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EVOLUTION™

Monstrous Miniatures Combat™

PRIVATE
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HORDES™

EVOLUTION™

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First Printing: June 2007. Printed in China.

HORDES: Evolution . . . . . ISBN: 978-1-933362-22-9 . . . . . PIP 1011

HORDES: Evolution Hardcover . . . . . ISBN: 978-1-933362-23-6 . . . . . PIP 1012

Foreword

In the land of entertainment, the word 'evolution' has become synonymous with 'sequel', 'second installment', 'expansion', or anything that in any way elaborates upon a foundation concept. You see it tacked on as the byline to movies, video games, comic books, and at this point, even more than a few tabletop games. In that respect, the title of this book does not deviate from the common expectation. When you delve inside, however, the similarities end.

When we designed HORDES™ with the intention of playing it against WARMACHINE®, we saddled the new game with an inescapable burden—HORDES would always lag behind the times. With a three-year head start, WARMACHINE players were putting together cavalry before HORDES players were putting together their third warlock. While points are points, and we balanced the sibling games against each other, the simple fact remains that by virtue of its youth HORDES does not have the same number of army customization options. In truth, it never will (unless we stop producing for WARMACHINE, which is not very likely), but as time goes on, the gap will become less significant as the options for HORDES fill out. We set out to do exactly that with Evolution.

Evolution puts HORDES on the fast track to catching up with its older brother. Where we paced out new model types in WARMACHINE over the course of several books, we crammed as much as we felt we could reasonably develop into Evolution in an effort to give HORDES players a competitive menu of options with which to compose their armies. Unit attachments, weapon attachments, and cavalry, not to mention a pair of new warlocks for each faction, all appear in this book and leave few categories unavailable to HORDES players. We actually reined back the development list at a certain point when we realized that we would publish models in the book that would not become available for 16-18 months after the book released. So we saved a few things like epic warlocks for the next installment—you've got to have something to look forward to after all.

In that regard, *HORDES: Evolution*™ lives up to its name. This book does not just expand the game with a selection of new models. With the contents presented here, players will truly evolve their game. All new play styles will develop as never before possible tactics and strategies come to light. The plethora of fresh options will have players eager to attempt all manner of untried maneuvers in hopes of unlocking that killer combo that will lead them to victory. By the time this book is on the shelf in fact, the evolution will have already started.

So prepare yourself! The battlefield is about to change forever, trampled underfoot by a throng of savage beasts and warriors, never to be the same again. Until our next *Metamorphosis*™, enjoy the hunt.

EVOLVE OR DIE!

If Darwin had seen this coming, he would have just **kept on sailing.**

Evolution is change, and you fear change. Why? Because you know that if you don't change as fast as your opponent does, he's going to beat you like a red-headed step wussy. You've got to roll with the punches, keep with the times, and stay on the bleeding edge or end up stuck to the bottom of some ground-pounder's **hobnail boot.**

If you want to **stop eating at the kiddy table** and claim your rightful seat at the top of this bloodthirsty food-chain, you're finally going to have to fill that empty feeling inside with a spine. It's time to bury the natural order of things like an old cat and **transcend your DNA**. You don't have a choice. The decision has been made for you. Rise above the herd or get out of the gene pool.

There are two cornerstones to evolutionary success:

1) Don't do anything stupid that is going to get you pulped.

2) Make sure you're the one doing the pulping.

You're on your own with the first one, but in your hands you hold a hefty little tool-box of battle-tested, butt-kicking, ball-busting mojo to help you with the second. **If your grey matter hasn't gelled yet,** you may find all the pretty colors and shiny bits distracting. But if you can keep your wits about you, you'll see that you are now in possession of a recipe for some **serious whoop-ass stew**—the kind you eat with a fork.

The beasts in this book are so juiced, they've got **muscles on top of muscles,** and the warlocks are loaded with such unrestrained power, they'll have your opponent **quivering in his dime-store loafers** at the mere sight of them. Round off this tour de force with a bombardment of tough-as-nails troops and head-splattering weapons of war, and we're talking about a **primordial cocktail** that would make the most stone-faced butcher weep tears of ecstasy.

The carnage-strewn landscape of a battlefield is never a pretty sight, but the view from the top is worth the agony of the climb. **So monster-up, maggot.** Shed that 'I bruise easily' baby-soft skin and unleash the savage conqueror within. **Become an unrelenting force of nature** and lead your species to victory over all of those who have failed to overcome the **weakness of the flesh.**

Elevate your strategy.
Advance your tactics.
Evolve your game.

And play like you've got a pair.

Prelude to Storm

Thagrosh the Prophet of Everblight supervised the industry of his army from a jutting precipice of the mountain overlooking what he had claimed as his camp of convenience. The snows had ceased for now, but the air still held the cold bite of the frozen north. The wind blew all the more cruel for the clear skies as the sun set. Thagrosh and his army, uniquely well suited to the cold and toughened against even the most inclement weather, barely noticed.

Hundreds of tents lay spread across the narrow valley, and Nyss moved with purposeful deliberation between them like bees in a hive. Some crafted or repaired weapons, including fletching arrows and carving bows. Others carried supplies, tended to spawning vessels, or maintained patrols. Some distributed spoils from the well-stocked Khadoran town they had sacked. Still others melted down and forged anew any gathered metal, a task requiring time and proper tools. It was industry not easily done while the Legion was on the move. Thagrosh felt Everblight's impatience increase the longer they stayed in one specific location. They had lingered in this place too long already, as evidenced by several organized military patrols they had recently confronted and annihilated. The last clash had brought unfortunate casualties that Thagrosh considered an unnecessary waste of resources.

A ranking deacon, one of his veteran archers, approached him, prostrated, and spoke ritual words of praise. That satisfied, the deacon reported, "My lord, we located the eldritch."

Something in the Nyss' tones made Thagrosh suspicious. "Is it destroyed?"

"No, my lord." This deacon was an older Nyss, one of their respected elders, and a leader of one of the outward shards before the coming of Everblight. Thagrosh did not consider him timid. "He surrendered to us and wishes to parley. He claims to have important information."

"What of the refugee Nyss under its control?"

"They scattered, my lord. But the Cryxian held two of them for us as proof of his sincerity. I recognize them; they are of the Raefyll shard. We brought them here to receive your blessing."

Thagrosh considered and felt the weight of Everblight's mind. The dragon remained silent to allow

the ogrun to handle the situation as he saw fit. "I ordered the creature slain, yet you disobeyed?"

"I meant no disobedience, my lord!" The Nyss' voice was passionate and fearless as he pressed himself to the stone of the ledge. "We will slay him at your command. I thought it best to report to you and ask your guidance. Say the word and I will leap from this cliff if I have proven unworthy."

Thagrosh let him wait in anguish for a few moments before relenting. "No, you have done well, Deacon Halvys. I value your deliberation. It is here?"

"Yes. He is below, waiting to speak with you directly. We will refuse him if you desire."

"Disarmed?"

"He stated he would sooner accept his own destruction than surrender it. We have him under heavy guard. He cannot move a finger without scrutiny."

Thagrosh mused that he had no concept of the power this eldritch represented. Everblight conveyed no sense of alarm; the risk was apparently acceptable. He knew this "surrender" was likely a ruse, but the question was: of what kind? Part of him wanted to order the prisoner executed despite it all, but His keen curiosity cut like a cold knife through the ogrun's mind. "Bring it to me."

A pair of sinuous raeks, spawn birthed by his own blood two weeks earlier, came to stand one on either side of Thagrosh. His eldest surviving seraph soared upward to perch not far above, concealed by shadows and commanding a clear view of the outcropping. He could sense Vayl nearby in the camp and alert to his needs. Thagrosh felt no fear, only proper caution. The tasks he was conducting were too important to take needless risks. Everblight knew enough of the eldritch to know that such undead elves had come to their state through a desperate compulsion to elude death and would not sacrifice themselves willingly. That such a creature would put itself at risk to speak with him was intriguing.

The heavily armored figure escorted up the winding path to his position did not match the memory Everblight had conveyed to Thagrosh as typical of the eldritch. Several Nyss swordsmen stood behind him with unsheathed blades, while archers fanned out with bows ready and aimed at the outsider's back.

The eldritch wore warcaster armor, made obvious by the stacks on his back from which thin plumes of smoke arose. Thagrosh's eyes could clearly see no bloom of heat or vitality in the creature; his flesh appeared as cold to the ogrun's sensitive vision as the snow and rocks around them. On the creature's back hung a heavy-bladed weapon. Though crude to Everblight's critical eye, it was clearly an item of power.

"Identify yourself," Thagrosh demanded as the captive approached. The raeks on either side of him flicked their barbed tails as if eager to sink them into this outsider.

"Greetings, great lord. I am Goreshade, once called Lord Ghyrrshyld." His voice rasped as he executed a formal bow. To Thagrosh's eye it seemed more mocking than sincere. He spoke Shyr, the language of the Iosan elves—a test, perhaps.

I know the location of a dragon, a sibling to the one you serve.

The awareness came to Thagrosh's mind suddenly, as often happened when Everblight deigned to convey information to him. This creature most certainly worked for Cryx and Lord Toruk, the ancient enemy and sire of all dragons, and even the thought of this brought with it a repressed sense of burning rage and the still-fresh memories of Everblight's injuries sustained at the claws of His progenitor. Everblight had expected to avoid the troubling eventuality of Cryx discovering him for at least another year.

Thagrosh responded fluently in the same tongue. "What business has an emissary of Lord Toruk coming here?"

The eldritch showed no signs of surprise at this deduction. He insisted, "I have not come as a representative of Cryx. I am serving my own interests."

"You pretend to renounce your fealty to Lord Toruk?"

"No. I do not forsake my service to Cryx, but I meet with you now for my own reasons. This is a personal matter. Otherwise I would not have placed myself in your power." Given the creature was an eldritch, Thagrosh found a certain persuasive weight to this line of argument.

Thagrosh considered and replied, "You have no reason to believe I will not destroy you regardless of what information you claim to possess."

"This is true. However, I know you to have many enemies. A wise ruler will not sacrifice an opportunity to gain an ally, particularly one who could bring him considerable gains."

Prelude to Storm

"Our interests can never coincide. You speak of friendship when for weeks you have been openly aiding our enemies."

"I struck only as a ruse to draw your attention and facilitate this meeting. The Nyss who served me were nothing but tools. Now that I have your attention, their usefulness has ended. I brought several as an offering."

"A paltry gift when you should have brought all of them, including their leader."

"They are cagey creatures. Ultimately they mistrusted me and evaded the net. A pity, but they are inconsequential."

Thagrosh tired of verbal banter, although he sensed Everblight's curiosity even more sharply aroused. "Explain yourself."

"An alliance is impossible, of course. Our masters are mortal enemies. However, there are arrangements that could benefit us both. I take a great risk coming to you now. Those I serve would see this as betrayal. This matter is my will alone."

"Repeating this will not persuade me. You evade the point. What information do you possess?"

The eldritch smiled in his deathless way. "I know the location of a dragon, a sibling to the one you serve. A dragon that is crippled, weak, and hiding to recover its strength. It would be easy prey for even the least of its kin." Thagrosh could feel a surge of anger from Everblight at this implied insult, but His curiosity at this news was too strong to consider acting upon the displeasure.

"Name this dragon, if you speak the truth."

"Pyromalfic," Goreshade answered. "I discovered its lair before my mortality ended. I had not determined how to gain from this knowledge until I learned of your army."

Thagrosh almost didn't hear anything past the dragon's name, as Everblight's mind mingled with his own and sorted through memories. The name was a true one, at least one of several, for a petty dragon thought destroyed in a clash with Scaefang centuries before Everblight's imprisonment. Everblight had always found rumors carrying details of that battle questionable.

"Why not deliver this gift to your master?" Thagrosh asked, attempting to maintain skepticism against Everblight's hunger.

"To what use? Toruk knows the lairs of several progeny yet will not move to claim them until all is made ready. It might be centuries more before He would deign to strike. You are more courageous. I believe your master could arrive unhindered and all but unnoticed. Pyromalfic is still dangerous, and guarded, but I am sure you are up to the challenge. If not," the eldritch shrugged, "you are of no use to me. Should you consider destroying me once you have the location, know that the benefits I offer go beyond this one task. I have other lore that you would find of use, should this plan come to fruition. Consider this a test for us both."

"What do you seek in exchange?"

"A simple request." The dead eyes of the warcaster gleamed with unnatural light. "You seek the body of Nyssor. I believe you will find Him. Before you consume the god, I must speak to Him."

Madrak Ironhide had much time to think as he made the trek north, perhaps too much. He found it impossible to avoid memories as he made his way back through his old home in the Thornwood. Soon enough he would reach Cygnar's dangerous northern border. The ongoing fighting there between Khador and Cygnar created one of the riskier legs of his journey. The sights of all too familiar terrain surrounded him. He had hunted near here as a youth. Ten miles to the east, Tharn had nearly killed him before the human Prince Leto intervened and saved Madrak's life.

Madrak missed the company of his old friend Horthol who generally accompanied the chieftain on his journeys. He was not entirely alone. Three of his most loyal full-blood trolls accompanied him, but they did little to distract his mind. This included the reliable axer Bron and the impaler Jor who had each survived many battles at Madrak's side. The heavily armored bouncer Kald, a younger troll who had formed a strong attachment to the chieftain, also traveled with them. Madrak's mate Kargess had insisted Kald join him to ensure his safety, even as Madrak had insisted Horthol stay with her.

Thinking of his mate recalled their argument before he left. Kargess had wisdom, and Madrak would long remember what she said word for word. "Why not stay here in this land you have gained for your people?" she had pleaded. "Teach them stability, not restlessness."

He had retorted, "They should be restless. This place cannot be our home." They had enjoyed a number of successes when they moved to occupy a stretch of isolated but fertile land in northern Cygnar. The displaced kriels looking to Ironhide for leadership were in transition. They had moved out of

the Glimmerwood, crossed the Black River, and made their way to lands seized southeast of Bainsmarket. The lush, defensible valley had steep hills surrounding it, which afforded limited routes of entry. Though not sizable enough to live as they preferred, the seized farmlands and cattle ranches, if maintained, produced enough to feed his people, if they could keep the full blood trolls from eating everything in reach. His kith had taken the land from humans, but sent them on their way with as little harm as possible. Madrak hoped this might prompt Leto to delay dealing with the matter. There were no guarantees.

"Why not make a stand here and hold this place?" Kargess had glowered at him and the violet quills on her head laid back. "We cannot keep building and rebuilding and keep nothing." She had helped oversee the fortifications to the northeast that had allowed them to hold so long against the skorne, and he knew part of her ire came from abandoning that position. Trollkin were stubborn people, and some had lingered in the Glimmerwood. Now they were half here and half there, divided and vulnerable.

"It was a poor position. Leto chose to place us there to block his enemies. This land is better; we are far from all war fronts. But this soil is stolen. There will be a reckoning. Humans do not forget."

"This is one valley to them. How many lived here? A hundred? Letting us stay costs him nothing."

"The land costs him nothing. But our seizing it costs him much. You do not understand the politics of his people. Leto's vassal who controls this land will be angry. He will make demands. If Leto ignores them, he looks weak. He must deal with us sooner or later."

"You claim to understand human politics, but what of your own kriels? How does it look if you leave now? Already they listen too much to Doomshaper. You have seen how the young devour his words. His message they understand. Yours appeals only to those tired of death. If you leave now, it looks like abandonment. They want a fight and Doomshaper promises blood." Everything Kargess said rang true.

Ironhide insisted. "I will leave it to you, to Horthol, to Belkord and others who know my wishes. I must go north to find other allies. Our fighting is not ended, and we cannot become too reliant on the Gnarls kriels. While in the north I may find a better place for us."

She watched him go with her arms crossed and a silent scowl of disapproval. He did not like to leave things like this, but he saw no choice.

Something exploding into a tree near his head broke Madrak's musings and sent bark flying just as he heard the echoing report of a rifle.

Rathrok was in his hand in an instant, and Kald leapt to interpose his bulk in front of Madrak. Bron whirled with a challenging growl and hefted his axe. Jor had already pulled a spear from the quiver at his back and advanced. They heard a low rumble of laughter and a familiar voice from the trees. "Easy, brother. I did not aim to hit."

Madrak mentally commanded his trolls to simmer down and hold. A rugged albino trollkin in a leather greatcoat with rifle in hand stepped from the trees, his white head decorated with a number of swirling tattoos. Thick goggles with dark lenses concealed his eyes. Madrak felt both relief and surprise. "Grim! We nearly skewered you. A poor time for pranks."

"No prank. I thought you might need a reminder to be more careful." The two closed and clasped hands to forearms. Grim Angus had his own full-blood trolls with him, two impalers who kept back in the trees and eyed Madrak's trolls warily. They had unfamiliar markings and looked young. Grim continued to rebuke Madrak, "You have enemies sneakier than I. You should know you are leaving a trail a child could easily follow."

The former bounty hunter had only recently joined the kriels after tragedy befell his people in the Wythmoor. Madrak and Grim had not known each other long, yet they had developed an immediate kinship despite their differences. "What are you doing here? Did Kargess send you after me?" Madrak asked. He had not seen Grim since they had left the Glimmerwood. The hunter kept his own company while conducting his far-ranging patrols.

Grim patted the barrel of his rifle Headhunter. "Stalking Tharn. Caught your trail and thought I would check on you. Traveling north?"

"Yes. I go to speak to the elders of the Scarsfell kriels and see what aid they might loan us."

"I could be of service. I am familiar with the north country and the lands between."

Madrak deliberated and spoke after a pause, "There is one thing you might do. You heard we seized Cygnaran lands?"

"Yes. I intended to stop there next, after my hunt. Wanted to see if the rumor was true. You declared war on Cygnar?"

"Not war. We have fought the Cygnaran Army, but only to defend ourselves. They have larger worries than us. We seek safety for a time, a shelter from the storm." Ironhide sighed. "Things are uncertain there

now. I could not stay, but I worry. When word of my leaving spreads, there could be trouble. We need to strike against our enemies before they get comfortable. You know Grissel Bloodsong?"

"Yes, I have met her before. Fell caller, dangerous. Has a temper."

"She intends to return in force to Scarleforth Lake to recover supplies and krielstones left behind. She is brave, but I worry her followers are too few for this task. The area crawls with skorne, and blackclads have also moved in to claim areas we once held. Vultures on a carcass. If you wish good hunting, find Bloodsong and help her. I would be in your debt."

The moans of prisoners, the sharp lash of whips, and the muted sobs of pain surrounded them.

The trollkin hunter considered this as he scanned the trees around them, always alert to his surroundings. "She did not strike me as someone who looks for help."

"She would not ask it, but if offered she will not refuse."

Grim nodded at last. "This I can do. You sure you do not wish aid on your journey?"

"No, I will not take more strength from this region. I would feel better knowing you were fighting our enemies and protecting my people."

"You do me too much honor, Chief Ironhide. Did not your elders warn you of my tainted association with humans?"

Ironhide chuckled dryly. "They accuse me of the same. I know you well enough." He clapped the hunter on the shoulder. "Good hunting, Grim. Dhunia embrace you when you fall, but not this season." This last was an archaic ritual phrase once said between parting warriors. Its unfamiliarity caused Grim to look after the chieftain, puzzled, but Madrak did not notice. He had moved on, marching north toward the cold and unfriendly expanses of Khador.

Kaya had been in the north fighting the dragonspawn long enough to know something was wrong. Since Baldur had dispatched her, she had gained an awareness of the broad scope of their enemy's attacks, begun to see patterns in their movements, and had learned of several of their guarded camps where she suspected more spawn originated. She continually related what she learned to those above her, despite her frustrations that they did not communicate more. She had never been content to stay in the dark and accept just enough scraps of information to stay hungry.

This may have been the reason she did not make her rendezvous this time. She felt compelled by curiosity to plunge further into enemy territory than she had previously dared. She had intended to strike against a small patrol observed on the southern fringes of the mountains, to draw blood and retreat, and lure them into an ambush. The bulk of her followers waited behind at the planned ambush point.

The patrol did not appear and she felt compelled to push onward. It was eerily quiet; the pall of unnatural things still held the land, but something had changed. The wary part of Kaya's nature that she shared with her beasts warned her to take care.

Creeping silently over one moonlit rise, her pack of argus padding beside her, she looked down on a vast abandoned encampment. She saw signs of hundreds of campfires reduced to dead ash. Abandoned weapons, empty crates, and plundered goods littered the ground. Anything of even the smallest value was gone. Any metal left behind had rusted or corroded and any wood had splintered or rotted. She saw no sign of battle, only many tracks as of an army marching off to war. She knew what sort of force had gathered here and built its strength over weeks and months. She had heard whispers of those higher in the hierarchy debating the best method of striking against it. Now, it had gone like smoke, but to where?

This distraction led her to miss the movement from the edges of the nearest crest. Her argus proved more alert. He barked a warning as shredders and harriers rushed toward them and lunged with fanged jaws.

"Do you see this, Conor? Watch." Morvahna peered with full absorption to where images shifted at her command in the drifting fog surrounding the Misted Knoll. "I told you this one would be worth following."

The wayfarer strode closer, leaning upon his gnarled staff. "Should we send aid to her?" In the fog a young woman and a pack of argus squared off in battle against a greater number of small dragonspawn that charged with unchecked aggression.

"No. It would arrive too late. She is too far from any reinforcements. They destroyed our stones at Kelvanesh two weeks ago. This is just a small remnant force left as a trap." She did not seem concerned. "Where is her warpwolf? Foolish not to bring him. She takes unnecessary risks."

It was a short but fierce melee, staining the snow with spilled blood and draconic ichor. The young druid prevailed, and Conor Deorain gave a small exhalation of relief. He had become inured to the sight of death but did not enjoy observing it while helpless to intervene. All but one argus was torn apart, and Kaya limped, but he knew she would recover swiftly. His attention focused on the lay of the land around the young overseer and the evidence of the abandoned Legion camp.

Morvahna mused aloud, "It is a pity she is Baldur's creature. That man has no ambition. She has practically gone feral under his guidance." Conor made no reply. After another moment she turned to him, her voice crisp with command. "Arrange to be present when she reports to the Stonecleaver. Listen to every word. I must know more. Volunteer to join her when she is sent to follow this vanished army. Do not speak to her of my involvement."

"Yes, mistress." Conor bowed and withdrew.

"Supreme aptimus, I am pleased you have liberty to visit my research." Lord Tyrant Hexeris greeted the extoller and gestured him to follow. "The timing of your arrival is well chosen; I am ready to repeat the experiment I hoped you might observe." They made an impressive pair walking through the dusty paths of the slave encampment and flanked by cyclopes. The moans and complaints of prisoners, the sharp lash of whips, and the muted sobs of pain surrounded them. Hexeris looked regal in his armor. He stood nearly a head taller than his older peer, whose frame age and the demands of his work had bent and withered.

Despite the feeble look of his body, Supreme Aptimus Zaal carried a certain undeniable dignity and power. The oculus representing his station alone inspired awe in those who beheld him. Lesser skorne averted their gazes and bowed deeply. Any extoller commanded respect, but the supreme aptimus communed with the greatest ancestors of their people and operated on a plane of thought other skorne could barely comprehend.

They entered the darker confines of a large tent lit only by several low-burning braziers. Ornate scroll cases and leather-bound tomes littered nearly every surface, although not haphazardly. An undeniable order underlay the placement of things. On either side of the entrance lay a preserved human corpse on a stone slab inclined at an angle. Each was frozen at different stages of dissection with skin and muscles peeled away to reveal the complex workings of internal organs. Other preserved organs and fluids sat sealed in nearby opaque jars.

A sectioned off and cleared area at the far side of the tent held three battered prisoners chained to stout poles set in the naked earth. One was human; an unconscious man of middling years covered in oozing scrapes and scabs. Next to him was a heavily scarred skorne, conscious but staring vacantly, bearing the slave marks of House Kurshon. Last was a trollkin, robust and intact, although painfully thin. He was awake and his eyes followed Hexeris defiantly as if imagining tearing him apart bare handed.

Hexeris glanced around before speaking to Zaal in low tones. "Makeda has spies in my ranks. We are not at liberty to speak freely. My immediate adjunct is certainly in her employ." He used a candle to light several large chunks of incense that billowed forth reddish smoke. Speaking more loudly, he said, "This assists my viewing of their essence. I know you require no such artificial aid."

Lord Tyrant Hexeris approached the skorne slave and with an efficient, even casual motion slid one sharp edge of Gulgalta across the captive's throat. Blood washed down the slave's chest into a narrow gutter dug in the sands for that purpose. "This will provide a point of comparison. You see the essence already leaving the flesh. I have taken measures to hasten the process, allowing me to observe the results more expediently." They watched the gossamer shrouds of the dying skorne's spirit peeling from his body and gathering in the air. These strands, hazy and indistinct to Hexeris, appeared bright and shining to Zaal's crystal eye and as clear to him as anything material.

"Pass into the Void." Zaal made a traditional gesture of the extollers signifying great ancestor Voskune, who had been lost to the Void ages ago. The spiritual essence rose and disappeared from sight in a haze that first shimmered silver and black before vanishing. Only well-trained mortitheurges and extollers, through the sensitive crystal oculus they used to replace one of their eyes when they joined their caste, could perceive this wonder.

"Now the human." With no more deliberation or delay than another might show when straightening his armor, Hexeris drew the bloodied edge of his weapon across the unconscious human's neck. The captive

coughed, sputtered, and quickly expired. His human blood joined the skorne's in the drain gutter. "See how his spirit reacts differently? Similar, but not the same." This time the threads of spirit leaving the flesh wound themselves tightly into a sphere that spun on its axis and pulsed with inner light as it drifted inches from the ground. "Ordinarily it would linger for some time, even days, before vanishing. You have undoubtedly seen them on the battlefield. I have accelerated the process." With a gesture from Hexeris, the sphere lifted, pulsed more rapidly, and then vanished, leaving a brief after-image of thin silvered strands.

"Your techniques clearly demonstrate that the manner of spiritual departure for each species is distinct," Zaal agreed. "I find the demonstration interesting but not extraordinary."

Hexeris held up a slender finger. "I saved the most fascinating for last." He indicated the defiant trollkin, who glared at him murderously. This captive's muscles strained against his chains, but starvation and thirst made him weak. "Some interesting facts regarding the *duzusk* have been unearthed. This breed is the most intelligent and numerous of their varied species. They lack the regenerative capacity of their simpler and larger counterparts. Still, even their recuperative facility is astonishing, as is their tolerance of toxins."

"I have read all your reports, lord tyrant." Zaal noted, clearly impatient. Hexeris would not have tolerated such impertinence from a lower-ranking military officer, but this was the supreme aptimus. Hexeris bowed in slight apology. They were not on the battlefield, and in learned matters the lord tyrant deferred to Zaal as an equal.

Hexeris dealt the trollkin the same fatal injury. It took far longer before the defiant captive succumbed to the loss of blood. Even as death claimed him, it was obvious that the blood flowing from the fatal cut had begun to clot and the wound to mend. The trollkin might have survived a slightly less severe incision, but they gave this no thought as the trollkin's spiritual essence absorbed their attention. As life reluctantly left the body, ghostly strands gathered together into a compact knot that quickly sank directly into the earth. Hexeris cleaned the blade of Gulgalta as he turned to Zaal. "You saw how its essence draws to the material rather than subsuming into the immaterial? I have never encountered such a phenomenon with a thinking species. I am on the cusp of a breakthrough. In time, and with proper study, we might gain insight into the nature of the Void itself."

"You don't have to convince me, lord tyrant. I support your endeavors. We must get to the crux of this crude *duzusk* spirituality. I have vocally endorsed your efforts to seize their burial grounds and objects of sacred significance."

The gleam of some dark hunger in Hexeris' eyes suggested he strived for more than simple mastery of *duzusk* spirituality. It formed but one thread in a considerably more complicated pattern.

The extoller examined the large sacral stone set into his Staff of Aarakis and listened to a voice only his ears could hear. "We can speak safely now, with privacy. Her spies are otherwise occupied."

Hexeris nodded and a certain tension left his posture. "Good. I wanted to update you on the current situation. I have undertaken measures to ensure we receive adequate military support in the area of our mutual interest. I have it on good authority that the Conqueror is slowly losing his faith in the archdomina. This is a fact we can utilize to our benefit if we work quickly."

Zaal gave him a cold look. "I have already sent subordinates to investigate the ruins you discovered. The work is slow; the results thus far meager at best. A number of those I sent have vanished inexplicably. We do not have the luxury of time. I believe we must inspect the site personally, and soon. You may see the Conqueror's impatience as opportunity, but he will have no more patience for you than he does the archdomina. If you offer him advice and it does not lead to sufficient gains, his wrath will shift to you."

The lord tyrant smiled confidently. "I respect the supreme archdominar in the realm of conquest, where he has no equal. But regarding our studies, he is a child. I presented the plan in language he understands. Military terms; tactics, logistics. He has no measure of our true work. I have encouraged the germination of his seed of doubt regarding the archdomina."

Zaal cautioned, "Do not become too comfortable with his support. That you have his ear now is no assurance you will have it tomorrow. I have witnessed his paranoia. Furthermore I have received certain omens of looming disaster from the ancients."

Hexeris waved these warnings away. "Your caution is prudent, but all is well in hand. We will receive the support we require. Makeda will be so desperate for success she will gladly turn to us. Our rise is inevitable."

Vayl stood atop the rise where she commanded an unobstructed view down to the sleepy Khadoran town of Horkov, on the fringes of the Kovorsk Hills, just east of Fort Brunzig. Everblight's impatience and excitement had nearly infected the entire army. Certainly Vayl felt it now as she stood at the precipice with her mind connected directly to the dragon and thus to the other warlocks. Thagrosh was miles away to the west with the main column of the army, waiting on her strike before making a fast march south. Snow swirled in a haze around Vayl as a pack of shredders came forward. Above her circled a dozen harriers eager for blood.

Vayl also had a minimal escort of Nyss awaiting her command. She turned to her shepherds. "Begin the slaughter. Rein in the akriel to allow some few survivors to flee in every direction. Allow the barracks to send a mounted sentry toward Fort Brunzig, if possible. Hasten its flight by sending a harrier to chase." The shepherds bowed and advanced followed by the spawn, which hissing hungrily. Vayl turned to the acolyths standing behind with spawning vessels in tow. "Wait for the all-clear. Make your body harvest quick and efficient; the next town is larger and better defended. We will need every spawn we generate today."

Moments later, the first screams began.

Kargess had a bad premonition the moment the runner came to her with word the kriels gathered for an announcement. The young pyg messenger had rushed away too quickly for her to ask questions. Eventually she found someone who said Hoarluk Doomshaper had returned and called for the gathering. The Gnarls shaman had been away for weeks fighting elsewhere, much to the relief of Kargess and the elders left to manage things in Ironhide's absence.

Champion Horthol found her as they gathered with the others, his expression grim. "This can't be good," he said. She nodded grimly in silent agreement.

Madrak had left the gathered kriels on his journey north over a month ago. It fell to Kargess, Horthol, and the elder sorcerer Belkord to maintain order. At first this had not been terribly difficult. All of the relocated trollkin felt grateful for the reprieve from violence, but the Cygnarans had erected watch points just beyond the trollkin perimeter. They had skirmished with the soldiers a number of times. Kargess and other conservatives worried that an escalation in hostilities could ruin everything.

Prelude to Storm

Thus far the human army seemed reluctant to engage them in force, as Ironhide had predicted, but the youths among the kriels were eager to press their advantage. The settlements were crowded together in the valley and few kin had permanent dwellings. Many kith thought they could push farmers and soldiers aside and seize more land in the surrounding area. Victories against scattered Cygnaran patrols had increased their confidence. None of them recognized that they had yet to encounter the full strength of Cygnar's armed might. Ironhide had anticipated Leto might give them this reprieve, perhaps mindful of recently broken promises.

As they moved to the western edge of the encampments, they saw Hoarluk and his people gathered atop a low mound with many trollkin around him. The sight angered Kargess. Doomshaper stood in exactly the same place where Ironhide had announced his departure to seek new allies. Doomshaper had clearly been busy. He had gone back to the Gnarls, battled blackclad-led interlopers there, and gathered fresh recruits. These warlike outsiders stood beside him now, armed and ready for battle, and they listened to the shaman's angry rhetoric. She arrived in the midst of his speech.

Now you must teach our enemies that we are here to stay. Carve a clear line in blood around your homes to tell them, 'Here awaits your death'.

"Lessons of strength are the only ones they will remember. You have started on the right path, but why have you faltered? Where is that resolve I witnessed when we stood against skorne in the Glimmerwood? Where is your battle yell as you raise weapons against those come to take your life, the life of your mate, and of your children? You hide here in this valley, cowering, afraid to go forth on raids to seize what we need. Do you think they would hesitate even once to kill us? They have proven time and again that their words are treachery, that there can be no friendship or accord. We in the Gnarls have taught them to fear our wrath. They know that coming against us has deadly consequence. Now you must teach our enemies that we are here to stay. Carve a clear line in blood around your homes to tell them, 'Here awaits your death'. They must see the heads of their kinsmen who did not heed that warning on spears outside your camps. They have no resolve. No courage. No inner strength. They hide behind rifles and pray to weak gods. Make them beg to those gods for mercy as they face real warriors at last. Kriel warriors!"

Kargess tried to raise her voice in protest but the cheering trollkin drowned her out and listened to Doomshaper with rapt attention. Several of the elders who sat on their council shook their heads and tried to speak out, as did older trollkin who had seen bloodshed and strife, but the majority ignored them.

Doomshaper continued, raising his hand to quiet them. "I have struck the first blow! Witness how muscle is superior to iron and steam!"

From beyond the nearest trollkin-built watchtower came the sound of metal groaning and something heavy dragging along the ground. Several dire trolls straining against massive chains came into view. Other full-blood trolls labored alongside them to pull thick, knotted ropes. They hauled something massive, and it took Kargess staring at it for many seconds to recognize it. She had only seen a train with her own eyes once, brought to view the rapidly moving conveyance as it traveled along the Market Line, just to the west of their valley, that connected Bainsmarket to Fharin. The dire trolls pulled a single car from such a train, which had clearly been torn loose and wrenched from the tracks before being dragged to the settlement.

Horthol grabbed her arm and pointed to a symbol on the back of the car. "I think that symbol represents the Cygnaran Army hospital train. For moving the wounded."

Kargess gasped. "By Dhunia, what has he done?"

It was an old tradition among the various scattered kriels, as common in the south as here in the frozen north, and yet still Madrak felt uncomfortable. He had never particularly enjoyed this part of these types of gatherings, even though he respected the tradition. He sat silent and still, like a statue, as the chronicler from the Garshok kriel recounted his tale. This was a tradition called the "testimonial", intended to allow a chieftain like Madrak to relate significant exploits without seeming the braggart. Another spoke for him, praising his heroics, which prevented a visitor from false-modesty when introduced to elders of a foreign kriel or gathering of kriels.

The chronicler, an older trollkin named Varkos, had insisted he accompany Madrak after a feast in Ironhide's honor for having come to the aid of Varkos' village. Madrak protested the feast was reward enough, but the

doughty storyteller had insisted on making the trek to provide testimonial before the gathered Scarsfell elders.

"A stranger came among us, a great chieftain of the south, whose name was known even to us... Madrak Ironhide, hero of the Thornwood. Was it Dhunia's will that he arrive in our time of need? Never before have the Nyss come so far south. Never have we faced a threat such we saw that day. They came against us, who have never threatened them, with slaughter in their hearts. They brought terrible creatures, monsters that will plague my nightmares until the end of my days. Our warriors were brave, yet the fight went poorly. All of us might have been slain..."

Varkos gave a lengthy pause and scanned the faces gathered about them in the large hall. The massive structure, with walls of stone and a high ceiling comprised of cleverly arranged interleaved wooden slats, served as the elder's gathering chamber. So many bodies and a great many torches made the hall quite warm. Madrak and Varkos stood at the lowest point in the center while the elders clustered on stone tiers that surrounded them up a gradual incline.

"Madrak Ironhide traveled on an important mission for his people," Varkos continued. "Knowing the hopes he carried with him, he should have steered clear of us and not risked his life for one small and insignificant village. Yet he did not. No, he took axe in hand and came at our enemies with a ferocity that will burn in my memory. With him came full-blood trolls obedient to his command, each the worth of ten trollkin for their savage might. Madrak's axe cut through the Nyss like wheat at harvest and his trolls rushed to our defense as if we were kin to them. The noble example of Chief Ironhide can be seen in even these simple creatures, their nature refined to the heroic by proximity to his greatness." Madrak shifted uncomfortably. He stepped hard on the edge of Varkos' foot. Catching the hint, the chronicler finished things rather abruptly. "I beg of you to listen to his pleas, and give him the respect and support he deserves." He sat down and rubbed his foot.

With relative brevity Madrak told of his people, the gathered kriels, of the kinship that had grown between the trollkin of the Gnarls and the Thornwood, of the hardships they likely faced ahead. He called on the Scarsfell kriels to join in that shared spirit and he requested that they grant his people a new home among them. At the very least, he asked that they send brave trollkin south to help his people in this time of need. As he spoke he could feel their cold eyes on him.

One by one the elders answered him. They offered him honor, but the solidarity of their refusal became clear. This baffled Madrak. He had heard of how the elders of the various conflicted Scarsfell kriels had recently banded together to create a unified council to settle disputes between them. He had presumed this meant they had a willingness to cement bonds with kin of other regions. Soon he learned the exact nature of their underlying unease.

The elder shaman Krasmar Jaggedscar spoke last. "Chief Ironhide, you are a tremendous war leader and courageous kin, of that there is no doubt. But misfortune follows you like a flock of crows." Madrak sensed that Jaggedscar had said aloud something the others would not have put into words. "You have brought a curse upon your people. This is clear to all who heed the words of the goddess. May Dhunia embrace and protect your people. I hope her strength can blunt the bitter edge of what you have wrought by touching the weapon of Horfar Grimmr. Simply bearing it in our company shows unseemly pride. Every victory you gain by its edge is tainted. I fear for what doom has followed your footsteps to our door. I find it no coincidence that strange enemies beset our kriels as you marched closer to our forest. You bring a kin who speaks your praises, but his kriel may have enjoyed peace had you not come. What avails strength of arms and victory by bloodshed when you bring harm to any who shelter you?"

The words stung like thorns, and spoken anywhere else, in any other company, Madrak would have felt rage. This was not the place. The gathering was called to hear his plea. He must listen to their reply, however bitter, but he could answer them in kind. His anger gave heat to his words. "I had not known your people overcome by superstition and blind fear. I did not know you had forsaken reason and blood amity. I had not known the elders of the Scarsfell were cowards." Madrak Ironhide turned his back on their silence and left the hall.

New Rules

Attachments, Cavalry, and Bonding

Attachments

Attachments are made up of one or more models that may be added to a unit specified in the attachment's description. They may only be fielded as part of a unit. Attachments may not be added to weapon crews. There are different types of attachments such as **unit attachments** and **special weapon attachments**. A unit may have several attachments, but only one of each type of attachment may be added to a unit. An attachment may increase the victory point value of the unit to which it is added by an amount detailed in its description.

A model with the **Officer** special ability in a unit attachment becomes the unit's leader. The normal unit leader remains part of the unit but loses the Leader ability while the officer is on the table, although it remains a 'leader model'. The normal unit leader cannot issue orders without the Leader ability but may use all of its other abilities.

Models in a unit with a Standard Bearer do not flee while the Standard Bearer remains in play. If the Standard Bearer is destroyed or removed from play, a non-leader trooper model in this unit that is not part of an attachment and is within 1" of the Standard Bearer may take the Standard Bearer's place immediately and become the new Standard Bearer. Remove the trooper model from the table and replace it with the Standard Bearer model. Effects, spells, and animi on the replaced trooper are applied to the Standard Bearer model. Effects, spells, and animi on the destroyed Standard Bearer expire. If the Standard Bearer is not replaced, the unit must immediately pass a command check or flee.

Cavalry

Slamming into the enemy with incredible force with weapons drawn makes cavalry ideally suited for breaking or disintegrating enemy lines. Mounted forces are renowned for their terrifying charges that couple tremendous speed with great weight. Even troops who can avoid being cut down by lance or saber are still vulnerable to being crushed underfoot.

Certain HORDES models and units are designated as cavalry. In addition to all of the standard rules for models of their types, cavalry models have the following additional set of rules in common:

Cavalry Formation

Cavalry troopers have an additional formation available to them. Troopers in a cavalry unit that are up to 5" apart are in **cavalry formation**. Determine whether a cavalry trooper is in formation or not using cavalry formation groups instead of skirmish formation groups.

Tall In the Saddle

Cavalry models ignore intervening models with smaller bases than their own when making melee attacks.

Ride-By Attack

A cavalry model may combine its movement and action in a **ride-by attack**. Declare that the model is doing so at the beginning of its movement. The model advances and interrupts its movement at any point to perform its combat action. After completing its combat action, the model may then resume its movement. A cavalry trooper making a ride-by attack must complete both its movement and combat action before the next model is moved.

Some models must meet special requirements to make ride-by attacks:

- A cavalry solo may always make a ride-by attack instead of advancing.
- A cavalry trooper must receive an order to make a ride-by attack. This order may be issued by the unit leader or a model with the Commander ability, such as a warlock.

Mount

A cavalry model's mount not only provides transportation but is also a weapon in its own right. Mounts are indicated by a distinctive horseshoe icon in their stat bars. A mount has a 1/2" melee range. Attacks made with a mount are melee attacks and are resolved normally except that the damage roll is only 2d6 plus the POW of the mount. Do not add the cavalry model's STR to mount damage rolls. Mount attack and damage rolls cannot be boosted.

Normally a model may only use its mount to make *impact attacks* (see Cavalry Charge below). However, expert riders on well-trained mounts are able to attack with their mounts at other times as well. Such models will have special rules that describe when they are able to do so.

Cavalry Charge

A charge performed by a cavalry model differs in several ways from a standard charge. When drawing line of sight for a cavalry charge, ignore intervening models with the same base size as the target or smaller.

