p	W Heartwood Lance	+25p
		W Morningstar of Fracasse	+25p
Questing Vow	+20p	W Sword of the Lady's Cha.	+25p
Grail Vow	+25p	W Birth-Sword of Carcassone	+30p
		W Sword of Heroes	+30p
E Gauntlet of the Duel	+10p	W Wyrmlance	+40p
E Tress of Isolde	+15p	W Sword of the Quest	+45p
E Falcon Horn of Fredemund	+20p	W Silver Lance o. the Blessed	+50p
E Antlers of the Great Hunt	+25p		
E Mane of the Purebred	+25p	A Cuirass of Fortune	+15p
E The Ruby Goblet	+30p	A Enchanted Shield	+15p
E Holy Icon	+30p	A Gromril Great Helm	+15p
		A Shield of Agilulf	+40p
X Virtue of Empathy (c)	+0p	A Armour of Midsummer Sun	+45p
X Virtue of Noble Disdain	+15p	A Gilded Cuirass	+45p
X Virtue of Discipline	+20p	A The Grail Shield	+50p
X Virtue of Purity	+20p		
X Virtue of the Joust	+20p	T Braid of Bordeleaux	+20p
X Virtue of Confidence	+25p	T Dragons Claw	+20p
X Virtue of Heroism	+25p	T Insignia of the Quest	+25p
X Virtue of Knightly Temper	+25p	T Token of the Damsel	+30p
X Virtue of Stoicism	+25p	T Sirene's Locket	+35p
X Virtue of Audacity	+30p		
X Virtue of the Impetuous K.	+30p		
X Virtue of the Penitent	+30p		
X Virtue of Duty	+35p		

Special Rules: Knightly Vow

MOUNTS

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Warhorse	8	3	0	3	3	1	3	1	5	2	Cav

Equipment: Hand weapon
 Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Bretonnian Unicorn	10	5	0	4	4	3	5	2	8	3	Mon

Equipment: Hand weapon
 Special Rules: Daemonic Ward Save (5+), Magical Attacks, MR (2), Impale

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Royal Pegasus	8	3	0	4	4	3	4	2	7	3	Mon

Equipment: Hand weapon
 Special Rules: Flying Model, March Blocker

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Hippogryph	8	4	0	5	5	4	4	4	8	4	Mon

Equipment: Hand weapon
 Special Rules: Flying Model, Large Target, Terror

CORE

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Knights of the Realm	-	4	3	3	3	1	3	1	8	2	Cav
Champion	-	4	3	3	3	1	3	2	8	2	Cav
Warhorse	8	3	-	3	-	-	3	1	5	-	-

Mount: Barded Warhorse
 Equipment: Lance, heavy armour and shield
 Point Cost: 5 Knights of the Realm: 135p, Knight 6-15: +20p each
 Options: Standard +25p, Musician +10p, Champion free
 B Banner of Chalon +10p B Twilight Banner +25p
 B Banner of Defence +25p B War Banner +35p
 B Conquerors Tapestry +25p
 Special Rules: Heavy Cavalry, Lance Formation, Knightly Vow

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Knight Errant	-	3	3	3	3	1	3	1	7	2	Cav
Champion	-	3	3	3	3	1	3	2	7	2	Cav
Warhorse	8	3	-	3	-	-	3	1	5	-	-

Mount: Barded Warhorse
 Equipment: Lance, light armour and shield
 Point Cost: 5 Knights Errant: 100p, Knight Errant 6-15: +15p each
 Options: Standard +25p, Musician +10p, Champion free
 B Banner of Chalon +10p B Conquerors Tapestry +25p
 B Errantry Banner +20p B Twilight Banner +25p
 B Banner of Defence +25p B War Banner +35p
 Special Rules: Lance Formation, Impetuous, Knightly Vow

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Men-At-Arms	4	2	2	3	3	1	3	1	5	1	Inf
Champion	4	3	3	3	3	1	3	2	6	1	Inf

Equipment: Pole-arm, light armour and shield
 Point Cost: 20 Men-At-Arms: 100p, Man-At-Arms 21+: +3p each
 Options: Standard +20p, Musician +5p, Champion +10p
 Special Rules: Peasant's Duty, Anti-Cav (spear)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Peasant Bowman	4	2	3	3	3	1	3	1	5	1	Inf
Champion	4	2	4	3	3	1	3	1	5	1	Inf

Equipment: Longbow
 Point Cost: 10 Peasant Bowmen: 50p + Nx10p, Bowman 11-20: +6p each
 Options: Standard +10p, Musician +5p, Champion +5p
 The unit may be equipped with Braziers for +1p/model
 Special Rules: Peasant's Duty, Defensive Stakes, Volley Fire

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Peasant Huntsmen	4	2	3	3	3	1	3	1	5	1	Inf
Champion	4	2	4	3	3	1	3	1	5	1	Inf

Equipment: Longbow
 Point Cost: 5 Peasant Huntsmen: 40p + Nx20p, Huntsman 6-10: +6p each
 Options: Champion +5p
 Special Rules: Peasant's Duty, Skirmish, Scouts





SPECIAL

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Questing Knight	-	4	3	4	3	1	4	1	8	2	Cav
Champion	-	4	3	4	3	1	4	2	8	2	Cav
Warhorse	8	3	-	3	-	-	3	1	5	-	-

Mount: Barded Warhorse

Equipment: Great weapon and heavy armour

Point Cost: 5 Questing Knights: 175p, Questing Knight 6-12: +25p each

Options: Standard +25p, Musician +10p, Champion free

B Banner of Chalon +10p B Twilight Banner +25p

B Banner of Defence +25p B War Banner +35p

B Conquerors Tapestry +25p B Valorous Standard +60p

Special Rules: Lance Formation, Questing Vow

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Knights Templar	-	4	3	4	3	1	4	1	8	2	Cav
Champion	-	4	3	4	3	1	4	2	8	2	Cav
Warhorse	8	3	-	3	-	-	3	1	5	-	-

Mount: Barded Warhorse

Equipment: Lance, heavy armour and shield

Point Cost: 5 Templars: 175p, Templar 6-12: +25p each

Options: Standard +25p, Musician +10p, Champion free

B Banner of Chalon +10p B Twilight Banner +25p

B Banner of Defence +25p B War Banner +35p

B Conquerors Tapestry +25p

Special Rules: Heavy Cavalry, Lance Formation, Questing Vow

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Pegasus Knight	-	4	3	3	4	2	4	1	8	2	Cav
Champion	-	4	3	3	4	2	4	2	8	2	Cav
Pegasus	8	3	-	4	-	-	4	2	6	-	-

Mount: Pegasus

Equipment: Lance, heavy armour and shield

Point Cost: 3 Pegasus Knights: 150p + Nx50p, Knight 4-10: +50p each

Options: Standard +25p, Musician +10p, Champion free

Special Rules: Flying Unit, March Blocker, Knightly Vow

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Mounted Yeoman	-	3	3	3	3	1	3	1	6	2	Cav
Champion	-	3	3	3	3	1	3	2	6	2	Cav
Warhorse	8	3	-	3	-	-	3	1	5	-	-

Mount: Warhorse

Equipment: Spear, bow and light armour (or shield)

Point Cost: 5 Yeomen: 70p + Nx5p, Yeoman 6+: +11p each

Options: Standard +15p, Musician +10p, Champion +10p

The unit may be equipped with shields (or light armour) for +2p/model and loses the Light Cavalry special rule.

Special Rules: Peasant's Duty, Light Cavalry

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Grail Reliquae	4	2	2	3	3	6	3	4	8	6	Inf
Battle Pilgrim	4	2	2	3	3	1	3	1	8	1	Inf

Equipment: Light armour and Shield

Points: Grail Reliquae and 6 Battle Pilgrims: 70p + Nx50p, 11-30: +7p each

Special Rules: Peasant's Duty, Stubborn, Hatred, Ward Save (6+), MR (1), Grail Reliquae

M WS BS S T W I A Ld US Type

Castle Guard	4	4	3	4	3	1	3	1	8	1	Inf
Champion	4	4	3	4	3	1	3	2	8	1	Inf

Equipment: Heavy armour and shield

Point Cost: 10 Castle Guards: 120p, 11-20: +9p each, 21+: +7p each

Options: Standard +20p, Musician +5p, Champion free

The unit may exchange their shields for great weapons for +20p.

B Banner of Chalon +10p B Twilight Banner +25p

B Banner of Defence +25p B War Banner +35p

B Conquerors Tapestry +25p

Special Rules: Block (shield), Body Guard, Knightly Vow

RARE

M WS BS S T W I A Ld US Type

Grail Knight	-	5	3	4	3	1	4	2	8	2	Cav
Warhorse	8	3	-	3	-	-	3	1	5	-	-

Mount: Barded Warhorse

Equipment: Lance, heavy armour and shield

Point Cost: 3 Grail Knights: 135p + Nx15p, Grail Knight 4-12: +40p each

Options: Standard +25p, Musician +10p

B Banner of Chalon +10p B Twilight Banner +25p

B Banner of Defence +25p B War Banner +35p

B Conquerors Tapestry +25p

Special Rules: Heavy Cavalry, Lance Formation, Living Saints, Grail Vow

M WS BS S T W I A Ld US Type

Field Trebuchet	-	-	-	-	7	4	-	-	-	-	WarM
Peasants	4	2	3	3	3	1	3	1	5	1	-
Yeoman	4	2	3	3	3	1	3	1	6	1	-
Craftsman	4	2	3	3	3	1	3	1	6	1	-

Warmachine: 4 Peasants

Equipment: Hand weapon

Point Cost: 75p + Nx25p

Options: One Peasant may be upgraded to a Yeoman Craftsman for +10p

Special Rules: Peasant's Duty, Field Trebuchet





CHAOS DWARFS

SPECIAL RULES

Unit specific

Blazing Breath: Breath weapon, S4

Body Guard: As long as the general is part of this unit, it is Immune to Fear and Terror.

Bound Fire Daemon:

- Daemonic Ward Save (5+)
- Magical Attacks
- Immune to Psychology
- Instability
- This unit cannot be joined by character models
- Bound Daemon:
 - At the start of each turn where there is no Daemonsmith left in the army, this unit suffers D3 wounds with no saves allowed (allocated like ranged attacks).
 - Bound Daemons only benefit from 'Inspiring Presence' and 'Hold Your Ground!' if the general or the BSB respectively has the Daemonsmith special rule.

Cutthroats: If this unit is fighting in the flank or rear of a unit, any model with this special rule gets +1 to its to-hit rolls. This benefit does not apply against units that ignore the combat resolution bonus for being flanked or attacked at the rear, like Beasts of Nurgle for example.

Daemonsmith:

- Immune to Psychology
- Infernal Engineer: If this model is within 3" of a warmachine that suffers a misfire and the player chooses the option 'Ignore', he may add +1 to the roll. Cannot be used if this model is engaged in cc.
- Sorcerer's Curse: The first time this model suffers a miscast in the game do not roll on the miscast table, instead the model automatically suffers the '1-2' result. If the model survives it gains +1 T. (this only applies for the first miscast of the model, i.e. once per game)

Expendable: This unit does not cause panic in friendly units, unless they are Expendable themselves

Giant: see chapter 'Giants' in core rules

Greenskins: Models in this unit count as Greenskins (has no direct effect).

Minions:

- Animosity: In the 'Start of the Turn' phase roll a D6 if the unit has a US of at least 5 and is not engaged in combat or broken. On a roll of a '1' the unit may not declare a charge or move in this turn's movement phase and it may not shoot in this turn's shooting phase.
- This unit can only be joined by character models with the Minions special rule.

Relentless: This unit can march even when an enemy unit is within march blocking range (usually within 8").

Taskmaster: Units within 6" of this model may reroll failed Animosity tests. This special rule cannot be used if this model is broken.

ARMOURY

Blunderbuss: This ranged weapon has two fire modes (see below). The power of hits in both fire modes depends on the formation of the unit and whether it remained stationary or not. If the unit didn't move in the movement phase then the power of each shot is increased for each rank of 5+ models behind the front rank, otherwise use the basic power value:

basic	S3, AP(1)
1 rank	S4
2 ranks	S4, AP(1)
3+ ranks	S5

Single Shot: Range 15", no penalty for moving and shooting. In addition to the other limitations for boosting shots, the unit may only boost the power of Single Shots if only the front rank of the unit is firing, i.e. if the unit likes to shoot with more ranks (for example if they are positioned on a hill or shooting at a Large Target) they have to use the basic power value.

Annihilation Volley:

- Alternate fire mode that can be used by the unit instead of each model shooting individually.
- To use this fire mode the unit has to be at least 5 models wide (character models count as armed with a Blunderbuss for this purpose).
- Pick a unit within LOS of at least 5 models of the front rank as the target unit.
- Place the center of the 3" template (anywhere) over the target unit.

- If the template is completely within 15" then roll to hit using the template rules. Models that are not part of the target unit can only be hit if the shooting unit has LOS to them.
- This mode cannot be used to Stand & Shoot.

Bolt Thrower: Range 48", S6, D3 wounds, no AS, penetrates ranks

Chaos Armour: Armour that grants 4+ AS.

Deathshrieker Rocket: Range 12"-60", 3" Template, S4(8), no AS, D3 wounds, units that suffer one or more wounds must pass a panic test. To shoot with this warmachine, use the cannon rules but there is no bounce. Instead, the template is placed with the hole at the point of impact and is then resolved. This warmachine has no Grapeshot mode.

Dreadquake Mortar: Catapult, Range 12"-60", 5" Template, S3(6), AP(1), D3 wounds (hole only). In addition, any unit that is touched by the template halves its ground movement value (i.e. flying is not affected) until the start of the Chaos Dwarfs player's next turn and cannot shoot in its next turn. Affected warmachines that roll a 4+ (on a D6) are allowed to shoot though.

Ensorcelled Weapon: hand weapon that grants +1S and magical attacks

Fireglave: Range 18", S4, AP(1), counts as a halberd in cc

Magma Cannon: Flamer Weapon, 12" Range, S5, AP(1), D3 wounds, units that suffer one or more wounds must pass a panic test.

DAEMON ENGINES

Hellcannon:

- The Helldaemon has the following special rules:
 - Daemonic Ward Save (5+)
 - Magical Attacks (including any ranged attacks)
- Instability
 - In case of a Flux Disruption, the Helldaemon always suffers the respective wounds.
- Daemon Handlers: As long as there is at least one crew member still alive, the Hellcannon counts as a Warmachine with the following special rules:
 - Outside of cc (e.g. shooting, magic) hits are randomized, roll a D6 for each hit: 1-5 the Helldaemon is hit, 6 a Chaos Dwarf is hit.
 - Templates hit what they touch and hits are not randomized. Chaos Dwarfs are affected on a 5+, the Helldaemon on a 3+. The hole hits automatically as usual.
 - In cc the Chaos Dwarfs count as in btb contact with all models that are in btb with the Hellcannon. They can attack and be attacked by all models the Hellcannon is in btb with.
 - The number of wounds of the Hellcannon is not determined by the number of crew members left and it is not destroyed when there is no crew left.
- Whenever the complete Chaos Dwarf crew is killed, the Helldaemon counts as a Monster (i.e. it can march and charge for example) and keeps all special rules except for Daemon Handlers.
- Whenever the Helldaemon is destroyed, the complete Hellcannon counts as destroyed, i.e. also remove its Chaos Dwarf crew from play.
- At the start of each turn the Hellcannon has to pass a Ld-test or it suffers from 'Rampage'.

Rampage: The model may not declare a charge. In the compulsory movement phase the Hellcannon moves 2D6" towards the nearest enemy unit. It moves in a straight line and may face any direction at the end of its full movement. It cannot turn while moving. If it contacts impassable terrain or one of your own units it is positioned 1" away facing in a direction of your choice. If the roll is high enough to reach an enemy unit, the movement counts as a charge and the target unit gets to make a charge response. If it does not reach a unit but its move would end within 1" of a unit then it stops 1" in front of the unit.
- In the shooting phase the Helldaemon may make one of the following ranged attacks:
 - Catapult, Range 12"-60", 5" Template, S4(8), no AS, D3 wounds, Move or Fire. Every unit at least partially under the template has to pass a panic test. Misfire: the model does not fire this turn and roll a D6:
 - 1: The crew is killed and the Helldaemon suffers D3 wounds with no saves allowed.
 - 2: The Helldaemon suffers D3 wounds with no saves allowed
 - 3: The crew is killed. The Helldaemon may immediately 'Spew Ichor'.
 - 4: One crew model is killed.





- 5: The Helldaemon loses its Daemonic Ward Save for the rest of the game.
- 6: Every wizard (friend or foe) within 24" suffers a S6 hit.
 - o Spew Ichor: Breath weapon, S5. Every unit at least partially under the template has to pass a panic test.

HEIRLOOMS OF ZHARR

W Axe of Ghorth: All hits automatically wound. AS modification as per strength of the bearer.

W Biting Blade: AP(1)

W Black Hammer of Hashut: +2S

W Blades of Backstabbing: Count as additional hand weapons and grant +1S. Models on foot only.

W Dark Mace of Death: causes D3 wounds, Killing Blow

W Daemonthrieker: The bearer causes Terror.

W Obsidian Blade: no AS, in addition each model hit loses its armour and shield (may destroy magic armour but has no effect on barding, Scaly Skin, etc.)

W Sword of Battle: +1A

W Sword of Might: +1S

W Sword of Striking: +1 to hit rolls in cc

W Whip of Domination: Counts as additional hand weapons and grants ASF.

A Armour of Devious Fate: Light armour, models that attack the bearer in cc must re-roll successful to-hit rolls.

A Armour of Gazrakh: Armour that grants an AS of 1+ that may not be improved.

A Armour of Stone: Chaos Armour, +1T

A Armour of the Furnace: Chaos Armour, bearer is immune to effects of Poisoned Attacks and Killing Blow

A Enchanted Shield: Shield that grants +2 AS

A Fire Shield: Shield, models attacking the bearer in cc suffer -1 to their to-hit roll.

A Hell Armour: Chaos Armour, Ward Save (4+)

A Shield of Wariness: Shield, a single model in btb loses 1A until the end of the combat round, declare at the start of each combat round which model and which attack.

T Amulet of Hashut: Ward Save (5+)

T Shard of the Furnace: Ward Save (2+) vs attacks with the Poisoned Attacks special rule

T Talisman of Eternal Servitude: When the bearer loses its last wound roll a D6: on a 2+ the model is not killed and survives with 1 wound. One use only.

T Talisman of Obsidian: MR (2), bearer and any model in btb may not cast spells

E Black Gem of Gnar: Use at the start of any close combat round (timing step 1) after challenges have been declared and accepted. Choose a single model in btb with the bearer. The bearer and this model as well as their mounts may not attack this combat round. One use only.

E Bull Horn of Uzkulak: PM2/5+. Automatically rally all friendly broken units.

E Crooked Dice: After deployment the bearer gets D3 rerolls, that can each be used to reroll one failed to-hit, to-wound or saving throw of this model. One use only.

E Gauntlets of Bazhrakk the Cruel: +1S, for any to-hit roll of a natural '1' in cc, a friendly model in btb contact with the bearer suffers the hit, if the model is mounted the hit may also hit its mount. All hits suffered this way are allocated like shooting.

E Pendant of Uzkulak: The bearer may reroll one failed to-hit, to-wound or saving throw. One use only.

E Rubic of Daemonic Whispers: Enemy units within 12" of the bearer have to reveal all magic items in the unit (incl. character models).

S Arcane Apparatus: The bearer gains +1A. In addition the bearer gets +1 to cast (BM and PM).

S Chalice of Darkness: At the start of any magic phase, after rolling for the winds of magic, you may roll a D6: '1' you lose one dice from your magic pool, '2-5' your opponent loses one dice from his magic pool, '6' both players lose one dice from their magic pools.

S Dispel Scroll: Automatically dispels one spell without the need of DD. One use only.

S Power Stone: +2PD to cast a spell. Dice used may exceed maximum allowed by level. One use only.

S Staff of Sorcery: +1 to total roll to attempt to dispel a spell.

B Banner of Daemonic Tides: Unit gains +1M.

B Banner of Obedience: The unit does not suffer from Animosity, i.e. the unit automatically passes the roll.

B Banner of Slavery: Units with the Minions special rule within 12" reroll failed psychology tests.

B Black Standard of Zharr-Naggrund: The bearer and unit gain a Ward Save (5+). Has no effect on (other) character models in the unit.

B Dark Lands Standard: The unit loses the Light Infantry special rule.

B Despoiler Standard: If this unit has the Light Cavalry special rule it may start the game in reserve. Beginning with turn 2, roll a d6 at the start of your turn: on a 4+ the unit may enter the battlefield from any board edge (as if it has left the board in a previous turn due to a pursuit), add +1 to the roll for each turn after the second, a natural '1' always fails.

B Spy Banner: The unit gains the Scouts special rule.

B Stone Totem of Zhoghar: Unit gains MR (2).

B War Banner: +1CR

LORE OF HASHUT

Petty Magic

Blaze of Hashut (5+): Augment, Range 18", unit gets Poisoned Attacks (1) in cc, until the caster's next magic phase. If the unit already has Poisoned Attacks, increase its value by +1. Has no effect on magic items.

Inflammation (7+): Augment, Range 18", target unit with the Bound Fire Daemon special rule regains (heals) 1W but no additional models can be created.

Shroud of Darkness (5+): Augment, Range 18", Ward Save (5+) vs ranged attacks and spells until the caster's next magic phase. Has no effect on character models.

Battle Magic

Ash Storm (8+): Hex, Range 24", target unit suffers -1M, -1WS, -1BS and -1I until the caster's next magic phase.

Breath of Hatred (5+): Augment, Range 18", target unit gains Hatred. Remains in Play.

Burning Wrath (7+): MM, Range 18", D6 S5 hits

Dark Subjugation (9+): Hex, Range 24", target unit must pass a Ld test at -3 or it gets a Subjugation marker. For each marker the unit suffers a -1 modifier on all Ld based tests. Has no effect on character models. But a unit with Subjugation markers using the Ld of a character would still suffer the penalty.

Flames of Asgorh (8+): Place the tear drop template touching the caster in its front arc and determine hits using the template rules. All models hit suffer a S4 hit. If the caster is in cc, select one enemy unit that is in btb with the caster, this unit suffers D6 S4 hits.

Hell Hammer (9+): MM, Range 24", 1 hit like bolt thrower (S6, no AS, D3 wounds, penetrates ranks)

COMPOSITION

No additional composition rules.





ARMY LIST

LORDS

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Chaos Dwarf Overlord	3	7	4	4	5	3	4	4	10	1	Inf
Equipment: Hand weapon and Chaos Armour. May take up to 100p of magic items.											
Point Cost: 135p											
Options:											
Shield	+10p		W Biting Blade							+10p	
Add. hand weapon	+10p		W Sword of Battle							+20p	
Great weapon	+20p		W Sword of Striking							+20p	
Pistol	+10p		W Sword of Might							+25p	
Fireglaive	+25p		W Axe of Ghorth							+40p	
			W Whip of Domination							+40p	
Lammasu	+150p		W Black Hammer of Hashut							+45p	
Great Taurus	+225p		W Daemonsrieker							+50p	
			W Dark Mace of Death							+65p	
T Shard of the Furnace	+15p		W Obsidian Blade							+70p	
T Amulet of Hashut	+35p		A Armour of the Furnace							+15p	
T Talisman of Obsidian	+50p		A Enchanted Shield							+20p	
E Rubic of Daem. Whispers	+10p		A Armour of Gazrakh							+35p	
E Pendant of Uzkulak	+15p		A Armour of Stone							+50p	
E Gauntlets of Bazhrakk t. C.	+20p		A Fire Shield							+50p	
E Bull Horn of Uzkulak	+35p		A Hell Armour							+75p	
E Black Gem of Gnar	+40p										
Special Rules: Relentless											

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Prophet of Hashut	3	5	4	4	5	3	3	2	9	1	Inf
Magic: A Prophet of Hashut is a Level 4 wizard. He must choose 1-2 PM and 2-4 BM spells.											
Equipment: Hand weapon and Chaos Armour. May take up to 100p of magic items.											
Point Cost: 75p											
Options:											
Ensorcelled Weapon	+15p		A Armour of the Furnace							+15p	
Lammasu	+150p		A Armour of Gazrakh							+35p	
			A Armour of Stone							+50p	
Inflammation PM 3/7+	+35p		A Hell Armour							+75p	
Shroud of Darkness PM 3/5+	+35p										
Blaze of Hashut PM 3/5+	+50p		E Rubic of Daem. Whispers							+10p	
BM Breath of Hatred	+35p		E Pendant of Uzkulak							+15p	
BM Ash Storm	+50p		E Bull Horn of Uzkulak							+35p	
BM Burning Wrath	+50p		E Black Gem of Gnar							+40p	
BM Dark Subjugation	+50p										
BM Flames of Asgorh	+50p		S Staff of Sorcery							+20p	
BM Hell Hammer	+50p		S Dispel Scroll							+30p	
			S Power Stone							+30p	
T Shard of the Furnace	+15p		S Arcane Apparatus							+65p	
T Amulet of Hashut	+35p		S Chalice of Darkness							+75p	
Special Rules: Relentless, Daemonsmith											

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Bull Centaur Taur'ruk	7	6	2	5	5	5	5	5	9	3	Mol
Equipment: Chaos Armour. May take up to 100p of magic items.											
Point Cost: 225p											
Options:											
Shield	+10p		W Biting Blade							+15p	
Add. hand weapon	+15p		W Sword of Battle							+25p	
Great weapon	+25p		W Sword of Striking							+25p	
			W Sword of Might							+30p	
T Amulet of Hashut	+65p		W Daemonsrieker							+40p	
			W Axe of Ghorth							+50p	
E Pendant of Uzkulak	+15p		W Black Hammer of Hashut							+55p	
E Bull Horn of Uzkulak	+35p										
Special Rules: Fear											

HEROES

	M	WS	BS	S	T	W	I	A	Ld	US	Type
0-1 Battle Standard	3	6	4	4	5	2	3	3	9	1	Inf

Equipment: Hand weapon and Chaos Armour. May take up to 50p of magic items or any banner.
 Point Cost: 90p
 Options:
 B Banner of Daemonic Tides +30p W Biting Blade +5p
 B Stone Totem of Zhoghar +30p W Sword of Striking +15p
 B Banner of Slavery +35p W Sword of Battle +20p
 B War Banner +35p W Sword of Might +20p
 B Black Standard of Zharr-N. +75p W Axe of Ghorth +30p
 W Black Hammer of Hashut +35p
 T Shard of the Furnace +10p W Dark Mace of Death +50p
 T Amulet of Hashut +25p W Daemonsrieker +50p
 E Rubic of Daem. Whispers +10p A Armour of the Furnace +10p
 E Gauntlets of Bazhrakk t. C. +15p A Armour of Gazrakh +25p
 E Pendant of Uzkulak +15p A Armour of Stone +35p
 E Bull Horn of Uzkulak +35p A Hell Armour +50p
 E Black Gem of Gnar +40p
 Special Rules: Relentless

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Chaos Dwarf Castellán	3	6	4	4	5	2	3	3	9	1	Inf

Equipment: Hand weapon and Chaos Armour. May take up to 50p of magic items.
 Point Cost: 60p
 Options:
 Shield +5p W Biting Blade +5p
 Add. hand weapon +10p W Sword of Striking +15p
 Great weapon +15p W Sword of Battle +20p
 Pistol +10p W Sword of Might +20p
 Fireglaive +20p W Axe of Ghorth +30p
 W Black Hammer of Hashut +35p
 T Shard of the Furnace +10p W Whip of Domination +40p
 T Amulet of Hashut +25p W Dark Mace of Death +50p
 W Daemonsrieker +50p
 E Rubic of Daem. Whispers +10p
 E Gauntlets of Bazhrakk t. C. +15p A Armour of the Furnace +10p
 E Pendant of Uzkulak +15p A Enchanted Shield +15p
 E Bull Horn of Uzkulak +35p A Armour of Gazrakh +25p
 E Black Gem of Gnar +40p A Armour of Stone +35p
 A Fire Shield +35p
 A Hell Armour +50p
 Special Rules: Relentless

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Daemonsmith Sorcerer	3	4	4	4	4	2	2	1	9	1	Inf

Magic: A Daemonsmith Sorcerer is a Level 2 wizard. He must choose 0-1 PM and 1-2 BM spells.
 Equipment: Hand weapon and Chaos Armour. May take up to 50p of magic items.
 Point Cost: 40p
 Options:
 Ensorcelled Weapon +10p A Armour of the Furnace +10p
 A Armour of Gazrakh +25p
 Inflammation PM 2/7+ +25p A Armour of Stone +35p
 Shroud of Darkness PM 2/5+ +25p A Hell Armour +50p
 Blaze of Hashut PM 2/5+ +35p
 BM Breath of Hatred +35p E Rubic of Daem. Whispers +10p
 BM Ash Storm +50p E Pendant of Uzkulak +15p
 BM Burning Wrath +50p E Bull Horn of Uzkulak +35p
 BM Flames of Asgorh +50p E Black Gem of Gnar +40p
 BM Hell Hammer +50p
 T Shard of the Furnace +10p S Staff of Sorcery +20p
 T Amulet of Hashut +25p S Dispel Scroll +30p
 S Power Stone +30p
 Special Rules: Relentless, Daemonsmith





	M	WS	BS	S	T	W	I	A	Ld	US	Type
Bull Centaur											
Ba'hal	7	5	2	5	5	4	4	4	8	3	MoI

Equipment: Chaos Armour. May take up to 50p of magic items.
 Point Cost: 155p
 Options:
 Shield +10p W Biting Blade +10p
 Add. hand weapon +15p W Sword of Striking +20p
 Great weapon +20p W Sword of Battle +25p
 W Sword of Might +25p
 T Amulet of Hashut +50p W Axe of Ghorth +40p
 W Daemonscrieker +40p
 E Pendant of Uzkulak+15p W Black Hammer of Hashut +45p
 E Bull Horn of Uzkulak +35p
 Special Rules: Fear

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Hobgoblin Khan	4	5	3	4	4	2	3	3	7	1	Inf

Equipment: Hand weapon and light armour. May take up to 50p of magic items.
 Point Cost: 50p
 Options:
 Shield +5p W Biting Blade +5p
 Add. hand weapon +10p W Sword of Striking +15p
 Great weapon +15p W Sword of Battle +20p
 Spear +5p W Sword of Might +20p
 Wolf +10p W Blades of Backstabbing +35p
 W Whip of Domination +40p
 T Talisman of Eternal Servitude +35p
 A Enchanted Shield +15p
 E Crooked Dice +30p A Armour of Devious Fate +30p
 E Black Gem of Gnar+40p A Shield of Wariness +30p
 Special Rules: Minions, Taskmaster, Greenskins

Mounts

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Wolf	9	3	-	3	3	1	3	1	3	2	Cav

Equipment: Hand weapon
 Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Lammasu	6	4	-	5	5	4	3	3	8	4	Mon

Equipment: Hand weapon
 Special Rules: Flying Model, Large Target, Terror, MR (2)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Great Taurus	6	5	-	6	5	4	3	4	6	4	Mon

Equipment: Hand weapon
 Special Rules: Flying Model, Large Target, Terror, Scaly Skin (4+), Blazing Breath

CORE

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Chaos Dwarf Warrior	3	4	3	3	4	1	2	1	9	1	Inf
Champion	3	4	3	3	4	1	2	2	9	1	Inf

Equipment: Hand weapon and heavy armour
 Points: 10 Warriors: 80p, Warrior 11-20: +7p each, Warrior 21+: +6p each
 Options: Standard +20p, Musician +5p, Champion +10p,
 Shields 1p/model, Great weapons 2p/model
 The Champion may be equipped with a pistol for +10p
 B Banner of Daemonic Tides +30p B Banner of Slavery +35p
 B Stone Totem of Zhoghar +30p B War Banner +35p
 Special Rules: Relentless, Block (shield)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Chaos Dwarf Annihilator	3	4	3	3	4	1	2	1	9	1	Inf
Champion	3	4	3	3	4	1	2	2	9	1	Inf

Equipment: Blunderbuss and heavy armour
 Point Cost: 10 Annihilators: 100p + Nx20p, Annihilator 11+: +12p each
 Options: Standard +15p, Musician +5p, Champion +10p,
 Shields 1p/model
 B Banner of Daemonic Tides +30p B Banner of Slavery +35p
 B Stone Totem of Zhoghar +30p B War Banner +35p
 Special Rules: Relentless

SPECIAL

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Chaos Dwarf Infernal Warrior	3	5	3	4	4	1	2	1	9	1	Inf
Champion	3	5	3	4	4	1	2	2	9	1	Inf

Equipment: Hand weapon and Chaos Armour
 Point Cost: 10 Infernal Warriors: 120p, Warrior 11-20: +10p each,
 Infernal Warrior 21+: +9p each
 Options: Standard +20p, Musician +5p, Champion +15p,
 Shields 1p/model, Great weapons 2p/model
 The Champion may be equipped with a pistol for +10p
 B Banner of Daemonic Tides +30p B Banner of Slavery +35p
 B Stone Totem of Zhoghar +30p B War Banner +35p
 Special Rules: Relentless

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Chaos Dwarf Infernal Guard	3	5	3	4	4	1	2	1	9	1	Inf
Champion	3	5	3	4	4	1	2	2	9	1	Inf

Equipment: Fireglave and Chaos Armour
 Point Cost: 10 Infernal Guards: 150p + Nx20p, Guard 10+: +17p each
 Options: Standard +15p, Musician +5p, Champion +10p
 The Champion may replace his Fireglave with a pistol for free
 B Banner of Daemonic Tides +30p B Banner of Slavery +35p
 B Stone Totem of Zhoghar +30p B War Banner +35p
 Special Rules: Relentless





	M	WS	BS	S	T	W	I	A	Ld	US	Type
Chaos Dwarf											
Infernal Ironsworn	3	5	3	4	4	1	2	1	9	1	Inf
Champion	3	5	3	4	4	1	2	2	9	1	Inf

Equipment: Ensorcelled Weapon, Chaos Armour and shield
 Point Cost: 10 Infernal Ironsworn: 200p, Ironsworn: 11-20: +20p each
 Options: Standard +20p, Musician +5p, Champion +15p
 B Banner of Daemonic Tides +30p B Banner of Slavery +35p
 B Stone Totem of Zhoghar +30p B War Banner +35p
 Special Rules: Relentless, Stubborn, Body Guard

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Hobgoblin Warrior	4	3	3	3	3	1	2	1	6	1	Inf
Champion	4	3	3	3	3	1	2	2	6	1	Inf

Equipment: Light armour and shield
 Point Cost: 20 Hobgoblin Warriors: 80p, Hobgoblin Warrior 21+: +3p each
 Options: Standard +20p, Musician +5p, Champion +10p
 The unit may get one of the following weapon upgrades:
 - Spears +20p
 - may exchange their shields for bows for +20p
 B Banner of Obedience +20p B War Banner +35p
 Special Rules: Expendable, Minions, Anti-Cav (spear), Greenskins

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Hobgoblin Sneaky Git	4	3	3	3	3	1	2	1	6	1	Inf
Champion	4	3	3	3	3	1	2	2	6	1	Inf

Equipment: Additional hand weapons
 Point Cost: 10 Sneaky Gitz: 70p, Sneaky Git 11+: +4p each
 Options: Standard +10p, Musician +10p, Champion +10p
 B Dark Lands Standard +10p B Spy Banner +20p
 B Banner of Obedience +20p B War Banner +35p
 Special Rules: Expendable, Minions, Cutthroats, Light Infantry, Poisoned Attacks (1), Greenskins

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Hobgoblin Wolf Rider	-	3	3	3	3	1	2	1	6	2	Cav
Champion	-	3	3	3	3	1	2	2	6	2	Cav
Wolf	9	3	-	3	-	-	3	1	-	-	-

Mount: Wolf
 Equipment: Light armour
 Point Cost: 5 Wolf Riders: 60p + Nx5p, Wolf Rider 6+: +10p each
 Options: Standard +15p, Musician +10p, Champion +10p,
 Spear +1p/ model, Bow +2p/model,
 Shield +2p/model and unit loses Light Cavalry special rule
 B Banner of Obedience +20p B War Banner +35p
 B Despoiler Standard +35p
 Special Rules: Expendable, Minions, Light Cavalry, Greenskins

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Bull Centaur	8	4	2	4	4	1	3	2	8	2	Cav
Champion	8	4	2	4	4	1	3	3	8	2	Cav

Equipment: Great weapon and heavy armour (AS5+)
 Point Cost: 5 Bull Centaurs: 150p, Bull Centaur 6+: +20p each
 Options: Standard +25p, Musician +10p, Champion +15p,
 Shields +2p/model.
 The unit may exchange their great weapons for additional hand weapons for free
 B Stone Totem of Zhoghar +30p B War Banner +35p
 B Banner of Slavery +35p
 Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
K'daai Fireborn	6	4	2	5	4	3	4	3	8	3	MoI
Champion	6	4	2	5	4	3	4	4	8	3	MoI

Equipment: Hand weapon
 Point Cost: 3 K'daai Fireborn: 200p, K'daai Fireborn 4-10: +50p each
 Options: Champion +20p
 Special Rules: Fear, Bound Fire Daemon

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Hobgoblin Spear Chukka	-	-	-	-	7	3	-	-	-	-	WarM
Hobgoblin	4	3	3	3	3	1	2	1	6	1	-

Warmachine: 3 Hobgoblin Crew
 Equipment: Hand weapon
 Point Cost: 40p + Nx10p
 Special Rules: Bolt Thrower, Greenskins

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Deathshrieker Rocket	-	-	-	-	7	3	-	-	-	-	WarM
Chaos Dwarf	3	4	3	3	4	1	2	1	9	1	-

Warmachine: 3 Chaos Dwarf Crew
 Equipment: Hand weapon and heavy armour
 Point Cost: 70p + Nx30p
 Special Rules: Deathshrieker Rocket

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Rabble	4	2	3	3	3	1	3	1	5	1	Inf

Equipment: Hand weapon and shield
 Point Cost: 20 Rabble: 60p, Rabble 21+: +2p each
 Options: Standard +15p, Musician +5p
 The unit may get one of the following weapon upgrades:
 - Spears +10p
 - may exchange their shields for short bows for free
 Special Rules: Expendable, Minions, Greenskins

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Orc Slave	4	3	3	3	4	1	2	1	7	1	Inf

Equipment: Hand weapon, light armour and shield
 Point Cost: 10 Orc Slaves: 70p, Slave 11-20: +5p each, Slave 21+: +4p each
 Options: Standard +20p, Musician +5p
 The unit may get one of the following weapon upgrades:
 - spears +20p
 - may exchange their shields for additional hand weapons for +10p
 Special Rules: Expendable, Minions, Anti-Cav (spear), Greenskins





	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Black Orc Slave	4	4	3	4	4	1	2	1	8	1	Inf
Champion	4	5	3	4	4	1	2	2	8	1	Inf

Equipment: Great weapon and heavy armour
 Point Cost: 10 Black Orc Slaves: 120p, Black Orc Slave 11-20: +10p each, Black Orc Slave 21+: +8p each
 Options: Standard +20p, Musician +5p, Champion +15p
 The unit may exchange their great weapons for additional hand weapons for free
 Special Rules: Expendable, Minions, Greenskins

RARE

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Bull Centaur Render	7	4	2	4	4	3	3	3	8	3	MoI
Champion	7	4	2	4	4	3	3	4	8	3	MoI

Equipment: Hand Weapon and heavy armour
 Point Cost: 3 Bull Centaur Renders: 170p + Nx30p, Render 4+: +50p each
 Options: Champion +20p, Shields +5p/model
 In addition the unit may be equipped with one of the following weapon options:
 - Additional hand weapons +20p
 - Great weapons +40p
 Special Rules: Fear

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Dreadquake Mortar	-	-	-	-	7	3	-	-	-	-	WarM
Chaos Dwarf	3	4	3	3	4	1	2	1	9	1	-

Warmachine: 3 Chaos Dwarf Crew
 Equipment: Hand weapon and heavy armour
 Point Cost: 70p + Nx50p
 Special Rules: Dreadquake Mortar

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Magma Cannon	-	-	-	-	7	3	-	-	-	-	WarM
Chaos Dwarf	3	4	3	3	4	1	2	1	9	1	-

Warmachine: 3 Chaos Dwarf Crew
 Equipment: Hand weapon and heavy armour
 Point Cost: 110p + Nx30p
 Special Rules: Magma Cannon

(Hellcannon)	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Helldaemon	3	4	3	5	6	5	1	4	7	5	WarM
Chaos Dwarf	3	4	3	3	4	1	2	1	9	-	-

Hellcannon Warmachine: 1 Helldaemon and 3 Chaos Dwarf Crew
 Equipment: Hand weapon. The Chaos Dwarf Crew wear heavy armour.
 Point Cost: 175p + Nx100p
 Special Rules: Terror, Large Target, Immune to Psychology, Hellcannon

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Chaos Giant	6	3	3	6	5	6	3	S	9	6	Mon
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Equipment: Hand weapon
 Point Cost: 160p + Nx40p
 Options: Scaly Skin (5+) +30p
 Special Rules: Giant

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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K'daai Destroyer	7	5	-	6	6	5	4	5	8	5	Mon
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Equipment: Hand weapon
 Point Cost: 275p + Nx50p
 Special Rules: Terror, Large Target, Frenzy, Bound Fire Daemon



DAEMONS OF CHAOS

SPECIAL RULES

Army wide

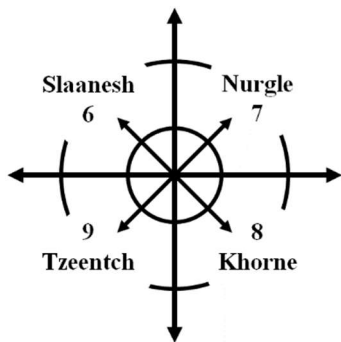
Affiliation: Some Chaos units are devoted to one of the 4 Chaos deities (Khorne, Nurgle, Slaanesh and Tzeentch). The affiliation of a unit is determined either by its mark (e.g. Mark of Tzeentch) or name (e.g. Hellstriders of Slaanesh, Bloodletters of Khorne. Nurglings are affiliated with Nurgle.). All other units are considered to have no affiliation. Characters may only join units with the same affiliation as themselves or no affiliation, except for character models with no affiliation which are not restricted and free to join units independent of their affiliation.

Daemonic:

- Cause Fear
- Daemonic Ward Save (5+)
- Immune to Psychology
- Magical attacks
- Instability

Daemonic Pact: If the army is led by a general from the Daemons of Chaos list, then any daemonic units (but not characters), i.e. independent of their affiliation, may be included in the core warband (see Composition).

Rivalry of the Gods: Units do not benefit from 'Inspiring Presence' and 'Hold Your Ground!' special rules if they are devoted to an opposing Chaos deity. Khorne and Slaanesh as well as Nurgle and Tzeentch count as opposing.



Unit specific

Cloud of Flies: Models attacking this unit suffer -1 to their to-hit rolls in cc.

Disc of Tzeentch: The model counts as a Large Target for LOS purposes.

Eternal Hatred: The model/unit hates all enemies and re-rolls all failed to-hit rolls in every cc round.

Exalted Flamer: The model counts as being equipped with the following ranged weapon:

Flamer Weapon, Range 0", S4, AP(1). Units that suffer one or more wounds must pass a panic test. Misfire: the weapon does not shoot this turn.

Feigned Flight: This unit may choose 'Flee' as a charge response and automatically rallies in its next rally phase (even if its unit size is below 25%) if it is not caught. It is also free to move during the remaining moves part of the movement phase (even if it is not Light Cavalry).

Flames of Tzeentch: Each model in the unit counts as being equipped with the following ranged weapon: Thrown weapon, Range 8", S3, AP(1), Multiple Shots (D6)

Locus of Khorne: As long as this model is part of a unit the unit gains Eternal Hatred.

Locus of Nurgle: As long as this model is part of a unit the unit gains Regeneration (6+).

Locus of Slaanesh: As long as this model is part of a unit the unit gains ASF.

Locus of Tzeentch: As long as this model is part of a unit the unit gains Daemonic Ward Save (4+).

Martial Honour: Any model with Martial Honour can issue and accept challenges. Also, anytime a challenge is issued, a model with Martial Honour has to accept the challenge, if possible.

Palanquin of Nurgle: The Palanquin is a common mount, i.e. it cannot be attacked, it grants a 6+AS to its rider, etc. In addition, the model still counts as an infantry model with US1 and therefore cannot be singled out by shooting (under normal circumstances). Also, when this model joins a unit, then the unit counts its rank bonus as if the space the Palanquin takes up was filled with rank and file models.

Skull Throne: Khorne units (including this model) within 6" of this model get one additional attack for each to-hit roll of a natural '6'. These additional attacks cannot generate further attacks.

Slashing Attacks: This unit may attack a single unit that it moved over in the Remaining Moves phase. The enemy unit suffers a number of S4 hits equal to the number of Screamer models in the unit. Hits are distributed exactly like hits from shooting.

Slime Trail: Enemies fighting this unit in cc do not gain bonuses for fighting in its flank or rear.

Soporific Musk: Units in btb contact with this unit roll one additional dice when they flee and discard the highest.

Spellcaster:

- this unit may cast one of the following spells in each magic phase:
 - Pink Flames of Tzeentch (PM X/4+): MM, Range 24", D6+2 S3 hits, AP (1)
 - Pink Transmutation (PM X/4+): each enemy model in btb with this unit suffers a S4 hit, for each unsaved wound caused in this way add a model to this unit (up to the max. unit size).
- The number of casting dice X depends on the size of this unit (including character models):
 - 1-9 models: X=1
 - 10-14 models: X=2
 - 15-19 models: X=3
 - 20+ models: X=4
- Spells cannot be lost through a miscast

ARMOURY

Bolt Thrower: Range 48", S6, D3 wounds, no AS, penetrates ranks, no Stand & Shoot

Chaos Armour: Armour that grants 4+ AS.

Hell Flamer: Flamer Weapon, Range 12", S4, AP(1). Units that suffer one or more wounds must pass a panic test. Misfire: the weapon does not fire this turn and the model suffers one wound with no saves allowed.

Skull Cannon: Cannon, Range 36", S10, no AS, D3 wounds, Move or Fire.

Warp Catapult: Catapult, Range 6"-36", 3" Template, S4(8), no AS, D3 wounds. Misfire: the weapon does not fire this turn and the model suffers one wound with no saves allowed.

HEIRLOOMS OF THE WARP

Daemonic Gifts

A character may be given multiple Daemonic Gifts. They count towards the magic items limit and keep the BSB from choosing a magic banner but are not magic items per definition, i.e. effects that affect magic items have no effect. Please note that some Daemonic Gifts share their name with Magic Items. In this case they are effectively the same item and may be limited to a single copy in the army should they be unique (i.e. not (c)).

Common Daemonic Gifts

X Avatar: This model never suffers a Warp Collapse, instead it loses a number of wound equal to the amount it failed the break test by.

X Beacon of Chaos: If this model is the general of the army, its range for Inspiring Presence is 18".

X Blade of the Ether: cc attacks ignore AS

X Chaos Disruption: Units shooting at this model suffer -1BS (to a minimum of 0) for this attack.

X Daemonic Robes: Model may never be wounded on better than 3+.

X Diabolic Splendour: The Daemonic Ward Save turns into a normal Ward Save.

X Favour of the Gods: When the model is affected by the Eye of the Gods spell, it may modify its roll by 1.

X Soul Hunger: Model rerolls failed to-wound rolls.

X Tentacles: Model in btb loses 1A, Chaos player may choose which model and which attack.

X Winged Horror: The model can fly and counts as a Flying Model.

Khorne's Daemonic Gifts

X Armour of Khorne: 4+AS that cannot be improved further, in addition magical weapons of models in btb contact lose their special abilities (i.e. count as common weapons of their kind) as long as they stay in btb contact with this model.

X Battle Axe of Khorne: Killing Blow, in addition each to-wound roll of a natural '6' causes D3 wounds (after saves)

X Collar of Khorne: MR(2)

X Disciple of Khorne: The model may attempt to dispel spells as if it was a wizard.

X Dispel Scroll: Automatically dispels one spell without the need of DD. One use only.

X Might of Khorne: +1S

X Obsidian Armour: 3+AS that cannot be improved further



Nurgle's Daemonic Gifts

- X Cloud of Flies:** Models attacking this unit suffer -1 to their to-hit rolls in cc.
- X Flail of Decay:** no AS, in addition each to-wound roll of '6' causes 2 wounds (after saves)
- X Noxious Vapours:** Models in btb contact suffer from ASL
- X Nurgle's Chosen:** Regeneration (5+)
- X Nurgle's Rot:** At the start of each player's magic phase, all enemy models in btb contact have to roll a D6: on a roll of a '6' they suffer a wound with no AS.
- X Nurgling Infestation:** Any model that attacks this model in cc suffers a single S3 hit.
- X Plague Flail:** Poisoned Attacks (2)
- X Slime Trail:** Enemies fighting this model in cc do not gain bonuses for fighting in its flank or rear.
- X Staff of Nurgle:** PM 2/8+, Effulgent Boils spell
- X Stream of Bile:** Breath weapon, S4

Slaanesh's Daemonic Gifts

- X Allure of Slaanesh:** units in btb with one or more models with this gift suffer -1Ld
- X Gaze of Acquiescence:** One model of the Daemon player's choice in btb with the model takes a Ld test at the start of each cc phase. If failed victim may not attack that turn. Has no effect on models that are Immune to Psychology.
- X Many Armed Monstrosity:** +2A
- X Paralysis:** ASF
- X Soporific Musk:** Enemy units in btb contact with this unit roll one additional dice when they flee and discard the highest.
- X Soulthirster:** Roll a die for each model killed: regain 1W for each '6' rolled (up to starting wounds). Immediately roll when a model is killed and apply the result.
- X Tormentor:** One model of the Daemon player's choice in btb with the model takes a Ld test at the start of each cc phase. If failed victim has to attack his own unit or any model in btb contact (Daemon player's choice). Wounds inflicted count for combat resolution. Has no effect on models that are Immune to Psychology. If there are no legal targets, the model does not attack at all.

Tzeentch's Daemonic Gifts

- X Corona:** At the start of each player's magic phase, all enemy models in btb contact suffer a S3 hit.
- X Master of Sorcery:** Bearer may use one more PD to cast spells than his level allows (BM only).
- X Power Familiar:** +1 Power Dice every magic phase, may only be used by the bearer.
- X Power Vortex:** During the Daemon player's magic phase the model may give up wounds (no saves of any kind allowed) to generate D3 PD per wound which can only be used by this model.
- X Spell Destroyer:** Dispel Scroll. On a 4+ BM / 5+ PM the spell is destroyed. One use only.
- X Twin Heads:** +2 to cast spells (PM/BM)
- X Twisted Reality:** Spell Ranges increased by 6", has no effect on spells without range
- X Tzeentch's Blessing:** Model ignores all miscast effects (i.e. the casting still fails but do not roll on the miscast table) (BM and PM).
- X Tzeentch's Chosen:** Model may reroll a single dice per game. (to-hit, to-wound, saving throw, characteristic test (incl. Ld), casting and dispelling).
- X Tzeentch's Will:** Model may reroll a single dice per turn. (to-hit, to-wound, saving throw, characteristic test (incl. Ld), casting and dispelling).

Daemonic Icons

- B Banner of Blank Despair:** All enemy units within 12" suffer -1 to their leadership
- B Banner of Change:** PM 2/5+, Hand of Dust spell
- B Banner of Ecstasy:** The unit loses the Light Infantry and Feigned Flight special rule. The banner has to be revealed when the unit is deployed.
- B Banner of Eternal War:** +1M
- B Banner of Glorious Chaos:** all daemonic units within 12" are Stubborn
- B Banner of Insidious Putrefaction:** Unit rerolls to-wound rolls of natural '1's. Has no effect on character models.
- B Banner of Magic Deprivation:** All enemy wizards suffer -1 to their BM casting rolls.
- B Banner of Perpetual Virulence:** Models that attack this unit in cc suffer a S3 hit for each successful to-wound roll.
- B Banner of Unholy Triumph:** +D3 CR
- B Banner of Witchcraft:** Unit gets +1 to all casting rolls. Has no effect on character models.
- B Hellfire Banner:** PM 2/5+, all enemy units within 12" suffer D6 S5 hits

B Siren Standard: Units charged by this unit can only choose "Hold" as a charge response.

B Skull Banner: Units shooting at this unit suffer -1BS (to a minimum of 0) for this attack.

B Soporific Banner: The unit gains the Soporific Musk special rule.

LORES OF CHAOS

Petty Magic

Eye of the Gods (5+): Augment, Range 12", If the spell was cast successfully roll a D6 and consult the table below. The effect lasts until the caster's next magic phase. A unit may only ever benefit of one Eye of the Gods effect at the same time, i.e. a second (or further) effect replaces the currently active effect. If the target consists of a unit with joined character models, only roll once and apply the result to all elements. If any element has the 'Favour of the Gods' special rule then the roll may be modified by 1 once (i.e. independent of the actual number of 'Favours' in the unit).

- 1: Immune to Psychology
- 2: Cause Fear (cause Terror if already cause fear)
- 3: AP (1) (cc and missile weapons)
- 4: unit rerolls '1's to hit (cc and missile weapons)
- 5: Poisoned Attacks (1) (cc and missile weapons)
- 6: +1 Toughness

Lore of Destruction

Dark Fury (5+): Augment, Range 18", unit rerolls to-wound rolls of natural '1's until the caster's next magic phase

Shroud of Darkness (5+): Augment, Range 18", Ward Save (5+) vs ranged attacks and spells until the caster's next magic phase. Has no effect on character models.

Steed of Shadows (4+): Augment, cast on itself or friendly character model on foot with US1 (in both cases) within 12", model may immediately make a 20" fly movement. This move can be used to leave cc but cannot be used to enter combat (i.e. charging is not possible).

Lore of Nurgle

Nurgle's Blessing (6+): Augment, Range 18", unit gets +1T until the caster's next magic phase. Has no effect on character models.

Seeping Pus (5+): Augment, Range 18", unit gets Poisoned Attacks (1) (cc as well as shooting), until the caster's next magic phase. If the unit already has Poisoned Attacks, increase its value by +1. Has no effect on magic items.

Lore of Slaanesh

Slaanesh's Blessing (8+): Augment, Range 18", unit gets ASF until the caster's next magic phase

Wrath of Slaanesh (5+): Augment, Range 18", unit gets AP(1) (cc as well as shooting), until the caster's next magic phase. Has no effect on magic items.

Lore of Tzeentch

Clairvoyance (3+): Target one unit on the board. Your opponent has to reveal any hidden models and magic items (but not which model has them) in that unit.

Second Sign of Amul (6+): The player gets D3 rerolls. Each reroll can be used to reroll one to-hit roll, to-wound roll, armour save, ward save or regeneration roll. Any rerolls not used at the end of the player's turn are wasted.





Battle Magic

Lore of Destruction

Dark Hand of Death (5+): MM, Range 24", D6 S4 hits

Doom and Darkness (9+): Hex, Range 24", target unit suffers a -3 modifier on all Ld based tests until caster's next magic phase.

Hand of Dust (5+): One enemy unit in btb with the caster suffers D6 S4 hits

Shades of Death (6+): Augment, Range 18", unit causes Fear. If it already causes Fear, unit causes Terror instead. Lasts until caster's next magic phase

Wind of Death (9+): MM, Range 24", 2D6 S4 hits

Word of Pain (9+): Hex, Range 24", target unit's WS and BS is reduced to 1 until caster's next magic phase.

Lore of Nurgle

Effulgent Boils (8+): MM, Range 24", D6 S4 hits, no AS

Favoured Poxes (7+): Hex, Range 18", target unit suffers -1WS, BS, S and Ld (to min. of 1) until the caster's next magic phase

Glistening Scabs (8+): Hex, Range 18". Target character model within LOS suffers -1T (to min. of 1) until the end of the game.

Glorious Affliction (8+): Hex, Range 24". Target unit halves its M (including mounts). Flyers have to use their ground movement but do not half their M. Lasts until the caster's next magic phase.

Magnificent Buboos (7+): MM, Range 24". Target model within LOS suffers a S4 hit with no AS. Target selection works like for the special rule Sniper. A single model can only be affected by this spell once per magic phase.

Pestilence (11+): Hex, Range 24", RIP. When the spell is successfully cast as well as at the start of each player's magic phase, the target suffers D6 S3 no AS hits.

Lore of Slaanesh

Blissful Throes (8+): MM, Range 12", D6 S6 hits

Delectable Torture (7+): Hex, Range 24". Target character model (but not his mount) attacks the unit he is in, models are hit automatically and hits are allocated like shooting. Wounds inflicted do not count for combat resolution but may result in a panic test.

Delicious Excruciation (8+): Augment, Range 12", unit is Stubborn until the caster's next magic phase

Enrapturing Spasms (10+): Hex, Range 18". Choose effect A), B) or C):

A) In its next movement phase, target unit cannot charge and may only reform but not move otherwise.

B) In its next magic phase, target unit cannot cast spells.

C) In its next shooting phase, target unit cannot use ranged attacks.

Hellshriek (8+): Hex, Range 18", needs LOS. Target unit has to take a panic test. Has no effect on units that are Immune to Psychology.

Luxurious Torment (8+): Augment or Hex, Range 24". Target unit suffers D6 S3 hits at the end of each magic phase (of both players). If the target unit is affiliated to Slaanesh, it gains Frenzy. If the target unit is not affiliated to Slaanesh, it suffers from Stupidity. Lasts until the caster's next magic phase.

Lore of Tzeentch

Blue Fire of Metamorphose (9+): MM, Range 24", 2D6 S(2+D3) hits

Green Fire of Mutation (9+): Direct Damage, Range 24". Target unit attacks itself. Each model makes a single attack (weapon option of Chaos player's choice) and hits are allocated like shooting. Has no effect on mounts and character models. The 'Block' special rule has no effect against damage suffered from this spell.

Pandemonium (8+): RIP, enemy units gain no benefit from 'Inspiring Presence' and 'Hold Your Ground!'

Red Fire of Alteration (5+): MM, Range 30", D6 S(D6) hits

Violet Fire of Tzeentch (7+): Direct Damage, Range 24", target has to take a Ld-Test. If it fails, it suffers a wound with no AS for each point it failed the test. Wounds are allocated like shooting.

Yellow Fire of Transformation (4+): Augment, caster, his mount and unit (including other character models) get a Ward Save (5+) until the caster's next magic phase.

COMPOSITION

All Chaos armies follow the composition rules for Realm of Chaos armies.

It is up to the player to

- field a 'pure' Chaos army that only consists of choices from a single army list or to
- field an army that consists of warbands from multiple Chaos lists (Beastmen, Daemons of Chaos and Warriors of Chaos).

Tribal units: A Tribal unit is a CORE unit with the same affiliation as the warlord (see below). For warlords with no affiliation (i.e. undivided) all CORE units count as Tribal units.

Realm of Chaos armies

- A 'Realm of Chaos' army is made up of 1+ warbands.
- A warband consists of a warlord (character model) and his retinue (units) that are chosen from a single army list. Each retinue has to include at least one Tribal unit and the amount of point spend on the retinue has to be greater or equal to the points spend on the warlord.
- The warband that includes the army general is the core warband. It is the only warband that may include multiple character models, Lord level characters and the BSB. At least half of the army points have to be spent on the core warband (i.e. at least 1000p in a 2000p game).
- All warbands (i.e. the whole army) may benefit from 'Inspiring Presence' and 'Hold Your Ground!'
- Character models may only join units that belong to the same warband as themselves.
- Marked characters require at least 1 unit with the same affiliation as their mark to be included in their warband (i.e. in the core warband a single unit with an affiliation unlocks the respective mark for all characters in the warband). This unit may also be the Tribal unit.

Overview:

1 Core Warband	0+ Warbands
<p>Warband size: min. 50%</p> <p>Warlord:</p> <ul style="list-style-type: none"> Army General <p>If the warlord is marked then his retinue may only include characters and units with the same affiliation as the warlord or no affiliation.</p> <p>Retinue:</p> <ul style="list-style-type: none"> 0-1 BSB 1+ Tribal units Any number of characters. <p>For each type of mark the warband has to include at least 1 unit with the same affiliation as the mark.</p> <ul style="list-style-type: none"> Any number of units Point cost of the retinue \geq point cost of the warlord (army general) 	<p>Warlord:</p> <ul style="list-style-type: none"> 1 Hero level character <p>If the warlord is marked then his retinue may only include units with the same affiliation as the warlord or no affiliation.</p> <p>Retinue:</p> <ul style="list-style-type: none"> 1+ Tribal units Any number of units Point cost of the retinue \geq point cost of the warlord





ARMY LIST

LORDS

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Bloodthirster (of Khorne)	6	10	0	7	6	6	9	7	9	6	Mon

Equipment: Hand weapon. May take up to 100p of Daemonic Gifts.
Point Cost: 525p

Options:

X Favour of the Gods (c) +5p	X Collar of Khorne (c)	+15p
X Chaos Disruption (c) +20p	X Disciple of Khorne (c)	+20p
X Diabolic Splendour (c) +25p	X Dispel Scroll	+30p
X Beacon of Chaos +35p	X Battle Axe of Khorne (c)	+35p
X Avatar (c) +75p	X Obsidian Armour (c)	+60p
	X Armour of Khorne (c)	+65p

Special Rules: Flying Model, Terror, Large Target, Eternal Hatred, MR (1)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Great Unclean One (of Nurgle)	6	6	0	6	6	8	4	6	9	8	Mon

Magic: This model is a Level 4 wizard. It must choose 1-2 PM and 2-4 BM spells.

Equipment: Hand weapon. May take up to 100p of Daemonic Gifts.

Point Cost: 450p

Options:

Eye of the Gods PM 3/5+ +35p	X Plague Flail (c)	+15p
Nurgle's Blessing PM 3/6+ +60p	X Nurgling Infestation (c)	+25p
Seeping Pus PM 3/5+ +50p	X Noxious Vapours (c)	+35p
BM Glistening Scabs +50p	X Nurgle's Rot (c)	+35p
BM Glorious Affliction +50p	X Slime Trail (c)	+35p
BM Magnificent Buboes +50p	X Stream of Bile (c)	+35p
BM Effulgent Boils +60p	X Staff of Nurgle	+50p
BM Favoured Poxes +60p	X Cloud of Flies (c)	+60p
BM Pestilence +75p	X Flail of Decay (c)	+65p
	X Nurgle's Chosen (c)	+85p
X Favour of the Gods (c) +5p	X Tentacles (c)	+25p
X Chaos Disruption (c) +20p	X Beacon of Chaos	+35p
X Diabolic Splendour (c) +25p	X Blade of the Ether (c)	+40p
X Soul Hunger (c) +25p	X Avatar (c)	+75p

Special Rules: Terror, Large Target, Poisoned Attacks (1)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Keeper of Secrets (of Slaanesh)	8	9	0	6	6	6	10	6	9	6	Mon

Magic: This model is a Level 4 wizard. It must choose 1-2 PM and 2-4 BM spells.

Equipment: Hand weapon. May take up to 100p of Daemonic Gifts.

Point Cost: 475p

Options:

Eye of the Gods PM 3/5+ +35p	X Gaze of Acquiescence (c)	+20p
Slaanesh's Blessing PM 3/8+ +50p	X Allure of Slaanesh (c)	+25p
Wrath of Slaanesh PM 3/5+ +50p	X Soporific Musk (c)	+25p
BM Delectable Torture +25p	X Paralysis (c)	+50p
BM Hellshriek +35p	X Soulthirster (c)	+50p
BM Blissful Throes +50p	X Tormentor (c)	+50p
BM Delicious Excruciation +50p		
BM Luxurious Torment +60p		
BM Enrapturing Spasms +75p		
X Favour of the Gods (c) +5p	X Blade of the Ether (c)	+30p
X Chaos Disruption (c) +20p	X Beacon of Chaos	+35p
X Daemonic Robes (c) +25p	X Soul Hunger (c)	+35p
X Diabolic Splendour (c) +25p	X Avatar (c)	+75p

Special Rules: Terror, Large Target, AP (1)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Lord of Change (of Tzeentch)	6	6	4	6	6	6	6	5	9	6	Mon

Magic: This model is a Level 4 wizard. It must choose 1-2 PM and 2-4 BM spells.

Equipment: Hand weapon. May take up to 100p of Daemonic Gifts.

Point Cost: 425p

Options:

Clairvoyance PM 3/3+ +15p	X Master of Sorcery (c)	+10p
Eye of the Gods PM 3/5+ +35p	X Twisted Reality (c)	+20p
2nd Sign of Amul PM 3/6+ +50p	X Corona (c)	+25p
BM Yellow Fire of Transfor. +15p	X Power Vortex (c)	+25p
BM Pandemonium +50p	X Tzeentch's Blessing (c)	+25p
BM Red Fire of Alteration +50p	X Tzeentch's Chosen (c)	+25p
BM Violet Fire of Tzeentch +60p	X Power Familiar	+50p
BM Blue Fire of Metamorph. +75p	X Spell Destroyer	+75p
BM Green Fire of Mutation +75p	X Twin Heads (c)	+75p
	X Tzeentch's Will (c)	+75p
X Favour of the Gods (c) +5p	X Diabolic Splendour (c)	+25p
X Chaos Disruption (c) +20p	X Beacon of Chaos	+35p
X Daemonic Robes (c) +25p	X Avatar (c)	+75p

Special Rules: Flying Model, Terror, Large Target





	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Daemon Prince	6	8	3	5	5	4	8	5	9	3	Mon
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Equipment: Hand weapon. May take up to 100p of Daemonic Gifts.

Point Cost: 250p

Options:

X Favour of the Gods (c) +5p	X Winged Horror (c)	+25p
X Chaos Disruption (c) +25p	X Beacon of Chaos	+35p
X Daemonic Robes (c) +25p	X Soul Hunger (c)	+45p
X Diabolic Splendour (c) +25p	X Blade of the Ether (c)	+45p
X Tentacles (c) +25p	X Avatar (c)	+75p

Magic: This model may be upgraded to a Level 2 wizard for +15p and it then has to choose 0-1 PM and 1-2 BM spells from the following spells:

Shroud of Darkness PM 2/5+ +25p	BM Hand of Dust	+35p
Steed of Shadows PM 2/4+ +25p	BM Shades of Death	+35p
Dark Fury PM 2/5+ +35p	BM Dark Hand of Death	+50p
	BM Doom and Darkness	+50p
	BM Word of Pain	+50p
	BM Wind of Death	+75p

Special Rules: Terror

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Daemon Prince of Khorne	6	8	3	5	5	4	8	5	9	3	Mon
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Equipment: Hand weapon. May take up to 100p of Daemonic Gifts.

Point Cost: 300p

Options:

X Favour of the Gods (c) +5p	X Collar of Khorne (c)	+15p
X Chaos Disruption (c) +25p	X Disciple of Khorne (c)	+20p
X Diabolic Splendour (c) +25p	X Might of Khorne (c)	+25p
X Winged Horror (c) +25p	X Dispel Scroll	+30p
X Beacon of Chaos +35p	X Battle Axe of Khorne (c)	+35p
X Blade of the Ether (c) +45p	X Obsidian Armour (c)	+40p
X Avatar (c) +75p	X Armour of Khorne (c)	+55p

Special Rules: Terror, Eternal Hatred, MR (1)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Daemon Prince of Nurgle	6	8	3	5	6	4	8	5	9	3	Mon
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Equipment: Hand weapon. May take up to 100p of Daemonic Gifts.

Point Cost: 285p

Options:

X Favour of the Gods (c) +5p	X Nurgling Infestation (c)	+25p
X Chaos Disruption (c) +25p	X Noxious Vapours (c)	+25p
X Diabolic Splendour (c) +25p	X Slime Trail (c)	+25p
X Tentacles (c) +25p	X Plague Flail (c)	+30p
X Winged Horror (c) +25p	X Nurgle's Rot (c)	+35p
X Beacon of Chaos +35p	X Stream of Bile (c)	+35p
X Soul Hunger (c) +45p	X Cloud of Flies (c)	+50p
X Blade of the Ether (c) +45p	X Staff of Nurgle	+50p
X Avatar (c) +75p	X Nurgle's Chosen (c)	+55p
	X Flail of Decay (c)	+65p

Magic: This model may be upgraded to a Level 2 wizard for +15p and it then has to choose 0-1 PM and 1-2 BM spells from the following spells:

Eye of the Gods PM 2/5+ +25p	BM Glistening Scabs	+50p
Nurgle's Blessing PM 2/6+ +45p	BM Glorious Affliction	+50p
Seeping Pus PM 2/5+ +35p	BM Magnificent Buboes	+50p
	BM Effulgent Boils	+60p
	BM Favoured Poxes	+60p

Special Rules: Terror

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Daemon Prince of Slaanesh	6	8	3	5	5	4	8	5	9	3	Mon
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Equipment: Hand weapon. May take up to 100p of Daemonic Gifts.

Point Cost: 275p

Options:

X Favour of the Gods (c) +5p	X Gaze of Acquiescence (c)	+20p
X Chaos Disruption (c) +25p	X Allure of Slaanesh (c)	+25p
X Daemonic Robes (c) +25p	X Soporific Musk (c)	+25p
X Diabolic Splendour (c) +25p	X Soulthirster (c)	+30p
X Winged Horror (c) +25p	X Tormentor (c)	+50p
X Beacon of Chaos +35p		
X Soul Hunger (c) +45p		
X Blade of the Ether (c) +45p		
X Avatar (c) +75p		

Magic: This model may be upgraded to a Level 2 wizard for +15p and it then has to choose 0-1 PM and 1-2 BM spells from the following spells:

Eye of the Gods PM 2/5+ +25p	BM Delectable Torture	+25p
Slaanesh's Blessing PM 2/8+ +35p	BM Hellshriek	+35p
Wrath of Slaanesh PM 2/5+ +35p	BM Blissful Throes	+50p
	BM Delicious Excruciation	+50p
	BM Luxurious Torment	+60p
	BM Enrapturing Spasms	+75p

Special Rules: Terror, ASF

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Daemon Prince of Tzeentch	6	8	4	5	5	4	8	5	9	3	Mon
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Magic: This model is a Level 2 wizard. It must choose 0-1 PM and 1-2 BM spells. Equipment: Hand weapon. May take up to 100p of Daemonic Gifts.

Point Cost: 295p

Options:

Clairvoyance PM 3/3+ +15p	X Master of Sorcery (c)	+10p
Eye of the Gods PM 2/5+ +25p	X Twisted Reality (c)	+20p
2nd Sign of Amul PM 2/6+ +35p	X Corona (c)	+25p
BM Yellow Fire of Transfor. +15p	X Power Vortex (c)	+25p
BM Pandemonium +50p	X Tzeentch's Blessing (c)	+25p
BM Red Fire of Alteration +50p	X Tzeentch's Chosen (c)	+25p
BM Violet Fire of Tzeentch +60p	X Power Familiar	+50p
BM Blue Fire of Metamorph. +75p	X Spell Destroyer	+75p
BM Green Fire of Mutation +75p	X Twin Heads (c)	+75p
	X Tzeentch's Will (c)	+75p
X Favour of the Gods (c) +5p	X Beacon of Chaos	+35p
X Chaos Disruption (c) +25p	X Soul Hunger (c)	+45p
X Daemonic Robes (c) +25p	X Blade of the Ether (c)	+45p
X Diabolic Splendour (c) +25p	X Avatar (c)	+75p
X Winged Horror (c) +25p		

Special Rules: Terror, Daemonic Ward Save (4+)





HEROES

Note: The army may only include a single Battle Standard Bearer (BSB)!

	M	WS	BS	S	T	W	I	A	Ld	US	Type
0-1 Battle Standard of Khorne	5	6	3	5	4	2	5	3	8	1	Inf

Equipment: Hand weapon. May take up to 50p of Daemonic Gifts or any Daemonic Icon. Point Cost: 160p

Options:

- Juggernaut of Khorne +55p X Collar of Khorne (c) +15p
- Blood Chariot of Khorne +Xp X Disciple of Khorne (c) +20p
- X Might of Khorne (c) +20p
- B Banner of Magic Deprivat. +50p X Battle Axe of Khorne (c) +25p
- B Banner of Blank Despair +75p X Obsidian Armour (c) +25p
- B Banner of Unholy Triumph +75p X Dispel Scroll +30p
- B Banner of Glorious Chaos +100p X Armour of Khorne (c) +40p
- B Hellfire Banner +100p
- X Favour of the Gods (c) +5p
- X Diabolic Splendour (c) +20p
- X Blade of the Ether (c) +30p

Special Rules: Killing Blow, Eternal Hatred, Scaly Skin (6+), MR (1), Martial Honour

	M	WS	BS	S	T	W	I	A	Ld	US	Type
0-1 Battle Standard of Nurgle	4	4	3	4	5	2	4	3	8	1	Inf

Equipment: Hand weapon. May take up to 50p of Daemonic Gifts or any Daemonic Icon. Point Cost: 160p

Options:

- Palanquin of Nurgle +50p X Nurgle's Chosen (c) +15p
- X Plague Flail (c) +15p
- B Banner of Magic Deprivat. +50p X Nurgling Infestation (c) +15p
- B Banner of Blank Despair +75p X Noxious Vapours (c) +25p
- B Banner of Unholy Triumph +75p X Nurgle's Rot (c) +25p
- B Banner of Glorious Chaos +100p X Stream of Bile (c) +35p
- B Hellfire Banner +100p X Flail of Decay (c) +50p
- X Staff of Nurgle +50p
- X Favour of the Gods (c) +5p
- X Diabolic Splendour (c) +20p
- X Soul Hunger (c) +25p
- X Tentacles (c) +25p
- X Blade of the Ether (c) +35p

Special Rules: Poisoned Attacks (1), Cloud of Flies, Regeneration (6+)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
0-1 Battle Standard of Slaanesh	6	5	3	4	4	2	6	4	8	1	Inf

Equipment: Hand weapon. May take up to 50p of Daemonic Gifts or any Daemonic Icon. Point Cost: 150p

Options:

- Steed of Slaanesh +25p X Soulthirster (c) +15p
- Seeker Chariot of Slaanesh +Xp X Gaze of Acquiescence (c) +20p
- Exalted Seeker Chariot of S. +Xp X Allure of Slaanesh (c) +25p
- X Soporific Musk (c) +25p
- B Banner of Magic Deprivat. +50p X Many Armed Monstros. (c) +50p
- B Banner of Blank Despair +75p X Tormentor (c) +50p
- B Banner of Unholy Triumph +75p
- B Banner of Glorious Chaos +100p X Favour of the Gods (c) +5p
- B Hellfire Banner +100p X Diabolic Splendour (c) +20p
- X Daemonic Robes (c) +25p
- X Soul Hunger (c) +35p
- X Blade of the Ether (c) +50p

Special Rules: AP (1), ASF

	M	WS	BS	S	T	W	I	A	Ld	US	Type
0-1 Battle Standard of Tzeentch	4	3	4	3	3	2	3	2	8	1	Inf

Magic: This model is a Level 2 wizard. It must choose 0-1 PM and 1-2 BM spells.

Equipment: Hand weapon. May take up to 50p of Daemonic Gifts or any Daemonic Icon.

Point Cost: 95p

Options:

- Clairvoyance PM 3/3+ +15p X Master of Sorcery (c) +10p
- Eye of the Gods PM 2/5+ +25p X Power Vortex (c) +10p
- 2nd Sign of Amul PM 2/6+ +35p X Twisted Reality (c) +20p
- BM Yellow Fire of Transfor. +15p X Corona (c) +25p
- BM Pandemonium +50p X Tzeentch's Blessing (c) +25p
- BM Red Fire of Alteration +50p X Tzeentch's Chosen (c) +25p
- BM Violet Fire of Tzeentch +60p X Power Familiar +50p
- BM Blue Fire of Metamorph. +75p
- X Favour of the Gods (c) +5p
- Disc of Tzeentch +45p X Diabolic Splendour (c) +20p
- Blazing Chariot of Tzeentch +Xp X Daemonic Robes (c) +25p

B Banner of Magic Deprivat. +50p B Banner of Glorious Chaos +100p

B Banner of Blank Despair +75p B Hellfire Banner +100p

B Banner of Unholy Triumph +75p

Special Rules: Daemonic Ward Save (4+)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Herald of Khorne	5	7	3	5	4	2	5	3	9	1	Inf

Equipment: Hand weapon. May take up to 50p of Daemonic Gifts.

Point Cost: 145p

Options:

- Juggernaut of Khorne +55p X Collar of Khorne (c) +15p
- Blood Chariot of Khorne +Xp X Disciple of Khorne (c) +20p
- X Might of Khorne (c) +20p
- X Favour of the Gods (c) +5p X Battle Axe of Khorne (c) +25p
- X Diabolic Splendour (c) +20p X Obsidian Armour (c) +25p
- X Blade of the Ether (c) +30p X Dispel Scroll +30p
- X Armour of Khorne (c) +40p

Special Rules: Killing Blow, Eternal Hatred, Scaly Skin (6+), MR (1), Martial Honour, Locus of Khorne

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Herald of Nurgle	4	5	3	4	5	2	4	3	9	1	Inf

Equipment: Hand weapon. May take up to 50p of Daemonic Gifts.

Point Cost: 155p

Options:

- Palanquin of Nurgle +50p X Nurgle's Chosen (c) +15p
- X Plague Flail (c) +15p
- X Favour of the Gods (c) +5p X Nurgling Infestation (c) +15p
- X Diabolic Splendour (c) +20p X Noxious Vapours (c) +25p
- X Soul Hunger (c) +25p X Nurgle's Rot (c) +25p
- X Tentacles (c) +25p X Stream of Bile (c) +35p
- X Blade of the Ether (c) +35p X Flail of Decay (c) +50p
- X Staff of Nurgle +50p

Magic: This model may be upgraded to a Level 2 wizard for +15p and it then has to choose 0-1 PM and 1-2 BM spells from the following spells:

- Eye of the Gods PM 2/5+ +25p BM Glistening Scabs +50p
- Nurgle's Blessing PM 2/6+ +45p BM Glorious Affliction +50p
- Seeping Pus PM 2/5+ +35p BM Magnificent Buboes +50p
- BM Effulgent Boils +60p
- BM Favoured Poxes +60p

Special Rules: Poisoned Attacks (1), Cloud of Flies, Regeneration (6+), Locus of Nurgle





	M	WS	BS	S	T	W	I	A	Ld	US	Type
Herald of Slaanesh	6	6	3	4	4	2	6	4	9	1	Inf

Equipment: Hand weapon. May take up to 50p of Daemonic Gifts.

Point Cost: 145p

Options:

Steed of Slaanesh	+25p	X Soulthirster (c)	+15p
Seeker Chariot of Slaanesh +Xp		X Gaze of Acquiescence (c)	+20p
Exalted Seeker Chariot of S. +Xp		X Allure of Slaanesh (c)	+25p
		X Soporific Musk (c)	+25p
X Favour of the Gods (c) +5p		X Many Armed Monstros. (c)	+50p
X Diabolic Splendour (c) +20p		X Tormentor (c)	+50p
X Daemonic Robes (c)	+25p		
X Soul Hunger (c)	+35p		
X Blade of the Ether (c)	+50p		

Magic: This model may be upgraded to a Level 2 wizard for +15p and it then has to choose 0-1 PM and 1-2 BM spells from the following spells:

Eye of the Gods PM 2/5+	+25p	BM Delectable Torture	+25p
Slaanesh's Blessing PM 2/8+	+35p	BM Hellshriek	+35p
Wrath of Slaanesh PM 2/5+	+35p	BM Blissful Throes	+50p
		BM Delicious Excruciation	+50p
		BM Luxurious Torment	+60p
		BM Enrapturing Spasms	+75p

Special Rules: AP (1), ASF, Locus of Slaanesh

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Herald of Tzeentch	4	3	4	3	3	2	3	2	9	1	Inf

Magic: This model is a Level 2 wizard. It must choose 0-1 PM and 1-2 BM spells.

Equipment: Hand weapon. May take up to 50p of Daemonic Gifts.

Point Cost: 80p

Options:

Clairvoyance PM 3/3+	+15p	X Master of Sorcery (c)	+10p
Eye of the Gods PM 2/5+	+25p	X Power Vortex (c)	+10p
2nd Sign of Amul PM 2/6+	+35p	X Twisted Reality (c)	+20p
BM Yellow Fire of Transfor. +15p		X Corona (c)	+25p
BM Pandemonium +50p		X Tzeentch's Blessing (c)	+25p
BM Red Fire of Alteration +50p		X Tzeentch's Chosen (c)	+25p
BM Violet Fire of Tzeentch +60p		X Power Familiar	+50p
BM Blue Fire of Metamorph. +75p			

Disc of Tzeentch	+45p	X Favour of the Gods (c)	+5p
Blazing Chariot of Tzeentch +Xp		X Diabolic Splendour (c)	+20p
		X Daemonic Robes (c)	+25p

Special Rules: Daemonic Ward Save (4+), Locus of Tzeentch

Mounts

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Juggernaut of Khorne	7	5	0	5	5	3	2	2	8	3	Mon

Equipment: Chaos Armour and hand weapon.

Special Rules: Killing Blow

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Palanquin of Nurgle	4	3	0	3	3	1	3	6	8	1	Inf

Equipment: Hand weapon

Special Rules: Palanquin of Nurgle

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Steed of Slaanesh	10	3	0	3	3	1	5	1	7	2	Cav

Equipment: Hand weapon

Special Rules: Light Cavalry, Poisoned Attacks (1)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Disc of Tzeentch	1	3	0	5	5	3	4	1	8	3	Mon

Equipment: Hand weapon

Special Rules: Flying Model (15"), Disc of Tzeentch

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Blood Chariot of Khorne	-	-	-	5	5	4	-	-	-	4	Chariot
Juggernaut of Khorne	7	5	0	5	-	-	2	2	8	-	-

Chariot: AS 4+, 1 Juggernaut of Khorne

Equipment: Hand weapon

Point Cost: 130p + Nx10p, with N = total number of Chariots in the army

Special Rules: Impact Hits (D3+2), Killing Blow (Juggernaut only)

Seeker Chariot of Slaanesh / Exalted Seeker Chariot of Slaanesh

The chariot is bought independently from the character in the respective section. The character model replaces one Daemonette Crew (if possible the Exalted Daemonette must be replaced).

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Blazing Chariot of Tzeentch	-	-	-	4	4	4	-	-	-	4	Chariot
Screamer of Tzeentch	1	3	0	4	-	-	4	2	8	-	-

Chariot: AS 5+, 2 Screammers of Tzeentch

Equipment: Hand weapon

Point Cost: 80p + Nx10p, with N = total number of Chariots in the army

Special Rules: Flying Model, Impact Hits (D3+1)





CORE

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Bloodletter of Khorne	5	5	3	5	3	1	4	1	8	1	Inf
Champion	5	5	3	5	3	1	4	2	8	1	Inf

Equipment: Hand weapon
 Point Cost: 8 Bloodletters: 130p, Bloodletter 9-30: +13p each
 Options: Standard +20p, Musician +5p, Champion +15p
 A unit with a Standard may get one of the following Daemonic Icons:
 B Banner of Eternal War (c) +30p B Skull Banner (c) +20p
 Special Rules: Killing Blow, Hatred, Scaly Skin (6+), MR (1)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Plaguebearer of Nurgle	4	3	3	3	4	1	3	1	8	1	Inf
Champion	4	3	3	3	4	1	3	2	8	1	Inf

Equipment: Hand weapon
 Point Cost: 7 Plaguebearers: 110p, Plaguebearer 8-30: +14p each
 Options: Standard +20p, Musician +5p, Champion +10p
 A unit with a Standard may get one of the following Daemonic Icons:
 B Banner of Insid. Putre. (c) +15p B Ban. of Perpetual Virul. (c) +25p
 Special Rules: Poisoned Attacks (1), Cloud of Flies

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Daemonette of Slaanesh	6	4	3	4	3	1	5	2	8	1	Inf
Champion	6	4	3	4	3	1	5	3	8	1	Inf

Equipment: Hand weapon
 Point Cost: 6 Daemonettes: 90p, Daemonette 7-30: +10p each
 Options: Standard +20p, Musician +5p, Champion +10p
 A unit with a Standard may get one of the following Daemonic Icons:
 B Banner of Ecstasy (c) +50p B Soporific Banner (c) +25p
 B Siren Standard (c) +25p
 Special Rules: Light Infantry, Feigned Flight

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Pink Horror of Tzeentch	4	3	3	3	3	1	3	1	8	1	Inf
Champion	4	3	3	3	3	1	3	2	8	1	Inf

Equipment: Hand weapon
 Point Cost: 9 Pink Horrors: 120p + Nx10p, Pink Horror 10-30: +10p each
 Options: Standard +20p, Musician +5p, Champion +10p
 A unit with a Standard may get one of the following Daemonic Icons:
 B Banner of Change (c) +15p B Banner of Witchcraft (c) +15p
 Special Rules: Spellcaster

SPECIAL

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Flesh Hound of Khorne	8	5	0	5	4	1	4	1	8	2	Cav

Equipment: Hand weapon
 Point Cost: 5 Flesh Hounds: 130p, Flesh Hound 6-16: +20p each
 Special Rules: Light Cavalry, Hatred, MR (2)

M WS BS S T W I A Ld US Type

Nurglings	4	3	3	3	3	3	3	3	8	3	Swa
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Equipment: Hand weapon
 Point Cost: 3 Nurglings: 120p, Nurglings 4-14: +30p each
 Special Rules: Skirmish, Scouts, Small

M WS BS S T W I A Ld US Type

Seeker of Slaanesh	-	4	3	4	3	1	5	2	8	2	Cav
Champion	-	4	3	4	3	1	5	3	8	2	Cav
Steed of Slaanesh	10	3	0	3	-	-	5	1	-	-	-

Mount: Steed of Slaanesh
 Equipment: Hand weapon
 Point Cost: 5 Seekers: 150p, Seeker 6-12: +20p each
 Options: Standard +20p, Musician +5p, Champion +10p
 A unit with a Standard may get one of the following Daemonic Icons:
 B Siren Standard (c) +35p B Soporific Banner (c) +25p
 Special Rules: Light Cavalry, Feigned Flight, Poisoned Attacks (1) (Steed of Slaanesh only)

M WS BS S T W I A Ld US Type

Screamer of Tzeentch	1	3	0	4	4	2	4	2	8	3	Mon
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Equipment: Hand weapon
 Point Cost: 3 Screamers: 75p + Nx30p, Screamer 4-9: +30p each
 Special Rules: Flying Unit, Slashing Attacks

M WS BS S T W I A Ld US Type

Chaos Fury	4	4	3	4	3	1	4	1	6	1	Inf
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Equipment: Hand weapon
 Point Cost: 5 Chaos Furies: 60p + Nx30p, Chaos Fury 6-20: +12p each
 Special Rules: Flying Skirmishers

M WS BS S T W I A Ld US Type

Skull Cannon of Khorne	7	-	-	5	5	4	-	-	-	4	Chariot
Blood Letter Crew	-	5	3	5	-	-	4	1	8	-	-

Chariot: AS 4+, 2 Blood Letter Crew
 Equipment: Skull Cannon
 Point Cost: 175p + Nx50p
 Special Rules: Hatred, MR (1), Impact Hits (D3+2), Killing Blow (Crew only) Note: Does not count against the number of Chariots in the army!

M WS BS S T W I A Ld US Type

Seeker Chariot of Slaanesh	-	-	-	5	4	4	-	-	-	4	Chariot
Daemonette Crew	-	4	3	4	-	-	5	2	8	-	-
Steed of Slaanesh	10	3	0	3	-	-	5	1	-	-	-

Chariot: AS 6+, 2 Daemonette Crew, 2 Steeds of Slaanesh
 Equipment: Hand weapon
 Point Cost: 120p + Nx10p, with N = total number of Chariots in the army
 Special Rules: Impact Hits (D3+2), Poisoned Attacks (1) (Steed of Slaanesh only)





	M	WS	BS	S	T	W	I	A	Ld	US	Type
Burning Chariot of Tzeentch	-	-	-	4	4	4	-	-	-	4	Chariot
Exalted Flamer Crew	-	3	4	5	-	-	4	3	8	-	-
Horror Crew Screamer of Tzeentch	-	3	3	3	-	-	3	1	-	-	-
	1	3	0	4	-	-	4	2	-	-	-

Chariot: AS 5+, 1 Exalted Flamer Crew, 3 Horror Crew, 2 Screammers of Tzeentch. Equipment: Hand weapon
 Point Cost: 160p + Nx20p, with N = total number of Chariots in the army
 Special Rules: Flying Model, Impact Hits (D3+1), Exalted Flamer

RARE

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Beast of Nurgle	6	3	0	4	5	3	1	D6	8	3	MoI

Equipment: Hand weapon
 Point Cost: 1 Beast of Nurgle: 90p, Beasts of Nurgle 2-7: +75p each
 Special Rules: Poisoned Attacks (1), Regeneration (4+), Slime Trail

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Fiends of Slaanesh	10	4	0	4	4	3	6	3	8	3	MoI

Equipment: Hand weapon
 Point Cost: 1 Fiend: 60p + Nx5p, Fiend 2-12: +55p each
 Special Rules: AP(1), Soporific Musk

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Exalted Flamer of Tzeentch	6	3	4	5	4	3	4	3	8	3	Mon

Equipment: Hand weapon
 Point Cost: 65p + Nx20p
 Special Rules: Exalted Flamer

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Plague Drones of Nurgle	4	3	0	3	4	3	3	3	8	3	MoI
Champion	4	3	0	3	4	3	3	4	8	3	MoI

Equipment: Hand weapon
 Point Cost: 3 Plague Drones: 180p + Nx30p, Plague Drone 4-7: +65p each
 Options: Standard +25p, Musician +10p, Champion +20p
 A unit with a Standard may get one of the following Daemonic Icons:
 B Banner of Insid. Putre. (c) +25p B Bann. of Perpetual Virul. (c) +25p
 Special Rules: Flying Unit, Poisoned Attacks (1), Cloud of Flies

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Changebringer of Tzeentch	1	3	4	4	4	3	4	2	8	3	MoI

Equipment: Hand weapon
 Point Cost: 3 Changebringers: 150p + Nx30p, 4-5: +60p each
 Special Rules: Flying Skirmishers (15"), Flames of Tzeentch

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Blood Crushers of Khorne	-	5	3	5	4	2	4	1	8	3	MoCav
Champion	-	5	3	5	4	2	4	2	8	3	MoCav
Juggernaut	7	5	0	5	-	-	2	2	-	-	-

Mount: Juggernaut
 Equipment: Hand weapon
 Point Cost: 3 Blood Crusher: 220p + Nx30p, Blood Crusher 4-8: +80p each
 Options: Standard +25p, Musician +10p, Champion +20p
 A unit with a Standard may get one of the following Daemonic Icons:
 B Banner of Eternal War (c) +30p B Skull Banner (c) +30p
 Special Rules: Heavy Cavalry, Killing Blow, MR (1), Scaly Skin (4+), Hatred (Blood Crusher only)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Flamer of Tzeentch	6	2	4	4	4	2	4	2	8	1	Inf

Equipment: Hand weapon
 Point Cost: 3 Flamers: 70p + Nx20p, Flamer 4-5: +30p each
 Special Rules: Skirmish, Flames of Tzeentch

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Skull Throne of Khorne	7	-	-	5	5	5	-	-	-	5	Chariot
Exalted Blood Letter Crew	-	5	3	5	-	-	4	2	8	-	-
Blood Letter Crew	-	5	3	5	-	-	4	1	8	-	-

Chariot: AS 4+, 2 Blood Letter Crew, 1 Exalted Blood Letter Crew
 Equipment: Hand weapon
 Point Cost: 180p + Nx20p
 Special Rules: Killing Blow (Crew only), Hatred, MR (1), Impact Hits (D3+2), Skull Throne
 Note: Does not count against the number of Chariots in the army in regard to point costs!

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Exalted Seeker Chariot o. Slaanesh	-	-	-	5	5	6	-	-	-	6	Chariot
Exalted Daemonette Crew	-	4	3	4	-	-	5	3	8	-	-
Daemonette Crew	-	4	3	4	-	-	5	2	8	-	-
Steed of Slaanesh	10	3	0	3	-	-	5	1	-	-	-

Chariot: AS 5+, 1 Exalted Daemonette Crew, 3 Daemonette Crew, 4 Steeds of Slaanesh.
 Equipment: Hand weapon
 Point Cost: 230p + Nx20p, with N = total number of Chariots in the army
 Special Rules: Impact Hits (D3+4), Poisoned Attacks (1) (Steed of Slaanesh only)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Soul Grinder	7	5	4	6	6	5	3	5	8	5	Mon

Equipment: Hand weapon
 Point Cost: 250p + Nx50p
 Options: The model may get one of the following weapon upgrades:
 - Bolt Thrower +50p
 - Hell Flamer +60p
 - Warp Catapult +75p
 Special Rules: Terror, Large Target





DARK ELVES

SPECIAL RULES

Note: "Dark Elves" include all models in the army except for any mounts, monsters, Harpies and Medusas.

Army wide

Nagarythe Hatred: All Dark Elves hate all of their enemies, including other Dark Elves.