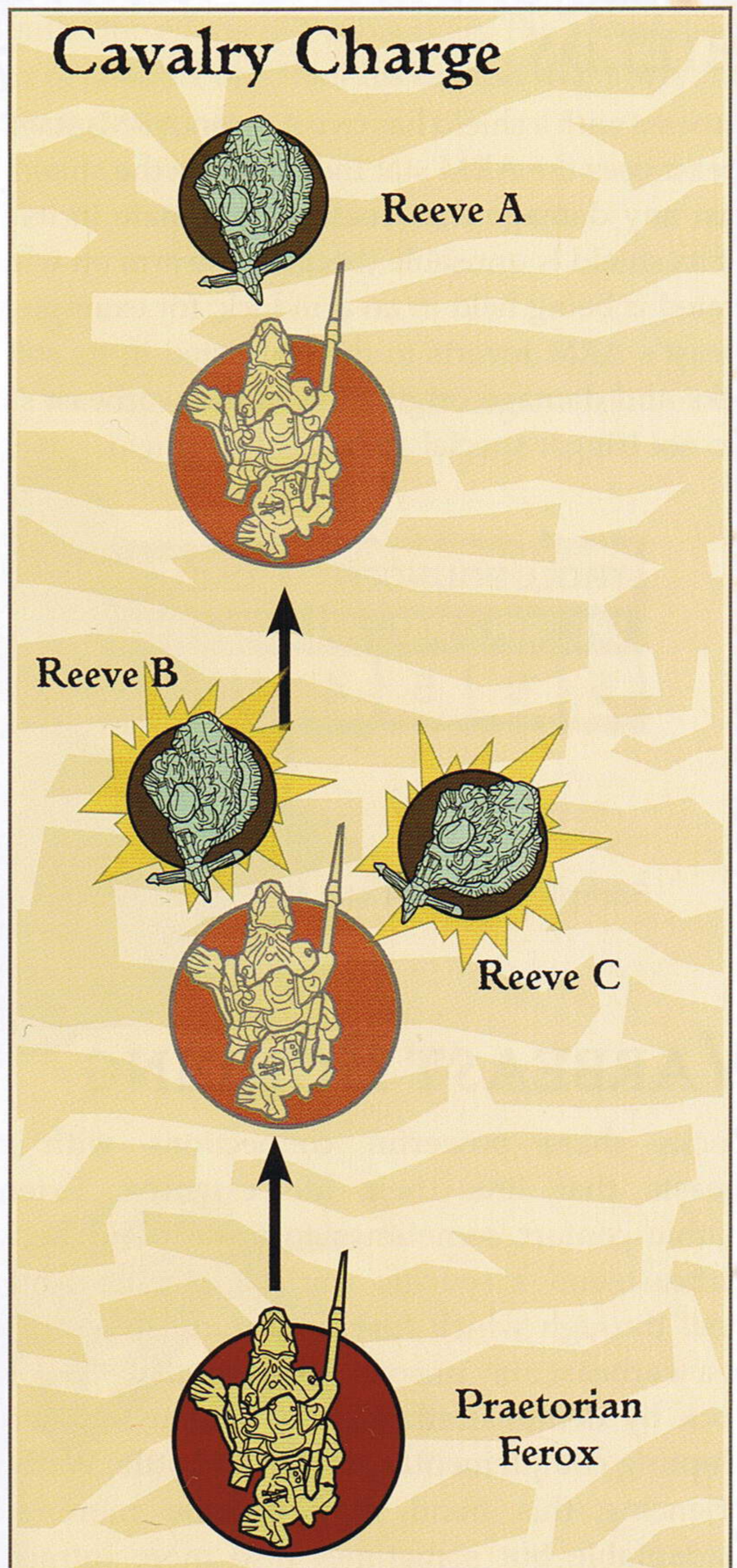
If a charging cavalry model contacts another model during its movement and has moved at least 3", it stops and makes **impact attacks** with its mount (see Mount above) against all models in the mount's melee range. Completely resolve each impact attack individually and apply the targets' special rules immediately as each impact attack is resolved. Abilities that apply to charge attacks also affect impact attacks. After resolving the impact attacks, the charging model may continue moving until it contacts a model, an obstacle, an obstruction, or rough terrain. It may not make further impact attacks during this charge. If the charging cavalry model did not move at least 3" before contacting the other model, it does not make any impact attacks and must stop its movement at that point. If the cavalry model's target is not in melee at the end of the charge movement, the charge fails and the model's activation immediately ends.

A cavalry model gains +2 to charge attack rolls. Impact attacks do not receive this bonus.

Light Cavalry

Some cavalry models are designated as **Light Cavalry**. They follow all normal Cavalry rules with the following alterations. A light cavalry model may move up to its current SPD in inches after completing its combat action. A light cavalry model cannot be targeted by free strikes. Light cavalry models cannot make Ride-By Attacks and do not make impact attacks when they charge. A light cavalry model may make initial attacks with its mount. When making additional attacks, a light cavalry model may use its mount.

Cavalry Charge



The Praetorian Ferox declares a charge targeting Reeve A. He ignores Reeves B and C for the purposes of LOS when declaring the charge because they have the same base size as the target of the charge.

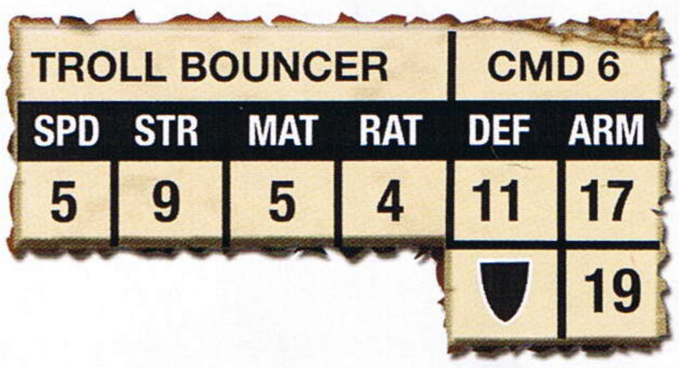
The Praetorian Ferox then moves in a straight line toward his target. After moving 4", he stops short when he moves into base-to-base contact with Reeve B. He then makes impact attacks targeting Reeves B and C since both models are in his mount's melee range.

After hitting and destroying Reeves B and C, the Praetorian Ferox continues his charge movement to Reeve A.

New Rules

Shields

A warbeast with a shield has two Armor (ARM) stats. The warbeast uses the ARM stat indicated by the shield icon against any damage that does not originate in its back arc. If its shield is unusable (because the arm on which it is located is being held in an arm lock, for example), the warbeast's ARM reverts to the stat listed in its stat bar. Attacks and damage originating in the warbeast's back arc do not trigger special abilities of its shield.



Sample warbeast stat bar with a shield

Warbeast Bonding

Warlocks share powerful connections with their warbeasts that link their life essences. Extended telepathic contact sometimes forms a bond between a warbeast and a specific warlock that deepens the channel through which fury and animi flow. In some cases a warbeast may unconsciously emulate its bonded warlock by demonstrating eerily similar mannerisms or adopting complementary tactics in battle. Warbeasts experiencing this bond may become more clever and adaptable but sometimes also more intractable. Extended exposure to the thoughts of a warlock can expand a beast's mind and strengthen its sense of self.

Because this type of lasting bond often forms in moments of extreme emotional duress, such as the heat of battle, it gives rise to unpredictable results. None can predict the emergence of such a bond nor anticipate its exact nature. A warlock must learn to work with the warbeast and utilize its personality quirks as assets instead of distractions in combat. One bonded warbeast might fly into a maddened protective frenzy whenever its warlock suffers injury, while another may demonstrate independence by roaming far from its warlock without disconnecting from his mind.

Such warbeasts rarely frenzy even when pushed to their limits in battle. Their warlock's thoughts constantly fill their minds, and this mental voice helps bonded warbeasts maintain self-control. Such bonds do require time to establish. Although bonding is best suited to campaign or league play, if all players agree each may begin a game with one or more bonded warbeasts. Bonding does not affect the point cost of a warbeast.

Forging a Bond

After a player completes a campaign or league game, he may make a roll to determine if a bond forms between each warlock who participated and survived the battle and each of the warbeasts not destroyed or removed from play during the battle. Warlocks destroyed or removed from play during the battle may not make bonding checks, but their existing bonds are unaffected. After games with multiple warlocks, the controlling player decides which warlock to roll bonds for first.

The longer a particular warbeast has served in a horde, the greater the chance a bond will form after each game. During league or campaign play, a player should keep track of the number of consecutive battles in which an unbonded warbeast has not been destroyed or removed from play and has been part of the same horde as the warlock.

When determining if a bond is formed, roll a d6 and add one to the roll for each consecutive battle, including the one just completed, in which the warbeast served in the same horde as the warlock. A bond is formed on a roll of seven (7) or greater.

For example, after finishing a campaign battle Mark rolls to see if a Carnivean in his horde bonds to Vayl. Since this was the third game in which the Carnivean has participated without being destroyed or removed from play, the bond forms on a roll of 4 or more.

A warlock may bond to more than one warbeast, but each warbeast can only bond to a single warlock. Furthermore, if a bond already exists for a warbeast, do not roll to see if another is forged. Once a warbeast is bonded, it remains bonded to the warlock until the bonded warbeast is destroyed or removed from play. If a warlock is destroyed or removed from play during a battle, a warbeast bonded to it loses all benefits from its bond, but the bond itself is not broken.

Effects of Bonding

While in its bonded warlock's control area a warbeast gains +2 THR.

Bonding also influences a warbeast's behavior while in the proximity of its bonded warlock. When a bond is established, roll 2d6 plus the warlock's CMD and consult the corresponding faction table at the end of this section to determine the effects of the bonding. The player may add one to or subtract one from his die roll when determining the effects of a bond.

New Rules

Trollblood Bonds

2D6 + CMD	Result
10 or less	**Mad Dog** — If the warbeast is in its bonded warlock's control area when its bonded warlock is damaged by an enemy attack the warbeast automatically frenzies during its controller's next Maintenance Phase. When the warbeast frenzies as a result of this bond, its controller selects the model it will attack. The warbeast gains +2 on its attack rolls this activation.
11	**Bulldozer** — If the warbeast begins its activation in its bonded warlock's control area, it may make power attacks without being forced and the warbeast's first melee attack each turn must be a power attack. If the warbeast cannot make a power attack, it can make its initial melee attacks normally.
12	**Indomitable** — If the warbeast begins its activation in its bonded warlock's control area, it may charge, slam, and trample across rough terrain and obstacles without penalty and gains +2 on trample attack rolls.
13	**King of the Beasts** — When a warbeast with this bond makes an attack against an enemy warbeast or warjack within its bonded warlock's control area, it gains +2 to the attack and damage rolls.
14	**'Rastler** — While in its bonded warlock's control area, the warbeast may make headlocks/weapon locks, head-butts, throws, and double-hand throws without being forced and it cannot be knocked down, pushed, or slammed as a result of a melee attack made by a model with a smaller base.
15	**Lightning Reflexes** — While in its bonded warlock's control area, anytime a model successfully hits the warbeast with a melee attack it may make one melee attack against the model that hit it after the attacking model's activation ends. If the attack succeeds, the damage roll is boosted.
16	**Warder** — The warbeast may charge or slam an enemy model in its bonded warlock's control area without being forced. When resolving this charge or slam, the warbeast gains an additional +2" of movement.
17	**Long Leash** — When checking to see if the warbeast is in its bonded warlock's control area, double the area of the warlock's control area.
18	**Hyper Protective** — When the warbeast's bonded warlock is screened by the warbeast, the warlock gains an additional +2 DEF. While in base-to-base contact with the warbeast, the warlock gains +2 DEF versus melee attacks.
19	**Rapid Regeneration** — When the warbeast's bonded warlock forces it to regenerate, it removes an additional D3 damage points.
20 or more	**Symbiotic Link** — Even if the warbeast has a number of fury points equal to its FURY stat, its bonded warlock can still transfer damage to it.

Legion of Everblight Bonds

2D6 + CMD	Result
10 or	**Berserk** — While in its bonded warlock's control area, anytime the warbeast destroys another model with a melee attack, it must immediately make one melee attack against another model in melee range, friendly or enemy.
11	**Mad Dog** — If the warbeast is in its bonded warlock's control area when its bonded warlock is damaged by an enemy attack the warbeast automatically frenzies during its controller's next Maintenance Phase. When the warbeast frenzies as a result of this bond, its controller selects the model it will attack. The warbeast gains +2 on its attack rolls this activation.
12	**Warder** — The warbeast may charge or slam an enemy model in its bonded warlock's control area without being forced. When resolving this charge or slam, the warbeast gains an additional +2" of movement.
13	**Sick 'Em** — While in its bonded warlock's control area, the warbeast may voluntarily fail a threshold check and frenzy. When the warbeast frenzies as a result of this bond, its controller selects the model it will attack.
14	**Carnivorous** — While in its bonded warlock's control area, if the warbeast destroys a living model with a melee attack, it may remove D3 damage points from anywhere on its life spiral. Remove the destroyed model from play.
15	**Long Leash** — When checking to see if the warbeast is in its bonded warlock's control area, double the area of the warlock's control area.
16	**Draconic Aura** — While in its bonded warlock's control area, the warbeast gains Terror and +2 DEF versus magic attacks. Enemy models/units within melee range of a model with Terror and enemy models/units with a model with Terror in their melee range must pass a command check or flee.
17	**Heightened Awareness** — While in its bonded warlock's control area, the warbeast may change its facing at the start of its activation before its normal movement. The warbeast may also change its facing at the end of its activation.
18	**Lap Dog** — When a warbeast is in its bonded warlock's control area, and the closest model to its bonded warlock, the warbeast never frenzies and gains boosted attack and damage rolls.
19	**Blood Bank** — The warbeast's bonded warlock may transfer damage to the warbeast once per round without spending a fury point.
20 or more	**Arcane Awakening** — While in its bonded warlock's control area, the warbeast may use its animus without being forced to do so. A warbeast that uses its animus as a result of Arcane Awakening cannot also be forced to use its animus.

Skorne Bonds

2D6 + CMD	Result
10 or less	**Foul Temper** — If the warbeast is in its bonded warlock's control area during its controller's Maintenance Phase and was damaged in the last round, it automatically frenzies. When the warbeast frenzies as a result of this bond, its controller selects the model it will attack. Ignore the effects of lost warbeast aspects when resolving this activation.
11	**Berserk** — While in its bonded warlock's control area, anytime the warbeast destroys another model with a melee attack, it must immediately make one melee attack against another model in melee range, friendly or enemy.
12	**Pain Conditioned** — If the warbeast suffers damage while in its bonded warlock's control area, it gains +2 on melee attack and damage rolls for one round.
13	**Sick 'Em** — While in its bonded warlock's control area, the warbeast may voluntarily fail a threshold check and frenzy. When the warbeast frenzies as a result of this bond, its controller selects the model it will attack.
14	**Bulldozer** — If the warbeast begins its activation in its bonded warlock's control area, it may make power attacks without being forced and the warbeast's first melee attack each turn must be a power attack. If the warbeast cannot make a power attack, it can make its initial melee attacks normally.
15	**Long Leash** — When checking to see if the warbeast is in its bonded warlock's control area, double the area of the warlock's control area.
16	**King of the Beasts** — When a warbeast with this bond makes an attack against an enemy warbeast or warjack within its bonded warlock's control area, it gains +2 to the attack and damage rolls.
17	**Symbiotic Link** — Even if the warbeast has a number of fury points equal to its FURY stat, its bonded warlock can still transfer damage to it.
18	**Merciless** — While in its bonded warlock's control area, if the warbeast damages a model with a melee attack, the damaged model must make a command check. If the damaged model fails, it must forfeit its movement or action during its next activation.
19	**'Rastler** — While in its bonded warlock's control area, the warbeast may make headlocks/weapon locks, head-butts, throws, and double-hand throws without being forced and it cannot be knocked down, pushed, or slammed as a result of a melee attack made by a model with a smaller base.
20 or more	**Broken Will** — While in its bonded warlock's control area, the warbeast never frenzies and automatically passes all threshold and command checks.

Circle Orboros Bonds

2D6 + CMD	Result
10 or	**Sick 'Em** — While in its bonded warlock's control area, the warbeast may voluntarily fail a threshold check and frenzy. When the warbeast frenzies as a result of this bond, its controller selects the model it will attack.
11	**Howler** — While in its bonded warlock's control area, the first time the warbeast destroys an enemy model with a melee attack each activation, enemy models/units within 6" of it must pass a command check or flee.
12	**King of the Beasts** — When a warbeast with this bond makes an attack against an enemy warbeast or warjack within its bonded warlock's control area, it gains +2 to the attack and damage rolls.
13	**Warder** — The warbeast may charge or slam an enemy model in its bonded warlock's control area without being forced. When resolving this charge or slam, the warbeast gains an additional +2" of movement.
14	**Symbiotic Link** — Even if the warbeast has a number of fury points equal to its FURY stat, its bonded warlock can still transfer damage to it.
15	**Heightened Awareness** — While in its bonded warlock's control area, the warbeast may change its facing at the start of its activation before its normal movement. The warbeast may also change its facing at the end of its activation.
16	**Long Leash** — When checking to see if the warbeast is in its bonded warlock's control area, double the area of the warlock's control area.
17	**Playin' Possum** — While in its bonded warlock's control area, the warbeast cannot be targeted by ranged or magic attacks if it is knocked down. Additionally, if the warbeast is in its bonded warlock's control area, it may forfeit its movement to automatically be knocked down.
18	**Retriever** — If the warbeast began its activation in its bonded warlock's control area and it destroyed one or more enemy models, at the end of its activation it may move up to its current SPD in inches directly toward its bonded warlock. After moving, the warbeast's controller may choose its facing.
19	**Forest Dweller** — While in its bonded warlock's control area, the warbeast gains All Terrain and Tree Walker. During its activation, a model with All Terrain ignores movement penalties from, and may charge and slam across, rough terrain and obstacles. A model with Tree Walker's LOS is never blocked by forests. While within a forest, a model with Tree Walker gains +2 DEF against melee attacks and may move through obstructions and other models if it has enough movement to move completely past the obstruction or the model's base.
20 or more	**Arcane Awakening** — While in its bonded warlock's control area, the warbeast may use its animus without being forced to do so. A warbeast that uses its animus as a result of Arcane Awakening cannot also be forced to use its animus.

TROLLBLOODS

Andrea Uderzo

Unsought Allies

Madrak Ironhide felt a blast of freezing wind instantly suck the warmth away from his flesh as he left the great gathering hall. The stars and two moons shone brightly down through the startlingly clear night. A thin layer of snow lay across the ground and covered the dozens of stone buildings in this massive trollkin village, larger than any they had boasted in the Thornwood.

He had experienced harsh winters, particularly this last one, but the cold here in the far north cut right through him. He felt it tightening his skin, freezing his eyes, and seeping into his joints. He wondered if age had simply made him less resilient than in his youth. While spring had come in the south, his hosts claimed these northern lands knew only two seasons: winter and not-winter. Months remained until not-winter arrived. The meeting he had just left had gone more poorly than he had thought possible, and Ironhide felt defeated.

Despite the distance he had traveled and his impassioned pleas, the Scarsfell elders had refused him. He cursed them under his breath, and the anger warmed him. It was always the same: Trollkin focused their view too narrowly on their own problems to see the larger threat. The elders of this forest took too much pride in their recent solidarity and willingness to gather as one body and talk. All they did was talk. They took no interest in a matter that did not immediately concern their own villages. Madrak's story of his kriel's travails had met stony faces.

He clapped his numb hands together, blew into them, and decided he must get inside.

He caught movement from the corner of his eye and turned quickly, hand on axe, but he saw only a pyg coming toward him a bit unsteadily. It had a thickened wolf hide wrapped around it to ward off the cold and asked in a coarse voice, "Ironhide?"

"Yes?" Madrak could tell the pygmie had been drinking from the strange cast of his eyes and the distinct smell of ale. He did not find it surprising that the creature knew his name.

"Want te' put yer feet up? Lodge o'er t'ere. Beer. Meat." He waved behind him.

Madrak, cold and in a village of strangers, saw little harm in following the pyg. The night could get no worse. "Lead on."

The pyg spun around with a satisfied nod and, stumbling a bit, lead the chieftain through the streets. He guided Madrak to an oversized hall, its lowest foundation built of solid stone and the upper walls and roofs from closely joined thick planks of hardwood, with prodigious smoke streaming from its chimney. The voice of at least one fell caller resounded even through the thick wood. Madrak also heard the beat of drums, the skirl of pipes, and the sound of voices. This would have raised his spirits among his own people. Now it served to remind him of his isolation.

The pyg pulled open the door and a wave of heat and sound hit Madrak like a physical blow. He could feel his skin thaw as he walked into the smoke-filled lodge and saw a tremendous bonfire blazing within an oversized pit. Numerous large chunks of meat and lengths of sausage impaled on metal racks and pokers around the pit dripped sizzling grease into the flames. The air smelled of a heavy mix of roasting meat and wood-smoke. Trollkin and pygs sat anywhere they could find a seat. Benches stood in bewildering profusion amid dozens of large kegs that bore a variety of marks. Madrak knew some of these, and some he did not, but he recognized that most had human characters, likely booty seized in raids.

Off to the right, a shouting crowd had gathered about a lower pit where a half-dozen trollkin, stripped to their great kilts, delivered brutal blows to one another as onlookers wagered and offered mocking commentary. Madrak heard the distinct crunch of breaking bones and both sympathetic groans and jubilant cries from those watching. Elsewhere, at least three different groups of trollkin played music and tried to drown out the competition by deliberately chanting and playing different tunes.

For all these reasons, his entry went unnoticed at first, although a slow wave of interest spread outward from the door. Madrak's own attention moved immediately to a group seated at a low, heavy table on an elevated portion of the floor back from the bonfire. Though composed of a number of particularly burly trollkin gripping stout mugs, one still loomed over all of them, and Madrak recognized him at once.

At that same moment the massive trollkin spotted the newcomer and stood. This immediately drew the attention of a larger number of the gathered crowd. Two of the pipers and the fell caller quieted, though the pipe noise sustained itself for several extra seconds as its wind ran down. The trollkin's voice boomed clearly across the hall, "Madrak Ironhide! Come!" He gestured for Madrak to approach.

Trollbloods

Even more trollkin stopped what they were doing to watch. The din in the place diminished only slightly. The pit-fighters continued to brawl, others continued their conversations, and the furthest piper kept at his tune, but a sense of watchfulness settled over the room. Ironhide kept his wits about him and eyed the motley assembly. He saw a bewildering plethora of *quitari* patterns. Madrak expected this among his own displaced peoples, but he found it unusual in the north.

He stepped up to the elevated table and faced the large trollkin. Hardly small himself, particularly by the measure of albinos, the other still towered over Madrak by half-a-head or more. "Borka Kegslayer," Madrak said in even tones. "It has been some time."

They stared at one another in silence for several moments as the gathered trollkin watched, tense. The last time these two had met, years ago, it had turned ugly and ended in shouted words escalating to blows before their kin pulled them apart. Borka spoke first and nodded to a narrow table next to the main one. "Arm-wrestle me, chieftain." He used the northern word for this, which Madrak knew meant something closer to king.

Borka's deep voice and heavy northern accent caused Ironhide to think he had misheard, until Borka sat opposite and extended his muscled arm and large hand in the familiar stance. "I did not come for games," Madrak responded with a scowl and crossed his arms over his chest.

Borka seemed unfazed and shook his head with a small smile. "Come. It is tradition here. Honor me. It is no shame to lose."

Madrak felt nearly everyone in the hall watching now, and something approaching quiet came over the lodge. Many eyes glittered in the firelight. Hands gripped mugs but held still. All of them watched him to see if he would give insult to their leader.

Feeling his age once more, Ironhide sat at last and took the pale blue hand in his own white-skinned one. The noise had dimmed enough for the thick metal necklace of runed plates he wore to jingle audibly as he adjusted his stance to make sure the long haft of Rathrok on his back cleared the bench. The contest began with a sudden flexing of muscles and a grunt from Madrak as he stared into the scarred face above their joined fists. Their eyes locked and searched each other for a lack of resolve or flinch whereby the contest could end with a sudden, overwhelming surge of strength. Madrak realized this felt very close to the *tohmaak mahkeiri* ceremony, the "glimpse of the mind", and likely had the same purpose. Borka was trying to peer into his soul.

Madrak did not blink or look away, nor did his arm waver as their muscles strained and the table itself creaked and groaned. Their clasped hands trembled but stayed almost exactly perpendicular to the table as the seconds stretched on. Trollkin further back stood to watch and others pressed closer. Borka was clearly the stronger, and they both knew this. Madrak could feel the raw strength and vitality of a trollkin a decade and a half younger set against his own. Ironhide refused to allow his arm to budge and locked it into place by sheer force of will.

He could feel the tendons straining in his arm. His muscles began to scream in agony. He ignored the protests and found this pain a familiar and almost welcome sensation. The veins and muscles in their arms stood out clearly now under the strain, and veins pulsed as well in Ironhide's forehead. Borka increased the pressure, pushing forward now with all his might, to crush Madrak in his grip and break the chieftain's resolve. Their hands trembled with the strain but did not waver. Ironhide knew in moments his arm would break and his tendons give way with excruciating pain. He imagined his arm torn from its socket. Still he did not yield.

Borka suddenly laughed a hearty and surprising sound and cried, "Draw! A draw! Relax, my friend." As one they ended the contest and released hands become almost claws and fingers tight with pain. A fiery agony shot up and down Madrak's arm, which he allowed to fall numbly to his side. It would pass. The two of them stepped away from the smaller table and back to the larger one.

Borka waved to indicate those five gathered at the table and said, by way of introduction, "My sons. This is the great southern chieftain, Madrak Ironhide."

These kin made room for him on the bench and each gripped their left bicep with their right hand in a gesture of respect among northern kriels. Borka barked at several nearby pygs. "Food!" he said to one and, "Ale!" to the other. They scrambled to obey. Madrak partook of both things with unfeigned enthusiasm when they arrived. He had not realized the depth of his hunger. Borka watched with approval and spoke after the southerner had slowed his pace.

"You come from council," Borka began. "They disappointed you, yes?"

Madrak glowered and stood, deciding he had been brought here only to be mocked, ready to leave.

Borka laughed and shook his head. "Sit! Sit, please. So touchy. Drink, eat, talk freely. You are with friends."

Ironhide sat again slowly. "I do not remember when we became friends, Borka."

The large trollkin shook his head. "You expected too much of the elders. Worthless, every one. Foolish of you to come thinking better of them."

Madrak's eyes narrowed. "You were there? At the gathering?"

"Hah!" Borka bellowed. "They would invite me? No. But I hear many things. Ear to the ground." He tapped the side of his head and smiled another small smile. "I also heard you fought east of here, 'gainst the scaled ones. Fought well and saved the lives of those you did not know." He nodded. "Risked your own hide. Foolish, maybe, but brave. You think those elders would do the same?" He shook his head to answer his own question. "Why did you come? What did you hope to gain?"

"You sound like them." Madrak said in a low tone. This caused Borka's smile to vanish and for an instant rage like a fire lit in his eyes. Ironhide saw him glance to the massive notched maul leaning against the wall near him. It was a brief lapse, and then it passed. Perversely, having provoked Borka made Madrak feel better. "I came to find a home for my people who have none. We have no lodges like this. When we build them, soon they burn; shelter, food, protection, a place for young ones to grow. I came for the things you take for granted."

Borka shook his head. "Not I. The elders, yes. Still, this is not the way to do these things. You come at this from the wrong direction."

"Oh? Tell me how. Give me your wisdom, great shaman."

This time the mocking words brought no particular reaction, as Borka nodded sagely and leaned back. "You cannot find peace for your people, Madrak. You cannot find peace for yourself. You waste effort trying to change what will not change."

Madrak sighed. "Even you believe there is a curse? I would not have thought it from you."

Borka's eyes flickered over the albino's shoulder. The flat of the great blade of Rathrok, its sharp edge pressed into a thick strip of leather, rose from his back. "No. No curse. Destiny. Will of the goddess." He spread his hands. "Some she chooses for happiness and hearth, cheer and children. Not you. She has chosen you, Madrak, for a difficult life. So be it. War follows you. It always will. It is foolish to turn away, for it will only come after. Kin like you and I, we do not exist for peace. That is for others: the weak, the old, the very young."

"That is a great comfort." Ironhide did not conceal his sarcasm.

"You asked the elders first for shelter for your people, yes? And then, when this failed, you asked them for warriors. Both they refused. Do I have it right?"

Ironhide nodded but refused to show any hint of his fatigue to this trollkin whose eyes had taken on a fervent light. The hall was completely silent. Borka stood and raised his mug as if to make a toast.

I came to find a home for my people who have none.

"Know this, Chieftain Ironhide. You have found warriors. We will come with you into the south. The axes of my warriors will drink the blood of your enemies. Skulls will shatter by my hands." With his free hand Borka lifted his maul Trauma and brought it crashing down to shatter the table. He emptied his enormous mug in one swallow. With a great incoherent shout, all of the trollkin and pygs rose to their feet, raised their mugs, and gulped their ale before hammering the tables with the empty vessels to create a percussive racket. The noise after the recent silence left a ringing in Madrak's ears.

Madrak found himself on his feet, although he did not remember standing. He shouted to Borka incredulously, "My people mean nothing to you or yours. Yet you would obey me?"

Borka grinned like a wolf. "We will follow you south, but I do not *follow you*. My men are mine, yours are yours. We will come for the same reasons the elders fear you. War follows you, and I seek battle. With you, Madrak Ironhide, I know I will find it!"

Grim Angus

Trollblood Trollkin Warlock Character

There is nothing to killing. It is as natural an impulse as drawing breath. The challenge lies in the hunt.

—Grim Angus

Grim Angus is as grizzled and worldly a trollkin as they come. He has traveled widely, captured or slayed wanted men, and earned a name as a tracker whose quarry never escapes. Even the rumor of Grim Angus on a man's trail has prompted outlaws to surrender themselves to the nearest authorities and seek protection from the trollkin whose aim never falters. With the kriels in turmoil, Grim turned his skills and massive rifle towards stalking the enemies of his people and punishing them for stirring up the hornets' nest.

Grim learned to hunt and stalk his prey in the dank wooded swamp of Ord's Wythmoor. Though born an albino, Grim had a unique talent for tracking and eschewed his inborn sorcerous power to focus on a love of the hunt. As a youth, Grim felt compelled to leave his rustic and isolated kriel to see the world and took to traveling while honing his abilities.

Grim worked for a time with Dragon's Tongue Trade out of Five Fingers, but he found their company seedy and unreliable. He wandered north and proved his skill with a rifle for several years against mounted bandits and raiders when they attacked the caravans he guided to and from Uldenfrost in the employ of the Czavyana Trading Posts. His employers tried to cheat and swindle him every chance they could and left him with an increasingly bitter attitude toward humanity. He decided to move on when bitterness turned to violence.

Later Grim took employment tracking down criminals with a mercenary outfit out of Ohk. He found this dangerous and satisfying work that provided him with the thrill of hunting mankind. Stalking humanity appealed to him much more than protecting their property. He took to the work as if every day was a paid vacation, and this obvious enthusiasm translated into terror in the hearts of his prey. Grim made it clear he found a bullet in the skull and a good night's sleep preferable to pleas for pity and offers of currency.

Grim criss-crossed western Immoren hunting the largest bounties. The rewards did not draw him on so much as the chance to test his limits. Eventually, the life

put a strain on Grim and he grew tired of taking out humanity's trash. He found he had refined his prowess to such a razor's edge that the challenge had gone. The murderers he was sent to chase were pathetic cowards. He started to put himself in risky situations just to make things more interesting. The hunt had lost its pleasure.

He journeyed back to the bogs and swamps of his youth and discovered the region overrun by battles from the nearby Thornwood. Warring humans forced his kin to relocate and in the process put them in even greater peril. Tharn beset his kriel when they attempted to find other territory for themselves deeper in the forest, and many trollkin lost their lives in the battles that followed. Hearing the stories of the survivors stirred a sense of purpose in Grim beyond the simple thrill of the hunt that he had not felt for years.

When he set about tracking down every one of the savages who had laid hands on his kin, Grim discovered the wider troubles afflicting the many kriels who had once lived in the Thornwood. The example of Madrak Ironhide cemented Grim's decision to put aside his old life. The albino chief showed the mercenary bounty hunter that sacrifice for one's people carries its own reward. Now Grim hunts for the united kriels and accepts no coin except the blood of their enemies.

Grim brings to the kriels a wilderness cunning almost unmatched in western Immoren, and the tools he accumulated in his previous life give him a powerful edge. He moves through the forest with silent and patient skill and signals to his allies as they move unseen to ambush. He comes down on the enemy with overwhelming force and ruthless efficiency when he finally strikes. He enjoys firing his rifle Headhunter from unseen vantage points through the densest of cover to preserve the element of surprise.

When the enemy is at last surrounded, snared, cut off, and beset, he captures those of use and coldly executes the rest. Some trollkin remark at his almost business-like manner on the battlefield, but Grim has spent his life mastering a heartless profession, and old habits die hard. He has no time to spare for doubt or indecision. Enemies of the united kriels are learning to fear the certainty of death or capture he represents. Grim intends to deliver an accounting to the enemies of his people one bullet at a time.

Tactical Tip

Return Fire – The affected model has free choice of attack type and target. Also, ranged attacks made outside of a model's activation do not count toward the ROF of the weapon.

Special Rules

Feat: Spread the Net

Grim Angus is a tenacious huntsman, a tireless stalker, and a master of traps and ambush. He provokes his adversaries into the killing lane and then unleashes his sorcerous power in a net of unseen bonds to hold them fast and prevent any escape. Death comes quickly in the end, whether by the explosive report of his rifle, or the guns and axes of those who follow his lead.

Grim Angus' controller selects a point in Grim Angus' control area. Enemy models currently in Grim Angus' control area cannot end their movement further from this point than they began. Spread the Net lasts for one round.

Grim Angus

Alchemical Goggles - When declaring charges or resolving attacks, Grim Angus ignores Camouflage, cloud effects, Concealment, Invisibility, and Stealth.

Crack Shot - Grim Angus' targets do not benefit from being screened.

Eagle Eye - Grim Angus' LOS is not blocked by forests.

Pathfinder - During his activation, Grim Angus ignores movement penalties from, and may charge across, rough terrain and obstacles.

Tough - When Grim Angus suffers sufficient damage to be destroyed, his controller rolls a d6. On a 5 or 6, Grim Angus is knocked down instead of being destroyed. If Grim Angus is not destroyed, he is reduced to one wound.

Trail Blazer - Friendly models ignore movement penalties from rough terrain while within 3" of Grim Angus but cannot charge, slam, or trample across rough terrain.

GRIM ANGUS	CMD 8
SPD	6
STR	7
MAT	6
RAT	7
DEF	16
ARM	15

HEADHUNTER	RNG	ROF	AOE	POW
	13	1	—	13

SNARE GUN	RNG	ROF	AOE	POW
	8	1	—	—

GUNBLADE	SPECIAL	POW	P+S
	—	5	12

FURY	6
DAMAGE	17
FIELD ALLOWANCE	C
VICTORY POINTS	5
POINT COST	76
BASE SIZE	MEDIUM

Headhunter

Bait the Line - Enemy models damaged by Headhunter suffer Bait. Friendly Trollblood warbeasts charging a model suffering Bait gain +2" of movement. Bait lasts for one turn.

Snare Gun

Cumbersome - Grim Angus cannot make ranged attacks with the Snare Gun and Headhunter during the same activation.

Tether - Enemy models hit suffer Tether. Grim Angus' controller selects a point up to 2" away from the affected model. The model cannot move or be placed more than 2" from this point. Tether lasts for one round. This attack causes no damage.

SPELL	COST	RNG	AOE	POW	UP	OFF
Cross Country	2	6	-	-	X	
Target friendly Trollblood model/unit gains Pathfinder and Eagle Eye.						
Man Trap	3	10	-	13		X
A model damaged by Man Trap is knocked down.						
Lock the Target	2	10	-	-	X	X
Target enemy model/unit suffers –2 DEF and loses Camouflage, Incorporeal, Invisibility, and Stealth. An affected model does not gain a DEF bonus for concealment or cloud effects. Cloud effects and forests do not block LOS to an affected model.						
Return Fire	2	6	-	-	X	
Target friendly Trollblood model/unit gains Return Fire. When a non-stationary model with Return Fire is missed by an enemy melee or ranged attack, it may make a melee or ranged attack after the missed attack is resolved.						

Borka Kegslayer

Trollblood Trollkin Warlock Character

Enemies and full kegs are the same to me. They exist to be killed, the faster the better.

—Borka the "Kegslayer"

A towering wall of solid muscle, bloodstained armor and vital strength, Borka the Kegslayer has become a trollkin folk hero of nearly mythical proportion across the frozen north. His wanderlust drives him from kriel to kriel with a rowdy and loyal war band comprised of trolls and trollkin warriors. He enters the company of his peers like a giant and commands the absolute attention of everyone around him. Some elders find him uncouth and savage, like a wild trollkin reminiscent of the bloody-minded chiefs of ancient times, yet even they cannot deny the rough and raw charisma that compels battle-ready youth to emulate and follow him.

Those who join Borka discover first-hand his notorious disregard for peril. He leads his warriors in a ritualized round of drinking and boasts just before roaring a battle cry and charging into the fray against impossible odds. Always he emerges intact, laughing triumphantly, to seize glory for his gathered kin and crush to a bloody pulp any standing against him. Called in some corners the "Boast King", the "Hero of Falconstream", "Dhunia's Champion", the "Vengeance of the Rimeshaws", and by the northern pygs, "Skullcrusher", he has earned so many titles he does not bother keeping track of them. He prefers only his self-anointed title "Kegslayer".

Borka is a Dhunian shaman but bears no resemblance to the conservative, lore-laden elders normally associated with the title. He proved his prowess as a battle priest of the goddess among the violent clashes of the kriels near the Neves River in the eastern Scarsfell. In his youth the region suffered a period of several harsh winters followed by lengthy draughts that left the trollkin starving and desperate. Dozens of proud kriels, each unwilling to bow to the others, engaged in brutal clashes for survival along the frozen riverbanks. Borka rose among this strife as one born to deliver bloodshed. He wielded his mace with the strength of the greatest son in a long bloodline of powerful warriors.

The calling of the goddess came clearly to Borka. He chose to join a line of shamans who embrace strife as the means to ensure the strongest blood survives. The great must crush the weak, and those who confront destiny can carve their immortality upon the surfaces of dozens of krielstones, or so Borka believes. He has no patience for diplomacy and an uncompromising attitude toward his enemies. For all the years and all his travels, only the scope of those he includes in this fellowship has changed, and he now embraces the kith of many kriels. There is no greater ally, or no more dangerous adversary, than Borka Kegslayer.

Borka follows the Dhunian principles of fertility and believes firmly in the responsibility of every shaman to ensure the survival and prosperity of the species. He seeks to spread his seed as far as possible and boasts notable offspring among dozens of northern kriels. As with other shamans, male and female, rearing the young is not his responsibility; they remain for their kith to raise. A number

Tactical Tip

Mosh Pit – Enemy models that are moved as a result of Mosh Pit may be targeted by free strikes.

SPECIAL RULES

Feat: Barroom Blitz

With a bellowed shout to his goddess, Borka calls down a surge of raw strength. Each blow made by his allies hurls the enemy back through tables, walls, and anyone in the way.

Friendly Trollblood models currently in Kegslayer's control area gain Barroom Blitz. The first enemy model hit by a normal melee attack made by each model benefiting from Barroom Blitz may be slammed d6" directly away from the attacking model instead of rolling damage normally. The slammed model suffers a damage roll equal to the attacker's current STR plus the POW of its weapon. If the slammed model comes in contact with another model with an equal or smaller base, that model suffers a collateral damage roll equal to the attacker's current STR. Barroom Blitz lasts for one round.

BORKA	CMD 8				
SPD	STR	MAT	RAT	DEF	ARM
6	9	7	5	14	17

BOMB			
RNG	ROF	AOE	POW
8	1	3	12

TRAUMA		
SPECIAL	POW	P+S
Multi	6	15

FURY	5
DAMAGE	18
FIELD ALLOWANCE	C
VICTORY POINTS	5
POINT COST	74
BASE SIZE	MEDIUM

BORKA

Head-butt (★Attack) - Kegslayer makes a head-butt attack.

Tough - When Kegslayer suffers sufficient damage to be destroyed, his controller rolls a d6. On a 5 or 6, Kegslayer is knocked down instead of being destroyed. If Kegslayer is not destroyed, he is reduced to one wound.

BOMB

Bounce - After directly hitting an enemy model with a Bomb attack but before damage is rolled, Kegslayer may bounce the bomb into a new target within 2" of the model hit regardless of LOS. The second model is directly hit by the attack instead of the model initially hit.

TRAUMA

Brain Damage - A model damaged by Trauma cannot cast spells, upkeep spells, or use an animus for one round.

Reach - 2" melee range.

SPELL	COST	RNG	AOE	POW	UP	OFF
Bum Rush	2	6	-	-		

Target friendly Trollblood warrior model gains Counter Charge for one round. A model with Counter Charge may charge an enemy model that ends its normal movement within 6" and LOS of the model with Counter Charge. A model cannot make a counter charge while engaged. Bum Rush lasts for one round or until the affected model makes a Counter Charge.

Cooler	3	SP	-	12	X

On a critical hit, target model becomes stationary for one round.

Mosh Pit	2	Self	Ctrl	-	X

Enemy models ending their activations in melee range of a friendly Trollblood model in Kegslayer's control area are moved 1" directly away from that model.

PYG KEG CARRIER CMD 6					
SPD	STR	MAT	RAT	DEF	ARM
5	5	5	4	13	12

KEG BASH		
SPECIAL	POW	P+S
—	3	8

DAMAGE	5
FIELD ALLOWANCE	0
VICTORY POINTS	0
BASE SIZE	SMALL

SPECIAL RULES

Pyg Keg Carrier

Liquid Courage (★Action) - Target friendly Trollblood warrior model/unit within 3" of the Pyg Keg Carrier must run or charge during its activation, cannot be knocked down, and gains an additional die on melee damage rolls. When an affected model ends its movement within the melee range of one or more enemy models, one enemy model may make one normal melee attack targeting it. Liquid Courage lasts for one round.

Liquor Fueled - While the Pyg Keg Carrier is in base-to-base contact with Kegslayer, Kegslayer gains +2 CMD and Terror. Enemy models/units within melee range of a model with Terror and enemy models/units with a model with Terror in their melee range must pass a command check or flee.

Party Foul - If the Pyg Keg Carrier is destroyed by an enemy attack, friendly Trollblood warrior models/units may run without being ordered to do so and may make melee attacks after running. Affected models gain boosted melee attack and melee damage rolls. Party Foul lasts for one round.

Sidekick - The Pyg Keg Carrier is included in any horde that also includes Kegslayer. If Kegslayer is destroyed or removed from play, remove the Pyg Keg Carrier from play. When the Pyg Keg Carrier begins its activation outside the Kegslayer's command range he must run.

Tough - When the Pyg Keg Carrier suffers sufficient damage to be destroyed, his controller rolls a d6. On a 5 or 6, the Pyg Keg Carrier is knocked down instead of being destroyed. If the Pyg Keg Carrier is not destroyed, he is reduced to one wound.

of these progeny have reached maturity and proven themselves in combat. Some have tracked down their sire and earned the right to fight at his side. Borka is an absent-minded but enthusiastic mentor to those who come to follow his example. He has learned after countless battles not to form attachments to the kin who join him on the field of war. Death is a constant in his life, and he faces it directly and without fear or regret. He mourns for the dead only briefly, often simply with a single great bout of drinking and reminiscence, before he moves on to the next engagement as lusty for bloodshed as ever.

Borka gained early infamy after the savage human barbarians called the Ruscar slaughtered a number of kriels along the eastern Falconbridge River in northern Khador. Borka and a small band of chosen warriors went forth into the Rimeshaws to claim revenge and called winter trolls out from their secluded lairs to join the hunt. Several Ruscar tribes heard of their approach and gathered in the hundreds with cleft spears and bows for an ambush at Velter Pass. Borka and his champions swore oaths of unyielding vengeance as they drank until their eyes were solid red and their vision blurred. Borka drove them straight into the throat of the ambush, marched unharmed through a hail of arrow-fire, and unleashed the full fury of his trolls. Though a number of the warriors and champions fell, the rest took inspiration from Borka's example and attacked the Ruscar with berserk ferocity. Kegslayer fought his way to the center of the barbarians and shattered both helmet and skull of the enemy chief with a single tremendous blow of his mace.

At the end of the battle, just over two dozen stalwart warriors had bled their lives out amid snow-covered trees, yet the trollkin had piled up the enemy dead. An estimated three hundred Ruscar lost their lives that day, and the rest, humbled and afraid, fled back to the shelter of their wooden halls. Their terror did not end. Borka and his followers set upon village after village, routed the barbarians from their homes, and left their once proud halls to burn. Never again did the Ruscar dare to venture south into lands held by the river kriels. Where once they had pillaged and slaughtered with abandon, these barbarians no longer menaced either northern Khadoran or trollkin. The survivors of several kriels remember Borka's deeds and speak of them often.

His reputation grew as he faced similar odds in the months and years to come. He pitted his strength against the human Vorgoi and Vindol tribes and at least once against the Nyss of the Shard Spires. A clash with a fierce trollkin kriel called the Galtor gave him opportunity to free an entire tribe of enslaved pygmies. In gratitude, they pledged themselves to his service and now follow him enthusiastically. The stoutest of their number serve him directly and carry his kegs to battle. Borka has a nose for war, and his path inevitably takes him to the bloodiest fighting.

Hailing as he does from a region of conflict and competing kriels, recent attempts by elders to unite their people do not sit well with Borka. He considers such unity unnatural to the trollkin and worries it might weaken instead of strengthen them. This has brought him into disagreement with the gathered elders of the Scarsfell Forest. He considers them ineffectual manipulators full of their own wind and ignorant of the reality of life at war. Borka will not place his life or those of his allies in the hands of trollkin too timid to enter the fray and risk their own skins. These elders resent

Tactical Tip

Liquid Courage – Yes, they may run or charge without being ordered to do so.

Pyg Keg Carrier

Trollblood Pygmy Troll Solo

Borka and his influence over the young, particularly as he ignores their orders to go where he wills, when he wills, with no regard for their plans.

This makes Borka's recent decision to throw in with Chief Madrak Ironhide an unexpected turn. The two have met before and been at odds. They almost came to blows several times after heated arguments. Even now Borka opposes Ironhide's vision of the future, seeing in it misguided hopes similar to those that have led the Scarsfell elders astray. Ironhide puts his life on the line for his people, and Borka respects this quality. The plight of the displaced Thornwood kriels appeals to the part of Borka's nature that drives him irresistibly to seek the heart of the worst and most terrible battles, to fight on the losing side, and to still attain victory.

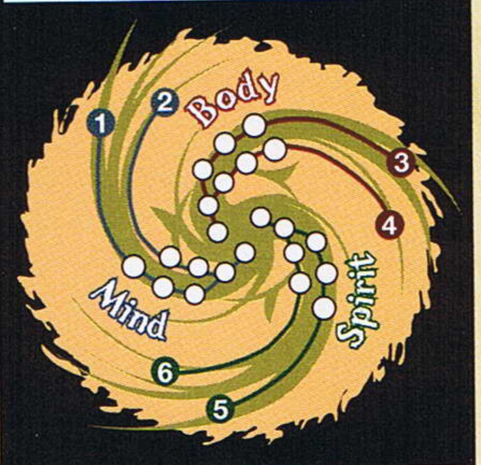
Borka can smell a doom lingering about Ironhide like a storm-laden cloud, for Ironhide will find war wherever he goes. Borka itches to be a part of these things and leave his lasting mark on the troubled times ahead. He believes the depleted south can benefit from his unmatched virility, and he will do his part to repopulate the Thornwood. Wherever he travels, his war band follows. They bring with them a unique and raucous blend of drunken revelry, battle-lust, and armed mayhem.

Troll Bouncer

Trollblood Light Warbeast

TROLL BOUNCER CMD 6						
SPD	STR	MAT	RAT	DEF	ARM	
5	9	5	4	11	17	19

LFT	SHIELD		
	SPECIAL	POW	P+S
	—	0	9
RT	BALL & CHAIN		
	SPECIAL	POW	P+S
	Multi	4	13



FURY	3
THRESHOLD	10
FIELD ALLOWANCE	U
VICTORY POINTS	2
POINT COST	70
BASE SIZE	MEDIUM

So the titan charges me, and this troll leaps out of nowhere to intercept. Bam! The titan stops like it hit a wall and the troll doesn't budge an inch.

—Alten Ashley

Swinging an oversized ball and chain, a bouncer eagerly joins battle heedless of its own survival. Many warlocks favor these powerful and reliable trolls for their instinct to intercept enemies threatening any they consider kin, and a number have fought their way to prominence among the united kriels. Strapped with thick and heavy armor, a bouncer holds a stout shield before him and whirls a deadly spiked ball overhead, its chain whistling with a sound that heralds bone-shattering brutality. Bouncers wade fearlessly into a wall of armored enemies to send the ball careen over the tops of shields and slam down with a sickening crunch.

Bouncers are part of a long tradition. For generations, some full-blooded trolls have formed strong attachments to trollkin who feed them and fight alongside them. These trolls demonstrate a loyalty and protectiveness unusual in their species and a number of kriels have taken to selecting specific members of this group to train in the use of weapon and shield.

The trollkin encourage bouncers to stay with specific handlers, and the trolls gladly shield their smaller and more fragile kin. They charge eagerly into harm's way, sometimes going so far as to shoulder allies aside to take the hit themselves. Trollkin kriels have long singled out such trolls to guard chieftains, shamans, and other important elders. With enemies of the kriels closing in from every direction the bouncers find their services in higher and higher demand.

ANIMUS	COST	RNG	AOE	POW	UP	OFF
Bump	2	6	–	–		

THE NEXT TIME TARGET FRIENDLY TROLLBLOOD MODEL IS DAMAGED BY AN ENEMY MELEE ATTACK, THE ENEMY MODEL IS PUSHED 2" DIRECTLY AWAY FROM THE AFFECTED MODEL. BUMP THEN EXPIRES. BUMP LASTS FOR ONE ROUND.

SPECIAL RULES

Troll Bouncer

Brace For Impact - When the Troll Bouncer is slammed, reduce the slam distance rolled by 3. If the total distance rolled is 0 or less, the Troll Bouncer is not knocked down. The Troll Bouncer is not knocked down when it suffers collateral damage from a slam.

Castling - If the Troll Bouncer is in base-to-base contact with a friendly Trollblood warlock at the start of its activation, it may trade places with the warlock. Replace the Troll Bouncer with the warlock and place the Troll Bouncer in the warlock's previous location. There must be room for the replaced models' bases.

Guard - A model screened by Troll Bouncer gains an additional +2 DEF. Attacks that ignore screening also ignore this bonus. This bonus is not cumulative with itself.

Regeneration [d3] - The Troll Bouncer may be forced to remove d3 damage points from anywhere on its life spiral once per activation. The Troll Bouncer cannot regenerate during an activation it runs.

Ball & Chain

Chain Weapon - Ball & Chain ignores shields and Shield Wall.

Reach - 2" melee range.

Winter Troll

Trollblood Light Warbeast

ANIMUS	COST	RNG	AOE	POW	UP	OFF
Freezer	2	6	–	–		

Enemy models ending their activations within 2" of target friendly Trollblood model become stationary for one round. Freezer lasts for one round.

You have not felt cold until now. You southerners tremble at any breeze and whimper at falling snow. This troll will show you winter.

—Borka Kegslayer

The angry battle cry of the winter troll has frozen the veins of northern Khadorans, Nyss shards, and even the hardy dwarves of Rhul for centuries. Emerging from the blinding white sheet of a falling blizzard, their bloodshot eyes fierce and merciless, winter trolls descend upon villages, tear houses apart, and expose the inhabitants. With a single great gust of their freezing breath their chosen prey ice over, eyes wide with terror, as the trolls descend to feast. The hardy trollkin of the northern Scarsfell Forest occasionally befriend these savages and turn them into powerful allies to defend their territories.

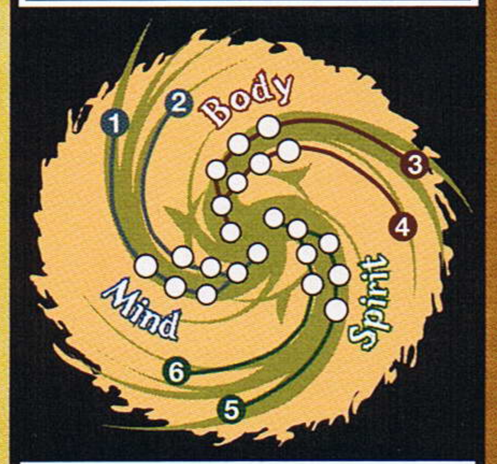
Trollblood warlocks have goaded the winter trolls from remote lairs, encouraging them to follow into warmer climes and join in battle. These fierce creatures demonstrate the adaptability of trolls, shedding the quills common to those of warmer latitudes to grow thickened fur that insulates against even the bitterest wind. Winter trolls happily endure cold that would slay most living things. Each harnesses the raw power of ice and snow, expelling tremendous gusts of frozen air which can rip through foes and choke the living breath from lungs. Even striking their flesh prompts a backlash of cold so extreme it can paralyze muscles and leave an enemy easy prey for the troll's claws.

WINTER TROLL	CMD 6				
SPD	STR	MAT	RAT	DEF	ARM
5	9	5	4	12	16

HD	ICE BREATH			
	RNG	ROF	AOE	POW
	SP	1	–	12

LFT	CLAW		
	SPECIAL	POW	P+S
	–	2	11

RT	CLAW		
	SPECIAL	POW	P+S
	–	2	11



FURY	3
THRESHOLD	9
FIELD ALLOWANCE	U
VICTORY POINTS	2
POINT COST	75
BASE SIZE	MEDIUM

Special Rules

Winter Troll

Chain Attack - Ice Breath - If the Winter Troll hits with both its initial Claw attacks against the same target in the same activation, after resolving the attacks it may immediately make an Ice Breath ranged attack targeting the model hit by the initial Claw attacks. The Winter Troll is not considered to be in melee when resolving Chain Attack - Ice Breath attacks, nor are the targets of those attacks considered to be in melee with the Winter Troll. The Winter Troll does not gain the aiming bonus during this attack.

Regeneration [d3] - The Winter Troll may be forced to remove d3 damage points from anywhere on its life spiral once per activation. The Winter Troll cannot regenerate during an activation it runs.

Rime - The Winter Troll may be forced to gain Rime for one round. While the Winter Troll is affected by Rime, non-Winter Troll models that hit it with a melee attack become stationary for one round immediately after the attack is resolved unless the Winter Troll is destroyed or removed from play by the attack.

Ice Breath

Critical Frost - On a critical hit, target model suffers Frost. A model suffering Frost must forfeit its movement during its next activation.

Tactical Tip

Chain Attack - Ice Breath – Yes, Chain Attack - Ice Breath uses the spray template.

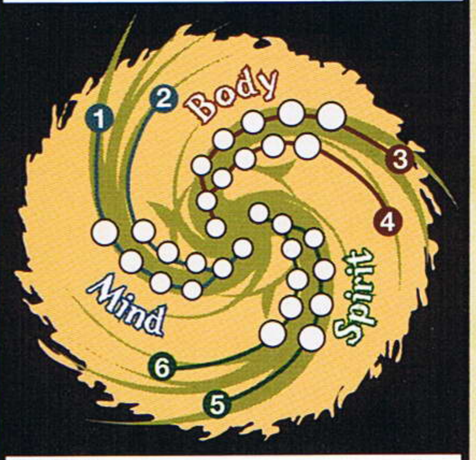
Earthborn Dire Troll

Trollblood Heavy Alpha Warbeast

EARTHBORN DIRE TROLL CMD 5					
SPD	STR	MAT	RAT	DEF	ARM
5	12	6	3	11	18

LFT	CLAW			
	SPECIAL	POW	P+S
	—	3	15

RT	CLAW		
	SPECIAL	POW	P+S
	—	3	15



FURY	5
THRESHOLD	11
FIELD ALLOWANCE	2
VICTORY POINTS	3
POINT COST	125
BASE SIZE	LARGE

That...that's not possible!

—Cygnaran mechanik witnessing an Earthborn slam a fist through a Centurion's shield

ANIMUS	COST	RNG	AOE	POW	UP	OFF
Transmute	2	6	–	–		

TARGET FRIENDLY TROLLBLOOD MODEL GAINS METAMORPHOSE FOR ONE ROUND.

Some trollkin wonder what could prompt the goddess Dhunia to birth such bloodthirsty and savage creatures as the dire troll. Yet the sign of Her blessing shines nowhere clearer than with the rare and enormously powerful earthborn. These dire trolls possess some link to the wilderness itself and to the mother of all kin such that their skin ripples and changes as they advance against their prey.

Crossing ground littered with boulders, rocks, and rubble, an earthborn's skin hardens and encrusts like angled stone. As its feet sink into water, the muscles of its legs gain renewed strength allowing bursts of terrifying agility. Even more frightening, it can adapt to imitate its enemies' power. An earthborn dire troll charging into a warjack soon has skin as hard as iron and great meaty fists as imperishable

as steel. They are the ultimate expression of troll adaptability. That which they cannot destroy outright they mimic and proceed to tear asunder.

Even simple dire trolls are a rare sight to most, but the earthborn was thought a mythical creature only found in legends spoken by trollkin elders at campfire. It fell to the Shaman of the Gnarls Hoarluk Doomshaper to establish contact with these reclusive brutes and persuade them to descend from the mountains and join in battle. Hoarluk arrived with maulers and the first earthborn during the harsh winter fighting of 606 AR in the eastern Dragonspine Mountains. Their arrival turned a desperate battle at a captured Cygnaran supply depot called Spinepoint, where the few remaining trollkin defenders kept up a losing fight against skorne who had pursued them into the mountains. Led by the earthborn, the dire trolls descended upon the skorne forces with lusty abandon and made a quick feast of them. Doomshaper has since endeavored to bring more of these beasts from their remote caves and mountain hideaways. Their adaptive strength has proven invaluable to the gathered kriels defending seized lands in northern Cygnar. Few have the courage to contest the claims of these trollkin with the earthborn at their sides.

Some think the awesome power demonstrated by the earthborn springs from the regenerative vitality of the trolls that lets them knit torn flesh. With the earthborn that power has expanded into something greater. Their flesh can react instantly to their needs in combat. The extraordinary nature of this power allows them to draw additional recuperative strength from nearby dire trolls and create a sympathetic harmony that makes even the greatest injuries vanish in seconds. Whatever the root of this ability, the earthborn boasts a power that allows kriel warlocks to face and surpass the petty innovations built by the cunning machinations of man, skorne, or dragon.

Tactical Tip

Adaption – An Earthborn Dire Troll cannot use the POW of a mount since the mount is not a melee weapon.

Special Rules

Earthborn Dire Troll

Adaption - When the Earthborn Dire Troll makes a successful melee attack, it may replace the POW of its Claws with the POW of any one melee weapon possessed by a model within 1" of it.

Elemental Communion - While within 1" of deep or shallow water, the Earthborn Dire Troll gains +2 DEF. While within 1" of an obstacle or obstruction, the Earthborn Dire Troll gains +2 ARM. If the Earthborn Dire Troll begins its activation within 1" of rough terrain, it gains +2" of movement during this activation.

Heightened Regeneration - The Earthborn Dire Troll may be forced to remove d3 damage points from anywhere on its life spiral once per activation. If the Earthborn Dire Troll regenerates while it is in base-to-base contact with another Dire Troll, remove d6 damage points instead. The Earthborn Dire Troll cannot regenerate during an activation it runs.

Metamorphose - The Earthborn Dire Troll may use the current ARM of any model without Metamorphose with which it is in base-to-base contact instead of its own.

Snacking - When the Earthborn Dire Troll destroys a living model with a melee attack, it may remove d3 damage points from anywhere on its life spiral.

Pyg Burrowers

Trollblood Pygmy Troll Unit

SERGEANT					CMD 7
SPD	STR	MAT	RAT	DEF	ARM
5	5	5	5	13	13
BURROWER					**CMD 5**
SPD	STR	MAT	RAT	DEF	ARM
5	5	4	4	13	13

SLUG GUN			
RNG	ROF	AOE	POW
4	1	—	14

HAND WEAPON		
SPECIAL	POW	P+S
—	3	8

FIELD ALLOWANCE	1
VICTORY POINTS	2
LEADER AND 5 TROOPS	57
UP TO 4 ADDITIONAL TROOPS	8ea
BASE SIZE	SMALL

Ye won't be laughin' when you see 'em pop up, blazin' away, and pitchin' shots the size of yer head.

—Grissel Bloodsong

Stalwart pygs have proved themselves invaluable to the embattled kriels, particularly as scouts, spies, and ambushers. After great success equipping these diminutive trolls with rifles, the chiefs began utilizing them in other capacities. The pygs quickly demonstrated their loyal and utility even between battles during the labor-intensive projects undertaken to build homes for displaced kith. Only at this time did the trollkin discover the pyg's great skill as ditch-diggers, earth-movers, and sappers. Troll endurance combined with their size and energetic enthusiasm make the pygs consummate tunnel-diggers. No trollkin, or any other creature, in his right mind would follow the pygs through the quickly collapsing passages by which they can cross a battlefield.

Equipping burrowing pygs for battle became just another of the ongoing challenges Trollbloods have faced. The desperate measures called for by these desperate times have prompted the trollkin to undertake widespread raiding and pillaging in the search for powder and guns. They supplement these sources by asking kin versed in city ways to visit black markets and mercenary outfits to purchase supplies, often using funds stolen on raids. One such search turned up a suitable weapon for the burrowers in the form of the powerful slug guns, which seemed the perfect fit. These massive short range pistols designed to penetrate warjack armor serve just as well against warbeasts and well-armored soldiers and suit the pygs' size quite well.

Special Rules

Sergeant

Leader

Tunneling (Order) - Before the normal movement of any model in this unit, replace the Sergeant with the burrowing marker, then remove every Burrower that received the order from the table. Burrowers that are not removed are out of formation until the unit resurfaces. The Sergeant cannot issue the Tunneling order while he is on solid rock or a man-made construction. Effects, spells, and animi on replaced or removed models expire. The Pyg Burrowers may surface during their controller's Control Phase before leaching. When the Pyg Burrowers surface, place them anywhere in formation completely within 5" of the burrowing marker. There must be enough space to place the Pyg Burrowers' bases. Any Pyg Burrowers that cannot be placed are removed from play. Placed Pyg Burrowers cannot move or be issued orders during a turn they surface. A Pyg Burrower gains +2 on its first attack roll the turn it surfaces. If the Pyg Burrowers do not surface, the burrowing marker may be moved up to 3" at the end of the Pyg Burrowers' controller's Control Phase.

Unit

Advance Deployment - Place Pyg Burrower after normal deployment, up to 12" beyond the established deployment zone.

Tough - When a Pyg Burrower suffers sufficient damage to be destroyed, his controller rolls a d6. On a 5 or 6, the Pyg Burrower is knocked down instead of being destroyed.

Thumper Crew

Trollblood Trollkin Unit

Among the largest and most prized weapons donated by King Leto to Chief Madrak Ironhide was a batch of carronade cannons sent by the Cygnaran Navy. The Navy had slated this older, short-range ordinance for replacement and planned to melt and recast the weapons, but now they serve the trollkin kriels as slow-moving, powerful artillery. Carronades require less blasting powder, which makes them ideal for the trollkin who have no ready means of producing their own powder.

While not originally intended for use on land, these weapons have proven vital in periodic clashes against the skorne, who possess formidable cannons of their own, particularly those borne by titans. The Cygnaran Army, much to their chagrin, has on occasion found itself facing down the barrels of these same cannons. The former Thornwood kriels deployed these weapons during their battles to seize lands in northern Cygnar and used them to establish fortified posts to repel with deadly force any who would contest their claims.

The trollkin have started to affectionately call these weapons "thumpers" after the distinct noise they make when fired. Their compact size makes them relatively easy to transport from one battlefield to the next and well suits them to the rapid redeployments and unexpected strikes favored by the displaced kriels. Fighting smoothly in crews on such a weapon is not a discipline inherent to trollkin warriors and has required volunteers willing to endure specialized training and drills. The undeniable results, however, ensure both a steady stream of volunteers for thumper crews and mounting requests for their service.

I recognized the heavy thump at once. Then a ball flew over the bulwarks and bounced through the courtyard, shattering men and walls alike.

—Duke Kielon Ebonhart IV
of the Northern Midlunds

GUNNER					CMD 7
SPD	STR	MAT	RAT	DEF	ARM
1	6	5	4	12	14

CREWMAN					CMD 7
SPD	STR	MAT	RAT	DEF	ARM
5	6	5	4	12	14

THUMPER			
RNG	ROF	AOE	POW
12	1	—	14

HAND WEAPON		
SPECIAL	POW	P+S
—	4	10

FIELD ALLOWANCE	2
VICTORY POINTS	1
GUNNER AND 2 CREWMEN	32
GUNNER BASE SIZE	LARGE
CREWMAN BASE SIZE	MEDIUM

SPECIAL RULES

Crewman

Targeting (★Action) - The Gunner gains a cumulative +1 RAT for one round. The Crewman must be in base-to-base contact with the Gunner and not be engaged to use Targeting.

Unit

Tough - When a Trollkin suffers sufficient damage to be destroyed, his controller rolls a d6. On a 5 or 6, the Trollkin is knocked down instead of being destroyed.

Weapon Crew - The Thumper Crew is made up of a Gunner and 2 Crewmen. The Gunner is mounted on a large base with the Thumper. The Gunner is treated as a medium-based model rather than a large-based model. A weapon crew cannot run or charge. The Gunner gains +2" of movement per Crewman with which he begins activation in base-to-base contact. When the Gunner is destroyed or removed from play, a Crewman within 1" can take the destroyed Gunner's place immediately and become the new Gunner. Remove the Crewman from the table instead of the Gunner. Any effects, spells, or animi on the damaged Gunner expire. Any effects, spells, or animi on the removed Crewman are applied to the new Gunner.

Thumper (Gunner Only)

Light Artillery - The Thumper cannot be used to make ranged attacks if the Gunner moves. The Gunner does not receive an aiming bonus for forfeiting movement.

Momentum - When a model is directly hit by the Thumper, the cannonball continues d6 additional inches along a line directly away from the Thumper. If this line touches any part of a model's base and the model was not directly hit by the Thumper, it suffers a POW 10 damage roll. If the attack misses, determine its point of impact by making a deviation roll. The cannonball continues d6" from this point along a line directly away from the Thumper.

Trollkin Long Riders

Trollblood Trollkin Cavalry Unit

KITHKAR					CMD 9
SPD	STR	MAT	RAT	DEF	ARM
7	8	7	4	12	18
RIDER					**CMD 7**
SPD	STR	MAT	RAT	DEF	ARM
7	8	6	4	12	18

CAVALRY AXE		
SPECIAL	POW	P+S
Multi	5	13

MOUNT		
SPECIAL	POW	P+S
Critical	14	—

KITHKAR'S DAMAGE	10
RIDER'S DAMAGE	8
FIELD ALLOWANCE	1
VICTORY POINTS	3
LEADER AND 2 TROOPS	87
UP TO 2 ADDITIONAL TROOPS	26ea
BASE SIZE	LARGE

If the earth trembles underfoot as a sound like thunder deafens you, if fear clenches your lungs so you cannot breathe, know it is the Long Riders who come.

—Benlor Saddleborn
of the Jelkilar Kriel Long Riders

The resolute Long Riders gallop into battle as inexorably as the tide, riding thick-framed and powerfully muscled bison. Pounding the earth into submission under their hooves, nothing can match the raw power and unparalleled force of these creatures' momentum. Atop their steeds, Long Riders can shatter an enemy line with ease, and even send a titan tumbling back into the mud, while their long-handled axes lay down deadly blows.

Southern trollkin kriels do not have a long cavalry tradition, having lived generations among the wooded confines of the Thornwood or the Gnarls. In other regions, however, such as several large open areas of Khador, the trollkin have lived quite different lives. While these regions boast horses strong enough to bear armored trollkin warriors, such creatures proved uneasy with the smell of trollkin, and the kriels found they preferred the temperament of the bison. Innumerable herds of bison once roamed across many of Khador's open expanses, including the stretch of territory south of Bitterock River. The best warriors of these kriels soon mastered riding these creatures and discovered the undeniable appeal of their raw mass and speed.

The most famed of trollkin battle-riders, Long Riders are noted for their endurance, sleeping and eating in the saddle on long journeys, and they only dismount when absolutely necessary. The call of Chief Madrak Ironhide and Borka Kegslayer has brought these bison riders out from their plains to go wherever trollkin are threatened and shatter anything standing against them.

Special Rules

Kithkar

Leader

Bull Rush (Order) - Every Trollkin Long Rider who receives this order must either run or slam. A slammed model suffers a damage roll equal to the current POW of the Mount. If the slammed model collides with another model with an equal or smaller-sized base, that models suffers a collateral damage roll with a POW equal to the current POW of the Mount. After resolving the slam attack, a Long Rider may make a Cavalry Axe attack.

Unit

Brace For Impact - When the Trollkin Long Rider is slammed, reduce the slam distance rolled by 3. If the total distance rolled is 0 or less, the Trollkin Long Rider is not knocked down. The Trollkin Long Rider is not knocked down when it suffers collateral damage from a slam.

Fearless - A Trollkin Long Rider never flees.

Tough - When a Trollkin Long Rider suffers sufficient damage to be destroyed, his controller rolls a d6. On a 5 or 6 the Trollkin Long Rider is knocked down instead of being destroyed. If a Trollkin Long Rider is not destroyed, he is reduced to one wound.

Mount

Critical Knockdown - On a critical hit, target model is knocked down.

Unit

Brutal Charge - A Trollkin Long Rider gains +2 to Cavalry Axe charge attack damage rolls.

Reach - 2" melee range.

Tactical Tip

Bull Rush – These slams are not charges. The Long Rider does not make impact hits during a slam and does not receive +2 to his Pole Axe damage rolls from Brutal Charge.

Brace for Impact – Brace for Impact may keep a model from being knocked down by a slam, however if the model succeeds in a Tough save after suffering enough damage to be destroyed by the slam, it is still knocked down.

Kreil Warrior Caber Thrower

Trollblood Trollkin Kriel Warrior Special Weapon Attachment

What passes for trollkin entertainment would amaze and horrify most humans. Many of these customs evolved from ritualized games intended to ready able-bodied warriors of a kriel for battle. Feats of strength, stamina, and pain endurance are all commonplace among the wild kriels and often drawn from practices which prove useful in battle. Hurling cabers has proven a surprisingly effective attack, crude but devastating, in battles throughout the centuries. This prompted some kriels to add this sport to entertainments during winter seasons, both to keep the warriors in fighting trim and to determine which trollkin would wield the cabers in actual combat.

Originally made of great wooden poles, kriels in the Gnarls first took this weapon to the further extreme by utilizing stone columns of a size that seemed impossible to lift, let alone throw. These weapons continue to prove well worth the backbreaking effort of carrying them to the battlefield. They tumble forward with bone-pulping power in a nearly unavoidable and crushing attack. Anything caught in the caber's path is usually reduced to paste. Even those hardy beasts which can endure such a blow will generally be knocked off their feet by the tumbling column.

Only particularly strong and stout trollkin, boasting endurance considered extraordinary even among their kith, can regularly carry these massive weapons across long distances. Hard, violent experience has proven, however, that any properly motivated kriel warrior can lift such a stone for a single throw.

How he carried it I do not know, but on he came on despite Venator fire. He brought that great pillar shattering down and toppled the entire Cetrati line to ruin.

—Primus Mekarsh, reporting his failure to Tyrant Xerxis

CABER THROWER					CMD 6
SPD	STR	MAT	RAT	DEF	ARM
5	6	5	4	12	15

CABER SMASH		
SPECIAL	POW	P+S
Multi	7	13

HAND WEAPON		
SPECIAL	POW	P+S
—	4	10

FIELD ALLOWANCE	3
VICTORY POINTS	+0
POINT COST	12
BASE SIZE	MEDIUM

Tactical Tip

Caber Throw – After the Caber has been tossed, players are welcome to replace the Caber Thrower model with an ordinary Kriel Warrior model to represent the model having thrown the Caber.

Caber Toss – Caber Toss attacks are simultaneous.

Special Rules

Thrower

Take Up - When the Caber Thrower is destroyed or removed from play, a Warrior in his unit within 1" of him may take up the Caber. Remove the Warrior model from the table and replace it with the Caber Thrower model. Effects, spells, and animi on the replaced Warrior are applied to the new Caber Thrower model. Effects, spells, and animi on the destroyed Caber Thrower expire.

Unit Abilities - A Caber Thrower has the Kriel Warrior unit abilities.

Caber Smash

Caber Throw (★Attack) - Once per game the Caber Thrower may make one of the following Caber Throw special attacks. A Caber Thrower cannot make additional attacks during an activation it makes a Caber Throw special attack. The Caber Thrower cannot make Hand Weapon melee attacks or participate in combined melee attacks until he has used Caber Throw. After performing a Caber Throw special attack, the Caber Thrower can only make melee attacks with his hand weapon for the rest of the game.

- **Caber Toss** - The Caber may be tossed in any direction in the Caber Thrower's front arc. When the Caber is tossed, draw a line 6" from the Caber Thrower in any direction in his front arc. The Caber Thrower then makes a separate Caber Smash attack targeting every model touched by the line made by the bouncing Caber. Roll an additional die on Toss damage rolls. If a model hit is part of a unit in Shield Wall, the Shield Wall expires before rolling damage. Models hit are knocked down. The Caber Thrower does not need a target to make a Caber Toss attack.

- **Pile Driver** - A model hit by the Pile Driver special attack suffers a POW 20 damage roll and is knocked down.

Kriel Warrior Standard & Piper

Trollblood Trollkin Kriel Warrior Unit Attachment

STANDARD BEARER	CMD 6				
SPD	STR	MAT	RAT	DEF	ARM
5	6	5	4	12	15
PIPER	CMD 6				
SPD	STR	MAT	RAT	DEF	ARM
5	6	5	4	12	15

HAND WEAPON			
	SPECIAL	POW	P+S
	—	4	10

FIELD ALLOWANCE	1
VICTORY POINTS	+1
POINT COST	21
BASE SIZE	MEDIUM

Hear the skirl of the pipe, lads, it sends us to battle! After, it will march some lucky few of us home.

—Haglin Moorborn, kriel warrior

While stalwart, kriel warriors see themselves as individual heroes fighting side-by-side rather than as soldiers in an army. This can create discipline and organization problems. As champions and chiefs assemble ever-larger groups and train them to fight as cohesive units, old traditions and techniques last used during the great trollkin uprisings have returned once more to manage the chaos. This includes warriors carrying recognizable battle standards and the inclusion of pipers marching at the forefront of kriels as they enter the fray.

When lit and fully fueled, the fire burning bright in its brazier makes the standard visible from impressive distances and its colors readily recognizable to all. The sight of their banner burning bright against the night sky has inspired many warriors to battle on despite gaping wounds and tremendous loss of blood or to march beyond the limits of even trollkin endurance.

Trollkin kriels have favored bagpipes for centuries to compliment the powerful voices of their kith, especially the fell callers. A number of warriors, proud of their skill with these pipes, have received an important purpose amid the chaos of battle. By memorizing complex series of notes, they can convey orders to the gathered warriors even against the cacophony of melee. The mournful songs of the pipers also echo over the fields after battle. Their plaintive and haunting dirges for the dead reminds all who survived the fight of the cost of victory. Livelier songs serve to coordinate steps on longer marches, reinvigorate kriel warriors to conduct forced marches, and arrive where needed with good speed.

Special Rules

Standard Bearer

Defiance - The Standard Bearer cannot be knocked down. Models in this unit with LOS to the Standard Bearer cannot be knocked down. Models in this unit ignore medium-based models when determining LOS to the Standard Bearer.

Stone Forged - Once per game during the unit's activation, the Standard Bearer may use Stone Forged. When a model in formation with the Standard Bearer, including the Standard Bearer, suffers sufficient damage to be destroyed, it is not destroyed on a Tough roll of 4, 5 or 6. Stone Forged lasts for one round.

Tough - When the Standard Bearer suffers sufficient damage to be destroyed, his controller rolls a d6. On a 5 or 6, the Standard Bearer is knocked down instead of being destroyed.

Unit Standard

Piper

Extended Formation - While the Piper is in formation, models in the unit up to 5" apart are in skirmish formation.

In Step (★Action) - Every model in formation with the Piper, including the Piper, may immediately move 1".

Unit Abilities - The Piper has Kriel Warrior unit abilities.

Hand Weapon

(Piper Only)

Tactical Tip

In Step – Obviously this ability cannot be used if the unit runs or charges.

Stone Scribe Chronicler

Trollblood Trollkin Solo

Among stone scribes accompanying trollkin champions into battle, some few rise to prominence. Over the decades, these elder scribes have witnessed horror and heroism on a scale younger trollkin can barely comprehend. They have carved indelible runes on dozens of krielstones and copied hundreds of scrolls to immortalize the deeds of the greatest trollkin warriors. At the behest of Chief Ironhide and other elders, these chroniclers reinforce the ties between all trollkin by reminding them of the heroic legacy of their ancestors.

Stories have power, particularly the great epics whose themes of sacrifice, heroism, and redemption resound in the minds of the listener. Any chronicler worth his chisel knows these tales by heart and will relate them to warriors around him to restore their spirits when food is scarce, when losses are great, or when facing a more numerous foe on hostile ground. One tale favored among the kriels, and enjoyed despite endless repetition, involves Grindar and Gelfas, two famous trollkin heroes involved in the Orgoth Rebellion.

The tale begins with the "Valley of Mist" when a small group of trollkin including the great Chief Grindar advanced through a fog to ambush a band of the oppressors. Just as things looked grim for Grindar, the "Charge of the Trolls" recounts how Grindar's son Gelfas arrived with full-blood trolls and battled in to save his father. A few days after came "The Hero's Tragedy", when this brave eldest son gave his life to buy time for reinforcements to arrive. By this sacrifice, and despite his heavy heart, Grindar went on to lead one of the greatest victories that helped drive the Orgoth from the land.

Remember Gelfas who laughed in the face of death. He raised his axe in defiance and brought ten enemies to join him in his bloody grave.

—Kartol of the Bloodsmeath,
Stone Scribe Chronicler

CHRONICLER	CMD 9				
SPD	STR	MAT	RAT	DEF	ARM
5	7	6	4	12	14

BATTLE AXE		
SPECIAL	POW	P+S
—	4	11

DAMAGE	5
FIELD ALLOWANCE	1
VICTORY POINTS	1
POINT COST	19
BASE SIZE	MEDIUM

SPECIAL RULES

Chronicler

Fearless - The Stone Scribe Chronicler never flees.

Tough - When the Stone Scribe Chronicler suffers sufficient damage to be destroyed, his controller rolls a d6. On a 5 or 6, the Stone Scribe Chronicler is knocked down instead of being destroyed. If the Stone Scribe Chronicler is not destroyed, he is reduced to one wound.

Storytelling

The Stone Scribe Chronicler may read a chapter of an epic tale. This tale affects a target friendly small or medium-based Trollblood unit within 3". A unit can only be targeted by one Storytelling special action each round. Each Stone Scribe Chronicler must read his chapters in order, and he may begin again after reading the final chapter. The effects of each chapter last for one round.

- **Chapter 1, The Valley of Mist (★Action)** - The Stone Scribe Chronicler and affected unit gain concealment and Feign Death. A model with Feign Death cannot be targeted by ranged or magic attacks while knocked down.
- **Chapter2, The Charge of the Trolls (★Action)** - When making a melee attack targeting an enemy model that is within melee range of a friendly Trollblood warbeast, models in the affected unit gain +2 to attack rolls and an additional die on melee damage rolls.
- **Chapter 3, The Hero's Tragedy (★Action)** - Models in affected unit gain Parting Blow. A model with Parting Blow may make one melee attack against any model that hits it with a melee attack before rolling damage. If the attack succeeds, the damage roll is boosted. The model with Parting Blow still suffers any damage rolled by the attacking model after resolving Parting Blow.

Grim Angus
Warlock

Borka Kegslayer & Pyg Keg Carrier
Warlock & Solo

Troll Bouncer
Light Warbeast

Winter Troll
Light Warbeast

Trollkin Long Rider
Cavalry

Earthborn Dire Troll
Heavy Alpha Warbeast

Pyg Burrowers
Unit

Painting Models

Kriel Warrior Tartans & Tattoos

Kriel Warrior Tartans

Paints Used

- Exile Blue
- Armor Wash
- Frostbite
- Menoth White Highlight
- Sanguine Base
- Khador Red Base
- Khardic Flesh
- Ryn Flesh

Step 1

It helps to look at a variety of real-life tartans to come up with a pattern and group of colors that will look good on the model. In this instance, give the tartan a solid base of 2 or 3 thinned down coats of Exile Blue. Use different tones on the cloth and skin, as the deep blue base color of the cloth needs to "pop" from the warmer blue of the skin.

Step 2

Shade and highlight the cloth. Mix Exile Blue with Armor Wash (1:1) and blend into the deep crevices and areas where the fabric meets the skin or other objects. Then mix Exile Blue with progressively greater amounts of Frostbite to gradually build up the highlights in areas that would typically catch the light.

Kriel Warrior Tattoos

Paints Used

- Exile Blue
- Armor Wash
- Underbelly Blue

Step 1

At this stage, visualize how you would like the finished tattoo to look. It really helps to sketch out a design on a piece of paper prior to putting brush to metal! By using this technique one can break the tattoos into easy to manage steps.

Step 3

Paint the remainder of the design using the same color mix from the previous step. Sketching out the design prior to painting makes it very easy to place all the elements of the tattoo in the correct locations.

Step 2

Paint on the first part of the design using a fine detail brush. On this model, use a 1:1 mix of Exile Blue and Armor Wash. By adding in the Armor Wash, the Exile Blue looses some of its intensity and gains a nice "flowing" quality, an important requirement for paint when working on fine details. Thick paint will dry very quickly on a fine brush and clump when applied. At this early stage, try to keep the lines neat but don't sweat it if you make a few small mistakes, as these will get covered up later.

Step 4

Troll tattoos consist of a series of overlapping hooks and slashes. To accomplish this overlapping effect and clean up the previous line work, thin some of the skin color, in this case Underbelly Blue, to about the consistency of milk. Using a steady hand, divide the "circular" section of the tattoo from the vertical "slash" by painting fine Underbelly Blue lines. Use this color to clean up any mistakes made while painting with the Exile Blue/Armor Wash mix. At this stage, you can consider the tattoo finished.

Step 3

Using Menoth White Highlight, paint thin lines equidistant from each other across the cloth. These lines must follow the contours of the fabric, but don't worry about painting the line through the deepest crevices. Drawing the brush only across the raised surfaces ends up shading the line by leaving the deep areas free of paint. While this may seem incorrect, visually it looks quite nice and makes things a lot easier!

Step 4

By studying tartan reference images, you can apply the second color in a way that looks realistic. Using the same technique as Step 3 but with a slightly larger brush, lay down stripes of Sanguine Base to create a basic yet striking tartan pattern.

Step 5

This optional, very subtle step lends a touch of realism to the tattoo. A real-life tattoo has such permanency because it sits on a deep layer of the dermis. You actually see the tattoo through the thinner epidermis (skin). To simulate this, use a very thin wash of the skin color mixed with water (1:10) to go back over all of the tattoos. This dulls down the tattoo and helps it blend into the skin-tone. Make the wash very thin; better to apply multiple thin layers than to destroy all the hard work with a misplaced thick wash!

Step 6

By using the techniques described in the previous steps, you can apply additional tattoos to other key areas of the figure. A steady hand and some practice will yield results that are not only eye-catching but also realistic!

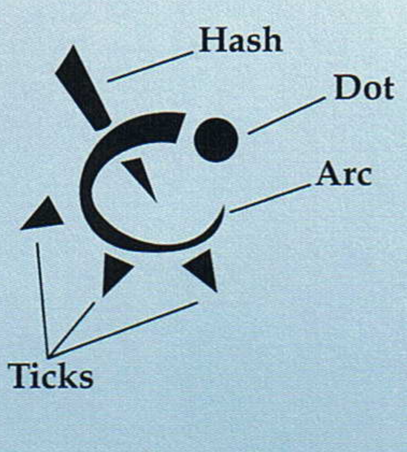
Step 5

Carefully highlight the Sanguine Base stripes by mixing in progressively greater amounts of Khador Red Base until the brightest parts are 100% Khador Red Base. Make the small square junctions where the red stripes cross each other lighter by painting them with Khardic Flesh. Further highlight the brightest of these squares by mixing in Ryn Flesh (1:1) and applying this to only the most raised areas. Since we made them so thin, the Menoth White Highlight stripes don't require any highlighting or shading! At this point, you have finished the tartan. You can make any touch-ups to the pattern with Exile Blue.

Painter's Notes:

Blue Period We painted these Kriel Warriors with a cooler "northern" blue color scheme to reflect the icy climate of the far north. We achieved this look by using a lighter skin/quill tone as well as a blue tartan. The northern trolls come from a harsh climate and like to reflect this by covering the exposed parts of their bodies with tattoos. These tattoos contain the same aggressive hook, slash, and dot characters they use in their everyday hand-lettering.

Troll Calligraphy Trollblood tattoos and runes use a series of balanced arcs, hashes, ticks, and dots. A calligraphic style of brushwork can create all these shapes. More complex characters incorporate intersecting elements, sometimes to form long strings of script. Add dynamic 'hooks' to embellish the basic shapes.



Basic Design

Complex Design

It Looks So Real! However tempting you may find it to use black as the "ink" color for a tattoo, don't. When studying tattoos on human skin, one notices that "black ink" usually looks more like a dark blue or grey. The older the tattoo, the lighter the color.

Circle Orboros

Hunger Takes Many Forms

Kromac passed the outer marker alone. No others would be safe where he ventured and even his life was at risk if he did not heed the subtle signs. He had come this way many times and could do so without the slow deliberation the path had once required. Familiarity bred its own danger; it might lull him into following a route by memory, which could betray him. She often altered the path to present fresh hazards and hide new sentries. Particularly as his last parting with her had ended poorly, he could not expect any of these guardians to recognize him should he stray even a single step. Kromac felt the anger stirring at the memory. He did not relish this meeting. He spat to one side of the path to clear the bitter taste from his mouth.

He recognized the moss-covered column rising up in the shadows of the trees and leaning at an odd angle as if sinking into the wet soil. He saw the tree with its branches all swept strangely to the northeast as if shaped by a powerful wind. He made the proper turns and noted the nearly invisible marks carved along the bark of a felled log. He leapt over it with a single powerful motion and landed in the clearing beyond. Ahead, several massive stones, each presenting carved surfaces set with indistinct runes, lay half-buried and concealed amid ivy and foliage. He recognized these as woldwatchers and felt their awareness as he passed. A mist had begun to rise and obscure the thorny undergrowth.