Unit specific

Beasts: The unit has to use its own Ld value for all Ld-Test.

Blood Aura: The Cauldron gets a 5+ Ward Save vs ranged attacks and spells. All Witch Elves within 12" (including the Cauldron) get a 6+ Ward Save and cannot lose Frenzy. Witch Elves within 12" regain Frenzy.

Concealed: Instead of deploying this model during setup, it can start the game concealed in any Dark Elf infantry. No more than one model can be hidden in a unit. An Assassin does not count to the limit of character models per unit but no more than one Assassin may be part of a unit (hidden or not) at any time. The DE player may reveal the Assassin at the start of any of his turns or at the start of any combat phase. When the Assassin is revealed place it in btb with the enemy (cc) or in the front rank of the unit (when the unit is not in cc). If possible, a rank and file model of the unit is placed in the back of the unit to make space, if not a character model may be moved. If the unit, the Assassin is hiding in, is destroyed before the Assassin is revealed, the Assassin is lost and counts as a casualty. A concealed Assassin cannot be damaged in any kind of way.

Internal Hatred: The model/unit hates all enemies and re-rolls all failed to-hit rolls in every cc round.

Fiery Breath: Breath weapon, S3

Impale: The model gains +1S when charging.

Medusa's Gaze: Shooting Attack, Range 12", S3, no AS, Multiple Shots (3), Sniper

No Leader: This model may never be the army general. Also units cannot use this models Ld for Ld-tests and this model does not allow a unit to rally below 25%.

Noxious Breath: Breath weapon, S3, Poisoned Attacks (1). In addition, units that suffered casualties but are not Immune to Psychology, have to pass a Ld-Test to be able to declare a charge in the following turn.

Slavers: Roll an additional dice when this unit pursues an enemy and discard the lowest.

Thick-skinned: Mount grants +2AS instead of +1AS

Uncontrollable: If the model is not engaged in cc, it has to pass as Ld-Test in the 'Start of the Turn' phase. If the test is failed the model suffers from Frenzy until it passes its Uncontrollable test or loses combat. Note that it is possible for the model to regain Frenzy even if it lost it in cc before.

Warlocks: This unit may cast one of the following spells in each magic phase:

- Doomfire (PM 2/5+): MM, Range 18", for each model in the Warlocks unit the target suffers 1 S3 hit
- Doomforce (PM 2/3+): Augment, self, the unit gains +1S until the caster's next magic phase

ARMOURY

Draich (Executioner Blade): Two-handed weapon, +2S

Handbow: Range 8", S3, no penalty for moving and shooting as well as long range; may always Stand & Shoot, even if the enemy is within half charge distance.

Light Bolt Thrower: Range 36", S5, penetrates ranks, no 'Stand & Shoot', only one model is needed to operate the weapon, i.e. other models are free to use missile weapons in the shooting phase (but remember that the whole model has to shoot at the same target).

Repeater Bolt Thrower: Every time you like to fire this weapon choose one of the following fire modes:

- Single Bolt: Range 48", S6, no AS, D3 wounds, penetrates ranks
- Volley Shot: Range 48", S4, AP (1). Fires 5 shots that are resolved separately and suffer no penalty for multiple shots.

Repeater Crossbow: Range 24", S3, Multiple Shots (2)

Sea Dragon Cloak: The model gets +1AS vs CC attacks and +2AS vs ranged attacks.

HEIRLOOMS OF NAGGAROTH

W Biting Blade: AP(1)

W Blade of Ruin: no AS

W Blades of Spite: Additional hand weapon, To-hit rolls of a natural '6' wound automatically.

W Chill Blade: Every time a model is wounded by this weapon it has to pass a T-test. If the test is failed no AS is allowed for this wound. Any model wounded may not attack for the rest of this combat phase

W Crimson Death: Additional hand weapon, Poisoned Attacks (3)

W Draich of Dark Power: Two-handed, +2S, Killing Blow

W Gauntlet of Power: S8, no AS, Always Strike Last

W Heartseeker: Bearer rerolls failed to-wound rolls.

W Hydra Blade: +D3 A, roll each combat phase for number of attacks

W Lifetaker: Range 24", S3, AP(1), Multiple Shots (3), always hits on a 2+

W Sword of Battle: +1A

W Sword of Might: +1S

W Sword of Striking: +1 to to-hit rolls in cc

W Venom Sword: causes D3 wounds

W Web of Shadows: Can be used in cc instead of attacking normally. One (single) model in btb contact suffers 2D6 S3 hits. One use only.

A Armour of Darkness: Armour includes a Shield and grants an AS of 1+ that may not be improved.

A Armour of Eternal Servitude: Light Armour, Regeneration (4+)

A Armour of Living Death: Heavy Armour, bearer gains +1T and +1W

A Blood Armour: Heavy Armour, for every unsaved wound the bearer inflicts in cc (before regeneration), its AS is improved by 1 point up to 1+ until the end of the game. If mounted, the model never counts as heavy cav.

A Enchanted Shield: Shield that grants +2 AS

A Shield of Ghron: Shield, any hits against the bearer are resolved at -1S

T Black Amulet: 5+ Ward Save in cc only, if passed rebounds wounds with no AS

T Crown of Black Iron: 5+ Ward Save, MR 1

T Heart Stone of Darkness: 4+ Ward Save

T Mystic Shield of Light: 5+ Ward Save, if a wound is saved in cc by this ward save the attacking model's WS is reduced to 1 until the end of this combat phase

T Ring of Hotek: Any magic user (friend or foe) within 6" miscast if they roll any double. Double 6's result in spells to be cast with irresistible force and the caster suffers a miscast.

T Seal of Ghron: +1 DD

E Black Dragon Egg: At the start of any turn of any player the model can consume the egg to gain S6, T6 and the Noxious Breath special rule until the end of that turn. One use only.

E Cloak of Twilight: Models on foot only. Ward Save (3+) vs ranged attacks and spells.

E Crystal of Midnight: At the start of your turn nominate one wizard on the table that has to pass a Ld-test on 3D6 or loses one random BM spell for the rest of the game. One use only.

E Deathmask: Bearer causes Terror

E Gem of Nightmares: At the start of any turn of any player the model can use the gem to cause Fear until the end of turn. If the model is part of a unit, the unit also causes Fear. One use only.

E Potion of Strength: Use at the start of any cc phase. The model gains +3S until the end of turn. One use only.

E Ring of Darkness: PM 2/5+, the bearer can only be hit by natural 6's in cc. Lasts until the the caster's next magic phase.

S Black Staff: There is no maximum to the number of PD that the bearer can use to cast BM spells.

S Darkstar Cloak: +1 Power Dice every magic phase, may only be used by the bearer.

S Dispel Scroll: Automatically dispels one spell without the need of DD. One use only.

S Power Stone: +2PD to cast a spell. Dice used may exceed maximum allowed by level. One use only.

S Sacrificial Dagger: Once per magic phase, after the casting dice are rolled, but before a dispel attempt is made, the bearer of this item can sacrifice one model in her unit. Chose which model is removed from the game (no saves of any kind or regeneration allowed), then roll a D6. On a 4+, immediately roll an additional (free) PD and add the result to the casting roll (may cause IF or a miscast). On a roll of 3 or less, no PD is generated but you can continue to sacrifice models in the way described above until you succeed or stop at any time and accept the original casting roll. If the unit suffers 25% or more casualties in this way the unit has to take a panic test.





S Soulstone: Immune to effects of first miscast (BM or PM).
S Staff of Sorcery: +1 to total roll to attempt to dispel a spell.

B Banner of Murder: All Dark Elves in the unit gain AP(1) for cc attacks. If the unit already has AP then the AP value is increased by 1.
B Banner of Nagarythe: Bearer and unit are Stubborn. All friendly units within 6" gain +1CR.
B Dread Banner: Unit causes Fear.
B Hydra Banner: In each first combat round all Dark Elves gain +1A.
B Sea Dragon Banner: The unit is subject to Frenzy.
B Standard of Slaughter: Unit gains +D3 CR during its first successful charge (i.e. there is a combat) in the game. The bonus only counts for the first combat round.
B War Banner: +1CR

GIFTS OF KHAINE

Gifts of Khaine are artifacts and abilities that count towards the magic items limit but are not magic items per definition, i.e. effects that affect magic items have no effect. Also Gifts of Khaine do not grant magical attacks. A model can be equipped with multiple Gifts of Khaine.

X Cry of War: Unit charged by this model has to pass a Ld-test or suffers -1WS until the end of turn
X Dance of Doom: 5+ Ward Save
X Disciple of Khaine: The model may attempt to dispel spells as if it was a wizard.
X Hand of Khaine: Single model in btb loses 1A. DE player may choose which model and which attack. Has no effect on models that are immune to psychology.
X Rune of Khaine: +D3 A, roll each combat phase for number of attacks
X Touch of Death: Model gains KB for cc attacks
X Witchbrew: At the start of any turn the model may administer the Witchbrew to a unit of Witch Elves that the model has joined. Until the end of the game, enemies gain no bonuses for outnumbering, flank or rear attacks (ranks are still lost if the flanking unit's US is 5+) and high ground when fighting a unit under the influence of Witchbrew. One use only.

POISONS

Poisons count towards the magic items limit but are not magic items per definition, i.e. effects that affect magic items have no effect. The following Poisons are for cc attacks only. A model may only be equipped with one Poison. The effect of the Poison stacks with common weapon special rules but has no effect on magic weapons. Poisons do not grant magical attacks.

X Black Lotus: If the bearer kills a model in a challenge, all wounds caused count double for CR (up to the max. for overkill)
X Dark Venom: Poisoned Attacks (1)
X Manbane: Weapons count as having S at one higher than target's T (up to a max of 6), which also modifies AS.

LORE OF DARK MAGIC

Petty Magic

Blood Fury (7+): All Dark Elves within 12" reroll to-wound rolls of natural '1's in cc. All Witch Elves within 12" (including the Cauldron) reroll failed to-wound rolls in cc. The effect lasts until the caster's next magic phase. This spell cannot be lost through a miscast.
Dark Fury (5+): Augment, Range 18", unit rerolls to-wound rolls of natural '1's until the caster's next magic phase
Shroud of Darkness (5+): Augment, Range 18", Ward Save (5+) vs ranged attacks and spells until the caster's next magic phase. Has no effect on character models.
Steed of Shadows (4+): Augment, cast on itself or friendly character model on foot with US1 (in both cases) within 12", model may immediately make a 20" fly movement. This move can be used to leave cc but cannot be used to enter combat (i.e. charging is not possible).

Battle Magic

Black Horror (13+): Direct Damage, Range 18", 5" template, S5, no AS. Target a point within the target unit. If the target point is out of range, the spell has no effect. If the target point is within range, place the template with its center over the target point and resolve it. A unit that suffers one or more unsaved wounds, has to take a panic test.
Chill Wind (6+): MM, Range 24", D6 S4 hits, target unit suffers -1BS until caster's next magic phase
Dominion (10+): Hex, Range 18". Choose effect A), B) or C):
 A) In its next movement phase, target unit cannot charge and may only reform but not move otherwise.
 B) In its next magic phase, target unit cannot cast spells.
 C) In its next shooting phase, target unit cannot use ranged attacks.
Doombolt (7+): MM, Range 18", D6 S5 hits
Soul Stealer (10+): Direct Damage, Range 12", 5" template, S3, no AS. Target a point within the target unit. If the target point is out of range, the spell has no effect. If the target point is within range, place the template with its center over the target point and resolve it. If the spell causes at least one wound (wounds saved with ward saves do not count but wounds regained by regeneration do) the caster gains 1 wound up to a max. of double its original W.
Word of Pain (9+): Hex, Range 24", target unit's WS and BS is reduced to 1 until caster's next magic phase

COMPOSITION

No additional composition rules.





ARMY LIST

LORDS

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Dreadlord	5	7	6	4	3	3	8	4	10	1	Inf
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Equipment: Hand weapon and light armour. May take up to 100p of magic items.

Point Cost: 140p

Options:

Shield	+10p	W Biting Blade	+10p
Heavy armour	+10p	W Heartseeker	+15p
Sea Dragon Cloak	+15p	W Sword of Battle	+20p
Add. hand weapon	+10p	W Sword of Striking	+20p
Halberd	+15p	W Chill Blade	+25p
Great weapon	+20p	W Sword of Might	+25p
Lance	+15p	W Lifetaker	+30p
Repeater Crossbow	+10p	W Web of Shadows	+30p
		W Hydra Blade	+40p
Dark Steed	+15p	W Blade of Ruin	+50p
Cold One	+25p	W Draich of Dark Power	+50p
Dark Pegasus	+55p	W Venom Sword	+50p
Manticore	+150p	W Gauntlet of Power	+80p
Black Dragon	+300p	A Blood Armour	+35p
Cold One Chariot	+Xp	A Enchanted Shield	+20p
		A Shield of Ghron	+35p
		A Armour of Darkness	+50p
		A Armour of Eternal Servitude	+60p
		A Armour of Living Death	+80p
E Gem of Nightmares	+25p	T Ring of Hotek	+20p
E Potion of Strength	+30p	T Black Amulet	+50p
E Black Dragon Egg	+40p	T Crown of Black Iron	+50p
E Cloak of Twilight	+50p	T Seal of Ghron	+50p
E Crystal of Midnight	+50p	T Heart Stone of Darkness	+75p
E Deathmask	+50p		
E Ring of Darkness	+75p		

Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Supreme Sorceress	5	4	4	3	3	3	5	1	9	1	Inf
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Magic: A Supreme Sorceress is a Level 4 wizard. She has to choose 1-2 PM and 2-4 BM spells.

Equipment: Hand weapon. May take up to 100p of magic items.

Point Cost: 50p

Options:

Shroud of Darkness PM 3/5+	+35p	T Mystic Shield of Light	+40p
Steed of Shadows PM 3/4+	+35p	T Black Amulet	+50p
Dark Fury PM 3/5+	+50p	T Crown of Black Iron	+50p
BM Chill Wind	+50p	T Seal of Ghron	+50p
BM Doombolt	+50p	T Heart Stone of Darkness	+75p
BM Soul Stealer	+50p	E Gem of Nightmares	+25p
BM Word of Pain	+50p	E Cloak of Twilight	+50p
BM Black Horror	+75p	E Crystal of Midnight	+50p
BM Dominion	+75p	E Deathmask	+50p
		E Ring of Darkness	+50p
Dark Steed	+15p	S Black Staff	+10p
Cold One	+25p	S Soulstone	+20p
Dark Pegasus	+55p	S Staff of Sorcery	+20p
Manticore	+150p	S Dispel Scroll	+30p
Black Dragon	+300p	S Power Stone	+30p
		S Sacrificial Dagger	+35p
		S Darkstar Cloak	+50p

Special Rules: none

HEROES

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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0-1 Battle Standard	5	6	6	4	3	2	7	3	9	1	Inf
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Equipment: Hand weapon and light armour. May take up to 50p of magic items or any banner.

Point Cost: 110p

Options:

Heavy armour	+5p	W Biting Blade	+5p
Sea Dragon Cloak	+10p	W Heartseeker	+10p
		W Sword of Striking	+15p
Dark Steed	+10p	W Chill Blade	+20p
Cold One	+15p	W Sword of Battle	+20p
Dark Pegasus	+55p	W Sword of Might	+20p
Cold One Chariot	+Xp	W Web of Shadows	+30p
		W Blade of Ruin	+35p
		W Venom Sword	+35p
T Ring of Hotek	+20p	W Hydra Blade	+40p
T Black Amulet	+40p	A Blood Armour	+25p
T Crown of Black Iron	+40p	A Armour of Eternal Servitude	+40p
T Heart Stone of Darkness	+50p	E Gem of Nightmares	+25p
T Seal of Ghron	+50p	E Potion of Strength	+25p
B War Banner	+35p	E Black Dragon Egg	+35p
B Banner of Murder	+45p	E Cloak of Twilight	+35p
B Standard of Slaughter	+50p	E Crystal of Midnight	+50p
B Dread Banner	+50p	E Deathmask	+50p
B Hydra Banner	+75p	E Ring of Darkness	+50p
B Banner of Nagarythe	+125p		

Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Master	5	6	6	4	3	2	7	3	9	1	Inf
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Equipment: Hand weapon and light armour. May take up to 50p of magic items.

Point Cost: 85p

Options:

Shield	+5p	W Biting Blade	+5p
Heavy armour	+5p	W Heartseeker	+10p
Sea Dragon Cloak	+10p	W Sword of Striking	+15p
Add. hand weapon	+10p	W Chill Blade	+20p
Great weapon	+15p	W Sword of Battle	+20p
Halberd	+10p	W Sword of Might	+20p
Lance	+10p	W Lifetaker	+30p
Repeater Crossbow	+10p	W Web of Shadows	+30p
		W Blade of Ruin	+35p
Dark Steed	+10p	W Draich of Dark Power	+35p
Cold One	+15p	W Venom Sword	+35p
Dark Pegasus	+55p	W Hydra Blade	+40p
Cold One Chariot	+Xp	A Blood Armour	+25p
		A Enchanted Shield	+15p
		A Shield of Ghron	+25p
E Gem of Nightmares	+25p	A Armour of Darkness	+35p
E Potion of Strength	+25p	A Armour of Eternal Servitude	+40p
E Black Dragon Egg	+35p	T Ring of Hotek	+20p
E Cloak of Twilight	+35p	T Black Amulet	+40p
E Crystal of Midnight	+50p	T Crown of Black Iron	+40p
E Deathmask	+50p	T Heart Stone of Darkness	+50p
E Ring of Darkness	+50p	T Seal of Ghron	+50p

Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Death Hag	5	6	6	4	3	2	8	3	9	1	Inf
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Equipment: Additional hand weapon. May take up to 50p of magic items.

Point Cost: 90p

Options:

X Cry of War (c)	+10p	X Hand of Khaine (c)	+25p
X Touch of Death (c)	+15p	X Witchbrew (c)	+25p
X Disciple of Khaine (c)	+20p	X Rune of Khaine (c)	+40p
X Dance of Doom (c)	+25p		

Special Rules: Eternal Hatred, Frenzy, Poisoned Attacks (1)





	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Sorceress 5 4 4 3 3 2 5 1 8 1 Inf

Magic: A Sorceress is a Level 2 wizard. She must choose 0-1 PM and 1-2 BM spells.

Equipment: Hand weapon. May take up to 50p of magic items.

Point Cost: 30p

Options:

Shroud of Darkness PM 2/5+ +25p	T Mystic Shield of Light	+30p
Steed of Shadows PM 2/4+ +25p	T Black Amulet	+40p
Dark Fury PM 2/5+ +35p	T Crown of Black Iron	+40p
BM Chill Wind +50p	T Heart Stone of Darkness	+50p
BM Doombolt +50p	T Seal of Ghroind	+50p
BM Soul Stealer +50p	S Black Staff	+20p
BM Word of Pain +50p	S Soulstone	+20p
BM Dominion +75p	S Staff of Sorcery	+20p
Dark Steed +10p	S Dispel Scroll	+30p
Cold One +15p	S Power Stone	+30p
Cold One Chariot +Xp	S Sacrificial Dagger	+35p
E Gem of Nightmares+25p	S Darkstar Cloak	+50p

E Gem of Nightmares+25p

E Cloak of Twilight +35p

E Ring of Darkness +35p

E Crystal of Midnight+50p

E Deathmask +50p

Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Assassin 6 9 9 4 3 2 10 3 10 1 Inf

Equipment: Additional hand weapon. May take up to 75p of magic items.

Point Cost: 125p

Options:

X Cry of War (c) +10p	T Ring of Hotek	+20p
X Touch of Death (c)+15p	T Black Amulet	+40p
X Dance of Doom (c)+25p	T Crown of Black Iron	+40p
X Hand of Khaine (c)+25p	T Heart Stone of Darkness	+50p
X Rune of Khaine (c)+50p	T Seal of Ghroind	+50p
X Dark Venom (c) +10p	E Gem of Nightmares	+25p
X Black Lotus (c) +20p	E Potion of Strength	+30p
X Manbane (c) +30p	E Cloak of Twilight	+35p
	E Black Dragon Egg	+40p
W Blades of Spite +15p	E Crystal of Midnight	+50p
W Web of Shadows +30p	E Deathmask	+50p
W Crimson Death +30p	E Ring of Darkness	+50p

Special Rules: Eternal Hatred, Scout, ASF, Concealed, No Leader

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Beastmaster 5 6 6 4 3 2 7 3 8 1 Inf

Equipment: Hand weapon and light armour. May take up to 25p of magic items.

Point Cost: 75p

Options:

Sea Dragon Cloak +10p	W Biting Blade	+5p
Add. hand weapon +10p	W Heartseeker	+10p
Lance +10p	W Sword of Striking	+15p
	W Chill Blade	+20p
Cold One +15p	W Sword of Battle	+20p
Dark Pegasus +55p	W Sword of Might	+20p
Manticore +150p	A Blood Armour	+25p
Scourgerunner Chariot +Xp	T Ring of Hotek	+20p

Special Rules: No Leader

Mounts

Cold One/Scourgerunner Chariot

The chariot is bought independently from the character in the respective section. The character model replaces one crew member.

Cauldron of Blood

The Cauldron of Blood is bought independently from the character in the respective section. The character model replaces the Witch Hag.

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Dark Steed 9 3 - 3 3 1 4 1 5 2 Cav

Equipment: Hand weapon

Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Cold One 7 3 - 4 4 1 2 1 3 2 Cav

Equipment: Hand weapon

Special Rules: Thick-skinned, Stupidity, Fear

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Dark Pegasus 8 3 - 4 4 3 4 2 6 3 Mon

Equipment: Hand weapon

Special Rules: Flying Model, March Blocker, Impale

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Manticore 6 5 - 5 5 4 5 4 5 4 Mon

Equipment: Hand weapon

Special Rules: Flying Model, Large Target, Terror, Killing Blow, Uncontrollable

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Black Dragon 6 6 - 6 6 6 3 5 8 6 Mon

Equipment: Hand weapon

Special Rules: Flying Model, Large Target, Terror, Scaly Skin (3+), Noxious Breath





ARHAMMER CE



CORE

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Warriors	5	4	4	3	3	1	5	1	8	1	Inf
Champion	5	4	4	3	3	1	5	2	8	1	Inf

Equipment: Hand weapon, light armour and shield
 Points: 10 Warriors: 90p, Warrior 11-20: +7p each, Warrior 21+: +6p each
 Options: Standard +20p, Musician +5p, Champion +10p
 B Banner of Murder +25p B War Banner +35p
 B Standard of Slaughter +35p B Dread Banner +50p
 Special Rules: AP (1)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Spearmen	5	4	4	3	3	1	5	1	8	1	Inf
Champion	5	4	4	3	3	1	5	2	8	1	Inf

Equipment: Spear, light armour and shield
 Points: 10 Spearmen: 90p, Spearman 11-20: +7p each, 21+: +6p each
 Options: Standard +20p, Musician +5p, Champion +10p
 B Banner of Murder +35p B War Banner +35p
 B Standard of Slaughter +35p B Dread Banner +50p
 Special Rules: Anti-Cav (spear)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Corsair	5	4	4	3	3	1	5	1	8	1	Inf
Champion	5	4	4	3	3	1	5	2	8	1	Inf

Equipment: Additional hand weapons, light armour and Sea Dragon Cloak
 Point Cost: 10 Corsairs: 110p, Corsair 11-20: +9p each, 21+: +7p each
 Options: Standard +20p, Musician +5p, Champion +10p
 B Banner of Murder +35p B War Banner +35p
 B Standard of Slaughter +35p B Dread Banner +50p
 B Sea Dragon Banner +35p
 Special Rules: Slavers

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Raider	5	4	4	3	3	1	5	1	8	1	Inf
Champion	5	4	4	3	3	1	5	2	8	1	Inf

Equipment: Handbows, light armour and Sea Dragon Cloak
 Point Cost: 10 Raiders: 130p + Nx10p, Raider 11-15: +12p each
 Options: Standard +10p, Musician +10p, Champion +10p
 B Banner of Murder +25p B Standard of Slaughter +35p
 B Dread Banner +25p B War Banner +35p
 Special Rules: Light Infantry, Slavers

	M	WS	BS	S	T	W	I	A	Ld	US	Typ
Repeater Crossbowmen	5	4	4	3	3	1	5	1	8	1	Inf
Champion	5	4	5	3	3	1	5	1	8	1	Inf

Equipment: Repeater Crossbow and light armour
 Point Cost: 10 Crossbowmen: 110p + Nx10p, 11-20: +11p each
 Options: Standard +10p, Musician +5p, Champion +5p, Shields +1p/model
 B Banner of Murder +25p B Standard of Slaughter +35p
 B Dread Banner +25p B War Banner +35p
 Special Rules: none

M WS BS S T W I A Ld US Type

Dark Rider	5	4	4	3	3	1	5	1	8	2	Cav
Champion	5	4	5	3	3	1	5	1	8	2	Cav
Dark Steed	9	3	-	3	-	-	4	1	-	-	-

Mount: Dark Steed
 Equipment: Spear and light armour
 Point Cost: 5 Dark Riders: 85p + Nx10p, Dark Rider 6-10: +12p each
 Options: Standard +10p, Musician +10p, Champion +5p, Repeater Crossbow +6p/model
 B Banner of Murder +25p B War Banner +35p
 B Dread Banner +25p B Standard of Slaughter +50p
 Special Rules: Light Cavalry

M WS BS S T W I A Ld US Type

Harpy	4	3	-	3	3	1	4	1	6	1	Inf
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Equipment: Hand weapon
 Point Cost: 5 Harpies: 50p + Nx10p, Harpy 6-20: +10p each
 Special Rules: Flying Skirmishers, Beasts

SPECIAL

M WS BS S T W I A Ld US Type

Cold One Knight	5	5	4	4	3	1	5	1	9	2	Cav
Champion	5	5	4	4	3	1	5	2	9	2	Cav
Cold One	7	3	-	4	-	-	2	1	-	-	-

Mount: Cold One
 Equipment: Lance, heavy armour and shield
 Point Cost: 5 Cold One Knights: 150p, Cold One Knight 6+: +24p each
 Options: Standard +25p, Musician +10p, Champion +15p
 B Banner of Murder +35p B Standard of Slaughter +50p
 B War Banner +35p
 Special Rules: Heavy Cavalry, Thick-skinned, Fear, Stupidity

M WS BS S T W I A Ld US Type

Cold One Chariot	-	-	-	5	5	4	-	-	-	4	Chariot
Crew	-	4	4	3	-	-	5	1	8	-	-
Cold One	7	3	-	4	-	-	2	1	-	-	-

Chariot: 4+AS, 2 Crew, 2 Cold Ones
 Equipment: The crew is armed with spears and repeater crossbows
 Point Cost: 100p + Nx10p, N = total number of Chariots in the army
 Special Rules: Impact Hits (D3+2), Fear, Stupidity

M WS BS S T W I A Ld US Type

Scourgerunner Chariot	-	-	-	5	4	4	-	-	-	4	Chariot
Crew	-	4	4	3	-	-	5	1	8	-	-
Dark Steed	9	3	-	3	-	-	4	1	-	-	-

Chariot: 5+AS, 2 Crew, 2 Dark Steeds
 Equipment: The crew is armed with spears, repeater crossbows and one Light Bolt Thrower.
 Point Cost: 110p + Nx10p, N = total number of Chariots in the army
 Special Rules: Impact Hits (D3+1)





	M	WS	BS	S	T	W	I	A	Ld	US	Type
Black Guard	5	5	4	3	3	1	5	1	9	1	Inf
Champion	5	5	4	3	3	1	5	2	9	1	Inf

Equipment: Halberd and heavy armour
 Point Cost: 10 Black Guard: 170p, Black Guard: 11-30: +15p each
 Options: Standard +20p, Musician +5p, Champion +10p
 B Banner of Murder +35p B War Banner +35p
 B Standard of Slaughter +35p B Dread Banner +50p
 Special Rules: Stubborn, Immune to Psychology, Eternal Hatred

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Executioner	5	5	4	4	3	1	5	1	8	1	Inf
Champion	5	5	4	4	3	1	5	2	8	1	Inf

Equipment: Draich and heavy armour
 Point Cost: 10 Executioners: 150p, Executioner 11-20: +12p each, Executioner 21+: +10p
 Options: Standard +20p, Musician +5p, Champion +15p
 B Banner of Murder +25p B Standard of Slaughter +35p
 B Dread Banner +35p B War Banner +35p
 Special Rules: Killing Blow

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Witch Elf	5	5	4	3	3	1	6	1	8	1	Inf
Champion	5	5	4	3	3	1	6	2	8	1	Inf

Equipment: Additional hand weapons
 Point Cost: 10 Witch Elves: 150p, Witch Elf 11-20: +12p each, 21+: +10p
 Options: Standard +20p, Musician +5p, Champion +10p
 B Banner of Murder +45p B Standard of Slaughter +35p
 B Dread Banner +35p B War Banner +35p
 Special Rules: Frenzy, Poisoned Attacks (1)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Shade	5	4	5	3	3	1	5	1	8	1	Inf
Champion	5	4	6	3	3	1	5	1	8	1	Inf

Equipment: Repeater Crossbow and light armour
 Point Cost: 5 Shades: 90p + Nx10p, Shade 6-10: +14p each
 Options: Champion +5p
 Special Rules: Scout, Skirmish

RARE

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Sisters of Slaughter	5	5	4	4	3	1	6	2	8	1	Inf
Champion	5	5	4	4	3	1	6	3	8	1	Inf

Equipment: Hand weapon
 Point Cost: 5 Sisters of Slaughter: 90p + Nx10p, Sister 6-10: +14p each
 Options: Standard +20p, Musician +5p, Champion +10p
 B Banner of Murder +45p B War Banner +35p
 B Standard of Slaughter +35p
 Special Rules: Skirmish, Dodge (5+), Immune to Psychology, Fear

	M	WS	BS	S	T	W	I	A	Ld	US	Type
War Hydra	6	4	-	5	5	6	2	5	-	6	Mon
Kharibdyss	6	5	-	5	5	6	2	5	-	6	Mon
Beast Handler	-	4	4	3	-	-	5	1	8	-	-

Monster: 1 War Hydra and 2 Beast Handler
 Equipment: Additional hand weapon (Beast Handler only)
 Point Cost: 175p + Nx50p
 Option: Upgrade the War Hydra to a Kharibdyss for free
 Special Rules (War Hydra): Fiery Breath, Scaly Skin (5+), Large Target, Terror, Regeneration (4+)
 Special Rules (Kharibdyss): Poisoned Attacks (1), Large Target, Terror, Regeneration (4+)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Repeater Bolt Thrower	-	-	-	-	7	2	-	-	-	-	WarM
Crew	5	4	4	3	3	1	5	1	8	1	-

Warmachine: 2 Crew
 Equipment: Light armour
 Point Cost: 70p + Nx20p
 Special Rules: Repeater Bolt Thrower

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Bloodwrack Medusa	7	4	6	4	4	3	5	2	8	3	MoI

Equipment: Hand weapon
 Point Cost: 80p + Nx20p
 Special Rules: Scout, Fear, March Blocker, Poisoned Attacks (1), Medusa's Gaze

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Doomfire Warlock	-	4	4	3	3	1	5	2	8	2	Cav
Champion	-	4	4	3	3	1	5	3	8	2	Cav
Dark Steed	9	3	-	3	-	-	4	1	-	-	-

Mount: Dark Steed
 Equipment: Hand weapons
 Point Cost: 5 Doomfire Warlocks: 125p + Nx25p, Warlock 6-10: +24p each
 Options: Champion +10p
 Special Rules: Light Cavalry, Poisoned Attacks (1), Fear, Immune to Psychology, Ward Save (5+), Warlocks

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Cauldron of Blood	-	-	-	-	5	6	-	-	-	6	Chariot
Witch Hag	5	5	4	3	-	-	6	2	8	-	-
Guardian	5	5	4	3	-	-	6	1	8	-	-

Chariot: 5+AS, 1 Witch Hag and 2 Guardians
 Equipment: Additional hand weapon
 Point Cost: 200p
 Special Rules: Frenzy, Terror, Large Target, Poisoned Attacks (1), MR1, Blood Aura, Blood Fury PM 3/7+
 Note: Does not count against the number of Chariots in the army in regard to point costs!





DOGS OF WAR

SPECIAL RULES

Unit specific

Dwarf:

- **Dwarfen Magic Resistance:** Enemy spells that target Dwarfen units suffer -1 to the casting roll.
- **Hatred (Greenskins):** All Dwarfs hate all kind of Greenskins.
- **Relentless:** All Dwarfs are allowed to march even when an enemy unit is within march blocking range (usually within 8").

Legendary Regiment: The regiment is unique. Legendary regiments are usually led into battle by a (or multiple) named champion(s). Named champions are treated as common champions in every respect. Unless noted otherwise, the named champion is equipped like the rest of the unit. Models with names in brackets are treated in every respect as common models of their kind.

Paymaster: The Paymaster counts as the BSB in every respect. Further, friendly units within 12" gain a +1 bonus for panic tests. If the Paymaster is not on the table (for whatever reason), all friendly units suffer a -1 penalty for panic tests. The Paymaster may never be the army general.

Paymaster's Guard: As long as a character model with the 'paymaster' special rule is part of this unit, it is Stubborn.

Ragtag Unit: Each model in the unit may be equipped with a different weapon. The controlling player decides which models are removed as casualties. In cc models that are in BTB have to be chosen first.

ARMOURY

Brace of Handguns: Range 24", S4, AP(1), Multiple Shot (2), no penalty for moving and shooting as well as long range; may always Stand & Shoot, even if the enemy is within half charge distance. Count as additional hand weapon in cc.

Cannon: Cannon, Range 60", S10, no AS, D3 wounds

Cathayan Longsword: +1WS, +1I, AP(1), cannot be combined with other weapons to count as additional hand weapon.

Halfling Hot Pot: Catapult, Range 6"-36", 3" Template, S3(3), AP (3).

HEIRLOOMS OF TILEA

W Biting Blade: AP(1)

W Sword of Battle: +1A

W Sword of Might: +1S

W Sword of Power: +2S

W Sword of Striking: +1 to hit rolls in cc

A Enchanted Shield: Shield that grants +2 AS

A Krimwulf's Claw Shield: Shield. Enemies attacking the bearer in close combat suffer -1 to their to-hit rolls.

A Monti's Iron Shield: Shield, bearer ignores first hit suffered in battle.

T Enchanted Amulet: Ward Save (5+), MR2

T Jon's Citrin Talisman: Ignore first wound suffered. One use only.

T Lucky Charm: Ward Save (5+)

S Dispel Scroll: Automatically dispels one spell without the need of DD. One use only.

S Power Stone: +2PD to cast a spell. Dice used may exceed maximum allowed by level. One use only.

S Staff of Sorcery: +1 to total roll to attempt to dispel a spell.

B War Banner: +1CR



8 Lore of Magic

Each Empire wizard belongs to one of the colleges of magic and has to pick one of the following lores. The wizard has only access to spells from the respective spell list.

- Lord level characters pay the point costs that are listed under 'L' and may use up to 3 dice to cast PM spells from that lore (i.e. PM3).
- Hero level character pay the point costs that are listed under 'H' and may use up to 2 dice to cast PM spells from that lore (i.e. PM2).
- Spells with a points cost of '-' are not available to that wizard.

Lore of Life

Spell	H	L
PM Wall of Vines (5+): Augment, Range 18", unit counts as defending a fence (on all sides). Lasts until the start of the caster's next turn.	25p	35p
PM Toxic Gift (5+): Augment, Range 18", unit gets Poisoned Attacks (1) (cc as well as shooting), until the caster's next magic phase. If the unit already has Poisoned Attacks, increase its value by +1. Has no effect on magic items.	35p	50p
PM Flesh of Stone (6+): Augment, Range 18", unit gets +1T until the caster's next magic phase. Has no effect on character models.	45p	60p
BM Master of the Wood (6+): MM, Range 24", D6 S4 AP(1) hits	50p	50p
BM Gift of Life (7+): Augment, Range 18". Target model regains all lost wounds. In case of ridden monsters (/chariot) choose either the monster or its rider as the target.	50p	50p
BM Undergrowth (7+): Hex or Augment, Range 18", target unit counts as being in difficult terrain and light cover until the caster's next magic phase.	50p	50p
BM Strangle Root Curse (8+): Hex, Range 24", target unit suffers -1M, -1WS, -1BS and -1I until the caster's next magic phase.	50p	50p
BM Regrowth (9+): Augment, Range 18", unit gains Regeneration (4+) until the caster's next magic phase.	60p	60p
BM Plague (11+): Hex, Range 24", RIP. When the spell is successfully cast as well as at the start of each player's magic phase, the target suffers D6 S3 no AS hits.	75p	75p

Lore of Heavens

Spell	H	L
PM Clairvoyance (3+): Target one unit on the board. Your opponent has to reveal any hidden models and magic items (but not which model has them) in that unit.	15p	15p
PM Celestial Shield (5+): Augment, Range 18", Ward Save (5+) vs ranged attacks and spells until the caster's next magic phase. Has no effect on character models.	25p	35p
PM Second Sign of Amul (6+): The player gets D3 rerolls. Each reroll can be used to reroll one to-hit roll, to-wound roll, armour save, ward save or regeneration roll. Any rerolls not used at the end of the player's turn are wasted.	35p	50p
BM Portent of Far (5+): Augment, Range 18", target unit rerolls natural '1's for to-hit and to-wound rolls until the caster's next magic phase.	50p	50p
BM Forked Lightning (6+): MM, Range 36", D6 S4 hits	50p	50p
BM Blizzard (8+): Hex, Range 36", target unit suffers -1BS and -1WS as well as -1 to all Ld based tests until the caster's next magic phase.	50p	50p
BM Uranon's Thunder Bolt (8+): MM, Range 24", D6 S4 hits, noAS	60p	60p
BM Comet of Casandora (12+): Direct Damage, Range 36", 3" template, S5. Target a point within the target unit. If the target point is out of range, the spell has no effect. If the target unit is not Immune to Psychology, it has the option to become broken and immediately flee (2D6"/3D6") directly towards the nearest table edge. If the target point is within range, place the template with its center over the target point and resolve it.	-	75p
BM Tornado (12+): Hex, Range 24". Target unit is immediately moved D3+1" directly away from the caster and is turned to face in a random direction (determined by the Scatter Dice). If the unit contacts impassable terrain, the board edge or a unit it stops 1" in front of the obstacle. Has no effect on units engaged in cc.	-	50p

Lore of Death

Spell	H	L
PM Deathwish (5+): Augment, Range 18", target unit becomes Immune to Fear, Terror and Panic until the caster's next magic phase.	25p	35p
PM Fate of Death (5+): Augment, Range 18", target unit gets KB in cc. If the unit already has KB then the KB is improved to work on a 5+. Lasts until the caster's next magic phase.	25p	35p
PM Shroud of Darkness (5+): Augment, Range 18", Ward Save (5+) vs ranged attacks and spells until the caster's next magic phase. Has no effect on character models.	25p	35p
BM Dark Hand of Death (5+): MM, Range 24", D6 S4 hits	50p	50p
BM Walking Death (6+): Augment, Range 18", unit causes Fear. If it already causes Fear, unit causes Terror instead. Lasts until caster's next magic phase	35p	35p
BM Soultaker (7+): Target one enemy unit within 12", the unit suffers 1 wound with no AS, allocated like shooting. The caster gains 1 wound (up to a max. of double its original W) if the target lost the wound, i.e. wounds saved with ward saves cannot be drained but wounds regained by regeneration are eligible.	50p	50p
BM Wither (8+): Hex, Range 18", target unit suffers -1T and -1I until the caster's next magic phase.	75p	75p
BM Wind of Death (9+): MM, Range 24", 2D6 S4 hits	75p	75p
BM Doom and Darkness (9+): Hex, Range 24", target unit suffers a -3 modifier on all Ld based tests until caster's next magic phase.	50p	50p

Lore of Fire

Spell	H	L
PM Flaming Sword of Rhuin (5+): Augment, Range 18", target unit gets +1 to to-hit rolls in cc until the caster's next magic phase.	35p	50p
PM Forge Fire (5+): Augment, Misfires of friendly warmachines within 12" have no effect other than that the warmachine does not shoot. Lasts until the caster's next magic phase.	15p	25p
PM Blazing Flames (7+): Augment, Range 18". Units shooting at the target unit suffer -1BS (to a minimum of 0) for this attack. In addition each enemy model in BTB with the target unit receives a S3 hit in each player's magic phase including the magic phase the spell is cast. Lasts until the caster's next magic phase.	35p	50p
BM Fire Ball (5+): MM, Range 24", D6 S4 hits	50p	50p
BM Ash Storm (8+): Hex, Range 24", target unit suffers -1M, -1WS, -1BS and -1I until the caster's next magic phase.	50p	50p
BM Breath of Embers (8+): Place the tear drop template touching the caster in its front arc and determine hits using the template rules. All models hit suffer a S4 hit. If the caster is in cc, select one enemy unit that is in btb with the caster, this unit suffers D6 S4 hits.	50p	50p
BM Burning Head (8+): Choose a point in the front arc of the caster then draw a straight 18" long line from the caster to that point. The burning head flies along this line until it reaches its end or hits impassable LOS blocking terrain. All models under the line (affected models are determined in the same way as for a cannonball) suffer a S4 hit. Units that suffer at least one casualty have to take a panic test. Cannot be used if the caster, or the unit he is with, is engaged in cc.	50p	50p
BM Fiery Blast (9+): MM, Range 24", 2D6 S4 hits	75p	75p
BM Wall of Fire (11+): Direct Damage, Range 24", all hits are resolved with S4. Place a template of the size of the unit (or just a marker) on the unit. All models in the front rank have to test if they are hit by the template, Skirmishers suffer D3 hits instead. The spell lasts until the caster's next magic phase. If the unit wants to move before the spells ends, it has to pass a Ld test or has to remain stationary. If the unit is forced to move (e.g. has to flee) or is Immune to Psychology it automatically passes the test. When the unit moves all models in the unit have to test if they are hit by the template and the spells ends after any hits have been resolved.	-	75p

Lore of Light

Spell	H	L
PM Shield of Light (6+): Augment, Range 18", unit gets a Ward Save (5+) until the caster's next magic phase. Has no effect on character models.	45p	60p
PM Speed of Light (5+): Augment, Range 12", unit gets +2M and +2I until the caster's next magic phase.	35p	50p
PM Cure (7+): Augment, Range 18", target model recovers 1 wound	25p	35p
BM Burning Gaze (6+): MM, Range 24", D6 S4 hits, target unit suffers -1BS until the caster's next magic phase	50p	50p
BM Dazzling Brightness (6+): Hex, Range 18", target unit suffers -2WS (to a minimum of 1) until the caster's next magic phase.	35p	35p
BM Pha's Illumination (6+): Hex, Range 24". Units that attack the target unit with ranged attacks reroll failed to hit rolls. Lasts until the end of turn.	50p	50p
BM Guardian Light (9+): Augment, Range 12". Target unit becomes Stubborn and Immune to Psychology until the caster's next magic phase. If target unit is broken it immediately rallies instead, even if below 25%.	50p	50p
BM Resurrection (9+): Augment, Range 18", target unit gets D3 infantry models (US1) or 1 cavalry model (US2) back. Spell only works on unit type infantry and cavalry. Has no effect on character models. Units can only get models back up to the unit size they started the game with. Resurrected command group models return as common models of their unit.	-	60p
BM Cleansing Flare (10+): Each enemy unit within 12" suffers D6 S5 hits.	75p	75p

Lore of Shadow

Spell	H	L
PM Steed of Shadows (4+): Augment, cast on itself or friendly character model on foot with US1 (in both cases) within 12", model may immediately make a 20" fly movement. This move can be used to leave cc but cannot be used to enter combat (i.e. charging is not possible).	25p	35p
PM Creeping Shadows (5+): Hex, Range 24", target unit cannot march until the caster's next magic phase.	15p	25p
PM Shadow Mist (5+): Augment, Range 18", Ward Save (5+) vs cc attacks until the caster's next magic phase. Has no effect on character models.	35p	50p
BM Phantasmagoria (6+): Hex, Range 18", target unit suffers -2WS (to a minimum of 1) until the caster's next magic phase.	35p	35p
BM Shades of Death (6+): Augment, Range 18", unit causes Fear. If it already causes Fear, unit causes Terror instead. Lasts until caster's next magic phase.	35p	35p
BM Crown of Taidron (8+): Each unit (friend or foe) within 12" suffers D6 S4 hits. Does not affect the caster.	50p	50p
BM Unnerving Whispers (8+): Hex, Range 18", needs LOS, target unit must take a panic test (Units that are Immune to Psychology are immune to this spell).	35p	35p
BM Unseen Lurker (10+): Augment, Range 12". <ul style="list-style-type: none"> Choose a point within line of sight of the target unit. The unit then moves up to 2D6" in the direction of that point (use the shortest path; the unit has to wheel and does not have to stop when it reaches the point, i.e. it can continue to move straight ahead). The unit is affected by terrain as normal. If it comes into contact with a unit or impassable terrain the unit stops 1" in front of it. In addition the unit gets +2M until the caster's next magic phase. Each unit may only benefit from this spell once per magic phase. 	50p	50p
BM Pit of Shades (12+): Direct Damage, Range 24", 3" template, S4. Target a point within the target unit. If the target point is out of range, the spell has no effect. If the target point is within range, place the template with its center over the target point and resolve it. A unit that suffers at least one casualty, halves its M (including mounts) until the caster's next magic phase.	-	75p

Lore of Metal

Spell	H	L
PM Commandment of Steel (5+): Augment, Range 18", unit gets AP(1) (cc as well as shooting), until the caster's next magic phase. Has no effect on magic items.	35p	50p
PM Forge Fire (5+): Augment, Misfires of friendly warmachines within 12" have no effect other than that the warmachine does not shoot. Lasts until the caster's next magic phase.	15p	25p
PM Iron Skin (5+): Augment, all friendly units within 6" of the caster gain Scaly Skin (6+). Lasts until the caster's next magic phase.	35p	50p
BM Rule of Burning Iron (6+): MM, Range 24", D6 S3 hits, no AS	50p	50p
BM Commandment of Brass (6+): Hex, Range 36", target Warmachine or Chariot may not move (other than to flee) and not shoot until the end of its next turn.	50p	50p
BM Transmutation of Lead (7+): Hex, Range 24", target unit suffers -1 to to-hit rolls and -1 to to-wound rolls in cc as well as -1AS until the caster's next magic phase.	50p	50p
BM Law of Gold (8+): Hex, Range 24", the player of the target unit has to nominate a magic item that is carried by any model in that unit, then roll a D6: 1-3 the magic item cannot be used until the caster's next magic phase, 4-6 the magic item cannot be used for the rest of the game.	50p	50p
BM Distillation of Molten Silver (9+): MM, Range 24", 2D6 S4 hits	75p	75p
BM Spirit of the Forge (9+): Augment, Range 18", unit rerolls failed armour saves until the caster's next magic phase.	60p	60p

Lore of Beasts

Spell	H	L
PM The Bear's Anger (4+): Augment, Range 12", target character model with US1 gains +3A, +2S and +1T until the caster's next magic phase. A model under the effect of this spell cannot use any weapons or shields.	25p	35p
PM Dark Fury (5+): Augment, Range 18", unit rerolls to-wound rolls of natural '1's until the caster's next magic phase.	35p	50p
PM The Oxen Stands (5+): Augment, Range 72". Target friendly broken unit immediately rallies, even if below 25%.	15p	25p
BM The Crows Feast (6+): MM, Range 24", 2D6 S3 hits	50p	50p
BM Vermin Tide (7+): Magic Vortex. Place 3" template touching the caster then move the template 4D6" in any direction in the caster's front arc. Every unit touched by the template (except caster) suffers 3D6 S2 hits.	50p	50p
BM Howl of the Beast (8+): RIP, enemy units gain no benefit from 'Inspiring Presence' and 'Hold Your Ground!'	50p	50p
BM The Beast Cowers (9+): Hex, Range 24". Target unit halves its M (including mounts). Flyers have to use their ground movement but do not half their M. Target unit cannot declare a charge or charge even if it would be forced to (e.g. because of Frenzy). Units with Random Movement stop 1" in front of enemy units. Further, the target unit suffers -1 to to-hit rolls in cc. Lasts until the caster's next magic phase. The spell has no effect on Infantry (Type Inf).	50p	50p
BM Hunter's Spear (9+): MM, Range 24", 1 hit like bolt thrower (S6, no AS, D3 wounds, penetrates ranks)	50p	50p
BM The Wolf Hunts (10+): Augment, Range 12". <ul style="list-style-type: none"> Choose a point within line of sight of the target unit. The unit then moves up to 2D6" in the direction of that point (use the shortest path; the unit has to wheel and does not have to stop when it reaches the point, i.e. it can continue to move straight ahead). The unit is affected by terrain as normal. If it comes into contact with a unit or impassable terrain the unit stops 1" in front of it. In addition the unit gets +2M until the caster's next magic phase. Each unit may only benefit from this spell once per magic phase. 	50p	50p

COMPOSITION

- The army has to include exactly one (1) model with the 'Paymaster' special rule.



ARMY LIST

LORDS

	M	WS	BS	S	T	W	I	A	Ld	US	Type
General	4	6	5	4	4	3	6	4	9	1	Inf

Equipment: Hand weapon and light armour. May take up to 100p of magic items.

Point Cost: 90p

Options:

Heavy armour	+10p	W Biting Blade	+10p
Shield	+10p	W Sword of Striking	+20p
Bow	+5p	W Sword of Might	+25p
Halberd	+15p	W Sword of Battle	+20p
Great weapon	+20p	W Sword of Power	+45p
Spear (mounted)	+5p	A Enchanted Shield	+20p
Lance (mounted)	+15p	A Monti's Iron Shield	+25p
Longbow	+5p	A Krimwulf's Claw Shield	+45p
Pistol	+10p	T Lucky Charm	+35p
Brace of pistols	+20p	T Jon's Citrin Talisman	+40p

Crossbow	+10p
Warhorse	+15p
Barding	+10p
Pegasus	+50p

Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Wizard Lord	4	3	3	3	4	3	3	1	8	1	Inf

Magic: A Wizard Lord is a Level 4 wizard. He must choose 1-2 PM and 2-4 BM spells from a single Lore of the 8 Lores of Magic.

Equipment: Hand weapon. May take up to 100p of magic items.

Point Cost: 50p

Options:

Warhorse	+15p	T Lucky Charm	+35p
Barding	+10p	T Enchanted Amulet	+65p
Pegasus	+50p	S Staff of Sorcery	+20p
		S Dispel Scroll	+30p
		S Power Stone	+30p

Special Rules: none

HEROES

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Paymaster	4	4	4	4	4	2	4	2	8	1	Inf

Equipment: Hand weapon and light armour. May take up to 50p of magic items.

Point Cost: 65p

Options:

Heavy armour	+5p	W Biting Blade	+5p
Shield	+5p	W Sword of Striking	+15p
Bow	+5p	W Sword of Might	+20p
Halberd	+10p	W Sword of Battle	+20p
Warhorse	+10p	T Lucky Charm	+35p
Barding	+5p	T Jon's Citrin Talisman	+40p

Special Rules: Paymaster

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Battle Wizard	4	3	3	3	3	2	3	1	7	1	Inf
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Magic: A Battle Wizard is a Level 2 wizard. He must choose 0-1 PM and 1-2 BM spells from a single Lore of the 8 Lores of Magic.

Equipment: Hand weapon. May take up to 50p of magic items.

Point Cost: 25p

Options:

Warhorse	+10p	S Staff of Sorcery	+20p
Barding	+5p	S Dispel Scroll	+30p
		S Power Stone	+30p
		T Lucky Charm	+35p
		T Jon's Citrin Talisman	+40p

Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Captain	4	5	5	4	4	2	5	3	8	1	Inf
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Equipment: Hand weapon and light armour. May take up to 50p of magic items.

Point Cost: 40p

Options:

Heavy armour	+5p	W Biting Blade	+5p
Shield	+5p	W Sword of Striking	+15p
Bow	+5p	W Sword of Might	+20p
Halberd	+10p	W Sword of Battle	+20p
Great weapon	+15p	W Sword of Power	+35p
Spear (mounted)	+5p	A Enchanted Shield	+15p
Lance (mounted)	+10p	A Monti's Iron Shield	+25p
Longbow	+5p	A Krimwulf's Claw Shield	+30p
Pistol	+10p	T Lucky Charm	+35p
Brace of pistols	+20p	T Jon's Citrin Talisman	+40p

Crossbow	+10p
Warhorse	+10p
Barding	+5p
Pegasus	+50p

Special Rules: none

Mounts

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Warhorse	8	3	-	3	3	1	3	1	5	2	Cav
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Equipment: Hand weapon

Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Pegasus	8	3	-	4	4	3	4	2	6	3	Mon
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Equipment: Hand weapon

Special Rules: Flying Model, March Blocker





CORE

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Pikeman	4	3	3	3	3	1	3	1	7	1	Inf
Champion	4	3	3	3	3	1	3	2	7	1	Inf

Equipment: Pike and heavy armour

Point Cost: 20 Pikemen: 160p, Pikeman 21+: +5p each

Options: Standard +20p, Musician +5p, Champion +10p

B War Banner +35p

Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Crossbowman	4	3	3	3	3	1	3	1	7	1	Inf
Champion	4	3	4	3	3	1	3	1	7	1	Inf

Equipment: Crossbow

Point Cost: 10 Crossbowmen: 70p + Nx10p, Crossbowman 11-20: +8p each

Options: Standard +10p, Musician +5p, Champion +5p

B War Banner +35p

Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Duellist	5	4	3	3	3	1	4	1	7	1	Inf
Champion	5	4	3	3	3	1	4	2	7	1	Inf

Equipment: Hand weapon

Point Cost: 8 Duellists: 40p + Nx10p, Duellist 9-12: +5p each

Options: Champion +10p

Throwing knives +1p/model, Pistol +5p/model

The unit may be equipped with one of the following options:

- Shield +1p/model

- Additional hand weapon +2p/model

The unit may be upgraded to Scouts (special rule) for +30p.

Special Rules: Skirmishers, Block (Shield)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Light Horseman	-	3	3	3	3	1	3	1	7	2	Cav
Champion	-	3	3	3	3	1	3	2	7	2	Cav
Warhorse	8	3	-	3	-	-	3	1	-	-	-

Mount: Warhorse

Equipment: Light armour

Point Cost: 5 Horsemen: 60p + Nx5p, Horseman 6+: +9p each

Options: Standard +15p, Musician +10p, Champion +10p

Spear +1p/model, Bow +2p/model

The unit may be equipped with shields for +2p/model and loses the Light Cavalry special rule.

B War Banner +35p

Special Rules: Light Cavalry

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Heavy Horseman	-	4	3	3	3	1	3	1	8	2	Cav
Champion	-	4	3	3	3	1	3	2	8	2	Cav
Warhorse	8(7)	3	-	3	-	-	3	1	-	-	-

Mount: Barded Warhorse

Equipment: Lance, heavy armour and shield

Point Cost: 5 Horsemen: 100p, Horseman 6+: +16p each

Options: Standard +25p, Musician +10p, Champion +15p

B War Banner +35p

Special Rules: Heavy Cavalry

PIRAZZO'S LOST LEGION

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Pirazzo	4	5	5	4	4	2	5	3	8	1	Inf
Crossbowman	4	3	3	3	3	1	3	1	7	1	Inf
Pikeman	4	3	3	3	3	1	3	1	7	1	Inf

Legendary Regiment: The unit comprises 5 Crossbowmen including the named Champion Pirazzo, a Standard bearer and a Musician, as well as 15 Pikemen.

Equipment: Crossbowmen are equipped with crossbow and heavy armour. Pikemen are equipped with pike and heavy armour. Pirazzo is equipped with additional hand weapon, crossbow and heavy armour.

Point Cost: 255p

Options:

0-5 additional Crossbowmen: +10p each, additional Pikemen: +5p each

Special Rules: *Legendary Regiment, Mixed Formation*

Mixed Formation: All Crossbowmen form the first rank of the unit and all Pikemen form respective ranks behind the Crossbowmen. If the unit suffers casualties, Pikemen are always removed as casualties first, regardless of which models (other than Pirazzo) were actually killed. Only when no Pikemen are left, Crossbowmen are removed as casualties. If Pirazzo is slain, his model is removed and a Pikeman, if available, is turned into a Crossbowman which takes the place of Pirazzo. The unit cannot perform any manoeuvre which would lead to a formation in which the first rank does not consist of all Crossbowmen and no Pikeman.

RICCO'S REPUBLICAN GUARD

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Ricco	4	5	5	4	4	2	5	3	8	1	Inf
Pikeman	4	4	3	3	3	1	3	1	7	1	Inf

Legendary Regiment: The unit comprises 20 Pikemen including the named Champion Ricco, a Standard bearer and a Musician.

Equipment: Pike and heavy armour. Ricco is equipped with additional hand weapon and heavy armour.

Point Cost: 255p, Pikeman 21+: +6p each

Special Rules: *Legendary Regiment*

LEOPOLD'S LEOPARD COMPANY

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Leopold	4	5	5	4	4	2	5	3	8	1	Inf
Pikeman	4	3	3	3	3	1	3	1	7	1	Inf

Legendary Regiment: The unit comprises 20 Pikemen including the named Champion Leopold, a Standard bearer and a Musician.

Equipment: Pike and heavy armour. Leopold is equipped with a pistol and heavy armour.

Point Cost: 255p, Pikeman 21+: +6p each

Special Rules: *Legendary Regiment, Immune to Psychology*

THE ALCATANI FELLOWSHIP

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Roderigo	4	4	4	4	3	2	4	2	8	1	Inf
Pikeman	4	2	2	3	3	1	3	1	7	1	Inf

Legendary Regiment: The unit comprises 20 Pikemen including the named Champion Roderigo, a Standard bearer and a Musician.

Equipment: Pike and heavy armour. Roderigo is equipped with additional hand weapon and heavy armour.

Point Cost: 255p, Pikeman 21-30: +6p each

Special Rules: *Legendary Regiment, Stubborn*





VESPERO'S VENDETTA

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Vespero	5	6	5	4	4	2	6	3	8	1	Inf
Duellist	5	4	3	3	3	1	4	1	7	1	Inf

Legendary Regiment: The unit comprises 5 Duellists including the named Champion Vespero.

Equipment: Additional hand weapon and throwing knives. Vespero is equipped with additional hand weapon, throwing knives and the Mask of Death.

Point Cost: 125p, Duellist 6-12: +10p each

Special Rules: *Legendary Regiment, Skirmishers, Dodge (6+)*

E Mask of Death: The bearer and his unit cause Fear.

MARKSMEN OF MIRAGLIANO

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Maximilian	4	5	5	4	4	2	5	3	8	1	Inf
Marksmen	4	3	4	3	3	1	3	1	7	1	Inf

Legendary Regiment: The unit comprises 10 Marksmen including the named Champion Maximilian, a Standard bearer and a Musician.

Equipment: Crossbow and light armour.

Point Cost: 165p, Marksman 11-20: +11p each

Special Rules: *Legendary Regiment*

AL MUKTAR'S DESERT DOGS

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Al Muktar	-	5	5	4	4	2	5	3	8	2	Cav
Sheikh Shuffti	-	4	4	4	3	2	4	2	8	2	Cav
Desert Dog	-	3	3	3	3	1	3	1	7	2	Cav
Warhorse	8	3	-	3	-	-	3	1	-	-	-

Legendary Regiment: The unit comprises 5 Desert Dogs including the named Champion Al Muktar, the named Champion Sheikh Almed Shuffti, the Standard bearer (Ibn) and a Musician.

Mount: Warhorse

Equipment: Shield. Sheikh Almed Shuffti is equipped with a shield and the Scimitar of Dakisir. The Standard bearer has the Black Banner of the Muktarhin.

Point Cost: 230p, Desert Dog 6+: +10p each

Special Rules: *Legendary Regiment, Light Cavalry*

W Scimitar of Dakisir: +2S when charging, +1S otherwise.

B Black Banner of the Muktarhin: +D3 CR

BRAGANZA'S BESIEGERS

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Braganza	4	5	5	4	4	2	5	3	8	1	Inf
Besieger	4	3	3	3	3	1	3	1	7	1	Inf

Legendary Regiment: The unit comprises 10 Besiegers including the named Champion Luca Braganza, a Standard bearer and a Musician.

Equipment: Crossbow, heavy armour and pavise. Luca Braganza is equipped with a pistol, crossbow and heavy armour.

Point Cost: 170p, Besieger 11-20: +11p each

Special Rules: *Legendary Regiment*

VOLAND'S VENATORS

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Voland	-	5	5	4	4	2	5	3	8	2	Cav
Venator	-	4	3	4	3	1	3	1	8	2	Cav
Warhorse	8(7)	3	-	3	-	-	3	1	-	-	-

Legendary Regiment: The unit comprises 5 Venators including the named Champion Voland, a Standard bearer and a Musician.

Mount: Barded Warhorse

Equipment: Lance, heavy armour and shield

Point Cost: 215p, Venator 6+: +16p each

Special Rules: *Legendary Regiment, Heavy Cavalry*

ANACONDA'S AMAZONS

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Anaconda	5	5	5	3	3	2	3	1	8	1	Inf
Amazon	5	3	3	3	3	1	3	1	7	1	Inf

Legendary Regiment: The unit comprises 10 Amazons including the named Champion Anaconda, the Standard bearer (Colibri) and the Musician (Piranha).

Equipment: Blades of the Old Ones and light armour

Point Cost: 150p, Amazon 11-20: +11p each

Special Rules: *Light Infantry, Ward Save (6+), Magical Attacks*

Blades of the Old Ones: The model counts as being equipped with a halberd and javelins.





SPECIAL

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Dwarf Warrior	3	4	3	3	4	1	2	1	9	1	Inf
Champion	3	4	3	3	4	1	2	2	9	1	Inf

Equipment: Heavy armour

Point Cost: 10 Warriors: 100p, Warrior 11-20: +9p each, 21+: +8p each

Options: Standard +20p, Musician +5p, Champion +10p,

Shield +1p/model, Great weapon +2p/model

Special Rules: *Dwarf*

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Dwarf Quarreller	3	4	3	3	4	1	2	1	9	1	Inf
Champion	3	4	3	3	4	1	2	2	9	1	Inf

Equipment: Crossbow and light armour

Point Cost: 10 Quarrellers: 100p + Nx20p, Quarreller 11-20: +12p each

Options: Standard +10p, Musician +5p, Champion +10p

Special Rules: *Dwarf*

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Halfling Warrior	4	2	4	2	2	1	5	1	8	1	Inf
Champion	4	2	4	2	2	1	5	2	8	1	Inf

Equipment: Spear, light armour and shield

Point Cost: 20 Halfling Warriors: 100p, Warrior 21+: +3p each

Options: Standard +20p, Musician +5p, Champion +10p

Special Rules: *Anti-Cav (Spear)*

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Halfling Archer	4	2	4	2	2	1	5	1	8	1	Inf
Champion	4	2	5	2	2	1	5	1	8	1	Inf

Equipment: Bow

Point Cost: 10 Halfling Archers: 70p + Nx20p, Archer 11-20: je +7p

Options: Standard +10p, Musician +10p, Champion +5p

Special Rules: *Light Infantry*

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Oger	6	3	2	4	4	3	2	3	7	3	MoI
Champion	6	3	2	4	4	3	2	4	7	3	MoI

Equipment: Hand weapon

Point Cost: 3 Ogers: 120p, Oger 4+: +30p each

Options: Standard +25p, Musician +10p, Champion +20p,

Light armour +6p/model, Shield +4p/model

In addition, the unit may be equipped with one of the following weapon options:

- Additional hand weapons +20p

- Great weapons +40p

Special Rules: *Fear*

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Norsca Marauder	4	4	3	3	3	1	4	1	7	1	Inf
Champion	4	4	3	3	3	1	4	2	7	1	Inf

Equipment: Light armour and shield

Point Cost: 10 Marauders: 80p, 11-20: +6p each, 21+: +5p each

Options: Standard +20p, Musician +5p, Champion +10p

The unit may replace their shields with one of the following:

- Additional hand weapons free

- Flails +10

- Great weapons +20p

Special Rules: *Frenzy*

	M	WS	BS	S	T	W	I	A	Ld	US	Type
0-1 Paymaster's Guard	4	4	3	3	3	1	3	1	8	1	Inf
Champion	4	4	3	3	3	1	3	2	8	1	Inf

Equipment: Halberd and heavy armour

Point Cost: 10 Guards: 80p, 11-30: +8p each

Options: Standard +20p, Musician +5p, Champion +10p

B War Banner +35p

Special Rules: *Paymaster's Guard*

THE CURSED COMPANY

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Richter Kreugar	4	4	0	4	5	2	4	3	8	1	Inf
Fallen Soldier	4	2	0	3	3	1	2	1	3	1	Inf

Legendary Regiment: The unit comprises 10 Fallen Soldiers including the named Champion Richter Kreugar, a Standard bearer and a Musician.

Equipment: Shield and light armour. Richter Kreugar is equipped with a shield and heavy armour as well as his unholy sword Shadow and the Dark Gem of the Cursed. The Standard bearer has the Banner of Malediction.

Point Cost: 275p, Fallen Soldier 11-30: +10p each

Special Rules: *Legendary Regiment, Cursed Company, Undead, Standalone, Hatred (Undead)* (Richter Kreugar only)

Cursed Company:

- Each 1 W model killed by a cc attack of this unit creates 1 new Fallen Soldier for the unit.
- When Richter Kreugar is slain, the Fallen Soldiers start turning to dust. At the end of the phase Richter Kreugar is killed as well as at the start of any of the unit's following turns, the unit has to take a Ld-test. The unit loses a number of wounds equal to the amount the respective test is failed by. There are no saves of any kind allowed vs wounds suffered in this way.
- The unit may only march as long as Richter Kreugar has not been slain.

Standalone: The unit does not benefit from 'Inspiring Presence' and 'Hold Your Ground!'. In addition, character models cannot join the unit.

Undead:

- Immune to Psychology
- Crumbling: When an undead unit loses combat it suffers a number of wounds equal to the break test modifier, there is no break test, i.e. undead units never break from combat. Richter Kreugar is only affected if the unit is destroyed and there are unallocated wounds left. There are no saves of any kind allowed vs wounds suffered in this way.
- Cause Fear
- Undead must choose 'Hold' as charge response, i.e. they may not 'Stand & Shoot'.

W Shadow: +1S, Killing Blow

T Dark Gem of the Cursed: Ward Save (4+)

B Banner of Malediction: The unit lose one less wound from Crumbling.





RUGLUD'S ARMoured ORCS

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Ruglud	4	5	3	4	5	2	3	3	8	1	Inf
Armoured Orc	4	3	3	3	4	1	2	1	7	1	Inf

Legendary Regiment: The unit comprises 10 Armoured Orcs including the named Champion Ruglud, the Standard bearer (Maggot) and a Musician.

Equipment: Choppa, crossbow and heavy armour. The Standard bearer has the Armoured Banner.

Point Cost: 215p, Armoured Orc 11-20: +10p each

Special Rules: *Legendary Regiment, Armoured Animosity, Greenskins, Ignore Greenskin Panic*

Armoured Animosity: In each of your 'Start of the Turn' phase roll a D6 if the unit has a US of at least 5 and if it is not engaged in combat or broken. On a roll of a '1' the unit suffers from animosity. Roll a D6 and consult the following table to determine the effect:

1-2: Let's show 'em!: Squabble (see below). In addition, the unit deals D3 S4 hits to the closest unit (friend or foe) within 30". If multiple legal targets are equally close, randomly determine which unit is affected. Casualties inflicted in this way do not cause a panic test.

3-6 Squabble: The unit may not declare a charge and may not move in the movement phase. Character models cannot join or leave this unit nor can they move inside the unit. All models that are part of the unit cannot shoot in the shooting phase. Spell casting is allowed.

Greenskins: Models in this unit count as Greenskins (has no direct effect).

Ignore Greenskin Panic: Units with the *Greenskins* special rule are ignored for determining if this unit has to take a panic test.

Choppa: Models on foot gain AP (1) in each first round of combat.

B Armoured Banner: +1CR

OGLAH KHAN'S WOLFBOYZ

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Oglah Khan	-	5	4	4	4	2	3	3	7	2	Cav
Wolfboy	-	3	3	3	3	1	2	1	6	2	Cav
Wolf	9	3	0	3	3	-	3	1	-	-	-

Legendary Regiment: The unit comprises 6 Wolfboyz including the named Champion Oglah Khan, a Standard bearer and a Musician.

Mount: Wolf

Equipment: Spear, bow, light armour and shield. Oglah Khan is equipped with spear, bow, light armour and shield as well as the Pelt of the Wulfag.

Point Cost: 215p, Wolfboy 7+: +15p each

Special Rules: *Legendary Regiment, Light Cavalry, Greenskins, Minions*

Greenskins: Models in this unit count as Greenskins (has no direct effect).

Minions:

- **Animosity:** In the 'Start of the Turn' phase roll a D6 if the unit has a US of at least 5 and is not engaged in combat or broken. On a roll of a '1' the unit may not declare a charge or move in this turn's movement phase and it may not shoot in this turn's shooting phase.
- This unit can only be joined by character models with the Minions special rule.

E Pelt of the Wulfag: The bearer and his unit always have to pursue enemies fleeing from cc. In addition, they roll an additional D6 for determining the pursuit distance.

BEORG BEARSTRUCK AND THE BEARMEN OF URSLO

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Beorg	4	5	0	5	5	3	3	4	8	1	Inf
Bearman	4	4	3	4	3	1	4	1	7	1	Inf

Legendary Regiment: The unit comprises 10 Bearmen including the named Champion Beorg, the Standard bearer (Oerl the Young) and a Musician.

Equipment: Light armour and shield. Beorg is equipped with only a hand weapon and the Bear-Fang Talisman. The Standard bearer has the Bear Banner.

Point Cost: 290p, Bearman 11-20: +8p each, 21+: +7p each

Special Rules: *Legendary Regiment, Frenzy*

T Bear-Fang Talisman: Ward Save (4+)

B Bear Banner: The unit never loses Frenzy (and regains Frenzy if already lost).

GOLGFAG'S OGER

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Golgfag	6	5	2	5	5	4	3	5	8	3	Mol
Oger	6	3	2	4	4	3	2	3	7	3	Mol

Legendary Regiment: The unit comprises 4 Ogers including the named Champion Golgfag, the Standard bearer (Skaff) and a Musician.

Equipment: Additional hand weapon and heavy armour.

Point Cost: 340p, Oger 5+: +35p each

Special Rules: *Legendary Regiment, Fear*

LUMPIN CROOP'S FIGHTING COCKS

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Lumpin Croop	4	3	5	3	3	2	6	2	9	1	Inf
Hafling	4	2	4	2	2	1	5	1	8	1	Inf

Legendary Regiment: The unit comprises 10 Haflings including the named Champion Lumpin Croop, the Standard bearer (Ned Hamfist) and a Musician.

Equipment: Bow. Lumpin Croop is equipped with bow and light armour.

Point Cost: 165p, Hafling 11-20: +7p each

Special Rules: *Legendary Regiment, Light Infantry, Scouts*

LONG DRONG'S SLAYER PIRATES

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Long Drong	4	6	4	4	4	2	4	3	10	1	Inf
Slayer Pirate	4	4	3	3	4	1	3	1	9	1	Inf

Legendary Regiment: The unit comprises 10 Slayer Pirates including the named Champion Long Drong, a Standard bearer and a Musician.

Equipment: Slayer Pistols

Point Cost: 200p, Slayer Pirate 11-20: +15p each

Special Rules: *Legendary Regiment, Unbreakable, Dwarf*

Slayer Pistols: The model counts as being equipped with a brace of pistols and all of its cc attacks have S4, AP(1).





RARE

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Maneater	6	4	4	5	4	3	3	4	8	3	Mol

Equipment: Light armour

Point Cost: 1 Maneater: 60p + Nx40p, Maneater 2+: +60p each

Options: Heavy armour: +5p/model

Each model may choose one of the following weapons:

- Great weapon +15p/model

- Cathayan Longsword +15p/model

- Brace of Handguns +15p/model

Special Rules: *Fear, Immune to Psychology, Stubborn, Ragtag Unit*

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Cannon	-	-	-	-	7	3	-	-	-	-	WarM
Crewman	4	3	4	3	3	1	3	1	7	1	-

Warmachine: 3 Crewmen

Equipment: Hand weapon

Point Cost: 75p + Nx25p

Special Rules: *Cannon*

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Halfling Hot Pot	-	-	-	-	5	3	-	-	-	-	WarM
Halfling Crew	4	2	4	2	2	1	5	1	8	1	-

Warmachine: 3 Halfling Crew

Equipment: Hand weapon

Point Cost: 25p + Nx25p

Special Rules: *Halfling Hot Pot*

TICHI-HUICHI'S RAIDERS

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Tichi-Huichi	-	4	4	4	3	2	5	3	7	2	Cav
Raider	-	3	3	3	2	1	4	1	6	2	Cav
Horned One	8	3	-	3	-	-	3	1	-	-	-

Legendary Regiment: The unit comprises 6 Raiders including the named Champion Tichi-Huichi, a Standard bearer and a Musician.

Mount: Horned One

Equipment: Spear and shield

Point Cost: 255p, Raider 7+: +20p each

Special Rules: *Legendary Regiment, Scaly Skin (6+), Fear, Hit and Run, Thick Skinned, Poisoned Attacks (1), Cold Blooded*

Cold Blooded: The unit roll 3D6 for Ld-based tests and picks the 2 lowest dice.

Hit and Run: If this unit charged and loses or ties combat in the following combat phase, it has to retreat. If this unit won combat, it is allowed to retreat. A retreat follows the same rules as if the unit had to flee from combat but it does not cause panic, the enemy is not allowed to pursue and this unit automatically rallies at the end of the flee movement.

Thick Skinned: The mount grants its rider an additional +1AS modifier.

MENGIL MANHIDE'S MANFLAYERS

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Mengil Manhide	5	6	6	4	3	2	7	3	9	1	Inf
Manflyer	5	4	5	3	3	1	5	1	8	1	Inf

Legendary Regiment: The unit comprises 6 Manflyers including the named Champion Mengil Manhide, a Standard bearer and a Musician.

Equipment: Great weapon, heavy armour and repeater crossbow. Mengil is equipped with a great weapon, heavy armour and repeater handbow. The Standard bearer has the Banner of Kalad.

Point Cost: 285p, Manflyer 7-10: +20p each

Special Rules: *Legendary Regiment, Skirmishers, Hatred (High Elves), Scouts, Killing Blow, Manflyer*

Manflyer: This unit can never pursue, even if forced by psychology (e.g. Hatred). Each enemy unit, the Manflyers break or destroy in cc, is worth an additional 100 VP.

Repeater Handbow: Range 8", S3, Multiple Shots (3), no penalty for moving and shooting as well as long range; may always Stand & Shoot, even if the enemy is within half charge distance.

B Banner of Kalad: Units shooting at this unit suffer -1BS (to a minimum of 0) for this attack.

BIRDMEN OF CATRAZZA

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Daddallo	4	4	4	3	3	2	3	1	8	1	Inf
Birdman	4	3	3	3	3	1	3	1	7	1	Inf

Legendary Regiment: The unit comprises 5 Birdmen including the named Champion Daddallo.

Equipment: Light Crossbow

Point Cost: 125p, Birdman 6-10: +15p each

Special Rules: *Legendary Regiment, Flying Skirmishers, In Flight Shooting*

In Flight Shooting: Birdmen suffer no penalty for moving and shooting, unless they move on foot.

Light Crossbow: Range 24", S3, AP (1)

ASARNIL THE DRAGONLORD

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Asarnil	5	7	4	4	3	2	7	4	9	1	Inf
Thalui-Sethai	6	6	0	6	6	6	3	5	8	6	Mon

Ridden Monster: Asarnil counts as a character model and is riding the dragon Thalui-Sethai (monstrous mount).

Equipment: Asarnil is equipped with a lance, heavy armour and shield as well as the Dragonheart Amulet.

Point Cost: 460p (160p for Asarnil, 300p for Thalui-Sethai)

Special Rules: *Legendary Regiment*

Thalui-Sethai has the special rules *Flying Model, Large Target, Terror, Scaly Skin (3+)* and *Dragon Fire* (Breath weapon, S4).

In addition, add +1 to rolls on the Monster Reaction Table for Thalui-Sethai. On a natural 6, the player of Asarnil may choose a result of the Monster Reaction Table.

T Dragonheart Amulet: Units shooting at Asarnil and Thalui-Sethai suffer -1BS (to a minimum of 0) for this attack.





BRONZINO'S GALLOPER GUNS

Legendary Regiment: The regiment comprises Bronzino who counts as a character model as well as 1-3 Galloper Guns. The regiment (including Bronzino) is deployed together with all other warmachines in the army. Bronzino and all Galloper Guns have to be deployed in such a way that no model of the regiment is more than 3" away from another model of the regiment. During the battle, the models act independently from each other as separate units and grant VP independently from each other.

Bronzino or Galloper Guns cannot be hired independently from each other.

Special Rules: *Legendary Regiment*

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Bronzino	-	5	5	4	4	2	5	3	8	2	Cav
Warhorse	8	3	-	3	-	-	3	1	-	-	-

Mount: Warhorse

Equipment: Heavy armour

Point Cost: 75p

Special Rules: *Cavalry Artillery Master*

Cavalry Artillery Master: Bronzino may guide one of the following artillery pieces within 3":

- Cannon: may reroll Artillery Dice on roll for point of impact
- Galloper Gun: may reroll Artillery Dice on roll for point of impact

Declare which warmachine benefits from the buff before you fire the respective warmachine.

Cannot be used when Bronzino is in engaged in cc.

If Bronzino is hit by ranged attacks he may transfer hits to a friendly warmachine within 3" on a roll of 4+ per hit. This works like the 'Look Out Sir!' rule (see chapter 'Characters' in the core rules).

In addition, Galloper Guns within 6" may use Bronzinos Leadership (Ld).

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Galloper Gun	-	-	-	-	6	3	-	-	-	-	WarM
Crewman	8	3	3	3	3	1	3	1	7	1	-

Warmachine: 3 Crewmen

Equipment: Hand weapon and carthorse (included in the profile)

Point Cost: 75p + Nx25p

Special Rules: *Galloper Gun, Mobile*

Mobile:

- Galloper Guns may march.
- Galloper Guns may choose 'Hold' or 'Flee' as charge response.

Galloper Gun: Cannon, Range 24", S7, no AS, D3 wounds

MALAKAI MAKAISSON'S GOBLIN HEWER

Legendary Regiment: The regiment comprises Malakai Makaiisson who counts as a character model as well as a Goblin Hewer. The regiment (including Malakai Makaiisson) is deployed together with all other warmachines in the army. Malakai Makaiisson has to be deployed within 3" of the Goblin Hewer. During the battle, the models act independently from each other as separate units and grant VP independently from each other.

Malakai Makaiisson or the Goblin Hewer cannot be hired independently from each other.

Special Rules: *Legendary Regiment*

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Malakai Makkaiisson	4	5	5	4	4	2	3	3	10	1	Inf

Equipment: Great weapon and Dwarf Repeater Handgun

Point Cost: 90p

Special Rules: *Dwarf, Unbreakable, Slayerengineer*

Slayerengineer: If Malakai Makaiisson is not engaged in cc and within 3" of the Goblin Hewer, instead of shooting in the shooting phase, he may guide the Goblin Hewer which then uses Malakai Makaiisson's BS for shooting.

If Malakai Makaiisson is hit by ranged attacks and within 3" of the Goblin Hewer, he may transfer hits to the Goblin Hewer on a roll of 4+ per hit. This works like the 'Look Out Sir!' rule (see chapter 'Characters' in the core rules).

Dwarf Repeater Handgun: Range 24", S4, AP(1), Multiple Shots (3), Move or Fire, no -1 modifier for Stand & Shoot

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Goblin Hewer	-	-	-	-	7	3	-	-	-	-	WarM
Slayer Assistent	3	4	3	3	4	1	2	1	10	1	-

Warmachine: 3 Slayer Assistents

Equipment: Great weapon

Point Cost: 135p

Special Rules: *Dwarf, Unbreakable, Goblin Hewer*

Goblin Hewer: Range 48", S4, AP(1). If the target unit is hit, the target unit suffers D3 hits for each rank of the target unit comprising at least 3 models up to max. 5D3. Target units without a repective rank suffer D3 hits.





GIANTS OF ALBION

Legendary Regiment: The regiment comprises Hengus who counts as a character model as well as two Giants (Bologs and Cachtorr). The regiment (including Hengus) is deployed together. Hengus and the Giants have to be deployed in such a way that no model of the regiment is more than 3" away from another model of the regiment. During the battle, the models act independently from each other as separate units and grant VP independently from each other.

Hengus or the Giants cannot be hired independently from each other.

Special Rules: *Legendary Regiment*

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Hengus	4	3	3	3	3	2	3	1	7	1	Inf

Magic: Hengus is a Level 2 wizard and has the spells Dark Fury PM2/5+, BM The Crows Feast and BM The Wolf Hunts from Lore of Beasts.

Equipment: Hengus is equipped with the Oggum Staff.

Point Cost: 185p

Special Rules: *Druid of Albion*

Druid of Albion:

- When Hengus declares one of the Giants (Bologs and Cachtorr) as the target for an Augment, the casting value of the spell is halved (rounded up) for the casting roll.
- If Hengus is hit by ranged attacks, he may transfer each hit on a roll of 4+ to one of the Giants (Bologs and Cachtorr) within 3". This works like the 'Look Out Sir!' rule (see chapter 'Characters' in the core rules).

T Oggum Staff: Ward Save (5+)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Giant	6	3	3	6	5	6	3	S	9	6	Mon

Equipment: Hand weapon

Point Cost: 440p (Bologs and Cachtorr 220p each)

Special Rules: *Giant*

Giant: see chapter 'Giants' in core rules

WITCH HUNTERS

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Johann van Hal	4	5	5	4	4	2	5	3	9	1	Inf
Wilhelm Hasburg	4	4	3	4	4	2	4	2	8	1	Inf

Legendary Regiment: The unit comprises the named Champion Johann van Hal and the named Champion Wilhelm Hasburg.

Equipment: Johann is equipped with a brace of pistols as well as the Stake of Sigmar. Wilhelm is equipped with the Holy Staff and has the prayers Unbending Righteousness PM2/7+ and Hammer of Sigmar PM2/5+

Point Cost: 300p

Special Rules: *Legendary Regiment, Skirmishers, MR (1),*

Immune to Psychology, Magical Attacks,

Hatred (Skaven, Daemons and Undead),

Divine Protection (Wilhelm only)

Divine Protection: Wilhelm as a Warrior Priest may attempt to dispel spells as if he was a wizard.

W Stake of Sigmar: Two-handed. Versus Undead and Daemons the S of the bearer is doubled and each wound causes D3 wounds.

W Holy Staff: +2S, automatically wounds all Skaven, Daemons and Undead.

PM Hammer of Sigmar (5+): Augment, Range 12", unit gets +1 to to-wound rolls in cc until the caster's next magic phase

PM Unbending Righteousness (7+): Augment, caster and his unit become Stubborn until the caster's next magic phase

GOTREK & FELIX

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Gotrek Gurnisson	4	8	4	4	6	3	5	4	10	1	Inf
Felix Jaeger	4	5	5	4	4	2	5	3	8	1	Inf

Legendary Regiment: The unit comprises the named Champion Gotrek Gurnisson and the named Champion Felix Jaeger.

Equipment: Gotrek is equipped with Gotrek's Axe. Felix is equipped with light armour and the rune sword Karaghul.

Point Cost: 505p

Special Rules: *Legendary Regiment, Skirmishers, Unbreakable,*

Ward Save (4+), Gotrek's Doom, Slayer (Gotrek only)

Gotrek's Doom: Casters (friend or foe) declaring Gotrek and Felix as the target for a spell, suffer a miscast on any doubles.

Slayer:

- **Deathblow:** Each model, that has been killed before it could attack in the combat phase, is allowed to make 1 last attack (1A) with all special rules directed at the model that killed it. Cannot be used versus Impact Hits.
- **Doom will have to wait:** to-wound rolls of a natural '6' inflict D3 wounds instead of 1.
- **Professional Killer:** If the strength of an attack by this model is less than the toughness of the target, the strength of the attack counts as equal to the toughness of the target.

W Gotrek's Axe: For each hit Gotrek inflicts in cc, Gotrek gets another attack rolling to wound and to hit as normal. Additional attacks do not generate further attacks. In addition, versus models with T5+ inflicted wounds are doubled.

W Karaghul: +2A. Versus dragons (of any kind) reroll failed to-hit and failed to-wound rolls.



DWARFS

SPECIAL RULES

Army wide

Dwarfen Magic Resistance: enemy spells that target Dwarfen units suffer -1 to the casting roll

Hatred (Greenskins): All Dwarfs hate all kind of Greenskins.

Relentless: All Dwarfs are allowed to march even when an enemy unit is within march blocking range (usually within 8").

Unit specific

Anvil of Doom: The Anvil counts as a mount that is part of the Runelord and cannot be destroyed on its own. It is guarded by 2 Guards that count as Champions. In cc attacks can be directed at the Runelord or the Guards. Ranged hits are equally randomised between the Runelord and any Guards left. With the exception of how ranged hits are handled, the Anvil is treated exactly like a warmachine, i.e. the model may move but not march or charge etc. If the Runelord is killed the whole model is removed from play and counts as destroyed. Killing the Guards does not grant any VPs. The anvil grants a Ward Save (4+) vs missiles to the Runelord as well as the Guards. It also boosts the range of the Spell Runes of the Runelord to 36". See the Lore of Runes section for more information about the Spell Runes engraved in the anvil.

Artillery Master: Instead of shooting in the shooting phase this model may guide one of the following artillery pieces within 3":

- Bolt Thrower: may use the BS of the Artillery Master
- Grudge Thrower: may reroll Artillery Dice
- Dwarf Cannon: inflicts D3+1 wounds
- Organ Gun: reroll '1's for to-hit rolls
- Flame Cannon: reroll '1's for to-hit rolls (Template)

Declare which warmachine benefits from the buff before you fire the respective warmachine.

Cannot be used when this model is in engaged in cc.

If this model is hit by ranged attacks it may transfer hits to a friendly warmachine within 3" on a roll of 4+ per hit. This works like the 'Look Out Sir!' rule (see chapter 'Characters' in the core rules).

Body Guard: As long as the general is part of this unit, it is Immune to Fear and Terror.

Dwarf-crafted: If this model/unit suffers a misfire and the dwarfen player chooses the option 'Ignore', he may add +1 to the roll.

Entrench: After deployment pick one artillery piece: counts as being in hard cover and entrenched (to all sides). This benefit is lost when the warmachine moves.

Loner: Model cannot be the army general. Can only join Slayer units.

No Leader: This model may never be the army general. Also units cannot use this model's Ld for

Ld-tests and this model does not allow a unit to rally below 25%.

Old Grumblers: If this unit is not broken, then units within 6" of this unit reroll failed panic tests.

Runelore: +1 to dispel rolls

Slayers:

- Deathblow: Each model, that has been killed before it could attack in the combat phase, is allowed to make 1 last attack (1A) with all special rules directed at the model that killed it. Cannot be used versus Impact Hits.
- Doom will have to wait: to-wound rolls of a natural '6' inflict D3 wounds instead of 1
- Professional Killer: If the strength of an attack by this model is less than the toughness of the target, the strength of the attack counts as equal to the toughness of the target.
- Giant Slayers count as Champions. They are not limited to 1 per unit.
- Character models other than Slayers cannot join this unit.
- Slayer characters can only be the army general if the army is only composed of units (incl. characters) with the 'Slayers' special rule.

Underground Advance: This unit may start the game in reserve. Beginning with turn 2, roll a d6 at the start of your turn: on a 4+ the unit may enter the battlefield from any board edge (as if it has left the board in a previous turn due to a pursuit), add +1 to the roll for each turn after the second, a natural '1' always fails.

ARMOURY

Bolt Thrower: Range 48", S6, D3 wounds, no AS, penetrates ranks

Bombs: Instead of shooting in the shooting phase the model may drop bombs in the 'Remaining Moves' phase. To drop bombs the model may target one enemy unit it did fly over in the movement phase. Place the centre of the 3" template anywhere on the actual flight path of the model over the targeted unit. Then scatter the template D6". On a roll of a '6' the model suffers a misfire (see "general misfire rules" in core rules) and the bomb causes no damage. On a 1-5 scatter the template in the direction indicated by the scatter die. If the scatter die results in a hit symbol, then the template does not scatter. Every model hit by the template (use template to hit rules) suffers a S4 (S8 for the hole) AP (1) hit. The model cannot shoot in the shooting phase in the turn it dropped bombs.

Brace of Drakefire Pistols: Range 8", S5, multi shot (2), always Stand & Shoot, counts as additional hand weapons, no -1 modifier for Stand & Shoot, long range and moving and shooting

Brace of Dwarf Pistols: Range 8", S4, AP(1), multi shot (2), always Stand & Shoot, counts as additional hand weapons, no -1 modifier for Stand & Shoot, long range and moving and shooting

Dwarf Cannon: Cannon, Range 60", S10, no AS, D3 wounds

Drakegun: Range 18", S5, no -1 modifier for Stand & Shoot, magical attacks

Dwarf Handgun: Range 24", S4, AP(1), move or fire, no -1 modifier for Stand & Shoot

Dwarf Pistol: Range 8", S4, AP(1), always Stand & Shoot, no -1 modifier for Stand & Shoot, long range and moving and shooting

Flame Cannon: Flamer Weapon, Range 12", S5, AP(1), D3 wounds. Units that suffer one or more wounds must pass a panic test.

Gromril Armour: 4+ AS

Grudge Thrower: Catapult, Range 12"-60", 3" Template, S4(8), no AS, D3 wounds

Oath Stone: Can be used at the start of any turn (even opponents). The bearer and his unit has no flanks and rear (therefore cannot lose rank bonuses by units fighting in its flank or rear) and fights in all directions as if it would fight in to its front (e.g. bonuses that apply only for fighting to the front would apply in all directions). In addition, the bearer of the Oath Stone cannot refuse Challenges. These benefits are lost when the unit moves or the bearer is killed. One use only.

Organ Gun: Range 24", S5, AP(1), number of shots = artillery dice x2, no penalty for multiple shots

Shieldbearers: Model gets +1AS, as well as 2 additional attacks at WS5 and S4 that do not benefit of any gear or special rules of the model, e.g. runic items. The model still counts as an infantry model with US 1 and therefore cannot be singled out by shooting (under normal circumstances). Also, when this model joins a unit, the unit counts its rank bonus as if the space the Shieldbearers take up was filled with rank and file models. If this model is the general of the army, its range for Inspiring Presence is 18".

Slayer Axes: Count as additional hand weapons or great weapon, choose before each new combat. Runic Slayer Axes count as runic hand weapons (or runic great weapon in the case of Master Rune of Kragg the Grim) and have to be used as such in each combat, i.e. the character has no choice.

Steam Gun: Breath weapon, S3, AP(2)

Steamdrill: two handed, +3S, ASL, the unit may reroll the arrival for Underground Advance.

Trollhammer Torpedo: Range 24", S7, D3 wounds, no Stand & Shoot, magical attacks

HEIRLOOMS OF THE DAWI

Runic items

The following rules apply to all runic items:

- Rule of Potency: No more than 1 Master Rune per item.
- Rule of Three: No more than 3 Runes per item
- Rule of Pride: No exact Rune combinations multiple times in the army.
- Master Runes are unique.
- The effect of multiple Runes of the same kind only stacks if it is marked by '(stacks)'. Multiple 'One use only' Runes may be used as long as their conditions are met.
- All runic items count as magical items and inflict magical attacks.
- A character can have multiple runic items but only one of each type.
- Point costs for Runes may vary between Heroes and Lords, see lists below. A '-' indicates that this Rune is not available for this category. [Note: This is a simplified way to balance rune point costs because it would be way too complex to try to account for all possible combinations. In the end some rune combinations might be more point efficient than comparable items in other armies but IMO this is offset by the lack of mobility of the dwarfen characters.]

Weapon Runes

Weapon Runes can be engraved on hand weapons (exception: Master Rune of Kragg the Grim).

Name	Effect	Heroes	Lords
Grudge Rune	Eternal Hatred vs 1 nominated (after deployment) character or monster model (stacks)	15p	20p
Master Rune of Alaric the Mad	No AS	35p	50p
Master Rune of Breaking	Hit destroys opponent's magic weapon	45p	60p
Master Rune of Flight	Can be used in the shooting phase. Range 12", Sniper, hits automatically, effect as if target was hit in cc. weapon returns to wielder. (Cannot be used by Slayers)	40p	40p
Master Rune of Kragg the Grim	Great weapon retains its abilities (and allows additional weapon runes to be engraved on the great weapon)	15p	20p
Master Rune of Skalf Blackhammer	Always wounds on 2+, Strength raised accordingly and applies to armour save modifier	40p	50p
Master Rune of Smiting	Causes D3 wounds	40p	50p
Master Rune of Swiftess	ASF	25p	25p
Rune of Cleaving	+1S (stacks)	20p	25p
Rune of Fire	Poisoned Attacks (1) (stacks)	10p	15p
Rune of Fury	+1A (stacks)	25p	25p
Rune of Might	Double S vs T5+	30p	35p
Rune of Snorri Spangelheim	+1 to to-hit rolls in cc (stacks)	15p	20p
Rune of Speed	+1I (stacks)	5p	5p
Rune of Striking	+1WS (stacks)	10p	10p

Armour Runes

Armour Runes can be engraved on armour or shields.