Like many of his blood, Kromac had a natural instinct for direction. No matter how deeply he walked into the forest – in day or night, in fog or rain – he could not become lost. His sure steps could carry him from one place to another blindfolded and never go astray. Now his senses began to lie to him. When he turned between two thick oaks he came upon a stream that should not exist here. Unfamiliar fern fronds and flowers grew along its banks. Past the next tree the sun did not hang in the same place in the sky as it had a moment before. His senses told him he traveled east, but the sun suggested he faced south. The clouds above thickened while the mist rose to obscure the landscape and soon he could ignore the contradictory messages of his senses.

At last he reached the innocuous threshold. A very small stream cut neatly across his path, and a series of perfectly round, water-smoothed stones protruded from the shallow bed to disrupt its flow. Across the way rose an old narrow spire of stone Kromac knew well. In the underbrush nearby lurked several shapes that looked like nothing more than a collection of sharpened sticks. His tribe called these pernicious creatures *fear-croabhoga*, or "men of twigs". The sentry stone sent them forth, and he could feel the alien regard of that malevolent old stone from an ancient, hateful, and bloodthirsty time. It had once attacked him on this passage. Kromac almost wished it would try for him with its twig-men again so he could shatter them and the stone with his axes.

He was not by nature patient. Kromac clenched his teeth and felt his anger rise as he waited, and his mind drifted back to the purpose of his visit. Across the small stream, the fog thickened into a completely blinding haze. A shadow stepped from this ever-shifting wall. A pure white warpwolf, eyes gleaming blood red and ears and nostrils pierced with rings of gold, strode forth from the mist as if its body had coalesced from the fog. Only when it beckoned to him did he cross the stream and enter the silent haze. He let the hulking shadow of the warpwolf guide him, for here his sense of direction fled completely. Even his keen sense of smell gave him nothing. He knew he would never fully understand the location of this place that some called the Lost Headlands or the Misted Knoll.

He emerged from the mists to find himself walking up a shallow rise toward a familiar ring of great stones encircling a large, flat grassy area surrounded by the fog. That haze diffused the bright light here but never drifted inside the ring of stones. He heard the sound of waves crashing nearby, like the ocean breaking on cliffs. This part had been the hardest for him to reconcile on his first visit, nearly a decade ago, as he should be nowhere near the ocean. He had since become used to it.

She stood, as if oblivious to his approach, at the center of her stones with her back to him. The warpwolf had vanished into the fog when he was distracted; he had not heard its departure.

She was engaged in what seemed at first like a dance. She gestured with her thin and graceful hands in patterns, turning from one direction to the other, and he saw images form in the mist between the stones as he approached. The fog itself, pressed close around her circle, revealed shimmering images of far away places in its swirling depths. In one he saw a group of wolves of Orboros moving with haste through the trees. In another he saw what looked like a human town, houses burning, somewhere in the mountains. He came close enough to begin to see more details before she turned and smiled as if she had just become aware of him and many months had not passed since last he had stepped here. The fog between the stones shifted and the images faded.

Circle Orboros

Her earthy beauty struck him anew like a hand squeezing his lungs. He had first beheld her olive features almost three or more decades ago, and they remained unchanged and ageless, like a goddess. Her sheer gown of subtle green and brown silks clung to her body. The gentle air currents that swirled here stirred it only slightly and carried her scent to him. Her expression managed to be both welcoming and arrogant. Kromac found himself walking faster toward her without thinking and breathing deeply. He hated himself for this reaction and reminded himself that this subtly intoxicating scent was not Tharn but human. She was not of his people. She was not worthy of his regard.

"Kromac. I am glad you have come. It has been too long." Her voice sounded like a warm caress, yet her impatience showed as her fingers worked in her palms.

"Morvahna." Though there were no titles between them, not in this place, their exchange always had a certain stilted formality, like a ritual. He felt the urge to move to her, seize her in his hands, and press her down against the soft earth. He blinked these thoughts away and forced his gaze instead to her great sword Equinox, planted at the precise center of the stones. From the spot at which it penetrated the earth a number of vine runners had sprouted and spread outward like a compass rose. "I bring important news, perhaps against my better judgment. I thought you should know..."

The wayfarer bowed, left the ring, and departed the Misted Knoll with another rolling peel of thunder.

A rumble of thunder and what seemed like lightning flashed in the swirling fog just beyond the ring. A moment later a blackclad wayfarer, his lengthy cloak snapping behind him and his hood pulled up to obscure his features, walked through the circle to Kromac's right and strode confidently toward Morvahna. Kromac resisted the urge to yank the axes from his back and intercept the man or stall his approach with a barked command. Kromac had not served as bodyguard to the Autumnblade for years, but he was unused to being interrupted by outsiders in this place.

She held up a hand to Kromac, turned to the wayfarer, spoke to him in low but urgent tones, and gestured expressively. Kromac could not quite hear what they said, and he took a step closer. Her instructions, whatever their nature, remained brief. The wayfarer bowed, left the ring, and departed the Misted Knoll with another rolling peel of thunder.

Morvahna turned back to Kromac with a small smile. "Please, tell me your news."

He nodded and continued. "In the mountains near Laedry is a small *tuath* whose chief has sworn fealty to me. They have sent word of a great advance of the northern dragonspawn moving through his territory on their way south. Most of his warriors were slaughtered before they realized they should not engage. The numbers he described were difficult to believe, yet I do not doubt this chief's word." Kromac's deep voice spoke in Molgur, his most comfortable tongue, knowing that Morvahna spoke that language as if born to it. "Something stirs the dragon army. They advance toward the Marches. You are in a position to do something about this."

She listened to him closely, but his already simmering anger increased to a boil as he saw in her eyes that she took his news with more amusement than concern. "Dear Kromac. Thank you for your loyalty. As always, it touches me. I fear you may have wasted your time coming to me for this."

He folded his arms and scowled, "Oh?"

"I am very much aware of the movements of the dragon army. It is against them that I have labored these last few days with very little sleep. A great battle looms. I know their destination. I have made preparations."

This was too much. His voice became a growl. "You did not send word before now? You were content to leave me in darkness? You could have prevented the death of my people."

She stepped closer to him, and he was very aware of her physical presence just inches away. So small she seemed; he loomed over her. The smell of her stirred a greater hunger in him that he resisted only with effort. "Would you deprive your kinsmen of their right to die in battle?" Her mocking smile infuriated him. "There was no need to disrupt your patrols just yet. I would have called for you when the time was right. Have no fear. I would not have let you miss this battle." She placed her small, delicate hand on his forearm still crossed across his chest.

He pulled his arm away and stepped back with a growl. "We are not so many that we can throw our lives away. Had you told me, I could have warned them at the least, even were you unwilling to bother yourself to intervene."

He noticed with some satisfaction that he had provoked her at least to annoyance. Her expression became colder and closer to its natural state. Her voice had a harder edge. "Do not forget, Kromac, without *my* efforts there would be far fewer of your people. It is because of *me* that you are able to muster for war at all. I will not be lectured."

His voice rumbled with a dangerous edge. "You need not remind me of what you have done for us in the past. That will not blind us to your failings now."

Her facade broke entirely and he saw anger flash in her eyes. "Do not presume to instruct me in the manner by which I conduct my station. It is not your place to tell me what to do. It is your place to fight when and where I choose. Leave the thinking to others capable of understanding the larger picture. The sacrifice of your vassals was exactly as I willed it. Their lives were mine to spend."

He had long known her to be like this and suspected the truth of her false sentiment, which so often she was able to conceal. It came as no surprise to him that she would sacrifice his people. Some part of him had already known this as he had made his journey here, yet hearing the words and seeing the casual disregard with which she uttered them awoke his full fury. She deserved death by his hands. It was long overdue.

He stepped closer now, within inches, and his eyes flashed with rage. He could give in to the transformation and become the Beast, take her by force, ravage her, and then tear her apart. He could rip her heart free of her beautiful chest and devour its strength. He could taste its succulent flavor sweet on his tongue. He could hear its fluttering beat just below that delicate ribcage and thin, smooth skin. Still she faced him, her eyes resolute and unafraid, as if daring him to lay hand to her and confident she had him entirely within her power.

This dismissal even in the face of his rage proved too much. Kromac did not give over to the Beast, but he reached out and grasped her fragile neck. Her pulse trembled and beat under his fingertips. He began to squeeze, lifted her, and savored the startled look in her eyes, and yet still she defied him. Her gaze bored into his as if daring him to close his fist and carry through on his threat. He saw none of the fear he had hoped, only challenge. He felt a presence behind him and knew the white warpwolf had stepped within inches although Kromac had not sensed its approach. He kept his eyes fixed on Morvahna, for he knew the warpwolf could do nothing to prevent him from slaying her if he decided to do so.

He could give in to the transformation and become the Beast, take her by force, ravage her, and then tear her apart.

He spoke to her in low tones and anger choked his voice. "You live now only because I allow it. From the memory of your gift to my tribe. Do not test me again. And do not call on my people in your fight ahead. They will not come."

He released her with an incoherent growl, turned away, and pushed past the warpwolf. He felt it following after him, eager to ensure he left this place, and he knew he would not find the Misted Knoll again.

He could feel her staring at his back, and he heard her fearless laughter mocking him as he walked into the mists.

Kromac the Ravenous

Circle Orboros Tharn Warlock Character

He stepped from the battle, washed head to toe with gore. As Kromac passed, I saw the Lord of the Feast bow to **him** *as a servant would to his master.*

—Garkarsh Martovin, Wolf of Orboros Huntsman

Barbarian chieftain, war leader of his people, living nightmare, feaster on human flesh, murderer of untold hundreds, all these describe Kromac the Ravenous. When he walks as a man, silence surrounds him as gathered Tharn eagerly hang on his every word for the chance to kill or die as he wills. When Kromac draws upon the Wurm to transform into a beast, wild things hear his howl and leap to obey. He comes from the deepest heart of the black wilderness, his host gathered behind him, seeking not conquest but slaughter and destruction. The druids of the Circle Orboros do not count him entirely a peer but rather a mighty weapon. He is a sword wielded only reluctantly, for he cannot be easily sheathed once drawn.

Once the Tharn were human. Now they enjoy a closer link to the Beast of All Shapes than any other mortals who walk Caen. Kromac is old enough to have witnessed how close his people came to extinction just a few short decades ago. Morrowans claim that their god cursed the Tharn with infertility for the depravity of feasting on human flesh. Whatever the source of this affliction, Tharn women have ushered precious few infants into Caen from their barren wombs for centuries. Kromac saw his people pushed back into the depths of the Thornwood by the spread of soft and feeble human woodsmen who could only threaten his people in numbers. It enraged him to see his proud tribe ousted from their homes, forced to hide amid the trees and shadows, and to evade both the humans and the trollkin who thrived and multiplied while his own race dwindled.

This loathing from his earliest days, felt even before he could elucidate its reasons, lies at the root of Kromac's hatred for both humans and trollkin. As a youth he witnessed his elder sister, a fierce bloodtracker boasting many kills,

gunned down by a rabble of rifle-wielding soldiers on the Bramblerut. He mourned her passing by letting it fill him with an all-consuming rage. Kromac fell upon the soldiers with an axe in each hand and slaughtered them to a man. He did not feast on their hearts, although he ate their other flesh, for he thought to do so gave them too much honor. Even today he will only consume the hearts of those he considers worthy foes and disdains lesser men as meat unworthy of offering to the Devourer. Together with others of his generation, Kromac descended in the long hours of the night on villages and towns within the Thornwood to slaughter all he could find. Before he had even reached the fullness of his manhood Kromac had accumulated an impressive tally of kills and collection of trophies.

Something more than simply his birthright as eldest-born son of the chief of the Bloodsmeath *tuath* always set Kromac apart from other Tharn. Though raised to lead others in the hunt, something else called to him; the wind whispered words only he could hear, and the howls of wolves deep in the wild forest resonated in his heart even when he walked as a man. He took up the path of the shaman, learned the blood rites of sacrifice to the Devourer Wurm, and felt a deep bond with the Beast of All Shapes. This served in part to satisfy, but something deeper within him knew there was more. Kromac had, in fact, been born with the wilding and a connection to the primal powers almost unheard-of among Tharn.

The connection to the Devourer is the blood-right and blood-curse of all Tharn and allows them the power of transformation. All who fought alongside Kromac knew his power held something more and gave rise to a transformation of greater potency than any had ever seen. The wilding combined with the Tharn gifts and brought forth wild savagery and strength beyond any of his people, yet this came at the price of reason. Kromac entered the beast-mind when he transformed and became the walking death. His swiftness and strength in this form was awe-inspiring and fearful even to the most bloodthirsty of his own savage tribe.

Krueger the Stormwrath, called "Storm Father" by the Tharn, came to Kromac and instructed him in the use of this power. Kromac never formally entered the Circle Orboros as a druid; his status remains that of something other, yet he knows their ways and commands a power similar to theirs. As a man he marshals forces other Tharn cannot understand, reaches into the minds of man or beast to unleash their predatory rage, and then erases all reason as they cry out in confusion and fear. At his command the earth opens with a hot exhalation of breath and a chilling howl, groaning with the hunger to consume flesh, and its sharp jagged stones become like teeth. He understands lunar feast rites as deeply as any Tharn shaman, yet his exposure to the mysteries

SPECIAL RULES

Feat: Dominance

Kromac the Ravenous stands in the perilous divide between man and beast. He boasts an unrivaled mastery of his own feral instincts and is capable of transforming into a primal incarnation of slaughter. From his unique understanding of the beast mind, he can lash out to feast on the rage of his enemies, glutting himself on their savagery to empower his relentless onslaught.

Kromac immediately leaches up to his current FURY from enemy warbeasts in his control area. Kromac's fury point total cannot exceed his FURY as a result of Dominance.

Altered Form - At the start of his Maintenance Phase, Kromac's controller chooses a form for Kromac to take – Human or Beast. If Kromac changes form, replace the model in play with his alternate form. Effects, spells, and animi on the replaced model are applied to the alternate form. Both forms share the damage circles on the human form card. Kromac's controller decides in which form Kromac starts the game.

Beast Out - Immediately after suffering damage from an enemy attack, Kromac may spend one fury point to take Beast Form. If Kromac changes to Beast Form, replace his human model with the beast model. Effects, spells, and animi on the replaced model are applied to the beast model.

Blood Ward - If Kromac destroys one or more living enemy models with a melee attack during his activation, he gains +2 DEF against ranged and magic attacks. Blood Ward lasts for one round.

Pathfinder - During his activation, Kromac ignores movement penalties from, and may charge across, rough terrain and obstacles.

Dusk & Dawn

Reach - 2" melee range.

KROMAC (HUMAN) CMD 8					
SPD	STR	MAT	RAT	DEF	ARM
6	6	6	4	14	14

DUSK		
SPECIAL	POW	P+S
Reach	5	11

DAWN		
SPECIAL	POW	P+S
Reach	5	11

FURY	6
DAMAGE	17
FIELD ALLOWANCE	C
VICTORY POINTS	5
POINT COST	69
BASE SIZE	MEDIUM

SPELL	COST	RNG	AOE	POW	UP	OFF
Bestial	4	Self	Ctrl	-		

While in Kromac's control area, enemy models cannot cast spells, suffer –2 CMD, and cannot give or receive orders. Bestial lasts for one round.

Brutality	2	6	-	-	X	

Target friendly Circle model/unit gains +2 MAT and Berserk. Every time a model with Berserk destroys another model with a melee attack, it must immediately make one melee attack against another model in its melee range.

Howling Pit	3	10	3	13	X	X

The Howling Pit AOE remains in play as long as upkeep is paid. The AOE is rough terrain. A model entering or ending its movement within the AOE suffers one damage point.

Pounce	2	Self	-	-	

Kromac moves up to 5". During this movement, Kromac may move over models if he has enough movement to move completely past the models' bases. During this movement Kromac cannot be targeted by free strikes and ignores rough terrain, obstacles, and other movement penalties and effects. Kromac can cast this spell once per activation.

KROMAC (BEAST)					CMD 3
SPD	STR	MAT	RAT	DEF	ARM
7	9	8	4	15	17

DUSK		
SPECIAL	POW	P+S
Reach	5	14

DAWN		
SPECIAL	POW	P+S
Reach	5	14

FURY	8
DAMAGE	17
FIELD ALLOWANCE	C
VICTORY POINTS	5
BASE SIZE	MEDIUM

of Orboros enhances his insight to something greater. When he walks as a man he is recognized as a great leader of the Tharn, a *tuath* king, and a shaman of tremendous wisdom as well as cunning strategy and ruthless courage. The lore he has brought from the druids has aided his people and led to great victories.

When he takes on the aspect of the Wurm, however, he transforms into his full glory, and power flows through him with a strength even the druids find disconcerting. His body grows and thickens into a towering mass of muscle. He becomes a killing machine, an avatar of slaughter, and the axes in his hands become tools of butchery. In this state, while fully attuned to the Beast of All Shapes, Kromac has nearly unrivalled mastery of the wild beasts around him. He can peer through their eyes and take control of their bodies as if they were his own. This is as natural to Kromac as breathing.

This transformation's price is a form of wild madness that unlocks the most primal essence of the predatory spirit. When Kromac takes the beast form, it seems as though the Wurm looks through him and all thought vanishes in the savage brutality of the moment. He looses all awareness of past or future and knows only the hunger and the need to kill. He sometimes cannot differentiate his own hungers from those of the wild creatures at his beck and call. Prone to berserk frenzies and orgies of bloodshed and feasting while so transformed, few druids can face his ferocity without trembling.

Kromac was under Krueger's instruction only a short while before returning to his people, yet oaths and promises were made that have not faded with time. The Stormwrath remains one of the few humans Kromac truly respects and can face without loathing. After learning what he could from Krueger, Kromac's unique power drew the attention of another great druid who would earn, and eventually betray, his loyalty. Decades ago Kromac witnessed first-hand as Morvahna the Autumnblade played the key roll in breaking the curse that afflicted his people. He has always viewed Morvahna with a complex mix of awe, lust, and deeper longing that unsettles him, for he sees her as the salvation of his race and an immortal vision of female perfection. Kromac finds her human origin distasteful and has done his best to ignore this failing.

For years he served Morvahna and watched his people return to strength. They are a powerful tribe once more and ready to perform all the bloody deeds asked of them by the Circle Orboros. While aware of this obligation, Kromac leads his people as he feels a chieftain must. Some of his tribe have noticed that Kromac does not age as they do. Tharn live short and violent lives. They mature quickly and often pass just as swiftly to the grave, preferably in battle. The longevity granted him by the wilding gift has given him time for perspective.

Recent events have forced Kromac to regard Morvahna with fresh eyes. He has begun to disperse the haze with which he has long beheld this woman, and he does not like what he sees. He has realized she bears him no true affection and seeks only to use him as a witless pawn. Kromac will not abide this. He has turned his back on Morvahna and returned to the service of his old mentor. Kromac knows he was born to embody destruction and slaughter, and he has much work to do in the days ahead. The trollkin already flee the Thornwood, as they should. His great axes will now turn to other tasks so he may glut himself on the flesh of mankind as well.

SPECIAL RULES

Kromac (Beast Form)

Altered Form

Beast Mind - Kromac cannot issue orders or upkeep spells while in beast form. Kromac does not have spells while in beast form. Kromac may still use his feat and spend fury to cast friendly warbeast animi. Animi cast by Kromac while in beast form are considered animi and not spells.

Blood Thirst - After destroying a living enemy model with a melee attack, Kromac may spend a fury point to move up to 1" immediately. Kromac must completely resolve all attacks generated by a chain attack before making the Blood Thirst movement.

Chain Attack – Bloodbath - If Kromac hits the same target with both his initial Dusk & Dawn attacks during the same activation, after resolving the attacks he may immediately make an additional melee attack against every model in his melee range without spending fury. Completely resolve each attack individually and apply the targets' special rules immediately as each attack is resolved. A model is ineligible to be hit if it has a special rule preventing it from being targeted or if the attacker's line of sight is completely blocked by terrain.

Pathfinder

Rapid Healing - Kromac removes two damage points each time he spends one fury point to heal himself.

Terror - Enemy models/units within melee range of Kromac and enemy models/units with Kromac in their melee range must pass a command check or flee.

Dusk & Dawn

Reach - 2" melee range.

Kromac the Ravenous (beast form)

Circle Orboros Tharn Warlock Character

Tactical Tips

Altered Form – When Kromac returns to human form, remove fury points in excess of his human fury stat of 6. If Kromac starts the game in human form, he begins with 6 fury points. If he begins in beast form, he begins with 8 fury points. Kromac may only use his feat once per game whether or not he changes form.

Beast Mind – Kromac may cast the same animus multiple times if he has the fury points to spend.

Rapid Healing – When Kromac cannot leach fury points from warbeasts, give him 8 damage points to leach 8 fury points from himself. Then spend 4 points to remove the damage he took from leaching.

Morvahna the Autumnblade

Circle Orboros Warlock Character

Do not mistake her sweet smile for anything but naked ambition. She is as cruel as she is beautiful, and her touch opens more wounds than it closes.

—Krueger the Stormwrath, speaking to Kromac

Morvahna manipulates the energies and threads of life itself. She prunes the living and restores the dying to full vitality with equal skill. Her strength arises from the earth, ancient harvest rites, and forests rooted in fertile soil. From her fingertips spring terrible powers made possible by this inexhaustible wellspring of life's essence. She is the Autumnblade and her arrival portends the dark turning of the year. She withers the enemies of Orboros and brings their plans to ruination.

No druid willingly earns her enmity, and many seek her favor. She has a strength that the living cannot oppose.

Morvahna is well known among the Circle's upper echelon as a woman of singular intelligence, ambition, and persuasive charm. Morvahna has risen inexorable to her rank and sees her eventual ascension to omnipotent as a foregone conclusion. She demonstrates none of the seething impulsiveness or arrogance of her most active rival, Krueger the Stormwrath. In addition to her political cunning, Morvahna wields indisputable power drawn from lore she considers superior to the blunt instrument of a storm.

Her power can instantly stem the flow of blood from wounds and return those at death's door to full health and vigor. She can even use life's boundless vitality to destroy her enemies. Forests spring forth at her command and tear her foes asunder as the trees draw sustenance from the last flow of life's blood. These trees instantly bear thickened fruit with skin twisted into the guises of the slain and succulent meat that banishes all pain and injury.

To outsiders the Circle Orboros is a secretive and tight-knit fellowship. Those within its ranks know that this image conceals many small cabals, circles within the Circle, that twist together like the knotted snake symbol they bear. While druids present a convincing facade of solidarity, much political intrigue exists in the dark wilderness territories. Morvahna revels in this, for she is a political creature. With a seductive smile, a caress, and a calm word she can achieve more than others manage with the full brunt of overt force.

Tactical Tips

Eruption of Life – All models destroyed by Eruption of Life are removed from play, including the model directly hit by the attack.

Harrow – Morvahna can transfer damage to any enemy model damaged by Equinox, including wild warbeasts and those with a number of fury points equal to their fury stat. Except for where specified, damage transferred by Harrow follows the normal rules of transferring damage.

Offering – Except for where specified, damage transferred by Offering follows the normal rules for transferring damage.

Morvahna was steeped in the mysteries of spring and autumn since she was an infant torn from her mother's breast to answer the call of the wilding. She matured in isolation among druids of the far south on an unnamed island off the coast near Mercir. Her sect knew that across the waters dragons awaited: Lord Toruk to the west and Blighterghast to the north. She has wrestled with the blight and experimented with druidic power to try to cleanse the outer Scharde Isles of this influence.

Her territory has shifted and expanded over the decades as she exploited opportunities left by those too incautious to protect what was theirs. On the grounds of sacred sites once claimed by others now stand forests watered with the blood of Morvahna's rivals. As she moved her territory further north, out of the isles and toward the heart of Circle holdings, she formed powerful alliances with those in the upper hierarchy. Of all her peers, only the brash Krueger, her antithesis in many respects, would dare to challenge her directly. The three current omnipotents see Morvahna as an exemplar of their fellowship. Many believe that the Circle would have one less enemy to deal with today had she handled the Ironhide situation.

Until recently Morvahna claimed the loyal support of Kromac the Ravenous, and this formidable ally dissuaded any direct attempts against her. She pretends the Tharn chieftain's defection does not concern her, and certainly she expects Kromac to return. Morvahna stands at the forefront of recent struggles against the advancing Legion of Everblight. She blames her recent difficulties on Krueger and wonders if Kromac's betrayal did not form part of some larger scheme to undermine her position. She believes Krueger fully capable of threatening the survival of their order with his single-minded megalomania.

If Morvahna has any flaw it is arrogance. She often underestimates others, particularly males, whom she sees as weak-willed and easily manipulated. In the battles ahead, the omnipotents hope to rely on her ability to achieve victory where others would capitulate. Morvahna knows all life is a cycle, and she is willing to stand in the gateway between life and death to judge who will live and who will be destroyed.

SPECIAL RULES

Feat: Seeds of Destruction

No one better understands how life is linked to death than Morvahna the Autumnblade. She has the insidious power to reap a terrible harvest of her allies by utilizing their vitality as a weapon. She imbues in them a kernel of power that germinates explosively when and where she wills. An eruption of thorny branches and blood-soaked leaves blasts apart those she deems expendable. They become her sacrifice, shred any enemies in the vicinity, and leave behind a glade of trees hungry for the taste of flesh.

While in Morvahna's control area this turn, friendly non-warlock Circle models may forfeit their actions to use Seeds of Destruction. When a model uses Seeds of Destruction, center a 3" AOE template on it and remove it from play. This template is a forest that stays on the table for one round. Enemy models in the template when it is put in play suffer a boosted damage roll equal to the current STR of the model using Seeds of Destruction.

Morvahna

Pathfinder - During her activation, Morvahna ignores movement penalties from, and may charge across, rough terrain and obstacles.

MORVAHNA	CMD 9

SPD	STR	MAT	RAT	DEF	ARM
6	5	6	4	15	13

EQUINOX

SPECIAL	POW	P+S
Multi	7	12

FURY	7
DAMAGE	14
FIELD ALLOWANCE	C
VICTORY POINTS	5
POINT COST	68
BASE SIZE	SMALL

Equinox

Harrow - Enemy models damaged by Equinox suffer Harrow for one round. Immediately after suffering damage from an enemy attack, Morvahna may spend a fury point to transfer the damage to a model suffering from Harrow. After transferring damage via Harrow, Morvahna cannot transfer damage via Harrow again until after her controller's next turn.

Offering - Immediately after suffering damage, Morvahna may spend a fury point to transfer the damage to a friendly Circle non-warlock warrior model in her control area.

Reach - 2" melee range.

SPELL	COST	RNG	AOE	POW	UP	OFF
Eruption of Life	4	10	-	13	X	X

Target living enemy model directly hit and destroyed by Eruption of Life explodes. Place a 4" AOE template centered on the destroyed model. Enemy models in the AOE when it is placed suffer a POW 13 damage roll. The AOE is a forest that stays on the table as long as upkeep is paid. Enemy models entering or ending their activations in the AOE suffer a POW 13 damage roll. Place a delicious fruit token on the AOE each time a living model is destroyed by this spell. A delicious fruit token may be spent instead of spending a fury point to pay the upkeep of Eruption of Life. Friendly living Circle models ending their activations in the AOE may spend one or more delicious fruit tokens. For each delicious fruit token spent this way, remove d3 damage points from the model. Models destroyed by Eruption of Life are removed from play.

Harvest	3	Self	Ctrl	-		X

Morvahna may gain one fury point each time an enemy model is destroyed in her control area. Morvahna's fury point total cannot exceed her current FURY as a result of Harvest.

Regrowth	4	6	-	-		X

Target friendly living Circle unit gains Regrowth. After upkeep is paid during Morvahna's controller's Control Phase, she may spend one or more fury points to return models that were destroyed since her controller's last turn to the unit with Regrowth. Return one destroyed model for each fury point spent this way. The model may be placed anywhere in Morvahna's control area within 3" of another model in its unit. Returned models are reduced to one wound. The unit loses any benefits or effects it received from the original destruction of the returned model. The model may activate normally with its unit this turn.

Revivify	2	6	-	-		X

Target friendly Circle unit gains +2 ARM. At the end of Morvahna's controller's Control Phase, remove one damage point from her for each affected model within 1" of her.

Wurmwood	2	12	-	11		X

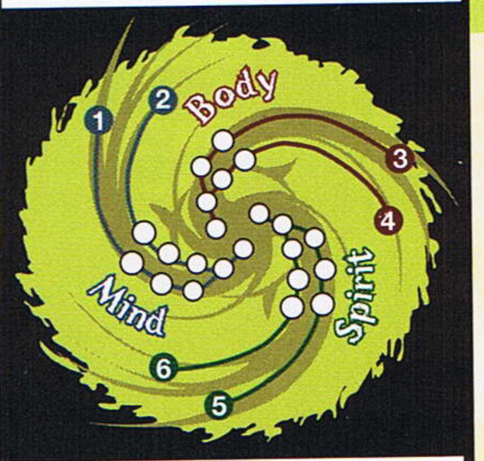
Models damaged by this spell suffer Wurmwood. When attacking a model suffering Wurmwood, friendly Circle models gain +2 to melee damage rolls.

Woldwyrd

Circle Orboros Light Warbeast

WOLDWYRD	CMD –				
SPD	STR	MAT	RAT	DEF	ARM
7	6	0	6	13	15

HD	ARCANE STRIKE			
	RNG	ROF	AOE	POW
	10	3	—	10



FURY	3
THRESHOLD	—
FIELD ALLOWANCE	U
VICTORY POINTS	2
POINT COST	53
BASE SIZE	MEDIUM

It matters not how many lackeys we slay if we cannot destroy the master. Set loose the woldwyrds on their leaders and ignore all else!

—Omnipotent Lortus

Of all the elemental constructs built by the shapers of stone, the woldwyrd is the most overtly arcane. Designed as a small but potent sentinel of stone and wood, the druids calibrate every rune-covered surface to tap directly into the invisible lattice of ley lines surging below the soil. The woldwyrd floats silently above the earth, its large polished orb of pure beryl pulsing green with power like a wrathful eye. This glow can brighten in an instant to a blinding intensity and focus energy into beams of deadly potency that sear flesh, melt iron, and end lives in a sizzling flash.

The Circle has maintained the woldwyrds largely in reserve as special weapons with a specific, vital function. Few enemies of the Circle have lived to tell of encounters with these unrelenting hunters that strike in the night against wielders of magic. Those who pride themselves on their occult mastery, their priestly sanctity, or their arcane strength all fall before the merciless fire of the woldwyrds. In elder times woldwyrds have hunted those tradition-bound Menite priests who would burn anyone who manifested the wilding. Woldwyrds have brought an end to wizards intruding too close to druidic sacred sites without permission. Any who rely too strongly on such energies become the woldwyrd's prey. Renewed battles have prompted the construction of more of these guardians, for many druids consider them tools of tremendous versatility against those who would dare contest with the Circle for mastery of the wilderness.

ANIMUS	COST	RNG	AOE	POW	UP	OFF
Arcane Killer	2	6	–	–		

TARGET FRIENDLY CIRCLE MODEL GAINS BOOSTED ATTACK AND DAMAGE ROLLS WHEN ATTACKING AN ENEMY MODEL WITH AN UPKEEP SPELL ON IT. ARCANE KILLER LASTS FOR ONE ROUND.

SPECIAL RULES

Woldwyrd

Arcane Suppression - Enemy models within 8" of the Woldwyrd must pay double fury and focus points to cast or upkeep spells.

Elemental Construct - The Woldwyrd is not a living model. The Woldwyrd never makes threshold checks, automatically passes command checks, and never frenzies or goes wild. The Woldwyrd cannot run or be healed.

Floating - During its activation, the Woldwyrd ignores movement penalties from rough terrain and obstacles.

Non-Combatant - The Woldwyrd cannot charge or make power attacks.

Witch Hunter - When an enemy model casts a spell within 10" of the Woldwyrd, the Woldwyrd may immediately make an Arcane Strike ranged attack targeting that model before the spell is resolved but after fury or focus points are spent to cast the spell. The Woldwyrd makes this attack before the spell caster's controller decides to boost the magic attack roll. The Woldwyrd may spend fury points on it to boost these attack and damage rolls. If the model casting the spell is destroyed by this Arcane Strike attack, the spell does not take effect.

Arcane Strike

Wraith Bane - Arcane Strike attacks may damage models only affected by magic attacks.

Tactical Tips

Witch Hunter – Ranged attacks made as a result of Witch Hunter outside of the model's activation do not count toward the ROF of the weapon.

Gnarlhorn Satyr

Circle Orboros Heavy Warbeast

ANIMUS	COST	RNG	AOE	POW	UP	OFF
Ram	2	6	–	–		

Target friendly Circle warbeast must make a slam power attack during its activation this turn without being forced. If the slam succeeds, immediately after the slammed model is moved, the affected warbeast may move directly toward the slammed model up to the distance the slammed model was moved. The affected model stops moving if it contacts another model. Ram lasts for one turn or until the affected model's activation this turn ends.

If a locomotive and a charging satyr collided, only the satyr would still stand when the dust cleared.

—Kaya the Wildborne

The gnarlhorn satyr is pure strength and unyielding force. Their powerful muscles, strong sinews, and thick bones allow them to excel at delivering powerful ramming head-butts to end the lives of anything foolish enough to attack them. Satyrs inhabit several remote mountain and forest regions frequently threatened by bloodthirsty wild trolls. Those creatures, or any that would prey on a satyr, find themselves on the receiving end of a shattering ram which sends them flying like a broken rag doll. This predilection also serves satyrs well when males contest for mates and territory with titanic collisions, and the crash of two satyrs locking horns echoes through the mountain valleys like thunder.

Druids have known of satyrs for centuries and done much to hide these creatures from the eyes of man. In past centuries, ignorant men once hunted satyrs as embodiments of the hated Devourer Wurm and killed them at every opportunity. The druids found satyrs both useful and loyal and helped to preserve them from extinction. In recent years the Circle has encouraged groups of satyrs to descend from the mountains and live within the druid's wilderness territories to prepare and equip the beasts for war.

The druids have long manipulated the loyalty of satyrs by taking advantage of their simple natures. The Circle knows that satyrs abide no mistreatment of those they choose to protect and often keep these creatures close as personal guardians. Threatening a druid with a satyr nearby provokes the thunderous sound of hoof beats. The creature lowers its head and strikes unhesitatingly with a force that turns bones to jelly and flesh to paste.

GNARLHORN SATYR CMD 7

SPD	STR	MAT	RAT	DEF	ARM
6	11	6	3	12	18

LFT	CLAW	SPECIAL	POW	P+S
		–	4	15

RT	CLAW	SPECIAL	POW	P+S
		–	4	15

FURY	4
THRESHOLD	10
FIELD ALLOWANCE	U
VICTORY POINTS	3
POINT COST	105
BASE SIZE	LARGE

SPECIAL RULES

Gnarlhorn Satyr

Bounding - When the Gnarlhorn Satyr charges or slams, it moves at SPD +5".

Counter Slam - When an enemy model ends its normal movement within 6" and LOS of this model, the Gnarlhorn Satyr may immediately slam that model. If the Gnarlhorn Satyr makes a counter slam, it cannot make another counter slam until after its controller's next turn. The Gnarlhorn Satyr cannot make a counter slam while engaged.

Great Horns - The Gnarlhorn Satyr does not suffer the normal penalties on head-butt and slam power attack rolls and gains +2 to head-butt and slam damage rolls.

Pureblood Warpwolf

Circle Orboros Heavy Alpha Warbeast

They are something other. Not man, not beast. Primal strength resides in their shifting forms, and their eyes are as cold and unfathomable as the moons.

—Omnipotent Lortus

ANIMUS	COST	RNG	AOE	POW	UP	OFF
Warp Strike	3	10	*	13		X

If Warp Strike hits a living model, models/units within 3" of the model hit must pass a command check or flee.

Tremendous bestial guardians boasting singular power dwell amid towering columns of rune-carved stone within the most vital sacred centers of Orboros. With fur as white as the light of the moon Calder, these pureblood warpwolves wear polished bronze armor bestowed on them by the druids to whom they have pledged their lives. A pureblood's howls pierce the night for miles and prompt an irresistible longing among lesser warpwolves to abandon reason, unleash their predatory rage, and join in the pureblood's hunt. While purebloods warp their bodies like their lesser kin, causing rows of defensive bone spikes to erupt from their hides, these beasts herald a new, more perfect creature born to their shape and entirely at-ease with their preternatural state.

Generations of breeding among those born as warpwolves resulted in these great beasts proudly pure of the taint of man. Pureblood warpwolves wield great power drawn from a primal source. They join with the rage of the Devourer and possess a control over their form so complete they can provoke sympathetic warping in others of their kind. Their only indication of humanity lies in their intelligence, but they cradle this in a state of mind uniquely their own. They lack the restraints of conscience and possess cunning beyond any simple beast. Purebloods do not need a human form to speak, although their voices are rough and difficult to understand by those not accustomed to them. Senior druids have found them possessed of surprising insight and capable of adaptive tactical brilliance and bold, ruthless courage. At times it is easy to forget they are not human, that their minds do not perceive the world in the same light. They see mankind as prey, and exempt only the blackclad druids and their chosen retainers.

The pureblood is a frightening combatant. Beyond striking swiftly with claws and fangs, a pureblood incites subordinate warpwolves to join in a frenzy of bloodshed. The creature possesses so strong a connection to the beast-mind that it can absorb a sliver of the raw essence of those beasts it slays. The savagely intimate act of destruction grants purebloods both insight into the power of their enemies and the use of that power. Pureblood survivors of many battles sometimes manifest unusual powers normally foreign to them. Druids can prompt the pureblood to extend its rage outward from its physical body as a howling and rending force of destruction that shreds man and beast at a distance. An enemy struck by this terrifying force finds itself enveloped in warping energy and howling in unspeakable agony as its flesh stretches hideously, its bones deform, and its skin splits wide. Many cannot endure the sight of these horrific spasms and the reactions of disbelief and terror they prompt can overwhelm all rational thought.

Each pureblood bears a name and most are known by their deeds to the potents and omnipotents, who consider them singular assets in the wars. While purebloods heed the senior-most druids of the Circle, more often they go where their instincts take them, following the scent of war and carnage. Lesser druids consider it a tremendous honor when a pureblood joins its strength to their own in battle.

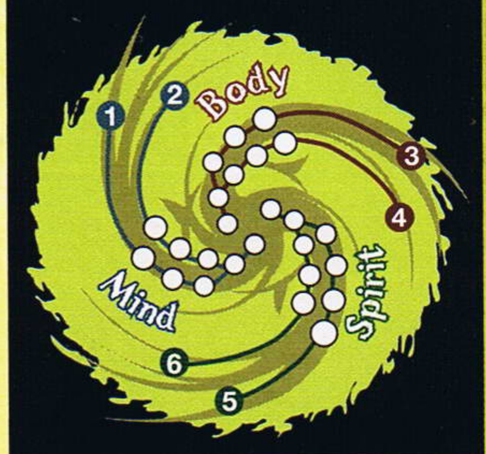
Tactical Tips

Blood Ties – Remember, the Pureblood Warpwolf cannot have more fury points than its current FURY stat, so if it has a number of points equal to its FURY it cannot use Blood Ties.

Devour Spirit – Yes, a friendly warlock can cast animi gained by Devour Spirit.

PUREBLOOD WARPWOLF	CMD 7				
SPD	STR	MAT	RAT	DEF	ARM
6	10	6	3	14	17

HD	BITE	SPECIAL	POW	P+S
		—	5	15
LFT	CLAW	SPECIAL	POW	P+S
		—	4	14
RT	CLAW	SPECIAL	POW	P+S
		—	4	14



FURY	5
THRESHOLD	11
FIELD ALLOWANCE	2
VICTORY POINTS	3
POINT COST	124
BASE SIZE	LARGE

Special Rules

Pureblood Warpwolf

Blood Ties - When the Pureblood Warpwolf suffers damage, it may transfer the damage to another friendly Warpwolf within 6". When the Pureblood transfers damage, place a fury point on it.

Devour Spirit - If the Pureblood Warpwolf destroys an enemy warbeast with a melee attack, it gains that warbeast's animus for the rest of the game. Replace references to a specific faction with references to the Circle.

Reactive Warping - When the Pureblood Warpwolf suffers damage, its controller chooses which branch takes the damage.

Regeneration [d3] - The Pureblood Warpwolf may be forced to remove d3 damage points from anywhere on its life spiral once per activation. The Pureblood cannot regenerate during an activation it runs.

Warp Spasm - At the start of the Pureblood Warpwolf's activation, its controller may choose to have it affected by one or more Warp Spasm effects. Place one fury point on the Pureblood Warpwolf for each effect chosen. At anytime during its activation the Pureblood Warpwolf may be forced to affect a friendly Warpwolf within 2" with a Warp Spasm effect. Warp Spasm effects last for one round.

- **Ferocity** - Affected model may re-roll failed attack rolls. Each failed attack roll may only be re-rolled once.
- **Spirit Hunter** - Affected model can damage models with its melee attacks that are only affected by magic attacks. During the affected model's activation it cannot charge or slam, cannot be targeted by free strikes, and may move through any terrain, obstacles, or obstructions without penalty.
- **Spurs** - Affected model gains +1 ARM and if it is hit by a melee attack but not damaged, the attacking model suffers a damage roll equal to the current STR of the affected model.

Reeves of Orboros

Circle Orboros Wolves of Orboros Unit

HUNTSMAN					CMD 8
SPD	STR	MAT	RAT	DEF	ARM
6	5	6	6	13	13

REEVE					CMD 6
SPD	STR	MAT	RAT	DEF	ARM
6	5	5	5	13	13

DOUBLE CROSSBOW			
RNG	ROF	AOE	POW
10	2	—	10

BATTLE BLADES		
SPECIAL	POW	P+S
—	3	8

FIELD ALLOWANCE	2
VICTORY POINTS	2
LEADER AND 5 TROOPS	73
UP TO 4 ADDITIONAL TROOPS	11ea
BASE SIZE	SMALL

Crossbow bolts came out of nowhere. They shot through fog and trees and killed half the kriel before we even could raise an alarm!

—Kriel warrior Jatarak

Among the warriors banded together as Wolves of Orboros, the most notable stalkers and hunters stand apart. These men and women often descend from families living in remote regions who have walked and learned every hidden pass and secret glade of their native hills and forests for countless generations. Parents teach their progeny to stalk prey and learn every inch of the streams and groves, for their survival rests on these essential skills. Becoming a reeve is a mark of distinction requiring instinct, cunning, and expert marksmanship.

The armies of the Iron Kingdoms consider crossbows antiquated weapons and have put them aside in favor of booming, smoke-billowing rifles and pistols. Reeves disdain those powder weapons as too noisy for proper hunting. How can a hunter stalk his prey when he reeks of burnt powder and gives away his position with thunder and smoke? What becomes of a rifleman's skill when he exhausts his powder a hundred miles from town? The crossbow is a superior weapon for the reeves' needs. They have adapted a powerful design of double crossbow that originated with the Vorgoi and Kos peoples of northern Khador and found regular use centuries ago when those tribes clashed frequently with one another.