Name	Effect	Heroes	Lords
Master Rune of Adamant	+1T	35p	50p
Master Rune of Gromril	1+AS, cannot be improved	25p	35p
Master Rune of Iron	Ward Save (5+)	25p	35p
Master Rune of Resistance	Reroll failed armour saves	50p	75p
Master Rune of Steel	Attacks against bearer have max S of 5	40p	50p
Rune of Fortitude	+1W (stacks)	40p	40p
Rune of Preservation	Immune to effects of Poisoned Attacks and Killing Blow	10p	15p
Rune of Shielding	Ward Save (2+) vs missiles	25p	35p
Rune of Stone	+1AS. Max. of 1 per model, exception to Rule of Pride.	10p	15p

Talismanic Runes

Talismanic Runes can be engraved on any kind of amulet, ring or helmet.

Name	Effect	Heroes	Lords
Master Rune of Balance	In the enemy magic phase take one of your opponents PD and add it to your DD. (only for Runelords)	-	100p
Master Rune of Challenge	At the start of enemy turn pick one unit within 20" that could normally charge the bearer and is not Immune to Psychology. The unit has to charge the bearer or cannot move voluntarily that turn and army/unit cannot use any Ld bonuses from character models within that unit (includes general and BSB). One use only.	25p	25p
Master Rune of Dismay	All enemy units take Ld test at end of Dwarf turn. If failed units cannot charge next turn. Units that are Immune to Psychology or use compulsory movement are not affected. One use only.	25p	25p
Master Rune of Kingship	Dwarf units within 6" are Immune to Panic, Fear and Terror. (only for the army general)	75p	75p
Master Rune of Spellbinding	+1 DD (only for Runelords)	-	50p
Master Rune of Spellbreaking	Dispell Scroll. One use only. (only for Runelords/Runesmiths)	30p	30p
Master Rune of Spelleating	Dispel Scroll. On a 4+ BM / 5+ PM the spell is destroyed. One use only. (only for Runelords)	-	75p
Master Rune of Spite	Ward Save (4+)	45p	75p
Rune of Brotherhood	May deploy in unit of Rangers or Miners	20p	20p
Rune of Fate	Ward Save (2+) vs. first wound. One use only.	35p	35p
Rune of Luck	Reroll one failed to-hit, to-wound or saving throw. One use only.	15p	15p
Rune of the Furnace	Ward Save (2+) vs attacks with the Poisoned Attacks special rule	10p	15p
Rune of Warding	MR (1) (stacks), max. of 2 per model	15p	15p



Banner Runes

Banner Runes can be engraved on standards.

Name	Effect	BSB
Ancestor Rune	Unit is Stubborn on a 4+ when taking its first break test in the game. One use only.	10p
Master Rune of Fear	Unit causes Fear	50p
Master Rune of Grugni	Dwarf units within 6" gain Ward Save (5+) vs missiles	50p
Master Rune of Stromni Redbeard	+1CR to all friendly units within 12" of banner	100p
Master Rune of Valaya	Enemy spells that target Dwarfen units within 12" suffer -2 to the casting roll (for a total of -3). RiP spells and enemy spell effects in play within 12" at start of any magic phase are automatically dispelled/lose their effect.	100p
Rune of Battle	+1 CR (stacks)	35p
Rune of Courage	Unit is Immune to Fear and Terror	30p
Rune of Determination	Unit takes its first break test in the game on 3D6 and ignore the highest die. One use only.	20p
Rune of Guarding	Bearer gains Ward Save (5+)	25p
Rune of Sanctuary	MR (1) (stacks), max. of 2 per model	15p
Rune of Slowness	Any unit charging this unit has to subtract D6" from its charge range. Multiple runes are not added together – only the single highest roll counts.	50p
Rune of Stoicism	Unit strength doubled	25p
Strollaz's Rune	Unit may triple its movement during a march or charge movement (up to 12")	50p

Engineering Runes

Engineering Runes can be engraved on warmachines (see army list for details).

Name	Effect
Flakkson's Rune of Seeking	+1 to to-hit rolls (incl. Templates)
Master Rune of Defense	The warmachine counts as being in hard cover and entrenched (to all sides).
Master Rune of Disguise	The warmachine counts as being in hard cover. In addition, an enemy unit can only trace line of sight to the model if the distance between both units is less than D6x6". Roll at the start of every phase for each unit that would need LOS. If failed, the unit may choose another target, i.e. does not count as a failed charge for example.
Master Rune of Immolation	Before combat resolution is calculated, this model may explode. The warmachine is removed as a casualty and all units in combat suffer 2D6 S4 hits, distributed like shooting. (Can also be used in the combat round the warmachine was destroyed). Units that are no longer engaged in cc after the warmachine exploded and suffered at least 25% casualties by the explosion, have to take a panic test.
Rune of Accuracy	May reroll Scatter Dice
Rune of Burning	reroll '1's for to-wound rolls
Rune of Forging	May reroll misfire result on either roll for point of impact or roll for bounce
Rune of Fortune	Misfires have no effect other than that the warmachine does not shoot
Rune of Penetrating	+1S
Stalwart Rune	+1CR
Valiant Rune	Warmachine is Unbreakable

LORE OF RUNES

General

- Runelords and Runesmith allow a player to dispel spells even though they are not 'Wizards'.
- Spell Runes work exactly like Petty Magic spells.

Spell Runes

Spell Rune of Adamant (5+): Augment, Range 6", unit gets a Ward Save (5+) until the caster's next magic phase. Has no effect on character models.

Spell Rune of Power (5+): Augment, Range 6", unit gets AP (1) in cc and rerolls '1's for to-hit rolls in cc until the caster's next magic phase.

Spell Rune of Swiftess (5+): Augment, Range 6", unit gets +2M and +2I until the caster's next magic phase.

Anvil of Doom

The following runes are engraved in the Anvil of Doom. Only one of these Spell Runes can be used in each magic phase. These Spell Runes cannot be lost through a miscast.

Spell Rune of Lead PM 3/5+: Hex, Range 36", target suffers -2M and -2I until the caster's next magic phase.

Spell Rune of Lightning PM 3/5+: MM, Range 36", 2D6 hits S4

Spell Rune of Strength PM 3/5+: Augment, Range 36", target gets +1S until the caster's next magic phase.

COMPOSITION

No additional composition rules.





ARMY LIST

LORDS

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Lord	3	7	4	4	5	3	4	4	10	1	Inf

Equipment: Hand weapon and Gromril armour. May take up to 125p of runic items.

Point Cost: 135p

Options:

Shield	+10p	Oath Stone	+50p
Great weapon	+20p	Shieldbearers	+70p
Dwarf Pistol	+10p		
Crossbow	+10p	Runes:	
Dwarf Handgun	+10p	see Heirlooms of the Dawi	

Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Daemon Slayer	4	8	4	4	6	3	5	4	10	1	Inf

Equipment: Slayer Axes. May take up to 100p of weapon runes.

Point Cost: 180p

Options:

Runes: see Heirlooms of the Dawi

Special Rules: Unbreakable, Slayer, Loner, Ward Save (5+)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Runelord	3	6	4	4	5	3	3	2	9	1	Inf

Magic: A Runelord must choose 2-3 Spell Runes.

Equipment: Hand weapon and Gromril armour. May take up to 150p of runic items.

Point Cost: 40p

Options:

Shield	+10p	Anvil of Doom	+125p
Great weapon	+10p		

Spell R. of Adamant PM 3/5+ +60p

Spell R. of Power PM 3/5+ +50p

Spell R. of Swiftiness PM 3/5+ +50p

Special Rules: Runelore

MOUNTS

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Anvil of Doom	-	-	-	-	-	-	-	-	-	-	WarM
Guard	3	5	3	4	4	1	2	2	9	1	-

Warmachine: 2 Guards

Equipment: Hand weapon, Gromril Armour and shield

Special Rules: MR (2), Stubborn, Anvil of Doom

HEROES

	M	WS	BS	S	T	W	I	A	Ld	US	Type
0-1 Battle Standard	3	6	4	4	5	2	3	3	9	1	Inf

Equipment: Hand weapon and Gromril armour. May take up to 75p of runic items (except runic banners) or any runic banner.

Point Cost: 90p

Options:

Runes: see Heirlooms of the Dawi Oath Stone +50p

Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Thane	3	6	4	4	5	2	3	3	9	1	Inf

Equipment: Hand weapon and Gromril armour. May take up to 75p of runic items.

Point Cost: 60p

Options:

Shield +5p Oath Stone +50p

Great weapon +15p

Dwarf Pistol +10p

Crossbow +10p

Dwarf Handgun +10p

Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Runesmith	3	5	4	4	4	2	2	2	9	1	Inf

Magic: A Runesmith must choose 1-2 Spell Runes.

Equipment: Hand weapon and Gromril armour. May take up to 75p of runic items.

Point Cost: 40p

Options:

Shield +5p Spell R. of Adamant PM 2/5+ +45p

Great weapon +10p Spell R. of Power PM 2/5+ +35p

Spell R. of Swiftiness PM 2/5+ +35p

Runes: see Heirlooms of the Dawi

Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Dragon Slayer	4	7	4	4	5	2	4	3	10	1	Inf

Equipment: Slayer Axes. May take up to 75p of weapon runes.

Point Cost: 85p

Options:

Runes: see Heirlooms of the Dawi

Special Rules: Unbreakable, Slayer, Loner, Ward Save (6+)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Master Engineer	3	4	5	4	4	2	2	2	9	1	Inf

Equipment: Hand weapon and Gromril armour. May take up to 50p of runic items.

Point Cost: 70p

Options:

Dwarf Pistol +10p Great Weapon +10p

Brace of Pistols +20p

Crossbow +10p

Dwarf Handgun +10p

Special Rules: Artillery Master, Entrench, No Leader





CORE

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Warrior	3	4	3	3	4	1	2	1	9	1	Inf
Champion	3	4	3	3	4	1	2	2	9	1	Inf

Equipment: Hand weapon and heavy armour
 Point Cost: 10 Warriors: 80p, Warrior 11-20: +7p each, 21+: +6p each
 Options: Standard +20p, Musician +5p, Champion +10p,
 Shields 1p/model, Great weapons 2p/model
 This unit may take a runic standard up to 50p.

Ancestor Rune	10p	Rune of Battle	35p
Rune of Sanctuary	15p	Master Rune of Fear	50p
Rune of Determination	20p	Rune of Slowness	50p
Rune of Stoicism	25p	Strollaz's Rune	50p
Rune of Courage	30p		

Special Rules: Block (shield)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Quarreller	3	4	3	3	4	1	2	1	9	1	Inf
Champion	3	4	3	3	4	1	2	2	9	1	Inf

Equipment: Crossbow and light armour
 Point Cost: 10 Quarrellers: 90p + Nx20p, Quarreller 11-20: +11p each
 Options: Standard +10p, Musician +5p, Champion +10p,
 Shields 1p/model, Great weapons 2p/model
 This unit may take a runic standard up to 50p.

Ancestor Rune	10p	Master Rune of Fear	30p
Rune of Sanctuary	15p	Rune of Courage	30p
Rune of Determination	20p	Rune of Battle	35p
Rune of Stoicism	25p	Rune of Slowness	50p
Strollaz's Rune	25p		

Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Thunderer	3	4	3	3	4	1	2	1	9	1	Inf
Champion	3	4	3	3	4	1	2	2	9	1	Inf

Equipment: Dwarf Handgun and light armour
 Point Cost: 10 Thunderers: 100p + Nx20p, Thunderer 11-20: +12p each
 Options: Standard +10p, Musician +5p, Champion +10p,
 Shields 1p/model

The Champion may replace his Dwarf Handgun for a brace of Dwarf Pistols for free.
 This unit may take a runic standard up to 50p.

Ancestor Rune	10p	Master Rune of Fear	30p
Rune of Sanctuary	15p	Rune of Courage	30p
Strollaz's Rune	15p	Rune of Battle	35p
Rune of Determination	20p	Rune of Slowness	50p
Rune of Stoicism	25p		

Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Longbeard	3	5	3	4	4	1	2	1	9	1	Inf
Champion	3	5	3	4	4	1	2	2	9	1	Inf

Equipment: Hand weapon and heavy armour
 Point Cost: 10 Longbeards: 120p, 11-20: +10p each, 21+: +9p each
 Options: Standard +20p, Musician +5p, Champion +15p,
 Shields 1p/model, Great weapons 2p/model
 This unit may take a runic standard up to 75p.

Ancestor Rune	10p	Rune of Battle	35p
Rune of Sanctuary	15p	Master Rune of Fear	50p
Rune of Determination	20p	Rune of Slowness	50p
Rune of Stoicism	25p	Strollaz's Rune	50p
Rune of Courage	30p		

Special Rules: Block (shield), Immune to Panic, Old Grumblers

SPECIAL

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Hammerer	3	5	3	4	4	1	2	1	9	1	Inf
Champion	3	5	3	4	4	1	2	2	9	1	Inf

Equipment: Great weapon and heavy armour
 Point Cost: 10 Hammerers: 150p, Hammerer 11-30: +15p each
 Options: Standard +20p, Musician +5p, Champion +15p,
 Shields 1p/model

This unit may take a runic standard up to 75p.

Rune of Sanctuary	15p	Rune of Battle	35p
Rune of Determination	20p	Master Rune of Fear	50p
Rune of Stoicism	25p	Rune of Slowness	50p
Rune of Courage	30p	Strollaz's Rune	50p

Special Rules: Stubborn, Body Guard

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Ironbreaker	3	5	3	4	4	1	2	1	9	1	Inf
Champion	3	5	3	4	4	1	2	2	9	1	Inf

Equipment: Hand weapon, Gromril Armour and shield
 Point Cost: 10 Ironbreakers: 130p, 11-20: +12p each, 21+: +10p each
 Options: Standard +20p, Musician +5p, Champion +15p
 This unit may take a runic standard up to 75p.

Ancestor Rune	10p	Rune of Battle	35p
Rune of Sanctuary	15p	Master Rune of Fear	50p
Rune of Determination	20p	Rune of Slowness	50p
Rune of Stoicism	25p	Strollaz's Rune	50p
Rune of Courage	30p		

Special Rules: Block (shield)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Ranger	4	4	3	3	4	1	2	1	9	1	Inf
Champion	4	4	3	3	4	1	2	2	9	1	Inf

Equipment: Crossbow, great weapons and light armour
 Point Cost: 10 Rangers: 130p + Nx30p, Ranger 11-20: +13p each
 Options: Standard +10p, Musician +10p, Champion +10p,
 Shields 1p/model, Throwing axes 1p/model

This unit may take a runic standard up to 50p.

Ancestor Rune	10p	Rune of Battle	35p
Rune of Sanctuary	15p	Master Rune of Fear	50p
Rune of Determination	20p	Rune of Slowness	50p
Rune of Stoicism	25p	Strollaz's Rune	50p
Rune of Courage	30p		

Special Rules: Scouts, Light Infantry

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Miner	3	4	3	3	4	1	2	1	9	1	Inf
Champion	3	4	3	3	4	1	2	2	9	1	Inf

Equipment: Great weapon and heavy armour
 Point Cost: 10 Miners: 100p + Nx30p, Miner 11-20: +9p each,
 Miner 21+: +8p each

Options: Standard +20p, Musician +5p, Champion +10p
 The Champion may replace his great weapon for a Steamdrill for +25p.
 This unit may take a runic standard up to 50p.

Ancestor Rune	10p	Rune of Battle	35p
Rune of Sanctuary	15p	Master Rune of Fear	50p
Rune of Determination	20p	Rune of Slowness	50p
Rune of Stoicism	25p	Strollaz's Rune	50p
Rune of Courage	30p		

Special Rules: Underground Advance





	M	WS	BS	S	T	W	I	A	Ld	US	Type
Troll Slayer	4	4	3	3	4	1	2	1	10	1	Inf
Giant Slayer	4	5	3	4	4	1	3	2	10	1	Inf

Equipment: Slayer Axes

Point Cost: 5 Troll Slayers: 20p + Nx50p, Troll Slayer 6-15: +12p each

Options: Standard +10p, Musician +5p, Giant Slayer +15p/model (any number of Troll Slayers can be promoted to Giant Slayers, each Giant Slayer counts as a Champion)

Special Rules: Unbreakable, Light Infantry, Slayers

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Irondrake	3	5	3	4	4	1	2	1	9	1	Inf
Champion	3	5	3	4	4	1	2	2	9	1	Inf

Equipment: Drakegun and Gromril Armour

Point Cost: 5 Irondrakes: 65p + Nx30p, Irondrake 6-10: +15p each

Options: Standard +10p, Musician +10p, Champion +10p

The Champion may replace his Drakegun for one of the following weapons:

Brace of Drakefire Pistols (free), Trollhammer Torpedo (+20p)

This unit may take a runic standard up to 75p.

Ancestor Rune 10p Rune of Battle 35p

Rune of Sanctuary 15p Master Rune of Fear 50p

Rune of Determination 20p Rune of Slowness 50p

Rune of Stoicism 25p Strollaz's Rune 50p

Rune of Courage 30p

Special Rules: Light Infantry

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Bolt Thrower	-	-	-	-	7	3	-	-	-	-	WarM
Crew	3	4	3	3	4	1	2	1	9	1	-

Warmachine: 3 Dwarf Crew

Equipment: Hand weapon and light armour

Point Cost: 50p + Nx10p

Options: This warmachine may be engraved with runes. See the runes section for more info.

Rune of Burning +10p Valiant Rune +20p

Flakkson's Rune of Seeking +20p Master R. of Disguise +25p

Master Rune of Defense +20p Rune of Penetrating +25p

Stalwart Rune +20p Master Rune of Immolation +30p

Special Rules: Bolt Thrower

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Grudge Thrower	-	-	-	-	7	3	-	-	-	-	WarM
Crew	3	4	3	3	4	1	2	1	9	1	-

Warmachine: 3 Dwarf Crew

Equipment: Hand weapon and light armour

Point Cost: 50p + Nx30p

Options: This warmachine may be engraved with runes. See the runes section for more info.

Rune of Accuracy +15p Valiant Rune +20p

Rune of Fortune +15p Flakkson's Rune of Seeking +25p

Rune of Burning +20p Master Rune of Immolation +30p

Master Rune of Defense +20p Rune of Penetrating +35p

Stalwart Rune +20p Master Rune of Disguise +40p

Special Rules: Grudge Thrower, Dwarf-crafted

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Dwarf Cannon	-	-	-	-	7	3	-	-	-	-	WarM
Crew	3	4	3	3	4	1	2	1	9	1	-

Warmachine: 3 Dwarf Crew

Equipment: Hand weapon and light armour

Point Cost: 80p + Nx30p

Options: This warmachine may be engraved with runes. See the runes section for more info.

Rune of Burning +10p Valiant Rune +20p

Rune of Fortune +15p Master Rune of Immolation +30p

Master Rune of Defense +20p Rune of Forging +35p

Stalwart Rune +20p Master Rune of Disguise +50p

Special Rules: Dwarf Cannon, Dwarf-crafted

RARE

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Flame Cannon	-	-	-	-	7	3	-	-	-	-	WarM
Crew	3	4	3	3	4	1	2	1	9	1	-

Warmachine: 3 Dwarf Crew

Equipment: Hand weapon and light armour

Point Cost: 110p + Nx30p

Special Rules: Flame Cannon

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Organ Gun	-	-	-	-	7	3	-	-	-	-	WarM
Crew	3	4	3	3	4	1	2	1	9	1	-

Warmachine: 3 Dwarf Crew

Equipment: Hand weapon and light armour

Point Cost: 90p + Nx30p

Special Rules: Organ Gun

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Gyrocopter	1	4	3	4	5	3	2	2	9	3	Mon

Equipment: Hand weapon and heavy armour

Point Cost: 90p + Nx40p

Special Rules: Flying Model, March Blocker, Steam Gun, Bombs





THE EMPIRE

SPECIAL RULES

Unit specific

Artillery Master: Instead of shooting in the shooting phase this model may guide one of the following artillery pieces within 3”:

- Mortar: may reroll Artillery Dice
- Imperial Cannon: may reroll Artillery Dice on roll for point of impact
- Hellbaster Volley Gun: reroll ‘1’s for to-hit rolls
- Helstorm Rocket Battery: reroll ‘1’s for to-hit rolls (Template)

Declare which warmachine benefits from the buff before you fire the respective warmachine.

Cannot be used when this model is in engaged in cc.

If this model is hit by ranged attacks it may transfer hits to a friendly warmachine within 3” on a roll of 4+ per hit. This works like the ‘Look Out Sir!’ rule (see chapter ‘Characters’ in the core rules).

Body Guard: As long as the general is part of this unit, it is Immune to Fear and Terror.

Celestial Hurricanum:

- This model may attempt to dispel spells as if it was a wizard.
- The casting values of lore of heaven spells of friendly wizards within 12” of this model are reduced by one. This effect is not cumulative.
- This model may cast the following spell:
Celestial Barrier (PM 2/5+): Augment, self, all friendly units within 12” get a Ward Save (5+) vs ranged attacks (incl. magic missiles) made from more than 12” away from the Celestial Hurricanum. Lasts until this model’s next magic phase.

Devine Protection: Warrior Priests allow a player to dispel spells even though they are not ‘Wizards’.

Dwarf:

- Dwarfen Magic Resistance: Enemy spells that target Dwarfen units suffer -1 to the casting roll.
- Hatred (Greenskins): All Dwarfs hate all kind of Greenskins.
- Relentless: All Dwarfs are allowed to march even when an enemy unit is within march blocking range (usually within 8”).

Expendable: This unit does not cause panic in friendly units, unless they are Expendable themselves.

Grand General: If this model is the general of the army, its range for Inspiring Presence is 18”.

Luminark of Hysh:

- This model may attempt to dispel spells as if it was a wizard.
- The casting values of lore of light spells of friendly wizards within 12” of this model are reduced by one. This effect is not cumulative.
- This model may cast the following spell:
Solar Flare (PM 2/5+): MM, Range 24”, D3 S4 hits, target unit suffers -1BS and -1WS until this model’s next magic phase.

Master of Battle: If this model joins a unit, the unit gains Immune to Psychology.

No Leader: This model may never be the army general. Also units cannot use this model’s Ld for Ld-tests and this model does not allow a unit to rally below 25%.

Righteous Fury: The model and any unit joined by the model hate all enemy models. Has no effect on (other) character models in the unit.

Unimpeded: Demigryphs do not suffer -1M from barding.

STATE TROOPS

State toops can fight in combined formations each comprising a Regimental Unit and up to two accompanying Detachments. If this is the case, the following special rules apply.

General:

- Detachments have to be deployed with and setup within 3” of the Regimental Unit the Detachment accompanies (counts as one drop).
- Detachments joined by character models do not count as Detachments (and lose the respective special rules) as long as at least one character model is part of the Detachment.
- VPs are determined in the same way as for independent units.

A Detachment within 3” of its Regimental Unit can:

- use the Regimental Units Ld for Ld tests. This includes the higher Ld thanks to Inspiring Presence or a character model in the Regimental Unit.
- provide support fire if it is equipped with missile weapons.
- execute counter charges and support charges if it has no missile weapons.

Support Fire

If a Regimental Unit is charged, each Detachment of the Regimental Unit with missile weapons, which is not engaged in cc or is the target of a charge itself, can execute the charge response Stand & Shoot against one of the units charging the Regimental Unit.

Detachments can provide support fire even if the charging unit is within half charge distance. Further, a detachment providing support fire does not suffer -1 to to-hit rolls for Stand & Shoot. All other shooting rules apply as normal.

Counter Charge

If a Regimental Unit is charged, each Detachment of the Regimental Unit without missile weapons, which is not engaged in cc or is the target of a charge itself, can execute a counter charge.

When executing a counter charge, the Detachment charges after all enemy chargers have moved but before the Remaining Moves phase.

The charge has to target a unit that successfully charged the Regimental Unit in this phase and follows the normal rules for charging with the following exception:

- The Detachment can charge in the flank or rear of the unit even if it is not in the respective zone, as long as it has LOS to the respective edge of the unit. In this case, measure the distance to the closest point of the respective edge to determine if the target unit is within charge distance.

In the Close Combat phase Detachments which executed a counter charge attack in Timing step 3, i.e. usually at the same time as the target unit of the counter charge.

Support Charge

If a Regimental Unit charges, each Detachment of the Regimental Unit without missile weapons, which is not engaged in cc, can execute a support charge. Declare the support charge together with the charge of the Regimental Unit against the target unit.

Detachments execute their support charge after all chargers have moved which are not Detachments but before the Remaining Moves phase.

The support charge follows the normal rules for charging with the following exceptions:

- If the charge of the Regimental Unit fails, the charge of the Detachment automatically also fails. The Detachment stops 1” in front of the target unit if its movement due to the failed charge would result in contacting the target unit.
- The Detachment can charge in the flank or rear of the target unit even if it is not in the respective zone, as long as it has LOS to the respective edge of the target unit. In this case, measure the distance to the closest point of the respective edge to determine if the target unit is within charge distance.





ARMOURY

Cavalry Hammer: two handed weapon, +2S when charging, +1S otherwise

Grenade Launching Blunderbuss: Range 18", S6, AP(1), Move or Fire

Halfling Hot Pot: Catapult, Range 6"-36", 3" Template, S3(3), AP (3).

Helblaster Volley Gun: Range 24", S4 (S5 short range) AP(1), Multiple Shots (X).

Before shooting the HVG choose 1, 2 or 3 barrels to fire. For each barrel roll an Artillery Dice. The number of shots fired equals the combined roll of all dice. Roll to hit like usual (-1 for multiple shots does apply). In the case of a misfire, shots still fire before the misfire takes effect. Misfire: If you roll a single misfire, roll a D6 minus the number of barrels fired and consult the following chart: less than 0: destroyed, 0-2: does not fire next turn, 3+: no effect. If you roll multiple misfires (i.e. 2 or 3), the HVG is destroyed.

Helstorm Rocket Battery: Catapult, Range 12"-60", 5" Template, S4(8), no AS, D3 wounds. Hit symbols have to be rerolled (only affects guess-range weapons). Misfire: Roll a D6: 1-2: destroyed, 3-4: the warmachine doesn't shoot this turn as well as the next, 5-6: the warmachine doesn't shoot this turn.

Hochland Long Rifle: Range 36", S4, AP(1), Sniper, Move or Fire

Imperial Cannon: Cannon, Range 60", S10, no AS, D3 wounds

Mortar: Catapult, Range 12"-60", 5" Template, S3(6), AP (1).

Pigeon Bombs: Range 24", 3" Template, S4, Move or Fire, no Stand & Shoot. To launch a pigeon the engineer has to pick a model within LOS and roll a D6: on a roll of 1, place the template with its center on the engineer and resolve its effect; on a roll of a 2-3, nothing happens; on a roll of a 4-6 and if the target is within range, place the template on the target model and resolve its effect.

Repeater Handgun: Range 24", S4, AP(1), Multiple Shots (3), Move or Fire

Repeater Pistol: Range 8", S4, AP(1), Multiple Shots (3), no penalty for moving and shooting as well as long range; may always Stand & Shoot, even if the enemy is within half charge distance.

IMPERIAL VEHICLE FLEET

War Altar:

The War Altar is a Chariot which grants the Arch Lector following special rules:

- Ward Save (5+)
- Stubborn
- Immune to Psychology
- Righteous Fury affects all friendly units within 6"
- The following spells are bound in the War Altar. The Arch Lector may cast one of these spells in each magic phase. These spells cannot be lost through a miscast.
 - Dazzling Brightness PM3/6+: Hex, Range 18", target unit suffers -2WS (to a minimum of 1) until the caster's next magic phase.
 - Karu's Light of Confidence PM3/5+: Augment. All friendly units within 12" are Immune to Psychology until the caster's next magic phase. In addition, all friendly broken units rally immediately, even if below 25%.
 - Sigmar's Wrath PM3/4+: MM, Range 18", D6 S3 AP(1) hits

Steam Tank:

The Steam Tank is a chariot with the following special rules:

- Immune to the effects of Poisoned Attacks and any spell effects that do no damage (e.g. buffs/de-buffs)
- Instability (Even though the Steam Tank is not a daemon, there is a risk that it gets damaged or overwhelmed when it loses combat.)

Generate Steam:

- At start of each own turn the Steam Tank can generate up to 5 Steam Points (SP).
- Roll a D6 for each SP generated: for each roll that is lower than the number of SP generated, the Steam Tank suffers a S7 hit.

SP can be used for:

- Movement:
 - 1 SP: Move 3"
- Fire Main Cannon:
 - 2 SP: Cannon, Range 24", S6, no grapeshot option
 - 3 SP: Cannon, Range 36", S8, D3 wounds, no grapeshot option
 - Misfire: roll a D6:
 - 1: Main Cannon is destroyed and the Steam Tank suffers D3 wounds
 - 2-3: does not shoot this turn and cannot shoot next turn
 - 4-6: does not shoot this turn
- Fire Steam Gun:
 - 1 SP: Breath weapon, S3, AP(2)
 - 2 SP: Breath weapon, S4, AP(2)

Moving:

- The Steam Tank can move up to 3" for each SP used for Movement.
- The model can move over (through) linear obstacles without suffering damage.

Charging:

- A Steam Tank can declare a charge as usual. If successful, the Steam Tank inflicts Impact Hits (D3 + ½ * the number of SP used for Movement rounding up) INSTEAD of doing regular attacks in the first combat phase. If the charge fails, the Steam Tank moves its full distance.

Shooting:

- If the Steam Tank is not in cc, it can fire once with either its Main Cannon or its Steam Gun. In addition the Tank Commander can shoot with his Repeater Pistol.
- The Steam Gun and the Repeater Pistol have a 360° AOS and can shoot all around.
- Even if the model did not spend any SP for movement, it is allowed to pivot before shooting.
- Stand & Shoot: Only the Repeater Pistol can be used to Stand & Shoot and only against charges to the front.

Close Combat

- In cc the Steam Tank has a number of attacks equal to D3 + the number of SP generated last time. Roll at the start of each combat phase.
- Its pursue and overrun distance depends on the number of SP generated last time: 0-3 SP: 2D6", 4-5 SP: 3D6".





HEIRLOOMS OF THE EMPIRE

W Biting Blade: AP(1)
W Dragon Bow: Range 36", S6
W Hammer of Judgement: A model must pass a Toughness test for every hit inflicted by this weapon. If failed, the hit wounds automatically and allows no AS. If passed, resolve the hit as usual.
W Runefang: All hits automatically wound, no AS allowed.
W Sword of Battle: +1A
W Sword of Justice: Reroll failed to wound rolls.
W Sword of Might: +1S
W Sword of Righteous Steel: Hits on 2+, cannot be modified
W Sword of Power: +2S
W Sword of Sigismund: +1S, ASF
W Sword of Striking: +1 to hit rolls in cc
W Wyrmslayer Sword: Hits wound on 4+ or lower. AS modification as per strength of the bearer. Ignores Scaly Skin of Large Targets.

A Armour of Meteoric Iron: Armour that grants 2+ AS which cannot be further improved. If mounted, does not count as Heavy Cavalry.
A Armour of Tarnus: Light armour, Ward Save (5+)
A Bronze Shield: Shield, bearer ignores first hit suffered in battle.
A Dawn Armour: Heavy armour, reroll failed AS
A Enchanted Shield: Shield that grants +2 AS
A Gilded Armour: Heavy Armour, Attacker must pass a Strength test for each attack or the attack fails.
A Shield of the Gorgon: Shield, one model in BtB loses 1A until the end of turn (bearers choice)

T Crimson Amulet: Ward Save (5+), bearer automatically passes all characteristic tests (except Ld)
T Holy Relic: Ward Save (4+)
T Jade Amulet: Ignore first wound suffered. One use only.
T Shroud of Magus: Ward Save (5+), MR2
T Sigil of Sigmar: MR1

E Aldred's Casket of Sorcery: At the end of movement the bearer may capture one random spell (BM only) from an enemy wizard within 12". The enemy wizard cannot use the spell until he rolls below or equal to his Magic Level with a D6 at the start of each of his magic phases. The casket can only host one spell at a time, so if a second spell is captured the first is released. When the bearer is killed, all spells are released.
E Doomfire Ring: PM 2/7+, MM, Range 18", D6 S3 hits
E Icon of Magnus: Bearer and unit is Immune to Fear.
E Laurels of Victory: Each wound the bearer (not his mount) inflicts counts as 2CR.
E Rod of Command: Bearer and unit automatically pass first break test. Cannot be used in a turn the bearer refused a challenge. One use only.
E The Orb of Thunder: PM 2/7+. All Flyers half their flight movement until the caster's next magic phase.
E The Silver Horn: PM3/5+. All friendly broken units rally immediately, even if below 25%.
E Van Horstman's Speculum: At the start of each combat phase the bearer may switch one of the following stats with his opponent for this combat phase: WS, S, T, I, A. Can only be used if the bearer fights in a challenge.

S Crystal Ball: Enemy must reveal all secrets (i.e. magic items, hidden models, etc.) within 24" of the bearer at any time.
S Dispel Scroll: Automatically dispels one spell without the need of DD. One use only.
S Grey Wand: +1 to cast (BM and PM)
S Luckstone: Reroll one dice used to cast or dispel (BM or PM). Can prevent miscasts and cause irresistible force. One use only.
S Power Stone: +2PD to cast a spell. Dice used may exceed maximum allowed by level. One use only.
S Rod of Power: Allows the bearer to save one unused PD or DD of his pool in each magic phase. At the start of the next magic phase roll a D6: on a 4+ the die can be used in this magic phase, on a 1-3 the die is lost.
S Seal of Destruction: Dispel Scroll. On a 4+ BM / 5+ PM the spell is destroyed. One use only.
S Staff of Sorcery: +1 to total roll to attempt to dispel a spell.
S Wizard's Staff: Bearer may use one more PD to cast spells than his level allows (BM only).

B Banner of Courage: Immune to Fear and Terror
B Banner of Duty: Reroll failed rally tests
B Griffon Banner: The unit doubles its rank bonus (up to +6CR). This unit cannot pursue/overrun.
B Banner of Sigismund: Bearer and unit are Stubborn
B Banner of Ulric: Unit causes Fear
B Banner of Valour: Immune to Panic
B Imperial Banner: Units within 12" reroll failed psychology tests
B Standard of Arcane Warding: MR2
B Steel Standard: +D3" charge range
B War Banner: +1CR

LORES OF THE EMPIRE

Prayers
 Followers of Sigmar like Arch Lectors use prayers and have access to a limited selection of more powerful spells. Warrior Priests are limited to only prayers. Prayers follow the rules for magic as normal.

Petty Magic
Armour of Righteousness (5+): Augment, Range 12", target character model gets a Ward Save (5+) until the caster's next magic phase
Hammer of Sigmar (5+): Augment, Range 12", unit gets +1 to to-wound rolls in cc until the caster's next magic phase
Healing Hand (5+): Augment, Range 12", target character model recovers 1 wound (up to starting amount)
Unbending Righteousness (7+): Augment, caster and his unit become Stubborn until the caster's next magic phase

Battle Magic
Burning Gaze (6+): MM, Range 24", D6 S4 hits, target unit suffers -1BS until the caster's next magic phase
Resurrection (9+): Augment, Range 18", target unit gets D3 infantry models (US1) or 1 cavalry model (US2) back. Spell only works on unit type infantry and cavalry. Has no effect on character models. Units can only get models back up to the unit size they started the game with. Resurrected command group models return as common models of their unit.
Soulfire (5+): All enemy units within 6" of the caster suffer D6 S4 hits



8 Lore of Magic

Each Empire wizard belongs to one of the colleges of magic and has to pick one of the following lores. The wizard has only access to spells from the respective spell list.

- Lord level characters pay the point costs that are listed under 'L' and may use up to 3 dice to cast PM spells from that lore (i.e. PM3).
- Hero level character pay the point costs that are listed under 'H' and may use up to 2 dice to cast PM spells from that lore (i.e. PM2).
- Spells with a points cost of '-' are not available to that wizard.

Lore of Life

Spell	H	L
PM Wall of Vines (5+): Augment, Range 18", unit counts as defending a fence (on all sides). Lasts until the start of the caster's next turn.	25p	35p
PM Toxic Gift (5+): Augment, Range 18", unit gets Poisoned Attacks (1) (cc as well as shooting), until the caster's next magic phase. If the unit already has Poisoned Attacks, increase its value by +1. Has no effect on magic items.	35p	50p
PM Flesh of Stone (6+): Augment, Range 18", unit gets +1T until the caster's next magic phase. Has no effect on character models.	45p	60p
BM Master of the Wood (6+): MM, Range 24", D6 S4 AP(1) hits	50p	50p
BM Gift of Life (7+): Augment, Range 18". Target model regains all lost wounds. In case of ridden monsters (/chariot) choose either the monster or its rider as the target.	50p	50p
BM Undergrowth (7+): Hex or Augment, Range 18", target unit counts as being in difficult terrain and light cover until the caster's next magic phase.	50p	50p
BM Strangle Root Curse (8+): Hex, Range 24", target unit suffers -1M, -1WS, -1BS and -1I until the caster's next magic phase.	50p	50p
BM Regrowth (9+): Augment, Range 18", unit gains Regeneration (4+) until the caster's next magic phase.	60p	60p
BM Plague (11+): Hex, Range 24", RIP. When the spell is successfully cast as well as at the start of each player's magic phase, the target suffers D6 S3 no AS hits.	75p	75p

Lore of Heavens

Spell	H	L
PM Clairvoyance (3+): Target one unit on the board. Your opponent has to reveal any hidden models and magic items (but not which model has them) in that unit.	15p	15p
PM Celestial Shield (5+): Augment, Range 18", Ward Save (5+) vs ranged attacks and spells until the caster's next magic phase. Has no effect on character models.	25p	35p
PM Second Sign of Amul (6+): The player gets D3 rerolls. Each reroll can be used to reroll one to-hit roll, to-wound roll, armour save, ward save or regeneration roll. Any rerolls not used at the end of the player's turn are wasted.	35p	50p
BM Portent of Far (5+): Augment, Range 18", target unit rerolls natural '1's for to-hit and to-wound rolls until the caster's next magic phase.	50p	50p
BM Forked Lightning (6+): MM, Range 36", D6 S4 hits	50p	50p
BM Blizzard (8+): Hex, Range 36", target unit suffers -1BS and -1WS as well as -1 to all Ld based tests until the caster's next magic phase.	50p	50p
BM Uranon's Thunder Bolt (8+): MM, Range 24", D6 S4 hits, noAS	60p	60p
BM Comet of Casandora (12+): Direct Damage, Range 36", 3" template, S5. Target a point within the target unit. If the target point is out of range, the spell has no effect. If the target unit is not Immune to Psychology, it has the option to become broken and immediately flee (2D6"/3D6") directly towards the nearest table edge. If the target point is within range, place the template with its center over the target point and resolve it.	-	75p
BM Tornado (12+): Hex, Range 24". Target unit is immediately moved D3+1" directly away from the caster and is turned to face in a random direction (determined by the Scatter Dice). If the unit contacts impassable terrain, the board edge or a unit it stops 1" in front of the obstacle. Has no effect on units engaged in cc.	-	50p

Lore of Death

Spell	H	L
PM Deathwish (5+): Augment, Range 18", target unit becomes Immune to Fear, Terror and Panic until the caster's next magic phase.	25p	35p
PM Fate of Death (5+): Augment, Range 18", target unit gets KB in cc. If the unit already has KB then the KB is improved to work on a 5+. Lasts until the caster's next magic phase.	25p	35p
PM Shroud of Darkness (5+): Augment, Range 18", Ward Save (5+) vs ranged attacks and spells until the caster's next magic phase. Has no effect on character models.	25p	35p
BM Dark Hand of Death (5+): MM, Range 24", D6 S4 hits	50p	50p
BM Walking Death (6+): Augment, Range 18", unit causes Fear. If it already causes Fear, unit causes Terror instead. Lasts until caster's next magic phase	35p	35p
BM Soultaker (7+): Target one enemy unit within 12", the unit suffers 1 wound with no AS, allocated like shooting. The caster gains 1 wound (up to a max. of double its original W) if the target lost the wound, i.e. wounds saved with ward saves cannot be drained but wounds regained by regeneration are eligible.	50p	50p
BM Wither (8+): Hex, Range 18", target unit suffers -1T and -1I until the caster's next magic phase.	75p	75p
BM Wind of Death (9+): MM, Range 24", 2D6 S4 hits	75p	75p
BM Doom and Darkness (9+): Hex, Range 24", target unit suffers a -3 modifier on all Ld based tests until caster's next magic phase.	50p	50p

Lore of Fire

Spell	H	L
PM Flaming Sword of Rhuin (5+): Augment, Range 18", target unit gets +1 to to-hit rolls in cc until the caster's next magic phase.	35p	50p
PM Forge Fire (5+): Augment, Misfires of friendly warmachines within 12" have no effect other than that the warmachine does not shoot. Lasts until the caster's next magic phase.	15p	25p
PM Blazing Flames (7+): Augment, Range 18". Units shooting at the target unit suffer -1BS (to a minimum of 0) for this attack. In addition each enemy model in BTB with the target unit receives a S3 hit in each player's magic phase including the magic phase the spell is cast. Lasts until the caster's next magic phase.	35p	50p
BM Fire Ball (5+): MM, Range 24", D6 S4 hits	50p	50p
BM Ash Storm (8+): Hex, Range 24", target unit suffers -1M, -1WS, -1BS and -1I until the caster's next magic phase.	50p	50p
BM Breath of Embers (8+): Place the tear drop template touching the caster in its front arc and determine hits using the template rules. All models hit suffer a S4 hit. If the caster is in cc, select one enemy unit that is in btb with the caster, this unit suffers D6 S4 hits.	50p	50p
BM Burning Head (8+): Choose a point in the front arc of the caster then draw a straight 18" long line from the caster to that point. The burning head flies along this line until it reaches its end or hits impassable LOS blocking terrain. All models under the line (affected models are determined in the same way as for a cannonball) suffer a S4 hit. Units that suffer at least one casualty have to take a panic test. Cannot be used if the caster, or the unit he is with, is engaged in cc.	50p	50p
BM Fiery Blast (9+): MM, Range 24", 2D6 S4 hits	75p	75p
BM Wall of Fire (11+): Direct Damage, Range 24", all hits are resolved with S4. Place a template of the size of the unit (or just a marker) on the unit. All models in the front rank have to test if they are hit by the template, Skirmishers suffer D3 hits instead. The spell lasts until the caster's next magic phase. If the unit wants to move before the spells ends, it has to pass a Ld test or has to remain stationary. If the unit is forced to move (e.g. has to flee) or is Immune to Psychology it automatically passes the test. When the unit moves all models in the unit have to test if they are hit by the template and the spells ends after any hits have been resolved.	-	75p

Lore of Light

Spell	H	L
PM Shield of Light (6+): Augment, Range 18", unit gets a Ward Save (5+) until the caster's next magic phase. Has no effect on character models.	45p	60p
PM Speed of Light (5+): Augment, Range 12", unit gets +2M and +2I until the caster's next magic phase.	35p	50p
PM Cure (7+): Augment, Range 18", target model recovers 1 wound	25p	35p
BM Burning Gaze (6+): MM, Range 24", D6 S4 hits, target unit suffers -1BS until the caster's next magic phase	50p	50p
BM Dazzling Brightness (6+): Hex, Range 18", target unit suffers -2WS (to a minimum of 1) until the caster's next magic phase.	35p	35p
BM Pha's Illumination (6+): Hex, Range 24". Units that attack the target unit with ranged attacks reroll failed to hit rolls. Lasts until the end of turn.	50p	50p
BM Guardian Light (9+): Augment, Range 12". Target unit becomes Stubborn and Immune to Psychology until the caster's next magic phase. If target unit is broken it immediately rallies instead, even if below 25%.	50p	50p
BM Resurrection (9+): Augment, Range 18", target unit gets D3 infantry models (US1) or 1 cavalry model (US2) back. Spell only works on unit type infantry and cavalry. Has no effect on character models. Units can only get models back up to the unit size they started the game with. Resurrected command group models return as common models of their unit.	-	60p
BM Cleansing Flare (10+): Each enemy unit within 12" suffers D6 S5 hits.	75p	75p

Lore of Shadow

Spell	H	L
PM Steed of Shadows (4+): Augment, cast on itself or friendly character model on foot with US1 (in both cases) within 12", model may immediately make a 20" fly movement. This move can be used to leave cc but cannot be used to enter combat (i.e. charging is not possible).	25p	35p
PM Creeping Shadows (5+): Hex, Range 24", target unit cannot march until the caster's next magic phase.	15p	25p
PM Shadow Mist (5+): Augment, Range 18", Ward Save (5+) vs cc attacks until the caster's next magic phase. Has no effect on character models.	35p	50p
BM Phantasmagoria (6+): Hex, Range 18", target unit suffers -2WS (to a minimum of 1) until the caster's next magic phase.	35p	35p
BM Shades of Death (6+): Augment, Range 18", unit causes Fear. If it already causes Fear, unit causes Terror instead. Lasts until caster's next magic phase.	35p	35p
BM Crown of Taidron (8+): Each unit (friend or foe) within 12" suffers D6 S4 hits. Does not affect the caster.	50p	50p
BM Unnerving Whispers (8+): Hex, Range 18", needs LOS, target unit must take a panic test (Units that are Immune to Psychology are immune to this spell).	35p	35p
BM Unseen Lurker (10+): Augment, Range 12". <ul style="list-style-type: none"> Choose a point within line of sight of the target unit. The unit then moves up to 2D6" in the direction of that point (use the shortest path; the unit has to wheel and does not have to stop when it reaches the point, i.e. it can continue to move straight ahead). The unit is affected by terrain as normal. If it comes into contact with a unit or impassable terrain the unit stops 1" in front of it. In addition the unit gets +2M until the caster's next magic phase. Each unit may only benefit from this spell once per magic phase. 	50p	50p
BM Pit of Shades (12+): Direct Damage, Range 24", 3" template, S4. Target a point within the target unit. If the target point is out of range, the spell has no effect. If the target point is within range, place the template with its center over the target point and resolve it. A unit that suffers at least one casualty, halves its M (including mounts) until the caster's next magic phase.	-	75p

Lore of Metal

Spell	H	L
PM Commandment of Steel (5+): Augment, Range 18", unit gets AP(1) (cc as well as shooting), until the caster's next magic phase. Has no effect on magic items.	35p	50p
PM Forge Fire (5+): Augment, Misfires of friendly warmachines within 12" have no effect other than that the warmachine does not shoot. Lasts until the caster's next magic phase.	15p	25p
PM Iron Skin (5+): Augment, all friendly units within 6" of the caster gain Scaly Skin (6+). Lasts until the caster's next magic phase.	35p	50p
BM Rule of Burning Iron (6+): MM, Range 24", D6 S3 hits, no AS	50p	50p
BM Commandment of Brass (6+): Hex, Range 36", target Warmachine or Chariot may not move (other than to flee) and not shoot until the end of its next turn.	50p	50p
BM Transmutation of Lead (7+): Hex, Range 24", target unit suffers -1 to to-hit rolls and -1 to to-wound rolls in cc as well as -1AS until the caster's next magic phase.	50p	50p
BM Law of Gold (8+): Hex, Range 24", the player of the target unit has to nominate a magic item that is carried by any model in that unit, then roll a D6: 1-3 the magic item cannot be used until the caster's next magic phase, 4-6 the magic item cannot be used for the rest of the game.	50p	50p
BM Distillation of Molten Silver (9+): MM, Range 24", 2D6 S4 hits	75p	75p
BM Spirit of the Forge (9+): Augment, Range 18", unit rerolls failed armour saves until the caster's next magic phase.	60p	60p

Lore of Beasts

Spell	H	L
PM The Bear's Anger (4+): Augment, Range 12", target character model with US1 gains +3A, +2S and +1T until the caster's next magic phase. A model under the effect of this spell cannot use any weapons or shields.	25p	35p
PM Dark Fury (5+): Augment, Range 18", unit rerolls to-wound rolls of natural '1's until the caster's next magic phase.	35p	50p
PM The Oxen Stands (5+): Augment, Range 72". Target friendly broken unit immediately rallies, even if below 25%.	15p	25p
BM The Crows Feast (6+): MM, Range 24", 2D6 S3 hits	50p	50p
BM Vermin Tide (7+): Magic Vortex. Place 3" template touching the caster then move the template 4D6" in any direction in the caster's front arc. Every unit touched by the template (except caster) suffers 3D6 S2 hits.	50p	50p
BM Howl of the Beast (8+): RIP, enemy units gain no benefit from 'Inspiring Presence' and 'Hold Your Ground!'	50p	50p
BM The Beast Cowers (9+): Hex, Range 24". Target unit halves its M (including mounts). Flyers have to use their ground movement but do not half their M. Target unit cannot declare a charge or charge even if it would be forced to (e.g. because of Frenzy). Units with Random Movement stop 1" in front of enemy units. Further, the target unit suffers -1 to to-hit rolls in cc. Lasts until the caster's next magic phase. The spell has no effect on Infantry (Type Inf).	50p	50p
BM Hunter's Spear (9+): MM, Range 24", 1 hit like bolt thrower (S6, no AS, D3 wounds, penetrates ranks)	50p	50p
BM The Wolf Hunts (10+): Augment, Range 12". <ul style="list-style-type: none"> Choose a point within line of sight of the target unit. The unit then moves up to 2D6" in the direction of that point (use the shortest path; the unit has to wheel and does not have to stop when it reaches the point, i.e. it can continue to move straight ahead). The unit is affected by terrain as normal. If it comes into contact with a unit or impassable terrain the unit stops 1" in front of it. In addition the unit gets +2M until the caster's next magic phase. Each unit may only benefit from this spell once per magic phase. 	50p	50p

COMPOSITION

No additional composition rules.



ARMY LIST

LORDS

	M	WS	BS	S	T	W	I	A	Ld	US	Type
General of the Empire	4	5	5	4	4	3	5	3	9	1	Inf

Equipment: Hand weapon and heavy Armour. May take up to 100p of magic items.

Point Cost: 100p

Options:

Shield	+10p	W Biting Blade	+5p
Add. hand weapon	+10p	W Sword of Justice	+15p
Halberd	+10p	W Sword of Striking	+15p
Great weapon	+15p	W Wyrmslayer Sword	+15p
Lance	+10p	W Sword of Battle	+20p
Pistol	+10p	W Sword of Might	+20p
Bow	+5p	W Dragon Bow	+25p
		W Hammer of Judgement	+30p
Barded Warhorse	+25p	W Sword of Righteous Steel	+35p
Pegasus	+50p	W Sword of Power	+35p
Griffon	+150p	W Sword of Sigismund	+45p
		W Runefang	+100p
		A Enchanted Shield	+20p
E Icon of Magnus	+15p	A Bronze Shield	+25p
E Doomfire Ring	+25p	A Shield of the Gorgon	+25p
E The Orb of Thunder	+25p	A Gilded Armour	+40p
E Van Horstman's Speculum	+30p	A Armour of Meteoric Iron	+45p
E Aldred's Casket of Sorcery	+35p	A Dawn Armour	+75p
E Laurels of Victory	+50p	T Sigil of Sigmar	+15p
E Rod of Command	+50p	T Crimson Amulet	+40p
E The Silver Horn	+50p	T Jade Amulet	+40p
		T Shroud of Magnus	+65p
		T Holy Relic	+75p

Special Rules: Grand General

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Arch Lector of Sigmar	4	5	3	4	4	3	5	3	9	1	Inf

Magic: An Arch Lector is a Level 2 wizard. He must choose 2-4 PM and 0-1 BM spells.

Equipment: Hand weapon and light armour.

May take up to 100p of magic items.

Point Cost: 100p

Options:

Armour of Right. PM3/5+	+25p	W Biting Blade	+5p
Healing Hand PM3/5+	+35p	W Sword of Justice	+15p
Hammer of Sigmar PM3/5+	+50p	W Sword of Striking	+15p
Unbending Right. PM3/7+	+50p	W Wyrmslayer Sword	+15p
BM Burning Gaze	+50p	W Sword of Battle	+20p
BM Soulfire	+50p	W Sword of Might	+20p
BM Resurrection	+50p	W Hammer of Judgement	+30p
		W Sword of Righteous Steel	+35p
Shield	+10p	W Sword of Power	+35p
Heavy Armour	+10p	W Sword of Sigismund	+45p
Add. hand weapon	+10p	A Enchanted Shield	+20p
Great weapon	+15p	A Bronze Shield	+25p
Warhorse	+15p	A Shield of the Gorgon	+25p
Barding	+10p	A Gilded Armour	+40p
War Altar	+200p	A Armour of Meteoric Iron	+45p
T Crimson Amulet	+40p	A Dawn Armour	+75p
T Jade Amulet	+40p	S Wizard's Staff	+10p
T Shroud of Magnus	+50p	S Staff of Sorcery	+20p
T Holy Relic	+75p	S Rod of Power	+25p
E Icon of Magnus	+15p	S Dispel Scroll	+30p
E Van Horstman's Speculum	+30p	S Power Stone	+30p
E Rod of Command	+50p	S Grey Wand	+50p
E The Silver Horn	+50p	S Seal of Destruction	+75p

Special Rules: MR (1), Righteous Fury

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Grand Master	-	6	3	4	4	3	6	4	9	2	Cav
Warhorse	8(7)	3	-	3	-	-	3	1	-	-	-

Mount: Barded Warhorse

Equipment: Lance, heavy Armour and Shield. May take up to 100p of magic items.

Point Cost: 150p

Options:

W Biting Blade	+10p	A Enchanted Shield	+10p
W Sword of Battle	+20p	A Bronze Shield	+15p
W Sword of Striking	+20p	A Shield of the Gorgon	+15p
W Wyrmslayer Sword	+20p	A Gilded Armour	+40p
W Sword of Justice	+20p	A Armour of Meteoric Iron	+45p
W Sword of Might	+25p	A Dawn Armour	+75p
W Hammer of Judgement	+40p	E Icon of Magnus	+15p
W Sword of Righteous Steel	+40p	E The Orb of Thunder	+25p
W Sword of Power	+45p	E Van Horstman's Spec.	+30p
W Sword of Sigismund	+50p	E Rod of Command	+50p
T Sigil of Sigmar	+15p	E The Silver Horn	+50p
T Crimson Amulet	+40p	E Laurels of Victory	+60p
T Jade Amulet	+40p		
T Shroud of Magnus	+65p		
T Holy Relic	+75p		

Special Rules: Immune to Psychology, Master of Battle, Heavy Cavalry

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Grand Master of the White Wolves	-	6	3	4	4	3	6	4	9	2	Cav
Warhorse	8(7)	3	-	3	-	-	3	1	-	-	-

Mount: Barded Warhorse

Equipment: Cavalry Hammer and heavy Armour. May take up to 100p of magic items.

Point Cost: 150p

Options:

W Biting Blade	+10p	T Sigil of Sigmar	+15p
W Sword of Battle	+20p	T Crimson Amulet	+40p
W Sword of Striking	+20p	T Jade Amulet	+40p
W Wyrmslayer Sword	+20p	T Shroud of Magnus	+65p
W Sword of Justice	+20p	T Holy Relic	+75p
W Sword of Might	+25p	E Icon of Magnus	+15p
W Hammer of Judgement	+40p	E The Orb of Thunder	+25p
W Sword of Righteous Steel	+40p	E Van Horstman's Spec.	+30p
W Sword of Power	+45p	E Rod of Command	+50p
W Sword of Sigismund	+50p	E The Silver Horn	+50p
A Gilded Armour	+40p	E Laurels of Victory	+60p
A Armour of Meteoric Iron	+45p		
A Dawn Armour	+50p		

Special Rules: Immune to Psychology, Master of Battle

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Wizard Lord	4	3	3	3	4	3	3	1	8	1	Inf

Magic: A Wizard Lord is a Level 4 wizard. He must choose 1-2 PM and 2-4 BM spells from a single Lore of the 8 Lore of Magic.

Equipment: Hand weapon. May take up to 100p of magic items.

Point Cost: 50p

Options:

Warhorse	+15p	T Sigil of Sigmar	+15p
Barding	+10p	T Crimson Amulet	+40p
Pegasus	+50p	T Jade Amulet	+40p
		T Shroud of Magnus	+65p
		T Holy Relic	+75p
S Wizard's Staff	+10p		
S Crystal Ball	+15p		
S Luckstone	+20p	A Armour of Tarnus	+40p
S Staff of Sorcery	+20p		
S Rod of Power	+25p	E Doomfire Ring	+25p
S Dispel Scroll	+30p	E The Orb of Thunder	+25p
S Power Stone	+30p	E Van Horstman's Speculum	+30p
S Grey Wand	+50p	E Aldred's Casket of Sorcery	+35p
S Seal of Destruction	+75p		

Special Rules: none





HEROES

	M	WS	BS	S	T	W	I	A	Ld	US	Type
0-1 Battle Standard	4	5	5	4	4	2	5	3	8	1	Inf

Equipment: Hand weapon and light Armour. May take up to 50p of magic items or any banner.

Point Cost: 65p

Options:

Heavy Armour	+5p	W Biting Blade	+5p
		W Sword of Justice	+15p
Barded Warhorse	+15p	W Sword of Striking	+15p
		W Wyrmslayer Sword	+15p
E Icon of Magnus	+15p	W Sword of Battle	+20p
E Doomfire Ring	+25p	W Sword of Might	+20p
E The Orb of Thunder	+25p	W Hammer of Judgement	+30p
E Van Horstman's Speculum	+30p	W Sword of Righteous Steel	+35p
E Aldred's Casket of Sorcery	+35p	W Sword of Power	+35p
B Banner of Duty	+10p	W Sword of Sigismund	+45p
B Banner of Courage	+25p	A Gilded Armour	+30p
B Banner of Valour	+30p	A Armour of Meteoric Iron	+30p
B Standard of Arcane Warding	+30p	A Dawn Armour	+40p
B War Banner	+35p	T Sigil of Sigmar	+15p
B Banner of Sigismund	+60p	T Crimson Amulet	+30p
B Griffon Banner	+70p	T Jade Amulet	+40p
B Imperial Banner	+75p	T Holy Relic	+50p

Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Captain of the Empire	4	5	5	4	4	2	5	3	8	1	Inf

Equipment: Hand weapon and light Armour. May take up to 50p of magic items.

Point Cost: 40p

Options:

Shield	+5p	W Biting Blade	+5p
Heavy Armour	+5p	W Sword of Justice	+15p
Add. hand weapon	+10p	W Sword of Striking	+15p
Halberd	+10p	W Wyrmslayer Sword	+15p
Great weapon	+15p	W Sword of Battle	+20p
Lance	+10p	W Sword of Might	+20p
Pistol	+10p	W Dragon Bow	+25p
Bow	+5p	W Hammer of Judgement	+30p
		W Sword of Righteous Steel	+35p
Barded Warhorse	+15p	W Sword of Power	+35p
Pegasus	+50p	W Sword of Sigismund	+45p
		T Sigil of Sigmar	+15p
A Enchanted Shield	+15p	T Crimson Amulet	+30p
A Bronze Shield	+25p	T Jade Amulet	+40p
A Shield of the Gorgon	+25p	T Holy Relic	+50p
A Gilded Armour	+30p	E Icon of Magnus	+15p
A Armour of Meteoric Iron	+30p	E Doomfire Ring	+25p
A Dawn Armour	+50p	E The Orb of Thunder	+25p
		E Van Horstman's Speculum	+30p
		E Aldred's Casket of Sorcery	+35p

Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Master Engineer	4	3	4	3	3	2	3	1	7	1	Inf

Equipment: Hand weapon.

Point Cost: 30p + Nx10p

Options:

Light Armour	+5p	Grenade Launching Blunderb.	+10p
		Repeater Handgun	+15p
Mechanical Steed	+10p	Repeater Pistol	+15p
Warhorse	+10p	Hochland Long Rifle	+25p
Barding	+5p	Pigeon Bombs	+25p

Special Rules: Artillery Master, No Leader

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Battle Wizard	4	3	3	3	3	2	3	1	7	1	Inf

Magic: A Battle Wizard is a Level 2 wizard. He must choose 0-1 PM and 1-2 BM spells from a single Lore of the 8 Lore of Magic.

Equipment: Hand weapon. May take up to 50p of magic items.

Point Cost: 25p

Options:

Warhorse	+10p	T Sigil of Sigmar	+15p
Barding	+5p	T Crimson Amulet	+30p
		T Jade Amulet	+40p
		T Holy Relic	+50p
S Wizard's Staff	+10p	T Holy Relic	+50p
S Crystal Ball	+15p		
S Luckstone	+20p	A Armour of Tarnus	+30p
S Staff of Sorcery	+20p		
S Rod of Power	+25p	E Doomfire Ring	+25p
S Dispel Scroll	+30p	E The Orb of Thunder	+25p
S Grey Wand	+30p	E Van Horstman's Speculum	+30p
S Power Stone	+30p	E Aldred's Casket of Sorcery	+35p

Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Warrior Priest	4	4	3	4	4	2	4	2	8	1	Inf

Magic: A Warrior Priest must choose 1-2 PM spells.

Equipment: Hand weapon and light armour. May take up to 50p of magic items.

Point Cost: 60p

Options:

Armour of Right. PM2/5+	+15p	W Biting Blade	+5p
Healing Hand PM2/5+	+25p	W Sword of Justice	+15p
Hammer of Sigmar PM2/5+	+35p	W Sword of Striking	+15p
Unbending Right. PM2/7+	+35p	W Wyrmslayer Sword	+15p
Shield	+5p	W Sword of Battle	+20p
Heavy Armour	+5p	W Sword of Might	+20p
Add. hand weapon	+10p	W Hammer of Judgement	+30p
Great weapon	+15p	W Sw. of Righteous Steel	+35p
Warhorse	+10p	W Sword of Power	+35p
Barding	+5p	W Sword of Sigismund	+45p
T Crimson Amulet	+30p	A Enchanted Shield	+15p
T Jade Amulet	+40p	A Bronze Shield	+25p
T Shroud of Magnus	+40p	A Shield of the Gorgon	+25p
T Holy Relic	+50p	A Gilded Armour	+30p
E Icon of Magnus	+15p	A Armour of Meteoric Iron	+30p
E Van Horstman's Speculum	+30p	A Dawn Armour	+50p

Special Rules: MR (1), Righteous Fury, Devine Protection

Mounts

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Warhorse	8	3	-	3	3	1	3	1	5	2	Cav

Equipment: Hand weapon

Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Mechanical Steed	8	1	-	4	3	1	1	1	10	2	Cav

Equipment: Hand weapon

Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Pegasus	8	3	-	4	4	3	4	2	6	3	Mon

Equipment: Hand weapon

Special Rules: Flying Model, March Blocker





	M	WS	BS	S	T	W	I	A	Ld	US	Type
Griffon	6	5	-	5	5	4	4	4	7	4	Mon

Equipment: Hand weapon
 Special Rules: Flying Model, Large Target, Terror

	M	WS	BS	S	T	W	I	A	Ld	US	Type
War Altar	-	-	-	5	5	5	-	-	-	5	Chariot
Warhorse	8(7)	3	-	3	-	-	3	1	-	-	-

Chariot: 5+AS, 2 Barded Warhorses
 Special Rules: Impact Hits (D3+1), Terror, Ward Save (5+), War Altar

CORE

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Swordsman	4	4	3	3	3	1	3	1	7	1	Inf
Champion	4	4	3	3	3	1	3	2	7	1	Inf

Equipment: Hand weapon, light armour and shield
 Point Cost: 20 Swordsmen: 120p, Swordsman 21+: +4p each
 Options: Standard +20p, Musician +5p, Champion +10p
 B Banner of Duty +10p B Banner of Courage +25p
 B Standard of Arcane Warding +30p B Banner of Valour +30p
 B War Banner +35p
 May be upgraded to a Regimental Unit for +5p and then has to be accompanied by 1-2 Detachments (see below).
 Special Rules: State Troops, Block (shield)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Halberdier	4	3	3	3	3	1	3	1	7	1	Inf
Champion	4	3	3	3	3	1	3	2	7	1	Inf

Equipment: Halberd, light armour
 Point Cost: 20 Halberdiers: 100p, Halberdier 21+: +4p each
 Options: Standard +20p, Musician +5p, Champion +10p, Shields +0.5p/model
 B Banner of Duty +10p B Banner of Courage +25p
 B Standard of Arcane Warding +30p B Banner of Valour +30p
 B War Banner +35p
 May be upgraded to a Regimental Unit for +5p and then has to be accompanied by 1-2 Detachments (see below).
 Special Rules: State Troops, Block (halberd)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Spearman	4	3	3	3	3	1	3	1	7	1	Inf
Champion	4	3	3	3	3	1	3	2	7	1	Inf

Equipment: Spear, light armour and shield (or heavy armour, if models have no shields)
 Point Cost: 20 Spearmen: 120p, Spearman 21+: +4p each
 Options: Standard +20p, Musician +5p, Champion +10p
 B Banner of Duty +10p B Banner of Courage +25p
 B Standard of Arcane Warding +30p B Banner of Valour +30p
 B War Banner +35p
 May be upgraded to a Regimental Unit for +5p and then has to be accompanied by 1-2 Detachments (see below).
 Special Rules: State Troops, Anti-Cav (spear)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Pikeman	4	3	3	3	3	1	3	1	7	1	Inf
Champion	4	3	3	3	3	1	3	2	7	1	Inf

Equipment: Pike, heavy armour
 Point Cost: 20 Pikemen: 180p, Pikeman 21+: +6p each
 Options: Standard +20p, Musician +5p, Champion +10p
 B Banner of Duty +10p B Banner of Courage +25p
 B Standard of Arcane Warding +30p B Banner of Valour +30p
 B War Banner +35p
 May be upgraded to a Regimental Unit for +5p and then has to be accompanied by 1-2 Detachments (see below).
 Special Rules: State Troops

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Free Company	4	3	3	3	3	1	3	1	7	1	Inf
Champion	4	3	3	3	3	1	3	2	7	1	Inf

Equipment: Additional hand weapons
 Point Cost: 10 Fighters: 60p, Fighter 11+: +4p each
 Options: Standard +10p, Musician +10p, Champion +10p
 Special Rules: Light Infantry, Expendable

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Handgunner	4	3	3	3	3	1	3	1	7	1	Inf
Champion	4	3	4	3	3	1	3	1	7	1	Inf

Equipment: Handguns
 Point Cost: 10 Handgunners: 70p + Nx10p, with N = total number of *Crossbowmen* and *Handgunners* units (incl. Detachments) in the army, Handgunner 11-20: +8p each.
 Options: Standard +10p, Musician +5p, Champion +5p.
 The Champion might replace his handgun with one of the following weapons: Hochland Long Rifle (+25p), Repeater Handgun (+15p), Brace of Pistols (+5)
 B Banner of Duty +10p B Banner of Courage +25p
 B Standard of Arcane Warding +30p B Banner of Valour +30p
 B War Banner +35p
 May be upgraded to a Regimental Unit for +5p and then has to be accompanied by 1-2 Detachments (see below).
 Special Rules: State Troops

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Crossbowman	4	3	3	3	3	1	3	1	7	1	Inf
Champion	4	3	4	3	3	1	3	1	7	1	Inf

Equipment: Crossbows
 Point Cost: 10 Crossbowmen: 70p + Nx10p, with N = total number of *Crossbowmen* and *Handgunners* units (incl. Detachments) in the army, Crossbowman 11-20: +8p each.
 Options: Standard +10p, Musician +5p, Champion +5p
 Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Archer	4	3	3	3	3	1	3	1	7	1	Inf
Champion	4	3	4	3	3	1	3	1	7	1	Inf

Equipment: Bows
 Point Cost: 10 Archers: 60p + Nx20p, with N = total number of *Archer* units (incl. Detachments) in the army, Archer 11-20: +7p each
 Options: Champion +5p
 Special Rules: Light Infantry





	M	WS	BS	S	T	W	I	A	Ld	US	Type
Huntsman	4	3	3	3	3	1	3	1	7	1	Inf
Champion	4	3	4	3	3	1	3	1	7	1	Inf

Equipment: Bows

Point Cost: 5 Huntsmen: 40p + Nx20p, Huntsman 6-10: +6p each

Options: Champion +5p

Special Rules: Skirmish, Scouts

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Knight	-	4	3	3	3	1	3	1	8	2	Cav
Champion	-	4	3	3	3	1	3	2	8	2	Cav
Warhorse	8(7)	3	-	3	-	-	3	1	-	-	-

Mount: Barded Warhorse

Equipment: Lance, heavy armour and shield

Point Cost: 5 Knights: 100p, Knight 6+: +16p each

Options: Standard +25p, Musician +10p, Champion +15p

B Banner of Duty +10p B Banner of Courage +25p

B Standard of Arcane Warding +30p B Banner of Valour +30p

B War Banner +35p B Banner of Steel +25p

Special Rules: Heavy Cavalry

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Knight of the White Wolf	-	4	3	3	3	1	3	1	8	2	Cav
Champion	-	4	3	3	3	1	3	2	8	2	Cav
Warhorse	8(7)	3	-	3	-	-	3	1	-	-	-

Mount: Barded Warhorse

Equipment: Cavalry Hammer, heavy armour

Point Cost: 5 Knights: 120p, Knight 6+: +16p each

Options: Standard +25p, Musician +10p, Champion +15p

B Banner of Duty +10p B Banner of Courage +25p

B Standard of Arcane Warding +30p B Banner of Valour +30p

B War Banner +35p B Banner of Steel +25p

B Banner of Ulric +50p

Special Rules: none

Detachments

The following units count as Detachments and are only available as an upgrade for a Regimental Unit.

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Swordsman	4	4	3	3	3	1	3	1	7	1	Inf

Equipment: Hand weapon, light armour and shield

Point Cost: 10 Swordsmen: 70p

Special Rules: State Troops, Block (shield), Expendable

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Halberdier	4	3	3	3	3	1	3	1	7	1	Inf

Equipment: Halberd, light armour

Point Cost: 10 Halberdiers: 60p

Options: Shields +5p

Special Rules: State Troops, Block (halberd), Expendable

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Spearman	4	3	3	3	3	1	3	1	7	1	Inf

Equipment: Spear, light armour and shield (or heavy armour, if models have no shields)

Point Cost: 10 Spearmen: 55p

Special Rules: State Troops, Anti-Cav (spear), Expendable

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Free Company	4	3	3	3	3	1	3	1	7	1	Inf

Equipment: Additional hand weapons

Point Cost: 10 Fighters: 60p

Special Rules: Light Infantry, State Troops, Expendable

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Handgunner	4	3	3	3	3	1	3	1	7	1	Inf

Equipment: Handguns

Point Cost: 10 Handgunners: 75p + Nx10p, with N = total number of *Crossbowmen* and *Handgunners* units (incl. Detachments) in the army

Special Rules: State Troops, Expendable

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Crossbowman	4	3	3	3	3	1	3	1	7	1	Inf

Equipment: Crossbows

Point Cost: 10 Crossbowmen: 75p + Nx10p, with N = total number of *Crossbowmen* and *Handgunners* units (incl. Detachments) in the army

Special Rules: State Troops, Expendable

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Archer	4	3	3	3	3	1	3	1	7	1	Inf

Equipment: Bows

Point Cost: 10 Archers: 70p + Nx20p, with N = total number of *Archer* units (incl. Detachments) in the army

Special Rules: Light Infantry, State Troops, Expendable





SPECIAL

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Greatsword	4	4	3	3	3	1	3	1	8	1	Inf
Champion	4	4	3	3	3	1	3	2	8	1	Inf

Equipment: Great weapon, heavy armour
 Point Cost: 10 Greatswords: 100p, Greatsword 11-30: +8p each
 Options: Standard +20p, Musician +5p, Champion +15p
 B Banner of Duty +10p B Banner of Courage +25p
 B Standard of Arcane Warding +30p B Banner of Valour +30p
 B War Banner +35p
 May be upgraded to a Regimental Unit for +15p and then has to be accompanied by 1-2 Detachments (see above).
 Special Rules: State Troops, Stubborn, Block (great weapon)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Reiksguard	4	4	3	4	3	1	3	1	8	1	Inf
Champion	4	4	3	4	3	1	3	2	8	1	Inf

Equipment: Heavy armour and shield
 Point Cost: 10 Reiksguard: 100p, 11-20: +8p each, 21+: +6p each
 Options: Standard +20p, Musician +5p, Champion +10p
 B Banner of Duty +10p B Banner of Courage +25p
 B Standard of Arcane Warding +30p B Banner of Valour +30p
 B War Banner +35p
 May be upgraded to a Regimental Unit for +15p and then has to be accompanied by 1-2 Detachments (see above).
 Special Rules: State Troops, Block (shield), Body Guard

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Pistolier	-	3	3	3	3	1	3	1	7	2	Cav
Champion	-	3	4	3	3	1	3	1	7	2	Cav
Warhorse	8	3	-	3	-	-	3	1	-	-	-

Mount: Warhorse
 Equipment: Brace of pistols, light armour
 Point Cost: 5 Pistoliers: 100p + Nx10p, Pistolier 6-10: +16p each
 Options: Musician +10p, Champion +5p
 The Champion might replace his Brace of pistols with a Repeater Pistol for +15p.
 Special Rules: Light Cavalry

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Outrider	-	3	4	3	3	1	3	1	7	2	Cav
Champion	-	3	5	3	3	1	3	1	7	2	Cav
Warhorse	8	3	-	3	-	-	3	1	-	-	-

Mount: Warhorse
 Equipment: Repeater Handgun, light armour
 Point Cost: 5 Outrider: 110p + Nx10p, Outrider 6-10: +18p each
 Options: Musician +10p, Champion +10p
 The Champion might replace his Repeater Handgun with one of the following weapons: Hochland Long Rifle (+25p), Repeater Pistol (free)
 Special Rules: Light Cavalry

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Mortar	-	-	-	-	7	3	-	-	-	-	WarM
Crewman	4	3	4	3	3	1	3	1	7	1	-

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Inner Circle Knight	-	4	3	4	3	1	3	1	8	2	Cav
Champion	-	4	3	4	3	1	3	2	8	2	Cav
Warhorse	8(7)	3	-	3	-	-	3	1	-	-	-

Mount: Barded Warhorse
 Equipment: Lance, heavy armour and shield
 Point Cost: 5 Knights: 130p, Knight 6+: +16p each
 Options: Standard +25p, Musician +10p, Champion +15p
 B Banner of Duty +10p B Banner of Courage +25p
 B Standard of Arcane Warding +30p B Banner of Valour +30p
 B War Banner +35p B Banner of Steel +25p
 Special Rules: Heavy Cavalry

	M	WS	BS	S	T	W	I	A	Ld	US	Type
IC Knight of the White Wolf	-	4	3	4	3	1	3	1	8	2	Cav
Champion	-	4	3	4	3	1	3	2	8	2	Cav
Warhorse	8(7)	3	-	3	-	-	3	1	-	-	-

Mount: Barded Warhorse
 Equipment: Cavalry Hammer, heavy armour
 Point Cost: 5 Knights: 150p, Knight 6+: +16p each
 Options: Standard +25p, Musician +10p, Champion +15p
 B Banner of Duty +10p B Banner of Courage +25p
 B Standard of Arcane Warding +30p B Banner of Valour +30p
 B War Banner +35p B Banner of Steel +25p
 B Banner of Ulric +50p
 Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Demigryph Knight	-	4	3	4	-	-	3	1	8	3	MoCav
Champion	-	4	3	4	-	-	3	2	8	3	MoCav
Demigryph	8	4	-	5	4	2	4	2	-	-	-

Mount: Barded Demigryph
 Equipment: Lance, heavy armour and shield
 Point Cost: 3 Demigryph Knights: 200p + Nx30p, Demigr. 4+: +70p each
 Options: Standard +25p, Musician +10p, Champion +15p
 The unit might replace their Lances with Cavalry Hammers (free)
 B Banner of Duty +10p B Banner of Courage +10p
 B Standard of Arcane Warding +30p B Banner of Valour +30p
 B War Banner +35p B Banner of Steel +25p
 Special Rules: Unimpeded, Fear, Heavy Cavalry

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Cannon	-	-	-	-	7	3	-	-	-	-	WarM
Crewman	4	3	4	3	3	1	3	1	7	1	-

Warmachine: 3 Crewmen
 Equipment: Hand weapon
 Point Cost: 75p + Nx25p
 Special Rules: Imperial Cannon

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Mortar	-	-	-	-	7	3	-	-	-	-	WarM
Crewman	4	3	4	3	3	1	3	1	7	1	-

Warmachine: 3 Crewmen
 Equipment: Hand weapon
 Point Cost: 50p + Nx25p
 Special Rules: Mortar





RARE

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Flagellant	4	2	2	3	3	1	3	1	10	1	Inf
Champion	4	2	2	3	3	1	3	2	10	1	Inf

Equipment: Flails

Point Cost: 10 Flagellants: 50p + Nx50p, Flagellant: 11-30: +10p each

Options: Champion +10p

Special Rules: Unbreakable, Frenzy

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Helblaster	-	-	-	-	7	3	-	-	-	-	WarM
Volley Gun	-	-	-	-	-	-	-	-	-	-	-
Crewman	4	3	4	3	3	1	3	1	7	1	-

Warmachine: 3 Crewmen

Equipment: Hand weapon

Point Cost: 100p + Nx25p

Special Rules: Helblaster Volley Gun

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Helstorm	-	-	-	-	7	3	-	-	-	-	WarM
Rocket Battery	-	-	-	-	-	-	-	-	-	-	-
Battery Crew	4	3	0	3	3	1	3	1	7	1	-

Warmachine: 3 Battery Crew

Equipment: Hand weapon

Point Cost: 100p + Nx25p

Special Rules: Helstorm Rocket Battery

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Celestial	-	-	-	5	5	4	-	-	-	4	Chariot
Hurricanum	-	-	-	-	-	-	-	-	-	-	-
Master of Azyr	-	3	3	3	-	-	3	1	7	-	-
Warhorse	8(7)	3	-	3	-	-	3	1	-	-	-

Chariot: 5+AS, 2 Barded Warhorses, 1 Master of Azyr

Equipment: The Master of Azyr is armed with a hand weapon.

Point Cost: 150p + Nx25p

Special Rules: Impact Hits (D3+1), Celestial Hurricanum

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Luminark of Hysh	-	-	-	5	5	4	-	-	-	4	Chariot
Master of Hysh	-	3	3	3	-	-	3	1	7	-	-
Warhorse	8(7)	3	-	3	-	-	3	1	-	-	-

Chariot: 5+AS, 2 Barded Warhorses, 1 Master of Hysh

Equipment: The Master of Hysh is armed with a hand weapon.

Point Cost: 150p + Nx25p

Special Rules: Impact Hits (D3+1), Luminark of Hysh

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Steam Tank	*	2	4	6	7	8	1	*	10	8	Chariot

Equipment: Main Cannon, Steam Gun, Repeater Pistol

Point Cost: 100p + Nx200p

Special Rules: Large Target, Terror, Immune to Psychology, Steam Tank

War Wagon: see entry in Kiselv army list

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Imperial Dwarf	3	4	3	3	4	1	2	1	9	1	Inf
Champion	3	4	3	3	4	1	2	2	9	1	Inf

Equipment: Spear, light armour and shield

Point Cost: 10 Imperial Dwarfs: 100p, Dwarf 11-20: +9p each,

Imperial Dwarf 21+: +8p each

Options: Standard +20p, Musician +5p, Champion +10p

The unit may exchange their spears and shields for great weapons for free
The unit may exchange their spears for the Block (shield) special rule for free

Special Rules: Ally (Imperial Dwarf), Dwarfs, Anti-Cav (spear)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Imperial Ogre	6	3	2	4	4	3	2	3	7	3	MoI
Champion	6	3	2	4	4	3	2	4	7	3	MoI

Equipment: Hand Weapon

Point Cost: 3 Imperial Ogres: 120p, Imperial Ogre 4+: +30p each

Options: Standard +25p, Musician +10p, Champion +15p,

Light armour +6p/model, Shield +4p/model

In addition the unit may be equipped with one of the following weapon options:

- Additional hand weapons +20p

- Great weapons +40p

Special Rules: Ally (Imperial Ogre), Fear

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Halfling	4	2	4	2	2	1	5	1	8	1	Inf
Champion	4	2	5	2	2	1	5	1	8	1	Inf

Equipment: Bows

Point Cost: 10 Halflings: 70p + Nx20p, Halfling 11-20: +7p each

Options: Standard +10p, Musician +10p, Champion +5p

Special Rules: Ally (Halfling), Light Infantry

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Halfling Hot Pot	-	-	-	-	5	3	-	-	-	-	WarM
Halfling Crew	4	2	4	2	2	1	5	1	8	1	-

Warmachine: 3 Halfling Crew

Equipment: Hand weapon

Point Cost: 25p + Nx25p

Special Rules: Ally (Halfling), Halfling Hot Pot



HIGH ELVES

SPECIAL RULES

Unit specific

Speed of Asuryan ("Grace for Impact"): All models of this unit that are attacked in their front are -1 to hit in cc in the turn the unit receives a charge. This modifier only applies if the unit was unengaged at the start of the turn. Character models do not pass this special rule to their mounts.

Bladedancer: Swordmasters are -1 to hit for shooting if the majority of the shooting unit is in the front zone of the Swordmaster unit. Although Swordmasters wield great weapons, they do not suffer from the always strike last rule. In addition, every Swordmasters that kills a model immediately gets to make one additional attack. Kills made by these bonus attacks do not trigger additional attacks.

Dragon Fire: Breath weapon, S4

Frost Aura: Enemy units in base contact with at least one model with this special rule suffers -1 to hit in cc. Only character models with the 'Frost Aura' special rule are allowed to join units with the 'Frost Aura' special rule. Units with Frost Aura are immune to these effects themselves.

Loremaster: The model knows all spells of the Lore of White Magic. In each own magic phase, the model can try to cast up to 3 PM spells (power level 2) and up to 3 BM spells.

Martial Prowess: If this unit did not move in the movement phase, the unit attacks with an additional rank if it shoots or attacks an enemy in its front with spears. Cannot be used during a Stand & Shoot charge response.

Nagarythe Hatred: The unit hates all enemies.

Rank (X): The unit may claim a rank bonus for up to X ranks behind the first, even if the unit is Light Infantry. All other restrictions for rank bonuses apply as normal.

ARMOURY

Bow of Avelorn: Range 24", S4, magical attacks

Light Bolt Thrower: Range 36", S5, penetrates ranks, no 'Stand & Shoot', only one model is needed to operate the weapon, i.e. other models are free to use missile weapons in the shooting phase (but remember that the whole model has to shoot at the same target).

Lion Cloak: The model gets +1AS vs ranged attacks.

Repeater Bolt Thrower: Every time you like to fire this weapon choose one of the following fire modes:

- Single Bolt: Range 48", S6, no AS, D3 wounds, penetrates ranks
- Volley Shot: Range 48", S4, AP (1). Fires 5 shots that are resolved separately and suffer no penalty for multiple shots.

HEIRLOOMS OF ULTHUAN

W Biting Blade: AP(1)

W Blade of Leaping Gold: +3A

W Blade of Sea Gold: hits ignore armour saves

W Reaver Bow: Range 24", 3 shots at S4 AP(1), no modifiers for multiple shots

W Star Lance: Lance. Can only be used while mounted. +3S and no AS on the charge.

W Sword of Battle: +1A

W Sword of Might: +1S

W Sword of Striking: +1 to hit rolls in cc

A Armour of Caledor: Armour that grants 2+ AS which cannot be improved. If mounted, the model does not count as heavy cav.

A Armour of Protection: Heavy armour, Ward Save (4+)

A Enchanted Shield: Shield that grants +2 AS

A Gauntlets of Chrace: +1 AS, Ward Save (5+)

A Golden Shield: Shield. Enemy must reroll successful hits in cc against bearer

A Helm of Fortune: Reroll failed armour saves

T Amulet of Fire: MR1

T Golden Crown of Atrazar: Ward Save (4+)

T Guardian Phoenix: Ward Save (5+)

T Sacred Incense: Units shooting at the bearer and his unit suffer -1BS (to a minimum of 0) for this attack.

T Talisman of Saphery: Magic weapons of enemy models in BTB with the bearer count as mundane weapons of their kind, i.e. they lose all their magical special rules, as long as they stay in BTB with the bearer.

E Amulet of Light: CC attacks of the bearer and his unit count as magical.

E Dragon Horn: All HE units reroll any rally or psychic test until the start of your next turn. Declare use at the start of your turn. One use only.

E Folraith's Robe: The bearer can only be hit by magical attacks. The bearer may not shoot or attack in cc.

E Gem of Courage: The bearer and his unit take a break test with 3D6 choosing the 2 lowest dice. Declare use before taking the break test. One use only.

E Healing Potion: Restores all wounds to starting level of bearer or character in btb. Can be used at the start of any phase in either players turn. One use only.

S Annulian Crystal: In the enemy magic phase take one of your opponents PD and add it to your DD pool.

S Book of Hoeth: Once per magic phase, after the model cast a spell and before a dispel attempt is made, the model may roll an additional (free) PD and add the result to the casting roll (may cause IF or a miscast).

S Dispel Scroll: Automatically dispels one spell without the need of DD. One use only.

S Jewel of the Dusk: +1 PD every magic phase which may only be used by the bearer.

S Power Stone: +2PD to cast a spell. Dice used may exceed maximum allowed by level. One use only.

S Sigil of Asuryan: Dispel Scroll. On a 4+ BM / 5+ PM the spell is destroyed. One use only.

S Staff of Solidity: Immune to effects of first miscast (BM or PM)

S Staff of Sorcery: Bearer gets +1 to total roll to attempt to dispel a spell.

S Starwood Staff: Bearer gets +1 to cast (BM and PM)

B Banner of Arcane Protection: MR2

B Banner of Caledor: The unit is immune to Panic.

B Banner of Ellyrion: The bearer and his unit suffer no movement penalty for difficult terrain.

B Battle Banner: +D3 CR

B Ithilmar Banner: The unit does not suffer -1M from barding.

B Lion Standard: The unit is immune to Fear and Terror

B Spell Banner: The casting value of all spells (PM and BM) of any wizard in a unit with this banner is reduced by one (1) for as long as the respective wizard accompanies the unit.

B Standard of Balance: Unit and any unit (friend or foe) in btb is Immune to Psychology. They also lose Hatred and Frenzy.

B Standard of Refuge: The unit may reroll its flee distance.

B Standard of the Everqueen: PM 3/9+, Resurrection spell, can only be cast at the bearer's unit.

B War Banner: +1CR

LORE OF WHITE MAGIC

Petty Magic

Divine Guidance (5+): Augment, Range 18", unit rerolls to-hit rolls of natural '1's until the caster's next magic phase

Cure (7+): Augment, Range 18", target model recovers 1 wound

Shield of Saphery (6+): Augment, Range 18", unit gets a Ward Save (5+) until the caster's next magic phase. Has no effect on character models.

Battle Magic

Arrow Attraction (6+): Hex, Range 24". Units that attack the target unit with ranged attacks reroll failed to hit rolls. Lasts until the end of turn.

Courage of Aenarion (8+): Augment, Range 12", unit is Stubborn until the caster's next magic phase

Drain Magic (8+): In the next magic phase roll 1D3 less to determine the Winds of Magic (e.g. 1D3+4 PD at 2000p) to a minimum of 0D3.

Fire Ball (5+): MM, Range 24", D6 S4 hits

Flames of the Phoenix (13+): Direct Damage, Range 18", 5" template, S5, no AS. Target a point within the target unit. If the target point is out of range, the spell has no effect. If the target point is within range, place the template with its center over the target point and resolve it. A unit that suffers one or more unsaved wounds, has to take a panic test.

Fury of Khaine (9+): MM, Range 24", 2D6 S4 hits

Resurrection (9+): Augment, Range 18", target unit gets D3 infantry models (US1) or 1 cavalry model (US2) back. Spell only works on unit type infantry and cavalry. Has no effect on character models. Units can only get models back up to the unit size they started the game with. Resurrected command group models return as common models of their unit.

COMPOSITION

No additional composition rules.



ARMY LIST

LORDS

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Prince	5	7	6	4	3	3	8	4	10	1	Inf

Equipment: Hand weapon and light armour. May take up to 100p of magic items.

Point Cost: 140p

Options:

Shield	+10p	W Biting Blade	+10p
Heavy armour	+10p	W Sword of Battle	+20p
Add. hand weapon	+10p	W Sword of Striking	+20p
Halberd	+15p	W Sword of Might	+25p
Great weapon	+20p	W Star Lance	+35p
Spear	+5p	W Reaver Bow	+40p
Lance	+15p	W Blade of Sea Gold	+50p
Long Bow	+5p	W Blade of Leaping Gold	+60p

Barded Elven Steed	+25p	A Enchanted Shield	+20p
Great Eagle	+50p	A Armour of Caledor	+45p
Griffon	+150p	A Gauntlets of Chrace	+50p
Dragon	+300p	A Golden Shield	+50p
Flamespyre Phoenix	+Xp	A Helm of Fortune	+75p
Frostheart Phoenix	+Xp	A Armour of Protection	+85p
Tiranoc Chariot	+Xp		
White Lion Chariot	+Xp		
Skycutter Chariot	+Xp		

E Amulet of Light	+15p	T Amulet of Fire	+25p
E Gem of Courage	+20p	T Sacred Incense	+30p
E Dragon Horn	+25p	T Talisman of Saphery	+30p
E Healing Potion	+50p	T Guardian Phoenix	+35p

Special Rules: Speed of Asuryan

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Archmage	5	4	4	3	3	3	5	1	9	1	Inf

Magic: An Archmage is a Level 4 wizard. He must choose 1-2 PM and 2-4 BM spells.

Equipment: Hand weapon. May take up to 100p of magic items.

Point Cost: 50p

Options:

Cure PM 3/7+	+35p	T Amulet of Fire	+25p
Divine Guidance PM 3/5+	+50p	T Sacred Incense	+30p
Shield of Saphery PM 3/6+	+60p	T Guardian Phoenix	+35p
BM Fire Ball	+50p	T Gold. C. of Atrazar	+75p
BM Arrow Attraction	+50p		
BM Courage of Aenarion	+50p	E Folraith's Robe	+75p
BM Drain Magic	+50p		
BM Flames of the Phoenix	+75p	S Staff of Solidity	+20p
BM Fury of Khaine	+75p	S Staff of Sorcery	+20p
BM Resurrection	+75p	S Dispel Scroll	+30p

Elven Steed	+15p	S Power Stone	+30p
Barding	+10p	S Jewel of the Dusk	+50p
Great Eagle	+50p	S Starwood Staff	+50p
Dragon	+300p	S Sigil of Asuryan	+75p
Tiranoc Chariot	+Xp	S Annulian Crystal	+100p
White Lion Chariot	+Xp	S Book of Hoeth	+100p
Skycutter Chariot	+Xp		

Special Rules: Speed of Asuryan

M	WS	BS	S	T	W	I	A	Ld	US	Type
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Loremaster	5	4	4	3	3	3	5	1	9	1	Inf
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Magic: The model is a Level 3 wizard.

Equipment: Hand weapon. May take up to 100p of magic items.

Point Cost: 400p

Options:

Elven Steed	+15p	T Amulet of Fire	+25p
Barding	+10p	T Sacred Incense	+30p
Great Eagle	+50p	T Guardian Phoenix	+35p
Dragon	+300p	T Gold. C. of Atrazar	+75p
Tiranoc Chariot	+Xp		
White Lion Chariot	+Xp	E Folraith's Robe	+75p
Skycutter Chariot	+Xp		
S Staff of Solidity	+20p	S Starwood Staff	+50p
S Staff of Sorcery	+20p	S Sigil of Asuryan	+75p
S Dispel Scroll	+30p	S Annulian Crystal	+100p
S Power Stone	+30p	S Book of Hoeth	+100p
S Jewel of the Dusk	+50p		

Special Rules: Speed of Asuryan, Loremaster

HEROES

M	WS	BS	S	T	W	I	A	Ld	US	Type
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0-1 Battle Standard	5	6	6	4	3	2	7	3	9	1	Inf
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Equipment: Hand weapon and light armour. May take up to 50p of magic items or any banner.

Point Cost: 110p

Options:

Heavy armour	+5p	W Biting Blade	+5p
		W Sword of Striking	+15p
Barded Elven Steed	+15p	W Sword of Might	+20p
Great Eagle	+50p	W Sword of Battle	+20p
Tiranoc Chariot	+Xp	W Star Lance	+25p
White Lion Chariot	+Xp	W Blade of Sea Gold	+35p
Skycutter Chariot	+Xp	A Armour of Caledor	+30p
		A Gauntlets of Chrace	+40p
		A Armour of Protection	+50p
T Amulet of Fire	+25p	A Helm of Fortune	+50p
T Guardian Phoenix	+25p	B Banner of Ellyrion	+25p
T Sacred Incense	+30p	B Lion Standard	+25p
T Talisman of Saphery	+30p	B War Banner	+35p
E Amulet of Light	+15p	B Banner of Arcane Protection	+40p
E Gem of Courage	+20p	B Standard of Balance	+45p
E Dragon Horn	+25p	B Battle Banner	+70p
E Healing Potion	+35p	B Standard of the Everqueen	+75p
		B Spell Banner	+50p
		B Standard of Refuge	+25p
		B Banner of Caledor	+30p

Special Rules: Speed of Asuryan

M	WS	BS	S	T	W	I	A	Ld	US	Type
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Mage	5	4	4	3	3	2	5	1	8	1	Inf
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Magic: A Mage is a Level 2 wizard. He must choose 0-1 PM and 1-2 BM spells.

Equipment: Hand weapon. May take up to 50p of magic items.

Point Cost: 30p

Options:

Cure PM 2/7+	+25p	T Amulet of Fire	+25p
Divine Guidance PM 2/5+	+35p	T Guardian Phoenix	+25p
Shield of Saphery PM 2/6+	+45p	T Sacred Incense	+30p
BM Fire Ball	+50p	E Folraith's Robe	+50p
BM Arrow Attraction	+50p	S Staff of Solidity	+20p
BM Courage of Aenarion	+50p	S Staff of Sorcery	+20p
BM Drain Magic	+50p	S Dispel Scroll	+30p
BM Fury of Khaine	+75p	S Power Stone	+30p
Elven Steed	+10p	S Starwood Staff	+30p
Barding	+5p	S Jewel of the Dusk	+50p
Tiranoc Chariot	+Xp		
White Lion Chariot	+Xp	Skycutter Chariot	+Xp

Special Rules: Speed of Asuryan





	M	WS	BS	S	T	W	I	A	Ld	US	Type
Noble	5	6	6	4	3	2	7	3	9	1	Inf

Equipment: Hand weapon and light armour. May take up to 50p of magic items.

Point Cost: 85p

Options:

Shield	+5p	W Biting Blade	+5p
Heavy armour	+5p	W Sword of Striking	+15p
Add. hand weapon	+10p	W Sword of Might	+20p
Great weapon	+15p	W Sword of Battle	+20p
Halberd	+10p	W Star Lance	+25p
Spear	+5p	W Blade of Sea Gold	+35p
Lance	+10p	W Reaver Bow	+40p
Long Bow	+5p	A Enchanted Shield	+15p
Barded Elven Steed	+15p	A Armour of Caledor	+30p
Great Eagle	+50p	A Golden Shield	+30p
Tiranoc Chariot	+Xp	A Gauntlets of Chrace	+40p
White Lion Chariot	+Xp	A Armour of Protection	+50p
Skycutter Chariot	+Xp	A Helm of Fortune	+50p
E Amulet of Light	+15p	T Amulet of Fire	+25p
E Gem of Courage	+20p	T Guardian Phoenix	+25p
E Dragon Horn	+25p	T Sacred Incense	+30p
E Healing Potion	+35p	T Talisman of Saphery	+30p

Special Rules: Speed of Asuryan

Mounts

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Elven Steed	9	3	-	3	3	1	4	1	5	2	Cav

Equipment: Hand weapon

Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Great Eagle	2	5	-	4	4	3	4	2	8	3	Mon

Equipment: Hand weapon

Special Rules: Flying Model, March Blocker

Note: Does not count against the number of Great Eagles in the army in regard to point costs!

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Griffon	6	5	-	5	5	4	4	4	7	4	Mon

Equipment: Hand weapon

Special Rules: Flying Model, Large Target, Terror

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Dragon	6	6	-	6	6	6	3	5	8	6	Mon

Equipment: Hand weapon

Special Rules: Flying Model, Large Target, Terror, Scaly Skin (3+), Dragon Fire

Flamespyre Phoenix / Frostheart Phoenix

The phoenix is bought independently from the character in the respective section.

Tiranoc / White Lion / Skycutter Chariot

The chariot is bought independently from the character in the respective section. The character model replaces one crew member.

CORE

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Spearman	5	4	4	3	3	1	5	1	8	1	Inf
Champion	5	4	4	3	3	1	5	2	8	1	Inf

Equipment: Spear, light armour and shield

Point Cost: 10 Spearman: 95p, Spearman 11-15: +9p each,

Spearman 16-20: +8p each, Spearman 21+: +6p each

Options: Standard +20p, Musician +5p, Champion +10p

B Banner of Ellyrion	+25p	B Lion Standard	+25p
B War Banner	+35p	B Stand. of Balance	+45p
B Banner of Arcane Protection	+40p		
B Standard of Refuge	+15p	B Banner of Caledor	+30p
B Standard of the Everqueen	+25p	B Spell Banner	+50p

Special Rules: Speed of Asuryan, Martial Prowess, Anti-Cav (spear)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Lothorn Sea Guard	5	4	4	3	3	1	5	1	8	1	Inf
Champion	5	4	4	3	3	1	5	2	8	1	Inf

Equipment: Spear, bow and light armour

Point Cost: 10 Sea Guard: 120p + Nx10p, Sea Guard 11-25: +12p each

Options: Standard +20p, Musician +5p, Champion +10p, Shield +1p/model

B Banner of Ellyrion	+25p	B Lion Standard	+25p
B War Banner	+35p	B Stand. of Balance	+45p
B Banner of Arcane Protection	+40p		
B Standard of Refuge	+15p	B Banner of Caledor	+30p
B Standard of the Everqueen	+50p	B Spell Banner	+50p

Special Rules: Speed of Asuryan, Martial Prowess, Anti-Cav (spear)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Archer	5	4	4	3	3	1	5	1	8	1	Inf
Champion	5	4	5	3	3	1	5	1	8	1	Inf

Equipment: Longbow

Points: 10 Archers: 90p + Nx10p, Archer 11-20: +10p each

Options: Standard +10p, Musician +5p, Champion +5p, Light armour +1p/model

Special Rules: Speed of Asuryan, Martial Prowess

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Silver Helm	-	4	4	3	3	1	5	1	8	2	Cav
Champion	-	4	4	3	3	1	5	2	8	2	Cav
Elven Steed	9(8)	3	-	3	-	-	4	1	-	-	-

Mount: Barded Elven Steed

Equipment: Lance, light armour and shield

Point Cost: 5 Silver Helms: 120p, Silver Helm 6+: +16p each

Options: Standard +25p, Musician +10p, Champion +15p

B Banner of Ellyrion	+25p	B Lion Standard	+25p
B War Banner	+35p	B Stand. of Balance	+45p
B Banner of Arcane Protection	+40p		
B Standard of Refuge	+25p	B Banner of Caledor	+30p
B Standard of the Everqueen	+35p	B Spell Banner	+50p
B Ithilmar Banner	+30p		

Special Rules: Speed of Asuryan





SPECIAL

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Ellyrian Reaver	-	4	4	3	3	1	5	1	8	2	Cav
Champion	-	4	5	3	3	1	5	1	8	2	Cav
Elven Steed	9	3	-	3	-	-	4	1	-	-	-

Mount: Elven Steed

Equipment: Spear and light armour

Point Cost: 5 Ellyrian Reavers: 75p + Nx10p, Reaver 6-10: +12p each

Options: Standard +10p, Musician +10p, Champion +5p, Bow +4p/model

B Banner of Ellyrion +25p B Lion Standard +25p

B War Banner +35p B Stand. of Balance +45p

B Banner of Arcane Protection +40p

B Standard of Refuge +25p B Banner of Caledor +30p

B Standard of the Everqueen +35p B Spell Banner +50p

Special Rules: Speed of Asuryan, Light Cavalry

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Dragon Prince of Caledor	-	5	4	4	3	1	5	1	9	2	Cav
Champion	-	5	4	4	3	1	5	2	9	2	Cav
Elven Steed	9(8)	3	-	3	-	-	4	1	-	-	-

Mount: Barded Elven Steed

Equipment: Lance, heavy armour and shield

Point Cost: 5 Dragon Princes: 150p, Dragon Prince 6+: +20p each

Options: Standard +25p, Musician +10p, Champion +15p

B Banner of Ellyrion +25p B Lion Standard +25p

B War Banner +35p B Stand. of Balance +45p

B Banner of Arcane Protection +40p

B Standard of Refuge +25p B Banner of Caledor +30p

B Standard of the Everqueen +45p B Spell Banner +50p

B Ithilmar Banner +30p

Special Rules: Speed of Asuryan, Heavy Cavalry

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Phoenix Guard	5	5	4	3	3	1	5	1	9	1	Inf
Champion	5	5	4	3	3	1	5	2	9	1	Inf

Equipment: Halberd and heavy armour

Point Cost: 10 Phoenix Guard: 170p, Phoenix Guard 11-30: +15p each

Options: Standard +20p, Musician +5p, Champion +10p

B Banner of Ellyrion +25p B Lion Standard +10p

B War Banner +35p B Stand. of Balance +45p

B Banner of Arcane Protection +40p

B Standard of Refuge +15p B Banner of Caledor +30p

B Standard of the Everqueen +70p B Spell Banner +50p

Special Rules: Speed of Asuryan, Stubborn, Fear, Block (halberd)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Swordmaster of Hoeth	5	6	4	3	3	1	5	1	9	1	Inf
Champion	5	6	4	3	3	1	5	2	9	1	Inf

Equipment: Great weapon and heavy armour

Point Cost: 10 Swordmasters: 150p, Swordmaster 11-20: +12p each,

Swordmaster 21+: +10p each

Options: Standard +20p, Musician +5p, Champion +15p

B Banner of Ellyrion +25p B Lion Standard +25p

B War Banner +35p B Stand. of Balance +45p

B Banner of Arcane Protection +40p

B Standard of Refuge +15p B Banner of Caledor +30p

B Standard of the Everqueen +50p B Spell Banner +50p

Special Rules: Speed of Asuryan, Bladedancer

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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White Lion of Chrace	5	5	4	4	3	1	5	1	8	1	Inf
Champion	5	5	4	4	3	1	5	2	8	1	Inf

Equipment: Great weapon, heavy armour and Lion Cloak

Point Cost: 10 White Lions: 150p, White Lion 11-20: +12p each

Options: Standard +10p, Musician +10p, Champion +15p

The unit may be upgraded to Scouts (special rule) for +30p.

B War Banner +35p B Lion Standard +10p

B Banner of Arcane Protection +40p B Stand. of Balance +45p

B Standard of Refuge +15p B Banner of Caledor +30p

B Standard of the Everqueen +50p B Spell Banner +50p

Special Rules: Speed of Asuryan, Light Infantry, Immune to Fear, Rank (1)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Sister of Avelorn	5	4	4	3	3	1	5	1	8	1	Inf
Champion	5	4	5	3	3	1	5	1	8	1	Inf

Equipment: Bow of Avelorn and light armour

Point Cost: 5 Sisters of Avelorn: 75p + Nx25p, Sister 5-10: +15p each

Options: Champion +5p

Special Rules: Speed of Asuryan, Light Infantry

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Shadow Warrior	5	5	4	3	3	1	5	1	8	1	Inf
Champion	5	5	4	3	3	1	5	2	8	1	Inf

Equipment: Longbow and light armour

Point Cost: 5 Shadow Warriors: 80p + Nx10p, Warrior 6-10: +12p each

Options: Champion +10p

Special Rules: Speed of Asuryan, Scout, Skirmish, Nagarythe Hatred

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Tiranoc Chariot	-	-	-	5	4	4	-	-	-	4	Chariot
Crew	-	4	4	3	-	-	5	1	8	-	-
Elven Steed	9	3	-	3	-	-	4	1	-	-	-

Chariot: 5+AS, 2 Crew, 2 Elven Steeds

Equipment: The crew is armed with spear and bow

Point Cost: 80p + Nx10p, with N = total number of Chariots in the army

Special Rules: Speed of Asuryan, Impact Hits (D3+1)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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White Lion Chariot	-	-	-	5	4	4	-	-	-	4	Chariot
White Lion Crew	-	5	4	4	-	-	5	1	8	-	-
White Lion	8	5	-	5	-	-	4	2	-	-	-

Chariot: 4+AS, 2 White Lion Crew, 2 White Lions

Equipment: The crew is armed with great weapons

Point Cost: 140p + Nx10p, with N = total number of Chariots in the army

Special Rules: Speed of Asuryan, Impact Hits (D3+1), Fear





	M	WS	BS	S	T	W	I	A	Ld	US	Type
Skycutter Chariot	-	-	-	5	4	4	-	-	-	4	Chariot
Crew	-	4	4	3	-	-	5	1	8	-	-
Great Eagle	2	5	-	4	-	-	4	2	-	-	-

Chariot: 5+AS, 2 Crew, 1 Great Eagle

Equipment: The crew is armed with spear and bow

Point Cost: 110p + Nx20p, with N = total number of Chariots in the army

Options: Light Bolt Thrower +40p

Special Rules: Speed of Asuryan, Flying Model, Impact Hits (D3+1)

RARE

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Repeater Bolt Thrower	-	-	-	-	7	2	-	-	-	-	WarM
High Elf Crew	5	4	4	3	3	1	5	1	8	1	-

Warmachine: 2 High Elf Crew

Equipment: Light armour

Point Cost: 70p + Nx20p

Special Rules: Speed of Asuryan, Repeater Bolt Thrower

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Great Eagle	2	5	-	4	4	3	4	2	8	3	Mon

Equipment: Hand weapon

Point Cost: 50p + Nx10p

Special Rules: Flying Model, March Blocker

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Flamespyre Phoenix	6	4	-	5	5	4	5	4	8	4	Mon

Equipment: Hand weapon

Point Cost: 200p + Nx50p, with N = total number of Phoenix in the army

Special Rules: Flying Model, Large Target, Terror, Dragon Fire, Daemonic Ward Save (5+), March Blocker

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Frostheart Phoenix	6	4	-	5	5	4	5	4	8	4	Mon

Equipment: Hand weapon

Point Cost: 225p + Nx50p, with N = total number of Phoenix in the army

Special Rules: Flying Model, Large Target, Terror, Frost Aura, Daemonic Ward Save (5+), March Blocker





KISLEV

SPECIAL RULES

Army wide

Horse Lords: Each rider mounted on a Warhorse rerolls to-hit rolls of natural '1's in cc.

Unit specific

Bad Tempered: At the end of the 'declare charges' phase, if the unit didn't declare a charge but would be able to (has an enemy unit within charge range and could legally charge), it has to pass a Ld-test or has to charge the nearest possible enemy unit.

Bear Pack:

- The unit consists of Bears and Beastmasters. Fill ranks with Bears first then with Beastmasters.
- As long as the unit comprises at least one Beastmaster, the unit may take a Ld test at the start of its turn. If passed, the unit does not have to charge this turn.
- Randomise ranged hits between Bears (1-5) and Beastmasters (6).
- In cc Beastmasters do not have to step up as long as there are enough Bears left for all remaining Beastmasters to be placed behind (i.e. ratio of 2 Beastmasters : 1 Bear).
- Beastmasters are ignored for determining rank bonuses.
- If all Bears are slain, the unit is destroyed. If the unit is destroyed in close combat, Beastmasters destroyed in this way do not count towards combat resolution.
- Characters cannot join this unit.

Bear Scent: This unit can only be joined by characters mounted on a Great Bear or characters on foot.

Glorious Charge: When this unit declares a charge, it causes Fear until the end of (its own) turn.

Grand General: If this model is the general of the army, its range for Inspiring Presence is 18".

Steady Aim: If this unit is equipped with both a handgun and a halberd, it does not suffer the -1 to-hit penalty for shooting at long range.

Steady in the Ranks: The unit may always Stand & Shoot, even if any charging unit is within half charge distance of this unit. If the unit is more than half charge distance away from all units charging it, it also does not suffer the -1 to-hit penalty for Stand & Shoot.

Undisciplined: Characters cannot join this unit.

ARMOURY

Hochland Long Rifle: Range 36", S4, AP(1), Sniper, move or fire

Repeater Handgun: Range 24", S4, AP(1), move or fire, Multiple Shots (3)

Repeater Pistol: Range 8", S4, AP(1), Multiple Shots (3), no penalty for moving and shooting as well as long range; may always Stand & Shoot, even if the enemy is within half charge distance.

War Wagon Canon: Range 36", S5, no AS, D3 wounds, penetrates ranks, no 'Stand & Shoot'.

Whip: In cc the bearer may make 1 attack through 1 rank of Bears.

KISLEV VEHICLE FLEET

Wagon Fort

Models

- The Wagon Fort consists of 4 Wagon Fort Wagons.
- Each Wagon Fort Wagon forms an individual unit and is worth 50VP if destroyed.

Deployment

- The Wagon Fort has to be deployed completely within the deployment zone of the Kislev player before any army is deployed. The distance between two Wagon Fort Wagons has to be less than 3" and one Wagon Fort Wagon has to contact a table edge.

Movement

- Wagon Fort Wagons are stationary, i.e. they cannot move by themselves or declare a charge.

Shooting

- Wagon Fort Wagons have an AOS of 360°.

Close Combat

- Wagon Fort Wagons count as entrenched (to all sides).
- Enemies fighting a Wagon Fort Wagons in cc do not gain bonuses for fighting in its flank or rear.
- If a Wagon Fort Wagon fails its break test, it is destroyed.
- Enemy units fighting solely against Wagon Fort Wagons cannot pursue (or overrun).

Psychology

- If a Wagon Fort Wagon fails a panic test, it does not flee, but instead is not allowed to fire the next turn.

War Wagon

Movement

- War Wagons cannot declare charges (or charge).

Shooting

- Defenders may fire their handguns even when the War Wagon moved (but suffer the -1 to-hit penalty for moving and shooting).
- War Wagons have an AOS of 360°.
- Each War Wagon Canon may always shoot at a different target than other parts of the War Wagon.

Close Combat

- War Wagons count as entrenched (to all sides) for cavalry and monstrous cavalry.
- Rank bonuses of enemy units fighting solely against War Wagons are ignored for combat result.
- Enemies fighting a War Wagon in cc do not gain bonuses for fighting in its flank or rear.
- If a War Wagon fails its break test, it is destroyed.
- Enemy units fighting solely against War Wagons cannot pursue (or overrun).
- War Wagons pursue 1D6" and always have to stop 1" in front of units they would contact during the pursuit.

Psychology

- If a War Wagon fails a panic test, it does not flee, but instead is not allowed to fire the next turn.





HEIRLOOMS OF KISLEV

W Bear Claws: Counts as additional hand weapons. +1A for each enemy model in BTB. Models on foot only.

W Beast Bane: Versus opponents with T5+ the bearer gets +1S and causes D3 wounds

W Biting Blade: AP (1)

W Crimson Bow: Range 24", S5, Multiple Shots (2)

W Frost Axe: no AS

W Frost Reaper: Great weapon. Enemies attacking the bearer in close combat suffer -1 to their to-hit rolls. Models on foot only.

W Khan's Pride: Lance, reroll failed to-wound rolls

W Midwinter: KB

W Steppe Lance: Lance, no AS

W Sword of Battle: +1A

W Sword of Might: +1S

W Sword of Power: +2S

W Sword of Striking: +1 to to-hit rolls in cc

A Armour of Endurance: Heavy armour, +1T

A Armour of Tzars: Heavy armour. Attacker must pass a Strength test for each attack or the attack fails.

A Buckler of Coldness: Shield. Enemies attacking the bearer in close combat suffer -1 to their to-hit rolls.

A Enchanted Shield: Shield that grants +2 AS.

A Helmet of the Tzar: Reroll failed armour saves.

A Mastercrafted Armour: 2+ AS which cannot be improved. The model does not count as heavy cav. Mounted models only.

A Pelt of the Great Bear: +1AS

A Shadowhide Cloak: Regeneration (5+)

T Amulet of Luck: Ward Save (2+) versus first wound suffered (after armour save).

T Crystal Cloak: Ward Save (4+)

T Daemon-Killer Aura: Model causes Terror.

T Guard Stone: MR2

T Ice Crystal Amulet: Enemies in btb suffer from ASL. Models on foot only.

T Magic Pendant: Ward Save (5+), MR2

T Talisman of Winter: Ward Save (5+)

E Bear Claws Necklace: Bearer gains Frenzy.

E Frost Bear Testicle: At the start of any turn of any player the model can consume the Frost Bear Testicle to gain S6, T6 and a breath weapon with S3 until the end of that turn. One use only.

E Horn of Erengard: PM3/5+. All friendly broken units rally immediately, even if below 25%.

E Romanoff Vodka: Roll a D6 after deployment. Bearer and unit he is with gain: 1 Stupidity, 2-4 Immunity to Psychology, 5-6 Frenzy. Has no effect on mounts or other characters in the unit. After deployment bearer cannot leave or join units. One use only.

E Tribe Regalia: Can be used at the start of any own turn. The bearer and his unit roll an additional dice for all Ld-based tests and discard the lowest. The lasts until the start of the next own turn. One use only.

E Trophy of the Chaoswaste: Bearer and unit are immune to Fear and Terror.

S Dispel Scroll: Automatically dispels one spell without the need of DD. One use only.

S Dreamcatcher: Immune to effects of first miscast (BM or PM)

S Power Stone: +2PD to cast a spell. Dice used may exceed maximum allowed by level. One use only.

S Sceptre of Eternal Winter: Bearer may use one more PD to cast spells than his level allows (BM only).

S Shaman Rod: PM 3/3+, Clairvoyance: Target one unit on the board. Your opponent has to reveal any hidden models and magic items (but not which model has them) in that unit.

S Staff of Sorcery: +1 to total roll to attempt to dispel a spell.

S Totem of Crows: PM 2/7+, MM, Range 18", D6 S3 hits

S Warp Drain: +1 DD

B Banner of Frozen Paths: Bearer and his unit do not suffer movement penalties for difficult terrain.

B Banner of Hearth Fire: Friendly units within 12" gain MR2. In addition units shooting at friendly units within 12" suffer -1BS (to a minimum of 0) for this attack.

B Goretooth Banner: The unit gains AP(1) in cc as well as for shooting. Has no effect on magic items and black powder weapons (handguns/pistols of any kind).

B Oblast Banner: If this unit has the Light Cavalry special rule it may start the game in reserve. Beginning with turn 2, roll a d6 at the start of your turn: on a 4+ the unit may enter the battlefield from any board edge (as if it has left the board in a previous turn due to a pursuit), add +1 to the roll for each turn after the second, a natural '1' always fails.

B Standard of Determination: The unit is allowed to march even when an enemy unit is within march blocking range (usually within 8").

B Standard of Glory: Unit rerolls failed panic tests.

B Steppe Storm Standard: Ward Save (5+) vs shooting and magic missile attacks.

B Tailwind Banner: Unit gains +1M.

B Ursa Banner: The unit gains Frenzy.

B War Banner: +1CR

LORE OF ICE

Petty Magic

Frost Shield (5+): Augment, Range 18", Ward Save (5+) vs ranged attacks and spells until the caster's next magic phase. Has no effect on character models.

Ursun's Fury (5+): Augment, Range 18", unit rerolls to-wound rolls of natural '1's until the caster's next magic phase.

Valour of Ursun (5+): Augment, Range 18", target unit becomes Immune to Fear, Terror and Panic until the caster's next magic phase.

Battle Magic

Hunter's Spear (9+): MM, Range 24", 1 hit like bolt thrower (S6, no AS, D3 wounds, penetrates ranks).

Ice Cage (8+): Hex, Range 24". Target unit halves its M (including mounts). Flyers have to use their ground movement but do not half their M. Lasts until the caster's next magic phase.

Midwinter's Kiss (10+): Place the tear drop template touching the caster in its front arc and determine hits using the template rules. All models hit suffer a S5 hit. If the caster is in cc, select one enemy unit that is in btb with the caster, this unit suffers D6 S5 hits.

Shardstorm (6+): MM, Range 24", 2D6 S3 hits.

Snowstorm (8+): Hex, Range 24", target unit suffers -1M, -1WS, -1BS and -1I until the caster's next magic phase.

Ursun's Defiance (9+): Augment, Range 18", unit gains Regeneration (4+) until the caster's next magic phase.





ARMY LIST

LORDS

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Tzar	4	5	5	4	4	3	5	3	9	1	Inf

Equipment: Hand weapon and heavy armour. May take up to 100p of magic items.

Point Cost: 100p

Options:

Shield	+10p	W Biting Blade	+5p
Add. hand weapon	+10p	W Midwinter	+10p
Halberd	+10p	W Sword of Striking	+15p
Great weapon	+15p	W Sword of Battle	+20p
Lance	+10p	W Sword of Might	+20p
Pistol	+10p	W Steppe Lance	+20p
Bow	+5p	W Khan's Pride	+25p
Handgun	+10p	W Beast Bane	+30p
		W Crimson Bow	+30p
Warhorse	+15p	W Frost Axe	+35p
Barding	+10p	W Sword of Power	+35p
Great Bear	+80p	W Bear Claws	+50p
		W Frost Reaper	+55p

E Bear Claws Necklace	+10p	A Pelt of the Great Bear	+10p
E Trophy of the Chaoswaste	+25p	A Enchanted Shield	+20p
E Frost Bear Testicle	+35p	A Shadowhide Cloak	+30p
E Romanoff Vodka (c)	+35p	A Armour of Tzars	+40p
E Horn of Erengard	+50p	A Buckler of Coldness	+45p
E Tribe Regalia	+50p	A Mastercrafted Armour	+45p
		A Armour of Endurance	+50p
		A Helmet of the Tzar	+75p

T Talisman of Winter	+35p
T Ice Crystal Amulet	+35p
T Amulet of Luck	+40p
T Guard Stone	+30p
T Daemon-Killer Aura	+50p

Special Rules: *Grand General*

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Tzarina	4	3	3	3	4	3	3	1	8	1	Inf

Magic: This model is a Level 4 wizard. It must choose 1-2 PM and 2-4 BM spells.

Equipment: Hand weapon. May take up to 100p of magic items.

Point Cost: 50p

Options:

Frost Shield PM3/5+	+35p	S Sceptre o. E. Winter	+10p
Valour of Ursun PM3/5+	+35p	S Shaman Rod	+15p
Ursun's Fury PM3/5+	+50p	S Staff of Sorcery	+20p
BM Shardstorm	+50p	S Dreamcatcher	+20p
BM Snowstorm	+50p	S Totem of Crows	+25p
BM Hunter's Spear	+50p	S Dispel Scroll	+30p
BM Ice Cage	+60p	S Power Stone	+30p
BM Midwinter's Kiss	+60p	S Warp Drain	+50p
BM Ursun's Defiance	+60p		

Warhorse	+15p	T Ice Crystal Amulet	+35p
Barding	+10p	T Talisman of Winter	+35p
		T Amulet of Luck	+40p
		T Guard Stone	+30p
E Trophy of the Chaoswaste	+25p	T Daemon-Kill. Aura	+50p
E Horn of Erengard	+50p	T Magic Pendant	+65p
E Tribe Regalia	+50p	T Crystal Cloak	+75p

Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Rotamaster	-	6	3	4	4	3	6	4	9	2	Cav
Warhorse	8	3	-	3	-	-	3	1	-	-	-

Mount: Warhorse

Equipment: Hand weapon and heavy armour. May take up to 100p of magic items.

Point Cost: 130p

Options:

Shield	+10p	W Biting Blade	+10p
Add. hand weapon	+10p	W Midwinter	+15p
Halberd	+15p	W Sword of Striking	+20p
Great weapon	+20p	W Sword of Battle	+20p
Lance	+15p	W Sword of Might	+25p
Pistol	+10p	W Crimson Bow	+30p
Bow	+5p	W Steppe Lance	+30p
Handgun	+10p	W Khan's Pride	+35p
		W Beast Bane	+40p
Barding	+10p	W Frost Axe	+45p
		W Sword of Power	+45p

E Bear Claws Necklace	+10p	A Pelt of the Great Bear	+10p
E Trophy of the Chaoswaste	+25p	A Enchanted Shield	+20p
E Romanoff Vodka (c)	+35p	A Shadowhide Cloak	+30p
E Frost Bear Testicle	+40p	A Armour of Tzars	+40p
E Horn of Erengard	+50p	A Buckler of Coldness	+45p
E Tribe Regalia	+50p	A Mastercrafted Armour	+45p
		A Armour of Endurance	+50p
		A Helmet of the Tzar	+75p

T Talisman of Winter	+35p
T Amulet of Luck	+40p
T Guard Stone	+30p
T Daemon-Killer Aura	+50p

The Rotamaster may exchange his Warhorse for a Great Bear for +70p.

Special Rules: *Stubborn*





HEROES

	M	WS	BS	S	T	W	I	A	Ld	US	Type
0-1 Battle Standard	4	5	5	4	4	2	5	3	8	1	Inf

Equipment: Hand weapon and light armour. May take up to 50p of magic items or any banner.
Point Cost: 65p

Options:

Heavy armour	+5p	W Biting Blade	+5p
		W Midwinter	+10p
Warhorse	+10p	W Sword of Striking	+15p
Barding	+5p	W Sword of Battle	+20p
Great Bear	+80p	W Sword of Might	+20p
		W Steppe Lance	+20p
B Banner of Frozen Paths		+25p W Khan's Pride	+25p
B Standard of Determination		+25p W Beast Bane	+30p
B Standard of Glory		+25p W Frost Axe	+35p
B Tailwind Banner		+30p W Sword of Power	+35p
B War Banner		+35p A Pelt of the Great Bear	+5p
B Goretooth Banner		+45p A Shadowwhite Cloak	+20p
B Steppe Storm Standard		+50p A Mastercrafted Armour	+30p
B Banner of Hearth Fire		+75p A Armour of Tzars	+30p
		A Armour of Endurance	+40p
		A Helmet of the Tzar	+50p

E Bear Claws Necklace	+10p	T Talisman of Winter	+25p
E Trophy of the Chaoswaste	+25p	T Ice Crystal Amulet	+35p
E Frost Bear Testicle	+35p	T Amulet of Luck	+30p
E Romanoff Vodka (c)	+35p	T Guard Stone	+30p
E Tribe Regalia	+50p	T Daemon-Killer Aura	+50p

Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Boyar	4	5	5	4	4	2	5	3	8	1	Inf

Equipment: Hand weapon and light armour. May take up to 50p of magic items.
Point Cost: 70p

Options:

Shield	+5p	W Biting Blade	+5p
Heavy armour	+5p	W Midwinter	+10p
Add. hand weapon	+5p	W Sword of Striking	+15p
Halberd	+10p	W Sword of Battle	+20p
Great weapon	+15p	W Sword of Might	+20p
Lance	+10p	W Steppe Lance	+20p
Pistol	+10p	W Khan's Pride	+25p
Bow	+5p	W Beast Bane	+30p
Handgun	+10p	W Crimson Bow	+30p
Warhorse	+10p	W Frost Axe	+35p
Barding	+5p	W Sword of Power	+35p
Great Bear	+80p	W Frost Reaper	+45p
		W Bear Claws	+50p

T Talisman of Winter	+25p	A Pelt of the Great Bear	+5p
T Ice Crystal Amulet	+35p	A Enchanted Shield	+15p
T Amulet of Luck	+30p	A Shadowwhite Cloak	+20p
T Guard Stone	+30p	A Buckler of Coldness	+30p
T Daemon-Killer Aura	+50p	A Mastercrafted Armour	+30p
		A Armour of Tzars	+30p
E Bear Claws Necklace	+10p	A Armour of Endurance	+40p
E Trophy of the Chaoswaste	+25p	A Helmet of the Tzar	+50p
E Frost Bear Testicle	+35p		
E Romanoff Vodka (c)	+35p		
E Tribe Regalia	+50p		

Special Rules: *Stubborn*

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Shaman	4	3	3	3	3	2	3	1	7	1	Inf

Magic: This model is a Level 2 wizard. It must choose 0-1 PM and 1-2 BM spells.

Equipment: Hand weapon. May take up to 50p of magic items.
Point Cost: 25p

Options:

Frost Shield PM 2/5+	+25p	S Sceptre of Eternal Winter	+10p
Valour of Ursun PM 2/5+	+25p	S Shaman Rod	+15p
Ursun's Fury PM 2/5+	+35p	S Power Stone	+20p
BM Shardstorm	+50p	S Staff of Sorcery	+20p
BM Snowstorm	+50p	S Dreamcatcher	+20p
BM Hunter's Spear	+50p	S Totem of Crows	+25p
BM Ice Cage	+60p	S Dispel Scroll	+30p
BM Midwinter's Kiss	+60p	S Warp Drain	+50p
BM Ursun's Defiance	+60p		

Warhorse	+10p	T Talisman of Winter	+25p
Barding	+5p	T Amulet of Luck	+30p
		T Ice Crystal Amulet	+35p
		T Guard Stone	+30p
		T Daemon-Killer Aura	+50p
		T Crystal Cloak	+50p

Special Rules: none

MOUNTS

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Warhorse	8	3	-	3	3	1	3	1	5	2	Cav

Equipment: Hand weapon
Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Great Bear	6	4	-	5	5	3	3	3	5	3	Mon

Equipment: Hand weapon and heavy armour
Special Rules: *Fear*





CORE

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Kossar	4	3	3	3	3	1	3	1	7	1	Inf
Champion	4	3	3	3	3	1	3	2	7	1	Inf

Equipment: Great weapon and bow
 Point Cost: 10 Kossars: 80p, Kossar 11-20+: +6p each, 21+: +4p each
 Options: Standard +20p, Musician +5p, Champion +10p
 B Banner of Frozen Paths +25p B War Banner +35p
 B Standard of Determination +25p B Goretooth Banner +45p
 B Standard of Glory +25p B Steppe Storm Standard +50p
 B Tailwind Banner +30p B Ursa Banner +50p
 Special Rules: *Steady in the Ranks*

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Axeman	4	3	3	3	3	1	3	1	7	1	Inf
Champion	4	3	3	3	3	1	3	2	7	1	Inf

Equipment: Hand weapon and shield
 Point Cost: 20 Axemen: 100p, Axeman 21+: +4p each
 Options: Standard +20p, Musician +5p, Champion +10p
 B Banner of Frozen Paths +25p B War Banner +35p
 B Standard of Determination +25p B Goretooth Banner +45p
 B Standard of Glory +25p B Steppe Storm Standard +50p
 B Tailwind Banner +30p B Ursa Banner +50p
 Special Rules: *Block (Shield)*

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Horse Archer	-	3	4	3	3	1	3	1	7	2	Cav
Champion	-	3	5	3	3	1	3	1	7	2	Cav
Warhorse	8	3	-	3	-	-	3	1	-	-	-

Mount: Warhorse
 Equipment: Hand weapon and bow
 Point Cost: 5 Horse Archers: 70p + Nx5p, Horse Archer 6+: +12p each
 Options: Standard +10p, Musician +10p, Champion +5p
 B Banner of Frozen Paths +25p B War Banner +35p
 B Standard of Determination +25p B Goretooth Banner +45p
 B Standard of Glory +25p B Steppe Storm Standard +50p
 B Tailwind Banner +30p
 Special Rules: *Light Cavalry*

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Winged Lancer	-	4	3	3	3	1	3	1	8	2	Cav
Champion	-	4	3	3	3	1	3	2	8	2	Cav
Warhorse	8	3	-	3	-	-	3	1	-	-	-

Mount: Warhorse
 Equipment: Hand weapon, lance, heavy armour and shield
 Point Cost: 5 Winged Lancers: 120p, Winged Lancer 6+: +16p each
 Options: Standard +25p, Musician +10p, Champion +15p
 B Banner of Frozen Paths +25p B War Banner +35p
 B Standard of Determination +25p B Goretooth Banner +45p
 B Standard of Glory +25p B Steppe Storm Standard +50p
 B Tailwind Banner +30p
 Special Rules: *Glorious Charge*

M WS BS S T W I A Ld US Type

Peasant	4	2	2	3	3	1	3	1	6	1	Inf
Champion	4	2	2	3	3	1	3	2	6	1	Inf

Equipment: Hand weapon
 Point Cost: 20 Peasants: 60p, Peasant 21+: +2p each
 Options: Spears +10p, Bows +20p, Shields +0.5p/model
 Special Rules: *Undisciplined*

SPECIAL

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Gryphon Lancer	-	4	3	4	3	1	3	1	8	2	Cav
Champion	-	4	3	4	3	1	3	2	8	2	Cav
Warhorse	8	3	-	3	-	-	3	1	-	-	-

Mount: Warhorse
 Equipment: Hand weapon, lance, heavy armour and shield
 Point Cost: 5 Gryphon Lancers: 150p, Gryphon Lancer 6+: +16p each
 Options: Standard +25p, Musician +10p, Champion +15p
 B Banner of Frozen Paths +25p B War Banner +35p
 B Standard of Determination +25p B Goretooth Banner +45p
 B Standard of Glory +25p B Steppe Storm Standard +50p
 B Tailwind Banner +30p
 Special Rules: *Glorious Charge*

M WS BS S T W I A Ld US Type

Oblast Outrider	-	4	3	3	3	1	3	1	8	2	Cav
Champion	-	4	3	3	3	1	3	2	8	2	Cav
Warhorse	8	3	-	3	-	-	3	1	-	-	-

Mount: Warhorse
 Equipment: Spear, throwing axe and light armour
 Point Cost: 5 Oblast Outriders: 70p + Nx10p, Outrider 6+ +14p each
 Options: Standard +15p, Musician +10p, Champion +10p, Shields +2p/model and unit loses the *Light Cavalry* special rule
 B Banner of Frozen Paths +25p B War Banner +35p
 B Standard of Determination +25p B Goretooth Banner +45p
 B Standard of Glory +25p B Steppe Storm Standard +50p
 B Tailwind Banner +30p B Oblast Banner +50p
 Special Rules: *Light Cavalry*

M WS BS S T W I A Ld US Type

Kreml Guard	4	4	3	4	3	1	3	1	8	1	Inf
Champion	4	4	3	4	3	1	3	2	8	1	Inf

Equipment: Great weapon and heavy armour
 Point Cost: 10 Kreml Guard: 120p, 11-30: +9p each
 Options: Standard +20p, Musician +5p, Champion +15p
 The unit may exchange their great weapons for shields for free.
 B Banner of Frozen Paths +25p B War Banner +35p
 B Standard of Determination +25p B Goretooth Banner +45p
 B Tailwind Banner +30p B Steppe Storm Standard +50p
 Special Rules: *Block (Shield), Stubborn, Immune to Psychology*





	M	WS	BS	S	T	W	I	A	Ld	US	Type
Streltsi	4	4	3	3	3	1	3	1	8	1	Inf
Champion	4	4	3	3	3	1	3	2	8	1	Inf

Equipment: Handgun, halberd and light armour
 Point Cost: 10 Streltsi: 90p + Nx20p, Streltsi 11+: +10p each
 Options: Standard +20p, Musician +5p, Champion +10p
 B Banner of Frozen Paths +25p B War Banner +35p
 B Standard of Determination +25p B Goretooth Banner +45p
 B Standard of Glory +25p B Steppe Storm Standard +50p
 B Tailwind Banner +30p B Ursa Banner +50p
 Special Rules: *Steady Aim*

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Bear	6	3	1	5	4	3	3	3	5	3	MoI
Beastmaster	6	3	3	3	3	1	4	1	7	1	-

Equipment: Whip (only Beastmaster) and heavy armour
 Point Cost: 2 Packs (1 Beastmaster + 1 Bear per Pack): 120p,
 Pack 3-4: +60p each, Pack 5+: +50p each
 Special Rules: *Bear Pack, Fear* (Bears only), *Frenzy* (Bears only)

RARE

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Druzhina	-	4	3	4	3	1	3	1	8	2	Cav
Champion	-	4	3	4	3	1	3	2	8	2	Cav
Warhorse	8(7)	3	-	3	-	-	3	1	-	-	-

Mount: Barded Warhorse
 Equipment: Hand weapon, lance, heavy armour and shield
 Point Cost: 5 Druzhina: 130p, Druzhina 6+: +16p each
 Options: Standard +25p, Musician +10p, Champion +15p
 B Banner of Frozen Paths +25p B War Banner +35p
 B Standard of Glory +25p B Goretooth Banner +45p
 B Tailwind Banner +30p B Steppe Storm Standard +50p
 Special Rules: *Heavy Cavalry*

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Bear Rider	-	4	3	4	-	-	3	1	8	3	MoCav
Champion	-	4	3	4	-	-	3	2	8	3	MoCav
Bär	6	3	1	5	4	3	3	3	-	-	-

Mount: Bear
 Equipment: Hand weapon, lance, heavy armour and shield
 Point Cost: 3 Bear Riders: 240p, Bear Rider 4+: +70p each
 Options: Standard +25p, Musician +10p, Champion +15p
 The unit may exchange their lances for great weapons for free.
 B Banner of Frozen Paths +25p B War Banner +35p
 B Standard of Determination +25p B Goretooth Banner +45p
 B Standard of Glory +25p B Steppe Storm Standard +50p
 B Tailwind Banner +30p
 Special Rules: *Bad Tempered, Fear, Bear Scent*

0-1 Wagon Fort	M	WS	BS	S	T	W	I	A	Ld	US	Type
Wagon Fort	-	-	-	-	4	5	-	-	-	5	Chariot
Defender	-	3	3	3	-	-	3	1	7	-	-

Chariot: AS 5+, 5 Defenders
 Equipment: Defenders are armed with bows and spears.
 Point Cost: 4 Wagon Fort Wagons: 200p
 Special Rules: *Wagon Fort, Stubborn*

	M	WS	BS	S	T	W	I	A	Ld	US	Type
War Wagon	6	-	-	-	5	6	-	-	-	8	Chariot
Defender	-	3	3	3	-	-	3	1	7	-	-
Canon Crew	-	3	3	3	-	-	3	1	7	-	-
Warhorse	-	3	-	3	-	-	3	1	-	-	-

Chariot: AS 4+, 6 Defenders, 2 Warhorses
 Equipment: Defenders are armed with handguns and halberds.
 The Canon Crew is armed with hand weapons.
 Point Cost: 100p+Nx20p
 Options: 3 Defenders may be exchanged for a 2 man Canon Crew with a War Wagon Canon for +20p or 6 Defenders may be exchanged for two 2 man Canon Crews with a War Wagon Canon each for +40p.
 Special Rules: *War Wagon, Large Target*

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Imperial Pikeman	4	3	3	3	3	1	3	1	7	1	Inf
Champion	4	3	3	3	3	1	3	2	7	1	Inf

Equipment: Pike and heavy armour
 Point Cost: 20 Pikemen: 180p, Pikeman 21+: +6p each
 Options: Standard +20p, Musician +5p, Champion +10p
 Special Rules: *Ally (Empire)*

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Imperial Handgunner	4	3	3	3	3	1	3	1	7	1	Inf
Champion	4	3	4	3	3	1	3	1	7	1	Inf

Equipment: Handguns
 Point Cost: 10 Handgunners: 60p + Nx20p, Handgunner 11-20: +8p each.
 Options: Standard +10p, Musician +5p, Champion +5p.
 The Champion might replace his handgun with one of the following weapons: Hochland Long Rifle (+25p), Repeater Handgun (+15p),
 Brace of Pistols (+5)
 Special Rules: *Ally (Empire)*

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Imperial Pistolier	-	3	3	3	3	1	3	1	7	2	Cav
Champion	-	3	4	3	3	1	3	1	7	2	Cav
Warhorse	8	3	-	3	-	-	3	1	-	-	-

Mount: Warhorse
 Equipment: Brace of pistols and light armour
 Point Cost: 5 Pistoliers: 100p + Nx10p, Pistolier 6-10: +16p each
 Options: Musician +10p, Champion +5p
 The Champion might replace his Brace of pistols with a Repeater Pistol for +15p.
 Special Rules: *Ally (Empire), Light Cavalry*



LIZARDMEN

SPECIAL RULES

Army wide

Cold Blooded: All Lizardmen units roll 3D6 for Ld-based tests and pick the 2 lowest dice.

Unit specific

Aquatic: This unit does not suffer movement penalties for moving through water terrain.

Arboreal Predators: This unit ignores movement penalties when moving through woods, even while flying. It also may start and/or end its movement in woods.

Bite Attack: In cc the model attacks with one (1) bite attack in addition to its normal attacks. Bite attacks are unaffected by special rules of weapons the model uses in cc, i.e. resolve the bite attack as if the model was equipped with a hand weapon. Frenzy has no effect on bite attacks.

Bloat Toads: After scouts have been deployed, place one toad marker for each unit of Ripperdactyl Riders in an enemy unit. All Ripperdactyls (mounts only) re-roll all failed to-hit rolls against these units.

Blood Frenzy: Once the Carnosaur inflicted its first unsaved wound, it suffers from Frenzy until the end of the game, i.e. the Carnosaur never loses its Frenzy. Does not affect the rider.

Carnivore: The Carnosaur causes D3 wounds to Large Targets. Does not affect the rider.

Chameleons: Additional -1 modifier for shooting at this unit. This unit may be set up like Scouts but can ignore the minimum distance to enemy units as long as it is out of sight. In addition this unit may be set up in sight of enemy units but has to stay at least 12" away.

Drop Rocks: This unit is armed with Drop Rocks that can be used once per game for one of the following effects:

- The unit (i.e. each model) gains Impact Hits (1) for their first successful charge.
- The unit may drop rocks on a unit that they moved over (at least partially) during the movement phase. Each Terradon Rider shoots D3 S4 shots that hit like templates. This attack is part of the shooting phase and hits are distributed exactly like hits from shooting. Skinks may still shoot in the shooting phase, even at a different unit.

Hit and Run: If this unit charged and loses or ties combat in the following combat phase, it has to retreat. If this unit won combat, it is allowed to retreat. A retreat follows the same rules as if the unit had to flee from combat but it does not cause panic, the enemy is not allowed to pursue and this unit automatically rallies at the end of the flee movement.

Jungle Poisons: All attacks (CC and RC) made by a Skink with a mundane weapon without the Poisoned Attacks special rule (e.g. hand weapons, javelins etc.) are treated as having the Poisoned Attacks (1) special rule, i.e. it has no effect on magic weapons and does not stack with poisoned weapons. Mounts are not affected.

Lizard Pack:

- The unit consists of Salamanders (/Barbed Razordons) and Handlers. Fill ranks with Salamanders first then with Handlers.
- Randomise ranged hits between Salamanders (1-5) and Handlers (6).
- If no Handlers are left in the unit, then the unit suffers from Stupidity.
- In cc Handlers do not have to step up as long as there are enough Salamanders left for all remaining Handlers to be placed behind. Up to 3 Handlers may be placed behind each Salamander (in two ranks if necessary).
- Handlers are ignored for determining rank bonuses.
- If all Salamanders are slain, the unit is destroyed. If the unit is destroyed in close combat, Handlers destroyed in this way do not count towards combat resolution.
- Characters cannot join this unit.

Oracle: This unit may cast the following spell:

- Primordial Ferocity (PM 2/5+): Augment, affects all friendly units within 12", affected units gain the following special rule until the next caster's magic phase: For each to-hit roll of a natural '6' in close combat, the model gets another attack rolling to wound and to hit as normal. Additional attacks do not generate further attacks.

Sacred Duty: A Slann may join the unit. It may be placed anywhere in the unit, facing in the same direction as the unit. In cc the Slann can only attack or be attacked if it is in btb with an enemy model. As long as there are enough rank and file models left to hide behind (i.e. 2), the Slann does not have to step up. The unit counts their rank bonus as if the space the Slann takes up was filled with rank and file models.

Shoot Barbs: Range 12", Number of shots = Artillery Dice, S4, ignores to hit modifiers for moving and multiple shots. Misfire: Razordon kills D3 Skink Handlers.

Skink Cohorts: Units of Kroxigors ignore unengaged friendly Skink units that consist only of models with US1, for the purpose of charging, i.e. they measure LOS and move through these units. Charging units will use the shortest distance to the target unit which means that Kroxigors have to charge through skink units if this is the shortest charge lane. Each Skink unit that made way for Kroxigors in this way, has to pass a Ld-test or cannot move in the 'remaining moves' movement phase.

Slann: The model counts as a Large Target for LOS purposes. It can only join units with the Sacred Duty special rule.

Spit Venom: Counts as a Thrown Weapon, Range 12", S5, Multiple Shot (2)

Spout Flames: Flamer Weapon, Range 0", S3, AP(3). Misfire: Salamander kills D3 Skink Handlers.

Thick Skinned: The mount grants its rider an additional +1AS modifier.

Walking Fortress: Enemies fighting this unit in cc do not gain bonuses for fighting in its flank or rear.

ARMOURY

Ark of Sotek: If the model is not in cc, then the Ark of Sotek can be used in the shooting phase for the following effects:

- Each enemy unit within 6" suffers 2D6 S2 hits.
- In addition nominate one Jungle Swarm unit within 6" of Bastiladon and roll a D6: on a roll of 4+ add one base to the Jungle Swarm unit. This can increase the Jungle Swarm unit beyond its starting size. Jungle Swarm bases generated in this way do not grant VP.

Blowpipe: Range 12", S3, Multiple Shot (2), Poisoned Attacks (1)

Engine of the Gods: This unit may cast one of the following spells in each own magic phase:

- Arcane Configuration (PM 2/5+): Augment, until the end of the magic phase the casting values of all battle magic spells are reduced by one. This effect is not cumulative.
- Blazing Configuration (PM 2/7+): MM, Range 12", D6 S4 hits
- Protecting Configuration (PM 2/5+): Augment, self, all friendly units within 12" get a Ward Save (5+) vs ranged attacks (incl. magic missiles) made from more than 12" away from the Engine. Lasts until the Engine's next magic phase.

Giant Blowpipe: Range 12", S3, Multiple Shot (2D6), Poisoned Attacks (1), only one model is needed to operate one Giant Blowpipe, i.e. other models are free to use missile weapons in the shooting phase (but remember that the whole model has to shoot at the same target)

Giant Bow: Range 36", S5, Poisoned Attacks (1), penetrates ranks, no 'Stand & Shoot', only one model is needed to operate the Giant Bow, i.e. other models are free to use missile weapons in the shooting phase (but remember that the whole model has to shoot at the same target)

Solar Engine: All Lizardmen units (including this model) gain +II for each Solar Engine within 6". In addition this unit may cast the following spell:

- Solar Flare (PM 2/5+): MM, Range 24", D3 S4 hits, target unit suffers -1BS and -1WS until the Engine's next magic phase.



HEIRLOOMS OF LUSTRIA

W Biting Blade: AP(1)
W Blade of Chotec: AP (2)
W Blade of Realities: hits ignore Ward Saves (armour saves and regeneration are allowed)
W Blade of Revered Tzunki: +1S, no AS
W Daggers of Sotek: counts as additional hand weapons and grants KB
W Piranha Blade: each inflicted wound (after saves) is doubled, i.e. 1 wound = 2 wounds
W Scimitar of the Sun Resplendent: +2A
W Staff of the Lost Sun: Range 18", S5, Multiple Shots (3)
W Sword of Battle: +1A
W Sword of Hornet: Always Strike First
W Sword of Might: +1S
W Sword of Striking: +1 to to-hit rolls in cc

A Enchanted Shield: Shield that grants +2 AS
A Sacred Stegaddon Helm: +1AS, +1T, bearer gains Impact Hits (1). Models on foot only.
A Shield of the Mirrored Pool: Shield. Rebounds spells cast at the bearer or his unit at a 4+, rebounded spells can be dispelled by using PD as DD for the attempt.
A The Maiming Shield: Shield. The bearer gets +1A at base strength that counts as a magical attack.

T Amulet of Itzl: Bearer gains a Ward Save (2+) vs his first wound suffered.
T Aura of Quetzl: Ward Save (4+) vs attacks with S5 or more
T Devine Plaque of Protection: MR 1
T Glyph Necklace: Ward Save (5+)

E Bane Head: Nominate one enemy character at the start of battle (after deployment). Wounds inflicted to this character (after saves) are doubled, i.e. 1 wound = 2 wounds.
E Charm of the Jaguar Warrior: The bearer gains M9. Models on foot only.
E Cloak of Feathers: The bearer may Fly. Models on foot only.
E Dragonfly of Quicksilver: The Lizardmen player gains +1 to the roll to deploy scouts first.
E Gleaming Pendant of Chotec: Can be used in the Lizardmen players turn. Enemy units in btb with the bearer and his unit gain ASL until the end of turn. One use only.
E Plaque of Dominion: PM 2/3+, Hex. All enemy wizards within 18" and with line of sight to the bearer gain Stupidity until the caster's next magic phase.
E Venom of Firefly Frog: All attacks made by the bearer with mundane weapons (ranged and cc) gain Poisoned Attacks (1) and count as magical. The poison does stack if the weapon already has the Poisoned Attacks special rule.

S Cube of Darkness: +1DD
S Diadem of Power: +1 Power Dice every magic phase, may only be used by the bearer.
S Dispel Scroll: Automatically dispels one spell without the need of DD. One use only.
S Power Stone: +2PD to cast a spell. Dice used may exceed maximum allowed by level. One use only.
S Rod of the Storm: PM 2/5+, MM, Rang 18", 2D6 S3 AP(1) hits. A unit that suffers at least one casualty has to take a panic test. One use only.
S Staff of Sorcery: +1 to total roll to attempt to dispel a spell.

B Huanchi's Blessed Totem: Unit gains +1M.
B Jaguar Standard: Unit rolls an additional D6" when pursuing.
B Sun Standard of Chotec: Units shooting at this unit suffer -1BS (to a minimum of 0) for this attack.
B Totem of Prophecy: Unit causes Fear.
B War Banner: +1CR

DISCIPLINES

Disciplines are special abilities of Slanns. They count towards the magic items limit but are not magic items per definition, i.e. effects that affect magic items have no effect. A Slann can be equipped with multiple Disciplines.

X Arcane Mastery: Once per magic phase, after the model cast a spell and before a dispel attempt is made, the model may roll an additional (free) PD and add the result to the casting roll (may cause IF or a miscast).
X Becalming: Model may re-roll its first failed dispel attempt each magic phase.
X Blessing of the Old Ones: Model ignores all miscast effects (i.e. the casting still fails but do not roll on the miscast table) (BM and PM).
X Cupped Hands: May force an opponent to reroll the result on the miscast table.
X Harmonic Convergence: +1 to cast (BM and PM)
X Harrowing Scrutiny: Model causes Terror.
X Higher State of Consciousness: Ward Save (2+) vs ranged attacks (incl. magic missiles but not spells)
X Runes of Wrath: Instead of attacking normally in cc this model may inflict D6 S4 hits to a unit in btb. Hits are distributed like shooting.

LORE OF THE OLD ONES

Petty Magic
Clairvoyance (3+): Target one unit on the board. Your opponent has to reveal any hidden models and magic items (but not which model has them) in that unit.
Corrosive Venom (5+): Augment, Range 18", unit gets AP(1) (cc as well as shooting), until the caster's next magic phase. Has no effect on magic items.
Cure (7+): Augment, Range 18", target model recovers 1 wound
Forced Evolution (5+): Augment, Range 18", unit incl. characters gets Ld8 until the caster's next magic phase.
Second Sign of Amul (6+): The player gets D3 rerolls. Each reroll can be used to reroll one to-hit roll, to-wound roll, armour save or ward save. Any rerolls not used at the end of the player's turn are wasted.
Servant of the Old Ones (4+): Augment, cast on friendly character model on foot (US1) within 12", model may immediately make a 20" fly movement. This move can be used to leave cc but cannot be used to enter combat (i.e. charging is not possible).

Battle Magic

Dazzling Brightness (6+): Hex, Range 18", target unit suffers -2WS (to a minimum of 1) until the caster's next magic phase.
Drain Magic (8+): In the next magic phase roll 1D3 less to determine the Winds of Magic (e.g. 1D3+4 PD at 2000p) to a minimum of 0D3.
Fury of the Old Ones (9+): MM, Range 24", 2D6 S4 hits
Portent of Far (5+): Augment, Range 18", target unit may reroll 1s to-hit and to-wound until the caster's next magic phase.
Shades of Death (6+): Augment, Range 18", unit causes Fear. If it already causes Fear, unit causes Terror instead. Lasts until caster's next magic phase.
The Beast Cowers (9+): Hex, Range 24". Target unit halves its M (including mounts). Flyers have to use their ground movement but do not half their M. Target unit cannot declare a charge or charge even if it would be forced to (e.g. because of Frenzy). Units with Random Movement stop 1" in front of enemy units. Further, the target unit suffers -1 to to-hit rolls in cc. Lasts until the caster's next magic phase. The spell has no effect on Infantry (Type Inf).
Transmutation of Lead (7+): Hex, Range 24", target unit suffers -1 to to-hit rolls and -1 to to-wound rolls in cc as well as -1AS until the caster's next magic phase.
Undergrowth (7+): Hex or Augment, Range 18", target unit counts as being in difficult terrain and light cover until the caster's next magic phase.
Uranon's Thunder Bolt (8+): MM, Range 24", D6 S4 hits, noAS
Warp Hole (13+): Direct Damage, Range 18", 5" template, S5, no AS. Target a point within the target unit. If the target point is out of range, the spell has no effect. If the target point is within range, place the template with its center over the target point and resolve it. A unit that suffers one or more unsaved wounds, has to take a panic test.
Wrath of the Old Ones (9+): MM, Range 24", D3 hits, auto wound, no AS

COMPOSITION

No additional composition rules.





ARMY LIST

LORDS

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Saurus Oldblood	4	6	-	5	5	3	3	4	8	1	Inf

Equipment: Hand weapon and light armour. May take up to 100p of magic items.

Point Cost: 140p

Options:

Shield	+10p	W Biting Blade	+10p
Halberd	+15p	W Blade of Chotec	+20p
Great weapon	+20p	W Sword of Striking	+20p
Spear	+10p	W Sword of Battle	+25p
Cold One	+35p	W Sword of Might	+25p
Carnosaur	+200p	W Blade of Realities	+30p

T Glyph Necklace	+35p	W Sword of Hornet	+30p
T Amulet of Itzl	+40p	W Piranha Blade	+40p
T Aura of Quetzl	+60p	W Scimitar of the Sun Respl.	+50p
A Enchanted Shield	+20p	W Blade of Revered Tzunki	+50p
A Shield of the Mirrored Pool	+35p	E Bane Head	+35p
A The Maiming Shield	+35p	E Gleaming Pend. of Chotec	+35p
		E Charm of the Jaguar Warrior	+75p

Special Rules: Scaly Skin (5+), Bite Attack

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Slann	4	2	3	4	4	5	2	1	9	3	Inf

Magic: A Slann is a Level 5 wizard. It has to choose 2-3 PM and 3-5 BM spells.

Equipment: Hand weapon. May take up to 150p of magic items (incl. Disciplines).

Point Cost: 150p

Options:

Clairvoyance PM 3/3+	+15p	S Staff of Sorcery	+20p
Cure PM 3/7+	+35p	S Dispel Scroll	+30p
Servant of the O. O. PM 3/4+	+35p	S Power Stone	+30p
2nd Sign of Amul PM 3/6+	+50p	S Rod of the Storm	+30p
BM Shades of Death	+35p	S Cube of Darkness	+50p
BM Drain Magic	+50p	S Diadem of Power	+50p
BM Portent of Far	+50p	X Blessing of the O.O.	+25p
BM The Beast Cowers	+50p	X Cupped Hands	+25p
BM Transmutation of Lead	+50p	X Becalming	+50p
BM Undergrowth	+50p	X Harmonic Convergence	+50p
BM Wrath of the O. O.	+60p	X Harrowing Scrutiny	+50p
BM Fury of the O. O.	+75p	X Higher State of Conscious.	+50p
BM Warp Hole	+75p	X Runes of Wrath	+50p
T Devine Plaque of Protection	+15p	X Arcane Mastery	+100p
E Plaque of Dominion	+35p	W Staff of the Lost Sun	+20p

Special Rules: Ward Save (4+), Slann

HEROES

	M	WS	BS	S	T	W	I	A	Ld	US	Type
0-1 Battle Standard	4	5	-	5	4	2	3	3	8	1	Inf

Equipment: Hand weapon and light armour. May take up to 50p of magic items or any banner.

Point Cost: 115p

Options:

Cold One	+25p	W Biting Blade	+5p
		W Blade of Chotec	+15p
B Sun Standard of Chotec	+20p	W Sword of Striking	+15p
B Huanchi's Blessed Totem	+30p	W Sword of Might	+20p
B Jaguar Standard	+35p	W Sword of Battle	+25p
B War Banner	+35p	W Blade of Realities	+25p
B Totem of Prophecy	+50p	W Sword of Hornet	+25p
		W Piranha Blade	+35p

T Glyph Necklace	+25p	W Blade of Revered Tzunki	+40p
T Amulet of Itzl	+30p	W Scimitar of the Sun Respl.	+50p
T Aura of Quetzl	+40p	E Bane Head	+35p
		E Gleaming Pendant of Chotec	+35p
		E Charm of the Jaguar Warrior	+50p

Special Rules: Scaly Skin (5+), Bite Attack

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Saurus Scar Veteran	4	5	-	5	4	2	3	3	8	1	Inf

Equipment: Hand weapon and light armour. May take up to 50p of magic items.

Point Cost: 90p

Options:

Shield	+5p	W Biting Blade	+5p
Halberd	+10p	W Blade of Chotec	+15p
Great weapon	+15p	W Sword of Striking	+15p
Spear	+10p	W Sword of Might	+20p
		W Sword of Battle	+25p
Cold One	+25p	W Blade of Realities	+25p
		W Sword of Hornet	+25p

T Glyph Necklace	+25p	W Piranha Blade	+35p
T Amulet of Itzl	+30p	W Blade of Revered Tzunki	+40p
T Aura of Quetzl	+40p	W Scimitar of the Sun Respl.	+50p
A Enchanted Shield	+15p	E Bane Head	+35p
A Shield of the Mirrored Pool	+30p	E Gleaming Pend. of Chotec	+35p
A The Maiming Shield	+30p	E Charm of the Jaguar Warrior	+50p

Special Rules: Scaly Skin (5+), Bite Attack

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Skink Chief	6	4	5	4	3	2	5	3	7	1	Inf

Equipment: Hand weapon and light armour. May take up to 50p of magic items.

Point Cost: 60p

Options:

Shield	+5p	W Biting Blade	+5p
Add. hand weapon	+10p	W Blade of Chotec	+15p
Spear	+5p	W Sword of Striking	+15p
Blowpipe	+5p	W Blade of Realities	+20p
Javelin	+5p	W Sword of Battle	+20p
Terradon Alpha	+40p	W Sword of Hornet	+20p
Scout (models on foot only)	+10p	W Sword of Might	+20p
		W Daggers of Sotek	+30p

T Glyph Necklace	+25p	W Piranha Blade	+30p
T Amulet of Itzl	+30p	W Staff of the Lost Sun	+35p
T Aura of Quetzl	+35p	W Scimitar of the Sun Respl.	+40p
A Enchanted Shield	+10p	E Dragonfly of Quicksilver	+15p
A The Maiming Shield	+25p	E Venom of Firefly Frog	+15p
A Shield of the Mirrored Pool	+30p	E Cloak of Feathers	+30p
A Sacred Stegadon Helm	+35p	E Bane Head	+35p

Special Rules: Aquatic, Jungle Poisons, Scaly Skin (6+)





	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Skink Priest	6	2	3	3	2	2	4	1	6	1	Inf
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Magic: A Skink Priest is a Level 2 wizard. It has to choose 0-1 PM and 1-2 BM spells.

Equipment: Hand weapon. May take up to 50p of magic items.

Point Cost: 20p

Options:

Forced Evolution PM 2/5+	+25p	E Dragonfly of Quicksilver	+15p
Corrosive Venom PM 2/5+	+35p	E Cloak of Feathers	+30p
2nd Sign of Amul PM 2/6+	+35p	E Bane Head	+35p
BM Dazzling Brightness	+35p	T Glyph Necklace	+25p
BM Portent of Far	+50p	T Amulet of Itzl	+30p
BM Undergrowth	+50p	T Aura of Quetzl	+35p
BM Uranon's Thunder Bolt	+60p	A S. Stegaddon Helm	+35p

Scout (models on foot only)	+10p	S Staff of Sorcery	+20p
		S Dispel Scroll	+30p
		S Power Stone	+30p
W Daggers of Sotek	+20p	S Rod of the Storm	+30p
W Staff of the Lost Sun	+20p	S Cube of Darkness	+50p

Special Rules: Aquatic, Jungle Poisons, Scaly Skin (6+)

Mounts

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Cold One	7	3	-	4	4	1	2	1	3	2	Cav
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Equipment: Hand weapon

Special Rules: Thick-skinned, Stupidity, Fear

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Terradon Alpha	2	4	-	4	3	3	2	2	3	3	Mon
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Equipment: Hand weapon

Special Rules: Flying Model, Arboreal Predators, March Blocker

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Carnosaur	7	3	-	6	5	5	2	4	5	5	Mon
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Equipment: Hand weapon

Special Rules: Terror, Large Target, Scaly Skin (4+), Blood Frenzy, Carnivore

Note: Does not count as a Dino regarding point costs!

CORE

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Saurus Warrior	4	3	-	4	4	1	1	1	8	1	Inf
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Champion	4	3	-	4	4	1	1	2	8	1	Inf
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Equipment: Hand weapon and shield

Points: 10 Saurus Warriors: 140p, Warrior 11-20: +12p each, 21+: +9p each

Options: Standard +20p, Musician +5p, Champion +10p

B Sun Standard of Chotec +20p B War Banner +35p

B Huanchi's Blessed Totem +30p B Totem of Prophecy +50p

B Jaguar Standard +35p

Special Rules: Scaly Skin (5+), Block (Shield), Sacred Duty, Bite Attack

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Saurus Spearman	4	3	-	4	4	1	1	1	8	1	Inf
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Champion	4	3	-	4	4	1	1	2	8	1	Inf
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Equipment: Spear and shield

Points: 10 Spearmen: 150p, Spearman 11-20: +12p each, 21+: +9p each

Options: Standard +20p, Musician +5p, Champion +10p

B Sun Standard of Chotec +20p B War Banner +35p

B Huanchi's Blessed Totem +30p B Totem of Prophecy +50p

B Jaguar Standard +35p

Special Rules: Scaly Skin (5+), Anti-Cav (Spear), Sacred Duty, Bite Attack

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Skink Warriors	6	2	3	3	2	1	4	1	6	1	Inf
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Champion	6	2	3	3	2	1	4	2	6	1	Inf
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Equipment: Javelin and shield

Point Cost: 10 Skink Warriors: 70p, Skink Warrior 11+: +5p each

Options: Standard +10p, Musician +10p, Champion +10p

Special Rules: Light Infantry, Aquatic, Jungle Poisons, Scaly Skin (6+)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Skink Hunter	6	2	3	3	2	1	4	1	6	1	Inf
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Champion	6	2	4	3	2	1	4	1	6	1	Inf
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Equipment: Blowpipe

Point Cost: 10 Skink Hunters: 40p + Nx10p, Skink Hunter 11-20: +5p each

Options: Standard +10p, Musician +10p, Champion +5p,

The unit may be upgraded to Scouts (special rule) for +30p.

The unit may exchange their Blowpipes for Short Bows for +1p/model

Special Rules: Light Infantry, Aquatic, Jungle Poisons, Scaly Skin (6+)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Jungle Swarm	5	3	-	2	2	5	1	5	10	3	Swa
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Equipment: Hand weapon

Point Cost: 2 Jungle Swarms: 100p, Jungle Swarm 3-10: +30p each

Special Rules: Skirmishers, Small, Unbreakable (Swarm),

Poisoned Attacks (1)

SPECIAL

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Temple Guard	4	4	-	4	4	1	2	1	8	1	Inf
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Champion	4	4	-	4	4	1	2	2	8	1	Inf
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Equipment: Halberd, light armour and shield

Point Cost: 10 Temple Guard: 200p, Temple Guard 11-20: +20p each

Options: Standard +20p, Musician +5p, Champion +15p

B Sun Standard of Chotec +20p B War Banner +35p

B Huanchi's Blessed Totem +30p B Totem of Prophecy +50p

B Jaguar Standard +35p

Special Rules: Scaly Skin (5+), Stubborn, Immune to Psychology,

Sacred Duty, Bite Attack





	M	WS	BS	S	T	W	I	A	Ld	US	Type
Kroxigor	6	3	-	5	4	3	1	3	7	3	MoI
Champion	6	3	-	5	4	3	1	4	7	3	MoI

Equipment: Great Weapon
 Point Cost: 3 Kroxigors: 170p + Nx20p, Kroxigor 4+: +50p each
 Options: Champion +20p
 Special Rules: Scaly Skin (4+), Fear, Aquatic, Skink Cohorts

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Saurus Cavalry	-	3	-	4	4	1	1	1	8	2	Cav
Champion	-	3	-	4	4	1	1	2	8	2	Cav
Cold One	7	3	-	4	-	-	2	1	-	-	-

Mount: Cold One
 Equipment: Spear and shield
 Point Cost: 5 Saurus Cavalry: 200p, Saurus Cavalry 6+: +30p each
 Options: Standard +25p, Musician +10p, Champion +15p
 B Sun Standard of Chotec +20p B Jaguar Standard +35p
 B Huanchi's Blessed Totem +30p B War Banner +35p
 Special Rules: Heavy Cavalry, Scaly Skin (5+), Fear, Stupidity, Thick Skinned, Bite Attack (rider only)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Chameleon Skink	6	2	4	3	2	1	4	1	6	1	Inf
Champion	6	2	5	3	2	1	4	1	6	1	Inf

Equipment: Blowpipe
 Point Cost: 5 Chameleon Skinks: 50p + Nx20p, Skink 6-10: +10p each
 Options: Champion +5p
 Special Rules: Skirmisher, Scouts, Aquatic, Scaly Skin (6+), Jungle Poisons, Chameleons

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Terradon Rider	-	2	3	3	2	2	4	1	6	2	Cav
Champion	-	2	4	3	2	2	4	1	6	2	Cav
Teradon	2	3	-	4	-	-	2	1	-	-	-

Mount: Terradon
 Equipment: Javelin
 Point Cost: 3 Terradon Riders: 80p + Nx20p, Terra. Rider 4-12: +25p each
 Options: Champion +5p
 Special Rules: Jungle Poisons, Flying Skirmishers, Scaly Skin (6+), Hit and Run, Arboreal Predators, March Blocker, Drop Rocks

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Ripperdactyl Rider	-	2	3	3	3	2	4	1	6	2	Cav
Champion	-	2	3	3	3	2	4	2	6	2	Cav
Ripperdactyl	2	3	-	4	-	-	2	2	-	-	-

Mount: Ripperdactyl
 Equipment: Spear and shield
 Points: 3 Ripperdactyl Riders: 120p + Nx30p, R. Rider 4-12: +30p each
 Options: Champion +10p
 Special Rules: Jungle Poisons, Flying Unit, Scaly Skin (6+), Arboreal Predators, Frenzy (Ripperdactyl only), Killing Blow (Ripperdactyl only), Bloat Toads

RARE

(Dino)	M	WS	BS	S	T	W	I	A	Ld	US	Type
Stegadon	6	3	-	5	6	5	2	4	6	8	Mon
Ancient Stegadon	6	3	-	6	6	5	1	3	6	8	Mon
Skink	-	2	3	3	-	-	4	1	-	-	-

Monster: 1 Stegadon and 5 Skink Crew (counts as a Dino)
 Equipment: The crew is armed with javelins and one Giant Bow
 Point Cost: 225p + Nx25p, with N = total number of Dinosaurs in the army
 Options: A Stegadon may be upgraded to an Ancient Stegadon for the following points:
 + 50p, replace the Giant Bow with 2 Giant Blowpipes
 + 85p, replace the Giant Bow with the Engine of the Gods
 Special Rules: Stubborn, Terror, Large Target, Impact Hits (D3+2), Jungle Poisons, Immune to Psychology, Scaly Skin (4+, Ancient Stegadon 3+)

(Dino)	M	WS	BS	S	T	W	I	A	Ld	US	Type
Bastiladon	4	3	-	5	5	5	1	D3+4	6	5	Mon
Skink	-	2	3	3	-	-	4	1	-	-	-

Monster: 1 Bastiladon and 4 Skink Crew (counts as a Dino)
 Equipment: The crew is armed with javelins and an Ark of Sotek
 Point Cost: 125p + Nx25p, with N = total number of Dinosaurs in the army
 Options: The model may replace the Ark of Sotek with a Solar Engine for free
 Special Rules: Terror, Large Target, Jungle Poisons, Immune to Psychology, Scaly Skin (3+), Walking Fortress

(Dino)	M	WS	BS	S	T	W	I	A	Ld	US	Type
Troglodon	7	3	3	5	5	5	2	5	6	5	Mon
Skink Oracle	-	2	3	3	-	-	4	1	-	-	-

Monster: 1 Troglodon and 1 Skink Oracle (counts as a Dino)
 Equipment: Hand weapon
 Point Cost: 175p + Nx25p, with N = total number of Dinosaurs in the army
 Special Rules: Terror, Large Target, Poisoned Attacks (1), Scaly Skin (4+), Spit Venom, Oracle

(Salamander Hunting Pack)	M	WS	BS	S	T	W	I	A	Ld	US	Type
Salamander	6	3	3	5	4	3	4	2	4	3	MoI
Skink Handler	6	2	3	3	2	1	4	1	6	1	-

Equipment: Hand weapon
 Point Cost: 1 Hunting Pack (1 Salamander + 3 Skink Handlers): 60p + Nx20p, with N = with N = total number of Salamander and Razordon Hunting Pack units in the army, Pack 2-3: +60p each
 Special Rules: Aquatic, Fear (Salamanders only), Light Infantry, Spout Flames, Lizard Pack, Scaly Skin (5+ Salamander / 6+ Skink Handler)

(Razordon Hunting Pack)	M	WS	BS	S	T	W	I	A	Ld	US	Type
Barbed Razordon	6	3	3	5	4	3	4	2	4	3	MoI
Skink Handler	6	2	3	3	2	1	4	1	6	1	-

Equipment: Hand weapon
 Point Cost: 1 Hunting Pack (1 Barbed Razordon + 3 Skink Handlers): 50p + Nx20p, with N = with N = total number of Salamander and Razordon Hunting Pack units in the army, Pack 2-3: +50p each
 Special Rules: Aquatic, Fear (Razordons only), Light Infantry, Shoot Barbs, Lizard Pack, Scaly Skin (5+ Razordon / 6+ Skink Handler)



NORSE

SPECIAL RULES

Unit specific

Ambush: Units with the Ambush special rule may start the game in reserve. Beginning with turn 2, roll a d6 at the start of your turn for each unit in reserve: on a 4+ the unit may enter the battlefield from any board edge (as if it has left the board in a previous turn due to a pursuit), add +1 to the roll for each turn after the second, a natural '1' always fails.

Berserker: Only characters with the "Berserker" special rule can join units with the "Berserker" special rule. Characters with the "Berserker" special rule can only join units with the "Berserker" special rule.

Body Guard: As long as the general is part of this unit, it is Immune to Fear and Terror.

Deathblow: Each model, that has been killed before it could attack in the combat phase, is allowed to make 1 last attack (1A) with all special rules directed at the model that killed it. Cannot be used versus Impact Hits.

Expendable: This unit does not cause panic in friendly units, unless they are Expendable themselves.

Frost Aura: Enemy units in base contact with at least one model with this special rule suffers -1 to hit in cc. Only character models with the 'Frost Aura' special rule are allowed to join units with the 'Frost Aura' special rule. Units with Frost Aura are immune to these effects themselves.

Lycanthrope: This model may never be the army general and can only join Werewolf units.

Relentless: This unit can march even when an enemy unit is within march blocking range (usually within 8").

Slavers: Roll an additional dice when this unit pursues an enemy and discard the lowest.

Trample (X): At the end of each combat round (timing step 6), in which the model does not count as charging, the model may make a trample special attack against a single unit in btb of unit type Inf, Swa or Cav. The trample special attack causes X hits with a S value equal to the basic S stat of the model. Wounds inflicted count for combat resolution.

Unruly: At the beginning of the compulsory movement phase, roll a D6 if the unit is not in cc and has LOS to an enemy unit. On a roll of '1' the unit has to charge the nearest enemy unit it can charge. If no charge is possible then the unit has to immediately move as fast as possible towards the nearest enemy unit in LOS and cannot move in the subsequent remaining moves phase.

War Chant: A unit with this special rule may start the game chanting one of the following anthems:

- **Anthem of Vengeance:** The unit gains *Eternal Hatred* (The unit hates all enemies and re-rolls all failed to-hit rolls in every cc round). Has no effect on characters.
- **Anthem of Doom:** The unit becomes *Immune to Psychology*.
- **Anthem of Furor:** The unit causes *Fear*.
- **Anthem of Mockery:** At the start of the enemy turn, the unit may taunt an enemy unit in LOS which is not *Immune to Psychology*. If the enemy unit would be able to charge the taunting unit (immediately check all requirements incl. charge distance) then the enemy unit has to pass a Ld-test. If the test is failed, the enemy unit has to charge the taunting unit or cannot move voluntarily that turn and the army/unit cannot use any Ld bonuses from character models within that unit (includes general and BSB). Any unit can only be taunted by a single unit each turn.

At the start of every own "Start of the Turn Phase", each unit with this special rule (in any order) may try to intone a new anthem. To do so the unit has to pass a Ld-test, wherein the unit gains +1 if it comprises a musician as well as +1 for each friendly unit within 6" that is chanting (at that moment) the anthem to be intoned. If the test is successful, the unit immediately chants the new anthem and gains the respective special rule. If the test is failed, the unit fails to intone the new anthem and keeps its current anthem if it is already chanting one.

A unit immediately stops its War Chant and loses all respective special rules of the anthem, in the following cases:

- The test to intone a new anthem fails with a double '6'.
- The unit is broken.
- The unit suffers from *Frenzy* (incl. Death Frenzy).
- The rank bonus the unit would gain in cc is less than 1 (for whatever reason).

A unit cannot voluntarily stop its War Chant.

ARMOURY

Cavalry Hammer: two handed weapon, +2S when charging, +1S otherwise
Ice Weapon: Magical attacks

HEIRLOOMS OF NORSCA

W Battle Axe of Jarl Sigurd the Great: Great weapon. Each wound inflicted counts as 2CR.

W Berserker Axes: Counts as additional hand weapons. The bearer gains *Frenzy*.

W Biting Blade: AP (1)

W Borealis: Range 24", 3 Shots with S4 AP(1), no penalty for multiple shots. If the bearer is on foot it also gains +1M.

W Executioner: KB

W Frost Axe: no AS

W Frost Tusk: causes D3 wounds

W Hammer of Thor: + 1S, AP(1)

W Harpoon of the Mammoth Hunter: Range 16", S6, thrown weapon, causes D3 wounds. The bearer also gains +1M. Models on foot only.

W Ice Axes: Counts as additional hand weapons, AP(1)

W Ice Blade of the White Wanderers: A model suffering at least 1 hit from this weapon (in a combat round), has to immediately roll a D6: on a 4+ the magic weapon of the hit model is destroyed.

W Sword of Battle: +1A

W Sword of Might: +1S

W Sword of Striking: +1 to to-hit rolls in cc

A Armour of the Forefathers: Heavy armour. The strength of hits the bearer suffers is reduced by 1.

A Enchanted Shield: Shield that grants +2 AS.

A Frost Burn: Shield. Models rolling a natural '1' to hit the bearer in cc suffer a S5 hit for each '1' rolled.

A Grendel Shield: Shield. A model in btb loses 1A, Norse player may choose which model and which attack.

A Horned Helmet: +1 AS, bearer gains Impact Hits (1)

A Polar Pelt: +1 AS

A Werewolf Hide: Regeneration (5+)

T Bloodstone: Ward Save (4+) vs attacks with S5 or more

T Cloak of Storms: Ward Save (3+) vs shooting and magic missile attacks. Models on foot only.

T Frost Giant Hide: Enemies attacking the bearer in close combat suffer -1 to their to-hit rolls.

T Frost Pendant: Ward Save (5+)

T Warlock Amulet: Ward Save (5+), MR2.

E Call of the Pack: In its own 'Remaining Moves' phase the bearer may summon D2+1 Frost Wolves. The unit may enter the battlefield from any board edge (as if it has left the board in a previous turn due to a pursuit). One use only. Unit is worth 50VP.

E Chosen of the Gods: PM 2/6+, Blessing of the Cold Gods spell. The spell can only be cast on a unit the bearer is part of.

E Frost Dragon Head: Breath Weapon with S3

E Mead of Damnation: Roll a D6 after deployment. Bearer and unit he is with gain: 1 Stupidity, 2-4 Killing Blow, 5-6 Frenzy. Has no effect on mounts or other characters in the unit. After deployment bearer cannot leave or join units. One use only.

E Warhorn: Bearer and unit may reroll a failed break tests. One use only.

S Bear Paw: +1 to cast spells (PM and BM)

S Dispel Scroll: Automatically dispels one spell without the need of DD. One use only.

S North Storm Pendant: Activate at the start of any turn. Flying models using their fly movement move at half speed. The effect ends after both players completed a turn. One use only.

S Power Stone: +2PD to cast a spell. Dice used may exceed maximum allowed by level. One use only.

S Scrying Bones: PM 3/3+, Clairvoyance: Target one unit on the board. Your opponent has to reveal any hidden models and magic items (but not which model has them) in that unit.

S Staff of Sorcery: +1 to total roll to attempt to dispel a spell.



B Banner of Battle Lust: The unit gains +1M and does not suffer movement penalties for difficult terrain. In addition friendly units within 12" are allowed to march even when an enemy unit is within march blocking range (usually within 8").

B Banner of the Cold Country: Units shooting at this model and his unit suffer -1BS (to a minimum of 0) for this attack.

B Banner of the Wild Hunt: +D3" charge range

B Banner of the Wild Northmen: Bearer and unit always counts as outnumbering in cc.

B Clan Guard Banner: The unit ignores '1's for Unruly tests.

B Frost Fjord Standard: The unit gains AP(1) in cc. Has no effect on magic items.

B North Wind Banner: Unit may triple its movement during a march movement.

B Raven Banner of the Great Army: +D3 CR

B Reaver Banner: The unit gains the special rule *Slavers*.

B War Banner: +1 CR

B Werewolf Banner: The unit gains Frenzy.

PRAYERS OF ULRIC

Petty Magic

Howling of Wolves (5+): Augment, caster and his unit gain +D3" charge range until the caster's next magic phase.

Smite (5+): Each enemy model in btb with the caster suffers a S4 hit.

Winter Breeze (5+): Each enemy unit in btb with the caster or his unit has to pass a Ld-test. If failed, the respective unit suffers -1 to its to-hit rolls in the next cc phase.

Wrath of Ulric (5+): Augment, caster and his unit become immune to Fear, Terror and Panic until the caster's next magic phase.

LORE OF THE COLD GODS

Petty Magic

Blessing of the Cold Gods (6+): Augment, Range 18", unit gets a Ward Save (5+) until the caster's next magic phase. Has no effect on character models.

Death Frenzy (7+): Augment, Range 18". The unit gains Frenzy. If the unit already has Frenzy, it gains Death Frenzy which works like Frenzy but grants +2A (instead of +1A) and causes D3 Wounds with no saves allowed to this unit at the start of each players close combat phase. The effect of the spell ends when the spell is dispelled/canceled or the unit is defeated in combat. Remains in Play.

Second Sign of Amul (6+): The player gets D3 rerolls. Each reroll can be used to reroll one to-hit roll, to-wound roll, armour save, ward save or regeneration roll. Any rerolls not used at the end of the player's turn are wasted.

Battle Magic

Chill Wind (6+): MM, Range 24", D6 S4 hits, target unit suffers -1BS until caster's next magic phase

Freeze (8+): Hex, Range 18", target unit suffers -1T and -1I until the caster's next magic phase.

Frost Blades (7+): Augment, Range 18", cc attacks as well as shooting by this unit gain +1S until the caster's next magic phase. Has no effect on magic items.

The Beast Cowers (9+): Hex, Range 24". Target unit halves its M (including mounts). Flyers have to use their ground movement but do not half their M. Target unit cannot declare a charge or charge even if it would be forced to (e.g. because of Frenzy). Units with Random Movement stop 1" in front of enemy units. Further, the target unit suffers -1 to to-hit rolls in cc. Lasts until the caster's next magic phase. The spell has no effect on Infantry (Type Inf).

The Wolf Hunts (10+): Augment, Range 12".

- Choose a point within line of sight of the target unit. The unit then moves up to 2D6" in the direction of that point (use the shortest path; the unit has to wheel and does not have to stop when it reaches the point, i.e. it can continue to move straight ahead). The unit is affected by terrain as normal. If it comes into contact with a unit or impassable terrain the unit stops 1" in front of it.
- In addition the unit gets +2M until the caster's next magic phase.
- Each unit may only benefit from this spell once per magic phase.

Wind of Death (9+): MM, Range 24", 2D6 S4 hits





ARMY LIST

LORDS

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Konnugr	4	7	5	5	4	3	6	4	9	1	Inf

Equipment: Hand weapon and heavy armour. May take up to 100p of magic items.

Point Cost: 100p

Options:

Shield	+10p	W Biting Blade	+10p
Add. hand weapon	+15p	W Executioner	+10p
Halberd	+15p	W Ice Blade of t. W. Wanderers	+15p
Great weapon	+20p	W Sword of Striking	+20p
Bow	+5p	W Bearerker Axes	+25p
Throwing axes	+10p	W Ice Axes	+25p
		W Sword of Might	+25p
Warhorse	+15p	W Sword of Battle	+25p
Cav. Hammer (mounted only)	+20p	W Hammer of Thor	+35p
		W Harpoon of the Mam. Hunter	+40p
T Frost Pendant	+35p	W Borealis	+40p
T Frost Giant Hide	+35p	W Frost Axe	+45p
T Bloodstone	+50p	W Frost Tusk	+45p
T Cloak of Storms	+50p	W Battle Axe of Jarl Sigurd	+70p
E Warhorn	+20p	A Polar Pelt	+10p
E Frost Dragon Head	+25p	A Enchanted Shield	+20p
E Chosen of the Gods	+45p	A Horned Helmet	+25p
E Mead of Damnation	+35p	A Werewolf Hide	+30p
E Call of the Pack	+50p	A Frost Burn	+35p
		A Grendel Shield	+35p
		A Armour of the Forefathers	+35p

Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Tribe Elder	4	3	3	3	4	3	3	1	8	1	Inf

Magic: This model is a Level 4 wizard. It must choose 1-2 PM and 2-4 BM spells.

Equipment: Hand weapon. May take up to 100p of magic items.

Point Cost: 50p

Options:

Blessing o.t. Cold Gods PM3/6+	+60p	S Scrying Bones	+15p
2nd Sign of Amul PM3/6+	+50p	S Staff of Sorcery	+20p
Death Frenzy PM 3/7+	+50p	S Dispel Scroll	+30p
BM Chill Wind	+50p	S Power Stone	+30p
BM Frost Blades	+50p	S North Storm Pend.	+35p
BM The Beast Cowers	+50p	S Bear Paw	+50p
BM The Wolf Hunts	+50p		
BM Freeze	+75p	T Frost Pendant	+35p
BM Wind of Death	+75p	T Bloodstone	+50p
		T Cloak of Storms	+50p
Warhorse	+15p	T Warlock Amulet	+65p
E Warhorn	+20p		
E Frost Dragon Head	+25p		
E Mead of Damnation	+35p		

Special Rules: none

HEROES

	M	WS	BS	S	T	W	I	A	Ld	US	Type
0-1 Battle Standard	4	6	5	4	4	2	5	3	8	1	Inf

Equipment: Hand weapon and heavy armour. May take up to 50p of magic items or any banner.

Point Cost: 75p

Options:

Warhorse	+10p	W Biting Blade	+5p
		W Executioner	+10p
A Polar Pelt	+5p	W Sword of Striking	+15p
A Horned Helmet	+15p	W Ice Blade of t. W. Wanderers	+15p
A Werewolf Hide	+20p	W Sword of Might	+20p
A Armour o.t. Foref.	+25p	W Sword of Battle	+20p
		W Hammer of Thor	+25p
T Frost Pendant	+25p	W Frost Axe	+35p
T Frost Giant Hide	+25p	W Frost Tusk	+35p
T Bloodstone	+35p		
T Cloak of Storms	+35p	B Banner of the Cold Country	+20p
		B Banner of the Wild Hunt	+25p
E Frost Dragon Head	+25p	B North Wind Banner	+25p
E Chosen of the Gods	+45p	B Reaver Banner	+25p
E Mead of Damnation	+35p	B War Banner	+35p
E Call of the Pack	+50p	B Frost Fjord Standard	+45p
		B Banner of the Wild Northmen	+50p
		B Werewolf Banner	+50p
		B Banner of Battle Lust	+60p
		B Raven Banner o.t. Great Army	+70p

Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Hersir	4	6	5	4	4	2	5	3	8	1	Inf

Equipment: Hand weapon and heavy armour. May take up to 50p of magic items.

Point Cost: 50p

Shield	+5p	W Biting Blade	+5p
Add. hand weapon	+10p	W Executioner	+10p
Halberd	+10p	W Sword of Striking	+15p
Great weapon	+15p	W Ice Axes	+15p
Bow	+5p	W Ice Blade of t. W. Wanderers	+15p
Throwing axes	+10p	W Bearerker Axes	+20p
Warhorse	+10p	W Sword of Might	+20p
Cav. Hammer (mounted only)	+15p	W Sword of Battle	+20p
		W Hammer of Thor	+25p
T Frost Pendant	+25p	W Frost Axe	+35p
T Frost Giant Hide	+25p	W Frost Tusk	+35p
T Bloodstone	+35p	W Harpoon of the Mam. Hunter	+40p
T Cloak of Storms	+35p	W Borealis	+40p
E Warhorn	+20p	A Polar Pelt	+5p
E Frost Dragon Head	+25p	A Enchanted Shield	+15p
E Chosen of the Gods	+45p	A Horned Helmet	+15p
E Mead of Damnation	+35p	A Werewolf Hide	+20p
E Call of the Pack	+50p	A Armour of the Forefathers	+25p
		A Frost Burn	+30p
		A Grendel Shield	+30p

Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Werewolf Alpha	7	5	-	5	5	4	5	4	9	3	MoI

Equipment: Hand weapon. May take up to 50p of magic items.

Point Cost: 180p

Options:

E Warhorn	+20p	E Call of the Pack	+50p
E Chosen of the Gods	+45p		

Special Rules: *Unruly, Fear, Regeneration (5+), Lycanthrope, Ignores Difficult Terrain*





	M	WS	BS	S	T	W	I	A	Ld	US	Type
Godi	4	3	3	3	3	2	3	1	7	1	Inf

Magic: This model is a Level 2 wizard. It must choose 0-1 PM and 1-2 BM spells.

Equipment: Hand weapon. May take up to 50p of magic items.

Point Cost: 25p

Options:

Blessing o.t. Cold Gods PM2/6+	+45p	S Scrying Bones	+15p
2nd Sign of Amul PM2/6+	+35p	S Power Stone	+20p
Death Frenzy PM 2/7+	+35p	S Staff of Sorcery	+20p
BM Chill Wind	+50p	S Bear Paw	+30p
BM Frost Blades	+50p	S Dispel Scroll	+30p
BM The Beast Covers	+50p	S North Storm Pend.	+35p
BM The Wolf Hunts	+50p		
BM Freeze	+75p	T Frost Pendant	+25p
BM Wind of Death	+75p	T Bloodstone	+35p
		T Cloak of Storms	+35p

Warhorse +10p

E Warhorn +20p

E Frost Dragon Head +25p

E Mead of Damnation +35p

Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Ulric Priest	4	4	3	4	4	2	4	2	8	1	Inf

Magic: This model is a Level 2 wizard. It must choose 1-2 PM spells.

Equipment: Hand weapon and heavy armour. May take up to 50p of magic items.

Point Cost: 50p

Options:

Howling of W. PM2/5+	+15p	W Biting Blade	+5p
Wrath of Ulric PM2/5+	+25p	W Executioner	+10p
Winter Breeze PM2/5+	+25p	W Sword of Striking	+15p
Smite PM2/5+	+35p	W Ice Axes	+15p
		W Ice Blade of t. W. Wanderers	+15p
Shield	+5p	W Berserker Axes	+20p
Add. hand weapon	+10p	W Sword of Might	+20p
Great weapon	+15p	W Sword of Battle	+20p
		W Hammer of Thor	+25p
Warhorse	+10p	W Frost Axe	+35p
		W Frost Tusk	+35p

E Mead of Damnation +35p

E Call of the Pack +50p

T Frost Pendant +25p

T Bloodstone +35p

T Cloak of Storms +35p

T Warlock Amulet +40p

Special Rules: MR (1)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Norse Dwarf Thane	3	6	4	4	5	2	3	3	9	1	Inf

Equipment: Hand weapon and heavy armour. May take up to 50p of magic items.