These powerful double bows deliver quarrels with enough force to punch through the thickest armor and can fire in rapid succession before requiring reloading. Reeves prefer to attack as if hunting. They ambush from deep in the forest and fall back to maintain a safe distance from their quarry.

Special Rules

Huntsman
Leader

Unit
Combined Ranged Attack - Instead of making ranged attacks separately, two or more Reeves of Orboros may combine their attacks against the same target. In order to participate in a combined ranged attack, a Reeve must be able to declare a ranged attack against the intended target and be in a single open formation group with the other participants. The Reeve with the highest RAT in the attacking group makes one ranged attack roll for the group and gains +1 to the attack and damage rolls for each Reeve, including himself, participating in the attack.

Dual Shot - A Reeve of Orboros may voluntarily forfeit his movement to make one additional ranged attack this turn. These attacks receive the aiming bonus.

Hunter - The LOS of a Reeve of Orboros is never blocked by forests. When making a ranged attack, a Reeve of Orboros ignores Camouflage, concealment, and Prowl.

Pathfinder - During his activation, a Reeve of Orboros ignores movement penalties from, and may charge across, rough terrain and obstacles.

Tharn Wolf Riders

Circle Orboros Tharn Light Cavalry Unit

Nothing is more terrifying than Tharn on the hunt. Bloodtrackers strike their prey from the flanks and evade bullets with preternatural reflexes. Ravagers cleave enemies with axes before tearing out and feasting on their hearts. Then an eerie chorus of howls arises from all sides and duskwolves with bloodtrackers astride emerge as hulking shadowy forms from the forest. Moving so quickly that enemies cannot brace for their attack, the wolves dart past and behind defenders as their riders hurl javelin after javelin. Duskwolves pull down their prey, bite clean through tendons and muscles, and leave enemies bleeding out their last before springing away behind the shelter of nearby trees. Soon nothing remains on the field but meat for crows and the sound of howls fading into the distance.

Duskwolves stand to lesser wolves as lions to house cats. Their lean bodies possess a wiry strength and powerful jaws. Tharn favor males of the species for mounts as their tremendous howls echo clearly through the forests and hills where they prowl, which allows a pack to surround its prey and coordinate ambushes. The bloodtrackers' connection to the predator spirit of the Devourer has allowed a strong bond to form with these elusive wolves, and together they become a singularly deadly hunting group. Death follows wherever they stalk, whether from silently hurled javelins or the crushing bite of a horse-sized wolf tearing out an enemy's throat.

By the time I pulled the trigger she was gone. Sarge took a javelin in the throat and I ran. Morrow help me, I ran screaming.

—Corporal Ian Rhoe of the 95th Trencher Company

HUNTRESS	CMD 8				
SPD	STR	MAT	RAT	DEF	ARM
9	6	6	6	15	13

RIDER	CMD 6				
SPD	STR	MAT	RAT	DEF	ARM
9	6	5	5	15	13

THROWN JAVELIN			
RNG	ROF	AOE	POW
7	1	–	3

JAVELIN			
SPECIAL		POW	P+S
–		3	9

MOUNT			
SPECIAL		POW	P+S
–		12	–

HUNTRESS' DAMAGE	8
RIDER'S DAMAGE	5
FIELD ALLOWANCE	1
VICTORY POINTS	3
LEADER AND 2 TROOPS	74
UP TO 2 ADDTIONAL TROOPS	24ea
BASE SIZE	LARGE

Special Rules

Huntress
Leader

Unit
Back Shot - When completely within the back arc of a model the Tharn Wolf Rider is targeting with an attack, she gains +2 to the attack roll. If the attack succeeds, the Tharn Wolf Rider rolls an additional damage die when resolving the attack. A Tharn Wolf Rider does not receive a back strike bonus.

Blood Thirst - Immediately after a model in the unit destroys an enemy model with a melee attack, any model in the unit may move up to 3".

Howls - Tharn Wolf Riders are always in cavalry formation regardless of how far apart they are.

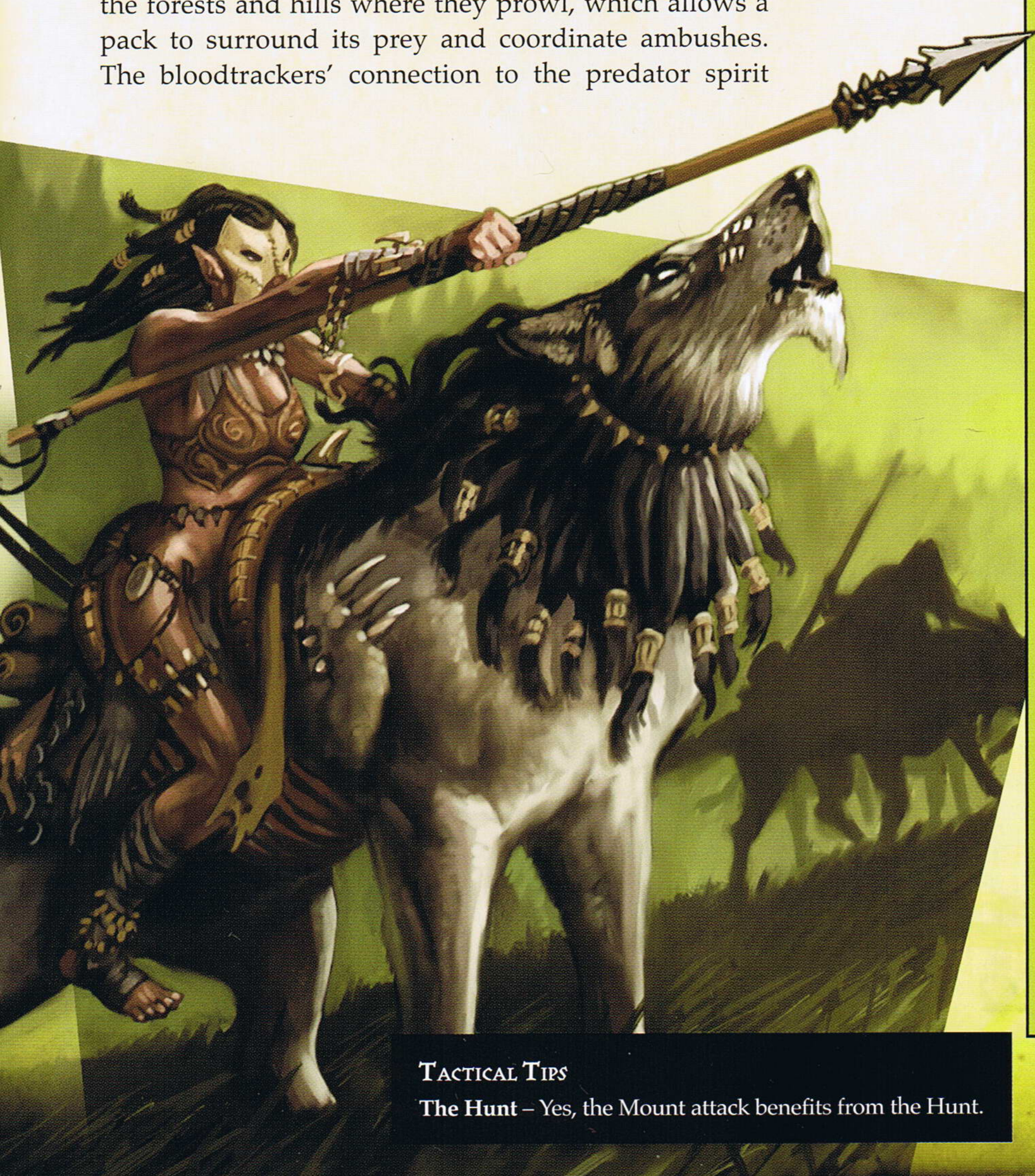
The Hunt - After deployment before the first player's turn, the Tharn Wolf Rider's controller declares an enemy model/unit for the riders to hunt. A Tharn Wolf Rider gains +2 to attack and damage rolls against hunted models. When the hunted model/unit has been destroyed or removed from play, the Tharn Wolf Rider's controller may immediately select a new enemy model/unit to hunt.

Pathfinder - During her activation, a Tharn Wolf Rider ignores movement penalties from, and may charge across, rough terrain and obstacles.

Rapid Throw - If the Tharn Wolf Rider misses with her initial Thrown Javelin attack, she may immediately make one additional Thrown Javelin attack.

Scent - The Tharn Wolf Rider may ignore LOS when declaring a charge.

Thrown Javelin
Thrown - Add the Tharn Wolf Rider's current STR to the POW of Thrown Javelin attacks.



Tactical Tips

The Hunt – Yes, the Mount attack benefits from the Hunt.

Tharn Ravager Shaman

Circle Orboros Tharn Ravager Unit Attachment

SHAMAN					CMD 8
SPD	STR	MAT	RAT	DEF	ARM
6	8	6	3	13	16

TOTEM STAFF		
SPECIAL	POW	P+S
Reach	5	13

DAMAGE	8
FIELD ALLOWANCE	1
VICTORY POINTS	+1
POINT COST	29
BASE SIZE	MEDIUM

Savor the iron of your enemy's blood. Tear the tough muscle of his heart with your teeth, and swallow his strength. Make it your own.

—Lorkash the Unrepentant,
Tharn Ravager Shaman

Ravagers gather at the shaman's behest to partake in an orgy of bloodshed. Fresh and bloody trophies pulse with unholy power. The heart torn from a victim's chest beats with frenetic intensity as the shaman raises this sacrifice and consumes it whole. These blood rites permeate the air with an acrid stench, and the gathered Tharn feel their pulses quicken, their muscles strain, and the world slow around them as they lunge forward with renewed, murderous intensity.

SPECIAL RULES

Shaman

Mass Carnage - Once per game during the unit's activation, the Shaman may use Mass Carnage. During this activation, when a model in the unit destroys an enemy model with a melee attack, any one model in the unit may immediately move up to 2".

Officer - The Shaman is the unit leader.

Tactics: Advanced Move - Models in the Shaman's unit gain Advanced Move. Before the start of the game, after both players have deployed, models with Advanced Move may move up to their SPD in inches.

Unit Abilities - The Shaman has Tharn Ravager unit abilities.

Primal Magic

Once per activation, the Shaman may spend a heart token on any model in his unit within 3" of him, including himself, to use one of the following abilities. Primal Magic abilities affect all models in a skirmish formation group with the Shaman, including the Shaman.

- **Butchery** – Affected models gain an additional attack this activation.
- **Charnel Cures** – Affected models may remove d3 damage points from themselves.
- **Unbridled** – Enemy upkeep spells and enemy animi on affected models immediately expire.

Totem Staff

Reach - 2" melee range.

While many often incorrectly accuse the druids of the Circle Orboros of worshiping the Devourer Wurm, the Tharn actually embody every wild story and horrific rumor associated with that ancient god. These savage terrors of the wilderness follow their shamans to hunt and consume the flesh of men. They raze towns and villages, slaughter the innocent, and cavort in the dark forest. They chant around blazing bonfires while conducting unspeakable rites and engage in gluttonous feasts praising the Beast of All Shapes. The shamans, older but no less brutal spiritual leaders of the bestial Tharn, direct these revels. They urge these barbarians who have all but forsaken their human heritage to ever greater acts of carnage.

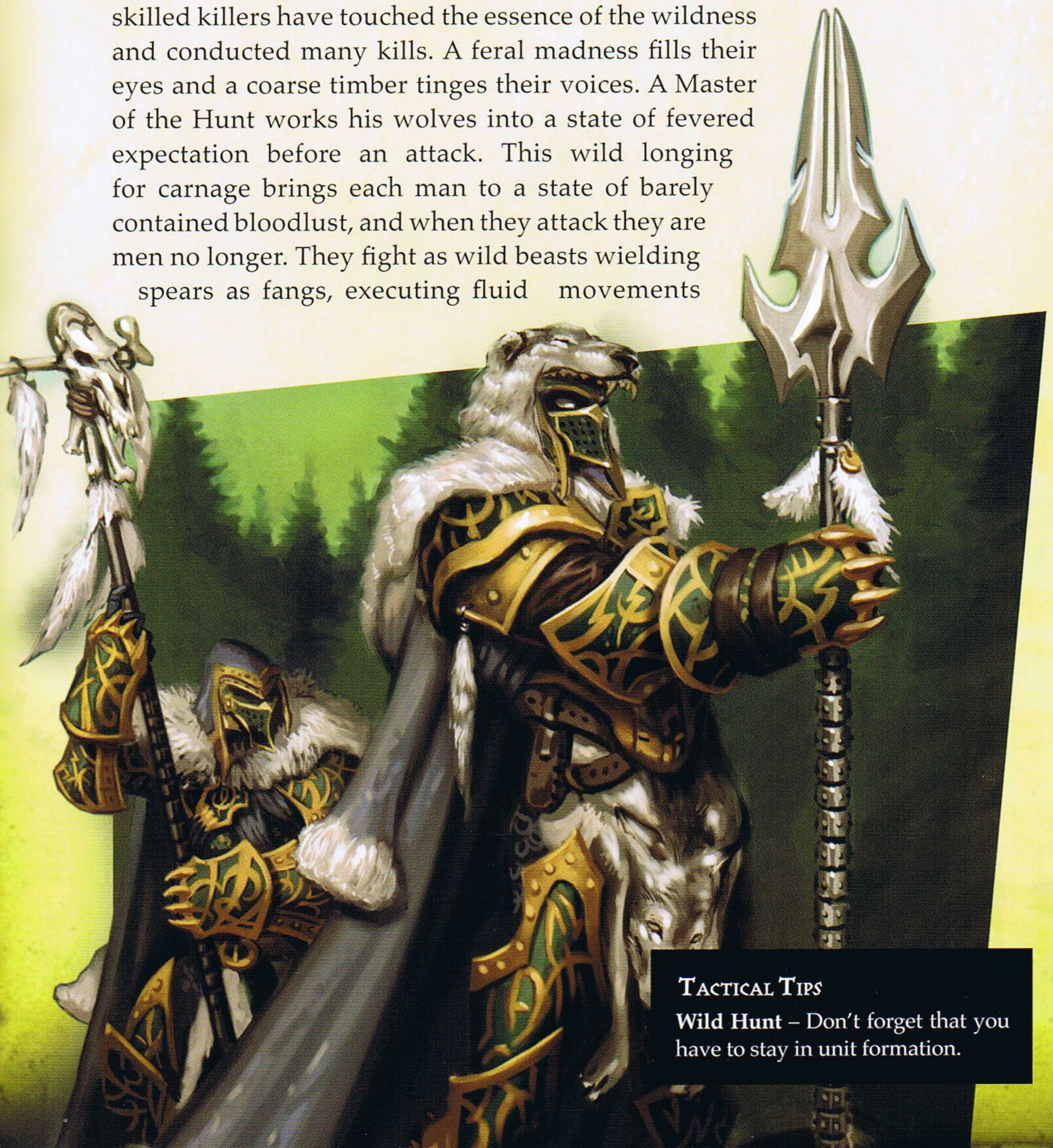
Each shaman is a dread priest of the Devourer Wurm as well as a Tharn elder. These ravagers have survived countless battles where others have fallen. They call upon old blood magic with blasphemous syllables that strike the ears of civilized men like the lashes of a whip.

Wolves of Orboros Officer & Totem Bearer

Circle Orboros Wolves of Orboros Unit Attachment

In recent years the expanding scope of battles abroad has forced the wolves to recruit many woodsmen and pragmatic mercenaries, yet their core remains a continuation of an ancient and primal brotherhood. Heirs to the oldest rituals and ceremonies, these warriors must endure training and customs inextricably connected to the worship of the Devourer Wurm. They represent this patron of all predation with the wolf, that great pack hunter they revere and emulate. Only the grizzled and scarred Masters of the Hunt are entrusted to lead the true believers and conduct the Wild Hunt. Any engaged in this most sacred of blood rites can be recognized by the totem that accompanies them and represents their vow to take no rest. They track their enemies onto the ends of the earth and slaughter them to the last. A Wild Hunt only ends with the death of either the sworn foe or the pack sent to bring them down.

A Master of the Hunt never speaks his name, for he subsumes his identity within that of the pack. These skilled killers have touched the essence of the wildness and conducted many kills. A feral madness fills their eyes and a coarse timber tinges their voices. A Master of the Hunt works his wolves into a state of fevered expectation before an attack. This wild longing for carnage brings each man to a state of barely contained bloodlust, and when they attack they are men no longer. They fight as wild beasts wielding spears as fangs, executing fluid movements with unspoken coordination, each perfectly aware of his place in the pack. A wild vitality rushes through their limbs and grants the swiftness to cross great distances and the strength to plunge their spears deep into the heart of the enemy.



Pierce their flesh until they collapse bleeding to the soil. Any who flee us will hear our howls as the final sound before death's darkness devours them.

—Master of the Hunt

MASTER OF THE HUNT					CMD 9
SPD	STR	MAT	RAT	DEF	ARM
6	5	8	4	13	13

TOTEM BEARER					CMD 6
SPD	STR	MAT	RAT	DEF	ARM
6	5	6	4	13	13

CLEFT SPEAR		
SPECIAL	POW	P+S
Multi	4	9

MASTER'S DAMAGE	5
FIELD ALLOWANCE	1
VICTORY POINTS	+1
POINT COST	26
BASE SIZE	SMALL

Special Rules

Master of the Hunt

Officer - The Master of the Hunt is the unit leader.

Tactics: Wolf Pack - Models in this unit gain Wolf Pack. Models with Wolf Pack ignore other models in this unit when determining LOS, may move through other models in this unit if they have enough movement to move completely past the models' bases, and may make melee attacks through intervening models in this unit. Models in this unit gain +2 to attack rolls when making melee attacks targeting an enemy model in melee range of another model in this unit.

Unit Abilities - The Master of the Hunt has Wolves of Orboros unit abilities.

Totem Bearer

Pathfinder - During his activation, the Totem Bearer ignores movement penalties from, and may charge across, rough terrain and obstacles.

Wild Hunt - Once per game during the unit's activation, the Totem Bearer may use Wild Hunt. Models in the unit must either run or charge this activation. Affected models charge at SPD +5" and gain an additional die on melee damage rolls. An affected model that destroys an enemy model or that participates in a combined melee attack that destroys an enemy model may move up to his current SPD in inches after all models in the unit have completed their combat actions.

Unit Standard

Cleft Spear

(Master of the Hunt only)

Powerful Charge - When making a charge attack with the Cleft Spear, the Master of the Hunt gains +2 to his attack roll.

Reach - 2" melee range.

Tactical Tips

Wild Hunt – Don't forget that you have to stay in unit formation.

Blackclad Wayfarer

Circle Orboros Druid of Orboros Solo

WAYFARER	CMD 9
SPD	6
STR	6
MAT	7
RAT	6
DEF	14
ARM	14

ELEMENTAL BURST			
RNG	ROF	AOE	POW
SP	1	—	10

GREAT VOULGE		
SPECIAL	POW	P+S
Reach	7	13

DAMAGE	5
FIELD ALLOWANCE	2
VICTORY POINTS	1
POINT COST	26
BASE SIZE	SMALL

Thunder and lightning shall mark the time for you to strike.

—Conor Deorain, Wayfarer

With a crackling peel of thunder and the scent of ozone a wayfarer appears deep behind enemy lines. Moving unseen, wind swirling around his black-cowled form, he holds his hands to the darkening heavens. Clouds heavy with storm buckle and heave at his command. A bolt of lightning streaks from the ground up to caress the spiraling darkness and light the sky for miles. While the enemy hesitates in fear and confusion, howls emerge from the darkness and the druid's allies pour forth from the trees with a terrible swiftness to answer his call and slaughter his foes.

Shifting stones pulse with strange light as a wayfarer steps near, for he boasts a special connection to these stones and their power to move man or beast along the thrumming ley lines below the surface of the earth. Druids gathered in secret at their far-flung sacred sites can expect a wayfarer to arrive at any time bearing news of key struggles or omens of conflicts to come. Other wayfarers arrive holding the seal of the omnipotents, passing down orders, and conscripting subordinate druids and their assembled allies to accompany the wayfarer to war.

The wayfarer enters battle with the confidence of decades spent honing his power. He may crush his foes with his massive voulge, rend them with blasts of raw elemental power, or invoke their inner predatory spirit and cause them to turn upon one another like feral savages. His arrival throws enemies into disordered chaos and confusion as they scramble to deal with this unexpected threat on their flanks. In an instant he vanishes with a thunderclap, returning to appear amid his allies and lead them to victory.

Special Rules

Wayfarer

Commander

Pathfinder - During his activation, the Wayfarer ignores movement penalties from, and may charge across, rough terrain and obstacles.

Prowl - While within a terrain feature that provides concealment, the AOE of a spell providing concealment, or the AOE of a cloud effect, the Wayfarer gains Stealth. Attacks against a model with Stealth from greater than 5" away automatically miss. If a model with Stealth is greater than 5" away from an attacker, it does not count as an intervening model.

Magic Ability

As a special attack or action, the Wayfarer may cast one of the following spells during his activation. Instead of making a skill check to resolve a magic attack, determine the success by rolling 2d6 and adding the Wayfarer's Magic Ability score of 7. If the roll is equal to or exceeds the target's DEF, the attack succeeds. The Wayfarer cannot make additional attacks after making a magic attack.

- **Invoke Wilding (★Attack)** – This is a RNG 10 magic attack. Target living non-warlock, non-warcaster warrior model hit must make a command check using its base CMD. If the check fails, the model suffers Wilding. Wilding is a continuous effect that causes the model to frenzy. A model suffering Wilding activates and frenzies during its controller's Maintenance Phase unless it expires on a d6 roll of 1 or 2.
- **Shifter (★Action)** – Place the Wayfarer within 2" of a friendly Shifting Stone model anywhere on the table. If the Wayfarer is within 2" of a friendly Shifting Stone model, place him anywhere on the table. There must be room for the Wayfarer's base in his new location. After using Shifter, the Wayfarer's activation ends.
- **Storm Beacon (★Action)** – While enemy models are within 10" of the Wayfarer, friendly Circle models may charge them regardless of LOS and do so at SPD +5". Friendly Circle models/units can run directly toward the Wayfarer during their activation without being forced or ordered to do so. Storm Beacon lasts for one round.

Elemental Burst

Wraith Bane - Elemental Burst attacks may damage models only affected by magic attacks.

Great Voulge

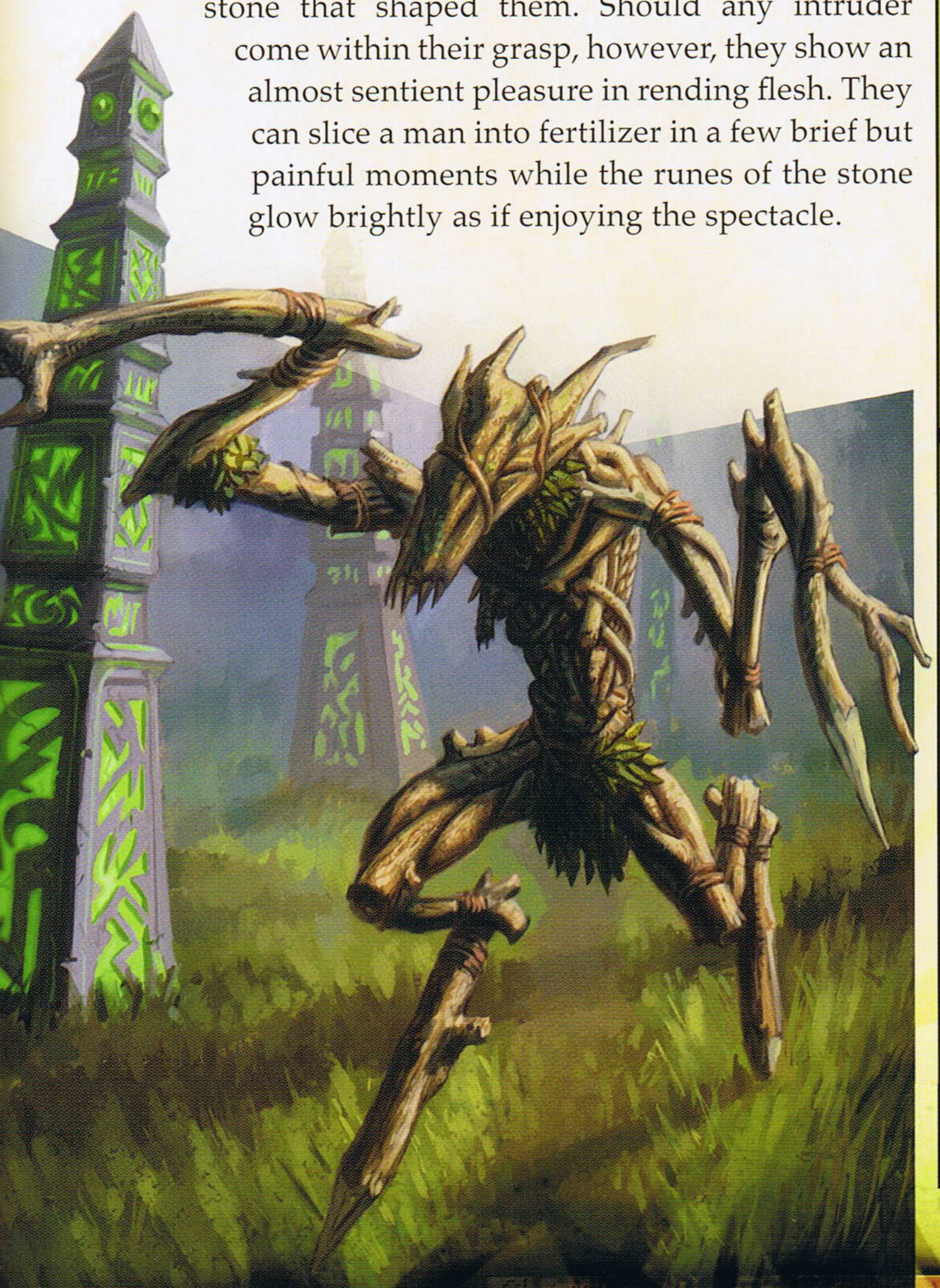
Reach - 2" melee range.

Sentry Stone & Mannikins

Circle Orboros Solos

Some have taken mannikins as bizarrely murderous parodies of mankind rendered in twig and branch. Mannikins dart forward on rustling legs with quick, unnatural movements while emitting clattering noises from splintered jaws. Most underestimate the threat mannikins pose until their spiked appendages plunge through flesh, or they explode into kindling to shred anyone caught in the vicinity. These creatures form an integral part of the vast network of traps and warded defenses the Circle Orboros has fabricated for centuries to defend their secluded sacred sites.

Blackclads spend decades inscribing runes on certain stones to allow mystical energy to steep into their essence. These energies give rise to inexplicable patterns that, while not quite alive, mimic thought, reaction, and awareness. They are valued as sentries for their innate territorial aggression and are placed to complement wold constructs protecting significant sites. Each sentry stone surrounds itself with animated creatures cobbled together out of sticks and vines. Fortunately for civilized men, these deadly mannikins collapse if they venture beyond the influence of the stone that shaped them. Should any intruder come within their grasp, however, they show an almost sentient pleasure in rending flesh. They can slice a man into fertilizer in a few brief but painful moments while the runes of the stone glow brightly as if enjoying the spectacle.



Our enemy draws power from the earth and unleashes it through unmoving stones. Destroy any suspicious piece of rock as we advance! Raze the ground!

—Supreme Aptimus Zaal

SENTRY STONE	CMD –				
SPD	STR	MAT	RAT	DEF	ARM
0	0	0	0	5	18

DAMAGE	10
FIELD ALLOWANCE	2
VICTORY POINTS	1
POINT COST	25
BASE SIZE	MEDIUM

MANNIKIN	CMD –				
SPD	STR	MAT	RAT	DEF	ARM
6	7	5	4	12	12

CLAW		
SPECIAL	POW	P+S
Multi	4	11

CLAW		
SPECIAL	POW	P+S
Multi	4	11

FIELD ALLOWANCE	0
VICTORY POINTS	0
POINT COST	0
BASE SIZE	SMALL

SPECIAL RULES

Sentry Stone

Advance Deployment - Place the Sentry Stone after normal deployment, up to 12" beyond the established deployment zone.

Devour Magic [8] (★Action) - The Sentry Stone may target one or more enemy models within 10" of it with Devour Magic. The Sentry Stone makes a skill check for each model targeted. If a roll is successful, remove one focus or fury point from the affected model and place a fury point on the Sentry Stone.

Inanimate - The Sentry Stone is not a living model, has no back arc, and its front arc extends 360°. The Sentry Stone never flees and automatically passes command checks. The Sentry Stone has no melee range and cannot engage or be engaged. The Sentry Stone is automatically hit by melee attacks. The Sentry Stone cannot move, be moved, or be knocked down.

Invisibility - The Sentry Stone is invisible while it has no fury points. While invisible, the Sentry Stone cannot be targeted by ranged or magic attacks, cannot be charged, and gains +4 DEF against melee attacks for one round. While invisible, the Sentry Stone does not block line of sight or provide screening.

Made of Stone - A ranged attack must have POW of at least 14 to damage the Sentry Stone, but AOE attacks and attacks that cause fire, corrosion, or have tempered ammunition do normal damage.

Recover - During its activation, the Sentry Stone may spend one or more fury points to recover. For each fury point spent in this way, the Sentry Stone may remove one damage point from itself.

Unleash Spirit - The Sentry Stone may place one Mannikin during its controller's Maintenance Phase if it has less than three Mannikin in play. Place the Mannikin within 3" of this Sentry Stone. There must be room for the Mannikin's base.

Mannikin

Anchored - Mannikins do not begin the game in play. If a Mannikin ends its normal movement further than 10" from the Sentry Stone that put it in play, it is immediately destroyed.

Camouflage - A Mannikin gains an additional +2 DEF when benefiting from concealment or cover.

Construct - A Mannikin is not a living model and never flees.

Forest Growth (★Action) - Center a 3" AOE on the Mannikin. This AOE is a forest. The Mannikin is then destroyed. The AOE remains in play for one round.

Fury Linked - A Mannikin within 10" of the Sentry Stone that put it in play may spend fury points on the Sentry Stone to boost attack or damage rolls.

Pathfinder - During its activation, a Mannikin ignores movement penalties from, and may charge across, rough terrain and obstacles.

Splinter Burst (★Attack) - Splinter Burst is a POW 12 spray ranged attack. The Mannikin is destroyed immediately after resolving a Splinter Burst special attack.

Claws

Root (★Attack) - A model hit by Root suffers –2 SPD and DEF for one round but suffers no damage. The Mannikin is destroyed immediately after making a Root special attack.

Wraith Bane - Claw attacks may damage models only affected by magic attacks.

Circle Orboros

Morvahna the Autumnblade
Warlock

Kromac the Ravenous
Warlock

Tharn Wolf Riders
Light Cavalry Unit

Woldwyrd
Light Warbeast

Sentry Stone & Mannikins
Solos

Pureblood Warpwolf
Heavy Alpha Warbeast

Blackclad Wayfarer
Solo

Reeves of Orboros
Unit

Wolves of Orboros Officer & Totem Bearer
Wolves of Orboros Unit Attachment

Gnarlhorn Satyr
Heavy Warbeast

Painting Models

Pureblood Warpwolf & Reeves of Orboros

Pureblood Warpwolf

Paints Used

- Trollblood Highlight
- Menoth White Highlight
- Rucksack Tan
- Battlefield Brown

Step 1

Use a mix of Trollblood Highlight and Menoth White Highlight for this model's base coat color. Apply a wash of Trollblood Highlight over the base coat.

Reeves of Orboros

Paints Used

- Ironhull Gray
- Trollblood Highlight
- Cryx Bane Highlight
- Thornwood Green
- Beast Hide
- Menoth White Highlight
- Thamar Black
- Idrian Flesh
- Exile Blue
- 'Jack Bone
- Morrow White
- Umbral Umber

Step 1

The cloth portions of the cloak receive an even base coat of Ironhull Grey. Then paint the overlapping lightning bolt pattern using Trollblood Highlight. Base the cloak's fur lining with Cryx Bane Highlight.

Step 2

Pick out the individual strands of fur with the base coat color.

Step 3

Paint a thinned down wash of Rucksack Tan onto the fur followed by the same wash with some added Battlefield Brown.

Painter's Note:

We made the washes with artist matte medium, water, and the desired paint. Thin the mixture to a level where the wash will color the depressions but not the raised areas.

Creating Druid Lattice Patterns

To recreate the patterns found on Circle of Orboros garments, first create radiating arcs from a central point as illustrated here in black. Then intersect the arcs with randomly positioned hook shapes, as illustrated to the right, in gray. Follow the detailed steps below to finish your cloak.

Step 2

To give the impression that the lines in our patterning overlap each other, follow the course of a line using Ironhull Grey. This separates it from the other lines and gives the impression of alternating between passing over and under its brothers. You can also clean up your pattern as you go to save time. Next, give the fur lining a wash of Thornwood Green mixed with Beast Hide. At this stage, trace a line of Umbral Umber mixed with Thamar Black along the edges of the cloak where the fur meets the cloth to separate the areas.

Step 3

To shade the cloth, mix Idrian Flesh, Exile Blue, and a small dot of Thamar Black. Apply this mix to the folds of the cloak, and while still wet, use a second brush to blend it over the base coat. Note that this method shades the base coat and the pattern simultaneously. For the fur, take 'Jack Bone and apply it to the fur using the side of your brush to paint multiple strands of fur at once. If done correctly the paint should stay out of the crevices.

Step 4

To finish off your patterned cloth, mix Ironhull Grey with Morrow White and highlight the edges of the cloak and the hood but not the folds of the cloak. The cloaks should look pretty good at this point, but if you really want to make them stand out, mix some Trollblood Highlight with Menoth White Highlight. Using this mix and a fine tip brush, trace a fine line along the top of each line so that they appear to catch the light. Do the final fur highlight with Menoth White Highlight applied in the same way as the last stage, except isolating only the tops of each fold.

SKORNE

A Gathering of Tyrants

Attired in his full armor and regalia, as befitted an audience with the archdomina of the Western Reaches, Tyrant Xerxis towered over countless rows of busy soldiers as he strode through the skorne camp. Veneration quite clear on their faces, the warriors made way for him, offered words of respect, and bowed deeply. As he came to the war tent, Xerxis noted that the other tyrants and lord tyrants had assembled just outside and stood loosely at attention, each to their own space. Nearest the opening waited Lord Tyrant Hexeris, who greeted the cataphract warlord as he approached.

Xerxis offered a properly respectful salute as protocol required between their respective ranks, inclining his head slightly while holding fist to chest. "Lord tyrant." Hexeris was one of the few ranking skorne who could comfortably look Xerxis eye-to-eye, as they both stood several inches above the remaining officers who had served, with few exceptions, among the Praetorians. Xerxis eyed the master mortitheurge with interest but kept his expression neutral. He had not served directly under the lord tyrant, and what he knew of Hexeris came second-hand from overheard discussions among the upper officers. While neither enmity nor affinity lay between them, Xerxis found something off-putting in the eyes of the master mortitheurge. The cataphract attributed this to a lack of proper military bearing and a certain hollow disregard.

The sounds of debate and an unfamiliar voice raised in anger came from within the tent. They did not speak in *Havaati*, the dominant language of the skorne, and Xerxis found it startling to hear the archdomina's voice in a human language. Xerxis knew some phrases in that tongue, as learning the rudiments was encouraged among officers of the Army of the Western Reaches, but not enough to discern the nature of the argument.

Xerxis' strong discipline kept his expression controlled, but Hexeris' keen eye noticed the direction of his glance. Leaning forward upon his double-bladed polearm Gulgalta, the lord tyrant spoke in quiet tones. "We are instructed to wait while she gives audience to a human." Hexeris paused and allowed Xerxis to absorb this remarkable fact. Xerxis knew to beware the lord tyrant's unstated motivations and thus gave no reaction. Xerxis was not a political creature, but the same was not true of Hexeris. "Sent here at the Conqueror's command. One of his agents." There was the barest suggestion of criticism when Hexeris spoke of the Conqueror that Xerxis found distasteful for someone so highly ranked. Xerxis did not rise to the bait nor ask any questions. He grunted noncommittally.

"Were you informed of the reason for this gathering?" The lord tyrant asked, unfazed by Xerxis' apparent reluctance to engage in conversation.

Xerxis shook his head. "No. I presume we will be given the orders for the next phase of the campaign."

Hexeris nodded and showed his sharpened teeth. "There is to be a significant engagement ahead. The Conqueror himself has provided instructions." Xerxis made a neutral noise rather than speak. "I am sure you know we have had setbacks in the northwest. It is crucial for us to reclaim this area. There are vital projects underway." The way Hexeris said this suggested he would welcome Xerxis asking questions about these projects. Xerxis knew his limits and refrained. The esoteric research conducted by Hexeris and the Supreme Aptimus Zaal in that northern region lay well outside his area of expertise. Hexeris changed his tact. "You have fought the *duzusk*, of course? The trolls?"

Xerxis nodded. "Tenacious creatures. Disorganized, but stalwart. They are not to be underestimated." This was as close as the cataphract tyrant would come to criticism of their earlier efforts.

"We have largely pushed them out of the region, at great cost, although I believe they may try to return. Meanwhile, other dangers have arisen in their place. Sometimes I wonder if there is a deliberate agency at play here, one that has not yet revealed itself." Xerxis found himself interested despite his misgivings; the lord tyrant had impressed even the Conqueror, and Xerxis respected Hexeris' intellect. He did not know why Hexeris chose to speak to him, but he listened closely. "You are aware we are experiencing unforeseen attacks upon our positions? This foe is not as rugged as the *duzusk* but presents new challenges."

"I had heard of this. Dirt mystics?" The skorne had no formal name for the unexpected enemy now opposing them in several regions.

Hexeris nodded with a very small satisfied smile. "Yes. They and others have become a plague in the north. They boast a speed we have never seen. As you say, we are guilty of underestimating outsiders. With these enemies, I have witnessed tactics of surprising depth."

Xerxis pondered this. "Mobility is vital. A force with unique mobility has a substantial advantage not easily countered." The thought of facing an enemy of untested limits and unusual tactics intrigued Xerxis a great deal.

Skorne

"I have considered that your presence would be of considerable use to us in the north. Might you be interested in lending your expertise to my officers?"

At last Xerxis understood why Hexeris had approached him. Even seeing this, he found the offer had undeniable appeal. "I will serve in whatever capacity the Archdomina requires," he answered carefully.

Archdomina Makeda of House Balaash stood rigidly behind the table as they entered and offered their respects and salutes of fealty.

"Of course." The lord tyrant accepted this neutral answer with good grace, as it did not close the door on the possibility.

Even louder arguments from the tent distracted them. All of the other officers occupied themselves pretending not to listen.

Makeda's raised voice carried to them clearly, and Xerxis made out the phrase, "The plan will not change!"

Next the human voice, betraying intolerable insolence, shouted, "The plan is flawed. Obey it blindly and you will fail. I will do as I must." Hexeris clearly also caught this meaning, as the lord tyrant let loose a small, indignant hiss.

The tent opening parted and the human stormed past them, muttering indistinct invectives. Xerxis eyes narrowed as he observed the unfamiliar armor, the ragged mud-stained cloak, and the strange contrivance strapped to the human's back that emitted greasy smoke. Next to this stack hung a long firearm. Xerxis found it appalling that such a man, particularly bearing such a weapon, had spoken in private with the archdomina. Xerxis found the heavy-footed limp the human betrayed as he stormed away along the cleared path even more surprising. The glint of metal flashed from a brace set about his right leg. So, the Conqueror's lackey is a cripple, Xerxis thought with distaste. Still, he kept his expression controlled, unlike several of the other gathered tyrants. An uncomfortable pause followed as they watched the human walking away through the army. One of Makeda's attendant primuses opened the tent and addressed them. "The archdomina will see you now."

Though a large and elaborate affair by skorne standards, Makeda's tent held no unnecessary comforts. The accoutrements of war occupied the space. Chained slaves bowed over map scrolls and assorted stacks of other paperwork. The slaves scribbled ceaselessly as they copied missives and dispatches under the eye of older and generally maimed officers selected for this task. At the center of the space stood a large round table atop which Makeda had placed a thick parchment showing a map of the region. Carved bone counters representing troop strengths littered its surface.

Archdomina Makeda of House Balaash stood rigidly behind the table as they entered and offered their respects and salutes of fealty. She did not betray any sign of discomfiture from the earlier outbursts by the human. Xerxis found this only proper and felt grateful. He considered once more how much Makeda resembled her grandfather Vaactash in temperament.

"Tyrants, lord tyrants, attend to me. I will outline the most significant aspects of the campaign ahead. I have been in communication with the Conqueror and it is his will we execute. I will entertain pertinent discussions, but ultimately we do as he bids. I will not tolerate disloyalty."

She paused, looking down to the map before continuing. "I will speak openly, as always. You serve my will on the battlefield and therefore must see clearly. The Conqueror is not satisfied with our progress. He deems our ability to dominate this region insufficient." Several of them shifted uncomfortably. Xerxis saw Lord Tyrant Jelkaxis share a look with Tyrant Mokol. Both had risen to their respective positions after the Second Unification when Master Tormentor Morghoul executed their predecessors. They had no illusions of being irreplaceable.

"The Conqueror understands and endorses our larger objectives of securing our supply lines and creating a permanent chain from east to west. However, recent setbacks are unacceptable. We have lost ground to inferior enemies. We should be ready to strike the easternmost kingdoms, not scrabbling over sands in this waste. We have allowed Cygnar's brutish allies, the *duzusk* whom the Conqueror's brother controls, to impede us too long. Before we can strike against the west we must crush those who threaten to seize our hard-won assets."

She allowed them to digest this before picking up one of the slender rods lying upon the map to illustrate her next points. "Some of our next moves have been aided by the insight of Lord Tyrant Hexeris, whose council the Conqueror values." There was an undertone to this that Xerxis did not fully fathom, but he sensed it there in the look exchanged between Hexeris and Makeda. The lord tyrant bowed, accepting this apparent compliment, and

said nothing. "We are expressly forbidden from pressing our advantage here, at this area of the southern river." She let the tip of her rod circle the region between the human fortress called Eastwall and the town King's Vine. This caused a burst of consternation and disbelief among the tyrants, despite their military discipline. Xerxis frowned at them and said nothing.

He knew what those that could not restrain themselves from speaking would say. The Army of the Western Reaches had made many of their greatest gains in that region. Their best opportunity to breach the border of the human kingdom called Cygnar rested there. They had already laid the foundation for the seizure of Eastwall with the help of the Conqueror's loyal human vassals. They had laid siege to the castle several times and learned what they must know to succeed on the next attempt; soldiers prepared for that attack even now.

"Silence!" Makeda's voice cracked like a whip, and they all immediately quieted. Her face betrayed anger for the first time, though when she spoke again her voice held the same even tones as before. "The Conqueror has his reasons. Remember he knows these lands as we do not. We must not provoke this southern kingdom." She circled the area the humans called the Protectorate of Menoth, home of a sect of religious zealots. "Our actions in this region have already put in jeopardy certain delicate plans. We must withdraw our soldiers. As suggested by Lord Tyrant Hexeris, we will solidify our grasp on these northwestern areas." She circled a larger area including a chain of mountains and hills and a lake resting east of Cygnar's northern border and touched the small human town of Ternon Crag. "This area is rich in untapped resources which may prove vital to our long term success. Once properly secured we will shift our forces to strike this fortress instead." She circled Fort Falk. "This will provide us a better staging area against the Cygnaran interior."