Point Cost: 75p

Shield	+5p	W Biting Blade	+5p
Add. hand weapon	+10p	W Executioner	+10p
Great weapon	+15p	W Sword of Striking	+15p
Throwing axes	+10p	W Ice Axes	+15p
		W Ice Blade of t. W. Wanderers	+15p
T Frost Pendant	+25p	W Berserker Axes	+20p
T Frost Giant Hide	+25p	W Sword of Might	+20p
T Bloodstone	+35p	W Sword of Battle	+20p
		W Hammer of Thor	+25p
		W Frost Axe	+35p
		W Frost Tusk	+35p

E Warhorn +20p

E Frost Dragon Head +25p

A Polar Pelt +5p

A Enchanted Shield +15p

A Horned Helmet +15p

A Werewolf Hide +20p

A Armour of the Forefathers +25p

A Frost Burn +30p

A Grendel Shield +30p

Special Rules: Ally (Norse Dwarf), Relentless

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Norse Dwarf Furor	4	7	4	4	5	2	4	3	10	1	Inf

Equipment: Additional hand weapons or great weapon.

Point Cost: 100p

Special Rules: Ally (Norse Dwarf), Frenzy, Ward Save (6+), Berserker, Relentless

MOUNTS

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Warhorse	8	3	-	3	3	1	3	1	5	2	Cav

Equipment: Hand weapon

Special Rules: none





CORE

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Axeman 4 4 3 3 3 1 4 1 7 1 1 Inf

Champion 4 4 3 3 3 1 4 2 7 1 1 Inf

Equipment: Hand weapon, light armour and shield
 Point Cost: 20 Axemen: 120p, Axeman 21+: +4p each
 Options: Standard +20p, Musician +5p, Champion +10p
 The unit may exchange their shields for great weapons for free.
 B Banner of the Cold Country +20p B Reaver Banner +25p
 B Clan Guard Banner +20p B War Banner +35p
 B Banner of the Wild Hunt +25p B Frost Fjord Standard +45p
 B North Wind Banner +25p B Werewolf Banner +50p
 Special Rules: *Unruly, War Chant, Block (Shield)*

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Spearman 4 4 3 3 3 1 4 1 7 1 1 Inf

Champion 4 4 3 3 3 1 4 2 7 1 1 Inf

Equipment: Spear, light armour and shield
 Point Cost: 20 Spearman: 140p, Spearman 21+: +4p each
 Options: Standard +20p, Musician +5p, Champion +10p
 B Banner of the Cold Country +20p B Reaver Banner +25p
 B Clan Guard Banner +20p B War Banner +35p
 B Banner of the Wild Hunt +25p B Frost Fjord Standard +45p
 B North Wind Banner +25p B Werewolf Banner +50p
 Special Rules: *Unruly, War Chant, Anti-Cav (Spear)*

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Huscarl 4 5 3 4 3 1 4 1 8 1 1 Inf

Champion 4 5 3 4 3 1 4 2 8 1 1 Inf

Equipment: Hand weapon, light armour and shield
 Point Cost: 10 Huscarls: 100p, Huscarl 11-20: +8p each, 21+: +6p each
 Options: Standard +20p, Musician +5p, Champion +15p
 The unit may exchange their shields for great weapons for free.
 B Banner of the Cold Country +20p B Reaver Banner +25p
 B Clan Guard Banner +20p B War Banner +35p
 B Banner of the Wild Hunt +25p B Frost Fjord Standard +45p
 B North Wind Banner +25p B Werewolf Banner +50p
 Special Rules: *Unruly, War Chant, Block (Shield)*

SPECIAL

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Huscarl Guard 4 5 3 4 3 1 4 1 8 1 1 Inf

Champion 4 5 3 4 3 1 4 2 8 1 1 Inf

Equipment: Spear, heavy armour and shield
 Point Cost: 10 Huscarl Guard: 150, Huscarl Guard: 11-30: +12p each
 Options: Standard +20p, Musician +5p, Champion +10p
 B Banner of the Cold Country +20p B War Banner +35p
 B North Wind Banner +25p B Frost Fjord Standard +45p
 Special Rules: *Stubborn, Killing Blow, Body Guard*

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Frost Wolf 9 3 0 4 3 1 3 1 5 2 Cav

Beastmaster 6 4 3 4 3 1 4 1 7 1 1 Inf

Equipment: Hand weapon
 Point Cost: 5 Frost Wolves: 40+Nx10p, Frost Wolf 6+: +6p each
 Options: The unit may include one Beastmaster for +10p that counts as the unit Champion. (The Beastmaster does NOT replace a Frost Wolf.)
 Special Rules: *Expendable*

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Bondsman 4 3 3 3 3 1 3 1 6 1 1 Inf

Equipment: Hand weapon
 Point Cost: 20 Bondsman 60p, Bondsman 21+: +2p each
 Options: Musician +5p, Spears +10p, Shields +0.5p/model
 Special Rules: *Expendable*

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Archer 4 3 3 3 3 1 3 1 7 1 1 Inf

Champion 4 3 4 3 3 1 3 1 7 1 1 Inf

Equipment: Bow
 Point Cost: 10 Archers: 70p + Nx10p, Archer 11-20: +7p each
 Options: Standard +10p, Musician +5p, Champion +5p
 Special Rules: *Light Infantry*

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Scout 5 3 3 3 3 1 3 1 7 1 1 Inf

Champion 5 3 4 3 3 1 3 1 7 1 1 Inf

Equipment: Javelin
 Point Cost: 5 Scouts: 40p + Nx20p, Scout 6-10: +6p each
 Options: Champion +5p
 The unit may exchange their javelins for one of the following weapons:
 - Throwing axes +1p/model
 - Bows +1p/model
 Special Rules: *Skirmisher, Scout*

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Raider 5 4 3 3 3 1 4 1 7 1 1 Inf

Champion 5 4 3 3 3 1 4 2 7 1 1 Inf

Equipment: Additional hand weapons
 Point Cost: 10 Raiders: 80p, Raider 11-20: +6p each
 Options: Standard +10p, Musician +10p, Champion +10p, Throwing axe +1p/model, Javelin +1p/model
 The unit may exchange their additional hand weapons for great weapons for +10p.
 0-X units may be upgraded with the *Ambush* special rule for +30p each, wherein X is equal to the number of Core units in the army.
 Special Rules: *Unruly, Light Infantry, Slavers*

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Ulfhednar 5 4 3 4 3 1 4 1 8 1 1 Inf

Champion 5 4 3 4 3 1 4 2 8 1 1 Inf

Equipment: Additional hand weapons
 Point Cost: 5 Ulfhednars: 90+Nx10p, Ulfhednar 6-10: +12p each
 Options: Champion +10p
 The unit may exchange their additional hand weapons for great weapons for +30p.
 Special Rules: *Skirmisher, Frenzy, Ward Save (5+), Deathblow, Berserker*





	M	WS	BS	S	T	W	I	A	Ld	US	Type
Horseman	-	4	3	3	3	1	4	1	7	2	Cav
Champion	-	4	3	3	3	1	4	2	7	2	Cav
Warhorse	8	3	0	3	-	-	3	1	-	-	-

Mount: Warhorse

Equipment: Hand weapon and light armour

Point Cost: 5 Horsemen: 50p + Nx20p, Horseman 6+: +10p each

Options: Standard +15p, Musician +10p, Champion +10p,

Spear +1p/model,

Javelin +1p/model, Throwing axe +2p/model,

Shields +2p/model and unit loses the *Light Cavalry* special rule

B War Banner +35p

Special Rules: *Light Cavalry*

RARE

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Werewolf	7	3	3	5	4	3	4	3	8	3	Mol
Champion	7	3	3	5	4	3	4	4	8	3	Mol

Equipment: Hand weapon

Point Cost: 3 Werewolves: 170p + Nx20p, Werewolf 4+: +50p each

Options: Champion +20p

Special Rules: *Unruly, Fear, Regeneration (5+),*

Ignores Difficult Terrain

	M	WS	BS	S	T	W	I	A	Ld	US	Type
War Mammoth	6	3	0	6	6	6	2	5	9	6	Mon

Equipment: Hand weapon

Point Cost: 150p + Nx100p

Special Rules: *Terror, Large Target, Immune to Psychology,*

Scaly Skin (5+), Impact Hits (W3), Trample (W3)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Frost Giant	6	3	3	6	5	6	3	5	9	6	Mon

Equipment: Ice Weapon

Point Cost: 150p + Nx50p,

Special Rules: *Terror, Stubborn, Large Target, Immune to Psychology,*

Frost Aura

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Norse Dwarf	3	4	3	3	4	1	2	1	9	1	Inf
Champion	3	4	3	3	4	1	2	2	9	1	Inf

Equipment: Hand weapon and heavy armour

Point Cost: 10 Norse Dwarfs: 90p, Dwarf 11+: +8p each

Options: Standard +20p, Musician +5p, Champion +10p,

Shield +1p/model, Great weapon +2p/model

Special Rules: *Ally (Norse Dwarf), Block (Shield), Relentless*

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Norse Dwarf Berserker	4	4	3	4	4	1	2	1	10	1	Inf
Champion	4	4	3	4	4	1	2	2	10	1	Inf

Equipment: Additional hand weapons

Point Cost: 10 Berserker: 160p, Berserker 11+: +10p each

Options: Champion +15p

The unit may exchange their additional hand weapons for great weapons for +10p.

Special Rules: *Ally (Norse Dwarf), Frenzy, Light Infantry,*

Ward Save (6+), Berserker, Relentless

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Norse Dwarf Quarreller	3	4	3	3	4	1	2	1	9	1	Inf
Champion	3	4	3	3	4	1	2	2	9	1	Inf

Equipment: Crossbow and light armour

Point Cost: 10 Quarrellers: 100p + Nx20p, Quarreller 11-20: +12p each

Options: Standard +10p, Musician +5p, Champion +10p,

Special Rules: *Ally (Norse Dwarf), Relentless*





OGRE KINGDOMS

SPECIAL RULES

Army wide

Look-Out Gnoblar: All standard bearers (including the BSB) are accompanied by a Look-Out Gnoblar which reduces the model requirement for "Ranged attacks at characters within or near units" (see the Characters section in the core rules) for these units from 5(4) down to 3 models.

Unit specific

Bad Tempered: At the end of the 'declare charges' phase, if the unit didn't declare a charge but would be able to (has an enemy unit within charge range and could legally charge), it has to pass a Ld-test or has to charge the nearest possible enemy unit.

Beast Slayer: This model rerolls to-wound rolls versus Large Targets.

Bicker: At the start of this unit's turn, if this unit is not in cc or broken, roll a D6. On a '1' the unit does nothing this turn.

Bull Charge: Impact Hits (1), models resolve those Impact Hits at +1S for each model directly behind (in the same file), up to a max of +2S

Drawn to Blood: This unit may start the game in reserve. Beginning with turn 2, roll a d6 at the start of your turn: on a 4+ the model may enter the battlefield from any board edge (as if it has left the board in a previous turn due to a pursuit), add +1 to the roll for each turn after the second, a natural '1' always fails.

Entourage: If this unit is within 12" of an Ogre Hunter, it uses the Ogre Hunter's Ld for Ld-Test.

Expendable: This unit does not cause panic in friendly units, unless they are Expendable themselves.

Fire Breath: Breath weapon, S3

Frost Aura: Enemy units in base contact with at least one model with this special rule suffers -1 to hit in cc. Only character models with the 'Frost Aura' special rule are allowed to join units with the 'Frost Aura' special rule. Units with Frost Aura are immune to these effects themselves.

Giant: see chapter 'Giants' in core rules

Pack Master: This model must not be the army general. It may only join units of Sabertusks. If he does so the unit may still move like Light Cavalry (at the speed of the hunter) but the hunter is not allowed to shoot after a march movement nor has he 360 LOS for his shooting.

Ragtag Unit: Each model in the unit may be equipped with a different weapon. The controlling player decides which models are removed as casualties. In cc models that are in BTB have to be chosen first.

Ravenous: If this model is not engaged in cc, it has to end the movement phase closer to an enemy unit than at the start of the movement phase.

Smooth Ride: Riders may shoot even after marching. If the mount did not march, riders do not suffer a move and shoot penalty.

Sphere of Frost-wreathed Ice: When the Thundertusk did not march, it can fire a Sphere of Frost-wreathed Ice in the shooting phase with the following rules (the Thundertusk does not benefit of Smooth Ride): Catapult, Range 6"-36", 3" Template, S4(8), no AS, D3 wounds. Misfire: the model does not shoot and suffers one wound (no saves allowed).

Talismanic Tattoos: MR (1), Ward Save (6+)

Trained Animal: This unit may never use the Ld of the general. Only Hunters may join this unit.

ARMOURY

Brace of Handguns: Range 24", S4, AP(1), Multiple Shot (2), no penalty for moving and shooting as well as long range; may always Stand & Shoot, even if the enemy is within half charge distance. Count as additional hand weapons in cc.

Cannon of the Sky Titans: Cannon, Range 36", S10, D3 wounds, Move or Fire. Grapeshot has the following stats: Breath Weapon, S5, AP (1).

Cathayan Longsword: +1WS, +1I, AP(1), cannot be combined with other weapons to count as additional hand weapon.

Chaintrap: Range 6", S6, Killing Blow, thrown weapon

Harpoon Launcher: Range 36", S5, penetrates ranks, Large Targets suffer 2 wounds

Harpoon: Range 12", S as bearer +1, thrown weapon

Ice Weapon: Magical attacks

Iron Fist: Counts as shield

Leadbelcher Cannon: Range 12", S4, AP(1), D6 shots, Dangerous, no penalties for move and shoot or multiple shots.

Luck Gnoblar: Bearer may reroll one failed saving throw. One use only.

Scraplauncha Catapult: Catapult, Range 12-48", S2(2), 5" Template, Killing Blow.

Sharp Stuff: Range 8", S2, Multi Shot (2), thrown weapon

Sword Gnoblar: One additional attack in cc at WS and I of bearer and S2

Tooth Gnoblar: Before casting a spell the user may use any number of Tooth Gnoblar to increase his next casting roll by +1 for each Tooth Gnoblar used (PM and BM). One use only.

HEIRLOOMS OF THE MOUNTAINS OF MOURN

W Biting Blade: AP(1)

W Bloodcleaver: For each unsaved wound caused by this weapon the bearer regains a wound.

W Siege Breaker: +3S, two handed, ASL, use enemy I instead of WS to determine to hit rolls.

W Skullplucker: Killing Blow

W Sword of Battle: +1A

W Sword of Might: +1S

W Sword of Striking: +1 to hit rolls in cc

W Tenderiser: Great weapon, causes D3 wounds

A Bullgut: +1AS. Impact hits are AP(1) and count as magical attacks. In the turn the bearer charges he has US6. Models on foot only.

A Great Skull: +1AS. Spells targeting bearer (NOT unit he is in) cause a miscast at double 1s, 2s and 3s.

A Greedy Fist: +1 AS. When the bearer saves a wound caused by a magic weapon in cc with his armour or ward save, the weapon is destroyed. Wizards lose a magic level (lose one random BM or PM spell) for each wound suffered (after saves) in cc from the bearer.

A Gut Maw: +1AS. If enemy in challenge is killed, the bearer regains a number of wounds equal to the starting wounds of the killed model or gains one additional wound on top his starting wounds, should he be at full wounds.

T Cathayan Jet: The bearer gets a Ward Save (3+) vs wounds caused by spells

T Gnoblar Thiefstone: MR(1) for each stone, up to 2

T Talisman of Protection: Ward Save (6+)

T Wyrystone Necklace: Ward Save (5+)

E Demon-Killer Scars: Model causes Terror.

E Fistful of Laurels: Bearer and unit may reroll a failed break tests. One use only.

E Greyback Pelt: Enemies attacking the bearer in close combat suffer -1 to their to-hit rolls. In addition, the bearer (and any unit of Sabertusks joined by the bearer) suffers no penalty for difficult terrain. Models on foot only.

E Jade Lion: Bearer and unit may reroll any failed psychology tests. Effect ends for the rest of battle when they flee.

E Rock Eye: At the start of your turn, pick one enemy unit. The controlling player has to reveal any hidden models and magic items (but not which model has them).





S Bangstick: PM 2/7+, MM, Range 18", D6 S4 hits, for each to wound roll of a natural '1' the bearer suffers a S6 hit

S Dispel Scroll: Automatically dispels one spell without the need of DD. One use only.

S Gruts Sickde: Once per turn, bearer's unit can lose 1 Wound (no saves/regeneration allowed, does not cause panic), so that he get an additional PD for his next spell (BM or PM) in this magic phase. This dice may be used to increase the max. number of dice allowed by the level of the wizard by 1.

S Halfling Cookbook: Immune to effects of first miscast (BM or PM)

S Hellheart: Declare use at the start of any enemies magic phase. Enemy wizards suffer a miscast on any doubles in this magic phase. Does not affect PM. One use only.

S Power Stone: +2PD to cast a spell. Dice used may exceed maximum allowed by level. One use only.

S Skull Mantle: Enemy suffer -1Ld to any Ld-test caused by the bearer and his unit

S Staff of Sorcery: +1 to total roll to attempt to dispel a spell.

B Bull Standard: Models in this unit rerolls failed to wound rolls on impact hits (Bull Charge)

B Cannibal Totem: When fighting a unit of Monstrous Infantry, this unit rerolls all failed to-hit and to-wound rolls in the first round of combat and has to pursue if possible but cannot overrun these units.

B Dragonhide Banner: In the turn the unit charged, it rerolls natural 1s on to-hit and to-wound rolls and enemies have to reroll successful armour saves.

B Ragbanner: Unit rolls 3D6 for Panic test and discards the highest roll

B Runemaw Banner: If a spell is successfully cast on this unit roll a D6: on a roll of 2+, the spell affects another friendly unit within 6" instead of this unit (choice of the Ogre player). This unit does not have to be a legal target (i.e. may be out of range and LOS). Has no effect on spells that do not target specific units and/or if there is no friendly unit within 6".

B War Banner: +1CR

BIG NAMES

A character may be given a single Big Names. They count towards the magic items limit and keep the BSB from choosing a magic banner but are not magic items per definition, i.e. effects that affect magic items have no effect.

X Beastkiller: The model is Immune to Psychology. Also wounds inflicted by this model to Large Targets with mundane weapons in cc are doubled.

X Deathcheater: Once per game, one enemy model (including mount etc.) must reroll successful to wound rolls against this model. Declare after the rolls are made.

X Giant Breaker: This model gains +1S, cannot refuse challenges and cannot choose flee as a charge response. Does require a Slave Giant in the army.

X Kineater: Friendly units within 6" reroll failed Panic tests.

X Longstrider: +1M

X Mawseeker: +1T and suffers from Stupidity

X Mountaineater: To-wound rolls of '1' and '2' always fail to wound this model.

X Wallcrusher: This model inflicts an additional impact hit and ignores penalties for attacking entrenched units. Has no effect if the model is mounted.

LORE OF THE GREAT MAW

Petty Magic

Appetizer (5+): Augment, Range 12", unit rerolls natural '1's for to-wound rolls, cc only. Lasts until the caster's next magic phase.

Bloodgruel (3+): Augment. Roll a D6: 1 = caster suffers 1 S6 hit, 2+ = caster regains 1 wound (up to starting amount)

Iron Flesh (5+): Augment, all friendly units within 6" of the caster gain Scaly Skin (6+). Lasts until the caster's next magic phase.

Battle Magic

Bonecruncher (9+): MM, Range 18", 2D6 S2 hits, no AS

Braingobbler (8+): Hex, Range 18", needs LOS, target unit must take a panic test (Units that are Immune to Psychology are not affected by this spell).

Bullgorger (7+): Augment, Range 12", unit gains +1S (including bull charge). Lasts until the caster's next magic phase.

Toothcracker (10+): Augment, Range 12", Unit gains +1T and becomes Stubborn. Lasts until the caster's next magic phase.

Trollguts (10+): Augment, Range 12", unit gains MR (2) and Regeneration (4+). Lasts until the caster's next magic phase. Has no effect on character models.

LORE OF FIRE

Petty Magic

Blazing Flames (7+): Augment, Range 18". Units shooting at the target unit suffer -1BS (to a minimum of 0) for this attack. In addition each enemy model in BTB with the target unit receives a S3 hit in each player's magic phase including the magic phase the spell is cast. Lasts until the caster's next magic phase.

Flaming Sword of Rhuin (5+): Augment, Range 18", target unit gets +1 to to-hit rolls in cc until the caster's next magic phase.

Battle Magic

Ash Storm (8+): Hex, Range 24", target unit suffers -1M, -1WS, -1BS and -1I until the caster's next magic phase.

Breath of Embers (8+): Place the tear drop template touching the caster in its front arc and determine hits using the template rules. All models hit suffer a S4 hit. If the caster is in cc, select one enemy unit that is in btb with the caster, this unit suffers D6 S4 hits.

Burning Head (8+): Choose a point in the front arc of the caster then draw a straight 18" long line from the caster to that point. The burning head flies along this line until it reaches its end or hits impassable LOS blocking terrain. All models under the line (affected models are determined in the same way as for a cannonball) suffer a S4 hit. Units that suffer at least one casualty have to take a panic test. Cannot be used if the caster, or the unit he is with, is engaged in cc.

Fiery Blast (9+): MM, Range 24", 2D6 S4 hits

Fire Ball (5+): MM, Range 24", D6 S4 hits

COMPOSITION

No additional composition rules.





ARMY LIST

LORDS

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Tyrant	6	6	4	5	5	5	4	5	9	3	MoI

Equipment: Light armour. May take up to 100p of magic items.

Point Cost: 190p

Options:

Heavy armour	+10p	W Biting Blade	+15p
Add. hand weapon	+15p	W Skullplucker	+15p
Great weapon	+25p	W Sword of Battle	+25p
Cathayan Longsword	+25p	W Sword of Striking	+25p
Brace of Handguns	+25p	W Sword of Might	+30p
		W Siege Breaker	+50p
Luck Gnoblar	+10p	W Tenderiser	+65p
Sword Gnoblar (up to 2)	+5p ea.	A Greedy Fist	+25p
		A Bullgut	+35p
X Mawseeker (c)	+10p	A Gut Maw	+35p
X Beastkiller (c)	+15p	A Great Skull	+35p
X Wallcrusher (c)	+15p	T Gnoblar Thiefstone (up to 2)	+15p ea.
X Longstrider (c)	+20p	T Talisman of Protection	+25p
X Deathcheater (c)	+20p	T Cathayan Jet	+35p
X Mountaineater (c)	+25p	T Wyrystone Necklace	+65p
X Giant Breaker (c)	+30p	E Fistful of Laurels	+20p
X Kineater	+35p	E Rock Eye	+20p
		E Jade Lion	+30p
		E Demon-Killer Scars	+35p

Special Rules: Fear, Bull Charge

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Slaughtermaster	6	4	3	4	5	5	3	4	8	3	MoI

Magic: A Slaughtermaster is a Level 4 wizard. He must choose 1-2 PM and 2-4 BM spells.

Equipment: May take up to 100p of magic items.

Point Cost: 100p

Options:

Luck Gnoblar	+10p	T Gnoblar Thiefstone (up to 2)	+15p ea.
Tooth Gnoblar (up to 3)	+5p ea.	T Talisman of Protection	+25p
Bloodgruel PM 2/3+	+25p	T Cathayan Jet	+35p
Iron Flesh PM 3/5+	+50p	T Wyrystone Necklace	+65p
Appetizer PM 3/5+	+50p	S Halfling Cookbook	+20p
BM Bullgorger	+35p	S Staff of Sorcery	+20p
BM Braingobbler	+35p	S Skull Mantle	+25p
BM Bonecruncher	+50p	S Bangstick	+25p
BM Toothcracker	+75p	S Dispel Scroll	+30p
BM Trollguts	+75p	S Power Stone	+30p
		S Hellheart	+30p
W Skullplucker	+15p	S Gruts Sickle	+35p
W Bloodcleaver	+25p	E Rock Eye	+20p

Special Rules: Fear, Bull Charge

HEROES

	M	WS	BS	S	T	W	I	A	Ld	US	Type
0-1 Battle Standard	6	5	4	5	5	4	3	4	8	3	MoI

Equipment: Light armour. May take up to 50p of magic items or any banner.

Point Cost: 150p

Options:

Heavy armour	+10p	W Biting Blade	+10p
Luck Gnoblar	+10p	W Skullplucker	+10p
Sword Gnoblar (up to 2)	+5p ea.	W Sword of Striking	+20p
B Bull Standard	+20p	W Sword of Might	+25p
B Cannibal Totem	+25p	W Sword of Battle	+25p
B Ragbanner	+35p	A Greedy Fist	+20p
B War Banner	+35p	A Bullgut	+30p
B Runemaw Banner	+50p	A Gut Maw	+30p
B Dragonhide Banner	+60p	A Great Skull	+30p
X Mawseeker (c)	+10p	T Gnoblar Thiefstone (up to 2)	+15p ea.
X Wallcrusher (c)	+15p	T Talisman of Protection	+20p
X Longstrider (c)	+20p	T Cathayan Jet	+30p
X Deathcheater (c)	+20p	T Wyrystone Necklace	+50p
X Giant Breaker (c)	+20p	E Rock Eye	+20p
X Mountaineater (c)	+25p	E Jade Lion	+30p

Special Rules: Fear, Bull Charge

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Butcher	6	3	2	4	5	4	2	3	7	3	MoI

Magic: A Butcher is a Level 2 wizard. He must choose 0-1 PM and 1-2 BM spells.

Equipment: May take up to 50p of magic items.

Point Cost: 60p

Options:

Luck Gnoblar	+10p	T Gnoblar Thiefstone (up to 2)	+15p ea.
Tooth Gnoblar (up to 2)	+5p ea.	T Talisman of Protection	+20p
Bloodgruel PM 2/3+	+25p	T Cathayan Jet	+30p
Iron Flesh PM 2/5+	+35p	T Wyrystone Necklace	+50p
Appetizer PM 2/5+	+35p	S Halfling Cookbook	+20p
BM Bullgorger	+35p	S Staff of Sorcery	+20p
BM Braingobbler	+35p	S Skull Mantle	+25p
BM Bonecruncher	+50p	S Bangstick	+25p
BM Toothcracker	+50p	S Dispel Scroll	+30p
W Skullplucker	+10p	S Power Stone	+30p
W Bloodcleaver	+20p	S Hellheart	+30p
E Rock Eye	+20p	S Gruts Sickle	+35p

Special Rules: Fear, Bull Charge

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Bruiser	6	5	4	5	5	4	3	4	8	3	MoI

Equipment: Light armour. May take up to 50p of magic items.

Point Cost: 120p

Options:

Heavy armour	+10p	W Biting Blade	+10p
Add. hand weapon	+15p	W Skullplucker	+10p
Great weapon	+20p	W Sword of Striking	+20p
Cathayan Longsword	+15p	W Sword of Might	+25p
Brace of Handguns	+25p	W Sword of Battle	+25p
		W Siege Breaker	+40p
Luck Gnoblar	+10p	W Tenderiser	+50p
Sword Gnoblar (up to 2)	+5p ea.	A Greedy Fist	+20p
		A Bullgut	+30p
E Fistful of Laurels	+20p	A Gut Maw	+30p
E Rock Eye	+20p	A Great Skull	+30p
E Jade Lion	+30p	X Mawseeker (c)	+10p
T Gnoblar Thiefstone (up to 2)	+15p ea.	X Wallcrusher (c)	+15p
T Talisman of Protection	+20p	X Longstrider (c)	+20p
T Cathayan Jet	+30p	X Deathcheater (c)	+20p
T Wyrystone Necklace	+50p	X Giant Breaker (c)	+25p
		X Mountaineater (c)	+25p

Special Rules: Fear, Bull Charge





	M	WS	BS	S	T	W	I	A	Ld	US	Type
Firebelly	6	3	2	4	5	4	2	3	7	3	MoI

Magic: A Firebelly is a Level 2 wizard. He must choose 0-1 PM and 1-2 BM spells.

Equipment: May take up to 50p of magic items.

Point Cost: 100p

Options:

Luck Gnoblar	+10p	W Biting Blade	+5p
Tooth Gnoblar (up to 2)	+5p ea.	W Skullplucker	+10p
		W Sword of Battle	+15p
		W Sword of Might	+20p
Blazing Flames PM 2/7+	+35p		
Fla. Sword of Rhuin PM 2/5+	+50p		
BM Ash Storm	+50p	E Rock Eye	+20p
BM Breath of Embers	+50p	E Jade Lion	+30p
BM Burning Head	+50p		
BM Fire Ball	+50p	S Staff of Sorcery	+20p
BM Fiery Blast	+75p	S Skull Mantle	+25p
		S Bangstick	+25p
T Cathayan Jet	+30p	S Dispel Scroll	+30p
T Wyrdstone Necklace	+30p	S Power Stone	+30p
		S Hellheart	+30p

Special Rules: Fear, Bull Charge, Talismanic Tattoos, Fire Breath

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Hunter	6	5	4	5	5	4	3	4	9	3	MoI

Equipment: Light armour and Harpoon. May take up to 50p of magic items.

Point Cost: 130p

Options:

Harpoon Launcher	+15	W Biting Blade	+10p
Luck Gnoblar	+10p	W Skullplucker	+10p
Sword Gnoblar (up to 2)	+5p ea.	W Sword of Striking	+20p
Stonehorn	+Xp	W Sword of Might	+25p
E Fistful of Laurels	+20p	W Sword of Battle	+25p
E Rock Eye	+20p	W Siege Breaker	+40p
E Jade Lion	+30p	W Tenderiser	+50p
E Greyback Pelt	+35p	A Greedy Fist	+20p
X Mawseeker (c)	+10p	A Bullgut	+30p
X Beastkiller (c)	+15p	A Gut Maw	+30p
X Wallcrusher (c)	+15p	A Great Skull	+30p
X Longstrider (c)	+20p	T Gnoblar Thiefstone (up to 2)	+15p ea.
X Deathcheater (c)	+20p	T Talisman of Protection	+20p
X Giant Breaker (c)	+25p	T Cathayan Jet	+30p
X Mountaineater (c)	+25p	T Wyrdstone Necklace	+50p

Special Rules: Fear, Bull Charge, Pack Master, Beast Slayer

Mounts

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Stonehorn	7	3	-	6	6	6	2	5	5	6	Mon

Monster: Stonehorn (without Ogre Beast Rider)

Point Cost: 175p + Nx50p, with N = total number of Stonehorns in the army

Special Rules: Smooth Ride, Large Target, Scaly Skin (4+), Impact Hits (D3), Bad Tempered, Terror

CORE

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Ogre Bull	6	3	2	4	4	3	2	3	7	3	MoI
Champion	6	3	2	4	4	3	2	4	7	3	MoI

Equipment: Hand Weapon

Point Cost: 3 Ogre Bulls: 100p, Ogre Bull 4+: +25p each

Options: Standard +25p, Musician +10p, Champion +15p, Additional hand weapons +20p, Light Armour +4p/model, Iron Fists +6p/model

B Bull Standard	+20p	B Ragbanner	+35p
B Cannibal Totem	+25p	B War Banner	+35p

Special Rules: Bull Charge, Fear, Block (Iron Fist)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Irongut	6	3	2	4	4	3	2	3	8	3	MoI
Champion	6	3	2	4	4	3	2	4	8	3	MoI

Equipment: Great weapon and heavy armour

Point Cost: 3 Ironguts: 170p, Irongut 4+: +35p each

Options: Standard +25p, Musician +10p, Champion +20p

B Bull Standard	+20p	B Ragbanner	+35p
B Cannibal Totem	+25p	B War Banner	+35p

Special Rules: Bull Charge, Fear

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Gnoblar	4	2	3	2	3	1	3	1	5	1	Inf
Champion	4	2	3	2	3	1	3	2	5	1	Inf

Equipment: Sharp Stuff

Point Cost: 10 Gnoblars: 30p, Gnoblar 11+: +2p each

Options: Champion +5p

Special Rules: Expendable, Bicker

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Gnoblar Trapper	4	2	3	2	3	1	3	1	5	1	Inf
Champion	4	2	4	2	3	1	3	1	5	1	Inf

Equipment: Sharp Stuff

Point Cost: 8 Gnoblars: 50p, Gnoblar 9-15: +5p each

Options: Champion +5p

Special Rules: Expendable, Bicker, Scout, Skirmish, Entourage

SPECIAL

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Leadbelcher	6	3	3	4	4	3	2	3	7	3	MoI
Champion	6	3	3	4	4	3	2	4	7	3	MoI

Equipment: Leadbelcher Cannon and light armour

Point Cost: 2 Leadbelchers: 90p + Nx10p, Leadbelcher 3-5: +50p each

Options: Musician +10p, Champion +15p

Special Rules: Bull Charge, Fear

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Sabertusk	8	4	-	4	4	2	4	3	4	2	Cav

Equipment: Hand weapon

Point Cost: 2 Sabertusks: 50p + Nx10p, Sabertusk 3+: +20p each

Special Rules: Fear, Light Cavalry, Trained Animal, Entourage





	M	WS	BS	S	T	W	I	A	Ld	US	Type
Yhete	7	3	2	5	4	3	4	3	7	3	Mol
Champion	7	3	2	5	4	3	4	4	7	3	Mol

Equipment: Ice weapon
 Point Cost: 3 Yhetees: 200p, Yhete 4+: +40p each
 Options: Champion +20p
 Special Rules: Fear, Frost Aura, Ignores Difficult Terrain

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Scraplauncha	-	-	-	5	5	5	-	-	-	5	Chariot
Gnoblar Scrapper	-	2	3	2	-	-	3	1	5	-	-
Rhinox	7	3	-	5	-	-	2	3	5	-	-

Chariot: 4+AS, 6 Gnoblar Scrapplers, 1 Rhinox
 Equipment: Scraplauncha Catapult
 Point Cost: 125p + Nx25p
 Special Rules: Impact Hits (D3+1), Fear, Bad Tempered

RARE

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Gorger	6	3	1	5	5	4	3	4	9	3	Mol

Equipment: Hand weapon
 Point Cost: 60p + Nx20p
 Special Rules: Fear, Stubborn, Immune to Psychology, Killing Blow, Ravenous, Drawn to Blood

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Maneater	6	4	4	5	4	3	3	4	8	3	Mol

Equipment: Light armour
 Point Cost: 1 Maneater: 60p + Nx20p, Maneater 2+: +60p each
 Options: Heavy armour: +5p/model
 Each model may choose one of the following weapons:
 - Great weapon +15p/model
 - Cathayan Longsword +15p/model
 - Brace of Handguns +15p/model
 Special Rules: Bull Charge, Fear, Stubborn, Immune to Psychology, Ragtag Unit

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Slave Giant	6	3	3	6	5	6	3	S	9	6	Mon

Equipment: Hand weapon
 Point Cost: 160p + Nx40p
 Special Rules: Giant

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Ironblaster	-	-	-	5	5	5	-	-	-	5	Chariot
Leadbelcher	-	3	3	4	-	-	2	3	7	-	-
Rhinox	7	3	-	5	-	-	2	3	5	-	-

Chariot: 4+AS, 1 Leadbelcher, 1 Rhinox
 Equipment: Cannon of the Sky Titans
 Point Cost: 150p + Nx50p
 Special Rules: Impact Hits (D3+1), Fear, Bad Tempered

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Rhinox Rider	-	3	2	4	4	4	2	3	7	4	MoCav
Champion	-	3	2	4	4	4	2	4	7	4	MoCav
Rhinox	7	3	-	5	-	-	2	3	-	-	-

Mount: Rhinox
 Equipment: Heavy Armour and hand weapon
 Point Cost: 2 Rhinox Riders: 190p + Nx30p, Rhinox Rider 3+: +110p each
 Options: Standard +25p, Musician +10p, Champion +20p
 The unit may be equipped with one of the following:
 - Iron Fist: for free but unit counts as Heavy Cavalry
 - Great weapons: +15p/model, unit counts as Heavy Cavalry
 The Champion may be equipped with a Brace of Handguns (+15p).
 B Bull Standard +20p B Ragbanner +35p
 B Cannibal Totem +25p B War Banner +35p
 Special Rules: Impact Hits (1), Fear, Bad Tempered

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Stonehorn	7	3	3	6	6	6	2	5	5	6	Mon
Ogre Beast Rider	-	3	3	4	-	-	2	3	7	-	-

Monster: Stonehorn and 1 Ogre Beast Rider
 Equipment: The Ogre Besast Rider is equipped with a Chaintrap.
 Point Cost: 200p + Nx50p, with N = total number of Stonehorns in the army
 Options: The Ogre Rider may replace his Chaintrap for a Harpoon (free).
 Special Rules: Smooth Ride, Large Target, Scaly Skin (4+), Impact Hits (D3), Bad Tempered, Terror

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Thundertusk	6	3	3	6	6	6	2	4	5	6	Mon
Ogre Beast Rider	-	3	3	4	-	-	2	3	7	-	-

Monster: Thundertusk and 2 Ogre Beast Riders
 Equipment: 1 Rider has a Chaintrap, 1 Rider has a Harpoon Launcher
 Point Cost: 200p + Nx50p
 Special Rules: Smooth Ride, Large Target, Sphere of Frost-wreathed Ice, Scaly Skin (5+), Terror, Frost Aura





ORCS & GOBLINS

SPECIAL RULES

Army wide

Greenskins: All models in the army count as Greenskins (has no direct effect).

Size Matters: All Greenskins have a **Size (X)**. Greenskins ignore panic caused by units with a Size value that is lower than their own.

Smelly Elves: All Goblins Fear Elves (any kind) if they do not outnumber them 2:1 or more. Compare the number of Goblin 'heads' vs number of Elf 'heads', not US.

Unit specific

Animosity: In each of your 'Start of the Turn' phase roll a D6 if the unit has a US of at least 5 and if it is not engaged in combat or broken. On a roll of a '1' the unit suffers from animosity. Roll a D6 and consult the following table to determine the effect:

Animosity Table		
1	Get 'Em!	Squabble (see below). In addition, the unit deals D3 S4 hits to the closest friendly unit within 8" that also has the Animosity special rule. If multiple legal targets are equally close, randomly determine which unit is affected. Casualties inflicted in this way do not cause a panic test.
2-5	Squabble	The unit may not declare a charge and may not move in the movement phase. Character models cannot join or leave this unit nor can they move inside the unit. All models that are part of the unit cannot shoot in the shooting phase. Spell casting is allowed.
6	Waaagh!	The unit immediately moves D6" towards the nearest enemy in LOS. <ul style="list-style-type: none"> If this would bring the unit in contact with an enemy, do not move the unit. Instead the unit has to charge the nearest enemy in LOS in the movement phase. If there is no legal target, the unit moves D6" straight ahead. If this move would bring the unit into contact with impassable terrain or another friendly unit, it stops 1" in front of the obstacle.

Bountiful Blades: This unit is equipped with an array of weaponry. At the start of each combat it has to choose one of the following weapon options: great weapon, additional hand weapon or hand weapon and shield.

Catchweb Spidershrine: Friendly Wizards within 12" of the model gain +1 to their casting rolls (BM and PM).

Fanatics:

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Fanatic	2D6	-	-	5	3	1	3	*	10	1	Inf

Special Rules: Immune to Psychology

Hide in Units: Fanatics start the game hidden in the respective Night Goblin unit they are bought with, the so-called Host.

Release the Fanatics!: Fanatics must be immediately released when an enemy unit comes within 8" of the Host. Stop the enemy unit, then for each Fanatic hiding in the unit, nominate a point of release on any edge of the Host as well as a direction and roll dice for the Fanatic's movement (2D6"). Once the movement of all released Fanatics and the damage they caused has been resolved, the enemy unit can continue its move if the controlling player wishes to do so.

Fanatics are not released if the Host is broken.

Splat!: If a Fanatic moves into contact with a unit it inflicts D6 S5 AP(1) hits and continues to move straight through the unit. If the Fanatic would end its movement inside a unit, it continues to move straight ahead until it can end its move outside of a unit or until it is destroyed.

Force of Destruction: Fanatics cannot be charged but models can move and charge through them. Any unit moving though a Fanatic takes D6 S5 AP(1) hits. Units that end their movement on a Fanatic suffer an additional D3 S5 AP(1) hits and the Fanatic is removed as a casualty. Fanatics can be targeted with spells and shooting attacks and count as single models/skirmishers. Unit that shoot at Fanatics may split their fire to target multiple Fanatics.

Out of Control: Instead of moving normally, Fanatics move randomly in compulsory movement phase (only in the turn of the O&G player). Completely resolve one Fanatic before you move to the next, in an order of your choice. Each Fanatic moves 2D6" in a straight line in a direction determined by a scatter dice.

A Fanatic is removed immediately as casualty when:

- it gets in contact with the table edge or a terrain piece other than a hill
- it gets in contact with another Fanatic
- it rolls a double for movement (only after the turn of release).

Miscellaneous:

- Fanatics cause D6 S5 AP(1) hits to any unit they contact. Hits are treated as close combat hits and are distributed like shooting.
- Casualties caused by Fanatics do not cause panic tests.
- Fanatics cannot be released voluntarily.
- Victory points are determined by the Host, i.e. individual Fanatics are not worth any victory points themselves.

Giant: see chapter 'Giants' in core rules

Great Cave Squig: Random Movement (3) with the following exceptions: The model has a AOS of 360°, i.e. it can move in all directions. It ignores difficult terrain during movement. If the character riding the GC Squig is killed, then the GC Squig is treated like out of control Mangler Squigs (see below) with the exception that it only causes 3 S5 hits to units it moves through and 1 S5 hit to units it is charged by.

Magic Mushrooms (X): The model starts the game with X Magic Mushrooms (MM). Before casting a spell, the model may choose to use any number of MMs it has left to boost its next spell (may exceed limit of dice used). Each MM is used exactly like a PD except that for each roll of a '1' the model loses a wound with no saves (of any kind) allowed. If the model is killed because of a MM and the spell is successfully cast, then the spell still goes off. Also, dice generated by MMs can never be rerolled. One use only per MM.

Mangler Squigs: Random Movement (3) with the following exceptions: The model has an AOS of 360°, i.e. it can move in all directions. It ignores difficult terrain during movement. It moves through units instead of stopping upon contact. If its move would end on a unit, continue to move the model in the same direction until it ends its move 1" behind a unit. Once it moved through its first unit, the model gets out of control and from then on moves in random directions, i.e. the direction it moves in is determined by a scatter dice every time it moves. When the Mangler Squigs are out of control and any doubles (or triples) are rolled for movement, then the Mangler Squigs collapse at the end of their move and the model is removed as a casualty. Any unit the model moved through suffers 1D6+3 S5 hits. If the enemy completes a charge on the model, the charging unit immediately suffers 1D6 S5 hits and the Mangler Squigs are destroyed. There is no close combat and no overrun movement is allowed.

Nasty Skulkers: Nasty Skulkers start the game concealed in their unit. The Goblin player may reveal any Nasty Skulkers at the start of any of his turns or at the start of any combat phase. When a Nasty Skulker is revealed place it in btb with the enemy (cc) or in the front rank of the unit (when the unit is not in cc). If possible, a rank and file model of the unit is placed in the back of the unit to make space, if not a character model may be moved. A Nasty Skulker that is revealed at the start of the combat phase gains ASF until the end of the turn. Nasty Skulkers are treated exactly like unit Champions. Concealed Nasty Skulkers cannot be damaged in any kind of way.

Netters: At the start of each combat phase a unit that includes Netters may throw nets at one unit in btb. Roll a D6 to determine the effect. 1: the unit with netters suffer a -1S penalty until the end of turn. 2+: the targeted unit suffer a -1S penalty until the end of turn. This penalty is not cumulative.

Pump Wagon: Random Movement (2) with the following exceptions: If the model contacts impassable terrain it suffers D6 S6 hits and is positioned 1" away facing in a direction of your choice. If it contacts a friendly unit that unit suffers 2D6 S4 hits and the model is positioned 1" away facing in a direction of your choice.

Quell Animosity: Units within 6" of this unit/model reroll failed Animosity tests. This special rule cannot be used if this unit/model is broken.

River Troll Skin: An enemy attacking this unit in cc, suffers a -1 to hit penalty.

Squigs: The unit consists of Squigs and Squig Herders. Fill ranks with Squigs first then with Squig Herders. Randomise ranged hits between Squigs (1-5) and Squig Herders (6). If there are more than 3 Squigs per Herder at any time or the unit breaks from combat then the unit explodes. When the unit explodes it deals 1 S5 hit for each full 3 Squigs left to each unit (friend or foe) within 6" and is then removed as a casualty.

Squig Hoppers: Random Movement (3) with the following exceptions: As Skirmishers the unit has a AOS of 360°, i.e. it can move in all directions, and it ignores difficult terrain during movement. To move the unit pick one of its models and a direction, then roll for the unit's movement distance and move the model the determined distance in this direction. Afterwards move all remaining models of the unit completely within 3" of the first model but no further than the first model, i.e. models can only be positioned left, right or behind the model but not in front of it (see diagram below). Models that cannot be placed without getting in contact with the board edge, impassable terrain or within 1" of a unit are destroyed. If the first model gets into contact with an enemy unit and the enemy unit takes the charge, then all Squigs of the unit have to be positioned in btb with the enemy unit if





possible (but only in the side facing the Squigs, i.e. there is no lapping around!), independent of the actual move distance of each model.

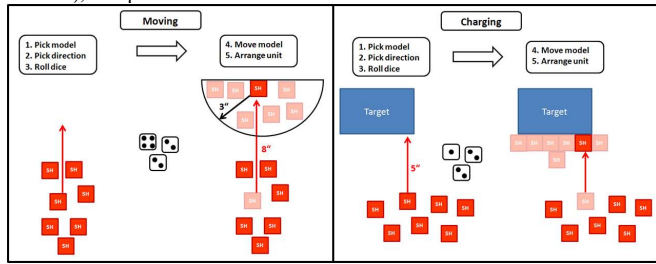


Diagram for Squig Hoppers Movement

Thick-skinned: Mount grants +2AS instead of +1AS

Troll Vomit: Instead of attacking normally, the unit may decide to use their special vomit attack: each model causes 1 S5 hit with no AS to one enemy model it is in btb with.

Tusker Charge: Boars gain +2S in the turn they charged.

Warpaint: Ward Save (6+)

ARMOURY

Big Stabba: The unit is armed with a Big Stabba. If the unit has at least 1 rank of 5 models behind the first rank, then it deals 1 S5 Impact Hit that causes D3 wounds vs Large Targets.

Bolt Thrower: Range 48", S6, D3 wounds, no AS, penetrates ranks

Choppa: Models on foot gain AP (1) in each first round of combat.

Doom Diver: Catapult, Range 12"-48". The Doom Diver does not use a template, instead the unit under the point of impact suffers D6 S5 AP(1) hits. Also, the Goblin Player may move the point of impact up to D3" towards the original target point.

Flinger: Catapult, Range 12"-48", S2(2), 5" Template. Any unit that suffers at least one hit suffers a penalty of -1 WS and -1 I until the end of the Flinger's next turn. Misfire: the weapon does not fire and the model suffers one wound (no saves allowed).

Rock Lobber: Catapult, Range 12"-60", 3" Template, S4(8), no AS, D3 wounds.

HEIRLOOMS OF THE GREENSKINS

W Backstabbers Blade: The model gains +1A when fighting in the flank and +2A for fighting in the rear of a unit.

W Basha's Bloodaxe: Choppa and Frenzy. +D6 A instead of +1 A for Frenzy. The bearer is forced to use this weapon, can never lose Frenzy and cannot join units. Models on foot only.

W Battleaxe of the Last Waaagh!: At the start of each combat phase roll a D6. Until the end of the combat phase the model gains: 1-2: +3A and +1S; 3-4: +2A and +2S, 5-6: +1A and +3S.

W Beata's Beatstick: +2S

W Biting Blade: AP(1)

W Martog's Best Basha: +1WS, +1S, +1I

W Porkkoz Pointy Stick: Counts as a spear. During a charge the bearer gains +1A for each rank that grants a rank bonus of the charged unit. Mounted models only.

W Shaga's Screamin' Sword: +1A and +1S, for every enemy character within 12"

W Sneaky Skewerer: AP (3)

W Snogga's Squigbeata: +3A until the end of the turn. Declare at the start of the combat phase. One use only, afterwards the weapon counts as a magic hand weapon.

W Sword of Battle: +1A

W Sword of Might: +1S

W Sword of Striking: +1 to to-hit rolls in cc

W Ulag's Akk'rit Axe: Choppa, bearer rerolls failed to-hit rolls

W Wollopa's One Hit Wunda: Declare use before rolling to hit in the cc phase. The bearer gains S10 until the end of turn. One use only, afterwards the weapon counts as a magic hand weapon.

A Aargs 'Ard Armour: Armour that grants 2+AS, Models on foot only.

A Armour of Gork: Heavy armour, +1T

A Armour of Mork: Heavy armour, MR(2)

A Enchanted Shield: Shield that grants +2 AS

A Iron Skin Shield: Shield, bearer rerolls failed armour saves

A Spiteful Shield: Shield, models that roll a natural '1' to hit against the bearer suffer a S5 hit.

A Woop's At: +1AS, Ward Save (5+)

T Amulett of Protectyness: Ward Save (4+)

T Collar of Zorga: Mounts and Monsters hit the bearer only on to-hit rolls of 6s.

T Effigy of Mork: bearer is at -1 to hit in cc

T Green Glowing Amulet: If the bearer or the unit he joined is the target of a spell you can decide to try to absorb the spell instead of trying to dispel it. If you do so, roll a number of dice equal to the number of dice used to cast the spell. If all dice show a 2+ then the spell counts as dispelled. If one or more 1s show up then the spell got through and in addition the bearer is killed (with no saves of any kind) and removed as a casualty. The item cannot be used against spells that were cast with irresistible force.

T Um's Best Boss At: Ward Save (5+)

T Talismanic Warpaint: Ward Save (5+), MR(1)

T Troll Eye Necklace: Regeneration (4+)

E Bigged's Kickin Boots: +1A at bearer's base strength, counts as a magical attack but no other special rules of the model apply

E Guzzlas Backbone Brew: At the start of the game check which effect the brew has on the bearer: 1-2 Stupidity, 3-4 Hatred, 5-6: Hatred and Frenzy

E Crown of Command: The model may boost its Ld to 10 for one Ld-test (incl. a potential reroll). Declare its use before you roll for the test. Can be used by the general to benefit a unit within 12". One use only.

E Imbad's Iron Gnashas: Killing Blow

E Ironback Boar: The model inflicts D3 Impact Hits at S5. Only for models mounted on a boar.

E Madcap Mushrooms: You may reroll the number of hits caused by each Fanatic when Fanatics are released from the unit joined by the bearer. One use only.

E Maad's Map: Bearer gains the 'Scout' special rule. Models on foot only.

E Nibbla's Itty Ring: PM1/3+, 'Eadbutt spell, if you roll a natural '1' to cast then the bearer suffers a S5 hit.

E Triksy Trinket: Models in btb with the bearer (friend or foe) lose their Ward Save (as long as they are in btb).

S Buzzgobs Knobby Crook: Once per magic phase the bearer may reroll all(!) dice used to cast a spell (BM and PM). Can be used even if first roll was successful but cannot prevent miscasts, i.e. if the first result is a miscast you cannot use the reroll. A reroll can cause irresistible force.

S Dispel Scroll: Automatically dispels one spell without the need of DD. One use only.

S Idol of Mork: +1 PD for each (own) Orc unit (of any kind) of 20+ models in cc within 24". PD generated in this way can only be used by the bearer.

S Power Stone: +2PD to cast a spell. Dice used may exceed maximum allowed by level. One use only.

S Staff of Badduumm: +1 to cast (BM and PM)

S Staff of Sneaky Stealin': In the opponent's magic phase you may take one of your opponent's PD and add it to your DD pool.

S Staff of Sorcery: +1 to total roll to attempt to dispel a spell.

S Toothy Tassels: Once per game the bearer may modify one dice used to cast a spell (BM and PM) by +1. Can prevent miscasts and cause irresistible force. One use only.

S Waaagh! Paint: +2 to cast if the bearer is in cc (BM and PM)

B Bad Moon Banner: Bearer and his unit gain Stubborn.

B Borkz Standard: Unit ignores first failed Animosity test in the game. One use only.

B Gorks Waaagh Banner: Unit gains +1M.

B Grotz Rebels Banner: All Goblins in the unit (including characters) gain +1Ld.

B Guffz Flag: Unit rerolls its first failed panic test in the game. One use only.

B Mork's Spirit Totem: MR (2), enemy magic items of models that are in btb with the bearer do not work.

B Nogg's Banner of Butchery: All Greenskins in the unit that are in btb with an enemy model gain +1A. Has no effect on mounts. Declare use at the start of any close combat phase. One use only.

B Spider Banner: Models in the unit gain Poisoned Attacks (1) in cc only. If models in the unit already have Poisoned Attacks then the Poisoned Attacks value is increased by 1 for them. Has no effect on magic weapons.

B War Banner: +1CR





LORE OF GORK & MORK

Lore Attribute

If at least one unit of 20+ Orcs (of any kind) is in cc within 12" of the caster, then he gets +1 to cast.

Petty Magic

Bash 'em Ladz (5+): Augment, Range 18", unit rerolls to-hit rolls of natural '1's in cc until the caster's next magic phase

Gork's Chosen (5+): Augment, Range 12", target character model gets a Ward Save (5+) until the caster's next magic phase

Guidance of Mork (3+): Augment, all units within 6" automatically pass their next Animosity test

Battle Magic

Brain Bursta (9+): MM, Range 24", 2D6 S4 hits

'Eadbutt (7+): MM, Range 24". Target model within LOS suffers a S4 hit with no AS. Target selection works like for the special rule Sniper. A single model can only be affected by this spell once per magic phase.

'Ere We Go (9+): Augment, Range 18", target unit in cc immediately fights one round of combat. Charge bonuses do not apply. Enemy units cannot fight back and there is no combat resolution. Each unit may only benefit from this spell once per magic phase.

Fists of Gork (10+): Direct Damage, Range 24", 5" template, S4, AP(1). Target a point within the target unit. If the target point is out of range, the spell has no effect. If the target point is within range, place the template with its center over the target point and resolve it.

Foot of Gork (13+): Direct Damage, Range 48", 3" template, S6. Target a point within the target unit. If the target point is out of range, the spell has no effect. If the target point is within range, place the template with its center over the target point and resolve it.

Gaze of Gork (5+): MM, Range 24", D6 S4 hits

Gaze of Mork (6+): MM, Range 24", D6 S3 hits, no AS

Gork 'll fix it (8+): Hex, Range 24". Target unit suffers -1 to to-hit rolls and -1 to to-wound rolls as well as -1AS until the caster's next magic phase.

Hand of Gork (10+): Augment, Range 24".

- Choose a point within line of sight of the target unit. The unit then moves 2D6" in the direction of that point (use the shortest path; the unit has to wheel and does not stop when it reaches the point, i.e. it continues to move straight forward). The unit is affected by terrain as normal. If it comes into contact with a unit or impassable terrain the unit stops 1" in front of it.
- In addition, the unit gets +2M until the caster's next magic phase.
- Each unit may only benefit from this spell once per magic phase.

COMPOSITION

No additional composition rules.

ARMY LIST

LORDS

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Black Orc Waaaghboss	4	7	3	5	5	3	4	4	9	1	Inf

Equipment: Choppa and heavy armour. May take up to 100p of magic items.

Point Cost: 150p

Options:

Shield	+10p	W Biting Blade	+10p
Additional Choppa	+15p	W Sword of Striking	+20p
Great weapon	+20p	W Sword of Battle	+25p
Spear	+10p	W Sword of Might	+25p
Boar	+25p	W Ulag's Akk'rit Axe	+30p
Wyvern	+200p	W Beata's Beatstick	+40p
Boar Chariot	+Xp	W Martog's Best Basha	+40p
T Collar of Zorga	+10p	W Porkkoz Pointy Stick	+50p
T Green Glowing Amulet +20p		W Basha's Bloodaxe	+60p
T Um's Best Boss At +35p		W Battleaxe of Last Waaagh	+90p
T Troll Eye Necklace +60p		A Enchanted Shield	+20p
E Imbad's Iron Gnashas +15p		A Armour of Mork	+30p
E Bigged's Kickin Boots +25p		A Spiteful Shield	+35p
E Crown of Command +25p		A Armour of Gork	+40p
E Maad's Map +25p		A Aargs 'Ard Armour	+50p
E Guzzlas Backbone Brew +30p		A Iron Skin Shield	+75p

Special Rules: Quell Animosity, Size (4)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Orc Waaaghboss	4	6	3	5	5	3	4	4	9	1	Inf

Equipment: Choppa and heavy armour. May take up to 100p of magic items.

Point Cost: 110p

Options:

Shield	+10p	W Biting Blade	+10p
Additional Choppa	+15p	W Sword of Striking	+20p
Great weapon	+20p	W Sword of Battle	+25p
Spear	+10p	W Sword of Might	+25p
Boar	+25p	W Ulag's Akk'rit Axe	+30p
Wyvern	+200p	W Beata's Beatstick	+40p
Boar Chariot	+Xp	W Martog's Best Basha	+50p
T Collar of Zorga	+10p	W Porkkoz Pointy Stick	+50p
T Green Glowing Amulet +20p		W Basha's Bloodaxe	+60p
T Um's Best Boss At +35p		W Battleaxe of Last Waaagh	+90p
T Troll Eye Necklace +60p		A Enchanted Shield	+20p
E Imbad's Iron Gnashas +15p		A Armour of Mork	+30p
E Bigged's Kickin Boots +25p		A Spiteful Shield	+35p
E Crown of Command +25p		A Armour of Gork	+40p
E Maad's Map +25p		A Aargs 'Ard Armour	+50p
E Guzzlas Backbone Brew +30p		A Iron Skin Shield	+75p

Special Rules: Size (3)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Savage Orc Waaaghboss	4	6	3	5	5	3	4	4	9	1	Inf

Equipment: Choppa. May take up to 100p of magic items.

Point Cost: 120p

Options:

Shield	+10p	W Biting Blade	+15p
Additional Choppa	+15p	W Sword of Battle	+25p
Great weapon	+25p	W Sword of Striking	+25p
Spear	+15p	W Sword of Might	+30p
		W Ulag's Akk'rit Axe	+35p
Boar	+25p	W Beata's Beatstick	+45p
Wyvern	+200p	W Basha's Bloodaxe	+50p
Boar Chariot	+Xp	W Martog's Best Basha	+55p
		W Porkkoz Pointy Stick	+55p
E Imbad's Iron Gnashas +15p		W Battleaxe of Last Waaagh	+95p
E Guzzlas Backbone Brew +20p		T Collar of Zorga	+10p
E Bigged's Kickin Boots +25p		T Green Glowing Amulet	+20p
E Crown of Command +25p		T Effigy of Mork	+35p
E Maad's Map +25p		T Talismanic Warpaint	+35p
E Ironback Boar +30p		T Troll Eye Necklace	+60p

Special Rules: Frenzy, Warpaint, Size (3)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Goblin Waaaghboss	4	5	3	4	4	3	4	4	8	1	Inf

Equipment: Light armour. May take up to 100p of magic items.

Point Cost: 65p

Options:

Shield	+10p	W Biting Blade	+10p
Add. hand weapon	+10p	W Backstabbers Blade	+20p
Great weapon	+20p	W Snogga's Squigbeata	+20p
Spear	+5p	W Sword of Battle	+20p
Wolf	+15p	W Sword of Striking	+20p
Giant Spider	+15p	W Sneaky Skewerer	+25p
Gigantic Spider	+40p	W Sword of Might	+25p
Wolf Chariot	+Xp	W Wollopa's One Hit Wunda	+35p
		W Beata's Beatstick	+45p
T Collar of Zorga	+10p	W Martog's Best Basha	+45p
T Green Glowing Amulet +20p		W Porkkoz Pointy Stick	+50p
T Um's Best Boss At +35p		A Enchanted Shield	+20p
T Troll Eye Necklace +60p		A Iron Skin Shield	+35p
E Triksy Trinket +20p		A Spiteful Shield	+35p
E Bigged's Kickin Boots +20p		A Armour of Mork	+40p
E Maad's Map +25p		A Aargs 'Ard Armour	+40p
E Nibbla's Itty Ring +25p		A Armour of Gork	+50p
E Crown of Command +30p		A Woop's At	+50p

Special Rules: Size (2)





	M	WS	BS	S	T	W	I	A	Ld	US	Type
Night Goblin Waaaghboss	4	5	3	4	4	3	5	4	7	1	Inf

Equipment: Light armour. May take up to 100p of magic items.

Point Cost: 55p

Options:

Shield	+10p	W Biting Blade	+10p
Add. hand weapon	+10p	W Backstabbers Blade	+20p
Great weapon	+20p	W Snogga's Squigbeata	+20p
		W Sword of Battle	+20p
Great Cave Squig	+50p	W Sword of Striking	+20p
		W Sneaky Skewerer	+25p
T Collar of Zorga	+10p	W Sword of Might	+25p
T Green Glowing Amulet	+20p	W Wollopa's One Hit Wunda	+35p
T Um's Best Boss At	+35p	W Beata's Beatstick	+45p
T Troll Eye Necklace	+60p	W Martog's Best Basha	+45p
A Enchanted Shield	+20p	W Shaga's Screamin' Sword	+60p
A Iron Skin Shield	+20p	E Madcap Mushrooms	+20p
A Spiteful Shield	+35p	E Triksy Trinket	+20p
A Armour of Mork	+40p	E Bigged's Kickin Boots	+20p
A Aargs 'Ard Armour	+40p	E Maad's Map	+25p
A Woop's At	+45p	E Nibbla's Itty Ring	+25p
A Armour of Gork	+50p	E Crown of Command	+35p

Special Rules: Hatred (Dwarfs), Size (2)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Orc Great Shaman	4	3	3	4	5	3	2	1	8	1	Inf

Magic: An Orc Great Shaman is a L4 wizard. He has to choose 1-2 PM and 2-4 BM spells.

Equipment: Hand weapon. May take up to 100p of magic items.

Point Cost: 50p

Options:

Bash 'em Ladz PM 3/5+ +35p	S Waaagh! Paint	+10p	
Guidance of Mork PM 3/3+ +35p	S Staff of Sorcery	+20p	
BM 'Ere We Go	+35p	S Dispel Scroll	+30p
BM 'Eadbutt	+50p	S Power Stone	+30p
BM Gaze of Gork	+50p	S Toothy Tassels	+30p
BM Hand of Gork	+50p	S Idol of Mork	+50p
BM Brain Bursta	+75p	S Staff of Badduumm	+50p
BM Fists of Gork	+75p	S Buzzgobs Knobby Crook	+75p
Boar	+25p	T Collar of Zorga	+10p
Wyvern	+200p	T Green Glowing Amulet	+20p
Boar Chariot	+Xp	T Um's Best Boss At	+35p
E Bigged's Kickin Boots	+20p	T Amulett of Protectyness	+75p
E Maad's Map	+25p		
E Crown of Command	+30p		
E Ironback Boar	+30p		

Special Rules: Size (3)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Savage Orc Great Shaman	4	3	3	4	5	3	2	1	8	1	Inf

Magic: A Savage Orc Great Shaman is a L4 wizard. He has to choose 1-2 PM and 2-4 BM spells.

Equipment: Hand weapon. May take up to 100p of magic items.

Point Cost: 65p

Options:

Bash 'em Ladz PM 3/5+ +35p	S Waaagh! Paint	+10p	
Guidance of Mork PM 3/3+ +35p	S Staff of Sorcery	+20p	
BM 'Ere We Go	+35p	S Dispel Scroll	+30p
BM 'Eadbutt	+50p	S Power Stone	+30p
BM Gaze of Gork	+50p	S Toothy Tassels	+30p
BM Hand of Gork	+50p	S Idol of Mork	+50p
BM Brain Bursta	+75p	S Staff of Badduumm	+50p
BM Fists of Gork	+75p	S Buzzgobs Knobby Crook	+75p
Boar	+25p	T Collar of Zorga	+10p
Wyvern	+200p	T Green Glowing Amulet	+20p
Boar Chariot	+Xp	T Effigy of Mork	+25p
E Bigged's Kickin Boots	+20p	T Talismanic Warpaint	+35p
E Maad's Map	+25p	T Troll Eye Necklace	+60p
E Crown of Command	+30p	E Ironback Boar	+30p

Special Rules: Frenzy, Warpaint, Size (3)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Goblin Great Shaman	4	2	3	3	4	3	2	1	7	1	Inf

Magic: A Goblin Great Shaman is a L4 wizard. He has to choose 1-2 PM and 2-4 BM spells.

Equipment: Hand weapon. May take up to 100p of magic items.

Point Cost: 45p

Options:

Gork's Chosen PM 3/5+ +25p	S Staff of Sorcery	+20p	
Guidance of Mork PM 3/3+ +35p	S Dispel Scroll	+30p	
BM 'Eadbutt	+50p	S Power Stone	+30p
BM Gaze of Mork	+50p	S Toothy Tassels	+30p
BM Gork 'll fix it	+50p	S Staff of Badduumm	+50p
BM Hand of Gork	+50p	S Buzzgobs Knobby Crook	+75p
BM Brain Bursta	+75p	S Staff of Sneaky Stealin'	+75p
BM Foot of Gork	+75p	T Collar of Zorga	+10p
Wolf	+15p	T Green Glowing Amulet	+20p
Giant Spider	+15p	T Um's Best Boss At	+35p
Gigantic Spider	+40p	T Amulett of Protectyness	+75p
Wolf Chariot	+Xp	E Bigged's Kickin Boots	+10p
E Nibbla's Itty Ring	+25p	E Triksy Trinket	+20p
E Crown of Command	+35p	E Maad's Map	+25p

Special Rules: Size (2)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Night Goblin Great Shaman	4	2	3	3	4	3	3	1	6	1	Inf

Magic: A Night Goblin Great Shaman is a L4 wizard. He has to choose 1-2 PM and 2-4 BM spells.

Equipment: Hand weapon and D3 Magic Mushrooms. May take up to 100p of magic items.

Point Cost: 70p

Options:

Gork's Chosen PM 3/5+ +25p	S Staff of Sorcery	+20p	
Guidance of Mork PM 3/3+ +35p	S Dispel Scroll	+30p	
BM 'Eadbutt	+50p	S Power Stone	+30p
BM Gaze of Mork	+50p	S Toothy Tassels	+30p
BM Gork 'll fix it	+50p	S Staff of Badduumm	+50p
BM Hand of Gork	+50p	S Buzzgobs Knobby Crook	+75p
BM Brain Bursta	+75p	S Staff of Sneaky Stealin'	+75p
BM Foot of Gork	+75p	E Bigged's Kickin Boots	+10p
		E Madcap Mushrooms	+20p
T Collar of Zorga	+10p	E Triksy Trinket	+20p
T Green Glowing Amulet	+20p	E Maad's Map	+25p
T Um's Best Boss At	+35p	E Nibbla's Itty Ring	+25p
T Amulett of Protectyness	+75p	E Crown of Command	+40p

Special Rules: Magic Mushrooms (D3), Hatred (Dwarfs), Size (2)

HEROES

Note: The army may only include a single Battle Standard Bearer (BSB)!

	M	WS	BS	S	T	W	I	A	Ld	US	Type
0-1 Black Orc BSB	4	6	3	4	5	2	3	3	8	1	Inf

Equipment: Choppa and heavy armour. May take up to 50p of magic items or any banner.

Point Cost: 120p

Options:

Boar	+15p	W Biting Blade	+5p
Boar Chariot	+Xp	W Sword of Striking	+15p
B Guffz Flag	+25p	W Sword of Battle	+20p
B Gorks Waaagh Banner	+30p	W Sword of Might	+20p
B War Banner	+35p	W Ulag's Akk'rit Axe	+25p
B Nogg's Banner of Butchery	+50p	W Beata's Beatstick	+40p
B Mork's Spirit Totem	+65p	W Porkkoz Pointy Stick	+45p
E Imbad's Iron Gnashes	+15p	W Basha's Bloodaxe	+50p
E Bigged's Kickin Boots	+20p	W Martog's Best Basha	+50p
E Guzzlas Backbone Brew	+20p	T Collar of Zorga	+5p
E Ironback Boar	+30p	T Green Glowing Amulet	+20p
A Armour of Gork	+30p	T Um's Best Boss At	+25p
A Armour of Mork	+30p	T Troll Eye Necklace	+40p

Special Rules: Quell Animosity, Size (4)





	M	WS	BS	S	T	W	I	A	Ld	US	Type
0-1 Orc BSB	4	5	3	4	5	2	3	3	8	1	Inf

Equipment: Choppa and heavy armour. May take up to 50p of magic items or any banner.

Point Cost: 90p

Options:

Boar	+15p	W Biting Blade	+5p
Boar Chariot	+Xp	W Sword of Striking	+15p
B Guffz Flag	+25p	W Sword of Battle	+20p
B Gorks Waaagh Banner +30p	+20p	W Sword of Might	+20p
B War Banner	+35p	W Ulag's Akk'rit Axe	+25p
B Nogg's Banner of Butchery +50p	+40p	W Beata's Beatstick	+40p
B Mork's Spirit Totem +65p	+40p	W Martog's Best Basha	+40p
E Imbad's Iron Gnashas +15p	+45p	W Porkkoz Pointy Stick	+45p
E Bigged's Kickin Boots +20p	+50p	W Basha's Bloodaxe	+50p
E Guzzlas Backbone Brew +20p	+5p	T Collar of Zorga	+5p
E Ironback Boar	+30p	T Green Glowing Amulet	+20p
A Armour of Gork	+30p	T Um's Best Boss At	+25p
A Armour of Mork	+30p	T Troll Eye Necklace	+40p
A Aargs 'Ard Armour +40p			

Special Rules: Size (3)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
0-1 Night Goblin BSB	4	4	3	4	4	2	4	3	6	1	Inf

Equipment: Hand weapon and light armour. May take up to 50p of magic items or any banner.

Point Cost: 55p

Options:

B Guffz Flag	+25p	W Biting Blade	+5p
B Gorks Waaagh Banner +30p	+15p	W Sword of Striking	+15p
B War Banner	+35p	W Backstabbers Blade	+20p
B Bad Moon Banner +50p	+20p	W Sneaky Skewerer	+20p
B Nogg's Banner of Butchery +50p	+20p	W Snogga's Squigbeata	+20p
B Spider Banner	+50p	W Sword of Battle	+20p
T Collar of Zorga	+5p	W Sword of Might	+20p
T Green Glowing Amulet +20p	+25p	W Wollopa's One Hit Wunda	+25p
T Um's Best Boss At +25p	+40p	W Beata's Beatstick	+40p
T Troll Eye Necklace +40p	+40p	W Martog's Best Basha	+40p
E Madcap Mushrooms +20p	+30p	A Aargs 'Ard Armour	+30p
E Triksy Trinket	+20p	A Armour of Gork	+30p
E Bigged's Kickin Boots +20p	+30p	A Woop's At	+30p
E Nibbla's Itty Ring	+25p	A Armour of Mork	+35p

Special Rules: Hatred (Dwarfs), Size (2)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
0-1 Savage Orc BSB	4	5	3	4	5	2	3	3	8	1	Inf

Equipment: Choppa. May take up to 50p of magic items or any banner.

Point Cost: 95p

Options:

Boar	+15p	W Biting Blade	+10p
Boar Chariot	+Xp	W Sword of Battle	+20p
		W Sword of Striking	+20p
B Gorks Waaagh Banner +30p	+25p	W Sword of Might	+25p
B War Banner	+35p	W Ulag's Akk'rit Axe	+30p
B Nogg's Banner of Butchery +50p	+40p	W Basha's Bloodaxe	+40p
B Mork's Spirit Totem +65p	+45p	W Beata's Beatstick	+45p
	+45p	W Martog's Best Basha	+45p
E Guzzlas Backbone Brew +10p	+50p	W Porkkoz Pointy Stick	+50p
E Imbad's Iron Gnashas +15p	+5p	T Collar of Zorga	+5p
E Bigged's Kickin Boots +20p	+20p	T Green Glowing Amulet	+20p
E Ironback Boar	+30p	T Effigy of Mork	+25p
	+25p	T Talismanic Warpaint	+25p
	+40p	T Troll Eye Necklace	+40p

Special Rules: Frenzy, Warpaint, Size (3)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Black Orc Big Boss	4	6	3	4	5	2	3	3	8	1	Inf

Equipment: Choppa and heavy armour. May take up to 50p of magic items.

Point Cost: 95p

Options:

Shield	+5p	W Biting Blade	+5p
Additional Choppa	+10p	W Sword of Striking	+15p
Great weapon	+15p	W Sword of Battle	+20p
Spear	+5p	W Sword of Might	+20p
Boar	+15p	W Ulag's Akk'rit Axe	+25p
Boar Chariot	+Xp	W Beata's Beatstick	+40p
T Collar of Zorga	+5p	W Porkkoz Pointy Stick	+45p
T Green Glowing Amulet +20p	+50p	W Basha's Bloodaxe	+50p
T Um's Best Boss At +25p	+50p	W Martog's Best Basha	+50p
T Troll Eye Necklace +40p	+15p	A Enchanted Shield	+15p
E Imbad's Iron Gnashas +15p	+30p	A Armour of Gork	+30p
E Bigged's Kickin Boots +20p	+30p	A Armour of Mork	+30p
E Guzzlas Backbone Brew +20p	+30p	A Spiteful Shield	+30p
E Maad's Map	+25p	A Aargs 'Ard Armour	+40p
E Ironback Boar	+30p	A Iron Skin Shield	+50p

Special Rules: Quell Animosity, Size (4)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
0-1 Goblin BSB	4	4	3	4	4	2	3	3	7	1	Inf

Equipment: Hand weapon and light armour. May take up to 50p of magic items or any banner.

Point Cost: 60p

Options:

Wolf	+10p	W Biting Blade	+5p
Giant Spider	+10p	W Sword of Striking	+15p
Gigantic Spider	+40p	W Backstabbers Blade	+20p
Wolf Chariot	+Xp	W Sneaky Skewerer	+20p
		W Snogga's Squigbeata	+20p
B Guffz Flag	+25p	W Sword of Battle	+20p
B Gorks Waaagh Banner +30p	+20p	W Sword of Might	+20p
B War Banner	+35p	W Wollopa's One Hit Wunda	+25p
B Grotz Rebels Banner +50p	+40p	W Beata's Beatstick	+40p
B Nogg's Banner of Butchery +50p	+40p	W Martog's Best Basha	+40p
B Spider Banner	+50p	W Porkkoz Pointy Stick	+45p
	+30p	A Aargs 'Ard Armour	+30p
T Collar of Zorga	+5p	A Armour of Gork	+30p
T Green Glowing Amulet +20p	+35p	A Armour of Mork	+35p
T Um's Best Boss At +25p	+35p	A Woop's At	+35p
T Troll Eye Necklace +40p	+20p	E Triksy Trinket	+20p
	+20p	E Bigged's Kickin Boots	+20p
	+25p	E Nibbla's Itty Ring	+25p

Special Rules: Size (2)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Orc Big Boss	4	5	3	4	5	2	3	3	8	1	Inf

Equipment: Choppa and heavy armour. May take up to 50p of magic items.

Point Cost: 65p

Options:

Shield	+5p	W Biting Blade	+5p
Additional Choppa	+10p	W Sword of Striking	+15p
Great weapon	+15p	W Sword of Battle	+20p
Spear	+5p	W Sword of Might	+20p
Boar	+15p	W Ulag's Akk'rit Axe	+25p
Boar Chariot	+Xp	W Beata's Beatstick	+40p
T Collar of Zorga	+5p	W Martog's Best Basha	+40p
T Green Glowing Amulet +20p	+45p	W Porkkoz Pointy Stick	+45p
T Um's Best Boss At +25p	+50p	W Basha's Bloodaxe	+50p
T Troll Eye Necklace +40p	+15p	A Enchanted Shield	+15p
E Imbad's Iron Gnashas +15p	+30p	A Armour of Gork	+30p
E Bigged's Kickin Boots +20p	+30p	A Armour of Mork	+30p
E Guzzlas Backbone Brew +20p	+30p	A Spiteful Shield	+30p
E Maad's Map	+25p	A Aargs 'Ard Armour	+40p
E Ironback Boar	+30p	A Iron Skin Shield	+50p

Special Rules: Size (3)





	M	WS	BS	S	T	W	I	A	Ld	US	Type
Savage Orc Big Boss	4	5	3	4	5	2	3	3	8	1	Inf

Equipment: Choppa. May take up to 50p of magic items.
 Point Cost: 70p
 Options:
 Shield +5p W Biting Blade +10p
 Additional Choppa +10p W Sword of Battle +20p
 Great weapon +20p W Sword of Striking +20p
 Spear +10p W Sword of Might +25p
 W Ulag's Akk'rit Axe +30p
 Boar +15p W Basha's Bloodaxe +40p
 Boar Chariot +Xp W Beata's Beatstick +45p
 W Martog's Best Basha +45p
 E Guzzlas Backbone Brew +10p W Porkkoz Pointy Stick +50p
 E Imbad's Iron Gnashas +15p T Collar of Zorga +5p
 E Bigged's Kickin Boots +20p T Green Glowing Amulet +20p
 E Maad's Map +25p T Effigy of Mork +25p
 E Ironback Boar +30p T Talismanic Warpaint +25p
 T Troll Eye Necklace +40p

Special Rules: Frenzy, Warpaint, Size (3)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Goblin Big Boss	4	4	3	4	4	2	3	3	7	1	Inf

Equipment: Hand weapon and light armour. May take up to 50p of magic items.
 Point Cost: 35p
 Options:
 Shield +5p W Biting Blade +5p
 Add. hand weapon +10p W Sword of Striking +15p
 Great weapon +15p W Backstabbers Blade +20p
 Spear +5p W Sneaky Skewerer +20p
 W Snogga's Squigbeata +20p
 Wolf +10p W Sword of Battle +20p
 Giant Spider +10p W Sword of Might +20p
 Gigantic Spider +40p W Wollopa's One Hit Wunda +25p
 Wolf Chariot +Xp W Beata's Beatstick +40p
 W Martog's Best Basha +40p
 T Collar of Zorga +5p W Porkkoz Pointy Stick +45p
 T Green Glowing Amulet +20p A Enchanted Shield +15p
 T Um's Best Boss At +25p A Iron Skin Shield +25p
 T Troll Eye Necklace +40p A Spiteful Shield +25p
 E Triksy Trinket +20p A Aargs 'Ard Armour +30p
 E Bigged's Kickin Boots +20p A Armour of Gork +30p
 E Maad's Map +25p A Armour of Mork +35p
 E Nibbla's Itty Ring +25p A Woop's At +35p

Special Rules: Size (2)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Night Goblin Big Boss	4	4	3	4	4	2	4	3	6	1	Inf

Equipment: Hand weapon and light armour. May take up to 50p of magic items.
 Point Cost: 30p
 Options:
 Shield +5p W Biting Blade +5p
 Add. hand weapon +10p W Sword of Striking +15p
 Great weapon +15p W Backstabbers Blade +20p
 W Sneaky Skewerer +20p
 Great Cave Squig +50p W Snogga's Squigbeata +20p
 W Sword of Battle +20p
 T Collar of Zorga +5p W Sword of Might +20p
 T Green Glowing Amulet +20p W Wollopa's One Hit Wunda +25p
 T Um's Best Boss At +25p W Beata's Beatstick +40p
 T Troll Eye Necklace +40p W Martog's Best Basha +40p
 A Enchanted Shield +15p
 A Iron Skin Shield +15p
 E Madcap Mushrooms +20p A Spiteful Shield +25p
 E Triksy Trinket +20p A Aargs 'Ard Armour +30p
 E Bigged's Kickin Boots +20p A Woop's At +30p
 E Maad's Map +25p A Armour of Gork +30p
 E Nibbla's Itty Ring +25p A Armour of Mork +35p

Special Rules: Hatred (Dwarfs), Size (2)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Orc Shaman	4	3	3	3	4	2	2	1	7	1	Inf

Magic: An Orc Shaman is a L2 wizard. He has to choose 0-1 PM and 1-2 BM spells.
 Equipment: Hand weapon. May take up to 50p of magic items.
 Point Cost: 30p
 Options:
 Bash 'em Ladz PM 2/5+ +25p S Waaagh! Paint +10p
 Guidance of Mork PM 2/3+ +25p S Staff of Sorcery +20p
 BM 'Ere We Go +35p S Dispel Scroll +30p
 BM 'Eadbutt +50p S Power Stone +30p
 BM Gaze of Gork +50p S Staff of Badduumm +30p
 BM Hand of Gork +50p S Toothy Tassels +30p
 BM Brain Bursta +75p S Idol of Mork +50p
 Boar +15p T Collar of Zorga +5p
 Boar Chariot +Xp T Green Glowing Amulet +20p
 E Bigged's Kickin Boots +10p T Um's Best Boss At +25p
 E Maad's Map +25p
 E Ironback Boar +30p

Special Rules: Size (3)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Savage Orc Shaman	4	3	3	3	4	2	2	1	7	1	Inf

Magic: A Savage Orc Shaman is a L2 wizard. He has to choose 0-1 PM and 1-2 BM spells.
 Equipment: Hand weapon. May take up to 50p of magic items.
 Point Cost: 40p
 Options:
 Bash 'em Ladz PM 2/5+ +25p S Waaagh! Paint +10p
 Guidance of Mork PM 2/3+ +25p S Staff of Sorcery +20p
 BM 'Ere We Go +35p S Dispel Scroll +30p
 BM 'Eadbutt +50p S Power Stone +30p
 BM Gaze of Gork +50p S Staff of Badduumm +30p
 BM Hand of Gork +50p S Toothy Tassels +30p
 BM Brain Bursta +75p S Idol of Mork +50p
 Boar +15p T Collar of Zorga +5p
 Boar Chariot +Xp T Green Glowing Amulet +20p
 E Bigged's Kickin Boots +10p T Effigy of Mork +15p
 E Maad's Map +25p T Talismanic Warpaint +25p
 E Ironback Boar +30p T Troll Eye Necklace +40p

Special Rules: Frenzy, Warpaint, Size (3)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Goblin Shaman	4	2	3	3	3	2	2	1	6	1	Inf

Magic: A Goblin Shaman is a L2 wizard. He has to choose 0-1 PM and 1-2 BM spells.
 Equipment: Hand weapon. May take up to 50p of magic items.
 Point Cost: 25p
 Options:
 Gork's Chosen PM 2/5+ +15p S Staff of Sorcery +20p
 Guidance of Mork PM 2/3+ +25p S Dispel Scroll +30p
 BM 'Eadbutt +50p S Power Stone +30p
 BM Gaze of Mork +50p S Staff of Badduumm +30p
 BM Gork 'll fix it +50p S Toothy Tassels +30p
 BM Hand of Gork +50p T Collar of Zorga +5p
 BM Brain Bursta +75p T Green Glowing Amulet +20p
 T Um's Best Boss At +25p
 Wolf +10p E Bigged's Kickin Boots +10p
 Giant Spider +10p E Triksy Trinket +20p
 Wolf Chariot +Xp E Maad's Map +25p
 E Nibbla's Itty Ring +25p

Special Rules: Size (2)





	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Night Goblin Shaman	4	2	3	3	3	2	3	1	5	1	Inf
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Magic: A Night Gob. Shaman is a L2 wizard. He has to choose 0-1 PM and 1-2 BM spells.

Equipment: Hand weapon and 1 Magic Mushroom. May take up to 50p of magic items.

Point Cost: 40p

Options:

Gork's Chosen PM 2/5+ +15p	S Staff of Sorcery	+20p
Guidance of Mork PM 2/3+ +25p	S Dispel Scroll	+30p
BM 'Eadbutt +50p	S Power Stone	+30p
BM Gaze of Mork +50p	S Staff of Badduumm	+30p
BM Gork 'll fix it +50p	S Toothy Tassels	+30p
BM Hand of Gork +50p	E Bigged's Kickin Boots	+10p
BM Brain Bursta +75p	E Madcap Mushrooms	+20p
T Collar of Zorga +5p	E Triksy Trinket	+20p
T Green Glowing Amulet +20p	E Maad's Map	+25p
T Um's Best Boss At +25p	E Nibbla's Itty Ring	+25p

Special Rules: Magic Mushrooms (1), Hatred (Dwarfs), Size (2)

Mounts

Boar/Wolf Chariot

The chariot is bought independently from the character in the respective section. The character model replaces one crew member.

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Wolf	9	3	-	3	3	1	3	1	3	2	Cav

Equipment: Hand weapon

Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Giant Spider	7	3	-	3	3	1	4	1	2	2	Cav

Equipment: Hand weapon

Special Rules: Poisoned Attacks (1), Ignores Difficult Terrain

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Boar	7	3	-	3	4	1	3	1	3	2	Cav

Equipment: Hand weapon

Special Rules: Thick-skinned, Tusker Charge

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Gigantic Spider	7	3	-	4	4	3	4	3	7	3	Mon

Equipment: Hand weapon

Special Rules: Fear, Poisoned Attacks (1), Ignores Difficult Terrain

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Great Cave Squig	3D6	4	-	5	4	3	3	3	3	3	Mon

Equipment: Hand weapon

Special Rules: Fear, Immune to Psychology, Great Cave Squig

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Wyvern	6	5	-	5	5	5	3	3	6	5	Mon

Equipment: Hand weapon

Special Rules: Flying Model, Large Target, Terror, Poisoned Attacks (1), Scaly Skin (4+)

CORE

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Orc Boy	4	3	3	3	4	1	2	1	7	1	Inf
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Champion	4	4	3	4	4	1	2	2	7	1	Inf
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Equipment: Choppa, light armour and shield

Point Cost: 10 Orc Boyz: 70p, Orc Boy 11-20: +5p each, Orc 21+: +4p each

Options: Standard +20p, Musician +5p, Champion +15p

The unit may get one of the following weapon upgrades:

- may exchange their Choppas for spears for +20p

- may exchange their shields for additional Choppas for free

B Borkz Standard +15p B Gorks Waaagh Banner +30p

B Guffz Flag +25p B War Banner +35p

B Nogg's Banner of Butchery +25p

Special Rules: Animosity, Anti-Cav (spear), Size (3)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Orc Arrer Boy	4	3	3	3	4	1	2	1	7	1	Inf
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Champion	4	4	3	4	4	1	2	2	7	1	Inf
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Equipment: Bow and light armour

Point Cost: 10 Orc Arrer Boyz: 50p + Nx10p, Arrer Boy 11-20: +6p each

Options: Standard +10p, Musician +5p, Champion +10p

B Borkz Standard +10p B Gorks Waaagh Banner +20p

B Guffz Flag +15p B War Banner +35p

B Nogg's Banner of Butchery +15p

Special Rules: Animosity, Size (3)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Snotling Swarm	4	2	3	2	2	3	3	3	10	3	Swa
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Equipment: Hand weapon

Point Cost: 2 Snotling Swarms: 50p, Snotling Swarm 3-10: +20p each

Special Rules: Unbreakable (Swarm), Small, Size (1)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Savage Orc Boyz	4	3	3	3	4	1	2	1	7	1	Inf
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Champion	4	4	3	4	4	1	2	2	7	1	Inf
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Equipment: Choppa and shield

Point Cost: 10 Savage Orc Boyz: 100p, 11-20: +7p each, Orc 21+: +5p each

Options: Standard +20p, Musician +5p, Champion +15p, Big Stabba +10p

The unit may get one of the following weapon upgrades:

- may exchange their Choppas for spears for +20p

- may exchange their shields for additional Choppas for +10p

B Borkz Standard +20p B Gorks Waaagh Banner +30p

B Nogg's Banner of Butchery +25p B War Banner +35p

Special Rules: Animosity, Frenzy, Warpaint, Size (3)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Savage Orc Arrer Boy	4	3	3	3	4	1	2	1	7	1	Inf
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Champion	4	4	3	4	4	1	2	2	7	1	Inf
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Equipment: Bow

Point Cost: 10 Savage Arrer Boyz: 80p + Nx10p, 11-20: +8p each

Options: Standard +10p, Musician +5p, Champion +10p

B Borkz Standard +15p B Gorks Waaagh Banner +30p

B Nogg's Banner of Butchery +20p B War Banner +35p

Special Rules: Light Infantry, Animosity, Frenzy, Warpaint, Size (3)





	M	WS	BS	S	T	W	I	A	Ld	US	Type
Goblin	4	2	3	3	3	1	2	1	6	1	Inf
Champion	4	2	3	3	3	1	2	2	6	1	Inf
Nasty Skulker	4	2	3	3	3	1	2	2	6	1	Inf

Equipment: Light armour and shield
 Point Cost: 20 Goblins: 70p, Goblin 21+: +2p each
 Options: Standard +15p, Musician +5p, Champion +10p
 Nasty Skulker +15p each (0-3 per unit)
 The unit may get one of the following weapon upgrades:
 - Spears +10p
 - may exchange their shields for short bows for free
 B Borkz Standard +10p B Gorks Waaagh Banner +30p
 B Nogg's Banner of Butchery +15p B Spider Banner +30p
 B Guffz Flag +25p B War Banner +35p
 Special Rules: Animosity, Size (2)
Nasty Skulkers:
 Equipment: Additional hand weapon
 Special Rules: Nasty Skulker, Killing Blow, AP (1), Dodge (6+)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Night Goblin	4	2	3	3	3	1	3	1	5	1	Inf
Champion	4	2	3	3	3	1	3	2	5	1	Inf

Equipment: Hand weapon and shield
 Point Cost: 20 Night Goblins: 60p, Night Goblin 21+: +2p each
 Options: Standard +15p, Musician +5p, Champion +10p, Netters +40p (Netters special rule)
 The unit may get one of the following weapon upgrades:
 - Spears +10p
 - may exchange their shields for short bows for free
 The unit may be upgraded to a Loony Host for Nx10p, with N = total number of Loony Hosts in the army. A Loony Host may include up to 3 Fanatics for +20p each. (Note: players do not have to reveal which Night Goblin units are Loony Hosts)
 B Nogg's Banner of Butchery +15p B Spider Banner +30p
 B Borkz Standard +20p B Gorks Waaagh Banner +30p
 B Guffz Flag +25p B War Banner +35p
 Special Rules: Animosity, Hatred (Dwarfs), Size (2)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Goblin Wolf Rider	-	2	3	3	3	1	2	1	6	2	Kav
Champion	-	2	3	3	3	1	2	2	6	2	Kav
Wolf	9	3	-	3	-	-	3	1	-	-	-

Mount: Wolf
 Equipment: Light armour
 Point Cost: 5 Goblin Wolf Riders: 55p + Nx5p, Wolf Rider 6+: +9p each
 Options: Standard +15p, Musician +10p, Champion +10p, Spear +1p/model, Short Bow +1p/model, Shields for free but unit loses Light Cavalry special rule
 B Borkz Standard +15p B Gorks Waaagh Banner +30p
 B Guffz Flag +25p B War Banner +35p
 B Nogg's Banner of Butchery +30p
 Special Rules: Animosity, Light Cavalry, Size (2)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Goblin Spider Rider	-	2	3	3	3	1	2	1	6	2	Cav
Champion	-	2	3	3	3	1	2	2	6	2	Cav
Giant Spider	7	3	-	3	-	-	4	1	-	-	-

Mount: Giant Spider
 Equipment: Spear and shield
 Point Cost: 5 Goblin Spider Riders: 60p + Nx5p, Spid. Rider 6+: +10p each
 Options: Standard +10p, Musician +10p, Champion +10p, Short Bow +1p/model
 B Borkz Standard +15p B Gorks Waaagh Banner +30p
 B Guffz Flag +25p B War Banner +35p
 B Nogg's Banner of Butchery +30p B Spider Banner +50p
 Special Rules: Animosity, Light Cav, Poisoned Attacks (1) (Spiders only), Ignores Difficult Terrain, Size (2)

SPECIAL

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Orc Big 'Un	4	4	3	4	4	1	2	1	7	1	Inf
Champion	4	4	3	4	4	1	2	2	7	1	Inf

Equipment: Choppa, light armour and shield
 Point Cost: 10 Orc Big Uns: 100p, 11-20: +8p each, Big 'Un 21+: +7p each
 Options: Standard +20p, Musician +5p, Champion +10p
 The unit may get one of the following weapon upgrades:
 - may exchange their Choppas for spears for +30p
 - may exchange their shields for additional Choppas for +10p
 B Borkz Standard +25p B Nogg's Banner of Butchery +35p
 B Guffz Flag +25p B War Banner +35p
 B Gorks Waaagh Banner +30p
 Special Rules: Animosity, Anti-Cav (spear), Size (3)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Savage Orc Big 'Un	4	4	3	4	4	1	2	1	7	1	Inf
Champion	4	4	3	4	4	1	2	2	7	1	Inf

Equipment: Choppa and shield
 Point Cost: 10 Savage Orc Big 'Uns: 130p, SO Big 'Un 11-20: +10p each, SO Big 'Un 21+: +8p each
 Options: Standard +20p, Musician +5p, Champion +10p, Big Stabba +10p
 The unit may get one of the following weapon upgrades:
 - may exchange their Choppas for spears for +30p
 - may exchange their shields for additional Choppas for +20p
 B Borkz Standard +30p B War Banner +35p
 B Gorks Waaagh Banner +30p B Nogg's Banner of Butchery +40p
 Special Rules: Animosity, Frenzy, Warpaint, Size (3)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Black Orc	4	4	3	4	4	1	2	1	8	1	Inf
Champion	4	5	3	4	4	1	2	2	8	1	Inf

Equipment: Heavy armour and an array of weaponry
 Point Cost: 10 Black Orcs: 140p, Black Orc 11-20: +12p each, Black Orc 21+: +9p each
 Options: Standard +20p, Musician +5p, Champion +15p
 B Guffz Flag +25p B Nogg's Banner of Butchery +35p
 B Gorks Waaagh Banner +30p B War Banner +35p
 Special Rules: Quell Animosity, Bountiful Blades, Size (4)





(Squig Herd)	M	WS	BS	S	T	W	I	A	Ld	US	Type
Squig	4	4	0	5	3	1	3	2	3	1	Inf
Squig Herder	4	2	3	3	3	1	3	1	5	1	Inf

Equipment: Spear (Squig Herders only)
 Point Cost: 2 Herds (2 Squig Herders + 3 Squigs per Herd): 100p,
 Herd 3-5: +35p each
 Special Rules: Immune to Psychology, Squigs, Size (2),
 Hatred (Dwarfs) (Squig Herder only)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Squig Hopper	3D6	4	-	5	3	1	3	2	3	1	Inf

Equipment: Hand weapon
 Point Cost: 5 Squig Hoppers: 100p, Squig Hopper 6-10: +10p each
 Special Rules: Immune to Psychology, Skirmish, Squig Hoppers, Size (2)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Orc Boar Boy	-	3	3	3	4	1	2	1	7	2	Cav
Orc Boar Big 'Un	-	4	3	4	4	1	2	1	7	2	Cav
Champion	-	4	3	4	4	1	2	2	7	2	Cav
Boar	7	3	-	3	-	-	3	1	-	-	-

Mount: Boar
 Equipment: Spear, light armour and shield
 Point Cost: 5 Orc Boar Boyz: 100p, Orc Boar Boy 6+: +15p each
 Options: Standard +25p, Musician +10p, Champion +20p
 0-1 Orc Boar Boyz unit may upgrade to Big 'Uns: +6p/model
 B Borkz Standard +25p B War Banner +35p
 B Guffz Flag +25p B Nogg's Banner of Butchery +40p
 B Gorks Waaagh Banner +30p
 Special Rules: Animosity, Thick-skinned, Tusker Charge, Size (3)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Savage Orc Boar Boy	-	3	3	3	4	1	2	1	7	2	Cav
Savage Orc Boar Big 'Un	-	4	3	4	4	1	2	1	7	2	Cav
Champion	-	4	3	4	4	1	2	2	7	2	Cav
Boar	7	3	-	3	-	-	3	1	-	-	-

Mount: Boar
 Equipment: Additional hand weapons
 Points: 5 Savage Orc Boar Boyz: 125p, S. Orc Boar Boy 6+: +20p each
 Options: Standard +25p, Musician +10p, Champion +20p
 The unit may exchange their additional hand weapons for spear and shield for free.
 0-1 Savage Orc Boar Boyz unit may upgrade to Big 'Uns: +10p/model
 B Borkz Standard +30p B War Banner +35p
 B Gorks Waaagh Banner +30p B Nogg's Banner of Butchery +50p
 Special Rules: Animosity, Thick-skinned, Frenzy, Warpaint, Tusker Charge, Size (3)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Wolf Chariot	-	-	-	5	4	3	-	-	-	4	Chariot
Goblin Crew	-	2	3	3	-	-	2	1	6	-	-
Wolf	9	3	-	3	-	-	3	1	-	-	-

Chariot: 5+AS, 3 Goblin Crew, 2 Wolves
 Equipment: The crew is armed with short bows
 Point Cost: 60p + Nx10p, N = total number of Chariots in the army
 Special Rules: Impact Hits (D3+2), Ramshackle, Size (2)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Boar Chariot	-	-	-	5	5	4	-	-	-	4	Chariot
Orc Crew	-	3	3	3	-	-	2	1	7	-	-
Boar	7	3	-	3	-	-	3	1	-	-	-

Chariot: 4+AS, 2 Orc Crew, 2 Boars
 Equipment: The crew is armed with spears
 Point Cost: 80p + Nx10p, N = total number of Chariots in the army
 Options:
 The crew can be upgraded to Savage Orcs for free. If the crew is upgraded the model gains the Frenzy (Savage Orc crew only) special rule.
 Special Rules: Impact Hits (D3+2), Ramshackle, Tusker Charge, Size (3)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Spear Chukka	-	-	-	-	7	3	-	-	-	-	WarM
Goblin Crew	4	2	3	3	3	1	2	1	6	1	-

Warmachine: 3 Goblin Crew
 Equipment: Hand weapon
 Point Cost: 40p + Nx10p
 Special Rules: Bolt Thrower, Size (2)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Rock Lobber	-	-	-	-	7	3	-	-	-	-	WarM
Goblin Crew	4	2	3	3	3	1	2	1	6	1	-

Warmachine: 3 Goblin Crew
 Equipment: Hand weapon
 Point Cost: 40p + Nx30p
 Special Rules: Rock Lobber, Size (2)

RARE

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Giant	6	3	3	6	5	6	3	S	9	6	Mon

Equipment: Hand weapon
 Point Cost: 160p + Nx40p
 Special Rules: Giant, Size (5)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Troll	6	3	1	5	4	3	1	3	4	3	MoI

Equipment: Hand weapon
 Point Cost: 3 Trolls: 135p, Troll 4+: +40p each
 Options: The unit can be upgraded to Stone Trolls or River Trolls for the following costs:
 River Trolls +50p, additional Special Rule: River Troll Skin
 Stone Trolls +50p, additional Special Rules: MR (2), Scaly Skin (6+)
 Special Rules: Fear, Stupidity, Regeneration (4+), Troll Vomit, Size (4)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Pump Wagon	2D6	-	-	4	4	3	-	-	-	4	Chariot
Snotling Crew	-	2	3	2	-	-	3	3	10	-	-

Chariot: 6+AS, 1 Snotling Crew
 Equipment: Hand weapon
 Point Cost: 30p + Nx20p
 Special Rules: Unbreakable, Pump Wagon, Impact Hits (2D6), Size (1)
 Note: Does not count against the number of Chariots in the army in regard to point costs!





	M	WS	BS	S	T	W	I	A	Ld	US	Type
Doom Diver	-	-	-	-	7	3	-	-	-	-	WarM
Goblin Crew	4	2	3	3	3	1	2	1	6	1	-

Warmachine: 3 Goblin Crew
 Equipment: Hand weapon
 Point Cost: 50p + Nx30p
 Special Rules: Doom Diver, Size (2)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Mangler Squigs	3D6	4	-	5	4	3	3	S	3	3	Mon

Equipment: Hand weapon
 Point Cost: 40p + Nx40p
 Special Rules: Immune to Psychology, Mangler Squigs, Size (4)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Arachnarok Spider	7	2	-	5	5	8	2	8	6	8	Mon
Goblin Crew	-	2	3	3	-	-	2	1	-	-	-

Monster: Arachnarok Spider and 8 Goblin Crew
 Equipment: Goblin Crew is armed with short bows and one Flinger
 Point Cost: 225p + Nx50p
 Options: The model may replace the Flinger for a Catchweb Spidershrine for +25p (Catchweb Spidershrine special rule).
 Special Rules: Large Target, Scaly Skin (4+), Immue to Psychology, Terror, Poisoned Attacks (1), Ignores Difficult Terrain, Size (5)



SKAVEN

SPECIAL RULES

Army wide

Life is Cheap: All Skaven units may target enemy units in cc with friendly units with ranged attacks, Magic Missiles or Direct Damage spells. Effects with templates are resolved as usual, i.e. the respective units under the template are affected. The line of the Warp Lightning Cannon counts as a template for this special rule. For each hit by Magic Missiles, Direct Damage spells or ranged attacks without templates that an enemy unit engaged in cc with a friendly unit would suffer, roll a D6: on a 4+ the hit is transferred to the friendly unit the enemy unit is engaged with. If multiple friendly units are engaged with the enemy unit, randomise the hits between the respective friendly units.

Live to Fight Another Day: Skaven units flee an additional inch, i.e. usually 2D6+1".

Strength in Numbers: Each Skaven unit gets +1 Ld for each point of rank bonus it would get in cc up to a max of +3.

Sacred Thirteen: Every time a '13' is rolled (after modifiers) to cast a spell (PM and BM) the spell is cast with Irresistible Force. Multiple sixes do not cause Irresistible Force (unless part of a roll of a '13'). Multiple ones still count as a miscast and take precedence over a roll of a '13'.

Unit specific

Beast Pack:

- The unit consists of Rat Ogres and Packmasters. Fill ranks with Rat Ogres first then with Packmasters.
- Randomise ranged hits between Rat Ogres (1-5) and Packmasters (6).
- If no Packmasters are left in the unit, then the unit suffers from Stupidity.
- In cc Packmasters do not have to step up as long as there are enough Rat Ogres left for all remaining Packmasters to be placed behind (i.e. ratio of 2 Packmasters: 1 Rat Ogre).
- Packmasters are ignored for determining rank bonuses.
- If all Rat Ogres are slain, the unit is destroyed. If the unit is destroyed in close combat, Packmasters destroyed in this way do not count towards combat resolution.
- Characters cannot join this unit.

Concealed: Instead of deploying this model during setup, it can start the game concealed in any one of the following units: Clanrats, Stormvermin, Night Runners or Gutter Runners. No more than one model can be hidden in a unit. An Assassin does not count to the limit of character models per unit but no more than one Assassin may be part of a unit (hidden or not) at any time. The Skaven player may reveal the Assassin at the start of any of his turns or at the start of any combat phase. When the Assassin is revealed place it in btb with the enemy (cc) or in the front rank of the unit (when the unit is not in cc). If possible, a rank and file model of the unit is placed in the back of the unit to make space, if not a character model may be moved. If the unit, the Assassin is hiding in, is destroyed before the Assassin is revealed, the Assassin is lost and counts as a casualty. A concealed Assassin cannot be damaged in any kind of way.

Expendable: This unit does not cause panic in friendly units, unless they are Expendable themselves.

Hell Pit Abomination: Random Movement (3), with the following exceptions: If this model contacts one of your own units that unit suffers D3 S6 hits and this model is positioned 1" away facing in a direction of your choice. This model flees 3D6+1" and pursues 3D6".

Lead From the Rear: This character can lead from the last rank, i.e. it may be positioned in the last rank and still grants all bonuses as if it was positioned in the first rank. The character can only issue and refuse challenges if it is in btb with an enemy. If the unit but not the character is in cc, it is free to leave the unit, stay in the rear or move into base to base contact with an enemy in its movement phase.

No Leader: This model may never be the army general. Also units cannot use this models Ld for Ld-tests and this model does not allow a unit to rally below 25%.

Rat Pack: The unit consists of Giant Rats and Packmasters. Fill ranks with Giant Rats first then with Packmasters. Randomise ranged hits between Giant Rats (1-5) and Packmasters (6). If no Packmasters are left in the unit, then the unit has to charge if possible (measure after all charges have been declared if a unit is within charging distance). If the unit did not charge, it has to move full speed towards the closest enemy unit. Characters cannot join this unit.

Skaven Assassin:

- All attacks made by this model (cc and ranged) count as magical and have the Poisoned Attacks (1) and Killing Blow special rules. Does not affect magic items (e.g. Brass Orb).

- This model may never be the army general. Only Clan Eshin units (i.e. Night Runners and Gutter Runners) may ever benefit of its Ld.

Slinking Advance: After deployment but before the first turn is determined, the unit may make a move up to its normal Movement allowance, i.e. no march move. Cannot be used if the unit was deployed as a Scout.

Tunnelling Team: The Tunnelling Team can opt to not setup during deployment and be held in reserve. If it does so, place a tunnel marker (25mm diameter) for it anywhere on the board after deployment but before the game starts. At the start of your second turn roll a D6, if you roll a 5+ the Tunnelling Team shows up in the remaining movement phase. If it does not show up, roll at the start of each of your following turns and add +1 to the roll for each turn after the second. A natural '1' always fails, i.e. The Tunneling Team does not show up.

When the Tunnelling Team shows up, roll the Scatter and Artillery Dice. Scatter the tunnel marker the distance rolled by the Artillery Dice in the direction indicated by the Scatter Dice. If the tunnel marker scattered of the board the unit counts as destroyed. If the Scatter Dice shows a 'hit' symbol, don't move the tunnel marker at all. If the Artillery Dice shows a misfire, the unit does not scatter but loses D3 models (only common Gutter Runners) which does not cause a panic test.

If the marker does not contact a unit, place the Tunneling Team (including a potential accompanying Warp Grinder) completely within 3" of the tunnel marker. Models that cannot be placed without getting in contact with the board edge, impassable terrain or within 1" of an enemy unit are destroyed.

If the tunnel marker ends up at least partially under an enemy unit, the Tunnelling Team (including a potential accompanying Warp Grinder) is placed in BTB with the unit and counts as in close combat but not as charging, i.e. fight in initiative order. The enemy unit cannot declare any charge responses and has to hold. Place models on the side nearest to the tunnel marker and with enough space to fit the whole unit in. If multiple sides are equally close, randomise between these. If there is no space to legally place all models, every model that cannot be placed on the board is destroyed.

If the tunnel marker ends up at least partially under a friendly unit, the Tunnelling Team is placed exactly like in the case with an enemy unit but the units are not engaged in close combat.

If the Tunnelling Team appears and is not engaged in cc, it may still move (but not charge).

Weapon Team:

- Weapon Teams are independent units, but have to be deployed with and setup within 3" of the unit the Weapon Teams was bought as an upgrade for (counts as one drop).
- As long as a Weapon Team is within 3" of a parent unit it can use the parent units Ld for Ld tests. This includes the higher Ld thanks to a character model in the parent unit or Inspiring Presence.
- If a Weapon Team is hit by ranged attacks it may transfer hits to a parent unit within 3" with at least 5 models left on a roll of 4+ per hit. This works like the 'Look Out Sir!' rule (see chapter 'Characters' in the core rules).
- Parent units are: Clanrats, Stormvermin, Plague Monks, Night Runners and Gutter Runners

Warpstone Tokens (X): The model starts the game with X Warpstone Tokens. Before casting a spell, the model may choose to use any number of Warpstone Tokens it has left to boost its next spell (may exceed limit of dice used). Each Warpstone Token is used exactly like a PD except that for each roll of a '1' the model loses a wound with no saves (of any kind) allowed. If the model is killed because of a Warpstone Token and the spell is successfully cast, then the spell still goes off. Also, dice generated by Warpstone Tokens can never be rerolled. One use only per Warpstone Token.

Wave of Rats: Giant Rats fight in two ranks.

ARMOURY

Doom Blade: Magical attacks, causes D3 wounds

Doom Flyer: Instead of attacking normally in close combat, the model inflicts a number of hits equal to an Artillery Dice at S4 to one unit in its front (Skaven players choice), distribute like impact hits. In addition, the model is -1 to hit in cc. Misfire: model suffers 1 wound which counts for combat resolution.

Jezzail: Range 36", S6, AP(1), Move or Fire, Dangerous, magical attacks

Plague Censer: Counts as Flail. In addition, at the start of the each combat phase (timing 1) each model (friend or foe) that is in BTB with one or more models wielding a Plague Censer suffers a S3 hit with no AS allowed. In the case of a ridden monster/chariot both the monster/chariot and the character model suffer a hit. Wounds count for combat resolution. Models wielding a Plague Censer are immune to this effect and suffer no hits.



Plagueclaw Catapult: Catapult, Range 12"-48", 5" template, S2(2) no AS. Units that suffer one or more wounds has to take a panic test. Misfire: 1-2: Destroyed, 3-4: the warmachine doesn't shoot this turn as well as the next, 5-6: the warmachine doesn't shoot this turn

Poison Wind Globe: Range 8", wounds on a 4+, no AS, Thrown weapon, Dangerous.

Poisoned Wind Mortar: Catapult, Range 6"-36", 3" template, hits wound on 4+ with no AS allowed. Misfire: 1-2: Destroyed, 3-4: the weapon doesn't shoot this turn as well as the next, 5-6: the weapon doesn't shoot this turn.

Ratling Gun: Range 24", S4, AP(1), 2D6 shots, Dangerous, does not suffer to hit penalties for multiple shots. If the model chooses Stand & Shoot and is destroyed before the charging unit could complete its charge (e.g. because of failed Dangerous tests), handle the charge as if the charged unit fled out of reach of the charging unit, i.e. redirect or failed charge.

More Dakka: Before shooting with the Ratling Gun, the Skaven player may declare to fire 3D6 instead of 2D6 shots. If two or more 6s for shots are rolled, the model is destroyed after shooting.

Smoke Bombs: Whenever this model flees from a combat that it was fighting in alone, all units that like to pursue have to roll a D6: on a roll of 1-3: the unit is not allowed to pursue (even if it would be forced to by a special rule like Hatred or Frenzy), 4-6: the Smoke Bombs have no effect.

Warpfire Thrower: Flamer Weapon, Range 0", S4, AP(1). Units that suffer one or more wounds must pass a panic test. Misfire: 1-2: Destroyed, 3-4: the weapon doesn't shoot this turn as well as the next, 5-6: the weapon doesn't shoot this turn.

Warp Grinder: The model may accompany a Tunnelling Team. If it does so the Tunnelling Team may reroll the roll to emerge and does not suffer casualties in the case of a misfire result. In close combat the model has 3A at S5, AP(1), Dangerous.

Warp Lightning Cannon: Range 8D6". To fire the weapon, pick a target point within LOS and touching an enemy unit. Then draw a straight line with a length of 8D6" from the muzzle in the direction of the target point. If the shot hits a hill, building or rock formation the line stops at the edge of the terrain piece. The shot automatically hits every unit under the line. The number of hits per unit is determined in the same way as for a cannonball. Strength = Artillery Dice, D3 Wounds, magical attacks. Misfire: 1-2: Destroyed, 3-4: the warmachine doesn't shoot this turn as well as the next, 5-6: roll a scatter dice, the warmachine fires in that direction with S10.

Warp Energy Condenser: Bearer may use up to 3 PD to cast BM spells.

Warplock Pistol: Range 10", S5, AP(1), Dangerous, no penalty for moving and shooting as well as long range; may always Stand & Shoot, even if the enemy is within half charge distance.

Whip: In cc the bearer may make 1 attack through 1 rank of Rat Ogres or up to 3 ranks of Giant Rats.

SKAVEN CONTRAPTIONS

Doomwheel

Movement: Random Movement (3), with the following exceptions: If the DW contacts impassable terrain it suffers D6 S6 hits and is positioned 1" away facing in a direction of your choice. If it contacts one of your own units that unit suffers D6 S6 hits and the DW is positioned 1" away facing in a direction of your choice. The model flees 3D6+1" and pursues 3D6".

Shooting: If the DW is not in close combat at the start of its own shooting phase, it has to shoot at the closest unit, friend or foe, it can draw a line of sight to. For this purpose the model has 360° LOS. The DW has 3 shots that count as magical attacks, hit automatically with a strength equal to an Artillery Dice (only roll once for all 3 shots) and with a range of twice the strength rolled in inch. If multiple units are equally close, the Skaven player may choose which unit he likes to shoot at. If there are no targets in range, the shots miss automatically but you still have to roll the Artillery Dice to see if a misfire happens. Misfire chart: 1-2: suffer D3 wounds, 3-4: suffer 1 wound and turn the DW in a direction indicated by a Scatter Dice roll, 5-6: The movement of the DW is reduced to 2D6" until its next shooting phase (flee distance 2D6+1", pursue distance 2D6").

Close Combat: In the turn the DW charges it inflicts D6 Impact Hits. In all other rounds of close combat it inflicts D3 S6 hits to one unit in its front (Skaven players choice), distributed like impact hits.

Plague Furnace

Icon of the Horned Rat: As long as the Plague Furnace has at least 1 wound remaining, the character model riding it and its unit cannot lose Frenzy.

Pushed into Battle:

- The Plague Furnace has to be pushed into battle and therefore has to start the game inside a unit of Plague Monks.
- The Plague Furnace is always placed in the center of the first rank and counts as a single model for each rank its base occupies, i.e. there need

to be at least 4 more models per rank for the unit to be able to claim the rank bonus.

- The Plague Furnace may never leave this unit or join other units.

Movement:

- The unit has a movement allowance of 2M +1M for each point of rank bonus it would get in cc up to a max of +3M. This bonus to its movement can only be lost if there are not enough models left to grant a rank bonus but it can never be lost because of other effects (e.g. spells).

- The Plague Furnace suffers from obstacles and terrain in the same way as a chariot would (i.e. D6 S6 hits) but is allowed to march.

Shooting:

Ranged attacks against the Plague Furnace:

- Opponents are free to target either the Plague Furnace or the unit pushing it.
- Ranged hits against the Plague Furnace are randomised between the Plague Furnace (1-5) and the character riding it (6).

Fuming Death:

- If the unit is not in cc, then the Plague Furnace can make a special ranged attack. Place the teardrop-shaped template completely within AOS of the Plague Furnace and with its wide end touching the Plague Furnace. Use the template rules (see 'Templates' in core rules) to determine the number of magical S4 no AS hits any units under the template suffer. Cannot be used to Stand & Shoot.

Close Combat:

- The Plague Furnace fights like a ridden monster.
- The crew has 6 attacks which already include the effect of Frenzy.
- In addition to the attacks of the character model and the crew, the Plague Furnace has a special close combat attack that it uses at the end of each combat round (timing 6). Pick a unit the Plague Furnace is in btb contact with. Target unit suffers D6 magical S4 no AS hits. Wounds count for combat resolution.

Destruction of the Plague Furnace: When the Plague Furnace is destroyed rearrange the unit by either (your choice):

- replacing the model with (up to) 15 models (incl. the character riding it if still alive) from the back of the unit. Thereby keeping the width of the unit intact.
OR
- replacing the model with (up to) 5 models (incl. the character riding it if still alive) and reducing the frontage of the unit by 2 models. The center of the front does not move in this case.

This rearrangement must not be used to reduce the number of units fighting in this combat (if possible). Enemy units fighting in the flank or rear move up to stay in combat. Also if one of the rearrangement options inevitably results in fewer units staying in combat than the other one, then the rearrangement option with the most units in combat has to be used.

Screaming Bell

Altar of the Horned Rat: As long as both the Screaming Bell and the character riding it are alive, the model and its unit benefit from the following special rules:

- Stubborn
- Immune to Psychology

These special rules are lost immediately when either the Screaming Bell is destroyed or the character is killed.

Blessing of the Horned Rat: The Screaming Bell grants itself and the character riding it a Ward Save (4+).

Above the Masses:

- The character has a 360° AOS
- The character loses its Lead from the Rear special rule but is allowed to refuse challenges. If it does so, the model is not moved but the character cannot attack or be attacked during this cc phase. There are no additional negative effects for refusing a challenge.

Pushed into Battle:

- The Screaming Bell has to be pushed into battle and therefore has to start the game inside a unit of Clanrats or Stormvermin.
- The Screaming Bell is always placed in the center of the first rank and counts as a single model for each rank its base occupies, i.e. there need to be at least 4 more models per rank for the unit to be able to claim the rank bonus.

- The Screaming Bell may never leave this unit or join other units.

Movement:

- The unit has a movement allowance of 2M +1M for each point of rank bonus it would get in cc up to a max of +3M. This bonus to its movement can only be lost if there are not enough models left to grant a rank bonus but it can never be lost because of other effects (e.g. spells).





- The Screaming Bell suffers from obstacles and terrain in the same way as a chariot would (i.e. D6 S6 hits) but is allowed to march.

Ranged attacks against the Screaming Bell:

- Opponents are free to target either the Screaming Bell or the unit pushing it.
- Ranged hits against the Screaming Bell are randomised between the Screaming Bell (1-5) and the character riding it (6).

Close Combat:

- The Screaming Bell fights like a ridden monster.

Destruction of the Screaming Bell: When the Screaming Bell is destroyed rearrange the unit by either (your choice):

- replacing the model with (up to) 15 models (incl. the character riding it if still alive) from the back of the unit. Thereby keeping the width of the unit intact.
OR
- replacing the model with (up to) 5 models (incl. the character riding it if still alive) and reducing the frontage of the unit by 2 models. The center of the front does not move in this case.

This rearrangement must not be used to reduce the number of units fighting in this combat (if possible). Enemy units fighting in the flank or rear move up to stay in combat. Also if one of the rearrangement options inevitably results in fewer units staying in combat than the other one, then the rearrangement option with the most units in combat has to be used.

Ring the Bell:

- In each of your own magic phases you are allowed to ring the bell. To do so roll up to 3 dice and consult the Screaming Bell table below.
- If you roll any doubles (or triples, with the exception of a triple 6) then the Screaming Bell immediately loses 1 wound (with no saves of any kind) and the unit pushing it suffers D6 S5 hits.

Roll	Result
1	Nothing happens.
2-4	The unit pushing the Screaming Bell immediately moves D6" straight forward. The unit is affected by terrain as normal. If it comes into contact with a friendly unit, the board edge or impassable terrain the unit stops 1" in front of it. If the movement would bring the unit into contact with an enemy unit, then this movement counts as a charge and the enemy unit has to declare a charge response as if it would have been charged in the movement phase.
5-8	All friendly Skaven units within 24" reroll all psychology and break tests until the next Skaven players magic phase.
9-10	The bell immediately casts Searing Doom as a bound spell with PM 2/5+. A miscast has no effect.
11-12	All models with T7 or higher suffer 1 wound with no AS
13	Each enemy unit within 24" suffers D3 S4 hits. In addition the unit pushing the Screaming Bell attacks from an additional rank (if possible) until your next magic phase.
14-16	All friendly models within 12" get +1A until your next magic phase.
17	All friendly Skaven units within 24" immediately move D6" straight forward (see result "2-4" for more details). In addition all models in the unit pushing the Screaming Bell get +1A until your next magic phase.
18	The Screaming Bell immediately loses D3 wounds (with no saves of any kind), the character riding it loses 1 wound (with no saves of any kind) and the unit pushing it suffers 2D6 S5 hits.

HEIRLOOMS OF THE HORNED RAT

- W Biting Blade:** AP(1)
- W Blade of Black Fury:** +2A
- W Blade of Corruption:** Each model that suffered a wound by this weapon has to roll a D6 at the beginning of each of its own turns, 1-3: the model suffers 1 wound with no AS.
- W Cursed Blade of Delirium:** grants the bearer WS10
- W Desolate Blade:** +2S
- W Languisher Sword:** Always strike first
- W The Gouger:** hits ignore armour saves
- W Sword of Battle:** +1A
- W Sword of Might:** +1S
- W Sword of Striking:** +1 to to-hit rolls in cc
- W Weeping Blade:** Poisoned Attacks (2), hits inflict D3 wounds

A Cautious Shield: Shield. 1 model in btb loses 1A or the bearer may declare at the start of the combat to make the model lose 2A by not attacking in this combat. Skaven player may choose which model and which attack(s).

A Enchanted Shield: Shield that grants +2 AS

A Rust Armour: Heavy armour, if a hit does not allow an AS (because of high AS modifier or special rule) discount the hit and the Rust Armour is destroyed.

A Warpstone Armour: Armour that grants 4+ AS, each successful armour save in cc causes a S4 hit to the model that caused the respective wound.

T Crown of the Horned Rat: Regeneration (4+)

T Ring of Darkness: MR(1)

T Tenebrous Cloak: Ward Save (3+) vs shooting and magic missiles

T The Foul Pendant: Ward Save (5+)

T Warpstone Amulet: Ward Save (4+), if a '1' for the ward save is rolled, then the amulet is destroyed (if you suffer multiple hits at the same time, you have to save one hit after the other)

E Brass Orb: Can be used in the Shooting Phase instead of a missile weapon. Place the target point within 8" of the bearer and roll a Scatter Dice and an Artillery Dice. If a misfire symbol is rolled, place the point of impact over the center of the bearer. If a number is rolled, determine the point of impact in the following way: If the Scatter Dice shows a hit symbol, the target point is the point of impact. If the Scatter Dice does not show a hit symbol, scatter the target point half the distance rolled by the Artillery Dice in the direction indicated by the Scatter Dice. Then place the 3" template with the hole on the point of impact and resolve it. Hits have a strength equal to 8 minus the initiative of the model hit (to a minimum of S1). Causes D3 wounds to Large Targets. One use only.

E Skalm: Restores all wounds to starting level of bearer or character in btb. Can be used at the start of any phase in either players turn. One use only.

E Skavenbrew: Roll a D6 after deployment. Bearer and unit he is with gain: 1 Stupidity, 2-3 Frenzy, 4-5 Hatred, 6 Frenzy, Hatred and the unit he is with suffers D3 wounds (no AS) at the start of each of your turns. No effect on other characters in the unit. After deployment bearer cannot leave or join units. One use only.

E Warpstone Charm: Bearer may reroll a single dice per game. (to-hit, to-wound, saving throw, characteristic test (incl. Ld), casting and dispelling).

S Dispel Scroll: Automatically dispels one spell without the need of DD. One use only.

S Power Stone: +2PD to cast a spell. Dice used may exceed maximum allowed by level. One use only.

S Staff of Sorcery: +1 to total roll to attempt to dispel a spell.

S Warpscroll: PM 2/5+, Direct Damage, Range 18", 3" template, S3, no AS. Target a point within the target unit. If the target point is out of range, the spell has no effect. If the target point is within range, place the template with its center over the target point and resolve it. A unit that suffers one or more unsaved wounds, has to take a panic test. One use only.

B Banner of Burning Hatred: Unit gains Hatred (even if ItP). If the unit is not engaged in cc and didn't declare a charge, roll a D6 at the start of each own compulsory movement phase: 1-3 the unit has to immediately move as fast as possible towards the closest enemy in LOS and cannot move in the remaining moves phase, 4+ unit can move normally in the remaining moves phase.

B Banner of the Four Black Winds: Flying models trying to charge this unit have to use their ground movement characteristic.

B Banner of the Swarm: Outnumber bonus for this unit is +2CR (instead of +1CR).

B Sacred Standard of the Horned Rat: Bearer and unit cause fear.

B Storm Banner: Activate at the start of any turn. Flying models using their fly movement move at half speed, shooting is at -1 to hit and ranged attacks not using BS (doe not affect magic missiles) only work on a 4+. The effect ends after both players completed a turn. One use only.

B Umbranner: Bearer and unit gain Ward Save (4+) vs normal and magical missiles of S4 or less.

B War Banner: +1CR





LORE OF THE HORNED RAT

Petty Magic

Death Frenzy (7+): Augment, Range 18". The unit gains Frenzy. If the unit already has Frenzy, it gains Death Frenzy which works like Frenzy but grants +2A (instead of +1A) and causes D3 Wounds with no saves allowed to this unit at the start of each players close combat phase. The effect of the spell ends when the spell is dispelled/cancelled or the unit is defeated in combat. Remains in Play.

Poisoned Gift (7+): Augment, Range 18". The units gains Poisoned Attacks (1) in cc, if the unit already has Poisoned Attacks, increase its value by +1. Remains in Play.

Shadow Pelt (5+): Augment, Range 18", Ward Save (5+) vs ranged attacks and spells until the caster's next magic phase. Has no effect on character models.

Skitterleap (5+): Augment, cast on itself or friendly character model on foot with US1 (in both cases) within 12", model reappears anywhere on the table but no closer than 1" to enemy unit and not in impassable terrain.

Battle Magic

Foul Cloud (9+): All units within 12" may be affected. Enemy units are automatically affected, Skaven units on a 4+ and clan pestilens units (Plague Priests, Plague Monks, Plague Censer Bearers and Plagueclaw Catapults) on a 5+. The caster itself is immune to the spell effect. All affected units suffer D6 S4 no AS hits.

Pestilence Breath (8+): Place tear drop template touching the caster in its front arc. All models hit suffer a S3 no AS hit. If the caster is in cc, select one enemy unit that is in btb with the caster, this unit suffers D6 S3 no AS hits.

Plague (11+): Hex, Range 24", RIP. When the spell is successfully cast as well as at the start of each player's magic phase, the target suffers D6 S3 no AS hits.

Searing Doom (10+): Direct Damage, Range 24", 3" template, S4. Target a point within the target unit. If the target point is out of range, the spell has no effect. If the target point is within range, place the template with its center over the target point and resolve it. A unit that suffers one or more unsaved wounds, has to take a panic test.

Vermin Tide (7+): Magic Vortex. Place 3" template touching the caster then move the template 4D6" in any direction in the caster's front arc. Every unit touched by the template (except caster) suffers 3D6 S2 hits.

Wailing Warpstorm (8+): All Flyers have to half their flying movement (i.e. usually 10") and all non-magical ranged shooting suffers -1 to to-hit rolls. The effect last until the caster's next magic phase.

Warp Lightning (7+): MM, Range 24", D6 S5 hits, for each natural '1' on the to-wound roll, roll a D6: on a 1-2 the model suffers a wound with no saves of any kind.

Wither (8+): Hex, Range 18", target unit suffers -1T and -1I until the caster's next magic phase.

COMPOSITION

No additional composition rules.

ARMY LIST

LORDS

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Warlord	5	6	4	4	4	3	7	4	7	1	Inf

Equipment: Hand weapon and heavy Armour. May take up to 100p of magic items.

Point Cost: 100p

Options:

Shield	+10p	W Biting Blade	+10p
Add. hand weapon	+10p	W Sword of Battle	+20p
Halberd	+15p	W Sword of Striking	+20p
Great weapon	+20p	W Sword of Might	+25p
Warplock Pistol	+10p	W Languisher Sword	+25p
T Ring of Darkness	+15p	W Blade of Black Fury	+40p
T The Foul Pendant	+35p	W Cursed Blade of Delirium	+45p
T Warpstone Amulet	+50p	W Desolate Blade	+50p
T Tenebrous Cloak	+50p	W The Gouger	+50p
T Crown o.t. Horned Rat	+50p	W Weeping Blade	+70p
E Warpstone Charm	+25p	A Enchanted Shield	+20p
E Brass Orb	+50p	A Cautious Shield	+25p
E Skalm	+50p	A Warpstone Armour	+35p
E Skavenbrew	+50p	A Rust Armour	+40p

Special Rules: Lead From the Rear

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Grey Seer	5	3	3	3	4	3	5	1	6	1	Inf

Magic: A Grey Seer is a Level 4 wizard. He must choose 1-2 PM and 2-4 BM spells.

Equipment: Hand weapon and D3 Warpstone Tokens. May take up to 100p of magic items.

Point Cost: 60p

Options:

Skitterleap PM 2/5+	+30p	T Ring of Darkness	+15p
Death Frenzy PM 3/7+	+50p	T The Foul Pendant	+35p
Poisoned Gift PM 3/7+	+50p	T Warpstone Amulet	+50p
Shadow Pelt PM 3/5+	+50p	T Tenebrous Cloak	+50p
BM Pestilence Breath	+50p	T Crown of the Horned Rat	+50p
BM Vermin Tide	+50p	E Warpstone Charm	+25p
BM Wailing Warpstorm	+50p	E Skalm	+50p
BM Warp Lightning	+50p	E Skavenbrew	+50p
BM Foul Cloud	+75p	S Staff of Sorcery	+20p
BM Plague	+75p	S Dispel Scroll	+30p
BM Searing Doom	+75p	S Power Stone	+30p
BM Wither	+75p	S Warpscroll	+30p
Screaming Bell	+250p		

Special Rules: Lead From the Rear, Warpstone Tokens (D3)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Vermin Lord	7	8	0	6	5	5	10	5	8	5	Mon

Magic: This model is a Level 4 wizard. It must choose 1-2 PM and 2-4 BM spells.

Equipment: Doom Blade.

Point Cost: 450p

Options:

Skitterleap PM 2/5+	+30p	BM Pestilence Breath	+50p
Death Frenzy PM 3/7+	+50p	BM Vermin Tide	+50p
Poisoned Gift PM 3/7+	+50p	BM Wailing Warpstorm	+50p
Shadow Pelt PM 3/5+	+50p	BM Warp Lightning	+50p
		BM Foul Cloud	+75p
		BM Plague	+75p
		BM Searing Doom	+75p
		BM Wither	+75p

Special Rules: Terror, Large Target, Immune to Psychology, Stubborn, Ward Save (5+), No Leader





HEROES

	M	WS	BS	S	T	W	I	A	Ld	US	Type
0-1 Battle Standard	5	5	4	4	4	2	6	3	6	1	Inf

Equipment: Hand weapon and heavy Armour. May take up to 50p of magic items or any banner.

Point Cost: 75p

Options:

- B Banner o.t. Swarm +25p W Biting Blade +5p
- B Banner of Burning Hatred +25p W Sword of Striking +15p
- B Banner o.t. 4 Black Winds +30p W Sword of Battle +20p
- B War Banner +35p W Sword of Might +20p
- B Umbranner +35p W Languisher Sword +20p
- B Sacred Standard o.t. HR +50p W The Gouger +35p
- B Storm Banner +60p W Cursed Blade of Delirium +35p
- W Desolate Blade +40p
- T Ring of Darkness +15p W Blade of Black Fury +40p
- T The Foul Pendant +25p A Warpstone Armour +25p
- T Warpstone Amulet +35p A Rust Armour +40p
- T Tenebrous Cloak +35p E Warpstone Charm +25p
- T Crown o.t. Horned Rat +35p E Skalm +35p

Special Rules: Lead From the Rear

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Chieftain	5	5	4	4	4	2	6	3	6	1	Inf

Equipment: Hand weapon and heavy Armour. May take up to 50p of magic items.

Point Cost: 50p

Options:

- Shield +5p W Biting Blade +5p
- Add. hand weapon +10p W Sword of Striking +15p
- Halberd +10p W Sword of Battle +20p
- Great weapon +15p W Sword of Might +20p
- Warlock Pistol +10p W Languisher Sword +20p
- T Ring of Darkness +15p W The Gouger +35p
- T The Foul Pendant +25p W Cursed Blade of Delirium +35p
- T Warpstone Amulet +35p W Desolate Blade +40p
- T Tenebrous Cloak +35p W Blade of Black Fury +40p
- T Crown o.t. Horned Rat +35p A Enchanted Shield +15p
- E Warpstone Charm +25p A Cautious Shield +25p
- E Skalm +35p A Warpstone Armour +25p
- E Brass Orb +50p A Rust Armour +40p
- E Skavenbrew +50p

Special Rules: Lead From the Rear

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Plague Priest	5	5	3	4	5	2	5	3	6	1	Inf

Magic: A Plague Priest is a Level 2 wizard. He must choose 0-1 PM and 1-2 BM spells.

Equipment: Hand weapon. May take up to 50p of magic items.

Point Cost: 60p

Options:

- Shadow Pelt PM 2/5+ +35p W Biting Blade +10p
- Death Frenzy PM 3/7+ +50p W Sword of Battle +20p
- Poisoned Gift PM 3/7+ +50p W Sword of Striking +20p
- BM Pestilence Breath +50p W Sword of Might +25p
- BM Vermin Tide +50p W Languisher Sword +25p
- BM Foul Cloud +75p W Blade of Corruption +30p
- BM Plague +75p W Blade of Black Fury +40p
- BM Wither +75p W Cursed Blade of Delirium +45p
- W Desolate Blade +50p
- Add. hand weapon +10p W The Gouger +50p
- Flail +10p T Ring of Darkness +15p
- Plague Censer +20p T The Foul Pendant +25p
- Plague Furnace +150p T Warpstone Amulet +35p
- T Tenebrous Cloak +35p
- T Crown of the Horned Rat +35p
- S Staff of Sorcery +20p T Crown of the Horned Rat +35p
- S Dispel Scroll +30p E Warpstone Charm +25p
- S Power Stone +30p E Skalm +35p
- S Warpscroll +30p E Skavenbrew +50p

Special Rules: Frenzy

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Warlock Engineer	5	3	4	4	3	2	4	1	5	1	Inf

Magic: A Warlock Engineer is a Level 1 wizard. He knows the BM Warp Lightning spell and must choose 0-1 PM spells.

Equipment: Hand weapon and 1 Warpstone Token. May take up to 50p of magic items.

Point Cost: 80p

Options:

- Skitterleap PM 2/5+ +30p T Ring of Darkness +15p
- Shadow Pelt PM 2/5+ +35p T The Foul Pendant +25p
- Warlock Pistol +10p T Warpstone Amulet +35p
- Warp Energy Condenser +10p T Tenebrous Cloak +35p
- T Crown of the Horned Rat +35p
- S Staff of Sorcery +20p
- S Dispel Scroll +30p E Warpstone Charm +25p
- S Power Stone +30p E Skalm +35p
- S Warpscroll +30p

Special Rules: No Leader, Warpstone Tokens (1)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Assassin	6	7	5	4	4	2	8	3	8	1	Inf

Equipment: Additional hand weapon and throwing stars. May take up to 50p of magic items.

Point Cost: 125p

Options:

- Smoke Bombs +20p W Blade of Black Fury +15p
- W Cursed Blade of Delirium +15p
- E Warpstone Charm +25p W Languisher Sword +15p
- E Skalm +35p W The Gouger +15p
- E Brass Orb +50p W Desolate Blade +25p
- E Skavenbrew +50p W Weeping Blade +50p
- T Ring of Darkness +15p
- T Tenebrous Cloak +35p

Special Rules: Scout, Dodge (4+), Slinking Advance, Concealed, Skaven Assassin

MOUNTS

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Plague Furnace	2+X	-	-	-	6	6	-	-	-	6	Unique
Plague Monk	-	3	-	3	-	-	3	2	-	-	-

The Plague Furnace is accompanied by 3 Plague Monk Crew.

Special Rules: Fear, Large Target, MR (2), Plague Furnace

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Screaming Bell	2+X	-	-	-	6	6	-	-	-	6	Unique
Rat Oger	-	3	-	5	-	-	3	3	-	-	-

The Screaming Bell is accompanied by 1 Rat Oger.

Special Rules: Fear, Large Target, MR (2), Screaming Bell





CORE

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Clanrat	5	3	3	3	3	1	4	1	5	1	Inf
Champion	5	3	3	3	3	1	4	2	5	1	Inf

Equipment: Light armour and shield

Point Cost: 20 Clanrats: 100p, Clanrat 21+: +3p each

Options: Standard +20p, Musician +5p, Champion +10p, Spears +20p

B Banner of the Swarm +25p B War Banner +35p

B Banner of Burning Hatred +25p B Umbranner +35p

B Banner of the 4 Black Winds +30p B Sacred S of the HR +50p

The unit may buy up to one of the following Weapon Teams: Doom Flayer, Poisoned Wind Mortar, Ratling Gun or Warfire Thrower.

Special Rules: Anti-Cav (spear)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Stormvermin	5	4	3	3	3	1	5	1	5	1	Inf
Champion	5	4	3	3	3	1	5	2	5	1	Inf

Equipment: Halberd and heavy armour

Point Cost: 10 Stormvermin: 80p, 11-20: +7p each, 21+: +5p each

Options: Standard +20p, Musician +5p, Champion +10p, Shields +1p/model

B Banner of the Swarm +25p B War Banner +35p

B Banner of Burning Hatred +25p B Umbranner +35p

B Banner of the 4 Black Winds +30p B Sacred S of the HR +50p

The unit may buy up to one of the following Weapon Teams: Doom Flayer, Poisoned Wind Mortar, Ratling Gun or Warfire Thrower.

Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Night Runner	6	3	3	3	3	1	5	1	6	1	Inf
Champion	6	3	4	3	3	1	5	1	6	1	Inf

Equipment: Additional hand weapons and throwing stars

Point Cost: 10 Night Runners: 80p, Night Runner 11-20: +5p each

Options: Champion +5p, Slings +10p

Special Rules: Light Infantry, Slinking Advance

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Skavenslave	5	2	2	3	3	1	4	1	2	1	Inf
Champion	5	2	2	3	3	1	4	2	2	1	Inf

Equipment: Hand weapons

Point Cost: 20 Skavenslaves: 60p, Skavenslave 21+: +2p each

Options: Musician +5p, Champion +10p, Spears +10p, Slings +20p, Shields +0.5p/model

Special Rules: Expendable

Weapon Teams (Upgrade only)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Weapon Team	5	3	3	3	3	2	4	1	5	2	Inf

Equipment: Hand weapon + the respective weapon of the Weapon Team
Point Cost:

Doom Flayer 55p

Poisoned Wind Mortar 50p + Nx10p

Ratling Gun 60p + Nx10p

Warp Grinder 60p

Warfire Thrower 60p + Nx10p

Special Rules: Weapon Team

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Giant Rat	6	3	1	3	3	1	4	1	3	1	Inf
Packmaster	6	3	3	3	3	1	4	1	6	1	Inf

Equipment: Whip (Packmaster only)

Point Cost: 1 Pack (1 Packmaster + 6 Giant Rats): 40p, Pack 2+: +20p each

Special Rules: Rat Pack, Wave of Rats

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Rat Swarm	6	3	1	2	2	5	4	5	10	3	Sw
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Equipment: Hand weapon

Point Cost: 2 Rat Swarms: 90p, Rat Swarm 3-10: +30p each

Special Rules: Skirmish, Unbreakable (Swarm), Small, Expendable

SPECIAL

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Plague Monk	5	3	2	3	4	1	3	1	5	1	Inf
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Champion	5	3	2	3	4	1	3	2	5	1	Inf
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Equipment: Additional hand weapons

Point Cost: 10 Plague Monks: 80p, 11-20: +7p each, Monk 21+: +5p each

Options: Standard +20p, Musician +5p, Champion +10p

B Banner of the Swarm +25p B War Banner +35p

B Banner of Burning Hatred +35p B Umbranner +35p

B Banner of the 4 Black Winds +30p B Sacred S of the HR +50p

Special Rules: Frenzy

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Gutter Runner	6	4	4	3	3	1	5	1	7	1	Inf
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Champion	6	4	4	3	3	1	5	2	7	1	Inf
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Equipment: Additional hand weapons and throwing stars

Point Cost: 5 Gutter Runners: 60p + Nx10p, Gutter Runner 6-10: +10p each

Options: Champion +10p, Slings +1p/model, Poisoned Attacks (1) (hand weapons and throwing stars only) +2p/model, Tunnelling Team (special rule) +20p

The unit may buy up to one Warp Grinder Weapon Team.

Special Rules: Scouts, Skirmish, Dodge (6+), Slinking Advance

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Poison Wind Globadier	5	3	3	3	3	1	4	1	5	1	Inf
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Champion	5	3	4	3	3	1	4	1	5	1	Inf
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Equipment: Poison Wind Globes

Point Cost: 5 Globadiers: 50p + Nx10p, Globadier 5-10: +8p each

Options: Champion +5p

Special Rules: Skirmish

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Jezzail Team	5	3	3	3	3	1	4	2	5	2	Inf
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Champion	5	3	4	3	3	1	4	2	5	2	Inf
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Equipment: Jezzail, light armour and Pavise

Point Cost: 3 Jezzail Teams: 40p + Nx20p, Jezzail Team 4-10: +20p each

Options: Champion +10p

Special Rules: none





	M	WS	BS	S	T	W	I	A	Ld	US	Type
Rat Ogre	6	3	1	5	4	3	3	3	5	3	MoI
Packmaster	6	3	3	3	3	1	4	1	6	1	-

Equipment: Whip (Packmaster only)

Point Cost: 2 Packs (1 Packmaster + 1 Rat Ogre per Pack): 100p,

Pack 3-4: +50p each, Pack 5+: +40p each

Special Rules: Fear (Rat Ogres only), Frenzy (Rat Ogres only), Beast Pack

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Plague Censer Bearer	5	3	2	3	4	1	3	1	5	1	Inf
Champion	5	3	2	3	4	1	3	2	5	1	Inf

Equipment: Plague Censer

Point Cost: 5 Plague Censer Bearers: 100p + Nx10p, 6-10: +14p each

Options: Champion +10p

Special Rules: Skirmish, Frenzy, Hatred

RARE

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Warp Lightning Cannon	-	-	-	-	6	3	-	-	-	-	WarM
Crew	5	3	3	3	3	1	4	1	6	1	-

Warmachine: 3 Crew

Equipment: Hand weapon

Point Cost: 100p + Nx25p

Special Rules: Warp Lightning Cannon

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Plagueclaw Catapult	-	-	-	-	6	3	-	-	-	-	WarM
Plague Crew	5	3	2	3	4	1	3	1	6	1	-

Warmachine: 3 Plague Crew

Equipment: Hand weapon

Point Cost: 60p + Nx25p

Special Rules: Plagueclaw Catapult

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Doomwheel	3D6	-	-	6	6	5	1	*	-	5	Chariot
Crew	-	3	3	3	-	-	4	D6	7	-	-

Equipment: Hand weapon

Point Cost: 100p + Nx50p

Special Rules: Doomwheel, Impact Hits (D6), Terror, Large Target, Immune to Psychology

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Hell Pit Abomination	3D6	3	1	6	5	6	4	D6+3	8	6	Mon

Equipment: Hand weapon

Point Cost: 200p + Nx50p

Special Rules: Hell Pit Abomination, Impact Hits (D3), Terror, Stubborn, Immune to Psychology, Large Target, Regeneration (4+)



TOMB KINGS

SPECIAL RULES

Army wide

Hierophant:

The army has to include a Hierophant. At the start of the game declare any one Liche (High) Priest with the highest Ld to be the Hierophant (i.e. the army has to include at least one Liche (High) Priest). At the end of the phase the Hierophant of the Tomb Kings army is killed (after possible regeneration saves, i.e. when the model is removed from play) make a Ld-test for each unit in the army. Each unit loses a number of wounds equal to the amount their respective test was failed by. There are no saves of any kind allowed vs wounds suffered in this way. Characters automatically pass this test and never suffer wounds in this way.

Undead:

- Immune to Psychology
- Crumbling: When an undead unit loses combat it suffers a number of wounds equal to the break test modifier, there is no break test, i.e. undead units never break from combat. Character models in units are only affected if the unit is destroyed and there are unallocated wounds left. In this case wounds are distributed evenly between the character models (randomise odd wounds). There are no saves of any kind allowed vs wounds suffered in this way.
- Cause Fear
- Undead must choose 'Hold' as charge response, i.e. they may not 'Stand & Shoot'

Unit specific

Ambush: This unit may start the game in reserve. Beginning with turn 2, roll a d6 at the start of your turn: on a 4+ the unit may enter the battlefield from any board edge (as if it has left the board in a previous turn due to a pursuit), add +1 to the roll for each turn after the second, a natural '1' always fails.

Animated Construct:

- Cannot march.
- The unit suffers one less wound from Crumbling (stacks with BSB).

Arrows of the Asp: The model always hits at 5+ (independent of any modifiers) when it makes a ranged attack with any kind of bow.

BSB: Units within 12" of the BSB lose one less wound from Crumbling

Casket of Souls: Range 72", Magical Attacks. To fire the casket, pick a unit within range and LOS, then roll 2D6+2 and subtract the Ld of the target. Use the Ld value the unit would use for psychology tests (i.e. the highest of the unit, incl. modifiers, inspiring presence, etc.). The difference is the number of S5 no AS hits the unit takes (a negative result fails to do any hits).

Entombed beneath the Sands: This unit can opt to not setup during deployment and be held in reserve. If it does so, place a (unit specific) tomb marker (25mm diameter) for it anywhere on the board after deployment but before the game starts. At the start of your second turn roll a D6, if you roll a 4+ the unit shows up in the remaining movement phase. If it does not show up, roll at the start of each of your following turns and add +1 to the roll for each turn after the second. A natural '1' always fails, i.e. the unit does not show up.

When the unit shows up, roll the Scatter and Artillery Dice. Scatter the tomb marker the distance rolled by the Artillery Dice in the direction indicated by the Scatter Dice. If the tomb marker scattered off the board the unit counts as destroyed. If the Scatter Dice shows a 'hit' symbol, don't move the tomb marker at all. If the Artillery Dice shows a misfire, the unit does not scatter but loses D3 wounds (with no saves allowed).

If the marker does not contact a unit, place the entombed unit completely within 3" of the marker. Models that cannot be placed without getting in contact with the board edge, impassable terrain or within 1" of an enemy unit are destroyed.

If the marker ends up at least partially under an enemy unit, the entombed unit is placed in BTB with the enemy unit and counts as in close combat but not as charging, i.e. fight in initiative order. The enemy unit cannot declare any charge responses and has to hold. Place models on the side nearest to the marker and with enough space to fit the whole unit in. If multiple sides are equally close, randomise between these. If there is no space to legally place all models, every model that cannot be placed on the board is destroyed.

If the marker ends up at least partially under a friendly unit, the entombed unit is placed exactly like in the case with an enemy unit but the units are not engaged in close combat.

If the unit appears and is not engaged in cc, it may still move (but not charge).

Fiery Breath: Breath weapon, S3

Howdah: If this model is used as a mount for a character, the character gets +2AS or a 3+ armour save which cannot be improved. Further, ranged attacks only hit the character on a '6' (instead of 5-6) when ranged hits are randomised between the mount and the character.

Light Chariot:

- Counts as a unit of chariots with all respective special rules, i.e. cannot march (even if Shambling and the general is within 12"), can be damaged by terrain etc.
- The unit moves and fights like Light Cavalry
- If a character rides a Light Chariot it works like a barded cavalry mount (i.e. it grants +2AS and the model has a combined profile) with US3 but the model still counts as a chariot for all other purposes. A character riding a Light Chariot can only join units with the Light Chariot special rule.

My Will Be Done: Infantry units (i.e. Skeletons and Tomb Guard) that are joined by this character fight with its WS as long as it is with the unit.

Necrotect:

- This model and any unit with the 'Shambling' special rule joined by this model hate all enemy models.
- Units with the 'Animated Construct' special rule within 12" gain Regeneration (6+).

No Leader: This model may never be the army general. (Also units cannot use this model's Ld for Ld-tests and this model does not allow a unit to rally below 25%.)

Shambling: Unit may not march, unless within 12" of the general at the start of the movement phase. Units can still be march blocked.

Tomb Kings Curse: The unit/model that kills this model, has to pass a Ld test or suffers D3 magical hits with a S equal to the base S of the killed model.

Transmogrifying Gaze: Ranged attack that can be used in the shooting phase. Range 12", S3, no AS, Multiple Shots (3), no penalty for moving and shooting. For to-wound rolls use the (lowest) I value of the model hit instead of its T value.

ARMOURY

Bone Giant Blades: +1S. In addition during the turn the model charged, it gains 1 additional attack for each successful to-wound roll of its initial attacks.

Great Bow: Range 30", S6

Light Bolt Thrower: Range 36", S5, penetrates ranks, no 'Stand & Shoot'

Screaming Skull Catapult: Catapult, Range 12"-60", 3" Template, S4(8), no AS, D3 wounds, magical attacks. Units that suffer one or more wounds must pass a panic test.

Tomb Blade: Killing Blow, magical attacks

HEIRLOOMS OF NEHEKHARA

W Blade of Setep: Ignores armour saves. In addition any model hit by this weapon loses its magic armour, i.e. it is destroyed.

W Crook and Flail of Radiance: Count as additional hand weapons and grants ASF.

W Destroyer of Eternities: Great weapon. Killing Blow. Instead of attacking normally the bearer may inflict 1 automatic hit to all models in btb. In a challenge only the model fighting in the challenge is hit (once). Models on foot only.

W Flail of Skulls: Flail. Each wound inflicted (after saves) causes 2 wounds.

W Serpent Staff: +1A, Poisoned Attacks (3)

W Spear of Antahark: Spear. Each unsaved wound inflicted by this weapon restores one wound to a unit within 3" of the bearer (TK player's choice). Wounds restored in this way work exactly like the Incantation of Summoning spell, i.e. multi-wound models can only regain wounds and no new models can be created, single-wound models can be raised and are equipped like the rest of the unit and so on. If the bearer tries to heal itself, roll a D6 for each wound used in this way. On a roll of a 4+ the bearer regains a wound (up to starting wounds). In each combat round only a single unit may restore wounds through this effect. Wounds are restored immediately.

W Sword of Battle: +1A

W Sword of Might: +1S

W Sword of Striking: +1 to hit rolls in cc

W The Blade of Mourning: If a unit suffers a wound from this weapon, the bearer and his unit count as outnumbering for the purpose of combat resolution in the respective combat round.



A Armour of Eternity: Light Armour. Enemies have to reroll successful to-wound rolls.

A Armour of the Ages: Heavy Armour. Bearer gains +1T.

A Enchanted Shield: Shield that grants +2 AS

A Scorpion Armour: Heavy Armour. Regeneration (5+). In addition the bearer may ignore wounds suffered from Crumbling on a 4+ (roll for each wound separately).

A Shield of Ptr: Shield. At the start of the opponents shooting phase the bearer may target a unit in its LOS. If the target unit is within 24", it suffers -1 to to-hit rolls until the end of the phase.

T Amulet of Pha-sta: Talismans, Enchanted Items and Arcane Items of enemy models stop working as long as they are in btb with the bearer. The bearer itself may not take any other magic items.

T Collar of Shapesh: Each unsaved wound this model suffers may be transferred on a 4+ to a friendly unit within 3" of the bearer. No saves (of any kind, no Regeneration) for the recipients allowed. Wounds still count for combat resolution.

T Crown of Kings: Can be used at the start of any magic phase. All successfully cast spells by this model in this magic phase count as cast with irresistible force. One use only.

T Golden Ankhra: Ward Save (4+)

T Golden Eye of Rah-nut: Ward Save (5+)

T Talisman of Protection: Ward Save (6+)

E Blue Khepra: MR (2)

E Brooch of the Great Desert: Can be used at the start of any phase (of any player). The bearer and its unit cannot be targeted by spells or ranged attacks until the start of the Tomb Kings next turn. One use only.

E Chariot of Fire: If the bearer rides a chariot, it inflicts Impact Hits (D3+2) instead of D3 that count as magical attacks.

E Cloak of Dunes: The bearer can Fly. Models on foot only.

E Death Mask of Kharnut: Bearer causes Terror.

E Icon of Rulership: If the bearer rides a chariot, the model gets US 6 but may still benefit from 'Ranged attacks at characters within or near units' as if it had US 3.

E Vambraces of the Sun: Model in btb loses 1A. The bearer may choose which model and which attack.

S Dispel Scroll: Automatically dispels one spell without the need of DD. One use only.

S Enkhiil's Kanopi: Can be used at the start of any phase (of any player). All spell effects and RIP spells (by any player) are dispelled, i.e. they end immediately. One use only.

S Hieratic Jar: The bearer may try to cast one of his PM spells a second time. One use only.

S Neferra's Plaques of Mighty Incantations: Once per magic phase the bearer may reroll all(!) dice used to cast a spell (BM and PM). Can be used even if first roll was successful or a miscast. A reroll can cause irresistible force.

S Power Stone: +2PD to cast a spell. Dice used may exceed maximum allowed by level. One use only.

S Staff of Mastery: +1 to cast spells (PM/BM)

S Staff of Ravening: PM 2/7+, MM, Range 18", D6 S3 hits

S Staff of Sorcery: +1 to total roll to attempt to dispel a spell.

B Banner of the Hidden Dead: If the unit's US is equal to or less than 15, the unit gets the 'Entombed beneath the Sands' special rule and may start the game in reserve.

B Banner of the Undying Legion: PM 2/6+, Incantation of Summoning spell, can only be cast at the bearer's unit.

B Icon of Rakaph: If the unit is not engaged in cc, it may make a free reform at the start of the Tomb King's movement phase before charges are declared. This reform does not prohibit the unit from shooting or moving/charging.

B Icon of the Sacred Eye: In each first round of combat the unit (incl. mounts) gets +1 to to-hit rolls. Has no effect on character models.

B Mirage Standard: Ward Save (5+) vs shooting and magic missiles.

B Standard of the Cursing Word: At the start of each own magic phase, enemy models in btb with the bearer must pass a Ld test or suffer a wound with no AS.

B Standard of the Sands: Can be used at the start of any of your opponent's turns. In this turn units are not allowed to march (even Dwarfs) and all units suffer -1 to their rally tests. One use only.

B War Banner: +1CR

LORE OF NEHEKHARA

Petty Magic

Incantation of Summoning (6+):

- Augment, Range 18", targets one unit
- Raise
 - 1D6: Skeleton infantry
 - 1D3: Skeleton cavalry, Tomb Guard
 - 1: all other single-wound models
 - Multi-wound models regain (heal) 1W but no additional models can be created

Only rank and file models can be raised, i.e. no command group models. Raised models are equipped like the rest of the target unit.

If the target unit comprises 5 or more models, raised models are placed in the back of the unit. In this way the ranks of a unit can be increased but not the number of files.

If the unit comprises less than 5 models, raised models have to be used to create a rank of 5 models (incl. character models) first (if possible). Additional models are then used to create additional ranks.

Models that cannot be placed because of impassable terrain or enemy units within 1" are lost. Enemy units that are in BTB with the target unit are ignored for this purpose but models can only be placed if there is enough space, i.e. units are not moved to make space.

- Has no effect on character models.
- May increase unit above starting unit size but not above max unit size (see unit entry).
- This spell cannot be lost through a miscast.
- Models raised by this spell are not worth any extra VP. Use the original unit size to determine VP.

Incantation of Cursed Blades (5+): Augment, Range 18", target unit gets KB in cc. If the unit already has KB then the KB is improved to work on a 5+. Lasts until the caster's next magic phase.

Incantation of Protection (6+): Augment, Range 18", unit gets a Ward Save (5+) until the caster's next magic phase. Has no effect on character models.

Incantation of Righteous Smiting (5+): Augment, Range 18", target unit with the 'Shambling' special rule that is not in cc may immediately shoot once with any kind of bow it is equipped with. Each unit may only benefit from this spell once per magic phase.

Incantation of Urgency (5+): Augment, Range 18". A unit with the 'Shambling' trait (including character models without the 'Shambling' trait) affected by this spell may move up to 8" but may not charge. Each unit may only benefit from VDM once per magic phase.

Battle Magic

Incantation of Execution (5+): One enemy unit in btb with the caster suffers D6 S4 hits

Incantation of Desiccation (10+): Hex, Range 18", target unit suffers -1T and -1S until the start of the caster's next magic phase.

Incantation of Immortal Loyalty (12+): Create a new unit of Skeleton Warriors consisting of 2D6+3 rank and file models completely within 12" of the caster and no closer than 1" to enemy units. The front rank of the unit has to consist of exactly 5 models. This unit is worth 100 Victory Points.

Incantation of Vengeance (5+): MM, Range 24", D6 S4 hits

COMPOSITION

No additional composition rules.





ARMY LIST

LORDS

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Tomb King	4	6	4	5	5	4	3	4	10	1	Inf

Magic: A Tomb King is a Level 1 wizard. He must choose 1-2 PM and 0-1 BM spells.

Equipment: Tomb Blade and light armour. May take up to 100p of magic items.

Point Cost: 200p

Options:

Shield	+10p	W Sword of Might	+20p
Spear	+10p	W Sword of Striking	+20p
Flail	+10p	W Sword of Battle	+25p
Great Weapon	+20p	W The Blade of Mourning	+35p
		W Crook & Flail of Radiance	+50p
Royal Chariot	+55p	W Destroyer of Eternities	+50p
Dread Abbysal	+125p	W Flail of Skulls	+55p
		W Spear of Antahark	+60p
I. o. Cursed Blades PM 2/5+	+25p	W Blade of Setep	+65p

I. o. Urgency PM 2/5+ +25p

I. o. Right. Smiting PM 2/5+ +35p A Enchanted Shield +25p

BM I. o. Execution +35p A Shield of Ptra +25p

A Armour of the Ages +60p

E Chariot of Fire +20p A Scorpion Armour +75p

E Icon of Rulership +20p A Armour of Eternity +85p

E Vambraces of the Sun +25p

E Blue Khepra +30p T Talisman of Protection +20p

E Brooch of the Great Desert +30p T Crown of Kings +25p

E Death Mask of Kharnut +30p T Amulet of Pha-sta +35p

E Cloak of Dunes +45p T Collar of Shapesh +50p

T Golden Eye of Rah-nut +50p

Special Rules: My Will Be Done, Tomb Kings Curse

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Lich High Priest	4	3	3	3	3	3	2	1	9	1	Inf

Magic: A Lich High Priest is a Level 4 wizard. He must choose 2-4 PM and 1-3 BM spells.

Equipment: Hand weapon. May take up to 100p of magic items.

Point Cost: 50p

Options:

Skeletal Steed	+15p	W Serpent Staff	+25p
Dread Abbysal	+125p		
Khemrian Warsphinx +Xp		T Amulet of Pha-sta	+35p
		T Collar of Shapesh	+35p

I. o. Summoning PM 3/6+ +75p T Golden Eye of Rah-nut +35p

I. o. Cursed Blades PM 3/5+ +35p T Golden Ankhra +75p

I. o. Urgency PM 3/5+ +35p

I. o. Protection PM 3/6+ +60p E Vambraces of the Sun +25p

I. o. Right. Smiting PM 3/5+ +50p E Blue Khepra +30p

BM I. o. Vengeance +50p E Brooch of the Great Desert +30p

BM I. o. Desiccation +75p E Death Mask of Kharnut +30p

BM I. o. Immortal Loyalty +75p E Cloak of Dunes +45p

S Staff of Sorcery +20p

S Hieratic Jar +25p

S Staff of Ravening +25p

S Dispel Scroll +30p

S Power Stone +30p

S Enkhil's Kanopi +50p

S Staff of Mastery +50p

S Neferra's Plaques of M. I. +85p

Special Rules: none

HEROES

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Necrotect	4	4	3	3	4	2	3	1	8	1	Inf

Equipment: Additional hand weapons and light armour.

Point Cost: 75p

Special Rules: No Leader, Necrotect

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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0-1 Tomb Herald (BSB)	4	4	3	4	4	3	3	2	8	1	Inf
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Equipment: Tomb Blade and light armour. May take up to 50p of magic items or any banner.

Point Cost: 100p

Options:

Skeletal Steed	+15p	W Sword of Striking	+10p
Royal Chariot	+45p	W Sword of Might	+15p
		W Sword of Battle	+20p

B Standard o. t. Cursing Word +30p W The Blade of Mourning +25p

B War Banner +35p W Spear of Antahark +30p

B Icon of the Sacred Eye +50p W Blade of Setep +40p

B Mirage Standard +50p

B Banner of the Undy. Legion +60p A Armour of the Ages +50p

B Standard of the Sands +60p A Scorpion Armour +50p

E Chariot of Fire +20p T Talisman of Protection +15p

E Icon of Rulership +20p T Amulet of Pha-sta +35p

E Vambraces of the Sun +25p T Collar of Shapesh +35p

E Blue Khepra +30p T Golden Eye of Rah-nut +35p

E Brooch of the Great Desert +30p

E Death Mask of Kharnut +30p

E Cloak of Dunes +45p

Special Rules: BSB

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Tomb Prince	4	5	4	4	5	3	3	3	9	1	Inf
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Magic: A Tomb Prince is not a wizard but may choose 0-1 PM spells.

Equipment: Tomb Blade and light armour. May take up to 50p of magic items.

Point Cost: 100p

Options:

Shield	+10p	W Sword of Striking	+15p
Spear	+5p	W Sword of Battle	+20p
Flail	+10p	W Sword of Might	+20p

Great Weapon +15p W The Blade of Mourning +35p

Royal Chariot +45p W Crook & Flail of Radiance +40p

W Flail of Skulls +45p

I. o. Cursed Blades PM 2/5+ +25p W Spear of Antahark +45p

I. o. Urgency PM 2/5+ +25p W Blade of Setep +50p

I. o. Right. Smiting PM 2/5+ +35p W Destroyer of Eternities +50p

A Enchanted Shield +20p

E Chariot of Fire +20p A Shield of Ptra +25p

E Icon of Rulership +20p A Armour of the Ages +50p

E Vambraces of the Sun +25p A Scorpion Armour +50p

E Blue Khepra +30p T Talisman of Protection +15p

E Brooch of the Great Desert +30p T Amulet of Pha-sta +35p

E Death Mask of Kharnut +30p T Collar of Shapesh +35p

E Cloak of Dunes +45p T Golden Eye of Rah-nut +35p

Special Rules: My Will Be Done, Tomb Kings Curse

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Lich Priest	4	3	3	3	3	2	2	1	8	1	Inf
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Magic: A Lich Priest is a Level 2 wizard. He must choose 1-2 PM and 0-2 BM spells.

Equipment: Hand weapon. May take up to 50p of magic items.

Point Cost: 25p

Options:

Skeletal Steed +10p W Serpent Staff +25p

I. o. Summoning PM 2/6+ +60p T Collar of Shapesh +25p

I. o. Cursed Blades PM 2/5+ +25p T Golden Eye of Rah-nut +25p

I. o. Urgency PM 2/5+ +25p T Amulet of Pha-sta +35p

I. o. Protection PM 2/6+ +45p T Golden Ankhra +50p

I. o. Right. Smiting PM 2/5+ +35p S Staff of Sorcery +20p

BM I. o. Vengeance +50p S Hieratic Jar +25p

BM I. o. Desiccation +75p S Staff of Ravening +25p

E Vambraces of the Sun +25p S Dispel Scroll +30p

E Blue Khepra +30p S Power Stone +30p

E Brooch of the Great Desert +30p S Staff of Mastery +30p

E Death Mask of Kharnut +30p S Enkhil's Kanopi +50p

E Cloak of Dunes +45p

Special Rules: none





MOUNTS

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Skeletal Steed	8	2	-	3	3	1	2	1	3	2	Cav

Equipment: Hand weapon
Special Rules: Shambling

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Royal Chariot	-	-	-	4	-	-	-	-	-	3	Chariot
Skeletal Steed	8	2	-	3	-	-	2	1	-	-	-

Chariot: 2 Skeletal Steeds
Special Rules: Shambling, Light Chariot, Impact Hits (D3)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Dread Abyssal	6	4	-	5	5	4	2	3	8	4	Mon

Equipment: Hand weapon
Special Rules: Flying Model, Large Target, Terror, Animated Construct

Khemrian Warsphinx
The Khemrian Warsphinx is bought independently from the character in the respective section. The character model replaces all crew members.

CORE

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Skeleton Warrior	4	2	-	3	3	1	2	1	3	1	Inf
Champion	4	2	-	3	3	1	2	2	3	1	Inf

Equipment: Hand weapon, light armour and shield
Point Cost: 10 Skeleton Warriors: 80p, Skeleton Warrior 11-40: +8p each
Options: Standard +20p, Musician +5p, Champion +10p
B Standard o. t. Cursing Word +20p B Mirage Standard +50p
B Icon of the Sacred Eye +35p B Banner of the Undy. Legion +60p
B War Banner +35p B Banner of the Hidden Dead +75p
B Icon of Rakaph +50p
Special Rules: Shambling, Block (shield)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Skeleton Spearman	4	2	-	3	3	1	2	1	3	1	Inf
Champion	4	2	-	3	3	1	2	2	3	1	Inf

Equipment: Spear, light armour and shield
Point Cost: 10 Skeleton Spearmen: 90p,
Skeleton Spearman 11-40: +8p each
Options: Standard +20p, Musician +5p, Champion +10p
B Standard o. t. Cursing Word +20p B Mirage Standard +50p
B Icon of the Sacred Eye +35p B Banner of the Undy. Legion +60p
B War Banner +35p B Banner of the Hidden Dead +75p
B Icon of Rakaph +50p
Special Rules: Shambling, Anti-Cav(spear)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Skeleton Archer	4	2	2	3	3	1	2	1	3	1	Inf
Champion	4	2	2	3	3	1	2	2	3	1	Inf

Equipment: Bow
Point Cost: 10 Skeleton Archers: 70p + Nx10p, Archer 11-20: +8p each
Options: Standard +10p, Musician +5p, Champion +10p,
Light armour +1p/model
B Standard o. t. Cursing Word +20p B Mirage Standard +50p
B Icon of the Sacred Eye +25p B Banner of the Undy. Legion +60p
B Icon of Rakaph +35p B Banner of the Hidden Dead +75p
B War Banner +35p
Special Rules: Shambling, Arrows of the Asp

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Skeleton Horseman	-	2	-	3	3	1	2	1	5	2	Cav
Champion	-	2	-	3	3	1	2	2	5	2	Cav
Skeletal Steed	8	2	-	3	-	-	2	1	-	-	-

Mount: Skeletal Steed
Equipment: Spear and light armour (or shield)
Point Cost: 5 Skeleton Horsemen: 70p, Skeleton Horseman 6-20: +12p each
Options: Standard +15p, Musician +5p, Champion +10p
The unit may be equipped with shields (or light armour) for +2p/model and unit loses the Light Cavalry special rule
B Standard o. t. Cursing Word +20p B Mirage Standard +50p
B War Banner +35p B Banner of the Undy. Legion +60p
B Icon of the Sacred Eye +50p
Special Rules: Light Cavalry, Shambling

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Skeleton Horse Archer	-	2	2	3	3	1	2	1	5	2	Cav
Champion	-	2	2	3	3	1	2	2	5	2	Cav
Skeletal Steed	8	2	-	3	-	-	2	1	-	-	-

Mount: Skeletal Steed
Equipment: Bow
Point Cost: 5 Skel. Horse Archers: 65p + Nx5p, Archer 6-20: +12p each
Options: Standard +10p, Musician +5p, Champion +10p,
Light armour +1p/model
B Standard o. t. Cursing Word +20p B Mirage Standard +50p
B Icon of the Sacred Eye +35p B Banner of the Undy. Legion +60p
B War Banner +35p
Special Rules: Light Cavalry, Shambling, Arrows of the Asp

SPECIAL

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Tomb Guard	4	3	-	4	4	1	3	1	8	1	Inf
Champion	4	3	-	4	4	1	3	2	8	1	Inf

Equipment: Tomb Blade, light armour and shield
Point Cost: 10 Tomb Guard: 130p, Tomb Guard 11-30: +13p each
Options: Standard +20p, Musician +5p, Champion +15p,
Halberd +2p/model
B Standard o. t. Cursing Word +20p B Mirage Standard +50p
B War Banner +35p B Banner of the Undy. Legion +60p
B Icon of Rakaph +50p B Banner of the Hidden Dead +75p
B Icon of the Sacred Eye +50p
Special Rules: Shambling, Block (shield), Block (halberd)





	M	WS	BS	S	T	W	I	A	Ld	US	Type
Skeleton Chariot	-	-	-	4	4	3	-	-	-	3	Chariot
Driver	-	3	2	3	-	-	2	1	7	-	-
Crew	-	3	2	3	-	-	2	1	7	-	-
Champion	-	3	2	3	-	-	2	2	7	-	-
Skeletal Steed	8	2	-	3	-	-	2	1	-	-	-

Chariot: 5+AS, 1 Skeleton Driver, 1 Skeleton Crew, 2 Skeletal Steeds
 Equipment: The Skeleton Crew/Champion is armed with spear and bow, the Skeleton Driver is armed with a hand weapon.
 Point Cost: 3 Skeleton Chariots: 120p + Nx20p, Chariot 4-10: +45p each
 Options: Standard +25p, Musician +10p, Champion +20p (replaces the Skeleton Crew)

B Standard o. t. Cursing Word +30p B Icon of the Sacred Eye +50p
 B War Banner +35p B Mirage Standard +50p
 Special Rules: Shambling, Light Chariot, Impact Hits (D3), Arrows of the Asp

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Ushabti	5	4	-	4	5	3	3	3	10	3	MoI
Champion	5	4	-	4	5	3	3	4	10	3	MoI

Equipment: Great weapon
 Point Cost: 3 Ushabti: 160p + Nx20p, Ushabti 4-10: +50p each
 Options: Champion +20p
 Special Rules: Animated Construct

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Ushabti Archers	5	4	2	4	5	3	3	3	10	3	MoI
Champion	5	4	2	4	5	3	3	4	10	3	MoI

Equipment: Great Bow
 Point Cost: 3 Ushabti Archers: 130p + Nx20, Archer 4-10: +50p each
 Options: Champion +20p
 Special Rules: Animated Construct, Arrows of the Asp

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Tomb Scorpion	7	4	-	5	5	4	3	4	8	4	Mon

Equipment: Hand weapon
 Point Cost: 70p + Nx30
 Special Rules: Animated Construct, Scaly Skin (5+), Killing Blow, MR (1), Entombed beneath the Sands, Poisoned Attacks (1), March Blocker

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Tomb Swarm	4	3	-	2	2	5	1	5	10	3	Swa

Equipment: Hand weapon
 Point Cost: 2 Tomb Swarms: 90p, Tomb Swarm 3-5: +30p each
 Special Rules: Skirmish, Small, Entombed beneath the Sands

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Necropolis Knight	-	3	-	4	4	3	3	1	8	3	MoCav
Champion	-	3	-	4	4	3	3	2	8	3	MoCav
Necroserpent	7	3	-	4	-	-	3	3	-	-	-

Mount: Necroserpent
 Equipment: Spear, heavy armour and shield
 Point Cost: 3 Necropolis Knights: 220p + Nx30p, Knight 4-10: +60p each
 Options: Standard +25p, Musician +10p, Champion +20p
 B Standard o. t. Cursing Word +30p B Mirage Standard +50p
 B War Banner +35p B Icon of the Sacred Eye +75p
 Special Rules: Shambling, Ambush, Poisoned Attacks (2) (Necroserpent only)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Sepulchral Stalker	7	4	4	4	4	3	3	2	8	3	MoI

Equipment: Halberd and heavy armour
 Point Cost: 3 Sepulchral Stalkers: 150p + Nx25, Stalker 4-10: +50p each
 Special Rules: Animated Construct, Ambush, Transmogryfying Gaze

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Carriion	2	3	-	3	4	2	3	2	4	2	Mon

Equipment: Hand weapon
 Point Cost: 3 Carriion: 50p + Nx25, Carriion 4-10: +25p each
 Special Rules: Flying Skirmishers

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Screaming Skull Catapult	-	-	-	-	7	3	-	-	-	-	WarM
Crew	4	2	2	3	3	1	2	2	3	1	-

Warmachine: 3 Catapult Crew
 Equipment: Hand weapon
 Point Cost: 60p + Nx30p
 Special Rules: Screaming Skull Catapult

RARE

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Necrolith Colossus	6	4	3	5	5	6	1	5	8	6	Mon

Equipment: Great weapon and heavy armour
 Point Cost: 150p + Nx50p
 Options: The model may exchange its great weapon for one of the following weapons:
 - Bone Giant Blades for free
 - Light Bolt Thrower for free
 Special Rules: Terror, Large Target, Scaly Skin (5+), Animated Construct

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Casket of Souls	-	-	-	-	7	3	-	-	-	-	WarM
Crew	4	3	-	4	4	1	3	1	8	1	-

Warmachine: 3 Casket Crew
 Equipment: Great weapon and light armour
 Point Cost: 100p + Nx25p
 Special Rules: Casket of Souls

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Khemrian Warsphinx	6	3	-	5	6	6	1	3	8	8	Mon
Crew	-	3	-	4	-	-	3	1	-	-	-

Monster: 1 Khemrian Warsphinx and 4 Warsphinx Crew
 Equipment: The crew is armed with spears
 Point Cost: 250p + Nx25p
 Options: Fiery Breath (special rule) +25p
 Special Rules: Terror, Large Target, Impact Hits (D3+1), Scaly Skin (3+), Animated Construct, Howdah

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Necrosphinx	6	5	-	6	6	6	2	5	8	6	Mon

Equipment: Hand weapon
 Point Cost: 275p + Nx50p
 Special Rules: Flying Model, Terror, Large Target, Scaly Skin (3+), Animated Construct, Poisoned Attacks (1), Killing Blow



VAMPIRE COUNTS

SPECIAL RULES

Army wide

Mastermind:

The general of the Vampire Counts army has to be a wizard and is the mastermind of the undead army, which has severe consequences should he be killed. At the end of the phase the general of the Vampire Counts army is killed (after possible regeneration saves, i.e. when the model is removed from play) make a Ld-test for each unit in the army. Each unit loses a number of wounds equal to the amount their respective test was failed by. There are no saves of any kind allowed vs wounds suffered in this way. Characters automatically pass this test and never suffer wounds in this way.

Undead:

- Immune to Psychology
- Crumbling: When an undead unit loses combat it suffers a number of wounds equal to the break test modifier, there is no break test, i.e. undead units never break from combat. Character models in units are only affected if the unit is destroyed and there are unallocated wounds left. In this case wounds are distributed evenly between the character models (randomise odd wounds). There are no saves of any kind allowed vs wounds suffered in this way.
- Cause Fear
- Undead must choose 'Hold' as charge response, i.e. they may not 'Stand & Shoot'.

Unit specific

Bestial Fury: Opponents do not get the flank/rear bonus CR against this unit.

BSB: Units within 12" of the BSB lose one less wound from Crumbling

Coven Throne: Coven Throne is a Chariot which grants the Vampire riding on the Coven Throne the following special rules:

- Ward Save (5+)
- Battle of Wills: Enemy units in btb suffer -1WS, also models that are shooting at the Coven Throne suffer -1BS.
- Scrying Pool (PM 2/5+): Augment, self. This model rerolls to-hit and to-wound rolls of natural '1's in cc until the caster's next magic phase. Has no effect on impact hits.

Death Shriek: Like Ghostly Howl, but number of hits may be rerolled.

Ethereal: The unit has magical attacks and is immune to non-magical attacks. The unit moves through obstacles and any terrain without suffering movement penalties or damage from the terrain. The unit cannot end its movement in impassable terrain. Ethereal units can only be joined by Ethereal character models.

Evocation of Death: The model regains one wound for each model killed. Immediately apply the wound when a model is killed.

Ghostly Howl: Ranged attack that can be used in the shooting phase. This attack can also be used in cc against one unit in btb with the model using this attack. If the target is within 8" roll 2D6+2 and subtract the Ld of the target. Use the Ld value the unit would use for psychology tests (i.e. the highest of the unit, incl. modifiers, inspiring presence, etc.). The difference is the number of S5 no AS hits the unit suffers (a negative result fails to do any hits). If the target is immune to psychology all successful to-wound rolls have to be rerolled. Hits count as magical.

Immortal Rage: Model rerolls to-hit rolls of natural '1s' in cc.

Martial Honour: Any model with Martial Honour can issue and accept challenges. Also, anytime a challenge is issued, a model with Martial Honour has to accept the challenge, if possible.

Pestilential Breath: Breath weapon, S3, Poisoned Attacks (1)

Shambling: Unit may not march, unless within 12" of the general at the start of the movement phase. Units can still be march blocked.

Slavering Charge: +1S on the charge

Spectral Hunters: All attacks by the unit count as magical. Cannot be joined by character models.

Soulstriders: The unit can move through enemy units in the Remaining Moves phase, if it is able to end its move outside of 1" of enemy units. The enemy unit suffers a number of S5 hits equal to the number of Hex Wraith models in the unit. Although the unit may move through multiple enemy units, only one unit per phase can be the target of the attack, i.e. the VC player has to declare which of the units the HWs moved through suffers the hits. Hits are distributed exactly like hits from shooting.

Spectral Steed: The unit moves through obstacles and any terrain without suffering movement penalties or damage from the terrain. The unit cannot end its movement in impassable terrain.

The Hunger: Roll a die for each model killed by this model: regain 1W for each '6' rolled. Immediately roll when a model is killed and apply the result.

The Reliquary: Reliquary's Dark Aura (PM 3/5+): Augment, all friendly units within 12" of this model get Regeneration (6+). Units with Regeneration improve their Regeneration save by +1 instead, to a maximum of 4+. Has no effect on character models. The effect lasts until the caster's next magic phase. This spell cannot be lost through a miscast.

Vigour Mortis: When this model is the target of Vanhel's Danse Macabre or Hellish Vigour, the effect of the spell affects all Zombie units within 6" of this model (in addition to the model itself). Also if a Zombie unit within 6" of this model becomes the target of Invocation of Nehek, 1 additional model is raised.

ARMOURY

Wight Blade: Killing Blow, magical attacks

Balefire: Enemy spells cast within 24" of one or more balefires suffer -1 to cast (PM and BM).

HEIRLOOMS OF SYLVANIA

W Black Axe of Krell: Great weapon. Any model that has suffered 1+ wounds from the axe has to roll a D6 at the start of every magic phase: on a roll of 1-2 the model suffers one additional wound with no AS.

W Blood Drinker: The bearer gains the special rule 'The Hunger' that works on a '5+' instead of a '6'.

W Sword of Battle: +1A

W Sword of Kings: Killing Blow that works on a '5+' instead of a '6'.

W Sword of Might: +1S

W Sword of Striking: +1 to hit rolls in cc

W Tomb Blade: If the bearer joined a unit of Skeletons or Zombies, each kill of a 1W model with this weapon creates 1 new Skeleton/Zombie for the unit he joined. Else the weapon counts as a magical hand/weapon with no further effects.

A Armour of Bone: Heavy armour. The armour crumbles on first failed armour save (or wound with no AS). The wound that causes the armour to crumble is discarded. If it was a multi-wound hit, the model suffers one wound less.

A Cursed Shield of Moursillon: Shield, Model in btb loses 1A, bearer may choose which model and which attack

A Flayed Hauberk: Armour that grants 2+ AS which cannot be improved.

A Wailing Helm: +1 AS, bearer causes Terror

T Crown of the Damned: Ward Save (4+), bearer is subject to stupidity (even if immune to psychology)

T Obsidian Amulet: MR (1)

T Ring of the Night: Ward Save (5+)

T Talisman of Protection: Ward Save (6+)

T Wristband of Black Gold: Ward Save (3+) vs shooting and magic missile attacks

E Cloak of Mist and Shadows: Bearer is Ethereal.

E Cursed Book: Bearer and unit he is with are -1 to hit in close combat.

S Black Periapt: Allows the bearer to save one unused PD or DD of his pool in each magic phase. At the start of the next magic phase roll a D6: on a 4+ the die can be used in this magic phase, on a 1-3 the die is lost.

S Book of Arkhan: When the bearer casts 'Vanhel's Danse Macabre' he may choose to affect all friendly units within 6" of the target unit.

S Dispel Scroll: Automatically dispels one spell without the need of DD. One use only.

S Necronomicon: When the bearer casts 'Invocation of Nehek' at a unit of Skeletons or Zombies, he may choose to affect all friendly units of Skeletons or Zombies within 6" of the target unit. If 3 or more units including the target unit are affected by this spell then roll a D6 (after the effects of the spell have been resolved): on a roll of 1 the Necronomicon crumbles to dust and cannot be used anymore.

S Power Stone: +2PD to cast a spell. Dice used may exceed maximum allowed by level. One use only.

S Skull Staff: At the beginning of the bearer's magic phase, the opponent has to reveal all magic items within 12". In addition the bearer may reroll rolls on the Miscast Table.

S Staff of Damnation: When the bearer casts 'Hellish Vigour' he may choose to affect all friendly units within 6" of the target unit.

S Staff of Sorcery: +1 to total roll to attempt to dispel a spell.



B Banner of Barrows: Unit rerolls to-hit rolls of natural '1s' in cc. Has no effect on character models.

B Banner of Doom: Bearer and his unit get Ward Save (5+) vs shooting and magic missile attacks

B Banner of Dead Legion: Bearer and unit always count as outnumbering when they win a combat for the purpose of deciding if the break test modifier gets doubled or not.

B Hell Banner: Bearer and unit cause Terror

B Screaming Banner: Enemy units taking fear tests caused by this unit roll one additional dice and discard the lowest.

B War Banner: +1CR

BLOODLINE POWERS

Vampires may be given multiple Bloodline Powers. They count towards the magic items limit but are not magic items per definition, i.e. effects that affect magic items have no effect.

X Aura of Dark Majesty: If this model is the general of the army, its range for Inspiring Presence as well as the range for units able to march is extended to 18".

X Bat Form: The vampire can Fly. Models on foot only.

X Beguile: At the start of each cc phase one model in btb (Vampire player's choice) has to take a Ld test. If failed that model may not attack the vampire that turn. Has no effect on models that are immune to psychology.

X Blade Master: Model in btb loses 1A, Vampire may choose which model and which attack

X Curse of the Revenant: Regeneration (4+)

X Dark Acolyte: +1 PD every magic phase, may only be used by the Vampire.

X Domination: At the start of each cc phase one model in btb (Vampire player's choice) has to take a Ld test. If failed, that model may not attack and all attacks against this model hit automatically that turn. (If used on a rank and file model, attacks need to be allocated. There is no overkill!). Has no effect on models that are immune to psychology.

X Infecting Claws: Poisoned Attacks (1)

X Innocence Lost: ASF

X Iron Sinews: +1S

X Master Conjurer: +1 to cast spells (PM and BM)

X Master of the Black Arts: Spell Ranges increased by 6", has no effect on spells without range

X Master Strike: Killing Blow

X Precision Strike: AP (1)

X Quickblood: Dodge (5+)

X Red Fury: Frenzy

X Soul Strike: Magical Attacks

X Summon Bats: In its own 'Remaining Moves' phase the vampire may summon 1 Bat Swarm. The unit may enter the battlefield from any board edge (as if it has left the board in a previous turn due to a pursuit). One use only. Unit is worth 50VP.

X Summon Ghouls: In its own 'Remaining Moves' phase the vampire may summon D3 Ghouls. The unit may enter the battlefield from any board edge (as if it has left the board in a previous turn due to a pursuit). One use only. Unit is worth 50VP.

X Summon Wolves: In its own 'Remaining Moves' phase the vampire may summon D3 Dire Wolves. The unit may enter the battlefield from any board edge (as if it has left the board in a previous turn due to a pursuit). One use only. Unit is worth 50VP.

X The Awakening: The vampire raises 1 additional Skeleton/Zombie each time it casts Invocation of Nehek on a unit of Skeletons/Zombies.

X Transfix: At the start of each cc phase one model in btb (Vampire player's choice) has to take a Ld test. If failed that model may not attack that turn. Has no effect on models that are immune to psychology.

X Unholy Cynosure: Can reroll one die used to cast a spell (PM and BM). May force irresistible force or prevent a miscast. One use only.

X Walking Death: +1CR if the vampire is in cc. Has no effect if the Vampire joined a unit. Models on foot only.

X Wolf Form: The vampire has M9. Models on foot only.

LORE OF NECROMANCY

Petty Magic

Invocation of Nehek (6+):

- Augment, Range 18", targets one unit
- Raise
 - 1D6: Skeletons
 - 1D6+1: Zombies
 - 1D3: Grave Guard, Dire Wolves, Ghouls
 - 1: all other single-wound models
 - Multi-wound models regain (heal) 1W but no additional models can be created

Only rank and file models can be raised, i.e. no command group models. Raised models are equipped like the rest of the target unit.

If the target unit comprises 5 or more models, raised models are placed in the back of the unit. In this way the ranks of a unit can be increased but not the number of files.

If the unit comprises less than 5 models, raised models have to be used to create a rank of 5 models (incl. character models) first (if possible). Additional models are then used to create additional ranks.

Models that cannot be placed because of impassable terrain or enemy units within 1" are lost. Enemy units that are in BTB with the target unit are ignored for this purpose but models can only be placed if there is enough space, i.e. units are not moved to make space.

- Has no effect on character models.
- May increase unit above starting unit size but not above max unit size (see unit entry).
- This spell cannot be lost through a miscast.
- Models raised by this spell are not worth any extra VP. Use the original unit size to determine VP.

Hellish Vigour (5+): Augment, Range 18", a unit with the 'Shambling' trait doubles its initiative and gets +1 to to-hit rolls in cc until the caster's next magic phase. Has no effect on character models.

Vanhel's Danse Macabre (5+): Augment, Range 18". A unit with the 'Shambling' trait (including character models without the 'Shambling' trait) affected by this spell may move up to 8" but may not charge. Each unit may only benefit from VDM once per magic phase.

Battle Magic

Curse of Years (11+): Hex, Range 24", RIP. When the spell is successfully cast as well as at the start of each player's magic phase, roll a D6 for each model in the target unit, on a '6' the respective model loses 1 wound with no AS. Has no effect on character models.

Gaze of Nagash (9+): MM, Range 24", 2D6 S4 hits

Hand of Dust (5+): One enemy unit in btb with the caster suffers D6 S4 hits

Raise Dead (12+): Create a new unit of Skeleton Warriors consisting of 2D6+3 rank and file models completely within 12" of the caster and no closer than 1" to enemy units. The front rank of the unit has to consist of exactly 5 models. This unit is worth 100 Victory Points.

Rise of the Bloodmoon (8+): RIP, enemy units gain no benefit from 'Inspiring Presence' and 'Hold Your Ground!'

Steal Soul (7+): Target one enemy unit within 12", the unit suffers 1 wound with no AS, allocated like shooting. The caster regains 1 wound if the target lost the wound, i.e. wounds saved with ward saves cannot be drained but wounds regained by regeneration are eligible.

Unnerving Whispers (8+): Hex, Range 18", needs LOS, target unit must take a panic test (Units that are Immune to Psychology are immune to this spell).

COMPOSITION

No additional composition rules.





ARMY LIST

LORDS

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Vampire Lord	6	7	5	5	5	4	8	5	10	1	Inf

Magic: A Vampire Lord is a Level 3 wizard. He must choose 1-2 PM and 1-3 BM spells.

Equipment: Hand weapon. May take up to 150p of magic items (incl. Bloodline Powers).