Xerxis saw this information taking its toll on some of those present. Lord Tyrant Jelkaxis, who had supervised extensive plans to besiege Eastwall, had turned red and veins throbbed in his forehead. Lord Tyrant Hexeris looked much like a contented ferox that had just eaten its fill.

Makeda gave them an opportunity to ask questions or speak, and she continued when they did not. "The majority of our forces will shift north to provide support to Lord Tyrant Hexeris. I will rely upon Lord Tyrant Jelkaxis to supervise the relocation of soldiers as we make a rapid march and temporarily surrender these forts and towers." She indicated them and then moved a large number of the tokens north as she outlined the time frame required for success.

Jelkaxis at last felt compelled to speak. "We will be attacked as we fall back. In the time you allow there is no possible way to do this with proper order or to protect our lines. The dirt mystics have been striking at us from here." He pointed to the Marchfells. "They will seize any opportunity to deal us harm."

He may have expected rebuke, but Makeda nodded in agreement instead. "You are correct, lord tyrant. The situation is not ideal, and our losses may be high. While the bulk of our forces are engaged in the north, I will assign a small cohort comprised of the remaining assets of Houses Lortax and Kalpalaas to support your movements and screen your army."

Tyrant Mokol, a heavily scarred older skorne who bore a curved metal plate along the back of his skull to replace bone shattered a decade ago, spoke. "With all due respect archdomina, I am very familiar with the houses you name. Lortax and Kalpalaas are veterans who have earned great honor in southern fights, but their strength is a fraction of what it was. It will not be sufficient. I estimate you would require at least four times their number."

Makeda nodded to him in agreement. "Your evaluation is accurate. We cannot spare such numbers, however. The survivors of those two houses are among our most skilled veterans. They will not break if reduced to the last. Furthermore, this cohort will be led by Tyrant Xerxis."

At this, absolute silence fell and Xerxis felt many eyes upon him as the mood of the room shifted. He said nothing. Makeda turned again to Jelkaxis. "I have complete faith in Tyrant Xerxis. He will bring victory."

Xerxis turned and faced his archdomina for the first time in the meeting and found her eyes upon him. He shared only the briefest direct look, and then he bowed deeply to her. "I thank you, archdomina, for this opportunity. Let Vuxoris guide my hand in your service."

"Let Vuxoris guide your hand, and bring us victory." Makeda concluded this benediction to the First Exalted, most honored and esteemed of skorne ancestors. The meeting continued for a time as they discussed the particulars, but Xerxis stood still like a statue. Those who looked at him saw eager anticipation in his eyes. He bore the contented mien of a *hoksune* devotee who knew with absolute assurance that the opportunity for a great death awaited him.

Tyrant Xerxis

Skorne Warlock Character

Do not pause to think or you will fail. Your body will act as it should past thought and past death. You do not exist. Only the battle exists.

—Tyrant Xerxis addressing his soldiers

Every great warlord requires a general to serve as an extension of his will on remote battlefields. While Vinter Raelthorne counts Archdomina Makeda as his foremost vassal, the archdomina herself relies on the skorne's greatest warrior and cruelest champion, the Tyrant Xerxis. This consummate commander arose from the cataphract tradition and is unrivaled among the Army of the Western Reaches in his mastery of the arts of war. Nothing better demonstrates the futility of opposing the skorne than the crushed and shattered remains left in the wake of Xerxis and his perfectly disciplined army.

Xerxis is a cruel taskmaster. He drills his soldiers day and night beyond exhaustion. He forces them to master intricate formations and maneuvers until they move like a single body. Xerxis studies warfare of all kinds. He expertly determines the correct timing and the perfect application of force to shatter an enemy line. Nothing compares to the sight of Xerxis and his army when marching or executing maneuvers in battle. Long practice pays its dividends in ways other commanders could never even imagine. His forces move like a perfectly oiled machine set in motion with only a single word or gesture. Xerxis' voice raised in command is impossible to disobey. He can bring even a frenzied warbeast to heel – rendering them subdued, complacent, and kneeling at his feet – with a single word.

When he leads the charge, Xerxis is as unyielding and imperishable as an ancestral guardian and a true terror. He wields twin clubs named the Pillars of Halaak. These weapons embody the strength of that great city and are an inspiration to the soldiers gathered to follow him. Originally the weapons of his

great-great-grandfather the Dominar Vokaxis, each heir who followed received the weapons, but none have proven strong enough to wield them except Xerxis. Most cataphracts could not lift one of these massive clubs, let alone the pair Xerxis wields without apparent effort. In his grasp they can shatter stone, rupture iron, and disintegrate bones on impact. His fighting style lacks subtly, for he focuses his skill on slaying most expediently. He does not execute feints or perform needless movements to distract his foe. Xerxis attacks directly, with overwhelming force, and with swings impossible to parry or deflect.

Along with leading his cohort, Xerxis is tyrant of one of the strongest houses subordinate to the Balaash, House Kophar. This proud and militant house of Halaak was among the most unyielding and respected of those who fought against archdominar Vaactash, Makeda's grandfather, during his wars to subdue the region. The Kophar warriors' skill made such an impression that Vaactash killed as few of them as necessary to defeat their house and preserve its soldiers to fight for him. A bloodline of strength and skill, House Kophar boasts more who have qualified as cataphracts than any single house in Halaak. The extollers of his house expect Xerxis to exceed his ancestors and bring their name back to full glory in the service of the Army of the Western Reaches.

The Tyrant of Kophar proved his loyalty to Archdomina Makeda during the betrayal of the Conqueror in 603 AR. He fought alongside her in the retreat back to her ancestral fortress and endured the extended siege there until Vinter returned and restored order in the Second Unification. The Betrayers gave him every opportunity to join them and thereby end his house's obligations to Balaash. Xerxis refused. He feels no shame in being a vassal to the archdomina, whom he views with complete respect, and executes her commands without hesitation. He is the consummate soldier, the perfect general, and an embodiment of skorne strength. Without question, when Xerxis finally meets his end it will be in battle, and he shall certainly join his exalted ancestors, for he is worthy to stand in the highest company.

SPECIAL RULES

Feat: Total Annihilation

At his powerful bellow the Tyrant Xerxes can rally his soldiers to one great final charge, bringing ruin and annihilation to any foolish enough to stand against him. Following the orders of the Tyrant, his soldiers fight with renewed vitality and skill. They leverage deadly strength into every blow while parrying attacks which would otherwise bring death to their comrades in arms.

Friendly Skorne warrior models currently in Xerxis' control area gain Annihilator for one round. Models with Annihilator that make charge attacks gain an additional die on all melee damage rolls made during their activations. While in base-to-base contact with one or more other friendly Skorne models, affected modes gain +2 ARM.

XERXIS					CMD 9
SPD	STR	MAT	RAT	DEF	ARM
5	8	8	4	13	17

PILLAR OF HALAAK		
SPECIAL	POW	P+S
Multi	5	13

PILLAR OF HALAAK		
SPECIAL	POW	P+S
Multi	5	13

FURY	5
DAMAGE	19
FIELD ALLOWANCE	C
VICTORY POINTS	5
POINT COST	76
BASE SIZE	MEDIUM

Xerxis

Chain Attack – Stagger - If Xerxis hits with either a Combo Strike or both of his initial Pillar of Halaak attacks against the same target in the same activation, after resolving the attacks he may immediately make an additional melee attack against the target without spending fury. If the attack succeeds, the target model suffers no damage but loses its initial attacks for one round.

Heel - When a frenzied friendly Skorne warbeast ends its normal movement with Xerxis in its melee range, it immediately ends its activation. After a frenzied friendly Skorne warbeast ends its activation in Xerxis' command range, Xerxis' controller may choose to have the warbeast lose all fury points on it.

Inspire - When Xerxis hits an enemy model with a charge attack, friendly Skorne warrior models/units currently within 6" of him gain +2 to attack rolls this turn.

Martial Discipline - While in Xerxis' command range friendly living Skorne small and medium-based warrior models, including Xerxis, benefit from Martial Discipline. A model benefiting from Martial Discipline may ignore friendly Skorne warrior models when drawing LOS. During its activation, an affected model may move through other friendly Skorne warrior models in Xerxis' command range if it has enough movement to move completely past the models' bases. Affected models may make melee attacks through other friendly Skorne warrior models in Xerxis' command range.

Tough - When Xerxis suffers sufficient damage to be destroyed, his controller rolls a d6. On a 5 or 6, Xerxis is knocked down instead of being destroyed. If Xerxis is not destroyed, he is reduced to one wound.

Pillars of Halaak

Combo Strike (★Attack) - Xerxis can make Pillar of Halaak attacks separately or he may make a special attack to strike with both clubs simultaneously. Make one attack roll for the Combo Strike. Add Xerxis' STR once and the POW of both Pillars of Halaak to the damage roll.

Critical Back Breaker - On a critical hit targeting a warbeast, fill in the remaining damage circles on the last branch damaged. On a critical hit targeting a warjack, fill in the remaining damage boxes on the last column damaged.

SPELL	COST	RNG	AOE	POW	UP	OFF
Armor of Karrak	2	6	-	-	X	
Target friendly Skorne warbeast gains a cumulative +1 ARM for each fury point on it.						
Merciless Assault	3	6	-	-	X	
Target friendly Skorne model/unit may make an additional melee attack with each of its melee weapons during its combat action without spending fury or being forced.						
Petrify	3	10	3	13		X
Each enemy model in the AOE must pass a command check or forfeit its movement or action during its next activation.						

Supreme Aptimus Zaal

Skorne Warlock Character

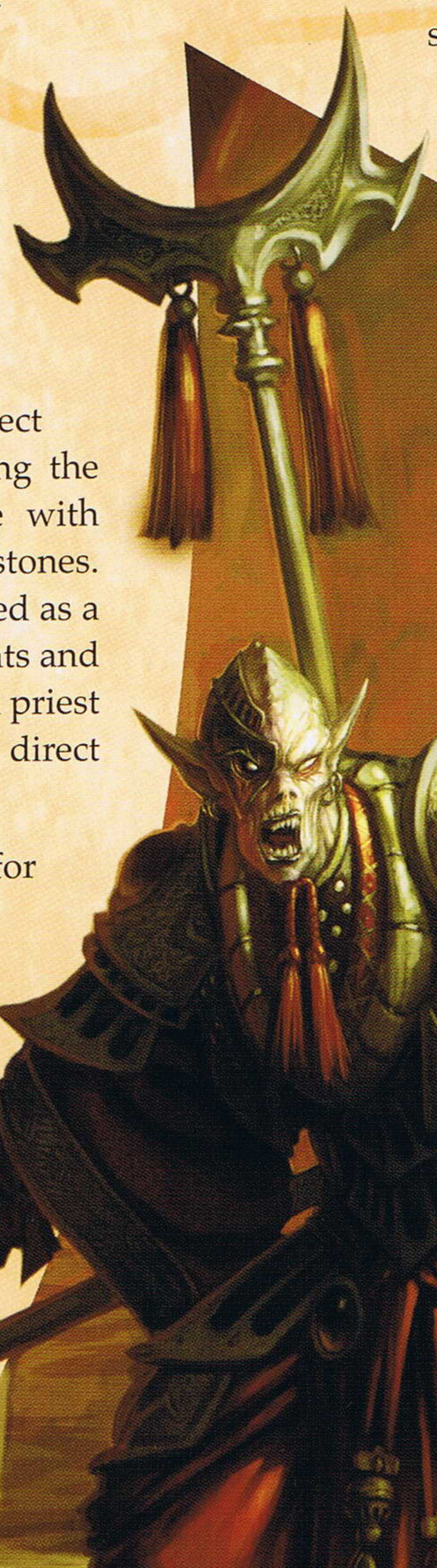
Word of what we do here cannot reach Halaak. Many do not grasp that victory is worth any price, any sacrifice.

—Supreme Aptimus Zaal

However awe-inspiring tyrants may appear on the battlefield, it is the mystics that the skorne themselves truly fear. Above the master mortitheurges, who have spent a lifetime studying the anatomy of death, stand the extollers. The mysteries they study transcend mortality. Each extoller has ritually plucked out an eye and replaced it with a crystal oculus. Those who survive this sacrifice perceive the spirit as a tangible substance they can freely manipulate. It is the extollers who select who among their people are worthy of joining the exalted. Extollers can furthermore commune with exalted ancestors preserved for eternity in sacral stones. Supreme Aptimus Zaal leads this caste, respected as a mystic for his deep insight into the alien thoughts and schemes of ancestral spirits. He is akin to a high priest for the Army of the Western Reaches and a direct conduit for the greatest heroes among the dead.

Despite the Conqueror's disdain for spiritual matters, Vinter Raelthorne quickly apprehended the extollers' importance to the foundations of skorne civilization and did not dare interfere with them. Extollers create sacral stones, preserve skorne past death as new exalted, and communicate with the honored ancestors. Even among this select group, Zaal holds a singular and rightly vaunted station. He stands apart from the warrior castes that rule the skorne, yet in some ways he commands esteem beyond even great house lords. Despite this, Zaal does not sit comfortably atop the heights of the pillar afforded him by his station.

A skorne of vision and self-appointed destiny, Zaal has exposed himself to the widest possible range of ancients. His unprecedented position as supreme aptimus under a unified Skorne Empire has allowed him access to the sacral stones of dozens of ancient lineages, including those who have warred with one another for



millennia. The scope of his lore is unequaled, but such occult mysteries come with a price. Touching the twisted and unfathomable minds of the truly ancient exalted carries the risk of madness. Some say Zaal long ago lost his sanity. If so, he hides it well.

Something seems to stir in the dark oculus where his eye once resided. In the living eye burns an ambition and hyper-awareness seemingly at odds with his spiritual function. When Zaal approaches, even hardened skorne scatter and offer hasty genuflections and quickly sputtered excuses. Such dread is telling for a people of stoic resolve and an appetite for pain. Zaal accepts this as his due and finds the discomfort he inspires inwardly satisfying. He sees their fear as a form of fealty and an assurance that they will obey his commands and resist the impulse to interfere in that which they cannot understand.

This dread comes from the dark power he shares with master mortitheurges like Lord Tyrant Hexeris, one of the few mortals he counts almost an equal. Uncorroborated rumors of disturbing events surround Zaal and some of his caste suspect he may be guilty of heresy. The soldiers who follow him have sworn binding oaths and would never betray their commander and spiritual leader, yet among their ranks are formidable warriors who seem only shells. These gaunt-faced soldiers say little, eat food slowly and without enjoyment, and stare blankly into the distance with dead eyes. Even in battle they show precision and endurance but no passion. These skorne have witnessed terrible things. Their eyes hold silent confirmation that Zaal is engaged in blasphemies and walking a path forbidden to his kind.

That skorne even comprehend blasphemy would amaze the humans who have seen the invaders' disregard for life and cruelty toward man and beast alike. Outsiders cannot understand the deep reverence with which the skorne hold their preserved ancestors. Zaal tampers with forces that could undermine everything the skorne hold as sacred, for he consorts with *kovass*, a forbidden art. When a sacral stone shatters, the exalted spirit within plunges into utterly malevolent insanity and rises, in shrieking anguish and deadly wrath, as a *kovass*. Zaal has walked the dark path of provoking and seeking to control these spirits.

Tactical Tip

Rage of Ancients – Be sure to keep track of models your enemy destroyed throughout the game.

Direct Spirits – In order for Zaal to use Direct Spirits, of the models eligible to claim the soul token, Zaal must be the closest to the destroyed model.

Special Rules

Feat: Rage of Ancients

Ancestral spirits of the skorne become enraged watching their descendants be decimated, and Supreme Aptimus Zaal can invoke their intervention. His oculus blazes with blinding white light as shrieking spirits fly across the battlefield to lend unnatural strength and power to the survivors.

Zaal gains a number of ancestral rage tokens equal to the number of friendly Skorne warrior models that have been destroyed by enemy models since the start of the game. Zaal does not gain ancestral rage tokens for destroyed models that are returned to play. While in Zaal's control area, friendly Skorne models may spend ancestral rage tokens on Zaal to boost melee attack or melee damage rolls. At the end of the turn, discard unspent ancestral rage tokens.

Zaal

Ancestral Guidance - Friendly Skorne units in Zaal's control area may re-roll each failed command check once and may automatically receive an order at the start of their activation whether they have a leader or not. A unit may be issued any order that its original leader or officer could issue.

Direct Spirits - When a friendly living Skorne model is destroyed in Zaal's control area, its controller may give the soul token to any friendly Ancestral Guardian in Zaal's control area that does not already have 5 soul tokens whether or not it was the closest model eligible to claim the destroyed model's soul.

Extoller - An additional Ancestral Guardian may be fielded over normal Field Allowance if Zaal is included in the horde.

ZAAL						CMD 8
SPD	STR	MAT	RAT	DEF	ARM	
6	5	6	5	15	14	
SPIRIT EYE						
RNG	ROF	AOE	POW			
8	1	—	6			
STAFF OF AARAKIS						
SPECIAL		POW	P+S			
Multi		4	9			
FURY						7
DAMAGE						15
FIELD ALLOWANCE						C
VICTORY POINTS						5
POINT COST						71
BASE SIZE						SMALL

Ghost Sight - Zaal ignores intervening models, terrain, and cloud effects when determining LOS. Zaal ignores Camouflage, cloud effects, concealment, Invisibility, and Stealth when making attacks.

Spirit Rage - Friendly Ancestral Guardians in Zaal's control area may charge without spending soul tokens.

Spirit Eye

Annihilating Gaze - When a living model is hit by the Spirit Eye, add the target's current STR to the damage roll.

Spectral Attack - Zaal ignores cover, screening, and Stealth when making Spirit Eye attacks. Spirit Eye attacks may damage models only affected by magic attacks.

Staff of Aarakis

Reach - 2" melee range.

Spirit Crusher - When Zaal hits a warbeast with a Staff of Aarakis attack, fill in the warbeast's Spirit damage circles before rolling damage.

SPELL	COST	RNG	AOE	POW	UP	OFF
Awakened Spirit	3	6	-	-	X	

Target living friendly Skorne warbeast may use its animus once during its activation without being forced. A warbeast that uses its animus as a result of Awakened Spirit cannot also be forced to use its animus.

Hollow	2	6	-	-	X	

Target friendly living non-warcaster Skorne warrior model/unit gains Tough and Undead. Zaal gains a fury point when an affected model is destroyed. Whenever a Tough model suffers sufficient damage to be destroyed, the controlling player rolls a d6. On a 5 or 6, the model is knocked down instead of being destroyed. Models not destroyed are reduced to one wound. An Undead model is not a living model and never flees.

Last Stand	3	8	-	-	X	

Models in target friendly Skorne unit may double their STR before rolling damage for a melee attack. After a model doubles its STR it is destroyed and then removed from play immediately after the attack is resolved.

Spiritual Reckoning	3	8	3	13		X

A warbeast damaged by Spiritual Reckoning takes d3 damage points to its first available spirit damage circles. Mark this damage before applying damage.

Soul Burn	2	10	-	10		X

When rolling damage ignore spell effects that add to the target's ARM. Target model/unit damaged by Soul Burn must pass a command check or flee. A warbeast damaged by Soul Burn cannot be forced for one round.

Kovaas

Skorne Solo

KOVAAS					CMD 10
SPD	STR	MAT	RAT	DEF	ARM
6	0	8	3	13	14
DAMAGE					10
FIELD ALLOWANCE					0
VICTORY POINTS					0
BASE SIZE					MEDIUM

The appearance of such spirits has long been an accidental hazard, rare but sometimes inevitable when ancestral guardians risk themselves in war. A sacral stone's extreme durability usually means a defeated guardian falls to earth without incident. Extollers gather the crystallized stones after battle to rebuild the ancestral guardians. On those rare occasions when the controlling stone of an ancestral guardian shatters, a *kovass* rises to slaughter any living things caught in its path and consumes as fuel those spirits it previously saved from the Void.

SPECIAL RULES

Kovaas

Abomination - Models/units – friendly or enemy – within 3" of the Kovaas must pass a command check or flee.

Dessicator (★Attack) - Center a 4" AOE cloud effect on the Kovaas. When the AOE is put in play, the Kovaas makes a melee attack roll against every model in the AOE other than itself. Models hit suffer a POW 14 damage roll. While in the AOE, models other than the Kovaas suffer -2 to attack rolls. The AOE remains on the spot placed even if the Kovaas moves. The AOE remains in play for one round. The Kovaas does not need a target to make a Dessicator special attack.

Destruction Spawned - The Kovaas does not start the game in play. When a friendly Ancestral Guardian is destroyed by an enemy model in Zaal's control area, it may be replaced with a Kovaas. Only one friendly Kovaas can be in play at a time. If the Ancestral Guardian had soul tokens at the time it was destroyed, place these soul tokens on the Kovaas. Effects, spells, and animi on the destroyed Ancestral Guardian expire. If Zaal is destroyed or removed from play, the Kovaas is destroyed.

Incorporeal - While Incorporeal, the Kovaas ignores movement penalties from rough terrain and obstacles. It can move through obstructions and other models if it has enough movement to move completely past the obstruction or models' bases. A model may move through the Kovaas without effect if it has enough movement to move completely past the Kovaas' base. The Kovaas does not count as an intervening model. The Kovaas cannot engage models or be engaged. The Kovaas only suffers damage and effects from spells, magic attacks, and feats and is not affected by continuous effects. Continuous effects on the Kovaas expire during its controller's Maintenance Phase. The Kovaas cannot be charged, slammed, or pushed. Slammed and thrown models move through the Kovaas without effect. The Kovaas cannot charge. When the Kovaas makes an attack it loses the Incorporeal ability for one round.

Soul Eater - The Kovaas gains a soul token each time it destroys a living model. The Kovaas may spend a soul token to boost an attack or damage roll.

Spiritual Struggle - If the Kovaas is outside Zaal's control area during its controller's Control Phase, it is destroyed. If the Kovaas is in Zaal's control area during its controller's Control Phase, Zaal must make a command check. If the command check fails, the Kovaas is destroyed. Zaal may spend a fury point to re-roll a failed command check.

Undead - The Kovaas is not a living model and never flees.

No coincidence could explain the frequency with which the *kovass* manifest near Zaal, although no one has unearthed any proof of him intentionally mishandling sacral stones. By his unique lore and mastery of spirit, Zaal can control these *kovass* as other extollers cannot and direct the path of their vengeance. Only Zaal himself knows what happens to these spirits afterwards, but somehow he seems capable of doing the impossible: making them vanish with a howl of frustrated torment. Some have seen Zaal stagger and sway after the *kovaas* is gone, the only evidence that this process exhausts him. None have dared to voice an awareness of these moments of weakness after which the supreme aptimus' sworn protectors usher him to a place of security to recuperate.

Zaal's strange power over these spirits, whatever its nature, could stain the extoller caste if discovered. Several times in skorne history *kovass* spirits have caused tremendous destruction. Every skorne knows these legends. The most famous was the lesson of Lord Tyrant Norvaak, the supreme aptimus of House Bashek, who unleashed three *kovass* in Halaak over two thousand years ago. They nearly annihilated the capital and killed untold thousands. Zaal knows Norvaak to have been an ignorant fool and pays such ancient tales no mind. Any who would openly compare Zaal to that witless ancient would suffer a lingering and excruciating death.

Zaal's peers scrutinized his actions in Halaak, and he could never have conducted his current experiments in proper secrecy there. In the vast west, however, he can operate without interference. The Conqueror sees *kovass* as just another weapon in his arsenal and has encouraged Zaal indirectly.

With his own subservient and utterly loyal cohort, Zaal hopes to expand his lore and put into practice theories he had previously held in check. He has the support and cooperation of a number of mortitheurges, including Lord Tyrant Hexeris. The archdomina, focused on plans of conquest, is only peripherally aware of their actions and mindful of the mystics only should they prove slow to obey. This is precisely how Zaal intends matters to remain.

All recognize the supreme aptimus as a force to be reckoned with in combat. He eagerly embraces any opportunity to join battle. His oculus allows him to pierce any deception and view the very essence of both allies and enemies as ephemeral strands of smoke-like light shining through all lesser matter. With a thought he can seize these spiritual strands to manipulate them as

he wills. It takes but a moment to capture the gossamer tendrils of souls from a distance and rend their life force to tatters. Zaal can fill his own soldiers' spirits with a quick-burning pyre of energy that grants tremendous strength and exertion at the cost of their lives. He can even pull the strands of spirit away from the flesh to stop the hearts of his soldiers, allowing them to fight on as cold and impervious as the dead. Ancestral guardians and a powerful contingent of Immortals march with his soldiers.

Any who question Zaal or show the slightest signs of betrayal die at once, their intentions plainly visible to his all-seeing oculus. In the final analysis, only victory matters, whether on Makeda's map of conquest or in the plans of the Conqueror.

Tactical Tip

Charge – The Kovass cannot charge since it does not have a melee weapon.

Spiritual Struggle – This command check may be repeatedly re-rolled until Zaal runs out of fury points.

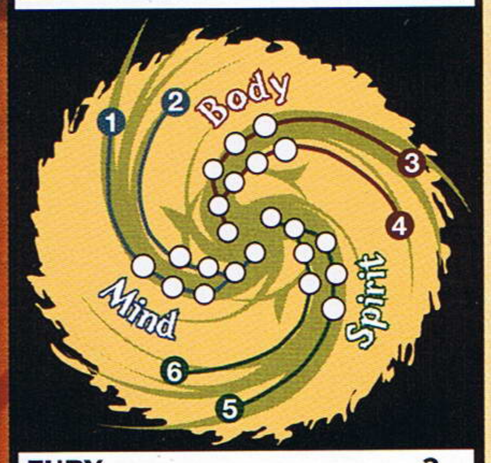
Cyclops Brute

Skorne Light Warbeast

CYCLOPS BRUTE	CMD 6				
SPD	STR	MAT	RAT	DEF	ARM
6	8	5	3	13	17 / 19

LFT	SHEILD		
	SPECIAL	POW	P+S
	—	0	8

RT	HALBERD		
	SPECIAL	POW	P+S
	Multi	5	13



FURY	3
THRESHOLD	9
FIELD ALLOWANCE	U
VICTORY POINTS	2
POINT COST	67
BASE SIZE	MEDIUM

SPECIAL RULES

Cyclops Brute

Intuition - After an enemy model hits the Cyclops Brute with an attack, the Cyclops Brute's controller may immediately give the Brute one fury point to cause the enemy model's controller to reroll the attack roll.

Halberd

Reach - 2" melee range.

Set Defense - The Cyclops Brute gains +2 DEF against charge and slam attacks originating from its front arc.

Killing one of those blasted things is an exercise in futility; tough as shoe leather, anticipates your every move, and armored every inch from toe tip to eyeball.

—Grissel Bloodsong

ANIMUS	COST	RNG	AOE	POW	UP	OFF
Safeguard	1	6	–	–		

Target friendly Skorne warlock or warbeast gains Safeguard for one round. When an enemy model hits an affected warlock with an attack, the warlock may spend one fury point to cause the attacking model's controller to reroll the attack roll. When an enemy model hits an affected warbeast with an attack, the warbeast's controller may immediately give the warbeast one fury point to cause the enemy model's controller to reroll the attack roll. Safeguard can only be used once per attacker.

Among the beasts brought to war from eastern Immoren, the skorne rely upon the cyclopes in the greatest number and diversity. These beasts march alongside the soldiers in large numbers to support the advancing lines. Cyclops brutes hold up the flanks of formations or stand vigil to protect the tyrants who control the rank and file with an iron will. The crude but undeniable cunning of these cyclopes makes them singularly responsive to training. They become particularly tenacious and difficult to overcome once outfitted with wide shields and encased in overlapping plates of skorne-forged armor.

While all cyclops receive similar conditioning, treated to an upbringing of pain and discipline, paingivers beast handlers select certain creatures for distinct roles based on temperament. The extremely aggressive become the more common savages, utilized in battle as part of the forward attack. Those brooding cyclopes more reactive to threats become brutes and enter battle methodically mimicking the disciplined march of the highly trained skorne soldiers alongside whom they fight. Equipped with a heavy polearm and taught to fight with shield interposed, brutes can protect themselves from all but the most fearsome blows and retaliate in kind. The unique vision of the cyclops serves them well in this capacity by focusing more on evading blows than delivering them. A brute can see an incoming attack well before it happens and shift his shield and stance to deflect it entirely. This uncanny precognition gives the brutes tremendous longevity and they suffer considerably fewer losses than their more aggressive counterparts.

Tactical Tip

Intuition – Remember, the Brute cannot have more fury points than its current FURY stat, so if it has a number of points equal to its FURY, it cannot use Intuition.

Rhinodon

Skorne Heavy Warbeast

ANIMUS	COST	RNG	AOE	POW	UP	OFF
Amuck	2	6	–	–		

Target friendly Skorne model may make one additional special attack at anytime during its activation this turn, including before making a charge attack. The affected model cannot interrupt its movement to make this attack. The special attack cannot be a power attack. Amuck expires at the end of this turn.

I've never seen such carnage. It swept through, obliterated everything in its path, and threw bodies in every direction.

—Professor Pendrake

Among the more formidable creatures that the skorne attempt to subdue from the fringes of their empire, rhinodons roam the unpredictable vistas of the eastern Trembling Waste. The rhinodon appears as some creature from the forgotten past, a survivor of the devastation that rocked eastern Immoren thousands of years ago, and rivals the titan in size. A rhinodon boasts tremendous natural weaponry, from the brutal horn on the ridge of its nose that punches through any armor, to the hardened bony mass at the end of its tail capable of shattering stone, to the thickened hide and toughened protrusions on its back which stop the strongest blows. In the wild the rhinodon commonly fends off entire packs of small, fierce predators who seek to surround it and tear it down with numbers. A single great sweep of its crushing tail knocks all such attackers flying, breaks their bodies, and sends the survivors limping feebly away.

Skorne house armies have traditionally favored the more intelligent titans over rhinodons, particularly in the crowded regions of cities like Halaak. Rhinodons do not respond well to the harnesses and hooked barbs the paingivers find useful on other beasts, which makes taming them slow and expensive. They are controlled only by whip, lash, and verbal command and often slay a large number of incidental targets when unleashed. They have also been known to shatter buildings and walls, leaving costly destruction in their wake, which makes them less appealing for inter-house fighting. For the Army of the Western Reaches, whose battles often take place in more open areas and against enemy fortifications, all of these drawbacks become assets.

RHINODON CMD 6

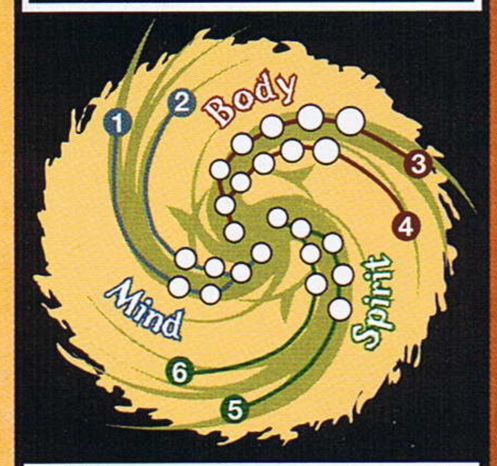
SPD	STR	MAT	RAT	DEF	ARM
5	10	5	3	11	18/20

HD	HORN	SPECIAL	POW	P+S
		Multi	5	15

LFT	CLAW	SPECIAL	POW	P+S
		–	3	13

RT	CLAW	SPECIAL	POW	P+S
		–	3	13

–	CLUBBED TAIL	SPECIAL	POW	P+S
		Multi	6	16



FURY	4
THRESHOLD	10
FIELD ALLOWANCE	U
VICTORY POINTS	3
POINT COST	104
BASE SIZE	LARGE

Special Rules

Rhinodon

Soft Underbelly - The Rhinodon has ARM 18 except against damage originating in its back arc. The Rhinodon has ARM 20 against damage originating in its back arc.

Horn

Critical Armor Piercing - On a critical hit, a model with a medium-sized or larger base has its ARM stat halved when calculating damage from the Horn. Effects that further modify ARM are not reduced. Against a small-based model, the Horn gains +2 POW.

Gore - The Horn can only be used to make charge attacks.

Clubbed Tail

Circular Strike (★Attack) - The Rhinodon may make one melee attack with its Clubbed Tail against every model within melee range. Completely resolve each attack individually and apply the targets' special rules immediately as each attack is resolved. When performing a Circular Strike, the Rhinodon's front arc extends 360°. A model is ineligible to be hit if it has a special rule preventing it from being targeted or if the attacker's line of sight is completely blocked by terrain.

Reach - 2" melee range.

Rear Attack - When making Clubbed Tail attacks, the Rhinodon's front arc extends 360°.

Trip (★Attack) - If the attack succeeds, target model is knocked down. This attack inflicts no damage.

Wrong End - The Clubbed Tail cannot be used to make charge attacks.

Bronzeback Titan

Skorne Heavy Alpha Warbeast

Animus	Cost	Rng	AOE	Pow	Up	Off
Rampage	3	6	–	–		–

Target friendly Skorne warbeast must slam during its activation this turn without being forced. After moving the slammed model, but before damage is dealt, the affected model may move up to the distance the slammed model was moved directly toward the slammed model.

No beast handler can call himself 'master' until he has gone to the tall grasses, evaded the tusks of a bronzeback, and returned with such a beast in tow.

—Master Tormenter Jaalkada, attached as beast handler to House Balaash

Paingiver beast handlers regularly face dangers when taming and breaking deadly creatures that would make lesser skorne tremble. Yet even scarred veterans among this caste speak of the titan bronzeback with respect and awe. Such powerful beasts cannot arise in captivity, and only beast handlers willing to endure great peril can capture bronzebacks in the wild. Their subjugation requires tremendous skill, and many who cannot rise to this challenge bleed their lives out, shattered and broken, among the grasses. A single bronzeback

commands a tremendous price, for every year at least ten beast handlers die for each one of these creatures captured. In the battles between skorne houses a single bronzeback can guarantee victory by goading allied titans to renewed ferocity using ancient instincts too powerful and primal to deny.

Though reduced in number by skorne enslavement, great herds of wild titans still dominate the vast eastern savannas. While mostly passive and peaceful creatures unless threatened, the strongest and eldest males of a herd sometimes undergo the remarkable transformation to bronzeback. They feast to increase their mass, their muscles strain under thickening hide as their forearms lengthen and expand, and an extra pair of tusks sprouts below the sweep of the original curved ones. The skin on their back thickens and dries in a strip, turning pale and bronze, and a crest of thick fur grows along the spine as a visible sign that here stands a king among titans. Fierce and territorial, bronzebacks undertake brutal displays of dominance among their peers, driving away mature males with tusk and fist to create a herd of females to follow the bronzeback and bear his offspring. The sight of two bronzebacks clashing has prompted wild stampedes that flatten everything in their path.

The skorne have attempted for centuries to prompt this transformation among captive titans, yet the process of conditioning and torment that allows such great control over the creatures also forces them into a permanent immaturity. The singular majesty and ferocity of the bronzeback can only arise among wild, unfettered titans. A captured bronzeback, not raised under the whip and taught since youth to heed those who wear the beast handler mask, is therefore never fully tamed, and the skorne must watch them closely at all times before battle. A bronzeback's roar immediately quickens the blood of all nearby titans, and the sight of its full potency unleashed in a rage-filled frenzy has prompted more than one stampede. The beast handlers and tyrants consider this an acceptable risk to have such tremendous creatures fighting at their behest.

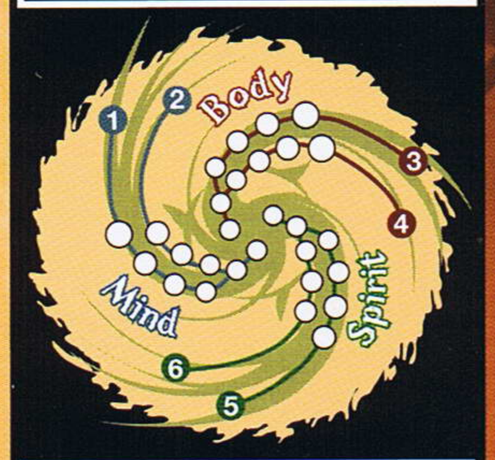
Tactical Tip

Stampede – If the warbeast frenzies due to Stampede, do not make another threshold check for it during its controller's Control Phase because the warbeast has already activated this turn.

BRONZEBACK TITAN CMD 6

SPD	STR	MAT	RAT	DEF	ARM
4	13	6	3	11	19

		SPECIAL	POW	P+S
HD	TUSKS	—	3	16
LFT	WAR GAUNTLET	Claw	4	17
RT	WAR GAUNTLET	Claw	4	17



FURY	5
THRESHOLD	9
FIELD ALLOWANCE	2
VICTORY POINTS	3
POINT COST	121
BASE SIZE	LARGE

SPECIAL RULES

Bronzeback Titan

Bull-Headed - When the Bronzeback Titan frenzies, if it would normally charge a model, it slams that model instead. If the Bronzeback Titan cannot slam that model, it frenzies normally.

Herd Patriarch - Friendly non-Bronzeback titans that are within a number of inches of the Bronzeback Titan equal to its current CMD benefit from Herd Patriarch. An affected model gains +2 to melee attack rolls, +1 THR, and when it frenzies it never selects a friendly titan to attack. If it begins its activation with the Bronzeback Titan in LOS, it gains +2" of movement if it advances or runs.

Massive Tusks - The Bronzeback Titan gains +3 to slam damage rolls.

Rancorous - If a friendly titan is destroyed within the Bronzeback Titan's LOS, the Bronzeback Titan gains an additional die on melee damage rolls for one round and must make a threshold check during its controller's next Maintenance Phase. If the check fails, the Bronzeback Titan frenzies.

Stampede - When the Bronzeback Titan frenzies, friendly Titans within a number of inches of it equal to the Bronzeback Titan's current CMD that have not activated this turn must immediately make a threshold check. If a Titan fails the check, it immediately frenzies.

War Gauntlets

Claw - The Bronzeback Titan's War Gauntlets have the abilities of Claws.

Immortals

Skorne Unit

DAKAR					CMD 10
SPD	STR	MAT	RAT	DEF	ARM
4	7	7	3	12	16
WARRIOR					**CMD 10**
SPD	STR	MAT	RAT	DEF	ARM
4	7	6	3	12	16

GREAT SWORD		
SPECIAL	POW	P+S
Reach	6	13

FIELD ALLOWANCE	2
VICTORY POINTS	2
LEADER AND 5 TROOPS	70
UP TO 4 ADDITIONAL TROOPS	11ea
BASE SIZE	SMALL

With the unceasing vigil of the exalted, we can suffer no lasting defeat. Our supremacy is inevitable.

—Supreme Aptimus Zaal
to his gathered extollers

For the honored and privileged among the skorne, glorious death in battle does not end their service. Those rescued from the Void by the ancestral guardians become revered companions. Their sacral stones extracted by extollers after battle, these spirits begin a new phase of martial service with a new shape and purpose. They receive bodies carved from stone and hardened clay, take up weapons heavier than any mortal could swing, and go forth to fight again as Immortals. Immortals die a hundred deaths only to have a new body crafted each time and rise again to stand alongside the living and wage war eternal.

Many skorne have fallen in the advance on the west, more even than anticipated in the early battles of the conquest. Unexpected enemies have arisen to oppose skorne domination, and the skorne have fearlessly given their lives to gain every inch of barren soil. The great ancestors honored the Army of the Western Reaches with many ancestral guardians to accompany the soldiers, a sign of the importance of their cause, and these grim sentinels have collected many warrior souls. The cost and time spent fabricating new bodies for these sacral stones is trivial next to their impact in battle, especially when fighting alongside the ancestral guardians who chose them as honored companions. The living, reminded that they too will have the chance to avoid utter destruction should they fall, find courage in the silently marching ranks of Immortals. Skorne soldiers without hope of true exaltation aspire to join the Immortals and thereby cheat death itself.

Special Rules

Dakar
Leader

Unit
Final Strike - When a non-stationary Immortal is destroyed by an enemy attack, it may immediately make a melee attack before leaving play.

Resonance - When one or more friendly Ancestral Guardians use Spirit Driven within 10" of a model in this unit, this unit gains +4" of movement this turn. When one or more friendly Ancestral Guardians charge and/or spend one or more soul tokens for extra attacks within 10" of a model in this unit, the models in this unit gain one additional attack this turn.

Spirit Vessel - Immortals are not living models and never flee.

Tough - When an Immortal suffers sufficient damage to be destroyed, its controller rolls a d6. On a 5 or 6, the Immortal is knocked down instead of being destroyed.

Great Sword
Reach - 2" melee range.

Wraith Bane - Immortal attacks may damage models only affected by magic attacks.

Praetorian Ferox

Skorne Cavalry Unit

The Praetorian Ferox rely on the tremendous speed and agility of their mounts to deliver singular killing power to crucial points and serve as a formidable forward strike force. Ferox leap forward with fierce grace toward any exposed enemy flank, or close fearlessly against the front line. While capable of using raw strength to power straight through infantry, these desert predators can also leap clear of intervening forces braced to receive their attack. Once through the line, the Ferox whirl about to cut the enemy down from the rear. Both rider and steed are equally deadly, one fighting with a wicked cavalry spear, the other boasting great fangs capable of penetrating the thickest plate or hide.

The ferox have long preyed on the *belek*, *korbesh*, and *kopaar* herds maintained by outlying groups of nomadic skorne. The skorne learned to respect the cunning and physical prowess of these cat-like beasts. Paingivers first tamed ferox long ago, but the beast handlers have considered it vital to preserve the feral savagery of the breed. Archdomina Makeda has ordered her handlers to capture and train an increasing number of ferox for use as cavalry. Those specially trained Praetorians who ride and command these animals possess a singular courage and many scars from the periodic, near-fatal outbursts of temper from their mounts. The relationship between ferox and rider is not one of affection or a bond such as seen with western riders and tamed horses. Rather it is the wary respect between by two skilled killers.

Your advance will be irresistible if you strike the hardest blow at your enemy's weak points. Once the enemy is incapable of pursuit, withdraw and strike again.

—From the journals of Voskune

PRIMUS					CMD 9
SPD	STR	MAT	RAT	DEF	ARM
8	7	7	4	13	17
PRAETOR					**CMD 7**
SPD	STR	MAT	RAT	DEF	ARM
8	7	6	4	13	17

CAVALRY SPEAR		
SPECIAL	POW	P+S
Multi	6	13

BITE		
SPECIAL	POW	P+S
Ferox	12	—

MOUNT		
SPECIAL	POW	P+S
—	10	—

PRIMUS' DAMAGE	10
PRAETOR'S DAMAGE	8
FIELD ALLOWANCE	1
VICTORY POINTS	3
LEADER AND 2 TROOPS	81
UP TO 2 ADDITIONAL TROOPS	25ea
BASE SIZE	LARGE

SPECIAL RULES

Primus

Leader

Spring (Order) - Every Praetorian Ferox who received this order must advance this activation. Before advancing, models that received this order may Jump. A Praetorian Ferox who received this order cannot use Jump after advancing.