Point Cost: 200p

Options:

Lance	+20p	Winged Nightmare	+125p
Barded Nightmare	+35p	Zombie Dragon	+250p
V.'s Dance Macabre PM 3/5+	+35p	W Blood Drinker	+50p
Hellish Vigour PM 3/5+	+35p	T Obsidian Amulet	+15p
Invocation of Nehek PM 2/6+	+60p	T Tali. of Protection	+20p
BM Hand of Dust	+35p	S Staff of Sorcery	+20p
BM Unnerving Whispers	+35p	S Black Periapt	+25p
BM Rise o.t. Bloodmoon	+50p	S Dispel Scroll	+30p
BM Steal Soul	+50p	S Power Stone	+30p
BM Curse of Years	+75p		
BM Gaze of Nagash	+75p		
X Beguile (c)	+10p	X Iron Sinews (c)	+25p
X Soul Strike (c)	+10p	X Walking Death (c)	+35p
X Precision Strike (c)	+15p	X Domination	+40p
X The Awakening (c)	+15p	X Bat Form (c)	+45p
X Master Strike (c)	+15p	X Dark Acolyte	+50p
X Master of the Black Arts (c)	+20p	X Innocence Lost (c)	+50p
X Transfix (c)	+20p	X Master Conjurer (c)	+50p
X Unholy Cynosure	+20p	X Quickblood (c)	+50p
X Aura of Dark Majesty	+25p	X Summon Wolves	+50p
X Blade Master (c)	+25p	X Summon Bats	+100p

Special Rules: The Hunger

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Ghoul King	6	8	4	5	5	4	7	5	9	1	Inf

Magic: A Ghoul King is a Level 3 wizard. He must choose 1-2 PM and 1-3 BM spells.

Equipment: Hand weapon. May take up to 150p of magic items (incl. Bloodline Powers).

Point Cost: 275p

Options:

Terrorgheist	+Xp		
V.'s Dance Macabre PM 3/5+	+35p	BM Rise o.t. Bloodmoon	+50p
Hellish Vigour PM 3/5+	+35p	BM Steal Soul	+50p
Invocation of Nehek PM 2/6+	+60p	BM Curse of Years	+75p
BM Unnerving Whispers	+35p	BM Gaze of Nagash	+75p
BM Hand of Dust	+35p		
X Soul Strike (c)	+10p	X Aura of Dark Majesty	+25p
X Master Strike (c)	+15p	X Walking Death (c)	+35p
X The Awakening (c)	+15p	X Curse of the Revenant (c)	+50p
X Infecting Claws (c)	+15p	X Innocence Lost (c)	+50p
X Red Fury (c)	+20p	X Summon Wolves	+50p
X Wolf Form (c)	+20p	X Summon Ghouls	+50p
X Iron Sinews (c)	+25p		

Special Rules: Regeneration (5+), Immortal Rage, The Hunger

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Master Necromancer	4	3	3	3	4	3	3	1	8	1	Inf
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Magic: A M. Necromancer is a Level 4 wizard. He must choose 2-3 PM and 1-4 BM spells.

Equipment: Hand weapon. May take up to 100p of magic items.

Point Cost: 125p

Options:

Invocation of Nehek PM 3/6+	free	BM Rise o.t. Bloodmoon	+50p
V.'s Dance Macabre PM 3/5+	+35p	BM Steal Soul	+50p
Hellish Vigour PM 3/5+	+35p	BM Curse of Years	+75p
BM Unnerving Whispers	+35p	BM Gaze of Nagash	+75p
		BM Raise Dead	+75p
S Staff of Sorcery	+20p	A Armour of Bone	+50p
S Black Periapt	+25p	T Obsidian Amulet	+15p
S Skull Staff	+25p	T Ring of the Night	+35p
S Dispel Scroll	+30p	T Wristband of Black Gold	+45p
S Power Stone	+30p	T Crown of the Damned	+60p
S Book of Arkhan	+50p	E Cursed Book	+50p
S Staff of Damnation	+50p	E Cloak of Mist and Shadows	+75p
S Necronomicon	+75p		

Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Lahmian Vampire Countess	6	7	5	5	5	4	8	5	10	1	Inf
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Magic: A Lahmian Vampire Countess is a Level 3 wizard. She must choose 1-2 PM and 1-3 BM spells.

Mount: Coven Throne

Equipment: Hand weapon. May take up to 100p of magic items (incl. Bloodline Powers).

Point Cost: 475p (200p for the Vampire, 275p for the Coven Throne)

Options:

V.'s Dance Macabre PM 3/5+	+35p	W Blood Drinker	+50p
Hellish Vigour PM 3/5+	+35p	T Obsidian Amulet	+15p
Invocation of Nehek PM 2/6+	+60p	T Tali. of Protection	+20p
BM Hand of Dust	+35p	S Staff of Sorcery	+20p
BM Unnerving Whispers	+35p	S Black Periapt	+25p
BM Rise of the Bloodmoon	+50p	S Dispel Scroll	+30p
BM Steal Soul	+50p	S Power Stone	+30p
BM Curse of Years	+75p		
BM Gaze of Nagash	+75p		
X Beguile (c)	+10p	X Quickblood (c)	+25p
X Soul Strike (c)	+10p	X Domination	+40p
X Precision Strike (c)	+15p	X Innocence Lost (c)	+50p
X Transfix (c)	+20p	X Master Conjurer (c)	+50p
X Unholy Cynosure	+20p	X Summon Wolves	+50p
X Aura of Dark Majesty	+25p	X Summon Bats	+100p

Special Rules: The Hunger

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Blood Dragon Lord	6	9	5	5	5	4	8	5	10	1	Inf
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Magic: A Blood Dragon Lord is a Level 1 wizard. He must choose 0-1 PM and 0-1 BM spells.

Equipment: Hand weapon and heavy armour. May take up to 150p of magic items (incl. Bloodline Powers).

Point Cost: 250p

Options:

Shield	+15p	W Sword of Battle	+25p
Add. hand weapon	+15p	W Sword of Striking	+25p
Great weapon	+25p	W Sword of Might	+30p
Lance	+20p	T Obsidian Amulet	+15p
Barded Nightmare	+35p	T Talisman of Protection	+20p
Winged Nightmare	+125p	V.'s Dance Macabre PM 2/5+	+25p
Zombie Dragon	+250p	Hellish Vigour PM 2/5+	+25p
BM Hand of Dust	+35p	Invocation of Nehek PM 2/6+	+60p
BM Rise of the Bloodmoon	+50p		
X Precision Strike (c)	+15p	X Blade Master (c)	+25p
X Master Strike (c)	+15p	X Iron Sinews (c)	+25p
X Red Fury (c)	+20p	X Walking Death (c)	+35p
X Aura of Dark Majesty	+25p		

Special Rules: none





	M	WS	BS	S	T	W	I	A	Ld	US	Type
Wight Lord	4	5	0	5	5	3	5	4	9	1	Inf

Equipment: Wight Blade and heavy armour. May take up to 100p of magic items.
 Point Cost: 125p
 Options:
 Great Weapon +20p W Sword of Kings +15p
 Shield +10p W Sword of Might +20p
 W Sword of Striking +20p
 Barded Skeletal Steed+25p W Sword of Battle +25p
 W Tomb Blade +30p
 T Obsidian Amulet +15p W Black Axe of Krell +50p
 T Talisman of Protection +15p A Cursed Shield of Moursil. +35p
 T Ring of the Night +35p A Wailing Helm +35p
 T Crown of the Damned +60p A Flayed Hauberik +45p
 Special Rules: Shambling

HEROES

	M	WS	BS	S	T	W	I	A	Ld	US	Type
0-1 Wight BSB	4	4	0	4	5	2	4	3	8	1	Inf

Equipment: Wight Blade and heavy armour. May take up to 50p of magic items or any banner.
 Point Cost: 100p
 Options:
 Barded Skeletal Steed+15p W Sword of Kings +15p
 W Sword of Striking +15p
 B Screaming Banner +35p W Sword of Battle +20p
 B War Banner +35p W Sword of Might +20p
 B Banner of Doom +50p W Tomb Blade +20p
 B Banner of Dead Legion +50p A Flayed Hauberik +30p
 B Hell Banner +50p A Wailing Helm +35p
 T Obsidian Amulet +15p
 T Ring of the Night +25p
 Special Rules: Shambling, BSB

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Wight Seneschal	4	4	0	4	5	2	4	3	8	1	Inf

Equipment: Wight Blade and heavy armour. May take up to 50p of magic items.
 Point Cost: 80p
 Options:
 Great Weapon +15p W Sword of Kings +15p
 Shield +5p W Sword of Striking +15p
 W Sword of Battle +20p
 Barded Skeletal Steed+15p W Sword of Might +20p
 W Tomb Blade +20p
 A Cursed Shield of Mour.+30p W Black Axe of Krell +40p
 A Flayed Hauberik +30p T Obsidian Amulet +15p
 A Wailing Helm +35p T Ring of the Night +25p
 Special Rules: Shambling

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Wraith	6	3	0	3	3	2	3	3	7	1	Inf

Equipment: Great weapon.
 Point Cost: 65p + Nx25
 Special Rules: Shambling, Ethereal, Terror

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Banshee	6	3	0	3	3	2	3	1	5	1	Inf

Equipment: Hand weapon.
 Point Cost: 75p + Nx25
 Special Rules: Shambling, Ethereal, Terror, Ghostly Howl

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Vampire	6	6	4	5	4	3	6	4	8	1	Inf

Magic: A Vampire is a Level 2 wizard. He must choose 0-1 PM and 0-1 BM spells.
 Equipment: Hand weapon. May take up to 75p of magic items (incl. Bloodline Powers).
 Point Cost: 115p
 Options:
 Lance +15p Barded Nightmare +25p
 V.'s Dance Macabre PM 2/5+ +25p W Blood Drinker +35p
 Hellish Vigour PM 2/5+ +25p T Obsidian Amulet +15p
 BM Hand of Dust +35p T Tali. of Protection +15p
 BM Unnerving Whispers +35p
 BM Rise of the Bloodmoon +50p BM Steal Soul +50p
 X Innocence Lost (c) +35p X Master Conjurer (c) +35p
 X Transfix (c) +20p X Precision Strike (c) +10p
 X Beguile (c) +10p X Soul Strike (c) +10p
 X Quickblood (c) +35p X Master of the Black Arts (c) +15p
 X Bat Form (c) +45p X Master Strike (c) +10p
 X Unholy Cynosure +20p X Blade Master (c) +25p
 Special Rules: The Hunger

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Necromancer	4	3	3	3	3	2	3	1	7	1	Inf

Magic: A Necromancer is a Level 2 wizard. He must choose 1-2 PM and 0-2 BM spells.
 Equipment: Hand weapon. May take up to 50p of magic items.
 Point Cost: 85p
 Options:
 Invocation of Nehek PM 2/6+ free A Armour of Bone +50p
 V.'s Dance Macabre PM 2/5+ +25p E Cloak of Mist&Shadows +50p
 Hellish Vigour PM 2/5+ +25p S Staff of Sorcery +20p
 BM Steal Soul +35p S Black Periapt +25p
 BM Unnerving Whispers +35p S Skull Staff +25p
 BM Rise o.t. Bloodmoon +50p S Dispel Scroll +30p
 BM Gaze of Nagash +75p S Power Stone +30p
 T Obsidian Amulet +15p S Book of Arkhan +35p
 T Ring of the Night +25p S Staff of Damnation +35p
 T Wristband of Black G. +30p
 Special Rules: none

Mounts

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Skeletal Steed	8	2	0	3	3	1	2	1	3	2	Cav

Equipment: Hand weapon
 Special Rules: Shambling, Spectral Steed

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Nightmare	8	3	0	4	4	1	2	1	3	2	Cav

Equipment: Hand weapon
 Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Winged Nightmare	6	4	0	5	5	4	2	3	4	4	Mon

Equipment: Hand weapon
 Special Rules: Flying Model, Large Target, Terror

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Zombie Dragon	6	3	0	6	5	6	2	5	8	6	Mon

Equipment: Hand weapon
 Special Rules: Flying Model, Large Target, Terror, Scaly Skin (5+), Pestilential Breath





	M	WS	BS	S	T	W	I	A	Ld	US	Type
Coven Throne	-	-	-	5	5	5	-	-	-	5	Chariot
Pallid Handmaiden	-	5	3	5	-	-	5	2	7	-	-
Spirit Horde	8	3	0	3	-	-	1	2D6	-	-	-

Chariot: 5+AS, 2 Pallid Handmaiden and 1 Spirit Horde
 Special Rules: Large Target, Spectral Steeds, Ward Save (5+), Terror, Impact Hits (D3+1), Coven Throne, ASF (Pallid Handmaidens only)

Terrorgeist

The Terrorgeist is bought independently from the character in the respective section.

CORE

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Skeleton Warrior	4	2	0	3	3	1	2	1	3	1	Inf
Champion	4	2	0	3	3	1	2	2	3	1	Inf

Equipment: Hand weapon, light armour and shield
 Point Cost: 10 Skeleton Warriors: 80p, Skeleton Warrior 11-40: +8p each
 Options: Standard +20p, Musician +5p, Champion +10p
 B Banner of Barrows +20p B War Banner +35p
 B Screaming Banner +35p B Banner of Doom +50p
 Special Rules: Shambling, Block (shield)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Skeleton Spearman	4	2	0	3	3	1	2	1	3	1	Inf
Champion	4	2	0	3	3	1	2	2	3	1	Inf

Equipment: Spear, light armour and shield
 Point Cost: 10 Skeleton Spearman: 90p, Skeleton Spearman 11-40: +8p each
 Options: Standard +20p, Musician +5p, Champion +10p
 B Banner of Barrows +30p B War Banner +35p
 B Screaming Banner +35p B Banner of Doom +50p
 Special Rules: Shambling, Anti-Cav(spear)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Zombie	4	2	0	3	3	1	1	1	2	1	Inf

Equipment: Hand weapon
 Point Cost: 15 Zombies: 90p, Zombie 16-40: +6p each
 Options: Standard +20p, Musician +5p
 Special Rules: Shambling

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Ghoul	5	3	0	3	4	1	3	2	5	1	Inf
Champion	5	3	0	3	4	1	3	3	5	1	Inf

Equipment: Hand weapon
 Point Cost: 10 Ghouls: 110p, Ghoul 11-30: +9p each
 Options: Champion +10p
 Special Rules: Light Infantry, Poisoned Attacks (1)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Dire Wolf	9	3	0	3	3	1	3	1	3	2	Cav
Champion	9	3	0	3	3	1	3	2	3	2	Cav

Equipment: Hand weapon
 Point Cost: 5 Dire Wolves: 40p + Nx10p, Dire Wolf 6-20: +10p each
 Options: Champion +10p
 Special Rules: Shambling, Light Cavalry, Slaving Charge

SPECIAL

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Grave Guard	4	3	0	4	4	1	3	1	6	1	Inf
Champion	4	3	0	4	4	1	3	2	6	1	Inf

Equipment: Wight Blades, heavy armour and shield
 Point Cost: 10 Grave Guard: 150p, Grave Guard 11-30: +15p each
 Options: Standard +20p, Musician +5p, Champion +15p
 The unit may replace their shields with great weapons for free.
 B Banner of Barrows +30p B War Banner +35p
 B Screaming Banner +35p B Banner of Doom +50p
 Special Rules: Shambling, Block (shield)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Black Knight	-	3	0	4	4	1	3	1	6	2	Cav
Champion	-	3	0	4	4	1	3	2	6	2	Cav
Skeletal Steed	8(7)	2	0	3	-	-	2	1	-	-	-

Mount: Barded Skeletal Steed
 Equipment: Wight Blades, heavy armour and shield
 Point Cost: 5 Black Knights: 140p, Black Knight 6-12: +24p each
 Options: Standard +25p, Musician +10p, Champion +15p, Lances +20p
 B Banner of Barrows +40p B War Banner +35p
 B Screaming Banner +35p B Banner of Doom +50p
 Special Rules: Heavy Cavalry, Spectral Steeds

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Bat Swarm	1	3	0	2	2	5	3	5	3	3	Swa

Equipment: Hand weapon
 Point Cost: 2 Bat Swarms: 100p, Bat Swarm 3-10: +30p each
 Special Rules: Flying Skirmishers (10")

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Fell Bat	1	3	0	3	3	2	3	2	3	2	Mon

Equipment: Hand weapon
 Point Cost: 2 Fell Bats: 60p, Fell Bat 3-10: +20p each
 Special Rules: Flying Unit

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Corpse Cart	-	-	-	4	4	4	-	-	-	4	Mon
Corpsemaster	-	3	0	3	-	-	2	1	5	-	-
Zombie Horde	4	2	0	3	-	-	1	2D6	-	-	-

Monster: Corpse Cart, 1 Corpsemaster and 1 Zombie Horde
 Equipment: The Corpsemaster is armed with a hand weapon.
 Point Cost: 85p
 Options: Balefire +40p
 Special Rules: Shambling, Impact Hits (D3+1), Regeneration (4+), Vigour Mortis

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Spirit Host	6	3	0	3	3	4	1	4	4	3	Inf

Equipment: Hand weapon
 Point Cost: 1 Spirit Host: 40p + Nx30p, Spirit Host 2-5: +50p each
 Special Rules: Shambling, Ethereal, Light Infantry





	M	WS	BS	S	T	W	I	A	Ld	US	Type
Vargheist	6	3	0	5	4	3	4	3	7	3	MoI
Champion	6	3	0	5	4	3	4	4	7	3	MoI

Equipment: Hand weapon
 Point Cost: 3 Vargheists: 180p + Nx30p, Vargheist 4-10: +50p each
 Options: Champion +20p
 Special Rules: Frenzy, Flying Unit

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Crypt Horror	5	3	0	4	5	3	2	3	5	3	MoI
Champion	5	3	0	4	5	3	2	4	5	3	MoI

Equipment: Hand weapon
 Point Cost: 3 Crypt Horrors: 170p, Crypt Horror 4-10: +50p each
 Options: Champion +20p
 Special Rules: Regeneration (5+), Poisoned Attacks (1)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Hex Wraith	-	3	0	3	3	1	2	1	5	2	Cav
Champion	-	3	0	3	3	1	2	2	5	2	Cav
Skeletal Steed	8	2	0	3	-	-	2	1	-	-	-

Mount: Skeletal Steed
 Equipment: Great weapons
 Point Cost: 5 Hex Wraiths: 150p, Hex Wraith 6-10: +30p each
 Options: Champion +15p
 Special Rules: Shambling, Light Cavalry, Spectral Steeds, Daemonic Ward Save (4+), Soulstriders, Spectral Hunters

RARE

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Cairn Wraith	6	3	0	3	3	2	2	2	5	1	Inf

Equipment: Great weapon
 Point Cost: 3 Cairn Wraiths: 90p + Nx50p, Cairn Wraith 4-10: +40p each
 Special Rules: Shambling, Ethereal, Skirmish, Terror

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Varghulf	8	5	0	5	5	4	4	5	7	4	Mon

Equipment: Hand weapon
 Point Cost: 150p + Nx35p
 Special Rules: Terror, Hatred, Regeneration (4+), March Blocker, Bestial Fury

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Terrorgeist	6	3	0	5	6	6	3	4	4	6	Mon

Equipment: Hand weapon
 Point Cost: 200p + Nx50p
 Special Rules: Flying Model, Large Target, Terror, Death Shriek

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Blood Knight	-	5	0	5	4	2	5	2	7	3	MoCav
Champion	-	5	0	5	4	2	5	3	7	3	MoCav
Nightmare	8(7)	3	0	4	-	-	2	1	-	-	-

Mount: Barded Nightmare
 Equipment: Lances, heavy armour and shield
 Point Cost: 3 Blood Knights: 240p + Nx30p, Blood Knight 4-8: +90p each
 Options: Standard +25p, Musician +10p, Champion +15p
 B Banner of Barrows +75p B War Banner +35p
 B Screaming Banner +35p B Banner of Doom +50p
 Special Rules: Heavy Cavalry, Frenzy, Martial Honour
Note: The minimum base size for Blood Knight models is 50mm x 75mm.

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Black Coach	-	-	-	5	5	5	-	-	-	5	Chariot
Wraith	-	3	0	3	-	-	2	3	7	-	-
Skeletal Steed	8	3	0	3	-	-	2	1	-	-	-

Chariot: 4+AS, 1 Wraith, 2 Skeletal Steeds
 Equipment: The Wraith is armed with a great weapon.
 Point Cost: 125p + Nx50p
 Special Rules: Impact Hits (D3+1), Spectral Steeds, Terror, Daemonic Ward Save (5+), Evocation of Death

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Mortis Engine	-	-	-	5	5	5	-	-	-	5	Chariot
Corpsemaster	-	3	0	3	-	-	2	1	5	-	-
Banshee Swarm	-	3	0	3	-	-	3	3	-	-	-
Spirit Horde	8	3	0	3	-	-	1	2D6	-	-	-

Chariot: 5+AS, 1 Corpsemaster, 1 Banshee Swarm and 1 Spirit Horde
 Equipment: Hand weapon
 Point Cost: 200p + Nx50p
 Special Rules: Impact Hits (D3+1), Large Target, Spectral Steeds, Terror, Regeneration (5+), Ghostly Howl, The Reliquary



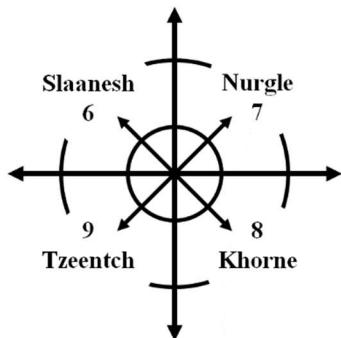
WARRIORS OF CHAOS

SPECIAL RULES

Army wide

Affiliation: Some Chaos units are devoted to one of the 4 Chaos deities (Khorne, Nurgle, Slaanesh and Tzeentch). The affiliation of a unit is determined either by its mark (e.g. Mark of Tzeentch) or name (e.g. Hellstriders of Slaanesh, Bloodletters of Khorne. Nurglings are affiliated with Nurgle.). All other units are considered to have no affiliation. Characters may only join units with the same affiliation as themselves or no affiliation, except for character models with no affiliation which are not restricted and free to join units independent of their affiliation.

Rivalry of the Gods: Units do not benefit from 'Inspiring Presence' and 'Hold Your Ground!' special rules if they are devoted to an opposing Chaos deity. Khorne and Slaanesh as well as Nurgle and Tzeentch count as opposing.



Will of Chaos: If the army is led by a general from the Warriors of Chaos list, all Warriors of Chaos units reroll failed panic tests. If the army general is a Daemon Prince, then its warband determines which list it was chosen from and only the respective special rule applies for the army.

Unit specific

Beasts: The unit has to use its own Ld value for all Ld-Test.

Bountiful Blades: This unit is equipped with an array of weaponry. At the start of each combat it has to choose one of the following weapon options: great weapon, additional hand weapon or hand weapon and shield.

Chaos Dragon: The Chaos Dragon has two breath weapons that may both be used each turn but have to target the same unit.

- Dragon Fire: Breath weapon, S4
- Poisonous Breath: Breath weapon, S2, AP(3)

Chaos Spawn: Random Movement (2) with the following exceptions: The model has an AOS of 360°, i.e. it can move in all directions.

Daemonic:

- Cause Fear
- Daemonic Ward Save (5+)
- Immune to Psychology
- Magical attacks
- Instability

Daemonic Mount:

- The model causes Fear
- The mount has
 - Daemonic Ward Save (5+)
 - Magical attacks
- After the rider is slain the model is subject to the Daemonic special rules (see above)

Disc of Tzeentch: The model counts as a Large Target for LOS purposes.

Expendable: This unit does not cause panic in friendly units, unless they are Expendable themselves.

Fiery Breath: Breath weapon, S3

Giant: see chapter 'Giants' in core rules

Martial Honour: Any model with Martial Honour can issue and accept challenges. Also, anytime a challenge is issued, a model with Martial Honour has to accept the challenge, if possible.

Mutalith Vortex Beast: This model may cast the following spell:

- Vortex of Change (PM 3/5+): Direct Damage, Range 18", 3" template, S4, no AS. Target a point within the target unit. If the target point is out of range, the spell has no effect. If the target point is within range, scatter the target point D6" (the hit symbol means that the template does not scatter). Then place the template with its center over the target point and resolve it.
- This spell cannot be lost through a miscast.

Palanquin of Nurgle: The Palanquin is a common mount, i.e. it cannot be attacked, it grants a 6+AS to its rider, etc. In addition, the model still counts as an infantry model with US 1 and therefore cannot be singled out by shooting (under normal circumstances). Also, when this model joins a unit, then the unit counts their rank bonus as if the space the Palanquin takes up was filled with rank and file models.

Rune of Binding: If the army is led by a general from the Warriors of Chaos list, this model gains the following benefits when it is within 12" of the army general:

- It may use the WS of the general
- It may take a Ld-Test at the start of the turn. If passed, the model does not have to attack due to Frenzy this turn.

Troll Vomit: Instead of attacking normally, the unit may decide to use their special vomit attack: each model causes 1 S5 hit with no AS to one enemy model it is in btb with.

Uncontrollable: At the start of each turn that the model is not already in close combat, it has to pass as Ld-Test. If the test is failed the model suffers from Frenzy until it passes its Uncontrollable test or loses combat. Note that it is possible for the model to regain Frenzy even if it lost it in cc before.

Warshrine:

- This model may cast the Eye of the Gods (PM 3/5+) spell. In addition, roll two dice instead of one and choose which one result to apply. If you roll a double, you may pick any result.
- This spell cannot be lost through a miscast.

DAEMON ENGINES

Hellcannon:

- The Helldaemon has the following special rules:
 - Daemonic Ward Save (5+)
 - Magical Attacks (including any ranged attacks)
- Instability
 - In case of a Flux Disruption, the Helldaemon always suffers the respective wounds.
- Daemon Handlers: As long as there is at least one crew member still alive, the Hellcannon counts as a Warmachine with the following special rules:
 - Outside of cc (e.g. shooting, magic) hits are randomized, roll a D6 for each hit: 1-5 the Helldaemon is hit, 6 a Chaos Dwarf is hit.
 - Templates hit what they touch and hits are not randomized. Chaos Dwarfs are affected on a 5+, the Helldaemon on a 3+. The hole hits automatically as usual.
 - In cc the Chaos Dwarfs count as in btb contact with all models that are in btb with the Hellcannon. They can attack and be attacked by all models the Hellcannon is in btb with.
 - The number of wounds of the Hellcannon is not determined by the number of crew members left and it is not destroyed when there is no crew left.
- Whenever the complete Chaos Dwarf crew is killed, the Helldaemon counts as a Monster (i.e. it can march and charge for example) and keeps all special rules except for Daemon Handlers.
- Whenever the Helldaemon is destroyed, the complete Hellcannon counts as destroyed, i.e. also remove its Chaos Dwarf crew from play.
- At the start of each turn the Hellcannon has to pass a Ld-test or it suffers from 'Rampage'.

Rampage: The model may not declare a charge. In the compulsory movement phase the Hellcannon moves 2D6" towards the nearest enemy unit. It moves in a straight line and may face any direction at the end of its full movement. It cannot turn while moving. If it contacts impassable terrain or one of your own units it is positioned 1" away facing in a direction of your choice. If the roll is high enough to reach an enemy unit, the movement counts as a charge and the target unit gets to make a charge response. If it does not reach a unit but its move would end within 1" of a unit then it stops 1" in front of the unit.
- In the shooting phase the Helldaemon may make one of the following ranged attacks:
 - Catapult, Range 12"-60", 5" Template, S4(8), no AS, D3 wounds, Move or Fire. Every unit at least partially under the template has to pass a panic test. Misfire: the model does not fire this turn and roll a D6:
 - 1: The crew is killed and the Helldaemon suffers D3 wounds with no saves allowed.
 - 2: The Helldaemon suffers D3 wounds with no saves allowed



- 3: The crew is killed. The Helldaemon may immediately 'Spew Ichor'.
- 4: One crew model is killed.
- 5: The Helldaemon loses its Daemonic Ward Save for the rest of the game.
- 6: Every wizard (friend or foe) within 24" suffers a S6 hit.
 - o Spew Ichor: Breath weapon, S5. Every unit at least partially under the template has to pass a panic test.

ARMOURY

Chaos Armour: Armour that grants 4+ AS.

Ensorcelled Weapon: hand weapon that grants +1S and magical attacks

Hellscurge: hand weapon that grants its bearer ASF

MARKS OF CHAOS

Mark of Khorne: MR1, Frenzy (does not affect mounts)

Mark of Nurgle: Fear, units shooting at this unit suffer -1BS (to a minimum of 0) for this attack

Mark of Tzeentch: reroll failed Ward Saves of '1', Ward Save (6+) if model has no Ward Save

Mark of Slaanesh: Immune to Fear, Terror and Panic

HEIRLOOMS OF CHAOS

Magic items

W Axe of Khorne: Bearer gains +D3 A instead of +1A for Frenzy, Killing Blow (Khorne only)

W Axes of Khorgor: Counts as additional hand weapons. The model rerolls failed to-hit rolls.

W Berserker Sword: +1A for each enemy model in BTB. Models on foot only.

W Biting Blade: AP(1)

W Chaos Daemon Sword: When the bearer decides to use this weapon, said weapon grant its bearer S7 and A7 in cc but the model can no longer switch to a different weapon, i.e. it has to use the weapon until the end of the game. For each '1' on the to-hit roll the bearer suffers a S7 hit. The bearer of this sword may not re-roll to-hit rolls of '1' if he uses this weapon.

W Chaos Runesword: +1WS, +1S, +1A

W Ethersword: no AS

W Filth Mace: Poisoned Attacks (1). If the bearer kills a model in cc with this weapon, it causes Terror for the rest of the game. (Nurgle only)

W Hellfire Sword: All hits automatically wound. (AS is modified by the bearers S)

W Rending Sword: causes D3 wounds

W Scimitar of Skultar: Killing Blow

W Soul Cleaver: Models wounded (after saves) must pass a T-test or suffer 1 additional wound (no saves of any kind allowed)

W Sword of Battle: +1A

W Sword of Change: Every time a character model or a monster is slain by this sword, roll a D6. On a 4+ a Chaos Spawn with D3 wounds comes into play under the control of the Chaos player. The Chaos Spawn model has to be placed within 6" of the bearer of this sword and no closer than 1" to enemy units. If the model cannot be placed it counts as destroyed. Chaos Spawns generated by this sword are worth no VP. (Tzeentch only)

W Sword of Might: +1S

W Sword of Striking: +1 to to-hit rolls in cc

W Whip of Pleasure: Counts as additional hand weapons and grants ASF (Slaanesh only)

A Armour of Damnation: Chaos Armour. Models that like to attack the bearer in cc have to re-roll successful to-hit rolls.

A Armour of Tortured Souls: Chaos Armour, +1T vs non-magical attacks

A Bane Shield: Shield, for every successful armour save the attacker suffers a S4 hit

A Chaos Runeshield: Shield. Negates the effects of magical weapons in btb contact. Treat them as common (i.e. non-magical) weapons of their type.

A Crimson Armour of Dargan: Chaos Armour. Models that like to attack the bearer must pass a Ld-test or may not attack at all this combat phase.

A Enchanted Shield: Shield that grants +2 AS

A Spelleater Shield: Shield, MR2. Any spell that targets the bearer (or his unit) that is dispelled is destroyed on a D6 roll of a 4+. In addition the model may attempt to dispel spells that target itself (or his unit) as if it was a wizard. (Khorne only)

T Amulet of Chaos: Ward Save (5+)

T Blasphemous Amulet: At the start of the Chaos player's magic phase, enemy models in btb with the bearer must pass a S test or suffer a wound with no AS.

T Bloodhunt Horn: A fleeing enemy unit within 12" will automatically fail its rally test. Declare the use of this item before the test is taken. One use only.

T Crown of Everlasting Conquest: Regeneration (4+)

T Gaze of the Gods: Ward Save (4+). If the model is fleeing at the start of the Chaos player's magic phase then the model is destroyed and removed from play.

T Golden Eye of Tzeentch: Ward Save (4+) vs shooting and magic missile attacks for bearer and mount. (Tzeentch only)

E Bindings of Slaanesh: Challenges issued by the bearer may not be refused and the Chaos player may choose which model has to accept the challenge (even if it is not in first rank). During the first combat phase of a challenge where the bearer used the Bindings of Slaanesh, the bearer suffers from ASL (even if he has ASF). (Slaanesh only)

E Book of Secrets: PM2/5+, Dark Hand of Death spell, every time the casting roll for this spell fails, the bearer suffers a S6 hit

E Collar of Khorne: MR2 (Khorne only)

E Death's Head: Throwing weapon with 12" range that always hits on a 2+. Target unit suffer D6 S3 hits with no AS. Units that suffer at least one casualty must take a panic test. One use only. (Nurgle only)

E Helm of Many Eyes: Bearer gains ASF but also suffers from Stupidity

E Mirror of Knowledge: PM2/3+, Clairvoyance spell (Tzeentch only)

E Pendant of Slaanesh: For each wound the bearer loses, he gains +1A until the end of the game. (Slaanesh only)

E Rod of Corruption: PM 2/5+, Direct Damage, Range 18", 3" template, S3, no AS. Target a point within the target unit. If the target point is out of range, the spell has no effect. If the target point is within range, place the template with its center over the target point and resolve it. A unit that suffers one or more unsaved wounds, has to take a panic test. One use only. (Nurgle only)

E Sceptre of Domination: PM 2/7+, Delectable Torture spell (Slaanesh only)

E The Black Tongue: The bearer takes a wound (no saves of any kind allowed) to convert an enemies failed casting into a miscast (PM and BM).

S Dispel Scroll: Automatically dispels one spell without the need of DD. One use only.

S Power Familiar: +1 PD every magic phase which may only be used by the bearer.

S Power Stone: +2 PD to cast a spell. Dice used may exceed maximum allowed by level. One use only.

S Skull of Katam: +1 to cast spells (PM/BM)

S Spell Familiar: Bearer may use one more PD to cast spells than his level allows (BM only).

S Staff of Change: Once per magic phase the model may reroll a single dice when casting a spell (BM and PM). Can prevent miscasts and cause irresistible force. (Tzeentch only)

S Staff of Sorcery: +1 to total roll to attempt to dispel a spell.

S Warrior Familiar: At the start of each cc round (Timing step 1) the Warrior Familiar inflicts one S5 hit against an enemy model in btb with the bearer.

B Banner of Rage: Bearer and unit reroll failed break tests and never lose Frenzy (regain Frenzy if already lost). (Khorne only)

B Banner of the Gods: Bearer and unit cause Terror.

B Banner of Wrath: PM2/5+, Dark Hand of Death spell

B Blasted Standard: Ward Save (5+) vs shooting and magic missile attacks. (Tzeentch only)

B Flesh Banner: At the end of each of your magic phases, a single enemy unit (of your choice) in btb with the bearer suffers D6 S4 hits allocated like shooting.

B Gore Banner: Unit rerolls failed panic tests.

B Plague Banner: At the end of each of your magic phases all enemy models in btb with the bearer suffer a S3 hit with no AS. (Nurgle only)

B Rapturous Standard: Enemy models in btb with the bearer and his unit halve WS and I (rounding up). (Slaanesh only)

B War Banner: +1CR





GIFTS OF CHAOS

A character may be given multiple Gifts of Chaos. They count towards the magic items limit and keep the BSB from choosing a magic banner but are not magic items per definition, i.e. effects that affect magic items have no effect.

Common Gifts

- X Beacon of Chaos:** If this model is the general of the army, its range for Inspiring Presence is 18".
- X Bestial Visage:** Model causes Fear
- X Cloven Hoofs:** Model gains M7. Models on foot only.
- X Favour of the Gods:** When the model is affected by the Eye of the Gods spell, it may modify its roll by 1.
- X Horns:** Model gains Impact Hits (1). Models on foot only.
- X Stream of Corruption:** Breath weapon, S3
- X Tentacles:** Model in btb loses 1A, Chaos player may choose which model and which attack
- X Trollhide:** Regeneration (6+)

Khorne's Gifts

- X Champion of Khorne:** Model rerolls to-hit rolls of natural '1's in challenges.
- X Disciple of Khorne:** The model may attempt to dispel spells as if it was a wizard.
- X Presence of Khorne:** Friendly units with Frenzy within 6" of this model may take a Ld test at the start of their turn. Each unit that passes does not have to charge this turn.

Nurgle's Gifts

- X Cloud of Flies:** -1 to-hit in cc
- X Massive Bulk:** +1T
- X Nurgling Infestation:** Any model that attacks this model in cc suffers a single S3 hit.

Slaanesh's Gifts

- X Allure of Slaanesh:** units in btb with one or more models with this gift suffer -1Ld
- X Domination:** At the start of each cc phase one model in btb (Chaos player's choice) has to take a Ld test. If failed, that model may not attack and all attacks against this model hit automatically that turn. (If used on a rank and file model, attacks need to be allocated. There is no overkill!). Has no effect on models that are immune to psychology.
- X Paralysis:** ASF

Tzeentch's Gifts

- X Twisted Reality:** Spell Ranges increased by 6", has no effect on spells without range
- X Tzeentch's Blessing:** Model ignores all miscast effects (i.e. the casting still fails but do not roll on the miscast table).
- X Tzeentch's Chosen:** Model may reroll a single dice per game. (to-hit, to-wound, saving throw, characteristic test (incl. Ld), casting and dispelling).

DAEMONIC GIFTS

A character may be given multiple Daemonic Gifts. They count towards the magic items limit and keep the BSB from choosing a magic banner but are not magic items per definition, i.e. effects that affect magic items have no effect. Please note that some Daemonic Gifts share their name with Magic Items. In this case they are effectively the same item and may be limited to a single copy in the army should they be unique (i.e. not (c)).

Common Daemonic Gifts

- X Avatar:** This model never suffers a Warp Collapse, instead it loses a number of wound equal to the amount it failed the break test by.
- X Beacon of Chaos:** If this model is the general of the army, its range for Inspiring Presence is 18".
- X Blade of the Ether:** cc attacks ignore AS
- X Chaos Disruption:** Units shooting at this model suffer -1BS (to a minimum of 0) for this attack.
- X Daemonic Robes:** Model may never be wounded on better than 3+.
- X Diabolic Splendour:** The Daemonic Ward Save turns into a normal Ward Save.
- X Favour of the Gods:** When the model is affected by the Eye of the Gods spell, it may modify its roll by 1.
- X Soul Hunger:** Model rerolls failed to-wound rolls.
- X Tentacles:** Model in btb loses 1A, Chaos player may choose which model and which attack.
- X Winged Horror:** The model can fly and counts as a Flying Model.

Khorne's Daemonic Gifts

- X Armour of Khorne:** 4+AS that cannot be improved further, in addition magical weapons of models in btb contact lose their special abilities (i.e. count as common weapons of their kind) as long as they stay in btb contact with this model.
- X Battle Axe of Khorne:** Killing Blow, in addition each to-wound roll of a natural '6' causes D3 wounds (after saves)
- X Collar of Khorne:** MR(2)
- X Disciple of Khorne:** The model may attempt to dispel spells as if it was a wizard.
- X Dispel Scroll:** Automatically dispels one spell without the need of DD. One use only.
- X Might of Khorne:** +1S
- X Obsidian Armour:** 3+AS that cannot be improved further

Nurgle's Daemonic Gifts

- X Cloud of Flies:** Models attacking this unit suffer -1 to their to-hit rolls in cc.
- X Flail of Decay:** no AS, in addition each to-wound roll of '6' causes 2 wounds (after saves)
- X Noxious Vapours:** Models in btb contact suffer from ASL
- X Nurgle's Chosen:** Regeneration (5+)
- X Nurgle's Rot:** At the start of each player's magic phase, all enemy models in btb contact have to roll a D6: on a roll of a '6' they suffer a wound with no AS.
- X Nurgling Infestation:** Any model that attacks this model in cc suffers a single S3 hit.
- X Plague Flail:** Poisoned Attacks (2)
- X Slime Trail:** Enemies fighting this model in cc do not gain bonuses for fighting in its flank or rear.
- X Staff of Nurgle:** PM 2/8+, Effulgent Boils spell
- X Stream of Bile:** Breath weapon, S4

Slaanesh's Daemonic Gifts

- X Allure of Slaanesh:** units in btb with one or more models with this gift suffer -1Ld
- X Gaze of Acquiescence:** One model of the Daemon player's choice in btb with the model takes a Ld test at the start of each cc phase. If failed victim may not attack that turn. Has no effect on models that are Immune to Psychology.
- X Many Armed Monstrosity:** +2A
- X Paralysis:** ASF
- X Soporific Musk:** Enemy units in btb contact with this unit roll one additional dice when they flee and discard the highest.
- X Soulthirster:** Roll a die for each model killed: regain 1W for each '6' rolled (up to starting wounds). Immediately roll when a model is killed and apply the result.
- X Tormentor:** One model of the Daemon player's choice in btb with the model takes a Ld test at the start of each cc phase. If failed victim has to attack his own unit or any model in btb contact (Daemon player's choice). Wounds inflicted count for combat resolution. Has no effect on models that are Immune to Psychology. If there are no legal targets, the model does not attack at all.

Tzeentch's Daemonic Gifts

- X Corona:** At the start of each player's magic phase, all enemy models in btb contact suffer a S3 hit.
- X Master of Sorcery:** Bearer may use one more PD to cast spells than his level allows (BM only).
- X Power Familiar:** +1 Power Dice every magic phase, may only be used by the bearer.
- X Power Vortex:** During the Daemon player's magic phase the model may give up wounds (no saves of any kind allowed) to generate D3 PD per wound which can only be used by this model.
- X Spell Destroyer:** Dispel Scroll. On a 4+ BM / 5+ PM the spell is destroyed. One use only.
- X Twin Heads:** +2 to cast spells (PM/BM)
- X Twisted Reality:** Spell Ranges increased by 6", has no effect on spells without range
- X Tzeentch's Blessing:** Model ignores all miscast effects (i.e. the casting still fails but do not roll on the miscast table).
- X Tzeentch's Chosen:** Model may reroll a single dice per game. (to-hit, to-wound, saving throw, characteristic test (incl. Ld), casting and dispelling).
- X Tzeentch's Will:** Model may reroll a single dice per turn. (to-hit, to-wound, saving throw, characteristic test (incl. Ld), casting and dispelling).





LORES OF CHAOS

Petty Magic

Eye of the Gods (5+): Augment, Range 12", If the spell was cast successfully roll a D6 and consult the table below. The effect lasts until the caster's next magic phase. A unit may only ever benefit of one Eye of the Gods effect at the same time, i.e. a second (or further) effect replaces the currently active effect. If the target consists of a unit with joined character models, only roll once and apply the result to all elements. If any element has the 'Favour of the Gods' special rule then the roll may be modified by 1 once (i.e. independent of the actual number of 'Favours' in the unit).

- 1: Immune to Psychology
- 2: Cause Fear (cause Terror if already cause fear)
- 3: AP (1) (cc and missile weapons)
- 4: unit rerolls '1's to hit (cc and missile weapons)
- 5: Poisoned Attacks (1) (cc and missile weapons)
- 6: +1 Toughness

Lore of Destruction

Dark Fury (5+): Augment, Range 18", unit rerolls to-wound rolls of natural '1's until the caster's next magic phase

Shroud of Darkness (5+): Augment, Range 18", Ward Save (5+) vs ranged attacks and spells until the caster's next magic phase. Has no effect on character models.

Steed of Shadows (4+): Augment, cast on itself or friendly character model on foot with US1 (in both cases) within 12", model may immediately make a 20" fly movement. This move can be used to leave cc but cannot be used to enter combat (i.e. charging is not possible).

Lore of Nurgle

Nurgle's Blessing (6+): Augment, Range 18", unit gets +1T until the caster's next magic phase. Has no effect on character models.

Seeping Pus (5+): Augment, Range 18", unit gets Poisoned Attacks (1) (cc as well as shooting), until the caster's next magic phase. If the unit already has Poisoned Attacks, increase its value by +1. Has no effect on magic items.

Lore of Slaanesh

Slaanesh's Blessing (8+): Augment, Range 18", unit gets ASF until the caster's next magic phase

Wrath of Slaanesh (5+): Augment, Range 18", unit gets AP(1) (cc as well as shooting), until the caster's next magic phase. Has no effect on magic items.

Lore of Tzeentch

Clairvoyance (3+): Target one unit on the board. Your opponent has to reveal any hidden models and magic items (but not which model has them) in that unit.

Second Sign of Amul (6+): The player gets D3 rerolls. Each reroll can be used to reroll one to-hit roll, to-wound roll, armour save, ward save or regeneration roll. Any rerolls not used at the end of the player's turn are wasted.

Battle Magic

Lore of Destruction

Dark Hand of Death (5+): MM, Range 24", D6 S4 hits

Doom and Darkness (9+): Hex, Range 24", target unit suffers a -3 modifier on all Ld based tests until caster's next magic phase.

Hand of Dust (5+): One enemy unit in btb with the caster suffers D6 S4 hits

Shades of Death (6+): Augment, Range 18", unit causes Fear. If it already causes Fear, unit causes Terror instead. Lasts until caster's next magic phase

Wind of Death (9+): MM, Range 24", 2D6 S4 hits

Word of Pain (9+): Hex, Range 24", target unit's WS and BS is reduced to 1 until caster's next magic phase.

Lore of Nurgle

Effulgent Boils (8+): MM, Range 24", D6 S4 hits, no AS

Favoured Poxes (7+): Hex, Range 18", target unit suffers -1WS, BS, S and Ld (to min. of 1) until the caster's next magic phase

Glistening Scabs (8+): Hex, Range 18". Target character model within LOS suffers -1T (to min. of 1) until the end of the game.

Glorious Affliction (8+): Hex, Range 24". Target unit halves its M (including mounts). Flyers have to use their ground movement but do not half their M. Lasts until the caster's next magic phase.

Magnificent Buboos (7+): MM, Range 24". Target model within LOS suffers a S4 hit with no AS. Target selection works like for the special rule Sniper. A single model can only be affected by this spell once per magic phase.

Pestilence (11+): Hex, Range 24", RIP. When the spell is successfully cast as well as at the start of each player's magic phase, the target suffers D6 S3 no AS hits.

Lore of Slaanesh

Blissful Throes (8+): MM, Range 12", D6 S6 hits

Delectable Torture (7+): Hex, Range 24". Target character model (but not his mount) attacks the unit he is in, models are hit automatically and hits are allocated like shooting. Wounds inflicted do not count for combat resolution but may result in a panic test.

Delicious Excruciation (8+): Augment, Range 12", unit is Stubborn until the caster's next magic phase

Enrapturing Spasms (10+): Hex, Range 18". Choose effect A), B) or C):

A) In its next movement phase, target unit cannot charge and may only reform but not move otherwise.

B) In its next magic phase, target unit cannot cast spells.

C) In its next shooting phase, target unit cannot use ranged attacks.

Hellshriek (8+): Hex, Range 18", needs LOS. Target unit has to take a panic test. Has no effect on units that are Immune to Psychology.

Luxurious Torment (8+): Augment or Hex, Range 24". Target unit suffers D6 S3 hits at the end of each magic phase (of both players). If the target unit is affiliated to Slaanesh, it gains Frenzy. If the target unit is not affiliated to Slaanesh, it suffers from Stupidity. Lasts until the caster's next magic phase.

Lore of Tzeentch

Blue Fire of Metamorphose (9+): MM, Range 24", 2D6 S(2+D3) hits

Green Fire of Mutation (9+): Direct Damage, Range 24". Target unit attacks itself. Each model makes a single attack (weapon option of Chaos player's choice) and hits are allocated like shooting. Has no effect on mounts and character models. The 'Block' special rule has no effect against damage suffered from this spell.

Pandemonium (8+): RIP, enemy units gain no benefit from 'Inspiring Presence' and 'Hold Your Ground!'

Red Fire of Alteration (5+): MM, Range 30", D6 S(D6) hits

Violet Fire of Tzeentch (7+): Direct Damage, Range 24", target has to take a Ld-Test. If it fails, it suffers a wound with no AS for each point it failed the test. Wounds are allocated like shooting.

Yellow Fire of Transformation (4+): Augment, caster, his mount and unit (including other character models) get a Ward Save (5+) until the caster's next magic phase.





COMPOSITION

All Chaos armies follow the composition rules for Realm of Chaos armies. It is up to the player to

- a) field a 'pure' Chaos army that only consists of choices from a single army list or to
- b) field an army that consists of warbands from multiple Chaos lists (Beastmen, Daemons of Chaos and Warriors of Chaos).

Tribal units: A Tribal unit is a CORE unit with the same affiliation as the warlord (see below). For warlords with no affiliation (i.e. undivided) all CORE units count as Tribal units.

Realm of Chaos armies

- A 'Realm of Chaos' army is made up of 1+ warbands.
- A warband consists of a warlord (character model) and his retinue (units) that are chosen from a single army list. Each retinue has to include at least one Tribal unit and the amount of point spend on the retinue has to be greater or equal to the points spend on the warlord.
- The warband that includes the army general is the core warband. It is the only warband that may include multiple character models, Lord level characters and the BSB. At least half of the army points have to be spent on the core warband (i.e. at least 1000p in a 2000p game).
- All warbands (i.e. the whole army) may benefit from 'Inspiring Presence' and 'Hold Your Ground!'.
- Character models may only join units that belong to the same warband as themselves.
- Marked characters require at least 1 unit with the same affiliation as their mark to be included in their warband (i.e. in the core warband a single unit with an affiliation unlocks the respective mark for all characters in the warband). This unit may also be the Tribal unit.

Overview:

1 Core Warband
Warband size: min. 50%
Warlord:
• Army General
If the warlord is marked then his retinue may only include characters and units with the same affiliation as the warlord or no affiliation.
Retinue:
• 0-1 BSB
• 1+ Tribal units
• Any number of characters. For each type of mark the warband has to include at least 1 unit with the same affiliation as the mark.
• Any number of units
• Point cost of the retinue \geq point cost of the warlord (army general)

0+ Warbands
Warlord:
• 1 Hero level character
If the warlord is marked then his retinue may only include units with the same affiliation as the warlord or no affiliation.
Retinue:
• 1+ Tribal units
• Any number of units
• Point cost of the retinue \geq point cost of the warlord

ARMY LIST

LORDS

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Chaos Lord	4	8	3	5	5	3	8	5	9	1	Inf

Equipment: Chaos Armour. May take up to 100p of magic items.
Point Cost: 180p

Options:

Shield	+10p	W Biting Blade	+15p
Add. hand weapon	+15p	W Scimitar of Skultar	+15p
Great weapon	+25p	W Soul Cleaver	+20p
Flail	+15p	W Sword of Battle	+25p
Halberd	+20p	W Sword of Striking	+25p
Lance	+20p	W Sword of Might	+30p
		W Berserker Sword	+50p
Barded Chaos Steed	+25p	W Hellfire Sword	+50p
Daemonic Mount	+40p	W Ethersword	+55p
Manticore	+150p	W Rending Sword	+55p
Chaos Dragon	+360p	W Axes of Khorgor	+65p
Chaos Chariot	+Xp	W Chaos Runesword	+70p
Gorebeast Chariot	+Xp	W Chaos Daemon Sword	+85p
E The Black Tongue	+25p		
E Helm of Many Eyes	+30p	A Crimson Armour of Dargan	+20p
E Book of Secrets	+50p	A Enchanted Shield	+20p
		A Bane Shield	+30p
X Favour of the Gods (c)	+5p	A Armour of Tortured Souls	+35p
X Bestial Visage (c)	+15p	A Armour of Damnation	+50p
X Horns (c)	+15p	A Chaos Runeshield	+50p
X Trollhide (c)	+15p		
X Stream of Corruption (c)	+25p	T Bloodhunt Horn	+30p
X Tentacles (c)	+25p	T Amulet of Chaos	+35p
X Beacon of Chaos	+35p	T Blasphemous Amulet	+45p
X Cloven Hoofs (c)	+50p	T Crown of Everl. Conquest	+60p
		T Gaze of the Gods	+60p

Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Chaos Lord of Khorne	4	8	3	5	5	3	8	5	9	1	Inf

Equipment: Chaos Armour. May take up to 100p of magic items.
Point Cost: 210p

Options:

Shield	+10p	W Biting Blade	+15p
Add. hand weapon	+15p	W Scimitar of Skultar	+15p
Great weapon	+25p	W Soul Cleaver	+20p
Flail	+15p	W Sword of Battle	+25p
Halberd	+20p	W Sword of Striking	+25p
Lance	+20p	W Sword of Might	+30p
		W Axe of Khorne	+40p
Barded Chaos Steed	+25p	W Berserker Sword	+50p
Daemonic Mount	+40p	W Hellfire Sword	+50p
Juggernaut of Khorne	+55p	W Ethersword	+55p
Manticore	+150p	W Rending Sword	+55p
Chaos Dragon	+360p	W Axes of Khorgor	+65p
Chaos Chariot	+Xp	W Chaos Runesword	+70p
Gorebeast Chariot	+Xp	W Chaos Daemon Sword	+85p
E Collar of Khorne	+15p		
E The Black Tongue	+25p	A Crimson Armour of Dargan	+20p
E Helm of Many Eyes	+30p	A Enchanted Shield	+20p
E Book of Secrets	+50p	A Bane Shield	+30p
		A Armour of Tortured Souls	+35p
X Favour of the Gods (c)	+5p	A Armour of Damnation	+50p
X Champion of Khorne (c)	+10p	A Chaos Runeshield	+50p
X Bestial Visage (c)	+15p	A Spelleater Shield	+65p
X Horns (c)	+15p		
X Trollhide (c)	+15p	T Bloodhunt Horn	+30p
X Disciple of Khorne (c)	+20p	T Amulet of Chaos	+35p
X Stream of Corruption (c)	+25p	T Blasphemous Amulet	+45p
X Tentacles (c)	+25p	T Crown of Everl. Conquest	+60p
X Beacon of Chaos	+35p	T Gaze of the Gods	+60p
X Cloven Hoofs (c)	+50p		
X Presence of Khorne (c)	+50p		

Special Rules: Mark of Khorne





	M	WS	BS	S	T	W	I	A	Ld	US	Type
Chaos Lord of Nurgle	4	8	3	5	5	3	8	5	9	1	Inf

Equipment: Chaos Armour. May take up to 100p of magic items.

Point Cost: 200p

Options:

Shield	+10p	W Biting Blade	+15p
Add. hand weapon	+15p	W Scimitar of Skultar	+15p
Great weapon	+25p	W Soul Cleaver	+20p
Flail	+15p	W Sword of Battle	+25p
Halberd	+20p	W Sword of Striking	+25p
Lance	+20p	W Sword of Might	+30p
Palanquin of Nurgle	+55p	W Filth Mace	+35p
Barded Chaos Steed	+25p	W Berserker Sword	+50p
Daemonic Mount	+40p	W Hellfire Sword	+50p
Manticore	+150p	W Ethersword	+55p
Chaos Dragon	+360p	W Rending Sword	+55p
Chaos Chariot	+Xp	W Axes of Khorgor	+65p
Gorebeast Chariot	+Xp	W Chaos Runesword	+70p
E The Black Tongue	+25p	W Chaos Daemon Sword	+85p
E Death's Head	+30p	A Crimson Armour of Dargan	+20p
E Helm of Many Eyes	+30p	A Enchanted Shield	+20p
E Rod of Corruption	+30p	A Bane Shield	+30p
E Book of Secrets	+50p	A Armour of Tortured Souls	+35p
X Favour of the Gods (c) +5p		A Armour of Damnation	+50p
X Horns (c)	+15p	A Chaos Runeshield	+50p
X Trollhide (c)	+15p		
X Nurgling Infestation (c) +20p		T Bloodhunt Horn	+30p
X Stream of Corruption (c) +25p		T Amulet of Chaos	+35p
X Tentacles (c)	+25p	T Blasphemous Amulet	+45p
X Beacon of Chaos	+35p	T Crown of Everl. Conquest	+60p
X Cloven Hoofs (c)	+50p	T Gaze of the Gods	+60p
X Massive Bulk (c)	+50p		
X Cloud of Flies (c)	+55p		

Special Rules: Mark of Nurgle

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Chaos Lord of Slaanesh	4	8	3	5	5	3	8	5	9	1	Inf

Equipment: Chaos Armour. May take up to 100p of magic items.

Point Cost: 200p

Options:

Shield	+10p	W Biting Blade	+15p
Add. hand weapon	+15p	W Scimitar of Skultar	+15p
Great weapon	+25p	W Soul Cleaver	+20p
Flail	+15p	W Sword of Battle	+25p
Halberd	+20p	W Sword of Striking	+25p
Lance	+20p	W Sword of Might	+30p
		W Berserker Sword	+50p
Barded Chaos Steed	+25p	W Hellfire Sword	+50p
Daemonic Mount	+40p	W Whip of Pleasure	+50p
Beast of Slaanesh	+45p	W Ethersword	+55p
Manticore	+150p	W Rending Sword	+55p
Chaos Dragon	+360p	W Axes of Khorgor	+65p
Chaos Chariot	+Xp	W Chaos Runesword	+70p
Gorebeast Chariot	+Xp	W Chaos Daemon Sword	+85p
E Pendant of Slaanesh	+20p		
E The Black Tongue	+25p	A Crimson Armour of Dargan	+20p
E Helm of Many Eyes	+30p	A Enchanted Shield	+20p
E Sceptre of Domination	+35p	A Bane Shield	+30p
E Bindings of Slaanesh	+50p	A Armour of Tortured Souls	+35p
E Book of Secrets	+50p	A Armour of Damnation	+50p
		A Chaos Runeshield	+50p
X Favour of the Gods (c) +5p			
X Bestial Visage (c)	+10p	T Bloodhunt Horn	+30p
X Horns (c)	+15p	T Amulet of Chaos	+35p
X Trollhide (c)	+15p	T Blasphemous Amulet	+45p
X Allure of Slaanesh (c) +25p		T Crown of Everl. Conquest	+60p
X Stream of Corruption (c) +25p		T Gaze of the Gods	+60p
X Tentacles (c)	+25p		
X Beacon of Chaos	+35p		
X Domination (c)	+40p		
X Cloven Hoofs (c)	+50p		
X Paralysis (c)	+50p		

Special Rules: Mark of Slaanesh

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Chaos Lord of Tzeentch	4	8	3	5	5	3	8	5	9	1	Inf

Equipment: Chaos Armour. May take up to 100p of magic items.

Point Cost: 200p

Options:

Shield	+10p	W Biting Blade	+15p
Add. hand weapon	+15p	W Scimitar of Skultar	+15p
Great weapon	+25p	W Soul Cleaver	+20p
Flail	+15p	W Sword of Battle	+25p
Halberd	+20p	W Sword of Striking	+25p
Lance	+20p	W Sword of Might	+30p
		W Berserker Sword	+50p
Barded Chaos Steed	+25p	W Hellfire Sword	+50p
Daemonic Mount	+40p	W Sword of Change	+50p
Disc of Tzeentch	+45p	W Ethersword	+55p
Manticore	+150p	W Rending Sword	+55p
Chaos Dragon	+360p	W Axes of Khorgor	+65p
Chaos Chariot	+Xp	W Chaos Runesword	+70p
Gorebeast Chariot	+Xp	W Chaos Daemon Sword	+85p
E Mirror of Knowledge	+15p		
E The Black Tongue	+25p	A Crimson Armour of Dargan	+20p
E Helm of Many Eyes	+30p	A Enchanted Shield	+20p
E Book of Secrets	+50p	A Bane Shield	+30p
		A Armour of Tortured Souls	+35p
X Favour of the Gods (c) +5p		A Armour of Damnation	+50p
X Bestial Visage (c)	+15p	A Chaos Runeshield	+50p
X Horns (c)	+15p		
X Trollhide (c)	+15p	T Amulet of Chaos	+30p
X Tzeentch's Chosen (c) +20p		T Bloodhunt Horn	+30p
X Stream of Corruption (c) +25p		T Blasphemous Amulet	+45p
X Tentacles (c)	+25p	T Crown of Everl. Conquest	+60p
X Beacon of Chaos	+35p	T Gaze of the Gods	+60p
X Cloven Hoofs (c)	+50p	T Golden Eye of Tzeentch	+75p

Special Rules: Mark of Tzeentch, Ward Save (6+)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Exalted Chaos Sorcerer	4	5	3	4	4	3	5	2	8	1	Inf

Magic: This model is a Level 4 wizard. It must choose 1-2 PM and 2-4 BM spells.

Equipment: Chaos Armour. May take up to 100p of magic items.

Point Cost: 60p

Options:

Shroud of Darkness	PM 3/5+ +35p	A Crimson Armour of Dargan	+20p
Steed of Shadows	PM 3/4+ +35p	A Armour of Tortured Souls	+35p
Dark Fury	PM 3/5+ +50p	A Armour of Damnation	+50p
BM Hand of Dust	+35p		
BM Shades of Death	+35p	E The Black Tongue	+25p
BM Dark Hand of Death	+50p	E Book of Secrets	+50p
BM Doom and Darkness	+50p		
BM Word of Pain	+50p	T Bloodhunt Horn	+30p
BM Wind of Death	+75p	T Amulet of Chaos	+35p
		T Blasphemous Amulet	+45p
Barded Chaos Steed	+25p	T Crown of Everl. Conquest	+60p
Daemonic Mount	+40p	T Gaze of the Gods	+60p
Manticore	+150p		
Chaos Chariot	+Xp	S Spell Familiar	+10p
Gorebeast Chariot	+Xp	S Staff of Sorcery	+20p
X Favour of the Gods (c) +5p		S Dispel Scroll	+30p
X Horns (c)	+10p	S Power Stone	+30p
X Bestial Visage (c)	+15p	S Warrior Familiar	+30p
X Trollhide (c)	+15p	S Power Familiar	+50p
X Stream of Corruption (c) +25p		S Skull of Katam	+50p
X Tentacles (c)	+25p		
X Cloven Hoofs (c)	+50p		

Special Rules: none





	M	WS	BS	S	T	W	I	A	Ld	US	Type
Exalted Chaos Sorcerer of Nurgle	4	5	3	4	4	3	5	2	8	1	Inf
<p>Magic: This model is a Level 4 wizard. It must choose 1-2 PM and 2-4 BM spells.</p> <p>Equipment: Chaos Armour. May take up to 100p of magic items.</p> <p>Point Cost: 80p</p> <p>Options:</p> <p>Eye of the Gods PM 3/5+ +35p A Crimson Armour of Dargan +20p</p> <p>Nurgle's Blessing PM 3/6+ +60p A Armour of Tortured Souls +35p</p> <p>Seeping Pus PM 3/5+ +50p A Armour of Damnation +50p</p> <p>BM Glistening Scabs +50p</p> <p>BM Glorious Affliction +50p E The Black Tongue +25p</p> <p>BM Magnificent Buboes +50p E Death's Head +30p</p> <p>BM Effulgent Boils +60p E Rod of Corruption +30p</p> <p>BM Favoured Poxes +60p E Book of Secrets +50p</p> <p>BM Pestilence +75p</p> <p>Palanquin of Nurgle +55p T Bloodhunt Horn +30p</p> <p>Barded Chaos Steed +25p T Amulet of Chaos +35p</p> <p>Daemonic Mount +40p T Blasphemous Amulet +45p</p> <p>Manticore +150p T Crown of Everl. Conquest +60p</p> <p>Chaos Chariot +Xp T Gaze of the Gods +60p</p> <p>Gorebeast Chariot +Xp</p> <p>X Favour of the Gods (c) +5p S Spell Familiar +10p</p> <p>X Horns (c) +10p S Staff of Sorcery +20p</p> <p>X Trollhide (c) +15p S Dispel Scroll +30p</p> <p>X Nurgling Infestation (c) +20p S Power Stone +30p</p> <p>X Stream of Corruption (c) +25p S Warrior Familiar +30p</p> <p>X Tentacles (c) +25p S Power Familiar +50p</p> <p>X Cloven Hoofs (c) +50p S Skull of Katam +50p</p> <p>X Massive Bulk (c) +50p</p> <p>X Cloud of Flies (c) +55p</p> <p>Special Rules: Mark of Nurgle</p>											

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Exalted Chaos Sorcerer of Tzeentch	4	5	3	4	4	3	5	2	8	1	Inf
<p>Magic: This model is a Level 4 wizard. It must choose 1-2 PM and 2-4 BM spells.</p> <p>Equipment: Chaos Armour. May take up to 100p of magic items.</p> <p>Point Cost: 80p</p> <p>Options:</p> <p>Clairvoyance PM 3/3+ +15p A Crimson Armour of Dargan +20p</p> <p>Eye of the Gods PM 3/5+ +35p A Armour of Tortured Souls +35p</p> <p>2nd Sign of Amul PM 3/6+ +50p A Armour of Damnation +50p</p> <p>BM Yellow Fire of Transfor. +35p</p> <p>BM Pandemonium +50p E Mirror of Knowledge +15p</p> <p>BM Red Fire of Alteration +50p E The Black Tongue +25p</p> <p>BM Violet Fire of Tzeentch +60p E Book of Secrets +50p</p> <p>BM Blue Fire of Metamorph. +75p</p> <p>BM Green Fire of Mutation +75p T Amulet of Chaos +30p</p> <p>T Bloodhunt Horn +30p</p> <p>Barded Chaos Steed +25p T Blasphemous Amulet +45p</p> <p>Daemonic Mount +40p T Crown of Everl. Conquest +60p</p> <p>Disc of Tzeentch +45p T Gaze of the Gods +60p</p> <p>Manticore +150p T Golden Eye of Tzeentch +75p</p> <p>Chaos Chariot +Xp</p> <p>Gorebeast Chariot +Xp S Spell Familiar +10p</p> <p>X Favour of the Gods (c) +5p S Staff of Sorcery +20p</p> <p>X Horns (c) +10p S Dispel Scroll +30p</p> <p>X Bestial Visage (c) +15p S Power Stone +30p</p> <p>X Trollhide (c) +15p S Warrior Familiar +30p</p> <p>X Twisted Reality (c) +20p S Power Familiar +50p</p> <p>X Tzeentch's Chosen (c) +20p S Skull of Katam +50p</p> <p>X Stream of Corruption (c) +25p S Staff of Change +65p</p> <p>X Tzeentch's Blessing (c) +25p</p> <p>X Tentacles (c) +25p</p> <p>X Cloven Hoofs (c) +50p</p> <p>Special Rules: Mark of Tzeentch, Ward Save (6+)</p>											

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Exalted Chaos Sorcerer of Slaanesh	4	5	3	4	4	3	5	2	8	1	Inf
<p>Magic: This model is a Level 4 wizard. It must choose 1-2 PM and 2-4 BM spells.</p> <p>Equipment: Chaos Armour. May take up to 100p of magic items.</p> <p>Point Cost: 80p</p> <p>Options:</p> <p>Eye of the Gods PM 3/5+ +35p A Crimson Armour of Dargan +20p</p> <p>Slaanesh's Blessing PM 3/8+ +50p A Armour of Tortured Souls +35p</p> <p>Wrath of Slaanesh PM 3/5+ +50p A Armour of Damnation +50p</p> <p>BM Delectable Torture +25p</p> <p>BM Hellshriek +35p E Pendant of Slaanesh +10p</p> <p>BM Blissful Throes +50p E The Black Tongue +25p</p> <p>BM Delicious Excruciation +50p E Bindings of Slaanesh +35p</p> <p>BM Luxurious Torment +60p E Sceptre of Domination +35p</p> <p>BM Enrapturing Spasms +75p E Book of Secrets +50p</p> <p>Barded Chaos Steed +25p T Bloodhunt Horn +30p</p> <p>Daemonic Mount +40p T Amulet of Chaos +35p</p> <p>Beast of Slaanesh +45p T Blasphemous Amulet +45p</p> <p>Manticore +150p T Crown of Everl. Conquest +60p</p> <p>Chaos Chariot +Xp T Gaze of the Gods +60p</p> <p>Gorebeast Chariot +Xp</p> <p>X Favour of the Gods (c) +5p S Spell Familiar +10p</p> <p>X Bestial Visage (c) +10p S Staff of Sorcery +20p</p> <p>X Horns (c) +10p S Dispel Scroll +30p</p> <p>X Trollhide (c) +15p S Power Stone +30p</p> <p>X Paralysis (c) +20p S Warrior Familiar +30p</p> <p>X Allure of Slaanesh (c) +25p S Power Familiar +50p</p> <p>X Stream of Corruption (c) +25p S Skull of Katam +50p</p> <p>X Tentacles (c) +25p</p> <p>X Domination (c) +40p</p> <p>X Cloven Hoofs (c) +50p</p> <p>Special Rules: Mark of Slaanesh</p>											

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Daemon Prince	6	8	3	5	5	4	8	5	9	3	Mon
<p>Equipment: Hand weapon. May take up to 100p of magic items.</p> <p>Point Cost: 250p</p> <p>Options:</p> <p>X Favour of the Gods (c) +5p X Winged Horror (c) +25p</p> <p>X Chaos Disruption (c) +25p X Beacon of Chaos +35p</p> <p>X Daemonic Robes (c) +25p X Soul Hunger (c) +45p</p> <p>X Diabolic Splendour (c) +25p X Blade of the Ether (c) +45p</p> <p>X Tentacles (c) +25p X Avatar (c) +75p</p> <p>Magic: This model may be upgraded to a Level 2 wizard for +15p and it then has to choose 0-1 PM and 1-2 BM spells from the following spells:</p> <p>Shroud of Darkness PM 2/5+ +25p BM Hand of Dust +35p</p> <p>Steed of Shadows PM 2/4+ +25p BM Shades of Death +35p</p> <p>Dark Fury PM 2/5+ +35p BM Dark Hand of Death +50p</p> <p>BM Doom and Darkness +50p</p> <p>BM Word of Pain +50p</p> <p>BM Wind of Death +75p</p> <p>Special Rules: Terror, Daemonic</p>											
Daemon Prince of Khorne	6	8	3	5	5	4	8	5	9	3	Mon
<p>Equipment: Hand weapon. May take up to 100p of magic items.</p> <p>Point Cost: 300p</p> <p>Options:</p> <p>X Favour of the Gods (c) +5p X Collar of Khorne (c) +15p</p> <p>X Chaos Disruption (c) +25p X Disciple of Khorne (c) +20p</p> <p>X Diabolic Splendour (c) +25p X Might of Khorne (c) +25p</p> <p>X Winged Horror (c) +25p X Dispel Scroll +30p</p> <p>X Beacon of Chaos +35p X Battle Axe of Khorne (c) +35p</p> <p>X Blade of the Ether (c) +45p X Obsidian Armour (c) +40p</p> <p>X Avatar (c) +75p X Armour of Khorne (c) +55p</p> <p>Special Rules: Terror, Eternal Hatred, MR (1), Daemonic</p>											





	M	WS	BS	S	T	W	I	A	Ld	US	Type
Daemon Prince of Nurgle	6	8	3	5	6	4	8	5	9	3	Mon

Equipment: Hand weapon. May take up to 100p of magic items.

Point Cost: 285p

Options:

X Favour of the Gods (c) +5p	X Nurgling Infestation (c)	+25p
X Chaos Disruption (c) +25p	X Noxious Vapours (c)	+25p
X Diabolic Splendour (c) +25p	X Slime Trail (c)	+25p
X Tentacles (c) +25p	X Plague Flail (c)	+30p
X Winged Horror (c) +25p	X Nurgle's Rot (c)	+35p
X Beacon of Chaos +35p	X Stream of Bile (c)	+35p
X Soul Hunger (c) +45p	X Cloud of Flies (c)	+50p
X Blade of the Ether (c) +45p	X Staff of Nurgle	+50p
X Avatar (c) +75p	X Nurgle's Chosen (c)	+55p
	X Flail of Decay (c)	+65p

Magic: This model may be upgraded to a Level 2 wizard for +15p and it then has to choose 0-1 PM and 1-2 BM spells from the following spells:

Eye of the Gods PM 2/5+ +25p	BM Glistening Scabs	+50p
Nurgle's Blessing PM 2/6+ +45p	BM Glorious Affliction	+50p
Seeing Pus PM 2/5+ +35p	BM Magnificent Buboes	+50p
	BM Effulgent Boils	+60p
	BM Favoured Poxes	+60p

Special Rules: Terror, Daemonic

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Daemon Prince of Slaanesh	6	8	3	5	5	4	8	5	9	3	Mon

Equipment: Hand weapon. May take up to 100p of magic items.

Point Cost: 275p

Options:

X Favour of the Gods (c)+5p	X Gaze of Acquiescence (c)	+20p
X Chaos Disruption (c)+25p	X Allure of Slaanesh (c)	+25p
X Daemonic Robes (c)+25p	X Soporific Musk (c)	+25p
X Diabolic Splendour (c)+25p	X Soulthirster (c)	+30p
X Winged Horror (c) +25p	X Tormentor (c)	+50p
X Beacon of Chaos +35p		
X Soul Hunger (c) +45p		
X Blade of the Ether (c) +45p		
X Avatar (c) +75p		

Magic: This model may be upgraded to a Level 2 wizard for +15p and it then has to choose 0-1 PM and 1-2 BM spells from the following spells:

Eye of the Gods PM 2/5+ +25p	BM Delectable Torture	+25p
Slaanesh's Blessing PM 2/8+ +35p	BM Hellshriek	+35p
Wrath of Slaanesh PM 2/5+ +35p	BM Blissful Throes	+50p
	BM Delicious Excruciation	+50p
	BM Luxurious Torment	+60p
	BM Enrapturing Spasms	+75p

Special Rules: Terror, ASF, Daemonic

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Daemon Prince of Tzeentch	6	8	4	5	5	4	8	5	9	3	Mon

Magic: This model is a Level 2 wizard. It must choose 0-1 PM and 1-2 BM spells.

Equipment: Hand weapon. May take up to 100p of magic items.

Point Cost: 295p

Options:

Clairvoyance PM 3/3+ +15p	X Master of Sorcery (c)	+10p
Eye of the Gods PM 2/5+ +25p	X Twisted Reality (c)	+20p
2nd Sign of Amul PM 2/6+ +35p	X Corona (c)	+25p
BM Yellow Fire of Transfor. +15p	X Power Vortex (c)	+25p
BM Pandemonium +50p	X Tzeentch's Blessing (c)	+25p
BM Red Fire of Alteration +50p	X Tzeentch's Chosen (c)	+25p
BM Violet Fire of Tzeentch +60p	X Power Familiar	+50p
BM Blue Fire of Metamorph. +75p	X Spell Destroyer	+75p
BM Green Fire of Mutation +75p	X Twin Heads (c)	+75p
X Favour of the Gods (c) +5p	X Tzeentch's Will (c)+75p	
X Chaos Disruption (c) +25p	X Beacon of Chaos +35p	
X Daemonic Robes (c) +25p	X Soul Hunger (c) +45p	
X Diabolic Splendour (c) +25p	X Blade of the Ether (c)+45p	
X Winged Horror (c) +25p	X Avatar (c) +75p	

Special Rules: Terror, Daemonic Ward Save (4+), Daemonic

HEROES

Note: The army may only include a single Battle Standard Bearer (BSB)!

	M	WS	BS	S	T	W	I	A	Ld	US	Type
0-1 Battle Standard	4	7	3	5	4	2	7	4	8	1	Inf

Equipment: Chaos Armour. May take up to 50p of magic items or any banner.

Point Cost: 115p

Options:

Barded Chaos Steed +15p	W Biting Blade	+10p
Daemonic Mount +40p	W Scimitar of Skulnar	+10p
Chaos Chariot +Xp	W Soul Cleaver	+15p
Gorebeast Chariot +Xp	W Sword of Striking	+20p
B Gore Banner +25p	W Sword of Battle	+25p
B War Banner +35p	W Sword of Might	+25p
B Flesh Banner +50p	W Hellfire Sword	+40p
B Banner of Wrath +60p	W Ethersword	+45p
B Banner of the Gods +100p	W Rending Sword	+45p
	W Berserker Sword	+50p

X Favour of the Gods (c) +5p		
X Trollhide (c) +10p	A Crimson Armour of Dargan	+15p
X Bestial Visage (c) +15p	A Armour of Tortured Souls	+25p
X Horns (c) +15p	A Armour of Damnation	+35p
X Stream of Corruption (c) +25p		
X Tentacles (c) +25p	T Amulet of Chaos	+25p
X Cloven Hoofs (c) +40p	T Bloodhunt Horn	+30p
	T Crown of Everl. Conquest	+40p
	T Blasphemous Amulet	+45p
	T Gaze of the Gods	+45p
	E Helm of Many Eyes	+20p
	E The Black Tongue	+25p
	E Book of Secrets	+50p

Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
0-1 Battle Standard of Khorne	4	7	3	5	4	2	7	4	8	1	Inf

Equipment: Chaos Armour. May take up to 50p of magic items or any banner.

Point Cost: 145p

Options:

Barded Chaos Steed +15p	W Biting Blade	+10p
Daemonic Mount +40p	W Scimitar of Skulnar	+10p
Juggernaut of Khorne +55p	W Soul Cleaver	+15p
Chaos Chariot +Xp	W Sword of Striking	+20p
Gorebeast Chariot +Xp	W Sword of Battle	+25p
B Gore Banner +25p	W Sword of Might	+25p
B War Banner +35p	W Axe of Khorne	+35p
B Banner of Rage +50p	W Hellfire Sword	+40p
B Flesh Banner +50p	W Ethersword	+45p
B Banner of Wrath +60p	W Rending Sword	+45p
B Banner of the Gods +100p	W Berserker Sword	+50p

X Favour of the Gods (c) +5p	A Crimson Armour of Dargan	+15p
X Champion of Khorne (c) +10p	A Armour of Tortured Souls	+25p
X Trollhide (c) +10p	A Armour of Damnation	+35p
X Bestial Visage (c) +15p		
X Horns (c) +15p	T Amulet of Chaos	+25p
X Disciple of Khorne (c) +20p	T Bloodhunt Horn	+30p
X Stream of Corruption (c) +25p	T Crown of Everl. Conquest	+40p
X Tentacles (c) +25p	T Blasphemous Amulet	+45p
X Cloven Hoofs (c) +40p	T Gaze of the Gods	+45p
X Presence of Khorne (c) +50p		

	E Collar of Khorne	+15p
	E Helm of Many Eyes	+20p
	E The Black Tongue	+25p
	E Book of Secrets	+50p

Special Rules: Mark of Khorne





	M	WS	BS	S	T	W	I	A	Ld	US	Type
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0-1 Battle Standard of Nurgle	4	7	3	5	4	2	7	4	8	1	Inf
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Equipment: Chaos Armour. May take up to 50p of magic items or any banner.

Point Cost: 130p

Options:

Barded Chaos Steed	+15p	W Biting Blade	+10p
Daemonic Mount	+40p	W Scimitar of Skultar	+10p
Chaos Chariot	+Xp	W Soul Cleaver	+15p
Gorebeast Chariot	+Xp	W Sword of Striking	+20p
Palanquin of Nurgle	+50p	W Sword of Battle	+25p
B Gore Banner	+25p	W Sword of Might	+25p
B War Banner	+35p	W Filth Mace	+30p
B Plague Banner	+45p	W Hellfire Sword	+40p
B Flesh Banner	+50p	W Ethersword	+45p
B Banner of Wrath	+60p	W Rending Sword	+45p
B Banner of the Gods	+100p	W Berserker Sword	+50p
X Favour of the Gods (c)+5p			
X Trollhide (c)	+10p	A Crimson Armour of Dargan	+15p
X Horns (c)	+15p	A Armour of Tortured Souls	+25p
X Nurgling Infestation (c)+15p		A Armour of Damnation	+35p
X Stream of Corruption (c)+25p			
X Tentacles (c)	+25p	T Amulet of Chaos	+25p
X Cloud of Flies (c)	+35p	T Bloodhunt Horn	+30p
X Massive Bulk (c)	+35p	T Crown of Everl. Conquest	+40p
X Cloven Hoofs (c)	+40p	T Blasphemous Amulet	+45p
		T Gaze of the Gods	+45p
		E Helm of Many Eyes	+20p
		E The Black Tongue	+25p
		E Death's Head	+30p
		E Rod of Corruption	+30p
		E Book of Secrets	+50p

Special Rules: Mark of Nurgle

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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0-1 Battle Standard of Slaanesh	4	7	3	5	4	2	7	4	8	1	Inf
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Equipment: Chaos Armour. May take up to 50p of magic items or any banner.

Point Cost: 130p

Options:

Barded Chaos Steed	+15p	W Biting Blade	+10p
Daemonic Mount	+40p	W Scimitar of Skultar	+10p
Beast of Slaanesh	+45p	W Soul Cleaver	+15p
Chaos Chariot	+Xp	W Sword of Striking	+20p
Gorebeast Chariot	+Xp	W Sword of Battle	+25p
B War Banner	+35p	W Sword of Might	+25p
B Rapturous Standard	+50p	W Hellfire Sword	+40p
B Flesh Banner	+50p	W Ethersword	+45p
B Banner of Wrath	+60p	W Rending Sword	+45p
B Banner of the Gods	+100p	W Berserker Sword	+50p
X Favour of the Gods (c)+5p		A Crimson Armour of Dargan	+15p
X Bestial Visage (c)	+10p	A Armour of Tortured Souls	+25p
X Trollhide (c)	+10p	A Armour of Damnation	+35p
X Horns (c)	+15p		
X Allure of Slaanesh (c)+25p		T Amulet of Chaos	+25p
X Stream of Corruption (c)+25p		T Bloodhunt Horn	+30p
X Tentacles (c)	+25p	T Crown of Everl. Conquest	+40p
X Cloven Hoofs (c)	+40p	T Blasphemous Amulet	+45p
X Domination (c)	+40p	T Gaze of the Gods	+45p
X Paralysis (c)	+40p		
		E Pendant of Slaanesh	+15p
		E Helm of Many Eyes	+20p
		E The Black Tongue	+25p
		E Sceptre of Domination	+35p
		E Bindings of Slaanesh	+40p
		E Book of Secrets	+50p

Special Rules: Mark of Slaanesh

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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0-1 Battle Standard of Tzeentch	4	7	3	5	4	2	7	4	8	1	Inf
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Equipment: Chaos Armour. May take up to 50p of magic items or any banner.

Point Cost: 130p

Options:

Barded Chaos Steed	+15p	W Biting Blade	+10p
Daemonic Mount	+40p	W Scimitar of Skultar	+10p
Disc of Tzeentch	+45p	W Soul Cleaver	+15p
Chaos Chariot	+Xp	W Sword of Striking	+20p
Gorebeast Chariot	+Xp	W Sword of Battle	+25p
B Gore Banner	+25p	W Sword of Might	+25p
B War Banner	+35p	W Hellfire Sword	+40p
B Blasted Standard	+50p	W Sword of Change	+40p
B Flesh Banner	+50p	W Ethersword	+45p
B Banner of Wrath	+60p	W Rending Sword	+45p
B Banner of the Gods	+100p	W Berserker Sword	+50p
X Favour of the Gods (c)+5p		A Crimson Armour of Dargan	+15p
X Trollhide (c)	+10p	A Armour of Tortured Souls	+25p
X Bestial Visage (c)	+15p	A Armour of Damnation	+35p
X Horns (c)	+15p		
X Tzeentch's Chosen (c)+20p		T Amulet of Chaos	+20p
X Stream of Corruption (c)+25p		T Bloodhunt Horn	+30p
X Tentacles (c)	+25p	T Crown of Everl. Conquest	+40p
X Cloven Hoofs (c)	+40p	T Gaze of the Gods	+40p
		T Blasphemous Amulet	+45p
		T Golden Eye of Tzeentch	+50p
		E Mirror of Knowledge	+15p
		E Helm of Many Eyes	+20p
		E The Black Tongue	+25p
		E Book of Secrets	+50p

Special Rules: Mark of Tzeentch, Ward Save (6+)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Exalted Chaos Champion	4	7	3	5	4	2	7	4	8	1	Inf
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Equipment: Chaos Armour. May take up to 50p of magic items.

Point Cost: 90p

Options:

Shield	+5p	W Biting Blade	+10p
Add. hand weapon	+15p	W Scimitar of Skultar	+10p
Great weapon	+20p	W Soul Cleaver	+15p
Flail	+10p	W Sword of Striking	+20p
Halberd	+15p	W Sword of Battle	+25p
Lance	+15p	W Sword of Might	+25p
		W Hellfire Sword	+40p
Barded Chaos Steed	+15p	W Ethersword	+45p
Daemonic Mount	+40p	W Rending Sword	+45p
Chaos Chariot	+Xp	W Berserker Sword	+50p
Gorebeast Chariot	+Xp		
E Helm of Many Eyes	+20p	A Crimson Armour of Dargan	+15p
E The Black Tongue	+25p	A Enchanted Shield	+15p
E Book of Secrets	+50p	A Armour of Tortured Souls	+25p
		A Bane Shield	+25p
X Favour of the Gods (c)+5p		A Armour of Damnation	+35p
X Trollhide (c)	+10p	A Chaos Runeshield	+35p
X Bestial Visage (c)	+15p		
X Horns (c)	+15p	T Amulet of Chaos	+25p
X Stream of Corruption (c)+25p		T Bloodhunt Horn	+30p
X Tentacles (c)	+25p	T Crown of Everl. Conquest	+40p
X Cloven Hoofs (c)	+40p	T Blasphemous Amulet	+45p
		T Gaze of the Gods	+45p

Special Rules: none





	M	WS	BS	S	T	W	I	A	Ld	US	Type
Exalted Chaos											
Champion of Khorne	4	7	3	5	4	2	7	4	8	1	Inf

Equipment: Chaos Armour. May take up to 50p of magic items.
Point Cost: 120p

Options:

Shield	+5p	W Biting Blade	+10p
Add. hand weapon	+15p	W Scimitar of Skultar	+10p
Great weapon	+20p	W Soul Cleaver	+15p
Flail	+10p	W Sword of Striking	+20p
Halberd	+15p	W Sword of Battle	+25p
Lance	+15p	W Sword of Might	+25p
		W Axe of Khorne	+35p
Barded Chaos Steed	+15p	W Hellfire Sword	+40p
Daemonic Mount	+40p	W Ethersword	+45p
Juggernaut of Khorne	+55p	W Rending Sword	+45p
Chaos Chariot	+Xp	W Berserker Sword	+50p
Gorebeast Chariot	+Xp		
E Collar of Khorne	+15p	A Crimson Armour of Dargan	+15p
E Helm of Many Eyes	+20p	A Enchanted Shield	+15p
E The Black Tongue	+25p	A Armour of Tortured Souls	+25p
E Book of Secrets	+50p	A Bane Shield	+25p
		A Armour of Damnation	+35p
		A Chaos Runeshield	+35p
X Favour of the Gods (c)	+5p		
X Champion of Khorne (c)	+10p		
X Trollhide (c)	+10p	T Amulet of Chaos	+25p
X Bestial Visage (c)	+15p	T Bloodhunt Horn	+30p
X Horns (c)	+15p	T Crown of Everl. Conquest	+40p
X Disciple of Khorne (c)	+20p	T Blasphemous Amulet	+45p
X Stream of Corruption (c)	+25p	T Gaze of the Gods	+45p
X Tentacles (c)	+25p		
X Cloven Hoofs (c)	+40p		
X Presence of Khorne (c)	+50p		

Special Rules: Mark of Khorne

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Exalted Chaos											
Champion of Slaanesh	4	7	3	5	4	2	7	4	8	1	Inf

Equipment: Chaos Armour. May take up to 50p of magic items.
Point Cost: 105p

Options:

Shield	+5p	W Biting Blade	+10p
Add. hand weapon	+15p	W Scimitar of Skultar	+10p
Great weapon	+20p	W Soul Cleaver	+15p
Flail	+10p	W Sword of Striking	+20p
Halberd	+15p	W Sword of Battle	+25p
Lance	+15p	W Sword of Might	+25p
		W Hellfire Sword	+40p
		W Whip of Pleasure	+40p
Barded Chaos Steed	+15p	W Ethersword	+45p
Daemonic Mount	+40p	W Rending Sword	+45p
Beast of Slaanesh	+45p	W Berserker Sword	+50p
Chaos Chariot	+Xp		
Gorebeast Chariot	+Xp		
E Pendant of Slaanesh	+15p	A Crimson Armour of Dargan	+15p
E Helm of Many Eyes	+20p	A Enchanted Shield	+15p
E The Black Tongue	+25p	A Armour of Tortured Souls	+25p
E Sceptre of Domination	+35p	A Bane Shield	+25p
E Bindings of Slaanesh	+40p	A Armour of Damnation	+35p
E Book of Secrets	+50p	A Chaos Runeshield	+35p
X Favour of the Gods (c)	+5p	T Amulet of Chaos	+25p
X Bestial Visage (c)	+10p	T Bloodhunt Horn	+30p
X Trollhide (c)	+10p	T Crown of Everl. Conquest	+40p
X Horns (c)	+15p	T Blasphemous Amulet	+45p
X Allure of Slaanesh (c)	+25p	T Gaze of the Gods	+45p
X Stream of Corruption (c)	+25p		
X Tentacles (c)	+25p		
X Cloven Hoofs (c)	+40p		
X Domination (c)	+40p		
X Paralysis (c)	+40p		

Special Rules: Mark of Slaanesh

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Exalted Chaos											
Champion of Nurgle	4	7	3	5	4	2	7	4	8	1	Inf

Equipment: Chaos Armour. May take up to 50p of magic items.
Point Cost: 105p

Options:

Shield	+5p	W Biting Blade	+10p
Add. hand weapon	+15p	W Scimitar of Skultar	+10p
Great weapon	+20p	W Soul Cleaver	+15p
Flail	+10p	W Sword of Striking	+20p
Halberd	+15p	W Sword of Battle	+25p
Lance	+15p	W Sword of Might	+25p
		W Filth Mace	+30p
Barded Chaos Steed	+15p	W Hellfire Sword	+40p
Daemonic Mount	+40p	W Ethersword	+45p
Chaos Chariot	+Xp	W Rending Sword	+45p
Gorebeast Chariot	+Xp	W Berserker Sword	+50p
Palanquin of Nurgle	+50p		
E Helm of Many Eyes	+20p		
E The Black Tongue	+25p	A Crimson Armour of Dargan	+15p
E Death's Head	+30p	A Enchanted Shield	+15p
E Rod of Corruption	+30p	A Armour of Tortured Souls	+25p
E Book of Secrets	+50p	A Bane Shield	+25p
		A Armour of Damnation	+35p
		A Chaos Runeshield	+35p
X Favour of the Gods (c)	+5p		
X Trollhide (c)	+10p		
X Horns (c)	+15p	T Amulet of Chaos	+25p
X Nurgling Infestation (c)	+15p	T Bloodhunt Horn	+30p
X Stream of Corruption (c)	+25p	T Crown of Everl. Conquest	+40p
X Tentacles (c)	+25p	T Blasphemous Amulet	+45p
X Cloud of Flies (c)	+35p	T Gaze of the Gods	+45p
X Massive Bulk (c)	+35p		
X Cloven Hoofs (c)	+40p		

Special Rules: Mark of Nurgle

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Exalted Chaos											
Champion of Tzeentch	4	7	3	5	4	2	7	4	8	1	Inf

Equipment: Chaos Armour. May take up to 50p of magic items.
Point Cost: 105p

Options:

Shield	+5p	W Biting Blade	+10p
Add. hand weapon	+15p	W Scimitar of Skultar	+10p
Great weapon	+20p	W Soul Cleaver	+15p
Flail	+10p	W Sword of Striking	+20p
Halberd	+15p	W Sword of Battle	+25p
Lance	+15p	W Sword of Might	+25p
		W Hellfire Sword	+40p
Barded Chaos Steed	+15p	W Sword of Change	+40p
Daemonic Mount	+40p	W Ethersword	+45p
Disc of Tzeentch	+45p	W Rending Sword	+45p
Chaos Chariot	+Xp	W Berserker Sword	+50p
Gorebeast Chariot	+Xp		
E Mirror of Knowledge	+15p	A Crimson Armour of Dargan	+15p
E Helm of Many Eyes	+20p	A Enchanted Shield	+15p
E The Black Tongue	+25p	A Armour of Tortured Souls	+25p
E Book of Secrets	+50p	A Bane Shield	+25p
		A Armour of Damnation	+35p
		A Chaos Runeshield	+35p
X Favour of the Gods (c)	+5p		
X Trollhide (c)	+10p		
X Bestial Visage (c)	+15p	T Amulet of Chaos	+20p
X Horns (c)	+15p	T Bloodhunt Horn	+30p
X Tzeentch's Chosen (c)	+20p	T Crown of Everl. Conquest	+40p
X Stream of Corruption (c)	+25p	T Gaze of the Gods	+40p
X Tentacles (c)	+25p	T Blasphemous Amulet	+45p
X Cloven Hoofs (c)	+40p	T Golden Eye of Tzeentch	+50p

Special Rules: Mark of Tzeentch, Ward Save (6+)





	M	WS	BS	S	T	W	I	A	Ld	US	Type
Chaos Sorcerer	4	5	3	4	4	2	5	1	8	1	Inf

Magic: This model is a Level 2 wizard. It must choose 0-1 PM and 1-2 BM spells.

Equipment: Chaos Armour. May take up to 50p of magic items.
Point Cost: 35p

Options:

- Shroud of Darkness PM 2/5+ +25p A Crimson Armour of Dargan +15p
- Steed of Shadows PM 2/4+ +25p A Armour of Tortured Souls +25p
- Dark Fury PM 2/5+ +35p A Armour of Damnation +35p
- BM Hand of Dust +35p
- BM Shades of Death +35p E The Black Tongue +25p
- BM Dark Hand of Death +50p E Book of Secrets +50p
- BM Doom and Darkness +50p
- BM Word of Pain +50p T Amulet of Chaos +25p
- BM Wind of Death +75p T Bloodhunt Horn +30p
-
- T Blasphemous Amulet +45p
- T Crown of Everl. Conquest +45p
- T Gaze of the Gods +45p
-
- S Spell Familiar +10p
- S Staff of Sorcery +20p
- S Dispel Scroll +30p
- S Power Stone +30p
- S Skull of Katam +30p
- S Warrior Familiar +30p
- S Power Familiar +50p
-
- X Favour of the Gods (c) +5p
- X Horns (c) +10p
- X Trollhide (c) +10p
- X Bestial Visage (c) +15p
- X Stream of Corruption (c) +25p
- X Tentacles (c) +25p
- X Cloven Hoofs (c) +40p

Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Chaos Sorcerer of Nurgle	4	5	3	4	4	2	5	1	8	1	Inf

Magic: This model is a Level 2 wizard. It must choose 0-1 PM and 1-2 BM spells.

Equipment: Chaos Armour. May take up to 50p of magic items.
Point Cost: 50p

Options:

- Eye of the Gods PM 2/5+ +25p A Crimson Armour of Dargan +15p
- Nurgle's Blessing PM 2/6+ +45p A Armour of Tortured Souls +25p
- Seeping Pus PM 2/5+ +35p A Armour of Damnation +35p
- BM Glistening Scabs +50p
- BM Glorious Affliction +50p E The Black Tongue +25p
- BM Magnificent Buboos +50p E Death's Head +30p
- BM Effulgent Boils +60p E Rod of Corruption +30p
- BM Favoured Poxes +60p E Book of Secrets +50p
- Barded Chaos Steed +15p T Amulet of Chaos +25p
- Daemonic Mount +40p T Bloodhunt Horn +30p
- Chaos Chariot +Xp T Blasphemous Amulet +45p
- Gorebeast Chariot +Xp T Crown of Everl. Conquest +45p
- Palanquin of Nurgle +50p T Gaze of the Gods +45p
- X Favour of the Gods (c) +5p
- X Horns (c) +10p
- X Trollhide (c) +10p S Spell Familiar +10p
- X Nurgling Infestation (c) +15p S Staff of Sorcery +20p
- X Stream of Corruption (c) +25p S Dispel Scroll +30p
- X Tentacles (c) +25p S Power Stone +30p
- X Massive Bulk (c) +35p S Skull of Katam +30p
- X Cloud of Flies (c) +35p S Warrior Familiar +30p
- X Cloven Hoofs (c) +40p S Power Familiar +50p

Special Rules: Mark of Nurgle

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Chaos Sorcerer of Slaanesh	4	5	3	4	4	2	5	1	8	1	Inf

Magic: This model is a Level 2 wizard. It must choose 0-1 PM and 1-2 BM spells.

Equipment: Chaos Armour. May take up to 50p of magic items.
Point Cost: 50p

Options:

- Eye of the Gods PM 2/5+ +25p A Crimson Armour of Dargan +15p
- Slaanesh's Blessing PM 2/8+ +35p A Armour of Tortured Souls +25p
- Wrath of Slaanesh PM 2/5+ +35p A Armour of Damnation +35p
- BM Delectable Torture +25p
- BM Hellshriek +35p E Pendant of Slaanesh +5p
- BM Blissful Throes +50p E Bindings of Slaanesh +25p
- BM Delicious Excruciation +50p E The Black Tongue +25p
- BM Luxurious Torment +60p E Sceptre of Domination +35p
- BM Enrapturing Spasms +75p E Book of Secrets +50p
- Barded Chaos Steed +15p T Amulet of Chaos +25p
- Daemonic Mount +40p T Bloodhunt Horn +30p
- Beast of Slaanesh +45p T Blasphemous Amulet +45p
- Chaos Chariot +Xp T Crown of Everl. Conquest +45p
- Gorebeast Chariot +Xp T Gaze of the Gods +45p
- X Favour of the Gods (c) +5p
- X Bestial Visage (c) +10p S Spell Familiar +10p
- X Horns (c) +10p S Staff of Sorcery +20p
- X Paralysis (c) +10p S Dispel Scroll +30p
- X Trollhide (c) +10p S Power Stone +30p
- X Allure of Slaanesh (c) +25p S Skull of Katam +30p
- X Stream of Corruption (c) +25p S Warrior Familiar +30p
- X Tentacles (c) +25p S Power Familiar +50p
- X Cloven Hoofs (c) +40p
- X Domination (c) +40p

Special Rules: Mark of Slaanesh

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Chaos Sorcerer of Tzeentch	4	5	3	4	4	2	5	1	8	1	Inf

Magic: This model is a Level 2 wizard. It must choose 0-1 PM and 1-2 BM spells.

Equipment: Chaos Armour. May take up to 50p of magic items.
Point Cost: 50p

Options:

- Clairvoyance PM 3/3+ +15p A Crimson Armour of Dargan +15p
- Eye of the Gods PM 2/5+ +25p A Armour of Tortured Souls +25p
- 2nd Sign of Amul PM 2/6+ +35p A Armour of Damnation +35p
- BM Yellow Fire of Transfor. +35p
- BM Pandemonium +50p E Mirror of Knowledge +15p
- BM Red Fire of Alteration +50p E The Black Tongue +25p
- BM Violet Fire of Tzeentch +60p E Book of Secrets +50p
- BM Blue Fire of Metamorph. +75p T Amulet of Chaos +20p
- Barded Chaos Steed +15p T Bloodhunt Horn +30p
- Daemonic Mount +40p T Crown of Everl. Conquest +40p
- Disc of Tzeentch +45p T Gaze of the Gods +40p
- Chaos Chariot +Xp T Blasphemous Amulet +45p
- Gorebeast Chariot +Xp T Golden Eye of Tzeentch +50p
- X Favour of the Gods (c) +5p
- X Horns (c) +10p S Spell Familiar +10p
- X Trollhide (c) +10p S Staff of Sorcery +20p
- X Bestial Visage (c) +15p S Dispel Scroll +30p
- X Twisted Reality (c) +20p S Power Stone +30p
- X Tzeentch's Chosen (c) +20p S Skull of Katam +30p
- X Stream of Corruption (c) +25p S Warrior Familiar +30p
- X Tentacles (c) +25p S Power Familiar +50p
- X Tzeentch's Blessing (c) +25p
- X Cloven Hoofs (c) +40p

Special Rules: Mark of Tzeentch, Ward Save (6+)





MOUNTS

Chaos/Gorebeast Chariot

The chariot is bought independently from the character in the respective section. The character model replaces one crew member.

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Chaos Steed	8	3	0	4	3	1	3	1	5	2	Cav

Equipment: Hand weapon
Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Daemonic Mount	8	4	0	5	5	3	3	2	8	3	Mon

Equipment: Hand weapon
Special Rules: Daemonic Mount

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Juggernaut of Khorne	7	5	0	5	5	3	2	2	8	3	Mon

Equipment: Chaos Armour and hand weapon.
Special Rules: Daemonic Mount, Killing Blow

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Palanquin of Nurgle	4	3	0	3	3	1	3	6	8	1	Inf

Equipment: Hand weapon
Special Rules: Palanquin of Nurgle, Magical Attacks

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Beast of Slaanesh	10	4	0	4	4	3	5	2	8	3	Mon

Equipment: Hand weapon
Special Rules: Daemonic Mount, Poisoned Attacks (1)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Disc of Tzeentch	1	3	0	5	5	3	4	1	8	3	Mon

Equipment: Hand weapon
Special Rules: Flying Model (15"), Daemonic Mount, Disc of Tzeentch

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Manticore	6	5	0	5	5	4	5	4	5	4	Mon

Equipment: Hand weapon
Special Rules: Flying Model, Large Target, Terror, Killing Blow, Uncontrollable

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Chaos Dragon	6	6	0	6	6	6	3	6	8	6	Mon

Equipment: Hand weapon
Special Rules: Flying Model, Large Target, Terror, Scaly Skin (3+), Chaos Dragon

CORE

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Marauder	4	4	3	3	3	1	4	1	7	1	Inf
Champion	4	4	3	3	3	1	4	2	7	1	Inf

Equipment: Hand weapon, light armour and flail
Point Cost: 10 Marauders: 60p, Marauder 11-20: +5p each, 21+: +4p each
Options: Standard +20p, Musician +5p, Champion +10p
The unit may replace their flails with one of the following:

- Shields +10p
- Great weapons +10p

The unit may get one of the following marks:
Mark of Khorne +35p
Mark of Nurgle +2.5p/model
Mark of Slaanesh +1.5p/model
Mark of Tzeentch +1.5p/model

A unit with a Standard may get one of the following magic banners.

- B Gore Banner +25p
- B War Banner +35p
- B Flesh Banner +50p
- B Banner of Wrath +60p
- B Banner of Rage (Khorne only) +50p
- B Plague Banner (Nurgle only) +45p
- B Rapturous St. (Slaanesh only) +50p
- B Blasted St. (Tzeentch only) +50p

Special Rules: Block (shield)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Chaos Warrior	4	5	3	4	4	1	5	2	8	1	Inf
Champion	4	5	3	4	4	1	5	3	8	1	Inf

Equipment: Hand weapon and Chaos Armour
Point Cost: 10 Chaos Warriors: 140p, Chaos Warrior 11-20: +12p each, Chaos Warrior 21+: +10p each

Options: Standard +20p, Musician +5p, Champion +15p, Shields +2p/model

The unit may get one of the following weapon upgrades:

- Additional hand weapons +1p/model
- Great weapons +2p/model
- Halberds +2p/model

The unit may get one of the following marks:

- Mark of Khorne +50p
- Mark of Nurgle +3p/model
- Mark of Slaanesh +2p/model
- Mark of Tzeentch +2p/model

A unit with a Standard may get one of the following magic banners.

- B Gore Banner +25p
- B War Banner +35p
- B Flesh Banner +50p
- B Banner of Wrath +60p
- B Banner of Rage (Khorne only) +50p
- B Plague Banner (Nurgle only) +45p
- B Rapturous St. (Slaanesh only) +50p
- B Blasted Sta. (Tzeentch only) +50p

Special Rules: Block (shield)

SPECIAL

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Chaos Knight	-	5	3	4	4	1	5	2	8	2	Cav
Champion	-	5	3	4	4	1	5	3	8	2	Cav
Chaos Steed	8(7)	3	0	4	-	-	3	1	-	-	-

Mount: Barded Chaos Steed

Equipment: Lances, Chaos Armour and shield
Point Cost: 5 Chaos Knights: 260p, Chaos Knight 6+: +40p each

Options: Standard +25, Musician +10, Champion +15p

The unit may replace their Lances with Ensorcelled Weapons for +35p

The unit may get one of the following marks:

- Mark of Khorne +75p
- Mark of Nurgle +8p/model
- Mark of Slaanesh +6p/model
- Mark of Tzeentch +6p/model

A unit with a Standard may get one of the following magic banners.

- B Gore Banner +25p
- B War Banner +35p
- B Flesh Banner +50p
- B Banner of Wrath +60p
- B Banner of Rage (Khorne only) +50p
- B Plague Banner (Nurgle only) +45p
- B Rapturous St. (Slaanesh only) +50p
- B Blasted Sta. (Tzeentch only) +50p

Special Rules: Heavy Cavalry





WARHAMMER CE



	M	WS	BS	S	T	W	I	A	Ld	US	Type
Chaos Warhound	7	4	0	4	3	1	3	1	5	2	Cav
Beastmaster	6	5	3	4	4	1	5	2	8	1	(Inf)

Equipment: Hand weapon
 Point Cost: 5 Warhounds: 45p, Warhound 6+: +6p each
 Options: The unit may include one Beastmaster with Chaos Armour for +20p that counts as the unit Champion. (The Beastmaster does NOT replace a Warhound.)
 Special Rules: Expendable

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Marauder Horseman	-	4	3	3	3	1	4	1	7	2	Cav
Champion	-	4	3	3	3	1	4	2	7	2	Cav
Warhorse	8	3	0	3	-	-	3	1	-	-	-

Mount: Warhorse
 Equipment: Light armour (or shield)
 Point Cost: 5 Horsemen: 60p + Nx5p, Horseman 6+: +9p each
 Options: Standard +15p, Musician +10p, Champion +10p, Spears +1p/model, Flails +3p/model, Javelins +1p/model, Throwing Axes +2p/model, Shields (or light armour) +2p/model and unit loses the Light Cavalry special rule
 The unit may get one of the following marks:

- Mark of Khorne +50p
- Mark of Nurgle +5p/model
- Mark of Slaanesh +4p/model
- Mark of Tzeentch +3p/model

A unit with a Standard may get one of the following magic banners.
 B Gore Banner +25p B Banner of Rage (Khorne only) +50p
 B War Banner +35p B Plague Banner (Nurgle only) +45p
 B Flesh Banner +50p B Rapturous St. (Slaanesh only) +50p
 B Banner of Wrath +60p B Blasted Sta. (Tzeentch only) +50p
 Special Rules: Light Cavalry

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Forsaken	6	4	0	4	4	1	5	2	8	1	Inf

Equipment: Hand weapon and heavy armour
 Point Cost: 5 Forsaken: 90p, Forsaken 6+: +12p each
 Special Rules: Frenzy, Light Infantry

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Harpy	4	3	0	3	3	1	4	1	6	1	Inf

Equipment: Hand weapon
 Point Cost: Harpies: 50p + Nx10p, Harpy 6-20: +10p each
 Special Rules: Flying Skirmishers, Beasts

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Chosen	4	6	3	4	4	1	5	2	9	1	Inf
Champion	4	6	3	4	4	1	5	3	9	1	Inf

Equipment: Ensorcelled Weapon, Chaos Armour and shield (independent of what their actual equipment looks like)
 Point Cost: 10 Chosen: 225p + Nx25p, Chosen 11-20: +25p each
 Options: Standard +20p, Musician +5p, Champion +10p
 The unit may get one of the following marks:

- Mark of Khorne +75p
- Mark of Nurgle +5p/model
- Mark of Slaanesh +4p/model
- Mark of Tzeentch +4p/model

A unit with a Standard may get one of the following magic banners.
 B Gore Banner +25p B Banner of Rage (Khorne only) +50p
 B War Banner +35p B Plague Banner (Nurgle only) +45p
 B Flesh Banner +50p B Rapturous St. (Slaanesh only) +50p
 B Banner of Wrath +60p B Blasted Stan. (Tzeentch only) +50p
 Special Rules: Stubborn, Martial Honour

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Chaos Chariot	-	-	-	5	5	4	-	-	-	4	Chariot
Chaos Warrior	-	5	3	4	-	-	5	2	8	-	-
Chaos Steed	8(7)	3	0	4	-	-	3	1	-	-	-

Chariot: 3+AS, 2 Chaos Warrior Crew, 2 Barded Chaos Steeds
 Equipment: One Chaos Warrior is armed with a halberd, the other one with a hand weapon
 Point Cost: 120p + Nx10p, N = total number of Chariots in the army
 Options: The unit may get one of the following marks:
 Mark of Khorne +20p
 Mark of Nurgle +20p
 Mark of Slaanesh +15p
 Mark of Tzeentch +20p
 Special Rules: Impact Hits (D3+2)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Gorebeast Chariot	-	-	-	5	5	5	-	-	-	5	Chariot
Chaos Warrior	-	5	3	4	-	-	5	2	8	-	-
Gorebeast	6	3	0	5	-	-	2	3	-	-	-

Chariot: 3+AS, 2 Chaos Warrior Crew, 1 Gorebeast
 Equipment: One Chaos Warrior is armed with a halberd, the other one with a hand weapon
 Point Cost: 150p + Nx10p, N = total number of Chariots in the army
 Options: The unit may get one of the following marks:
 Mark of Khorne +20p
 Mark of Nurgle +15p
 Mark of Slaanesh +15p
 Mark of Tzeentch +25p
 Special Rules: Impact Hits (D3+2), Fear, Killing Blow (Gorebeast only)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Chaos Troll	6	3	1	5	4	3	1	3	4	3	MoI

Equipment: Hand weapon
 Point Cost: 3 Chaos Trolls: 135p, Chaos Troll 4+: +40p each
 Special Rules: Fear, Stupidity, Regeneration (4+), Troll Vomit

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Chaos Ogre	6	3	2	4	4	3	2	3	7	3	MoI
Champion	6	3	2	4	4	3	2	4	7	3	MoI

Equipment: Hand Weapon and light armour
 Point Cost: 3 Chaos Ogres: 100p, Chaos Ogre 4+: +30p each
 Options: Standard +25p, Musician +10p, Champion +20p, Heavy armour +5p/model, Shield +5p/model
 In addition, the unit may be equipped with one of the following weapon options:

- Additional hand weapons +20p
- Great weapons +40p

Special Rules: Fear, Block (Shield)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Dragon Ogre	7	4	2	5	4	4	2	3	8	3	MoI
Champion	7	4	2	5	4	4	2	4	8	3	MoI

Equipment: Hand Weapon
 Point Cost: 3 Dragon Ogres: 200p + Nx30p, Dragon Ogre 4+: +70p each
 Options: Champion +20p, Light armour +5p/model
 In addition, the unit may be equipped with one of the following weapon options:

- Additional hand weapons +50p
- Great weapons +60p

Special Rules: Fear, Scaly Skin (5+)





	M	WS	BS	S	T	W	I	A	Ld	US	Type
Chaos Warshrine	4	5	3	4	5	5	5	5	8	5	Mon

Equipment: Hand Weapon
 Point Cost: 125p + Nx25p
 Special Rules: Fear, Large Target, Immune to Psychology, Ward Save (4+), Warshrine, Stubborn

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Skullcrushers of Khorne	-	5	3	4	4	2	5	2	8	3	MoCav
Champion	-	5	3	4	4	2	5	3	8	3	MoCav
Juggernaut	7	5	0	5	-	-	2	2	-	-	-

Mount: Juggernaut
 Equipment: Lances, Chaos Armour and shield
 Point Cost: 3 Skullcrushers: 300p + Nx30p, Skullcrusher 4-8: +100p each
 Options: Standard +25p, Musician +10p, Champion +20p
 The unit may replace their lances with Ensorcelled Weapons for +50p
 A unit with a Standard may get one of the following magic banners.
 B War Banner +35p B Banner of Rage +50p
 B Flesh Banner +50p B Banner of Wrath +60p
 Special Rules: Heavy Cavalry, Fear, MR (1), Scaly Skin (6+), Frenzy (Skullcrusher only), Killing Blow (Juggernaut only), Magical Attacks (Juggernaut only)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Putrid Blightking	5	5	3	4	5	3	5	3	8	3	MoI
Champion	5	5	3	4	5	3	5	4	8	3	MoI

Equipment: Chaos Armour, shield and an array of weaponry
 Point Cost: 3 Putrid Blightkings: 250p, Putrid Blightking 4+: +70p each
 Options: Standard +25p, Musician +10p, Champion +20p
 A unit with a Standard may get one of the following magic banners.
 B War Banner +35p B Plague Banner (Nurgle only) +50p
 B Flesh Banner +50p B Banner of Wrath +60p
 Special Rules: Immune to Psychology, Mark of Nurgle, Bountiful Blades

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Hellstrider of Slaanesh	-	4	3	4	3	1	4	1	7	2	Cav
Champion	-	4	3	4	3	1	4	2	7	2	Cav
Steed of Slaanesh	10	3	0	3	-	-	5	1	-	-	-

Mount: Steed of Slaanesh
 Equipment: Spear, light armour and shield
 Point Cost: 5 Hellstriders: 120p, Hellstrider 6+: +16p each
 Options: Standard +25p, Musician +5p, Champion +15p
 The unit may replace their spears with Hellscourges for +10p
 A unit with a Standard may get one of the following magic banners.
 B War Banner +35p B Rapturous Standard +50p
 B Flesh Banner +50p B Banner of Wrath +60p
 Special Rules: Fear, Mark of Slaanesh, Poisoned Attacks (1) (Steed of Slaanesh only), Magical Attacks (Steed of Slaanesh only)

RARE

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Chaos Giant	6	3	3	6	5	6	3	S	9	6	Mon

Equipment: Hand weapon
 Point Cost: 160p + Nx40p
 Options: Scaly Skin (5+) +30p
 Special Rules: Giant

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Chaos Spawn	2D6	3	0	4	5	3	2	D6+1	10	3	Mon

Equipment: Hand weapon
 Point Cost: 35p + Nx15p
 Special Rules: Fear, Unbreakable, Chaos Spawn

(Beast)	M	WS	BS	S	T	W	I	A	Ld	US	Type
Dragon Ogre Shaggoth	7	6	3	5	5	6	4	5	9	6	Mon

Equipment: Hand Weapon and light armour (counts as a Beast)
 Point Cost: 225p + Nx25p, with N = total number of Beasts in the army
 Options:
 The model may be equipped with one of the following weapon options:
 - Additional hand weapons +30p
 - Great weapon +40p
 Special Rules: Terror, Large Target, Immune to Psychology, Scaly Skin (4+)

(Beast)	M	WS	BS	S	T	W	I	A	Ld	US	Type
Slaughterbrute	6	3	0	6	5	6	4	5	7	6	Mon

Equipment: Hand Weapon (counts as a Beast)
 Point Cost: 225p + Nx25p, with N = total number of Beasts in the army
 Special Rules: Terror, Large Target, Stubborn, Daemonic Ward Save (5+), Frenzy, MR (1), Rune of Binding

(Beast)	M	WS	BS	S	T	W	I	A	Ld	US	Type
Mutalith Vortex Beast	6	3	0	5	5	6	4	4	7	6	Mon

Equipment: Hand Weapon (counts as a Beast)
 Point Cost: 225p + Nx25p, with N = total number of Beasts in the army
 Special Rules: Terror, Large Target, Immune to Psychology, Daemonic Ward Save (5+), Mutalith Vortex Beast

(Beast)	M	WS	BS	S	T	W	I	A	Ld	US	Type
Chimera	6	4	0	5	5	4	2	5	6	4	Mon

Equipment: Hand weapon (counts as a Beast)
 Point Cost: 200p + Nx25p, with N = total number of Beasts in the army
 Special Rules: Flying Model, Terror, Large Target, March Blocker, Fiery Breath

(Hellcannon)	M	WS	BS	S	T	W	I	A	Ld	US	Type
Helldaemon	3	4	3	5	6	5	1	4	7	5	WarM
Chaos Dwarf	3	4	3	3	4	1	2	1	9	-	-

Hellcannon Warmachine: 1 Helldaemon and 3 Chaos Dwarfs
 Equipment: Hand weapon. The Chaos Dwarfs wear heavy armour.
 Point Cost: 175p + Nx100p
 Special Rules: Terror, Large Target, Immune to Psychology, Hellcannon





WOOD ELVES

SPECIAL RULES

Army wide

Asrai Archery: All Woodelves do not suffer the -1 penalty for moving and shooting.

Children of the Wood: All units ignore movement penalties when moving through woods. Fliers also may start and end their movement in woods.

Forest Fighter: The Woodelf Player may always decide to play on a map with 2+ woods.

Unit specific

Daughters of Eternity: Ward Save (5+) vs ranged attacks and spells.

Deepwood Coven: This unit may cast one of the following spells in each magic phase:

- **Thorns of Isha (PM 2/5+):** Hex, Range 18", if the target moves in its next movement phase then it suffers D6 S3 hits. The effect of the spell last until the next magic phase.
- **Isha's Blessing (PM 2/5+):** Augment, Range 18". Place a marker on target unit. Every time the unit would suffer a wound remove a marker, i.e. for each marker removed one wound is ignored.

Disciple of Loec: The model may combine the effects of two Shadowdances each turn and may choose the same dance in consecutive rounds of combat but not the exact same combination. If the model is part of a unit of Wardancers, then the Shadowdance of the unit has to be part of the combination of Shadowdances of the Disciple of Loec.

Distract: At the start of each combat phase a unit of Wardancers may force one model it is in close combat with to direct all its attacks at the unit of Wardancers (including character models that are part of the unit). Distract has no effect on models that fight in a challenge.

Forest Spirit:

- All Forest Spirits are Immune to Psychology.
- All attacks (ranged and cc) of Forest Spirits count as magical
- Forest Spirit characters can only join a unit with the Forest Spirit trait. Units of Forest Spirits can only be joined by characters with the Forest Spirit trait. A Treeman Ancient may not join any units.

Forest Stalkers: Additional -1 modifier for shooting at this unit. This unit may be set up like Scouts but can ignore the minimum distance to enemy units as long as it is out of sight. In addition this unit may be set up in sight of enemy units but has to stay at least 12" away.

Guardians of the Wildwood: When the unit is deployed the Wood Elves player has to decide if it starts the game with or without the "Light Infantry" special rule. At the start of the "remaining movement" phase the, if the unit is not in cc, it may choose to gain or lose the "Light Infantry" special rule.

Hit and Run: If this unit charged and loses or ties combat in the following combat phase, it has to retreat. If this unit won combat, it is allowed to retreat. A retreat follows the same rules as if the unit had to flee from combat but it does not cause panic, the enemy is not allowed to pursue and this unit automatically rallies at the end of the flee movement.

Impale: The model gains +1S when charging.

Lethal Shot: Shots at short range gain the Killing Blow special rule. Cannot be used with magical bows.

Poisonous Breath: Breath weapon, S2, AP(3)

Strangle Roots: Range 6", S4, no Stand & Shoot. Can be used even when the model marched that turn. The attack has 2D6 shots that hit like a template weapon (see 'Templates' in core rules).

Talismanic Tattoos: MR (1), Ward Save (6+)

Wardancer:

- **Shadowdances of Loec:** At the start of each combat phase each unit of Wardancers engaged in cc has to choose one of the dances of Loec and gets the respective benefit until the start of the next combat phase. The same dance cannot be chosen in two consecutive rounds of combat.
 - Storm of Blades: reroll failed to-hit rolls of natural '1's
 - Whirling Death: Killing Blow
 - Shadows Coil: Ward Save (4+) vs cc attacks
 - Woven Mist: ASF and -1A
- Wardancers can only be joined by characters with the Wardancer special rule. Wardancer characters can only join units of Wardancers.

ARMOURY

Blackbriar javelin: Range 12", S4, thrown weapon

Eternal Guard weapons: The model counts as fighting with a spear. In addition the model gets +1A against an enemy model in BTB.

Woodelf Bow: Range 30", S3. S4 at short range if bearer is on foot.

HEIRLOOMS OF ATHEL LOREN

W Biting Blade: AP(1)

W Blades of Loec: Counts as additional hand weapons. In addition the bearer rerolls failed to-wound rolls in cc.

W Bow of Loren: Range 30", Number of shots equal to number of attacks of the bearer at S4 AP(2), no modifiers for multiple shots

W Daith's Reaper: Reroll failed to-hit rolls in cc. Enemy has to reroll successful armour saves.

W Dawn Spear: Counts as a spear. Enemy units that take a wound suffer -1 to hit for the rest of the phase.

W Hunter's Talon: Woodelf Bow, Sniper

W Shadow Bow: Woodelf Bow, no AS

W Spear of Twilight: Counts as a spear. Killing Blow.

W Sword of Battle: +1A

W Sword of Might: +1S

W Sword of Striking: +1 to to-hit rolls in cc

A Armour of the Fey: Ward Save (4+) against magical cc attacks only

A Briarhearth: Light armour, Bearer is at -1 to hit by missiles, increased to -2 if bearer is completely in a wood. Models on foot only.

A Enchanted Shield: Shield that grants +2 AS

A Helm of the Hunt: +1 AS. +1WS and +1A on the charge.

A Oaken Armour: Light armour, Regeneration (4+)

A Railarian's Mantle: Light armour, Ward Save (4+) if within 6" of a wood (or in a wood)

T Amaranthine Brooch: Ward Save (3+) vs non magical attacks

T Amber Pendant: Models on foot only. Enemies in btb suffer from ASL

T Fimbulwinter Shard: Bearer and mount are -1 to hit in cc. Any Forest Spirits within 6" suffer from Stupidity.

T Glamourweave: Ward Save (4+) vs all shooting and magic missiles. Models that like to attack the bearer must pass a Ld-test or will need natural '6's to hit the bearer in that combat phase.

T Merciw's Locus: Bearer and anyone attacking the bearer do not gain any S bonuses from weapons.

T Rhymer's Harp: Bearer, mount and unit he is with can move through difficult terrain without penalty and gain a Ward Save (5+).

T Stone of Crystal Mere: Ward Save (3+) for bearer and mount until their first failed ward save.

E Elynnett's Brooch : Bearer and unit reroll failed psychology tests.

E Gwytherc's Horn: Use at start of any bearer's turn. Bearer and unit are immune to psychology until the bearer's next turn. One use only.

E Hail of Doom Arrow: Range 30", S4, Multiple Shots (3D6). One use only.

E Horn of the Asrai: Use at the start of any enemy turn. Enemy units able to charge the bearer must do so unless they pass a Ld test. One use only.

E Moonstone of the Hidden Ways: At the end of your movement phase, if the bearer and his unit are completely in a wood, they may be removed from the table and placed completely in any wood on the table facing in any direction. One use only.

E Wraithstone: All enemy units within 6" of the bearer suffer -1 Ld.

S Dispel Scroll: Automatically dispels one spell without the need of DD. One use only.

S Divination Orb: Any spell cast by the enemy using more than 3 PD may be dispelled with one additional free DD.

S Power Stone: +2PD to cast a spell. Dice used may exceed maximum allowed by level. One use only.

S Ranu's Heartstone: Reroll one dice used to cast or dispel (BM or PM). Can prevent miscasts and cause irresistible force. One use only.

S Staff of Sorcery: +1 to total roll to attempt to dispel a spell.

S Wand of Wych Elm: Reroll failed dispel rolls.





B Banner of Dwindling: Enemies that break from this unit in cc roll 1D6 less for their flee distance.

B Banner of Midwinter: Use at the start of any turn. Unit is Unbreakable until the end of the turn. Cannot be used by Skirmishers or broken units. One use only.

B Banner of Springtide: Unit may always Stand & Shoot no matter how close the enemy is.

B Banner of Zenith: Enemies may not march within 12" of this unit (instead of the normal 8").

B Royal Standard of Ariel: Bearer and unit cause Fear. In addition friendly units within 12" gain MR(1).

B War Banner: +1CR

SPITES

A character may be given a single Spite except for characters that are Forest Spirits which are allowed to take multiple Spites. Spites count towards the magic items limit and keep the BSB from choosing a magic banner but are not magic items per definition, i.e. effects that affect magic items have no effect.

X Annoyance of Netlings: Opponents in challenges only hit on 6s.

X Befuddlement of Mischiefs: PM 2/6+, Hex, Range 18", target unit that is not Immune to Psychology is subject to Stupidity in its next turn.

X Blight of Terrors: Bearer causes Terror.

X Cluster of Radiants: +1 DD

X Murder of Spites: +D6 magical attacks in cc at bearer's WS, I4 and S3

X Muster of Malevolents: Shooting attack with 360° AOS, Range 6", D6 S3 magical shots that always hit on 4+ and can be fired in addition to another missile weapon and at a different unit. Can always Stand & Shoot, regardless of distance and LOS.

X Pageant of Skrikes: Range 18", S4, Sniper, magical shot that always hit on 3+. Can be fired in addition to another missile weapon and at a different unit. May not Stand & Shoot.

X Resplendence of Luminescents: All attacks by the bearer and his unit count as magical.

LORE OF ATHEL LOREN

Petty Magic

Athel's Wrath (5+): Augment, Range 18", unit gets AP(1) (cc as well as shooting), until the caster's next magic phase. Has no effect on magic items.

Hidden Ways (5+): Augment, cast on itself or friendly character model on foot with US1 (in both cases) within 12". Place the model completely within a wood anywhere on the table but no closer than 1" to an enemy unit.

Wall of Vines (5+): Augment, Range 18", unit counts as defending a fence (on all sides). Lasts until the start of the caster's next turn.

Battle Magic

Ariel's Blessing (7+): Augment, Range 18", unit gains Regeneration (5+) until the caster's next magic phase.

Call of the Hunt (10+): Augment, Range 18", each model in the target unit gets +1A (mounts are not affected) and +2M until the caster's next magic phase.

Fury of the Forest (5+): MM, Range 24", D6 S4 hits

Orion's Spear (9+): MM, Range 24", 1 hit like bolt thrower (S6, no AS, D3 wounds, penetrates ranks)

Strangle Root Curse (8+): Hex, Range 24", target unit suffers -1M, -1WS, -1BS and -1I until the caster's next magic phase.

The Twilight Host (6+): Augment, Range 18", unit causes fear. If it already causes fear, unit causes terror instead. Lasts until the caster's next magic phase.

Undergrowth (7+): Hex or Augment, Range 18", target unit counts as being in difficult terrain and light cover until the caster's next magic phase.

LORE OF LOEC

Petty Magic

Mirage (5+): Hex, Range 24", target unit cannot march until the caster's next magic phase.

Mischief (5+): Augment, Range 18", target unit gets KB in cc. If the unit already has KB then the KB is improved to work on a 5+. Lasts until the caster's next magic phase.

Shadow Mist (5+): Augment, Range 18", Ward Save (5+) vs cc attacks until the caster's next magic phase. Has no effect on character models.

Battle Magic

Phantasmagoria (6+): Hex, Range 18", target unit suffers -2WS (to a minimum of 1) until the caster's next magic phase.

Trickery (7+): Hex, Range 18", target unit has to reroll successful armor and ward saves (of any kind but does not affect regeneration) until the caster's next magic phase.

Unnerving Whispers (8+): Hex, Range 18", needs LOS, target unit must take a panic test (Units that are Immune to Psychology are immune to this spell).

COMPOSITION

No additional composition rules.





ARMY LIST

LORDS

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Glade Lord	5	7	6	4	3	3	8	4	10	1	Inf

Equipment: Woodelf Bow. May take up to 100p of magic items.

Point Cost: 140p

Options:

Shield	+5p	W Biting Blade	+10p
Light armour	+5p	W Shadow Bow	+20p
Add. hand weapon	+10p	W Sword of Battle	+20p
Great weapon	+20p	W Sword of Striking	+20p
Speer	+5p	W Sword of Might	+25p
		W Spear of Twilight	+25p
Elven Steed	+15p	W Hunter's Talon	+25p
Great Eagle	+50p	W Dawn Spear	+35p
Forest Dragon	+300p	W Daith's Reaper	+50p
		W Bow of Loren	+60p
E Gwythere's Horn	+15p	A Briarhearth	+15p
E Elynett's Brooch	+20p	A Enchanted Shield	+15p
E Horn of the Asrai	+25p	A Helm of the Hunt	+20p
E Moonstone of H. Ways	+35p	A Armour of the Fey	+35p
E Hail of Doom Arrow	+50p	A Oaken Armour	+50p
E Wraithstone	+50p	A Railarian's Mantle	+50p
X Annoyance of Netlings	+25p	T Merciw's Locus	+15p
X Befuddlement of Mis.	+25p	T Fimbulwinter Shard	+25p
X Murder of Spites	+25p	T Stone of Crystal Mere	+30p
X Muster of Maelvolents	+25p	T Amber Pendant	+35p
X Pageant of Skrikes	+25p	T Glamourweave	+40p
X Resplendence of Lumi.	+25p	T Amaranthine Brooch	+60p
X Blight of Terrors	+50p	T Rhymer's Harp	+75p

Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Spellweaver	5	4	4	3	3	3	5	1	9	1	Inf

Magic: A Spellweaver is a Level 4 wizard. It must choose 1-2 PM and 2-4 BM spells.

Equipment: Woodelf Bow. May take up to 100p of magic items.

Point Cost: 55p

Options:

Wall of Vines PM 3/5+	+35p	T Fimbulwinter Shard	+25p
Hidden Ways PM 3/5+	+35p	T Stone of Crystal Mere	+30p
Athel's Wrath PM 3/5+	+50p	T Glamourweave	+40p
BM The Twilight Host	+35p	T Amaranthine Brooch	+60p
BM Fury of the Forest	+50p	T Rhymer's Harp	+75p
BM Ariel's Blessing	+50p	E Gwythere's Horn	+15p
BM Strangle Root Curse	+50p	E Elynett's Brooch	+20p
BM Orion's Spear	+50p	E Moonstone of Hidden Ways	+35p
BM Undergrowth	+50p	E Wraithstone	+50p
BM Call of the Hunt	+60p		
Elven Steed	+15p	X Annoyance of Netlings	+25p
Great Eagle	+50p	X Befuddlement of Mischiefs	+25p
S Ranu's Heartstone	+20p	X Murder of Spites	+25p
S Staff of Sorcery	+20p	X Muster of Maelvolents	+25p
S Divination Orb	+25p	X Pageant of Skrikes	+25p
S Dispel Scroll	+30p	X Resplendence of Luminesc.	+25p
S Power Stone	+30p	X Blight of Terrors	+50p
S Wand of Wych Elm	+60p		

Glamourweave Kindred

A Spellweaver may be upgraded to a Glamourweave Kindred. It gets the Forest Spirit special rule and has to choose one of the following mounts:

Steed of Isha	+25p
Unicorn	+70p

Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Treeman Ancient	5	5	0	6	6	6	2	5	9	6	Mon
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Equipment: Hand weapon. May take up to 100p of magic items.

Point Cost: 300p + Nx50p, with N = total number of Treemen in the army

Options:

X Befuddlement of Mischiefs	+25p	X Pageant of Skrikes	+25p
X Murder of Spites	+25p	X Cluster of Radiants	+50p
X Muster of Maelvolents	+25p	X Annoyance of Netlings	+75p

Special Rules: Large Target, Scaly Skin (3+), Terror, Stubborn,

Forest Spirit, Strangle Roots, Wall of Vines PM 2/5+

Note: This unit counts against the number of Treemen in the army!

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Master Shadowdancer	5	8	6	4	3	3	8	4	9	1	Inf
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Magic: A Master Shadowdancer is a Level 2 wizard. It has to choose 1-3 PM and 1-2 BM spells.

Equipment: Additional hand weapon. May take up to 100p of magic items.

Point Cost: 200p

Options:

Mirage PM 3/5+	+25p	T Fimbulwinter Shard	+25p
Mischief PM 3/5+	+35p	T Merciw's Locus	+35p
Shadow Mist PM 3/5+	+35p	T Stone of Crystal Mere	+30p
BM Phantasmagoria	+35p	T Amber Pendant	+35p
BM Unnerving Whispers	+35p	T Glamourweave	+40p
BM Trickery	+50p	T Rhymer's Harp	+50p
		T Amaranthine Brooch	+60p
W Blades of Loec	+50p	X Annoyance of Netlings	+25p
		X Befuddlement of Mischiefs	+25p
E Horn of the Asrai	+25p	X Murder of Spites	+25p
E Moonstone of H. Ways	+35p	X Muster of Maelvolents	+25p
E Wraithstone	+50p	X Pageant of Skrikes	+25p
		X Resplendence of Luminesc.	+25p
		X Blight of Terrors	+50p

Special Rules: Immune to Psychology, Talismanic Tattoos, Wardancer, Disciple of Loec

	M	WS	BS	S	T	W	I	A	Ld	US	Type
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Wild Rider Lord	5	7	6	4	3	3	8	4	10	1	Inf
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Equipment: Woodelf Bow, spear and light armour. It has to choose a mount and may take up to 100p of magic items.

Point Cost: 180p

Options:

Steed of Kurnous	+20p	W Shadow Bow	+20p
Great Stag	+50p	W Spear of Twilight	+25p
E Horn of the Asrai	+25p	W Hunter's Talon	+25p
E Moonstone of Hidden Ways	+35p	W Dawn Spear	+35p
E Hail of Doom Arrow	+50p	W Bow of Loren	+60p
E Wraithstone	+50p	A Helm of the Hunt	+25p
X Annoyance of Netlings	+25p	A Armour of the Fey	+35p
X Befuddlement of Mischiefs	+25p	A Oaken Armour	+50p
X Murder of Spites	+25p	A Railarian's Mantle	+50p
X Muster of Maelvolents	+25p	T St. of Crystal Mere	+30p
X Pageant of Skrikes	+25p	T Amber Pendant	+35p
X Resplendence of Luminesc.	+25p	T Glamourweave	+40p
X Blight of Terrors	+50p	T Amaranth. Brooch	+60p
		T Rhymer's Harp	+75p

Special Rules: Talismanic Tattoos, Forest Spirit, Hatred





HEROES

	M	WS	BS	S	T	W	I	A	Ld	US	Type
0-1 Battle Standard	5	6	6	4	3	2	7	3	9	1	Inf

Equipment: Hand weapon. May take up to 50p of magic items or any banner.
Point Cost: 90p

Options:

Light Armour	+5p	W Biting Blade	+5p
		W Sword of Striking	+15p
Elven Steed	+10p	W Sword of Battle	+20p
Great Eagle	+50p	W Sword of Might	+20p
		W Spear of Twilight	+20p
		W Dawn Spear	+35p
B Banner of Springtide	+25p	W Daith's Reaper	+35p
B Banner of Zenith	+25p	T Merciw's Locus	+15p
B War Banner	+35p	T Fimbulwint. Shard	+25p
B Banner of Dwindling	+50p	T St. of Crystal Mere	+30p
B Banner of Midwinter	+50p	T Glamourweave	+30p
B Royal Standard of Ariel	+100p	T Amber Pendant	+35p
A Briarhearth	+15p	T Amaranthine Brooch	+40p
A Helm of the Hunt	+20p	X Annoyance of Netlings	+25p
A Armour of the Fey	+25p	X Befuddlement of Mischiefs	+25p
A Oaken Armour	+35p	X Murder of Spites	+25p
A Railarian's Mantle	+35p	X Muster of Maelvolents	+25p
E Gwythere's Horn	+15p	X Pageant of Skrikes	+25p
E Elynett's Brooch	+20p	X Resplendence of Luminesc.	+25p
E Horn of the Asrai	+25p	X Blight of Terrors	+50p
E Moonstone of H. Ways	+35p		
E Wraithstone	+50p		

Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Spellsinger	5	4	4	3	3	2	5	1	8	1	Inf

Magic: A Spellsinger is a Level 2 wizard. It must choose 0-1 PM and 1-2 BM spells.

Equipment: Woodelf Bow. May take up to 50p of magic items.
Point Cost: 35p

Options:

Wall of Vines PM 2/5+	+25p	T Fimbulwint. Shard	+25p
Hidden Ways PM 2/5+	+25p	T St. of Crystal Mere	+30p
Athel's Wrath PM 2/5+	+35p	T Glamourweave	+30p
BM The Twilight Host	+35p	T Amaranth. Brooch	+40p
BM Fury of the Forest	+50p	E Gwythere's Horn	+15p
BM Ariel's Blessing	+50p	E Elynett's Brooch	+20p
BM Strangle Root Curse	+50p	E Moonstone of Hidden Ways	+35p
BM Orion's Spear	+50p	E Wraithstone	+50p
BM Undergrowth	+50p	X Annoyance of Netlings	+25p
Elven Steed	+10p	X Befuddlement of Mischiefs	+25p
S Ranu's Heartstone	+20p	X Murder of Spites	+25p
S Staff of Sorcery	+20p	X Muster of Maelvolents	+25p
S Divination Orb	+25p	X Pageant of Skrikes	+25p
S Dispel Scroll	+30p	X Resplendence of Luminesc.	+25p
S Power Stone	+30p	X Blight of Terrors	+50p

Glamourweave Kindred
A Spellsinger may be upgraded to a Glamourweave Kindred. It gets the Forest Spirit special rule and has to choose one of the following mounts:

Steed of Isha	+20p
Unicorn	+70p

Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Glade Noble	5	6	6	4	3	2	7	3	9	1	Inf

Equipment: Woodelf Bow. May take up to 50p of magic items.
Point Cost: 75p

Options:

Shield	+5p	W Biting Blade	+5p
Light armour	+5p	W Sword of Striking	+15p
Add. hand weapon	+10p	W Sword of Battle	+20p
Great weapon	+15p	W Sword of Might	+20p
Speer	+5p	W Spear of Twilight	+20p
		W Shadow Bow	+20p
Elven Steed	+10p	W Hunter's Talon	+25p
Great Eagle	+50p	W Dawn Spear	+35p
		W Daith's Reaper	+35p
		W Bow of Loren	+45p
E Gwythere's Horn	+15p	A Enchanted Shield	+10p
E Elynett's Brooch	+20p	A Briarhearth	+15p
E Horn of the Asrai	+25p	A Helm of the Hunt	+20p
E Moonstone of Hidden Ways	+50p	A Armour of the Fey	+25p
E Hail of Doom Arrow	+35p	A Oaken Armour	+35p
E Wraithstone	+50p	A Railarian's Mantle	+35p
X Annoyance of Netlings	+25p	T Merciw's Locus	+15p
X Befuddlement of Mischiefs	+25p	T Fimbulwint. Shard	+25p
X Murder of Spites	+25p	T St. of Crystal Mere	+30p
X Muster of Maelvolents	+25p	T Glamourweave	+30p
X Pageant of Skrikes	+25p	T Amber Pendant	+35p
X Resplendence of Luminesc.	+25p	T Amaranth. Brooch	+40p
X Blight of Terrors	+50p		

Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Shadowdancer	5	7	6	4	3	2	7	3	9	1	Inf

Magic: A Shadowdancer is a Level 1 wizard. It has to choose 1-2 PM and 0-1 BM spells.

Equipment: Additional hand weapon. May take up to 50p of magic items.
Point Cost: 135p

Options:

Mirage PM 2/5+	+15p	T Fimbulwinter Shard	+25p
Mischief PM 2/5+	+25p	T Merciw's Locus	+25p
Shadow Mist PM 2/5+	+25p	T Stone of Crystal Mere	+30p
BM Phantasmagoria	+35p	T Glamourweave	+30p
BM Unnerving Whispers	+35p	T Amber Pendant	+35p
BM Trickery	+40p	T Amaranthine Brooch	+40p
		X Annoyance of Netlings	+25p
W Blades of Loec	+35p	X Befuddlement of Mischiefs	+25p
		X Murder of Spites	+25p
E Horn of the Asrai	+25p	X Muster of Maelvolents	+25p
E Moonstone of H. Ways	+35p	X Pageant of Skrikes	+25p
E Wraithstone	+50p	X Resplendence of Luminesc.	+25p
		X Blight of Terrors	+50p

Special Rules: Immune to Psychology, Talismanic Tattoos, Wardancer, Disciple of Loec

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Branchwraith	5	6	0	4	4	2	7	3	8	1	Inf

Magic: A Branchwraith is a Level 1 wizard. She must choose 1-2 PM and 0-1 BM spells.

Equipment: Hand Weapon. May take up to 50p of magic items.
Point Cost: 55p

Options:

Wall of Vines PM 3/5+	+35p	X Annoyance of Netlings	+25p
Hidden Ways PM 3/5+	+35p	X Befuddlement of Mischiefs	+25p
Athel's Wrath PM 3/5+	+50p	X Murder of Spites	+25p
BM The Twilight Host	+35p	X Muster of Maelvolents	+25p
BM Fury of the Forest	+50p	X Pageant of Skrikes	+25p
BM Ariel's Blessing	+50p	X Blight of Terrors	+50p
BM Strangle Root Curse	+35p	X Cluster of Radiants	+50p

Special Rules: Forest Spirit, Scaly Skin (5+)





	M	WS	BS	S	T	W	I	A	Ld	US	Type
Wild Rider Noble	5	6	6	4	3	2	7	3	9	1	Inf

Equipment: Woodelf Bow, spear and light armour. It has to choose a mount and may take up to 50p of magic items.

Point Cost: 110p

Options:

Steed of Kurnous	+15p	W Spear of Twilight	+20p
Great Stag	+50p	W Shadow Bow	+20p
E Horn of the Asrai	+25p	W Hunter's Talon	+25p
E Moonstone of Hidden Ways	+35p	W Dawn Spear	+35p
E Hail of Doom Arrow	+50p	W Bow of Loren	+45p
E Wraithstone	+50p	A Helm of the Hunt	+25p
X Annoyance of Netlings	+25p	A Armour of the Fey	+25p
X Befuddlement of Mischief	+25p	A Oaken Armour	+35p
X Murder of Spites	+25p	A Railarian's Mantle	+35p
X Muster of Maelvolents	+25p	T St. of Crystal Mere	+30p
X Pageant of Skrikes	+25p	T Glamourweave	+30p
X Resplendence of Luminesc.	+25p	T Amber Pendant	+35p
X Blight of Terrors	+50p	T Amaranthine Brooch	+40p

Special Rules: Talismanic Tattoos, Forest Spirit, Hatred

Mounts

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Elven Steed	9	3	0	3	3	1	4	1	5	2	Cav

Equipment: Hand weapon
Special Rules: Light Cavalry

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Steed of Kurnous/Isha	9	3	0	4	3	1	4	1	5	2	Cav

Equipment: Hand weapon
Special Rules: Light Cavalry, Forest Spirit

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Great Stag	9	5	0	5	4	3	5	2	7	3	Mon

Equipment: Hand weapon
Special Rules: Light Cavalry, Forest Spirit, Daemonic Ward Save (5+)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Unicorn	10	5	0	4	4	3	5	2	8	3	Mon

Equipment: Hand weapon
Special Rules: Light Cavalry, Forest Spirit, Impale, MR (2), Daemonic Ward Save (5+)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Great Eagle	2	5	0	4	4	3	4	2	8	3	Mon

Equipment: Hand weapon
Special Rules: Flying Model, March Blocker
Note: Does not count against the number of Great Eagles in the army in regard to point costs!

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Forest Dragon	6	6	0	6	6	6	3	5	8	6	Mon

Equipment: Hand weapon
Special Rules: Flying Model, Large Target, Terror, Scaly Skin (3+), Poisonous Breath

CORE

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Glade Guard	5	4	4	3	3	1	5	1	8	1	Inf
Champion	5	4	5	3	3	1	5	1	8	1	Inf

Equipment: Woodelf Bow
Point Cost: 10 Glade Guard: 110p + Nx10p, Glade Guard 11-20: +11p each
Options: Standard +10p, Musician +5p, Champion +5p
B Banner of Springtide +25p B Banner of Dwindling +50p
B Banner of Zenith +25p B Banner of Midwinter +50p
B War Banner +35p
Special Rules: none

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Spearman	5	4	4	3	3	1	5	1	8	1	Inf
Champion	5	4	4	3	3	1	5	2	8	1	Inf

Equipment: Spear, light armour and shield
Point Cost: 10 Spearmen: 90p, Spearman 11-20: +7p each, 21+: +6p each
Options: Standard +20p, Musician +5p, Champion +10p
B Banner of Zenith +25p B Banner of Dwindling +50p
B War Banner +35p B Banner of Midwinter +50p
Special Rules: Anti-Cav (spear)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Dryad	5	4	0	4	4	1	5	2	8	1	Inf
Champion	5	4	0	4	4	1	5	3	8	1	Inf

Equipment: Hand weapon
Point Cost: 8 Dryads: 120p, Dryad 9-20: +12p each
Options: Champion +10p
Special Rules: Light Infantry, Forest Spirits, Scaly Skin (5+)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Glade Rider	5	4	4	3	3	1	5	1	8	2	Cav
Champion	5	4	5	3	3	1	5	1	8	2	Cav
Elven Steed	9	3	-	3	-	-	4	1	-	-	-

Mount: Elven Steed
Equipment: Woodelf Bow and spear
Point Cost: 5 Glade Riders: 110p + Nx10p, Glade Rider 6-10: +16p each
Options: Standard +10p, Musician +10p, Champion +5p
B Banner of Springtide +25p B Banner of Dwindling +50p
B Banner of Zenith +25p B Banner of Midwinter +50p
B War Banner +35p
Special Rules: Light Cavalry

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Deepwood Scout	5	4	4	3	3	1	5	1	8	1	Inf
Champion	5	4	5	3	3	1	5	1	8	1	Inf

Equipment: Woodelf Bow
Point Cost: 5 Deepwood Scouts: 90p + Nx10p, Scout 6-10: +14p each
Options: Standard +10p, Musician +10p, Champion +5p
B Banner of Springtide +25p B Banner of Dwindling +50p
B Banner of Zenith +25p B Banner of Midwinter +50p
B War Banner +35p
Special Rules: Light Infantry, Scout





SPECIAL

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Eternal Guard	5	5	4	3	3	1	5	1	9	1	Inf
Champion	5	5	4	3	3	1	5	2	9	1	Inf

Equipment: Eternal Guard weapons and heavy armour
 Point Cost: 10 Eternal Guard: 150p, Eternal Guard 11-30: +12p each
 Options: Standard +20p, Musician +5p, Champion +10p
 B Banner of Zenith +25p B Banner of Dwindling +50p
 B War Banner +35p B Banner of Midwinter +50p
 Special Rules: Stubborn, Anti-Cav (Eternal Guard weapons)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Wildwood Ranger	5	5	4	4	3	1	5	1	9	1	Inf
Champion	5	5	4	4	3	1	5	2	9	1	Inf

Equipment: Halberd and light armour
 Point Cost: 10 Wildwood Rangers: 120p, Wildwood Ranger 11+: +10p each
 Options: Standard +20p, Musician +10p, Champion +15p
 B Banner of Zenith +25p B Banner of Dwindling +50p
 B War Banner +35p B Banner of Midwinter +50p
 Special Rules: Guardians of the Wildwood, Immune to Fear

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Wardancer	5	6	4	4	3	1	6	1	8	1	Inf
Champion	5	6	4	4	3	1	6	2	8	1	Inf

Equipment: Additional hand weapons
 Point Cost: 5 Wardancers: 90p+ Nx10p, Wardancer 6-10: +14p each
 Options: Musician +5p, Champion +10p
 Special Rules: Skirmish, Immune to Psychology, Distract, Talismanic Tattoos, Wardancer

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Wild Rider	-	5	4	4	3	1	5	1	9	2	Cav
Champion	-	5	4	4	3	1	5	2	9	2	Cav
Steed of Kurnous	9	3	-	4	-	-	4	1	-	-	-

Mount: Steed of Kurnous
 Equipment: Spear and light armour
 Point Cost: 5 Wild Riders: 150p, Wild Rider 6-12: +20p each
 Options: Standard +20p, Musician free, Champion +15p
 The unit may be equipped with shields for free but loses the Light Cavalry special rule.
 B Banner of Zenith +25p B Banner of Dwindling +50p
 B War Banner +35p B Banner of Midwinter +50p
 Special Rules: Light Cavalry, Fear, Talismanic Tattoos, Forest Spirits, Hatred (rider only)

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Warhawk Rider	-	4	4	3	3	2	5	1	8	2	Cav
Champion	-	4	4	3	3	2	5	2	8	2	Cav
Warhawk	1	4	-	4	-	-	5	1	-	-	-

Mount: Warhawk
 Equipment: Woodelf Bow and spear
 Point Cost: 3 Warhawk Riders: 110p + Nx10p, Rider 4-12: +30p each
 Options: Champion +10p
 Special Rules: Flying Skirmishers, Hit and Run, March Blocker

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Treekin	5	3	0	5	5	3	3	3	8	3	MoI
Champion	5	3	0	5	5	3	3	4	8	3	MoI

Equipment: Hand weapon
 Point Cost: 3 Treekin: 150p + Nx30p, Treekin 4-12: +50p each
 Options: Champion +20p
 Special Rules: Fear, Forest Spirits, Scaly Skin (4+)

RARE

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Waywatcher	5	4	5	3	3	1	5	1	8	1	Inf
Champion	5	4	6	3	3	1	5	1	8	1	Inf

Equipment: Woodelf Bow and additional hand weapons
 Point Cost: 5 Waywatchers: 100p + Nx20p, Waywatcher 6-10: +24p each
 Options: Champion +5p
 Special Rules: Skirmish, Scout, Forest Stalkers, Lethal Shot

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Sister of the Thorn	-	4	5	3	3	1	5	1	9	2	Cav
Champion	-	4	6	3	3	1	5	1	9	2	Cav
Steed of Isha	9	3	-	4	-	-	4	1	-	-	-

Mount: Steed of Isha
 Equipment: Blackbriar javelin and light armour
 Point Cost: 5 Sisters of the Thorn: 150p + Nx25p, Sister 6-10: +25p each
 Options: Standard +10p, Musician +5p, Champion +10p
 B Banner of Springtide +25p B Banner of Dwindling +50p
 B Banner of Zenith +25p B Banner of Midwinter +50p
 B War Banner +35p
 Special Rules: Light Cavalry, Forest Spirits, Daughters of Eternity, Deepwood Coven

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Treeman	5	5	0	6	6	6	2	5	8	6	Mon

Equipment: Hand weapon
 Point Cost: 225p + Nx50p, with N = total number of Treemen in the army
 Options: Strangle Roots (special rule) +25p
 Special Rules: Large Target, Scaly Skin (3+), Terror, Stubborn, Forest Spirit

	M	WS	BS	S	T	W	I	A	Ld	US	Type
Great Eagle	2	5	0	4	4	3	4	2	8	3	Mon

Equipment: Hand weapon
 Point Cost: 50p + Nx10p
 Special Rules: Flying Model, March Blocker





Appendix A: Base Sizes

General remarks:

The following list contains the base sizes for models. The following sizes represent the minimum dimensions of a respective base, i.e. no base edge or diameter must not be smaller than the minimum base size.

If the actual base size of a model is smaller, it is recommended to use sabot bases to bring them to the correct size.

Larger bases usually entail more disadvantages than advantages. Therefore, only a few specific units have maximum bases sizes. These are marked by “(max)” and indicate a fixed base size.

Rectangular (square) bases are defined by A x B mm, wherein A is the width of the front and B the length of the base.

Circular (round) bases are defined by Ø C mm, wherein C is the diameter of the base.

ARABY

Lords

Grand Sultan	20 x 20 mm
Grand Vizier	25 x 50 mm
Master Magician	20 x 20 mm

Heroes

Battle Standard	20 x 20 mm
Emir	20 x 20 mm
Shaik	25 x 50 mm
Battle Magician	20 x 20 mm
Master Hashashin	20 x 20 mm

Mounts

Warhorse	25 x 50 mm
Camel	25 x 50 mm
Magic Carpet	40 x 40 mm

Core

Spearman	20 x 20 mm
Bowman	20 x 20 mm
Ghulam	25 x 50 mm
Desert Rider	25 x 50 mm
Mountain Warrior	20 x 20 mm

Special

Mamluk	25 x 50 mm
Hashashin	20 x 20 mm
Djinn	40 x 40 mm
Naffatun	20 x 20 mm
Palace Guard	20 x 20 mm

Rare

War Elephant	50 x 100 mm
Roc	50 x 100 mm

BEASTS OF CHAOS

Lords

Beastlord	25 x 25 mm
Doombull	40 x 40 mm
Great Bray-Shaman	25 x 25 mm

Heroes

Battle Standard	25 x 25 mm
Wargor	25 x 25 mm
Gorbull	40 x 40 mm
Bray-Shaman	25 x 25 mm
Centigor Chieftain	25 x 50 mm

Core

Gor	25 x 25 mm
Bestigor	25 x 25 mm
Ungor	20 x 20 mm

Special

Gor Raider	25 x 25 mm
Ungor Raider	20 x 20 mm
Ungor Scout	20 x 20 mm
Chaos Warhound	25 x 50 mm
Tuskgor Chariot	50 x 100 mm
Razorgor Chariot	50 x 100 mm
Razorgor	50 x 50 mm
Minotaur	40 x 40 mm
Centigor	25 x 50 mm
Harpy	20 x 20 mm

Rare

Chaos Giant	50 x 50 mm
Chaos Spawn	40 x 40 mm
Cygor	50 x 100 mm
Ghorgon	50 x 100 mm
Jabberslythe	50 x 100 mm

BRETONNIA

Lords

Brettonnian Lord*	25 x 50 mm
Prophetess of the Lady	20 x 20 mm

Heroes

Battle Standard	25 x 50 mm
Damsel of the Lady	20 x 20 mm
Paladin*	25 x 50 mm
* with Virtue of Empathy	20 x 20 mm

Mounts

Warhorse	25 x 50 mm
Brettonnian Unicorn	50 x 50 mm
Royal Pegasus	40 x 40 mm
Hippogryff	50 x 50 mm

Core

Knights of the Realm	25 x 50 mm
Knight Errant	25 x 50 mm
Men-At-Arms	20 x 20 mm
Peasant Bowmen	20 x 20 mm
Peasant Huntsmen	20 x 20 mm

Special

Questing Knight	25 x 50 mm
Knights Templar	25 x 50 mm
Pegasus Knight	40 x 40 mm
Mounted Yeoman	25 x 50 mm
Grail Reliquae	40 x 60 mm (max)
Battle Pilgrim	20 x 20 mm
Castle Guard	20 x 20 mm

Rare

Grail Knight	25 x 50 mm
Field Trebuchet	50 x 75 mm

CHAOS DWARFS

Lords

Chaos Dwarf Overlord	20 x 20 mm
Prophet of Hashut	20 x 20 mm
Bull Centaur Taur'ruk	50 x 75 mm

Heroes

Battle Standard	20 x 20 mm
Chaos Dwarf Castellan	20 x 20 mm
Daemonsmith Sorcerer	20 x 20 mm
Bull Centaur Ba'h	50 x 75 mm
Hobgoblin Khan	20 x 20 mm

Mounts

Wolf	25 x 50 mm
Lammasu	50 x 50 mm
Great Taurus	50 x 50 mm

Core

Chaos Dwarf Warrior	20 x 20 mm
Chaos Dwarf Annihilator	20 x 20 mm

Special

Chaos Dwarf Infernal Warrior	20 x 20 mm
Chaos Dwarf Infernal Guard	20 x 20 mm
Chaos Dwarf Infernal Ironsworn	20 x 20 mm
Hobgoblin Warrior	20 x 20 mm
Hobgoblin Sneaky Git	20 x 20 mm
Hobgoblin Wolf Rider	25 x 50 mm
Bull Centaur	25 x 50 mm
K'daai Fireborn	40 x 40 mm
Hobgoblin Spear Chukka	50 x 75 mm
Deathshrieker Rocket	50 x 75 mm
Rabble	20 x 20 mm
Orc Slave	25 x 25 mm
Black Orc Slave	25 x 25 mm





Rare

Bull Centaur Render	50 x 75 mm
Dreadquake Mortar	50 x 75 mm
Magma Cannon	50 x 75 mm
Helldaemon	100 x 100 mm
Chaos Dwarf Crew	20 x 20 mm
Chaos Giant	50 x 50 mm
K'daai Destroyer	100 x 150 mm

DAEMONS OF CHAOS

Lords

Bloodthirster	50 x 50 mm
Great Unclean One	50 x 50 mm
Keeper of Secrets	50 x 50 mm
Lord of Change	50 x 50 mm
Daemon Prince	50 x 50 mm

Heroes

Battle Standard	25 x 25 mm
Herald	25 x 25 mm

Mounts

Juggernaut of Khorne	50 x 50 mm
Palanquin of Nurgle	50 x 50 mm (max)
Steed of Slaanesh	25 x 50 mm
Disc of Tzeentch	50 x 50 mm
Blood Chariot of Khorne	50 x 100 mm
Blazing Chariot of Tzeentch	50 x 100 mm

Core

Bloodletter	25 x 25 mm
Plaguebearer	25 x 25 mm
Daemonette	25 x 25 mm
Pink Horror	25 x 25 mm

Special

Flesh Hound	25 x 50 mm
Nurglings	40 x 40 mm
Seeker of Slaanesh	25 x 50 mm
Screamer of Tzeentch	40 x 40 mm
Chaos Fury	25 x 25 mm
Skull Cannon	50 x 100 mm
Seeker Chariot	50 x 100 mm
Burning Chariot	50 x 100 mm

Rare

Beast of Nurgle	40 x 40 mm
Fiends of Slaanesh	40 x 40 mm
Exalted Flamer of Tzeentch	40 x 40 mm
Plague Drones of Nurgle	50 x 75 mm
Changebringer	50 x 50 mm
Blood Crushers of Khorne	50 x 75 mm
Flamer of Tzeentch	25 x 25 mm
Skull Throne of Khorne	50 x 100 mm
Exalted Seeker Chariot	100 x 150 mm
Soul Grinder	150 x 100 mm

DARK ELVES

Lords

Dreadlord	20 x 20 mm
Supreme Sorceress	20 x 20 mm

Heroes

Battle Standard	20 x 20 mm
Master	20 x 20 mm
Death Hag	20 x 20 mm
Sorceress	20 x 20 mm
Assassin	20 x 20 mm
Beastmaster	20 x 20 mm

Mounts

Dark Steed	25 x 50 mm
Cold One	25 x 50 mm
Dark Pegasus	40 x 40 mm
Manticore	50 x 50 mm
Black Dragon	50 x 50 mm

Core

Warriors	20 x 20 mm
Spearmen	20 x 20 mm
Corsair	20 x 20 mm
Raider	20 x 20 mm
Harpy	20 x 20 mm
Repeater Crossbowmen	20 x 20 mm
Dark Rider	25 x 50 mm

Special

Cold One Knight	25 x 50 mm
Cold One Chariot	50 x 100 mm
Scourgerunner Chariot	50 x 100 mm
Black Guard	20 x 20 mm
Executioner	20 x 20 mm
Witch Elf	20 x 20 mm
Shade	20 x 20 mm

Rare

Sisters of Slaughter	20 x 20 mm
War Hydra	50 x 100 mm
Khariibdyss	50 x 100 mm
Repeater Bolt Thrower	50 x 75 mm
Bloodwrack Medusa	40 x 40 mm
Doomfire Warlock	25 x 50 mm
Cauldron of Blood	60 x 100 mm

DOGS OF WAR

Lords

General	20 x 20 mm
Wizard Lord	20 x 20 mm

Heroes

Paymaster	20 x 20 mm
Battle Wizard	20 x 20 mm
Captain	20 x 20 mm

Mounts

Warhorse	25 x 50 mm
Pegasus	40 x 40 mm

Core

Pikeman	20 x 20 mm
Crossbowman	20 x 20 mm
Duellist	20 x 20 mm
Light Horseman	25 x 50 mm
Heavy Horseman	25 x 50 mm
Pirazzo's Lost Legion	20 x 20 mm
Ricco's Republican Guard	20 x 20 mm
Leopold's Leopard Company	20 x 20 mm
The Alcatani Fellowship	20 x 20 mm
Vespero's Vendetta	20 x 20 mm
Marksmen of Miragliano	20 x 20 mm
Al Muktar's Desert Dogs	25 x 50 mm
Braganza's Besiegers	20 x 20 mm
Voland's Venators	25 x 50 mm
Anaconda's Amazons	20 x 20 mm

Special

Dwarf Warrior	20 x 20 mm
Dwarf Quarreller	20 x 20 mm
Halfling Warrior	20 x 20 mm
Halfling Archer	20 x 20 mm
Oger	40 x 40 mm
Norsca Marauder	20 x 20 mm
Paymaster's Guard	20 x 20 mm
The Cursed Company	20 x 20 mm
Ruglud's Armoured Orcs	25 x 25 mm
Oglah Khan's Wolfboyz	25 x 50 mm
The Bearmen of Urslo	20 x 20 mm
Golgfag's Oger	40 x 40 mm
Lumpin Croop's Fighting Cocks	20 x 20 mm
Long Drong's Slayer Pirates	20 x 20 mm

Rare

Maneater	40 x 40 mm
Cannon	50 x 75 mm
Halfling Hot Pot	50 x 75 mm
Tichi-Huichi's Raiders	25 x 50 mm
Mengil Manhide's Manflayers	20 x 20 mm
Birdmen of Catrazza	25 x 25 mm
Asarnil	20 x 20 mm
Thalui-Sethai	50 x 50 mm
Bronzino	25 x 50 mm
Galloper Gun	50 x 75 mm
Malakai Makkaison	20 x 20 mm
Goblin Hewer	50 x 75 mm
Hengus	20 x 20 mm
Bologs and Cachtorr	50 x 50 mm
Witch Hunters	20 x 20 mm
Gotrek & Felix	20 x 20 mm





DWARFS

Lords

Lord	20 x 20 mm
Shieldbearers	40 x 20 mm (max)
Daemon Slayer	20 x 20 mm
Runelord	20 x 20 mm
Anvil of Doom	60 x 60 mm

Heroes

Battle Standard	20 x 20 mm
Thane	20 x 20 mm
Runesmith	20 x 20 mm
Dragon Slayer	20 x 20 mm
Master Engineer	20 x 20 mm

Core

Warrior	20 x 20 mm
Quarreller	20 x 20 mm
Thunderer	20 x 20 mm
Longbeard	20 x 20 mm

Special

Hammerer	20 x 20 mm
Ironbreaker	20 x 20 mm
Ranger	20 x 20 mm
Miner	20 x 20 mm
Troll Slayer	20 x 20 mm
Iron Drake	20 x 20 mm
Bolt Thrower	50 x 75 mm
Grudge Thrower	50 x 75 mm
Dwarf Cannon	50 x 75 mm

Rare

Flame Cannon	50 x 75 mm
Organ Gun	50 x 75 mm
Gyrocopter	50 x 50 mm

THE EMPIRE

Lords

General of the Empire	20 x 20 mm
Arch Lector of Sigmar	20 x 20 mm
Grand Master	25 x 50 mm
Grand Master o.t. White Wolves	25 x 50 mm
Wizard Lord	20 x 20 mm

Heroes

Battle Standard	20 x 20 mm
Captain of the Empire	20 x 20 mm
Master Engineer	20 x 20 mm
Battle Wizard	20 x 20 mm
Warrior Priest	20 x 20 mm

Mounts

Warhorse	25 x 50 mm
Mechanical Steed	25 x 50 mm
Pegasus	40 x 40 mm
Griffon	50 x 50 mm
War Altar	50 x 100 mm

Core

Swordsman	20 x 20 mm
Halberdier	20 x 20 mm
Free Company	20 x 20 mm
Spearman	20 x 20 mm
Pikeman	20 x 20 mm
Crossbowman	20 x 20 mm
Handgunner	20 x 20 mm
Archer	20 x 20 mm
Huntsman	20 x 20 mm
Knight	25 x 50 mm
Knight of the White Wolf	25 x 50 mm

Special

Greatsword	20 x 20 mm
Reiksguard	20 x 20 mm
Pistolier	25 x 50 mm
Outrider	25 x 50 mm
Inner Circle Knight	25 x 50 mm
IC Knight of the White Wolf	25 x 50 mm
Demigryph Knight	50 x 75 mm
Cannon	50 x 75 mm
Mortar	50 x 75 mm

Rare

Flagellant	20 x 20 mm
Helblaster Volley Gun	50 x 75 mm
Helstorm Rocket Battery	50 x 75 mm
Celestial Hurricanum	50 x 100 mm
Luminark of Hysh	50 x 100 mm
Steam Tank	50 x 100 mm
Imperial Dwarf	20 x 20 mm
Imperial Ogre	40 x 40 mm
Halfling	20 x 20 mm
Halfling Hot Pot	50 x 75 mm

HIGH ELVES

Lords

Prince	20 x 20 mm
Archmage	20 x 20 mm
Loremaster	20 x 20 mm

Heroes

Battle Standard	20 x 20 mm
Noble	20 x 20 mm
Mage	20 x 20 mm

Mounts

Elven Steed	25 x 50 mm
Great Eagle	40 x 40 mm
Griffon	50 x 50 mm
Flamespyre Phoenix	50 x 100 mm
Frostheart Phoenix	50 x 100 mm
Dragon	50 x 50 mm

Core

Spearman	20 x 20 mm
Lothorn Sea Guard	20 x 20 mm
Archer	20 x 20 mm
Silver Helm	25 x 50 mm

Special

Ellyrian Reaver	25 x 50 mm
Dragon Prince of Caledor	25 x 50 mm
Phoenix Guard	20 x 20 mm
Swordmaster of Hoeth	20 x 20 mm
White Lion of Chrace	20 x 20 mm
Sister of Avelorn	20 x 20 mm
Shadow Warrior	20 x 20 mm
Tiranoc Chariot	50 x 100 mm
White Lion Chariot	50 x 100 mm
Skycutter Chariot	50 x 100 mm

Rare

Repeater Bolt Thrower	50 x 75 mm
Great Eagle	40 x 40 mm
Flamespyre Phoenix	50 x 100 mm
Frostheart Phoenix	50 x 100 mm

KISLEV

Lords

Tzar	20 x 20 mm
Tzarina	20 x 20 mm
Rotamaster	25 x 50 mm

Heroes

Battle Standard	20 x 20 mm
Boyar	20 x 20 mm
Shaman	20 x 20 mm

Mounts

Warhorse	25 x 50 mm
Great Bear	50 x 50 mm

Core

Kossar	20 x 20 mm
Axeman	20 x 20 mm
Horse Archer	25 x 50 mm
Winged Lancer	25 x 50 mm
Peasant	20 x 20 mm

Special

Gryphon Lancer	25 x 50 mm
Oblast Outrider	25 x 50 mm
Kreml Guard	20 x 20 mm
Streltsi	20 x 20 mm
Bear	40 x 40 mm
Beastmaster	20 x 20 mm





Rare

Druzhina	25 x 50 mm
Bear Rider	50 x 75 mm
Wagon Fort Wagon	50 x 100 mm
War Wagon	50 x 100 mm
Imperial Pikeman	20 x 20 mm
Imperial Handgunner	20 x 20 mm
Imperial Pistolier	25 x 50 mm

LIZARDMEN

Lords

Saurus Oldblood	25 x 25 mm
Slann	50 x 50 mm (max)

Heroes

Battle Standard	25 x 25 mm
Saurus Scar Veteran	25 x 25 mm
Skink Chief	20 x 20 mm
Skink Priest	20 x 20 mm

Mounts

Cold One	25 x 50 mm
Terradon Alpha	40 x 40 mm
Carnosaur	50 x 50 mm

Core

Saurus Warrior	25 x 25 mm
Saurus Spearman	25 x 25 mm
Skink Warriors	20 x 20 mm
Skink Hunter	20 x 20 mm
Jungle Swarm	40 x 40 mm

Special

Temple Guard	25 x 25 mm
Kroxigor	40 x 40 mm
Saurus Cavalry	25 x 50 mm
Chameleon Skink	20 x 20 mm
Terradon Rider	40 x 40 mm
Ripperdactyl Rider	40 x 40 mm

Rare

Stegadon	50 x 100 mm
Ancient Stegadon	50 x 100 mm
Bastiladon	50 x 100 mm
Troglodon	50 x 100 mm
Salamander	40 x 40 mm
Skink Handler	20 x 20 mm
Barbed Razordon	40 x 40 mm
Skink Handler	20 x 20 mm

NORSE

Lords

Konnugr	20 x 20 mm
Tribe Elder	20 x 20 mm

Heroes

Battle Standard	20 x 20 mm
Hersir	20 x 20 mm
Werewolf Alpha	40 x 40 mm
Godi	20 x 20 mm
Ulric Priest	20 x 20 mm
Norse Dwarf Thane	20 x 20 mm
Norse Dwarf Furor	20 x 20 mm

Mounts

Warhorse	25 x 50 mm
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Core

Axeman	20 x 20 mm
Spearman	20 x 20 mm
Huscarl	20 x 20 mm

Special

Huscarl Guard	20 x 20 mm
Frost Wolf	25 x 50 mm
Beastmaster	25 x 25 mm
Bandsmaster	20 x 20 mm
Archer	20 x 20 mm
Scout	20 x 20 mm
Raider	20 x 20 mm
Ulfhednar	20 x 20 mm
Horseman	25 x 50 mm

Rare

Werewolf	40 x 40 mm
War Mammoth	100 x 150 mm
Frost Giant	50 x 50 mm
Norse Dwarf	20 x 20 mm
Norse Dwarf Berserker	20 x 20 mm
Norse Dwarf Quarreller	20 x 20 mm

OGRE KINGDOMS

Lords

Tyrant	40 x 40 mm
Slaughtermaster	40 x 40 mm

Heroes

Battle Standard	40 x 40 mm
Butcher	40 x 40 mm
Bruiser	40 x 40 mm
Firebelly	40 x 40 mm
Hunter	40 x 40 mm

Mounts

Stonehorn	100 x 150 mm
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Core

Ogre Bull	40 x 40 mm
Irongut	40 x 40 mm
Gnoblar	20 x 20 mm
Gnoblar Trapper	20 x 20 mm

Special

Leadbelcher	40 x 40 mm
Sabertusk	25 x 50 mm
Yhetee	40 x 40 mm
Scraplauncha	50 x 100 mm

Rare

Gorger	40 x 40 mm
Maneater	40 x 40 mm
Slave Giant	50 x 50 mm
Ironblaster	50 x 100 mm
Rhinox Rider	50 x 100 mm
Stonehorn	100 x 150 mm
Thundertusk	100 x 150 mm

ORCS & GOBLINS

Lords

Orc (any kind)	25 x 25 mm
Goblin (any kind)	20 x 20 mm

Heroes

Orc (any kind)	25 x 25 mm
Goblin (any kind)	20 x 20 mm

Mounts

Wolf	25 x 50 mm
Giant Spider	25 x 50 mm
Boar	25 x 50 mm
Gigantic Spider	40 x 40 mm
Great Cave Squig	40 x 40 mm
Wyvern	50 x 50 mm

Core

Orc Boy	25 x 25 mm
Orc Arrer Boy	25 x 25 mm
Snotling Swarm	40 x 40 mm
Savage Orc Boyz	25 x 25 mm
Savage Orc Arrer Boy	25 x 25 mm
Goblin	20 x 20 mm
Nasty Skulker	20 x 20 mm
Night Goblin	20 x 20 mm
Fanatic	Ø 25 mm (max)
Goblin Wolf Rider	25 x 50 mm
Goblin Spider Rider	25 x 50 mm

Special

Orc Big 'Un	25 x 25 mm
Savage Orc Big 'Un	25 x 25 mm
Black Orc	25 x 25 mm
Squig	20 x 20 mm
Squig Herder	20 x 20 mm
Squig Hopper	20 x 20 mm
Orc Boar Boy	25 x 50 mm





Orc Boar Big 'Un	25 x 50 mm
Savage Orc Boar Boy	25 x 50 mm
Savage Orc Boar Big 'Un	25 x 50 mm
Wolf Chariot	50 x 100 mm
Boar Chariot	50 x 100 mm
Spears Chukka	50 x 75 mm
Rock Lobber	50 x 75 mm
Rare	
Giant	50 x 50 mm
Troll	40 x 40 mm
Pump Wagon	50 x 75 mm
Doom Diver	50 x 75 mm
Mangler Squigs	Ø 60 mm (max)
Arachnarok Spider	100 x 150 mm

SKAVEN

Lords

Warlord	20 x 20 mm
Grey Seer	20 x 20 mm
Vermin Lord	50 x 50 mm

Heroes

Battle Standard	20 x 20 mm
Chieftain	20 x 20 mm
Plague Priest	20 x 20 mm
Warlock Engineer	20 x 20 mm
Assassin	20 x 20 mm

Mounts

Plague Furnace	60 x 100 mm
Screaming Bell	60 x 100 mm

Core

Clanrat	20 x 20 mm
Stormvermin	20 x 20 mm
Weapon Team	25 x 50 mm
Night Runner	20 x 20 mm
Skavenslave	20 x 20 mm
Giant Rat	20 x 20 mm
Packmaster	20 x 20 mm
Rat Swarm	40 x 40 mm

Special

Plague Monk	20 x 20 mm
Gutter Runner	20 x 20 mm
Poison Wind Globadier	20 x 20 mm
Jezzail Team	25 x 50 mm
Rat Ogre	40 x 40 mm
Packmaster	20 x 20 mm
Plague Censer Bearer	20 x 20 mm
Rare	
Warp Lightning Cannon	50 x 75 mm
Plagueclaw Catapult	50 x 75 mm
Doomwheel	50 x 100 mm
Hell Pit Abomination	60 x 100 mm

TOMB KINGS

Lords

Tomb King	20 x 20 mm
Lich High Priest	20 x 20 mm

Heroes

Necrotect	20 x 20 mm
Tomb Herald	20 x 20 mm
Tomb Prince	20 x 20 mm
Lich Priest	20 x 20 mm

Mounts

Skeletal Steed	25 x 50 mm
Royal Chariot	50 x 100 mm
Dread Abyssal	50 x 50 mm

Core

Skeleton Warrior	20 x 20 mm
Skeleton Spearman	20 x 20 mm
Skeleton Archer	20 x 20 mm
Skeleton Horseman	25 x 50 mm
Skeleton Horse Archer	25 x 50 mm

Special

Tomb Guard	20 x 20 mm
Skeleton Chariot	50 x 100 mm
Ushabti	40 x 40 mm
Ushabti Archers	40 x 40 mm
Tomb Scorpion	50 x 50 mm
Tomb Swarm	40 x 40 mm
Necropolis Knight	50 x 100 mm
Sepulchral Stalker	50 x 100 mm
Carrion	40 x 40 mm
Screaming Skull Catapult	50 x 75 mm

Rare

Necrolith Colossus	50 x 50 mm
Casket of Souls	50 x 75 mm
Khemrian Warsphinx	50 x 100 mm
Necrosphinx	50 x 100 mm

VAMPIRE COUNTS

Lords

Vampire Lord	20 x 20 mm
Ghoul King	20 x 20 mm
Master Necromancer	20 x 20 mm
Lahmian Vampire Countess	20 x 20 mm
Blood Dragon Lord	20 x 20 mm
Wight Lord	20 x 20 mm

Heroes

Wight BSB	20 x 20 mm
Wight Seneschal	20 x 20 mm
Wraith	20 x 20 mm
Banshee	20 x 20 mm
Vampire	20 x 20 mm
Necromancer	20 x 20 mm

Mounts

Skeletal Steed	25 x 50 mm
Nightmare	25 x 50 mm
Winged Nightmare	50 x 50 mm
Zombie Dragon	50 x 50 mm
Terrorgeist	100 x 150 mm
Coven Throne	50 x 100 mm

Core

Skeleton Warrior	20 x 20 mm
Skeleton Spearman	20 x 20 mm
Zombie	20 x 20 mm
Ghoul	20 x 20 mm
Dire Wolf	25 x 50 mm

Special

Grave Guard	20 x 20 mm
Black Knight	25 x 50 mm
Bat Swarm	40 x 40 mm
Fell Bat	40 x 40 mm
Corpse Cart	50 x 100 mm
Spirit Host	40 x 40 mm
Vargheist	40 x 40 mm
Crypt Horror	40 x 40 mm
Hex Wraith	25 x 50 mm

Rare

Cairn Wraith	20 x 20 mm
Varghulf	50 x 50 mm
Terrorgeist	100 x 150 mm
Blood Knight	50 x 75 mm
Black Coach	50 x 100 mm
Mortis Engine	50 x 100 mm





WARRIORS OF CHAOS

Lords

Chaos Lord	25 x 25 mm
Exalted Chaos Sorcerer	25 x 25 mm
Daemon Prince	50 x 50 mm

Heroes

Battle Standard	25 x 25 mm
Exalted Chaos Champion	25 x 25 mm
Chaos Sorcerer	25 x 25 mm

Mounts

Chaos Steed	25 x 50 mm
Daemonic Mount	50 x 50 mm
Juggernaut of Khorne	50 x 50 mm
Palanquin of Nurgle	50 x 50 mm (max)
Beast of Slaanesh	50 x 50 mm
Disc of Tzeentch	50 x 50 mm
Manticore	50 x 50 mm
Chaos Dragon	50 x 50 mm

Core

Marauder	25 x 25 mm
Chaos Warrior	25 x 25 mm

Special

Chaos Knight	25 x 50 mm
Chaos Warhound	25 x 50 mm
Beastmaster	25 x 25 mm
Marauder Horseman	25 x 50 mm
Forsaken	25 x 25 mm
Harpy	20 x 20 mm
Chosen	25 x 25 mm
Chaos Chariot	50 x 100 mm
Gorebeast Chariot	50 x 100 mm
Chaos Troll	40 x 40 mm
Chaos Ogre	40 x 40 mm
Dragon Ogre	50 x 75 mm
Chaos Warshrine	50 x 100 mm
Skullcrushers of Khorne	50 x 75 mm
Putrid Blightking	40 x 40 mm
Hellstrider of Slaanesh	25 x 50 mm

Rare

Chaos Giant	50 x 50 mm
Chaos Spawn	40 x 40 mm
Dragon Ogre Shaggoth	50 x 50 mm
Slaughterbrute	50 x 100 mm
Mutalith Vortex Beast	50 x 100 mm
Chimera	50 x 100 mm
Helldaemon	100 x 100 mm
Chaos Dwarf Crew	20 x 20 mm

WOOD ELVES

Lords

Glade Lord	20 x 20 mm
Spellweaver	20 x 20 mm
Treeman Ancient	50 x 50 mm
Master Shadowdancer	20 x 20 mm
Wild Rider Lord	20 x 20 mm

Heroes

Battle Standard	20 x 20 mm
Spellsinger	20 x 20 mm
Glade Noble	20 x 20 mm
Shadowdancer	20 x 20 mm
Branchwraith	25 x 25 mm
Wild Rider Noble	20 x 20 mm

Mounts

Elven Steed	25 x 50 mm
Steed of Kurnous/Isha	25 x 50 mm
Great Stag	50 x 50 mm
Unicorn	50 x 50 mm
Great Eagle	40 x 40 mm
Forest Dragon	50 x 50 mm

Core

Glade Guard	20 x 20 mm
Spearman	20 x 20 mm
Dryad	25 x 25 mm
Glade Rider	25 x 50 mm
Deepwood Scout	20 x 20 mm

Special

Eternal Guard	20 x 20 mm
Wildwood Ranger	20 x 20 mm
Wardancer	20 x 20 mm
Wild Rider	25 x 50 mm
Warhawk Rider	40 x 40 mm
Treekin	40 x 40 mm

Rare

Waywatcher	20 x 20 mm
Sister of the Thorn	25 x 50 mm
Treeman	50 x 50 mm
Great Eagle	40 x 40 mm





Appendix B: Optional Rules

GUESS-RANGE WEAPONS

General remarks:

Before the game starts, each player may declare to use the optional rules for Guess-Range Weapons. If a player chooses to do so, **all** of his respective weapons use the following rules for the **entire** game. Players do not have to agree on a single rules variant, instead each player may use the rules variant he prefers.

Changes:

The following rules replace the corresponding rules in the respective sections:

Shooting Phase Sequence

1. Declare a range (in inch) and a direction to shoot in for each Guess-Range Weapon that is firing in this shooting phase.
2. Resolve all Guess-Range Weapons in any order
3. Pick a unit with ranged attacks (that does not count as a Guess-Range Weapon) and nominate a target unit
4. Determine LOS and range
5. Resolve attacks
Repeat steps 3-5 for each ranged unit that did not already fire this turn
6. Resolve panic tests (if applicable)

EQUIPMENT

Cannon

- Counts as a Guess-Range Weapon
- No Stand & Shoot

Firing a cannonball:

- Choose a unit within LOS of the cannon to shoot at and place the target point in the direction and range that was declared for this cannon in step 1 of the shooting phase.
- If the target point is within the maximum (and minimum) range of the cannon and the target point lies **between** the cannon and the target unit, roll an Artillery Dice. Otherwise, the shot automatically misses. Still roll the Artillery Dice to determine if a misfire occurs.
- If a misfire symbol is rolled, the shot automatically misses and the cannon suffers a misfire, see 'Misfire' below.
- If the shot does not automatically miss, move the target point a number of inches directly away from the cannon equal to the result of the Artillery Dice. The resulting spot is the point of impact.
- Afterwards, the cannonball bounces a number of inches directly away from the cannon equal to the result of another Artillery Dice roll. In this case, a misfire symbol means that the cannonball burries itself into the ground and does not bounce, i.e. there is no misfire.
- If the cannonball lands in water terrain (e.g. swamp, river or lake), it burries itself into the ground automatically (and does not bounce).
- A bouncing cannonball immediately stops when it hits a building, rock or there is a sudden change in elevation like the edge of a hill (up or down).
- Every unit below the line between the point of impact and the point where the cannonball bounced to suffers a number of hits equal to the number of models of the respective unit that are touched by the line, wherein only one model per rank/file can be affected (depending on whether the cannon is in the front/rear or flank zone of the target unit). If the cannonball burries itself into the ground, the unit below the point of impact suffer a single hit.

Grapeshot

Instead of shooting a solid cannonball like described above, a cannon may shoot Grapeshot. Declare this in step 1 of the shooting phase. In step 2 of the shooting phase roll an Artillery Dice:

- If a misfire symbol is rolled, the cannon suffers a misfire, see 'Misfire' below.
- If the cannon does not suffer a misfire, resolve the shot according to the following rules: Breath Weapon, S4, AP (1).

Catapult

- Counts as a Guess-Range Weapon
- No Stand & Shoot
- Models that moved in their turn have to reroll Hit-symbols when they fire a catapult (without the "Move or Fire" special rule).

Firing the catapult:

- Choose a unit within LOS of the catapult to shoot at and place the target point in the direction and range that was declared for this catapult in step 1 of the shooting phase.
- If the target point is within the maximum (and minimum) range of the catapult, a straight line running through the catapult and the target point also runs through the target unit and if the target point lies **within 6"** of the target unit, roll a Scatter Dice and an Artillery Dice. Otherwise, the shot automatically misses, i.e. don't place the template. Still roll the Artillery Dice to determine if a misfire occurs.
- If a misfire symbol is rolled, the shot automatically misses and the catapult suffers a misfire, see 'Misfire' below.
- If the shot does not automatically miss, determine the point of impact in the following way: If the Scatter Dice shows a hit symbol, the target point is the point of impact. If the Scatter Dice does not show a hit symbol, scatter the target point the distance rolled by the Artillery Dice in the direction indicated by the Scatter Dice.
- Then place the template with the hole on the point of impact and resolve it.

Flamer Weapon

- Counts as a Guess-Range Weapon
- No Stand & Shoot

Firing the flamer:

- Choose a unit within LOS of the flamer to shoot at and place the target point in the direction and range that was declared for this flamer in step 1 of the shooting phase. If the range of the flamer is 0", the target point touches the front base edge of the flamer.
- If the target point is within the maximum (and minimum) range of the flamer and the target point lies **between** the flamer and the target unit, roll an Artillery Dice. Otherwise, the shot automatically misses, i.e. don't place the template. Still roll the Artillery Dice to determine if a misfire occurs.
- If a misfire symbol is rolled, the shot automatically misses and the flamer suffers a misfire, see 'Misfire' below.
- If the shot does not automatically miss, move the target point a number of inches directly away from the flamer equal to the result of the Artillery Dice. Then place the narrow end of the flamer template where the shot landed and the broad end away from the flamer and resolve the template.





Appendix A: FAQ

CORE RULES

Stand & Shoot (charge response)

Q: *Is the unit that stands & shoots as a charge response allowed to hold its fire until the charging unit is within short range?*

A: No. The unit shoots as soon as the maximum number of models in the unit can shoot at the charging unit. Usually, this is before the charging unit moves or when the charging unit enters (maximum) range of the unit.

ARMIES

Deathblow (Slayers special rule)

Q: *Are Deathblow attacks limited by the number of Slayers that were eligible to attack at the beginning of the combat round? For example, if a unit of 10 Troll Slayers with a frontage of 5 models is in combat with an enemy unit to the front, and that enemy unit kills all 10 Slayers, then only the front rank of 5 Slayers, that were in BTB, get one Deathblow attack each (and not all 10 Slayers)?*

A: Yes, to both questions.

Q: *Are Deathblow attacks limited to those Slayers that are in contact with each individual model? In the example above, an enemy character (on a 20mm base and in BTB with 3 Slayers) kills 6 Slayers and the remaining rank and file enemies (with a lower initiative) kill the remaining 4 Slayers. Does the character get targeted by all 5 of the Slayers' Deathblow attacks? Or only the 3 that were in base contact? How many Deathblow attacks does the unit take?*

A: Yes, Deathblow attacks are limited to individual models. In this example, the character would be the target of only 3 Deathblow attacks as only 3 Slayers were in BTB and thus could have attacked the character. The Slayers would not get any Deathblow attacks versus the unit because the character killed all models in BTB with the unit. Therefore, the unit (in its initiative step) only killed Slayers "stepping up" which would not have been able to attack before they were killed anyway.

Spell Forge Fire (Lore of Fire/Metal)

Q: *How does the spell Forge Fire affect the Helblaster Volley Gun (HVG) of the Empire?*

A: The spell has the effect that a warmachine suffering a (at least one) misfire, does not fire any shots in this shooting phase but is unaffected otherwise. In the case of the HVG, if the HVG rolls 1+ misfire symbols, it simply does not fire and there is no roll on its misfire table.

Hierophant/Mastermind (Tomb Kings/Vampire Counts)

Q: *Do units test on their unmodified Ld when the Hierophant/Mastermind is killed?*

A: No, units take a normal Ld-test, i.e. units benefit from the Ld of accompanying character models for example.





COMMUNITY

<http://www.warseer.com> (englisch)
<http://www.tabletopwelt.de/> (deutsch)
<http://www.weiss-blaue-strategen.de> (deutsch)
<https://www.tabletop-rheinmain.de> (deutsch)

ARMY CREATOR

<http://www.armycreator.de/> (Thanks Ovaron!)

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