Unit

Grace - A Praetorian Ferox cannot be knocked down.

Jump - After advancing but before performing an action, a Praetorian Ferox may move up to 5". During this movement, the Praetorian Ferox may move over other models if it has enough movement to move completely past the models' bases, cannot be targeted by free strikes, and ignores rough terrain, obstacles, and other movement penalties and effects. The Praetorian Ferox may perform its action normally after this movement. Any effects that prevent charging also prevent Jump.

Bite

Ferox - The Bite attack cannot be used to make charge attacks. Do not add the Praetorian Ferox's STR to the POW of the Bite attack.

Cavalry Spear

Brutal Charge - A Praetorian Ferox gains +2 to Cavalry Spear charge attack damage rolls.

Reach - 2" melee range.

Praetorian Karax

Skorne Unit

DAKAR						CMD 8
SPD	STR	MAT	RAT	DEF	ARM	
6	6	6	4	12	15	
PRAETOR						**CMD 6**
SPD	STR	MAT	RAT	DEF	ARM	
6	6	5	4	12	15	

PIKE		
SPECIAL	POW	P+S
Multi	4	10

FIELD ALLOWANCE	2
VICTORY POINTS	2
LEADER AND 5 TROOPS	59
UP TO 4 ADDITIONAL TROOPS	9ea
BASE SIZE	SMALL

We hurled ourselves against them with all we had, but it was like striking an impenetrable wall of flesh and iron.

—Niels Creekston, Sword Knight of the Caspian "Ready Blades"

Among the Praetorians who form the backbone of the Army of the Western Reaches are the proud Karax. These shield-bearers, noted for their imposing phalanxes, train extensively in formation fighting tactics. They train to impale closing enemies while locked shield-to-shield and sweeping aside all incoming blows. At a single command from their dakar a unit of Karax forms an even more tightly overlapping formation called *xenkas* to protect the Karax from explosive blasts. Shrapnel and fire wash harmlessly over the shields and leave the bearers intact. At another command they drop instantly to their knees, shields forward and heads down to allow Venators behind them to unleash a deadly volley, then arise immediately to return to formation. It is standard for the army to march swordsmen behind the Karax line, for they may advance resolutely into the face of even of the most earth-shuddering artillery barrage.

House Kalvat fielded the first assemblage of Praetorian Karax during the ancient War of the Exalted when that house opposed the claims of Dominar Helzar. Vital to Helzar's strategy was an imposing array of catapults hurling incendiary projectiles deep into the enemy ranks. In a key battle of this war, a great assembled force of Karax advanced against this battery. With shields raised they endured blasts that would have annihilated any other force. The Karax won the day, and their martial tradition has carried on. Some skorne believe advancement to the highest ranks is more difficult for the Karax, as the grueling unit training removes all trace of individual initiative, but none dispute their remarkable ability to advance unharmed in an unbroken line as chaos erupts around them.

Special Rules

Dakar

Leader

Shield Wall (Order) - Every Praetorian Karax in this unit who received the order and is in tight formation with the Dakar at the end of the unit's movement gains +4 ARM. If the Dakar is no longer on the table, the largest tight formation group forms the shield wall. If there is more than one group with the largest number of troopers, the unit's controller decides which group forms the shield wall. A trooper that did not receive the order cannot join the shield wall. This bonus does not apply to damage originating in the model's back arc. Models that do not end their movement in tight formation do not benefit from the shield wall. This bonus lasts for one round.

Unit

Barrier - AOEs cannot deviate through a model in this unit. Instead, the point of impact is centered at the point it contacts the model.

Combined Melee Attack - Instead of making melee attacks separately, two or more Karax in melee range of the same target may combine their attacks. In order to participate in a combined melee attack, a Karax must be able to declare a melee attack against the intended target. The Karax with the highest MAT in the attacking group makes one melee attack roll for the group and gains +1 to the attack and damage rolls for each Karax, including himself, participating in the attack.

Girded - Models in this unit do not suffer blast damage. Friendly models in base-to-base contact with a model in this unit do not suffer blast damage.

Kneel - Friendly Skorne models can ignore models in this unit when determining LOS.

Ranked Attack - Each Praetorian Karax may make melee attacks through intervening models from its own unit.

Pike

Reach - 2" melee range.

Set Defense - A Praetorian Karax gains +2 DEF against charge and slam attacks originating from his front arc.

Venator Catapult Crew

Skorne Unit

GUNNER					CMD 7
SPD	STR	MAT	RAT	DEF	ARM
1	5	6	5	13	13
CREWMAN					CMD 7
SPD	STR	MAT	RAT	DEF	ARM
5	5	6	5	13	13

CATAPULT			
RNG	ROF	AOE	POW
16	1	4	14

SWORD		
SPECIAL	POW	P+S
—	3	8

FIELD ALLOWANCE	2
VICTORY POINTS	1
GUNNER AND 2 CREWMEN	32
GUNNER BASE SIZE	LARGE
CREWMEN BASE SIZE	SMALL

While the skorne have embraced cannons, they value catapults in a different role. Less siege engines and more tools to slaughter massed ranks of infantry, skorne have deployed catapults alongside house armies for centuries and consider them vital to any extended campaign. Such weapons can be constructed when far afield and away from the centers of skorne industry, even assembled in the midst of battle, from gathered lumber. The crew cranks the firing arm back on its tightly twisted ropes to provide enormous torque and launches the projectile attached to its sling great distances.

The preferred projectile is a heavy ball packed with explosives and steel shards. It creates an earth-shaking explosion that sprays deadly fragments through the surrounding area. The catapult offers certain advantages over direct fire cannons by lobbing projectiles high into the air to descend past intervening obstacles and explode in the midst of the enemy. Manning such catapults falls to the lower fighting castes, as it is essential not to tie up front line soldiers. Warlords task Venators with supervising the construction and deployment of these weapons. While originally intended to bring destruction onto the heads of clustered groups, the shard-filled explosive has proven devastating to both warjacks and warbeasts caught in the blasts.

Topping the rise to look down the Greybranch Gap we saw nothing but corpses amid blackened craters littering the sand from one side to the other.

—Brue Westrone, Sheriff of Ternon Crag

Andrea Uderzo

Special Rules

Crewman

Targeting (★Action) - The Gunner gains a cumulative +1 RAT for one round. The Crewman must be in base-to-base contact with the Gunner and not be engaged to use Targeting.

Unit

Weapon Crew - The Venator Catapult Crew is made up of a Gunner and 2 Crewmen. The Gunner is mounted on a large base with the Catapult. A weapon crew cannot run or charge. The Gunner gains +2" of movement per Crewman with which he begins activation in base-to-base contact. When the Gunner is destroyed or removed from play, a Crewman within 1" can take the destroyed Gunner's place immediately and become the new Gunner. Remove the crewman from the table instead of the Gunner. Any effects, spells, or animi on the damaged Gunner expire. Any effects, spells, or animi on the removed Crewman are applied to the new Gunner.

Catapult

Arcing Fire - When attacking with the Catapult, the Gunner may ignore intervening models except those that would normally screen the target.

Inaccurate - The Gunner suffers –4 to his attack rolls with the Catapult.

Light Artillery - The Catapult cannot be used to make ranged attacks if the Gunner moves. The Gunner does not receive an aiming bonus for forfeiting movement.

Minimum Range [6"] - Attacks made with the Catapult cannot target a model within 6".

Shard - Add +2 to damage rolls against medium-based models and add +4 to damage rolls against large-based models.

Praetorian Officer & Standard Bearer

Skorne Praetorian Swordsman Unit Attachment

PRIMUS					CMD 9
SPD	STR	MAT	RAT	DEF	ARM
6	6	8	4	13	14
STANDARD BEARER					CMD 6
SPD	STR	MAT	RAT	DEF	ARM
6	6	6	4	13	14

SWORD			
	SPECIAL	POW	P+S
	Combo	3	9

SWORD			
	SPECIAL	POW	P+S
	Combo	3	9

PRIMUS' DAMAGE	5
FIELD ALLOWANCE	1
VICTORY POINTS	+1
POINT COST	31
BASE SIZE	SMALL

We will inflict such a toll on the enemy that our ancestors will welcome us! None of you may die until at least three have fallen to your blades!

—Primus Geltaar of House Malalk

An unprecedented number of Praetorians, more than have ever given fealty to a single leader in all of skorne history, have gathered under the banner of the Army of the Western Reaches. Every day hundreds of the best swordsmen from their houses gather into cohorts at the Abyssal Fortress and march in a continual line across the wasteland to join their peers in the bloodshed of the west. They live the *hoksune* code, and by its philosophy they know their trials never end. They continually push themselves to new heights of skill, stamina, and endurance. Those who stand out from their peers, survive numerous battles while others die, and prove an ability to command as well as to obey become dakar. Rising above that rank requires something more: proven loyalty, the respect that comes from birth to a powerful house, and tremendous intelligence and aptitude for command. Only these few, the warrior-elite of the skorne, can earn promotion to primus.

These Praetorian officers are rightfully arrogant. They hold themselves in an elite company and command many subordinates on the field of battle. By example, the primus leads his men forward to victory, knowing no losses are too great should they triumph. He directs his men in advanced tactics to cut down any enemy that closes with them. He leads them in devastating attacks that take full advantage of each individual Praetorian's skill. Tyrants rely heavily upon these chosen lieutenants to execute orders and keep order among the ranks. The discipline displayed by Praetorians advancing in flawless formation, each soldier marching in perfect harmony, is a sight both terrible and awe-inspiring.

Special Rules

Primus

Officer - The Primus is the unit leader.

Penetrating Strike - After a successful attack against a warjack or warbeast, a Praetorian may automatically inflict one damage point instead of making a damage roll.

Ready Stance (Order) - Every Praetorian Swordsman who receives this order gains Ready Stance and must forfeit his action. When an enemy model moves into and ends its normal movement within an affected model's melee range, the affected model may immediately make one normal melee attack targeting the enemy model. Ready Stance lasts for one round.

Tactics: Follow Through - Models in this unit gain Follow Through. When a model with Follow Through destroys an enemy model with a melee attack during its activation, it may immediately move up to 2".

Standard Bearer

Perfect Strike - Once per game during the unit's activation, the Standard Bearer may use Perfect Strike. During this activation, when making melee attacks against a warrior model, models in this unit may inflict one damage point instead of making a damage roll.

Unit Standard

Swords
(Primus Only)

Combo Stike (★Attack) - A Praetorian Swordsman can make Sword attacks separately, or he may make a special attack to strike with both Swords simultaneously. Make one attack roll for the Combo Strike. Add the Praetorian Swordsman's STR once and the POW of both Swords to the damage roll.

Tactical Tip

Tactics: Follow Through – A model in this unit cannot move out of formation due to Follow Through.

Agonizer

Skorne Solo

Each agonizer is a living embodiment of pain and suffering that manifests its misery as an aura afflicting those around it. Few realize, when seeing its emaciated form, that an agonizer is actually an infant titan. Handlers select some calves at birth and submit them to horrible procedures designed to refine suffering into a tangible force. Each of these starving creatures has skin stretched taut across its bones, riddled with hooked implements, and impaled with barbed rods.

Few better examples exist of the enormous cultural divide between west and east than these pitiful creatures. Even hardened criminals and blood-soaked war veterans have difficulty looking upon an agonizer and considering the unfathomable cruelty behind its genesis. To the skorne, agonizers are simply another weapon in their arsenal discovered after considerable labors related to titan breeding projects. A certain chymical mixture developed to greatly increase the fertility of captive titan cows gave rise to multiple unhealthy but viable young. While at first dismissed as too weak and sickly for combat, paingivers and mortitheurges experimented further by subjecting these offspring to a very exacting regimen of surgery and torment. The results proved worthwhile. Now a number of titan cows are set aside from each captured herd to breed young destined to become agonizers. Fortunately, few of these pathetic creatures survive even a single battle, and death comes as sweet relief after the continual torment they endure.

Its agony leaves our enemies vulnerable. Do not fear to sacrifice them early; not only does it bring their misery to an end but it is a simple matter to make more.

—Lord Tyrant Hexeris

AGONIZER	CMD 6
SPD	5
STR	7
MAT	3
RAT	1
DEF	12
ARM	16
DAMAGE	10
FIELD ALLOWANCE	1
VICTORY POINTS	1
POINT COST	30
BASE SIZE	SMALL

SPECIAL RULES

Agonizer

Fearless - An Agonizer never flees.

Fury Bank - A friendly Skorne warlock may place fury points on an Agonizer in his control area during his activation. An Agonizer may have up to 5 fury points at any time. While an Agonizer is within a friendly Skorne warlock's control area, that warlock may leach fury from the Agonizer during its controller's Control Phase.

Agonies

An Agonizer may spend one fury point at any time during its activation to use one of the following Agony effects. An Agonizer cannot use more than one Agony per activation. Enemy models suffer the effects of the Agony while within 4" of the Agonizer +1" per fury point on it. Agony effects last for one round.

- **Gnawing Pain** - Affected enemy warbeasts roll one less die on their damage rolls.
- **The Maddening** - An affected enemy warbeast must make a threshold check during its controller's Maintenance Phase. If the check fails, the warbeast immediately frenzies.
- **Spiritual Affliction** - Affected enemy warbeasts cannot be forced to use their animi. Enemy warlocks must spend two additional fury points to cast an affected warbeast's animus. Warjacks affected by this Agony cannot channel spells or be allocated focus.

Andrea Uderzo

Tactical Tip

The Maddening – If the warbeast frenzies due to The Maddening, do not make another threshold check for it during its controller's Control Phase because the warbeast has already activated this turn.

SKORNE

Tyrant Xerxis
Warlock

Supreme Aptimus Zaal
Warlock

Cyclops Brute
Light Warbeast

Bronzeback Titan
Heavy Alpha Warbeast

Praetorian Ferox
Cavalry Unit

Praetorian Officer & Standard Bearer
Praetorian Swordsman Unit Attachment

Agonizer
Solo

Kovaas
Solo

Immortals
Unit

Painting Models

Skorne Armor & House Banners

Skorne Armor

Step 1

Prime the miniature in black. Base coat all gold areas with Rhulic Gold. Use multiple thin coats so the gold paint does not glob.

Step 4

Make a mix of 3 parts Sanguine Base, 1 part Thamar Black and 1 part water. Outline the edges between the "filigree" and and gold trim to emphasize the separation between the two.

Paints Used

- Rhulic Gold
- Khador Red
- Red Ink
- Blue Ink
- Sanguine Base
- Thamar Black

Banner Symbols

House Balaash

House Kurshon | House Kophar | House Lortax | House Kalpalaas

Steps to paint this banner appear on the following page. You can customize your banner by using the symbols on this page.

Paints Used

- Skorne Red
- Rucksack Tan
- Ember Orange
- Menoth White Highlight

Army/Cohort

This is the first symbol on any banner, and is black on a gold field. House Balaash is usually represented here. House symbols for Lord Tyrants may appear in this category.

Subordinate Houses/ Lesser Cohort

These appear as the second symbol on any banner, (although major houses may appear on the top) due to their houses' position in the Skorne hierarchy. These are gold on a red field.

Maniples

These symbols are third on a banner and are black on a red field.

Units

Symbols from this group appears last on a banner, and are also shown as black on a red field.

Step 2

Liberally apply over all "filigree" areas a wash made of 1 part Khador Red Base, 1 part Red Ink, 1 part matte medium and 2 parts water. Use a thin mix; the gold base coat should still show through.

Step 3

Make a wash of 2 parts Red Ink, 1 part Blue Ink, 1 part matte medium and 2 parts water. Carefully apply this around the deep edges where you would find natural shadows.

Painter's Note

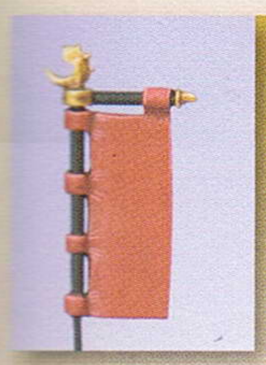
The inclusion of matte medium in a wash helps redue the amount of banding (telltale bathtub rings) that typically occurs.

Step 5

Touch up the gold trim to cover any mistakes.

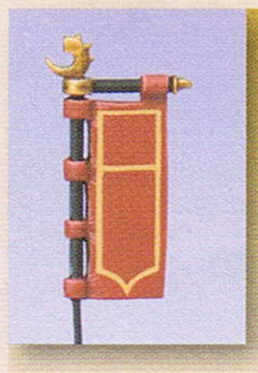
Follow Previous Steps

Painting Skorne Banners



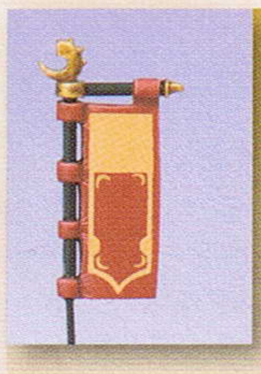
Step 1

Use Skorne Red as the base coat.



Step 2

Paint an equal mix of Rucksack Tan and Ember Orange on the banner to create the basic outlining shape of the banner design.



Step 3

Paint in the crescent moons, dimpled areas, and paint in the upper box with the same Rucksack Tan and Ember Orange mixture.

Step 4

Paint over the Ember Orange with Skorne Red to create the negative shapes needed. With freehand brushwork like this, you will often overlap painted areas for greater control of shape design.

Step 5

Paint in the designs. You can easily go over mistakes in the design with the underlying base color and sharpen the edges just like in step 4.

Step 6

To detail the banner further, highlight the design's edges by adding Menoth White Highlight to the colors used with the design.

Legion of Everblight

Andrea Uderzo

The Loneliness of Death

Blood from numerous wounds slicked her skin as Lylyth fled from her pursuers. Her heart raced in her chest as her mind reached out fruitlessly to dragonspawn that were not there. The only spawn she had brought lay dead, but her instinct automatically sought the power to knit her failing flesh. Deep lacerations scored her arms and torso, but it was the last deep thrust into her left thigh that she feared would prove fatal. Her pursuers would certainly finish the task if they could. She was faster than they, but they knew this area better, and the ringing in her head suggested her strength was waning.

Moving away from the central area of the mountainous ruins, she at last spotted a shallow crevice just past a narrow channel of swiftly flowing water that she knew would hide her trail. With great difficulty she swam up against the current and pulled herself out, soaked and trembling from blood loss, and squeezed past a boulder to wedge herself into the crevice. She fervently hoped she was truly invisible from an outside vantage.

Hours earlier, Lylyth had climbed to the top of the rise and took in the line of crumbled battlements and shattered walls. The dragon had not spoken in hours but remained at the back of her mind as a reassuring presence. Though far from the others, she could still feel the twins, the nearest of her peers, to the west.

Lylyth inspected the ancient ruin of the Castle of the Keys, its age evident from the crumbling edges of once massive and impressive battlements built of bricks and mortared stone. She proceeded cautiously to avoid the skorne soldiers who had recently moved into the region and established their own patrols. She slowly gauged their strength and numbers as she moved, her preternatural senses straining to spot potential sentries. She did not hunt the skorne, not today, which made them simply an inconvenience to avoid.

The immense ruins sprawled across several peaks. Everblight had no interest in the scattered chain of fallen watchtowers and smaller keeps of the outer perimeter, some little more than piles of shattered stone. Several of the more intact structures had served the skorne as foundations for building stronger fortresses.

"There!" The dragon's voice commanded in her mind and directed her attention to a vine growing along the cliff face. Darker than the other vines, almost black, she reached out and touched the plant's inward curled and unnaturally stiff leaves. Their edges were sharp enough to slice her skin. Thick, inward-curving thorns grew in profusion along the length of the vine. Where it touched other vines they had wilted. Without question, this particular vine was blighted.

"Confirmation enough?" She voiced the question in her mind.

"No." The dragon's reply came immediately, with the force of a rebuke. "Move deeper. Closer."

As she worked her way toward the more interesting series of ruined structures, she began to feel slightly peculiar. Though ordered not to reveal herself or her nature, she had indulged in bringing a single raek, endeavoring to remain stealthy.

Lylyth maneuvered behind what looked like the largest remaining nearby structure. She had seen no skorne in this area but she did not presume the inner ruin to be uninhabited. Even without skorne, there might be others more dangerous to her purposes; those affiliated with the *other*.

Something approached from the periphery. She spun, brought her bow to bear with arrow nocked in a single smooth motion, and fired. The arrow pierced the large cat's eye in mid-leap and it thudded to the ground, shuddering as it died. She recognized the creature, with disappointment, as nothing more sinister than a shorthaired mountain cat common to this region.

Upon closer inspection, however, the creature proved not entirely typical. Lifting its head she noted large patches of hair fallen away and replaced by overlapping scales. Pulling back its lips, she saw its gums sliced and bleeding as an extra set of teeth pushed through the flesh. It had extended and blackened claws on its forelegs. Though it lacked the signs of her master's touch, being a crude and random transformation rather than deliberately crafted evolution, this was clearly the blight of another, albeit inferior, dragon.

"Learn more. Narrow the location." In another flash of vision, Everblight made Lylyth aware that passages riddled the hillsides below these ruins. She could see interlocking tunnels, chambers leading downward, and somewhere a vast cavern.

Thinking back on it now, wedged into her hiding place and slowly bleeding from her wounds, Lylyth considered that the fatal mistake. She had come for confirmation

of another dragon and had found it, yet Everblight had demanded more despite being far from most of her spawn and unsupported in enemy territory. The dragon's thirst for more information had infected her mind, and she had been powerless to refuse the compulsion.

She reached out for Him now, but something felt wrong. He was there but preoccupied. She could feel Him moving away from her in some fashion she had never experienced before. He ignored her mental pleas. She could feel His mind disengaging from her even as He gave orders to others. She felt the slight awareness of Everblight speaking to the twins, to His Omen and Sigil, and sending them toward her but not to aid her. He knew she would die and had given up on her. He sent them to recover the only piece of her He truly valued, His athanc shard.

Lylyth clambered lower down the ridges toward where a stream disappeared straight into the rock face across the chasm, likely an underground tunnel. Nearby, to her left, the roaring waterfall from another waterway joined this flow. Her attention focused on a long series of ancient steps, lower in the ruins, leading up to the side of sheer, natural stone walls. The stair rose to a massive, entirely intact double-door clearly of recent construction.

This might have been a good and noble death.

At that moment they sprung their trap. The door opened and the forces of the *other* emerged with weapons in hand. Even as she raised her bow and pulled back its string her mind went to the best route of escape, and she gained an awareness of more defenders moving to surround her. The single raek at her side opened its mouth and crouched to spring, ready to kill for her. She let the first arrow fly and watched with satisfaction as it sunk deep into the side of the first figure emerging from the doorway and killed him instantly.

With a shock, she recognized her attacker's features as familiar. As more of them came from the doorway, she realized why. They were elves, yet they were not Nyss. They had darker skin, fairer hair, and features twisted in certain ways difficult to explain. They were Iosans wearing armor of an unfamiliar design and tunics decorated with an alien symbol, an inverted triangle in red within containing a flame. They bore clear indications of blight on their flesh in mottled patterns of scales and horns. She found the haphazard nature of its manifestations grotesque. The ones approaching her had a sword in one hand and a dagger in the other, but several moving around her held bows ready.

She engaged them with arrogant confidence inspired by her own skill and the awareness of the dragon. She killed several with swift shots of her bow even as they emerged. She sent her raek against them, and it plunged into battle with sadistic pleasure. The foe proved more skilled than she anticipated, however, and more numerous. With her enhanced awareness, she spotted several advancing from behind. She retreated before they could block her escape, firing as she went, but they quickly surrounded her raek. Countless small injuries, each individually insignificant, sliced the raek, and it began to slow from loss of blood.

She tumbled to the side to avoid several well-aimed arrows and made a break for a line of archers. They drew daggers and sliced at her. She evaded most of their thrusts. The swordsmen pursued her. Her route of escape narrowed and she felt the raek succumb at last to its wounds. The nearest bladesman made a cunning feint and sunk his sword deep into her left thigh. The bladed edges of Hellsinger opened his throat a second later. Bleeding profusely, she fled past her attackers with a last great surge of speed.

The trauma of Everblight's mind leaving her overwhelmed Lylyth, and she wept in her hiding place knowing He had left her for dead. She groped at the ground and her hand closed on a jagged rock. She ripped aside her armor and began to carve at her own chest to try to cut out the source of her pain, the athanc shard.

Memories she had locked away stirred. She remembered her father's corpse, hacked nearly beyond recognition by human trappers, and she felt again the rage that had prompted her to hunt the humans until at last succumbing to wounds that should have killed her. This might have been a good and noble death. There would have been no shame in bleeding out her last amid the dozens of human corpses she had slaughtered like beasts.

She tried to focus on the satisfaction of pulling the bowstring and sinking each feathered arrow into a victim like a note in a pleasing song. Unfortunately, other memories rose despite her attempt to avoid them. She remembered remorselessly hunting her own people and delighting in tracking them down. This had felt as natural as breathing, but now she felt horror at what she had become. She felt the angry eyes of her father's restless spirit upon her, sent to witness what she had wrought. She could imagine his words, "Why didn't you die?"

Lylyth removed the helmet and opened her own eyes to the world for the first time in far too long. She peered through the crack of the crevice to the sky above. The helmet tumbled from her fingers as she lost consciousness.

She could not tell how long she lay unconscious, but Lylyth opened her eyes to see a dark sky. She felt cold and knew death was near. She heard the sound of footsteps. Her pursuers had finally seen through her deception and were searching again more thoroughly. She could hear them speaking nearby in a familiar but not quite comprehensible language.

One of the voices cut off with a strange gurgle. She heard a wet sound, like a bucket of water thrown on paving stones, followed by a meaty thump. A single startled yell followed, along with the noise of drawn weapons, then several more low thuds as bodies hit the ground. At last hands reached out and pulled her from the crevice. Lylyth looked up to see the twins, each beautiful and deadly. She extended her hand to them and offered up the burning, bloody shard. "Here, take it."

Saeryn pulled her feathered hood back from her face. "Shh. Do not speak. Everything will be better soon. Stay still."

Saeryn touched Lylyth's face and spoke soothing, gentle words. Everblight's Omen stroked Lylyth's hair, her cheeks, her neck, and slowly her trembling settled. Saeryn's face came very close now, her eyes open and dark in the limited light, and Lylyth realized she had never before seen that face with her natural vision. "Look into my eyes," Saeryn said. "Stare into my eyes." Her voice soothed Lylyth. "I will not let you die."

Her eyes locked on Saeryn's and surprise replaced the sense of loss and grief. Lylyth did not see Saeryn take the shard from her numb fingers. With a sudden motion, the sorceress reached into the injury on the huntress' chest. Agony crashed into her numbness and shattered it like glass. Saeryn's bloody hand touched Lylyth's cheek again. "Come back to us." A brief, intolerable moment of excruciating pain passed before the world tilted and Lylyth's eyes rolled back. She could feel the athanc shard return.

Saeryn's voice came. "Focus on us. Feel Him return. This is as it should be. We are all here with you. Come back. Force your flesh to obey." Lylyth felt a teraph the twins had brought with them and pulled on its strength to heal her own flesh.

She felt the angry eyes of her father's restless spirit upon her, sent to witness what she had wrought. She could imagine his words, "Why didn't you die?"

With the restoration of the athanc came also a sudden flood of the dragon's thoughts. They enveloped her once again in His locked embrace as if nothing that had happened before mattered. Her injuries sealed themselves, although she remained weak from loss of blood. She found Thagrosh in her mind, and Vayl, and the others, together. For the moment all doubts and old memories evaporated. If the dragon sensed her earlier pain and feelings of betrayal, He did not show any signs of it. She felt only his approval and a promise that He would reward her for completing her task, if they escaped. Lylyth sensed gleeful exultation in Everblight's mind as he relished the confirmation of the dragon. Everblight's mind burned with a sense of absolute purpose and certainty of action.

As she stood, Lylyth found her helmet and placed it once more over her eyes, embracing her draconic sight again. She leaned upon both the Sigil and the Omen to aid her step, and they fled the Castle of the Keys. Lylyth knew that very soon they would return in force.

Rhyas, Sigil of Everblight

Legion of Everblight Nyss Warlock Character

She is the sigil of Everblight, a symbol written in the blood of our enemies.

—Saeryn, Omen of Everblight

In the dark hours during the subjugation of the Shard Spires, Thagrosh chose from among the doomed Nyss those few who would serve as his lieutenants. Through Vayl, the Disciple of Everblight, Thagrosh learned of a pair of beautiful and deadly twins among the remote Shyvess shard. Twins of every species sometimes possess extraordinary powers and sorcerous sensitivity, and this pair at least equaled any that had come before. Rhyas was the more bold and brutal of these physically identical sisters, as swift and deadly with a blade as her sister proved with her mind.

Convinced of his own power, Thagrosh dismissed Vayl's warnings and went alone to view these twins with his own eyes. Thagrosh came to the lands of the Shyvess and found a charnel field. Every man, woman, and child in the entire shard had been hastily slaughtered. Fresh blood seeped from every doorway and dripped from every wooden hall. This killing had clearly happened just prior to his arrival, yet its purpose baffled him. At that moment the twins sprang from the shadows to attack.

Rhyas and her sister had slain their own people to spare them the blighted transformation that had befallen the other Nyss. In a moment of clarity the twins determined their people were better off dead than enslaved and corrupted. With the cold dispatch of an executioner, Rhyas had nimbly evaded the arrows, deflected the blades, and shut out the cries of confusion and entreaties for mercy as she cut down those who had raised her. She had already frozen her

heart to their pleas, assured by the bond she shared with her sister that this killing was necessary. The twins finished this grim business and lay in wait for the approach of the ogrun abomination which Saeryn had foreseen.

Rhyas' speed and skill took Thagrosh entirely by surprise, as did the effortless manner in which the twins coordinated their movements without speaking a word. When the ogrun reached for Saeryn, what he saw as the physically weaker of the two, she transformed into her sister before his eyes. An impulse stayed Rhyas' blade a hair's breadth from decapitating the blighted creature. Saeryn let Thagrosh know how close he had come to death and offered herself and her sister voluntarily. She said she had foreseen the coming of Everblight and knew her own crucial role in the events ahead.

Rhyas did not fully apprehend her sister's plans, yet her absolute trust and faith in her twin lead Rhyas to accept the athanc fragment alongside her sister. Rhyas' world shattered and reformed under the overwhelming presence of the dragon's mind. She now harbors no lingering doubts or guilt over what she has done, yet at times she wonders that her twin was able to withhold some small part of her mind. Rhyas does not dwell upon or openly resent this, but now she knows her sister can keep secrets from her. She forgets this amid the continuous glory of battle and delights in the simplicity of bloodshed and the pure art of slaughter.

Rhyas stands with the upper tier of Everblight's chosen who obey the dictates of His Prophet. She understands that she and her sister have a special place in the Legion of Everblight. As the dragon's Sigil, Rhyas embodies His deadly will, while her sister is the Omen of His coming. She fully believes this is the destiny for which she was born and sees the massacre of her own shard a necessary baptism. The twins go forth to battle the Legion's enemies, to sow terror and chaos, and to undermine the faiths of all who oppose them. Rhyas' blade becomes the brush by which the dragon writes bloody runes across the flesh of His enemies and lays down a prophecy long in the telling. In combat she is as elusive as a shadow and strikes when and where she wills. She paints her master's sigil in the screams of the dying and in fountains of blood spraying from the necks of her decapitated victims.

SPECIAL RULES

Feat: Tide of Blood

Rhyas has refined her fighting prowess to its keenest edge, gaining preternatural grace and an endless killing thirst. In the heat of battle she can unleash a blighted tide of infectious frenzy that inspires her followers to strike and kill as swiftly and elegantly as Rhyas herself. Riding a tide of blood, the Legion sweeps across the battlefield striking from every direction at once.

Friendly Legion models currently in Rhyas' control area gain Blooded for this turn. Models with Blooded may make an additional melee attack during their combat actions without spending fury or without being forced. After determining damage for a melee attack made with a melee weapon targeting an enemy model, an affected model may be placed anywhere in base-to-base contact with the model hit. A model that began its combat action in formation cannot be placed out of formation and cannot be placed so that other models in its unit are no longer in formation. There must be enough room to place the affected model's base. If the model hit was destroyed by the attack, it is now removed from the table.

RHYAS					CMD 8
SPD	STR	MAT	RAT	DEF	ARM
7	5	7	6	16	14

ANTIPHON		
SPECIAL	POW	P+S
Multi	7	12

FURY	5
DAMAGE	16
FIELD ALLOWANCE	C
VICTORY POINTS	5
POINT COST	61
BASE SIZE	SMALL

Rhyas

Acrobatics - Rhyas may move through other models if she has enough movement to move completely past the models' bases. Rhyas cannot be targeted by free strikes. Rhyas ignores intervening models when declaring a charge.

Empathy - While a friendly Saeryn is in Rhyas' control area, Rhyas gains Redirection and Antiphon gains Wraith Bane.

Perfect Balance - Rhyas cannot be targeted by combined melee attacks, combined ranged attacks, or free strikes. Perfect Balance negates back strike bonuses against Rhyas. When knocked down, Rhyas may stand up during her activation without forfeiting her movement or action.

Psychic Link - If a friendly Saeryn is in Rhyas' control area, Rhyas may use Saeryn as a conduit for her spells. When Rhyas casts a spell, the spell's range may be measured from Saeryn instead of Rhyas. Rhyas must have LOS to her target. All modifiers are based on Rhyas' LOS.

Riposte - When Rhyas is the target of an enemy melee attack that misses, she may, if able, immediately make a melee attack targeting the attacking model if it is within her melee range.

Swordmaster - Rhyas may make one additional melee attack.

Weapon Master - Rhyas rolls an additional die on her melee damage rolls.

Antiphon

Critical Decapitation - On a critical hit, damage exceeding the target's ARM is doubled. A model suffering sufficient damage to be destroyed by this attack cannot make a Tough roll. When this attack destroys an enemy model, friendly Legion models currently in Rhyas' command range gain an additional die on melee attack rolls this turn.

Death Shadow - Immediately after destroying an enemy model with Antiphon during her activation, Rhyas may end her activation to gain Invisible for one round. While invisible, Rhyas cannot be targeted by ranged or magic attacks, cannot be charged or slammed, and gains +4 DEF against melee attacks. While invisible, Rhyas does not block line of sight or provide screening.

SPELL	COST	RNG	AOE	POW	UP	OFF
Dash	2	Self	Ctrl	-		
Friendly Legion warrior models/units currently in Rhyas' control area gain +1" of movement and cannot be targeted by free strikes. Dash lasts for one turn.						
Mind Ripper	2	10	-	8		X
A model hit suffers an additional d3 damage points for each fury or focus point on it.						
Rapport	2	6	-	-	X	
Target friendly Legion warbeast may use Rhyas' current MAT and RAT in place of its own. Rhyas may transfer damage to this warbeast even if it is not in her control area. Rhyas may transfer damage to this warbeast once per turn without spending a fury point.						

Saeryn, Omen of Everblight

Legion of Everblight Nyss Warlock Character

There are depths to her even Everblight cannot fathom. Sinking into her mind is like dropping a stone into a lake of infinite dark water.

—Rhyas, Sigil of Everblight

Saeryn is the more detached and introspective of the two otherwise identical twins serving Everblight. While both possessed the power of sorcery from birth, this gift served only to allow Rhyas certain tricks and sleights while pursuing her love of the blade. Saeryn plunged into the heart of this power, embraced it for all it offered her, and explored its every potential. Her more cerebral and less intuitive approach to power also prompted her to examine more closely the indivisible link with her sister. Saeryn knows that the two of them possess a single bonded soul, each inseparably part of a larger whole. While all twins boast a certain affinity, with Saeryn and Rhyas this was something greater. This bond amplified their power and, ultimately, drew the attention of a dragon.

Raised among the Shyvess shard away from other Nyss, Saeryn had little formal guidance for her developing talents. A local priest of no stature in the Fane of Nyssor taught her the sacred Aeric runes but nothing more. The Shyvess followed their own customs, and other Nyss perceived them as peculiar and insular even among a people who commonly demonstrated such traits. For this reason, the twins shied away and refused Vayl Hallyr when that powerful and feared sorceress attempted to recruit them as pupils. They sensed something amiss in these overtures even before Vayl earned her title as Betrayer with the arrival of Everblight.

Unlike that great sorceress, Saeryn had never possessed the gift of prophecy or divination. She therefore cannot explain the vision which gripped her one year later. Perhaps a lingering connection to Vayl, like a frozen frisson between their minds, let her foresee the coming of Thagrosh and the imminent blighting of her shard. Regardless, Saeryn felt a moment of complete and utter clarity and saw her destiny laid out before her as a glittering path. This enlightenment came to

Tactical Tip

Respawn – The spell expires when the affected model is destroyed. If the model has already activated this turn it cannot activate again if returned to play. Thagrosh's Dark Revival Feat and Respawn both return a model to play, so they cannot both be used to return the same destroyed warbeast.

her alone in a moment of total freedom from her sister. She knew what she must do. She knew also that Rhyas, her mind not trained and honed by practice with obscure energies, could not understand the path ahead. Saeryn had always been the dominant one. She knew she must take Rhyas down a dark path that would lead to their ultimate glory.

First came the destruction of the Shyvess, not out of mercy, as Rhyas believed, but to harden and shape the mind of Saeryn's twin into the unbridled weapon she must become. Saeryn directed the killings with cold resolve and emotionless calm. She kept her sister safe but left to Rhyas the majority of the carnage. When Thagrosh arrived, the two defeated the Prophet. They fought not to kill him, however, but only to test his limits and learn from the battle all that they must know of their future master. Saeryn stayed Rhyas' hand with a thought and made Thagrosh aware of his mortality before submitting to the athanc. That they accepted the shard willingly impressed Everblight. This was Saeryn's awakening as the Omen. Since then she has heralded the dawn of a new age and the eventual rebirth of Everblight in all his glory. Saeryn knows she and her sister will stand at the vanguard of this new order and achieve glories beyond the dreams of other Nyss. She holds no resentment for Vayl; quite the contrary, for Saeryn knows the Ice Witch facilitated their destiny.

There is no question Rhyas and Saeryn are even more powerful together than when apart. Saeryn is convinced they have only begun to test the limits of their potential. The blighted transformation is a seed that has not yet fully germinated, and Saeryn eagerly does whatever is required for the full awakening to occur. When together with Rhyas, Saeryn believes absolutely in the twins' invincibility, and no enemy has yet proved her wrong.

SPECIAL RULES

Feat: Foreboding

Saeryn can manifest her terrible will as an aura of palpable dread. Seeing those cloaked in this shroud provokes a terror so deep it borders on insanity. It is impossible to bring weapons to bear against those protected by this shroud as body and mind refuse to obey any impulse to strike.

When Saeryn uses Foreboding she affects a number of friendly Legion models up to the number of fury points on her +5. Models affected by Foreboding cannot be targeted by melee attacks. Foreboding lasts for one round.

Saeryn

Conjoined Spirit - During their controller's Maintenance Phase, if Saeryn is in a friendly Rhyas' control area and Rhyas is in Saeryn's control area, they may trade places. Replace Saeryn with Rhyas and place Rhyas in Saeryn's previous location.

Empathy - While a friendly Rhyas is in Saeryn's control area, Saeryn gains Perfect Balance and Riposte.

Psychic Link - If a friendly Rhyas is in Saeryn's control area, Saeryn may use Rhyas as a conduit for her spells. When Saeryn casts a spell, the spell's range may be measured from Rhyas instead of Saeryn. Saeryn must have LOS to her target. All modifiers are based on Saeryn's LOS.

Redirection - When an enemy ranged attack with an AOE misses Saeryn, her controller may choose the direction and distance the attack deviates. The attack may deviate up to 6" regardless of the distance between the attacker and Saeryn.

Thrown Deathspur

Mortal Wound - When making a Thrown Deathspur attack, ignore spell effects that add to the target's ARM or DEF. A model hit by a Thrown Deathspur attack loses Tough and cannot be healed, regenerate, regenerate a power field, transfer damage, or be transferred damage. Mortal Wound lasts for one round.

Thrown - Add Saeryn's current STR to the POW of Thrown Deathspur attacks.

Wraith Bane - Thrown Deathspur attacks may damage models only affected by magic attacks.

SAERYN	CMD 8				
SPD	STR	MAT	RAT	DEF	ARM
7	5	6	7	16	14

THROWN DEATHSPUR			
RNG	ROF	AOE	POW
7	3	—	3

DEATHSPUR		
SPECIAL	POW	P+S
Multi	3	8

FURY	7
DAMAGE	16
FIELD ALLOWANCE	C
VICTORY POINTS	5
POINT COST	65
BASE SIZE	SMALL

Deathspur

Mortal Wound - When making a Deathspur attack, ignore spell effects that add to the target's ARM or DEF. A model hit by a Deathspur attack loses Tough and cannot be healed, regenerate, regenerate a power field, transfer damage, or be transferred damage. Mortal Wound lasts for one round.

Wraith Bane - Deathspur attacks may damage models only affected by magic attacks.

SPELL	COST	RNG	AOE	POW	UP	OFF
Blight Bringer	3	10	5	12		

Center a 5" AOE on target friendly Legion model. The AOE remains centered on the model even if it moves, is moved, or is placed. Enemy models and friendly non-Legion models in the AOE when it is put in play suffer a POW 12 damage roll. An enemy model or friendly non-Legion model entering or ending its activation in the AOE suffers one damage point. Blight Bringer lasts for one round.

Breath Stealer	2	12	-	-	X

Target model/unit suffers –2 SPD and DEF for one round.

Equilibrium	2	10	-	-	X

Remove any number of fury points from target non-warlock model and place them on one other non-warlock model in Saeryn's control area. A model cannot have a fury point total higher than its FURY as a result of Equilibrium.

Mirror Magic	2	Self	Ctrl	-

Saeryn's controller chooses an enemy upkeep spell on a model/unit in Saeryn's control area to be duplicated. Mirror Magic cannot duplicate a spell with a range of Self. Saeryn immediately casts the duplicated spell as if it were her own without spending fury. Replace references to warlock or warcaster and the faction with Saeryn and Legion respectively. The duplicated spell remains in play as long as its upkeep is paid. If Saeryn already has a duplicated spell in play, it immediately expires if she casts Mirror Magic again.

Respawn	3	6	-	-	X

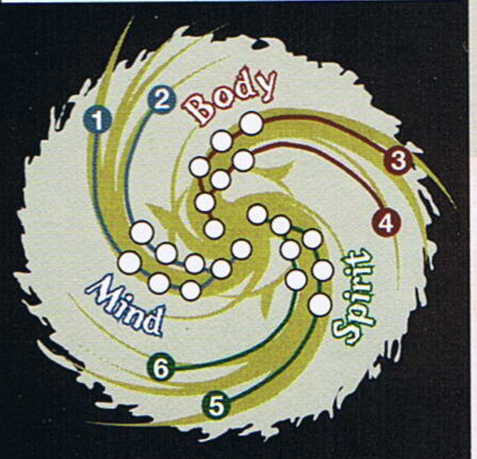
When target friendly Legion warbeast is destroyed by an enemy attack, immediately return it to play within 3" of its current location. The returned warbeasts has one wound in each aspect.

Nephilim Soldier

Legion of Everblight Light Warbeast

NEPHILIM SOLDIER CMD 8					
SPD	STR	MAT	RAT	DEF	ARM
6	9	6	3	13	16

TWO-HANDED SWORD		
SPECIAL	POW	P+S
Reach	5	14



FURY	3
THRESHOLD	9
FIELD ALLOWANCE	U
VICTORY POINTS	2
POINT COST	71
BASE SIZE	MEDIUM

Massacre followed as the horrors glided behind our lines and slaughtered kriel elders while we could do nothing to prevent it.

—Haggran Bilebreath
of the Scarsfell Forest kriels

ANIMUS	COST	RNG	AOE	POW UP	OFF
Massacre	2	6	–	–	

TARGET FRIENDLY LEGION MODEL MUST CHARGE DURING ITS ACTIVATION THIS TURN. THE AFFECTED MODEL CHARGES WITHOUT BEING FORCED OR RECEIVING THE CHARGE ORDER. WHEN THE AFFECTED MODEL DESTROYS AN ENEMY MODEL WITH A CHARGE ATTACK, IT MAY IMMEDIATELY MOVE UP TO 2" AND MAKE AN ADDITIONAL MELEE ATTACK. MASSACRE LASTS FOR ONE ROUND.

Everblight's long study of the elves has borne horrific fruit in the nephilim. The dragon's fascination with living organisms both informs the creation of its dragonspawn species and allows great improvements upon nature's crude vagaries. The processes of life continue among the blighted Nyss; the new species propagates itself as Nyss continue to bear young. Everblight selects certain pregnant Nyss to receive a special draught of the blood of his warlocks. The blighted essence pours through the body into the womb and transforms life into spawn. The mother does not survive, yet from the shredded carcass springs the nephilim, the culmination of Everblight's forestalled experiments beneath Issyrah and perhaps the perfect soldier.

Everblight sees the nephilim as a marvelous improvement over the generalized and fragile elven form. Nephilim can use forged weapons and armor and boast the powers, fearless tenacity, and inexhaustible stamina of dragonspawn. They display greater independence and a distinct glimmer of self-will, possibly stemming from the unforeseen fact that they possess souls, and this sets them apart from the more tractable spawn. This also gives nephilim unique advantages over their more bestial counterparts. These twisted monstrosities can interpret their master's orders, act with some measure of forethought, and adapt to changing situations. Their cunning comes at a price, however; these creatures do not fear the athanc shard and can turn on warlocks in the heat of frenzy. While outsiders see the nephilim as warped horrors, the blighted Legion views them as perfect creatures of sublime beauty and a testament to the dragon's progenitive blight.

SPECIAL RULES

Nephilim Soldier

Eyeless Sight - The Nephilim Soldier ignores Camouflage, cloud effects, concealment, forests, Invisibility, and Stealth when declaring charges or slams or making attacks.

Glide - When the Nephilim Soldier charges, it charges at SPD +5" and may move through models other than its target if it has enough movement to move completely past the models' bases. The Nephilim Soldier cannot be targeted by free strikes during this movement.

Hyper Senses - At the start of the Nephilim Soldier's activation, before its normal movement it may turn to face any direction. When the Nephilim Soldier destroys a model with a melee attack, it may immediately turn to face any direction. When an enemy model ends its normal movement with the Nephilim Soldier in its melee range, the Nephilim Soldier may immediately turn to face the model directly.

Two-Handed Sword

Reach - 2" melee range.

Raek

Legion of Everblight Light Warbeast

ANIMUS	COST	RNG	AOE	POW	UP	OFF
Shadow Stalk	2	Self	–	–		

When a model uses this animus, its controller selects an enemy model/unit within 10" of that model. After the designated model/unit completes its normal movement, the affected model may move up to its current SPD in inches unless it is engaged or stationary. The affected model cannot end this movement further from the designated model/unit than it began. The affected model cannot be targeted by free strikes during this movement. Shadow Stalk lasts for one round.

They prowl outside the light of our torches. We cannot see them, but we know they are there. Every day we wake to find more dead.

—Part of the Lay of Sygos
from the time of Morrdh

Only the most insightful and informed of scholars could possibly glean any hints of the terrors Everblight unleashed while he laired beneath Morrdh from the scattered record of ancient folk tales. Among these thankfully forgotten beasts stalked a predator called the raek, a monster of prehistory that has come again to hunt among mankind. Everblight spawned raeks and the dark masters of Morrdh dispatched these terrors when they deemed death alone too simple a fate. Raeks served as warnings that no betrayer of that accursed kingdom should find safety. No flight or evasion could avail, for the raek would stalk across untold distances before closing for the kill. With a single great leap it locked its fang-filled jaws to hold its prey fast while repeated strikes from its wickedly sharp tail carved its victim apart.

The battles of the Legion abroad have prompted Everblight to again bring the raek into the world and send it forth to hunt. No matter how fast its prey, the raek moves faster and never looses the trail. Sleek, powerful, and graceful the raek closes with its prey inexorably before blithely leaping past any barriers sheltering its victim. This single-minded and patient killer ignores all outside distractions and knows none of the concerns for self-preservation that might hinder a natural predator. The raek is a shining example of Everblight's genius at improving upon nature with its own blighted creations.

RAEK CMD 6

SPD	STR	MAT	RAT	DEF	ARM
6	8	5	3	15	14

HD — JAW

SPECIAL	POW	P+S
Seize	3	11

— TAIL STRIKE

SPECIAL	POW	P+S
–	4	12

FURY	3
THRESHOLD	9
FIELD ALLOWANCE	U
VICTORY POINTS	2
POINT COST	66
BASE SIZE	MEDIUM

SPECIAL RULES

Raek

Blood Creation - The Raek never targets friendly Legion warlocks with attacks. When the Raek frenzies, it never selects a friendly Legion warlock to attack.

Bounding Leap - After advancing but before performing an action, the Raek may be forced to move up to an additional 5". During this movement, the Raek may move over other models if it has enough movement to move completely past the models' bases. During this movement the Raek cannot be targeted by free strikes and ignores rough terrain, obstacles, and other movement penalties and effects. Any effects that prevent charging or slamming also prevent the Raek from using Bounding Leap. The Raek may use Bounding Leap once per activation.

Eyeless Sight - The Raek ignores Camouflage, cloud effects, concealment, forests, Invisibility, and Stealth when declaring charges or slams or making attacks.

Prowl - While within a terrain feature that provides concealment, the AOE of a spell providing concealment, or the AOE of a cloud effect, the Raek gains Stealth. Attacks against a model with Stealth from greater than 5" away automatically miss. If a model with Stealth is greater than 5" away from an attacker, it does not count as an intervening model.

Soulless - A destroyed Raek never generates a soul token.

Jaw

Seize - After hitting an enemy model with a Jaw attack, all Tail Strike attacks made by this Raek against the same target this turn hit automatically. Seize only affects the last model hit by a Jaw attack.

Angelius

Legion of Everblight Heavy Alpha Warbeast

ANIMUS	COST	RNG	AOE	POW	UP	OFF
Avenging Angel	2	Self	–	–		

If a friendly Legion model within 12" of a model affected by this animus is destroyed by an enemy attack, the affected model may immediately make an attack, then this animus expires.

Its coming foretells my true awakening. The wind of its wings presages a dread transformation, an ascension to supremacy by which the world will be torn asunder and reshaped.

—The words of Ethrunbal echoed through Thagrosh the Prophet

The sinuous form of the angelius represents the renewed confidence and arrogance of Everblight. That the dragon has dared unleash this spawn is a sign of Everblight's awakened might writ large for other dragons to see. The great six-winged angelius rises into the air as a pronouncement to the world that the ranks of the Legion will devour any foolish enough to stand in their way. This is a beast crafted to stand above the ranks of the seraphim and lead the flying hosts of Everblight in triumphant assaults. While other spawn descend upon the masses to shred the rank and file, the angelius glides serene and aloof above the tumult and selects victims at its master's behest.

Everblight created the angelius to fall like a sword from the sky upon its prey and obliterate them utterly. Its razor-barbed tail strikes with blinding speed and impales its victims with a ferocity belying its serpentine grace. It rises again from its slain foe with a single great sweep of its triple wings, making a mockery of any attempts to halt its escape. The angelius moves constantly. It flies across the battlefield and kills with sinuous impunity while evading enemies beneath its notice.

Over two thousand years have passed since Everblight felt bold enough to unleash this favored creation. The angelius last arose near the end of the dragon's meddling with the kingdom of Morrdh. Grown powerful, confident, and too comfortable in its influence over the lords of that dark kingdom, Everblight created an angelius as both a gift to the dragon's most favored vassals and a reminder of its watchful eye. The angelius served well to placate the loyal and terrify the more recalcitrant lords. At one point it went forth into the midst of a marching army to slay several lords who had openly defied the dragon. In this Everblight made a grave mistake, for agents of the Dragonfather spotted the serpentine spawn. Lord Toruk recognized the mark of its creator and immediately discerned the progeny responsible. Because of this display of arrogance, the Dragonfather eventually unearthed Everblight's hiding place and nearly brought about His offspring's extinction.

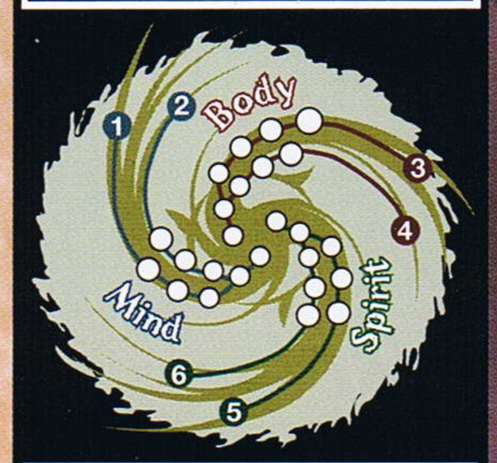
After sheltering in Blindwater Lake, Everblight swore not to again spawn the angelius without first securing supremacy. The fulfillment of that oath came shortly after the Legion mobilized to march south and consume Pyromalfic, the dragon hiding at the Castle of the Keys. Here at last was a cause worth the risk. Thagrosh spent two weeks preparing at the dragon's instruction. A seraph came at his call and stood to let Thagrosh open its throat with Rapture and spill its borrowed essence onto the soil. Thagrosh cut his own veins and nearly exsanguinated himself to mingle in the purer heart-blood of the dragon while his loyal disciples gathered in silent vigil. The first angelius of the new age ripped into the sky with a rending cry and joined Thagrosh as he marched toward his destiny. On the advance south it would have its chance to glut itself on slaughter.

Once strengthened by the prize awaiting him in the ruins of Everblight's rival, Thagrosh will bring even more of these flying terrors to life. The time for secrecy has ended. Under the shadow of the wings of the angelii the world will come to know its new master.

ANGELIUS					CMD 7
SPD	STR	MAT	RAT	DEF	ARM
7	10	6	5	14	17

HD	FLAME JET			
	RNG	ROF	AOE	POW
	12	1	—	10

—	TAIL STRIKE		
	SPECIAL	POW	P+S
	Multi	4	14



FURY	4
THRESHOLD	10
FIELD ALLOWANCE	2
VICTORY POINTS	3
POINT COST	129
BASE SIZE	LARGE

SPECIAL RULES

Angelius

Blood Creation - The Angelius never targets friendly Legion warlocks with attacks. When the Angelius frenzies, it never selects a friendly Legion warlock to attack.

Eyeless Sight - The Angelius ignores Camouflage, cloud effects, concealment, forests, Invisibility, and Stealth when declaring charges or making attacks.

Ravenous - After destroying an enemy model with a melee attack, the Angelius may move up to 3".

Serpentine - The Angelius cannot make slam or trample power attacks.

Soulless - A destroyed Angelius never generates a soul token.

Wings - The Angelius ignores movement penalties from rough terrain and obstacles. The Angelius may move through other models if it has enough movement to move completely past the models' bases. The Angelius may charge across rough terrain, over obstacles, or through other models. The Angelius cannot be targeted by free strikes.

Tail Strike

Reach - 2" melee range.

Thrust (★Attack) - Targets with medium-sized or larger bases have their ARM stats halved when calculating damage from the Thrust attack. Effects that further modify ARM are not reduced. A Thrust attack gains +2 POW against models with small bases.

Blighted Legionnaires

Legion of Everblight Blighted Nyss Unit

VASSAL						CMD 8
SPD	STR	MAT	RAT	DEF	ARM	
6	6	7	4	13	15	
LEGIONNAIRE						CMD 6
SPD	STR	MAT	RAT	DEF	ARM	
6	6	6	4	13	15	

GREAT SWORD		
SPECIAL	POW	P+S
Reach	5	11

FIELD ALLOWANCE	3
VICTORY POINTS	2
LEADER AND 5 TROOPS	57
UP TO 4 ADDITIONAL TROOPS	9ea
BASE SIZE	SMALL

Where once you stood idle protecting those weaker than yourselves, now you march to battle as Everblight's scales and claws.

—Thagrosh to the Legionnaires joining him in his final attack on Pyromalfic

The Legionnaires effortlessly cut through flesh and bone with perfectly executed strikes honed by countless hours of practice. These blighted warriors have corrupted an ancient tradition of elite Nyss warriors once called the *ryssovass*. This small group of highly disciplined soldiers defended the narrow winding passes leading to the heart of Nyss territory, a guardianship that took them away from their homes, shards, and tribes. Entrusted with ornate armor of overlapping steel, these sentries stood against superior numbers and tirelessly carved through enemy forces funneled into the passes.

It once took years to train a warrior in the complex *ryssovass* fighting style that taught each warrior to act as an extension of his brother. Under the dragon's blighted influence, however, it has proven much easier to expand the Legionnaires' numbers. Where once the self-will of the Nyss undermined the selfless discipline required to master such tactics, the training now comes effortlessly to the blighted Nyss.

The Legionnaires wield the great blades of the *ryssovass* and serve as Thagrosh's personal guard. Standing side-by-side they strike with fluid grace, blades rising and falling, to cut down any who would harm their brethren. As one of their number falls, another strikes to avenge him and steps forward to take his place. A line of Legionnaires together becomes a living thresher. They form a wave of flashing blades that dismembers any defenders foolish enough to hold their ground.

Special Rules

Vassal
Leader

Unit
Bladeguard - After resolving an attack made by an enemy model targeting a model in this unit, one model in this unit may make a melee attack targeting that enemy model.

Combined Melee Attack - Instead of making melee attacks separately, two or more models in the unit in melee range of the same target may combine their attacks. The model with the highest MAT in the attacking group makes one melee attack roll for the group and gains +1 to the attack and damage rolls for each model, including himself, participating in the attack.

Defensive Line - Any Blighted Legionnaire in a tight formation group with one or more models in same the unit gains +2 ARM.

Great Sword
Reach - 2" melee range.

Raptors

Legion of Everblight Blighted Nyss Light Cavalry Unit

Long before the rise of Everblight and the Legion, the Nyss Raptors descended upon the Khardic tribes from the frozen north. Mounted atop swift and sure-footed ulk, these outriders road through winter storms to fall upon the villages of men and leave only death and ruin in the snow. All the victims of such an onslaught could do was flee in every direction and hope some few might escape the Raptors' pounding hooves, the deadly hail of their arrows, or the merciless edge of their lengthy blades.

Each Raptor earned the right to join the brotherhood in a tradition as old as the Nyss themselves. Hopefuls went naked into the frozen wilderness to find and tame an ulk as their steed. They returned astride their bonded beast or died alone far from family. The Raptor tradition has continued among the Nyss of the Legion. They ride ahead to tear apart enemy flanks and formations before the bulk of Legion forces join the battle. Only skilled warriors who prove themselves master of both blade and bow may join the ranks of the Raptors.

No arrow nocked, no blade unsheathed, that does not bring a kill.

—Ancient motto of the Raptors

Nyss tribes have tamed and ridden ulk stags, a hardy breed of particularly large deer, for thousands of years. Since the arrival of Everblight, these creatures shunned the blighted Nyss until striders tracked several herds to exhaustion. The captured ulk were subjected to the blight. The creatures developed thickened scales on their hide but otherwise retained all of their natural grace and strength. They have proven even more aggressive than before and enthusiastically slash and impale with massive antlers once reserved for self-defense and displays of dominance.

DEACON	CMD 8				
SPD	STR	MAT	RAT	DEF	ARM
9	6	7	7	14	15
RIDER	**CMD 6**				
SPD	STR	MAT	RAT	DEF	ARM
9	6	6	6	14	15

NYSS LONGBOW			
RNG	ROF	AOE	POW
12	2	—	10

NYSS CLAYMORE		
SPECIAL	POW	P+S
—	4	10

MOUNT		
SPECIAL	POW	P+S
—	12	—

DEACON'S DAMAGE	8
RIDER'S DAMAGE	5
FIELD ALLOWANCE	1
VICTORY POINTS	3
LEADER AND 2 TROOPS	65
UP TO 2 ADDITIONAL TROOPS	20ea
BASE SIZE	LARGE

SPECIAL RULES

Deacon
Leader

Unit
Dual Shot - A Raptor may voluntarily forfeit his movement to make one additional ranged attack this turn. These attacks receive the aiming bonus.

Pathfinder - During his activation, the Raptor ignores movement penalties from, and may charge across, rough terrain and obstacles.

Swordmaster - The Raptor may make one additional Nyss Claymore attack.

Weapon Specialist - The Raptor rolls an additional die on his Nyss Claymore damage rolls.

Scather Crew

Legion of Everblight Nyss Unit

GUNNER					CMD 7
SPD	STR	MAT	RAT	DEF	ARM
1	4	5	5	13	12
CREWMAN					**CMD 7**
SPD	STR	MAT	RAT	DEF	ARM
5	4	5	5	13	12

SCATHER CATAPULT			
RNG	ROF	AOE	POW
16	1	3	14

SWORD		
SPECIAL	POW	P+S
—	3	7

FIELD ALLOWANCE	2
VICTORY POINTS	1
GUNNER AND 2 CREWMEN	27
GUNNER BASE SIZE	LARGE
CREWMAN BASE SIZE	SMALL

It exploded in our midst like the judgment of terrible gods and sprayed vile droplets that withered all life and made the very soil hiss in pain.

—Journal of Khadoran Kommander Guriv Irestovich, 2nd Border Legion

The scather is not intended to shatter walls by kinetic impact or to unleash an explosive payload and shred flesh with shrapnel. Rather it serves to deliver the blight itself as a concentrated liquid that is a deadly poison to flesh. This substance can dissolve metal, putrefy wood, or crumble stone as easily as flesh or bone. Even a few drops will inflict searing agony on a man before granting the sweet release of death. The blighted spray of the scather's ammunition spreads across a wide area and sends up a cloud of deadly vapor that lingers for a short while before dispersing with a sizzling stench into the blasted earth. Nothing will ever grow again on ground struck by the scather, nor can anything but dragonspawn gain sustenance from the flesh of those killed by this dreadful weapon.

The nomadic Nyss were content to rely on the accuracy of bow fire, particularly delivered from atop the backs of sure-footed ulks. However, in clashes with the regimented armies of their rivals, it became apparent that the Legion required additional firepower. Everblight provided the insight to construct machines devised by the warlords of ancient Morrdh, and Legion craftsmen immediately began construction of these expedient and easily fabricated weapons.

This lightweight but formidable catapult transports easily from one battlefield to another. Its elegant but simple design relies on the strength of its hinged wooden arms drawn back by rope. The light and almost delicate projectile would puzzle any human siege engineer, until they realized this perforated and spiked globe contained a fragile bladder of blighted essence.

SPECIAL RULES

Crewman

Targeting (★Action) - The Gunner gains a cumulative +1 RAT for one round. The Crewman must be in base-to-base contact with the Gunner and not be engaged to use Targeting.

Unit

Weapon Crew - The Scather Crew is made up of a Gunner and 2 Crewmen. The Gunner is mounted on a large base with the Catapult. A weapon crew cannot run or charge. The Gunner gains +2" of movement per Crewman with which he begins his activation in base-to-base contact. When the Gunner is destroyed or removed from play, a Crewman within 1" can take the destroyed Gunner's place immediately and become the new Gunner. Remove the Crewman from the table instead of the Gunner. Any effects, spells, or animi on the damaged Gunner expire. Any effects, spells, or animi on the removed Crewman are applied to the new Gunner.

Scather Catapult (Gunner Only)

Arcing Fire - When attacking with the Scather, the Gunner may ignore intervening models except those that would normally screen the target.

Inaccurate - The Gunner suffers –4 to his Scather attack rolls.

Light Artillery - The Scather cannot be used to make ranged attacks if the Gunner moves. The Gunner does not receive an aiming bonus for forfeiting movement.

Minimum Range [6"] - Attacks made with the Scather cannot target a model within 6".

Scather - The Scather AOE remains on the table for one round. Enemy models and non-Legion friendly models entering or ending their activations in the AOE suffer one damage point.

Blighted Archer Officer & Ammo Porter

Legion of Everblight Blighted Nyss Unit Attachment

The Legion's inexorable advance has relied heavily upon hundreds of blighted archers delivering death to the enemy from afar before the decisive clash of melee. The deacons commanding these insatiable killers once led entire shards. At a deacon's signal archers aim for the most vulnerable targets and cripple or maim what they cannot slay outright.

When brought to battle in large numbers, the archers stand in long lines, lean back, and pull their bow strings taut in perfect unison. At the deacon's call all the strings release their deadly missiles with a distinct sound the Legion's enemies soon come to dread. Arrows soar through the air in a cloud, land unerringly amidst the enemy, find any gap in armor or thickened hide, and prompt screams of pain and the gurgled choking of men drowning in their own blood.

Young arrow porters race along before the line strapped with as many quivers as they can carry, required to plant arrows before an archer can reach for them. The goal is to preserve such a harmony of motion that an archer's eyes never waver from his target, each arrow reaching his fingers blind. Each porter spends time between battles poisoning a small supply of arrowheads with blighted essence to deliver excruciating injuries. With another call the deacon signals the porter to bring these tainted missiles forth at the precise moment when the most crucial target has revealed itself among the enemy.

Our enemies have no words for the slaughter that will befall them. They shall remember their dead collectively for their numbers will be beyond reckoning.

—Deacon Shyvel Kylvis

DEACON					CMD 9
SPD	STR	MAT	RAT	DEF	ARM
6	4	7	7	14	11

AMMO PORTER					CMD 6
SPD	STR	MAT	RAT	DEF	ARM
6	4	5	5	14	11

NYSS LONGBOW			
RNG	ROF	AOE	POW
12	1	—	10

SWORD		
SPECIAL	POW	P+S
—	3	7

DEACON'S DAMAGE	5
FIELD ALLOWANCE	1
VICTORY POINTS	+1
POINT COST	29
BASE SIZE	SMALL

Tactical Tip

Concentrated Volley – The Blighted Archer unit can still only make one Concentrated Volley attack per activation.

Ready Ammo – Blighted Archers can exceed the normal ROF of their bows with Ready Ammo.

Special Rules

Deacon

Officer - The Deacon is the unit leader.

Tactics: Arcing Fire - Models in this unit gain Arcing Fire. When attacking with a Nyss Longbow, a Blighted Archer may ignore intervening models except those that would normally screen the target.

Tactics: Precision Fire - Models in this unit gain Precision Fire. When a model with Precision Fire damages a warbeast with a ranged attack, it may choose which branch takes the damage. When a model with Precision Fire damages a warjack with a ranged attack, it may choose which column takes the damage.

Unit Abilities - The Deacon has Blighted Archer unit abilities.

Ammo Porter

Ammo Carrier - When the Ammo Porter is destroyed or removed from play, an Archer in his unit within 1" of him may take up his arms. Remove the Archer model from the table and replace it with the Ammo Porter model. Any effects, spells, or animi on the removed Archer are applied to the new Ammo Porter model. Any effects, spells, or animi on the destroyed Porter expire.

Ready Ammo - Blighted Archers in an open formation group with the Ammo Porter may voluntarily forfeit their movement to make one additional ranged attack this turn. These attacks receive the aiming bonus.

Tainted Arrows - Once per game, the Ammo Porter may use Tainted Arrows during the unit's activation. Nyss Longbow attacks made by a model in a skirmish formation group with the Ammo Porter gain an additional damage die against living models.

Nyss Longbow (Deacon Only)

Sword (Deacon Only)

Incubi

Legion of Everblight Solos

INCUBUS					CMD 6
SPD	STR	MAT	RAT	DEF	ARM
6	8	6	3	12	15

CLAW			
SPECIAL		POW	P+S
—		6	14

CLAW			
SPECIAL		POW	P+S
—		6	14

FIELD ALLOWANCE	2
VICTORY POINTS	0
5 INCUBI	55
BASE SIZE	SMALL

"Though our enemy hides beneath a guise of flesh and bone, there can be no doubt that in such illimitable horror Everblight reveals its true face."

—Omnipotent Lortus

The horror of Everblight's designs appears in the twisted manifestations of his will, such as the incubus. This blighted organism infects its host as a sentient disease and spreads through the flesh, awaiting the energies released by death throes to unleash it. Those who have witnessed this defilement describe a slain Nyss transforming into a hideous draconic abomination and fighting past death. No one can detect which blighted Nyss hosts a lurking incubus. With an inhuman cry of pain the incubus organism tears through the flesh of its host and leaps to attack.

The incubi originated as a byproduct of the research that gave birth to the nephilim. The chosen hosts welcome this infection and consider it an honor to bear any concentration of Everblight's blood. Those selected know that when they fall the incubi they carry will strike down their killer. The horrible monstrosities spawned by these death throes survive no longer than an hour after bursting forth before dissolving into a caustic mass of blighted tissue. In their short lives these creatures can amass a dreadful body count against the Legion's enemies, in addition to doing incalculable damage to morale. Witnesses of such an attack will often hesitate to strike a killing blow in future clashes, fearing that their victory will spawn a nightmare to devour them.

Special Rules

Incubus

Fearless - An Incubus never flees.

Host - Incubus models do not begin the game in play. When a friendly living non-Incubus non-warlock small-based Legion warrior model suffers sufficient damage to be destroyed, an Incubus may replace it. The replaced model is removed from play. When the Incubus is put in play, it may immediately move up to its current SPD in inches. After moving the Incubus may make one melee attack. The Incubus gains an additional die on this attack roll.

Terror - Enemy models/units in melee range of the Incubus and enemy models/units with the Incubus in their melee range must pass a command check or flee.

Shepherd

Legion of Everblight Nyss Solo

The effect of the blight is not entirely predictable. It overcomes some individuals and disfigures them, while others feel the blight harmonize with their essence to bring singular purity of mind and purpose. Among those graced with nearly perfect acceptance of their new state are the shepherds. These Nyss possess a quality that allows their bodies to serve like a prism or a resonance chamber for blighted energy and respond to the power put forth by the dragon's athanc shards. A shepherd can almost touch the intangible connection between warlock and dragonspawn by which Everblight's chosen exert their will.

A warlock may extend his will beyond normal limits by relying upon the ministrations of a shepherd to guide beasts while far afield. The unique harmony by which these living conduits operate remains a mystery and prompts sometimes unexpected bursts of power. As a warlock directs power through them, sometimes a spawn's flesh seals in an inexplicable regenerative surge. The singular relationship between a shepherd and their spawn is deemed unusual even among the blighted Nyss. While most of the Legion respects and fears the spawn as symbolic extensions of Everblight, the shepherds spend nearly all their time closely associating with the creatures entrusted to their care. Shepherds will even sleep among the spawn and become irritable and short-tempered if forced to deal with their own kind for anything more than the briefest exchanges.

I have seen Shepherd Sacyl whisper to and caress the spawn entrusted to her with affection she has never demonstrated to her own people, and I have seen that affection returned in kind.

—Archer Vassal Klyss of Hallyr

SHEPHERD					CMD 8
SPD	STR	MAT	RAT	DEF	ARM
6	5	6	4	14	11

CROOKED SPEAR		
SPECIAL	POW	P+S
Multi	4	9

DAMAGE	5
FIELD ALLOWANCE	2
VICTORY POINTS	1
POINT COST	18
BASE SIZE	SMALL

Shepherds are set apart and viewed as specially blessed, a status reinforced by their unique relationship with the warlocks of Everblight. They stand beside Everblight's chosen vassals and serve as direct intermediaries. The state by which they conjoin spawn and warlock prompts an almost ecstatic hyperawareness whereby they can hear the echoes of Everblight's sacred commandments.

SPECIAL RULES

Shepherd

Animal Mastery - When a friendly Legion warbeast frenzies within 8" of the Shepherd, the Shepherd's controller selects the model the frenzying warbeast will attack. When a friendly Legion warbeast makes a threshold check within 8" of a Shepherd, the Shepherd's controller may choose to have the warbeast automatically fail the roll.

Caretaker - When a friendly Legion warbeast in base-to-base contact with the Shepherd is healed by a warlock, instead of removing one damage point, the warbeast removes one damage point from each aspect per fury point spent to heal it.

Fearless - The Shepherd never flees.

Herding - While the Shepherd is in a friendly Legion warlock's control area, friendly warbeasts within 8" of the Shepherd may be forced, leached, reaved, healed, and transferred damage by that warlock.

Crooked Spear

Reach - 2" melee range.

Torpor - A warbeast hit by a Crooked Spear attack suffers Torpor. Torpor is a continuous effect that reduces the warbeast's SPD to 1 and DEF to 7. Torpor expires in the model's controller's Maintenance Phase on a d6 roll of 1 or 2.

Rhyas, Sigil of Everblight
Warlock

Saeryn, Omen of Everblight
Warlock

Raptors
Light Cavalry Unit

Nephilim Soldier
Light Warbeast

Angelius
Heavy Alpha Warbeast

Blighted Legionnaires
Unit

Raek
Light Warbeast

Blighted Archer Officer & Ammo Porter
Blighted Archer Unit Attachment

Painting Models

Legion Leather & Angelius

Legion Leather

Paints Used

- Coal Black
- Thamar Black
- Hammerfall Khaki
- Menoth White Highlight

Step 1

Over the black base coat, apply a mix of Coal Black and Thamar Black. Make a large amount so that it will last you through the entire process. Apply this mix to the top half of each section and blend the bottom edge so that the black undercoat shows through on the bottom half. At this point the highlights should be barely perceptible.

Angelius

Paints Used

- Frostbite
- Khador Red Base
- Exile Blue
- Morrow White

Step 1

Start by base coating the wings and the flesh with a mixture consisting primarily of Frostbite with a small dot each of Khador Red Base and Exile Blue. The addition of the red and blue gives the flesh a greyish purple pallor. You will require 2-3 coats to achieve the flat base coat needed.

Step 2

Next, shade the flesh by adding more Khador Red Base and Exile Blue to the previous mix. Apply the resulting cool grey to the underside of the flesh. While the paint is still wet, use a second brush to blend the edges of the shaded area.

Step 5

Legion warbeasts have areas of pink located near their mouths and soft tissue, such as armpits and wing joints. Apply this pink, a mix of Murderous Magenta, Carnal Pink, and Khador Red Base, to the joints and subtly blend outwards to tint the surrounding flesh. The bits near the mouth and "gills" have a bit more Khador Red Base added to give them that bloody look.

Step 6

With the skin and wings finished, move on to the chitonous armor plates. Start with a base coat of Umbral Umber and Battlefield Brown. You can also paint the teeth at this time. Use a base coat of 'Jack Bone on the teeth, shade with Bloodtracker Brown, and highlighted with Menoth White Highlight.

Step 2

Add Hammerfall Khaki to the mixed color and apply it in lines to the tops of each section. Blend the bottom of each line using a second wet brush. This gives the effect of a gradient with a crisp upper edge.

Step 3

Next, add more Hammerfall Khaki to the mix. Using a fine tipped brush, apply this mix in very thin lines to the upper edge of each plate and to the small lip under each of the many rivets. Mix up some Thamar Black with some water and clean up the edging and black out each rivet.

Step 4

For the final step, add a small amount of Menoth White Highlight to the mix and apply small dots or sometimes dashes to the extreme highpoints. Once you have applied the platinum edging and painted the rivets, your leather should really come to life.

- Murderous Magenta
- Carnal Pink
- Umbral Umber
- Battlefield Brown
- 'Jack Bone
- Thamar Black

Step 3

To shade the wing membranes, make a new mixture consisting of Khador Red Base and Exile Blue with some matte medium for translucency. Apply a line of this mix along the side of the wing membrane, then run your blending brush along the outer edge of this line of wet paint. This will cause the paint to flow out and over the wing, following the natural texture of the model.

Step 4

Once you have the wings shaded, move on to finish the flesh. Take Morrow White and thin it slightly using water and matte medium, then apply the paint to the tops of the muscles. Using your blending brush, pull the white down over the base coat until the gradient thus created barely touches the shaded area.

Step 7

Over the base coat, apply thinned down Thamar Black to the crevices of the plates and once again use your blending brush to pull the paint out of the crevices into a gradient. The tips of the beast's spines also get painted black and blended by pulling the paint along the length of the spike. If you pull the black too far along the spine you can always just use your blending brush to push the paint back up towards the tip.

Step 8

Highlight the chitonous plates with a mix of the base coat and 'Jack Bone. Apply these highlights in a series of lines that follow the natural ridges of the figure. Ideally, you should apply the lines in only one direction and prevent them from touching. Once done, finish the base with some sand and static grass, and your winged terror is ready for the gaming table.

Minions

Unlikely Heroes

A tremendous dust storm had blown into Ternon Crag, and with it came the skorne. Alten Ashley considered dust storms one of the inevitable joys of living in this far-flung canker of a town outside the borders of any civilized kingdom. When the dust became an advancing wall people would lock up their homes, lay damp cloths at the gaps of doors and windows, and hunker down. Sometimes the storms could last for days. This time, when the inhabitants cracked their doors to venture into the streets again they encountered lines of marching skorne already in the midst of occupying the town. Alten had been chagrined to step out from Sanity's Bastion saloon to find himself caught in the lockdown, and he cursed his own habits. He had almost left the night before but had decided to spend the evening drinking and gambling.

On the one hand it had been a nearly bloodless takeover, which was to the good, Alten decided. Rumors had circulated of a few stubborn locals who had taken up arms and subsequently gotten publicly tortured and executed. For most people, though, the outcome of resistance was too obvious. Alten worried over the lack of word regarding Brue Westrone, as Alten did not expect that man would take the invasion lying down. Alten just hoped the sheriff had gotten out before the lockdown and perhaps made for Corvis to enlist Cygnaran aid. Not that any such help would come quick, if it came at all. Cygnar had its own problems without worrying about a tiny mining town over the border that had repeatedly insisted on its independence.

This occupation had a number of peculiarities that Alten had spent the sweltering afternoon dwelling on as he holed up at the Sanity's Bastion. Things were surprisingly calm. Ternon Crag had lived under the impending threat of invasion for months. Sightings of patrols and armed encampments had become common on the fringes, yet until now the armies had steered clear. The locals had decided the skorne considered the town too small to bother about. Whenever Alten had considered what being captured by the skorne would be like, it had involved a lot of chains, whips, and half-naked people being dragged off into the sands. He knew the stories of the occupation of Corvis in 603 AR from survivors of that attack, and everyone had made clear the notorious cruelty of the skorne.

In Ternon Crag, the skorne seemed content to let the citizens go about their lives. The occupiers only enforced a strict curfew and no one left the town except for essential work. They seemed most keen about keeping mining operations and ore processing running. Miners went to and from work as if everything was normal, if grim seven-foot tall skorne soldiers shadowing them were normal.

Alten passed the time in huddled speculation and conversation with the hardened locals who frequented the Bastion, including its proprietor Nikolo. Alten did not ordinarily gossip, but he had discovered that Nikolo often forgot to charge for *uiske* if distracted. As Nikolo poured another round of shots, the Khadoran expatriate told the hunter, "I talk to man yesterday. He sees Magnus' men come and go, armed with teeth."

"To the teeth," Alten said automatically.

"Armed to teeth, what I said," Nikolo continued without missing a beat. "The skorne do not blink at them, let them pass. Anyone else tries leaving town, out come weapons."

Alten chewed on this. "Seems clear to me Magnus was in on this whole thing. Traitor to his kingdom, why not traitor to humanity?" Alten considered what he knew about the warcaster Asheth Magnus, ex-Cygnaran military now mercenary for hire. Rumors had flown about Magnus and the skorne even before the invasion.

Nikolo nodded with a brooding frown. "Now where is Magnus? Nice for him, not being here when lockdown comes. More of his men leaving than staying. Sold us out." Nikolo followed with a few unfamiliar Khadoran curses that Alten filed away in his mind where he kept such things.

"You know what? Not four days ago I spotted his people out a ways north of here. I almost stumbled right into their encampment when I was coming back from Scarleforth Lake; warjacks, Steelheads, Croe's boys, the whole lot of them. They were gearing up for something big. I steered around it, given how Magnus and I have never been the best of friends."

"Think they still there?"

Alten shrugged. "How would I know? Been stuck with the rest of you sods planning my escape. Just ain't worked up to the proper frame of mind yet." He indicated his empty shot glass, which Nikolo promptly filled. Alten had avoided going out on the streets. It would be just his luck to run into skorne that recognized him. It wasn't likely, as he had kept his distance when fighting them alongside his trollkin friends, but just to be safe he had Bucking Jenny secured up in his room.

Minions

Thinking of his trollkin friends, something Alten had tried hard not to do, brought another twinge of conscience. He asked Nikolo, "Hear anything about how things are in krieltown?"

"I live still," Gudrun agreed, in a tone suggesting the fact brought him no happiness.

Nikolo sighed, pained. He had many trollkin customers and a large number had moved into the South Crag and the outskirts. "Things not good." The occupation had not been bloodless in all quarters. A number of trollkin in krieltown had put up a fight and the skorne had put them down mercilessly. "Those who work mines are left alone, some others have been made slaves." Alten knew many of the local trollkin were refugees, driven from their homes elsewhere, who had chosen not to join Ironhide, Bloodsong, and the others. Too bad things had turned even worse for them here, where they had tried to lay low.

"Sometimes there's no way to avoid the bear." Alten mumbled, and Nikolo nodded. The monster hunter had always found this old Khadoran homily apt.

Alten had an itch to do *something*. It had gotten him in trouble before. He had traveled all over the continent, moving from one hunt to another, as long as he could remember. Despite it all, the Crag felt as close to home as he would likely ever get. Seeing it overrun with skorne offended him on a personal level.

The door to the tavern blew open and a huge, looming shadow occupied its frame. All conversation stopped as heads turned to squint at the impossibly massive figure. Alten's heart almost skipped a beat thinking the skorne had sent it for him until he identified it as an ogrun. A similar relieved awareness spread through the tavern as the stout figure ducked and forced his body and an oversized polearm through the door. "The skorne let him walk around with *that* thing?" Alten asked rhetorically.

After the door closed they got a better look at this rather unkempt and disheveled example of an ogrun. Then again, almost no one walked into Sanity's Bastion looking clean; mud-stained and dusty was the rule. The ogrun had a hood pulled up over his head that obscured his face, but Alten thought he looked familiar. As he staggered past Alten, the monster hunter caught the distinct reek of someone who had been drinking long enough for the smell to seep from his skin. They all watched with curiosity as this stranger ducked to avoid a ceiling beam and approached the bar. He towered over even Nikolo, a very big man even for a Khard, and set a battered, grimy jug on the counter. The ogrun worked out its cork with thick fingers and said, "Fill this."

Nikolo raised a bushy eyebrow. "With what?"

"Whatever is strongest," the ogrun responded wearily before lowering himself cautiously onto a barstool. Alten bit his lip, waiting for it to explode. It creaked alarmingly but held. The ogrun pulled a number of coins from a pouch and let them tumble across the counter. Alten's sharp eye caught several of Rhulic mint and whistled in admiration. Such currency rarely appeared in a town where people commonly saw and expected devalued and counterfeit coins.

"Gudrun!" Alten exclaimed, finally recognizing the ogrun, who turned in his direction with no particular enthusiasm. "Hah! Call me a son of a gorax, but I heard you got killed four years ago near Hellspass." The monster hunter brought his drink over and took up a stool near the ogrun as the rest of the tavern-goers, relieved that at least someone recognized the stranger, relaxed to their normal conversations.

"I live still," Gudrun agreed, in a tone suggesting the fact brought him no happiness.

"How in blazes did you get past the skorne without hassles?"

The ogrun gave the barest hint of a smile. "Told them I was looking for work." He glanced meaningfully at the tremendous polearm.

This set Alten aback. "You'd work for the likes of them? Skorne?" He said this too loud, affected by the alcohol. Several people looked their way uneasily and muttered.

The ogrun shrugged, noncommittal. "Work is work. I am not in their hire *yet*."

Nikolo finished pouring one of his unmarked bottles into the ogrun's jug, at which point Gudrun squeezed the cork back in and hooked the jug onto his waist as another man might ready a canteen. Alten signaled to Nikolo. "A drink for Gudrun on me." When Nikolo put down a normal shot glass, Alten insisted, "You'll need something larger than that." Next Nikolo put down a small glass, to which Alten again shook his head. "Bigger." Looking dubious, Nikolo finally set down a

pint glass. Showing clear reluctance, he then emptied the remains of a bottle to fill it. Gudrun lifted it with a nod of appreciation and knocked it back. Everyone watching the spectacle winced.

Alten lowered his voice to a proper conspiratorial level. "Gudrun, if we could get out of this town, I know some folks offering proper work. You don't want to hitch yourself to the skorne. They're as like to put you in chains as pay. I know some druids north of here, near Scarleforth. Coin means nothing to them. You can name your price."

The discussion cut short as the door opened again. This time everyone turned to stare and immediately froze. A stifled silence came over the room and Alten felt a cold sweat trickle down his neck and along his back. Three skorne walked into the tavern. Alten tried to melt into the barstool and wished he had picked a less prominent place to sit.

Paingivers. Alten knew what the masks signified from the harrowing tales of captives in Corvis, like the elderly priest Father Dumas, whom the skorne had dragged off to dank prisons and tormented for information. The one in front wore elaborate regalia with intricate, abstract patterns ornamenting the blood red lacquered plates of his armor. The mask hid his face except for a narrow lower jaw and sharp teeth. Alten's eyes drifted to the paingiver's hands, where the thin length of a steel blade extended from each finger of his clawed gloves. This paingiver stood regal, erect, and walked with such poise and confidence that one easily forgot the others behind him. They silently inspected each face in the tavern with palpable distaste. Alten held his breath as the mask scanned past him and did not pause. He saw no sign of recognition or any other indication that they had come for him.

The one in the lead addressed the room in Cygnaran with only a hint of skorne accent. "Asheth Magnus. If any knows where he is, speak now."

This simple demand caused a number of thoughts to spark in Alten's mind, even filtered through the alcohol haze. "Thank Morrow I'm not Magnus," was his first thought. Then he wondered what the mercenary might have done to anger his erstwhile co-conspirators. The thought of bad blood between them now somehow encouraged Alten. It might just work to the town's advantage.

If Alten had drunk less he would have realized it was a bad policy to draw the skorne's attention and kept his mouth shut. The *uiske* made his dangerous inner voice far more persuasive, however. He whispered to Gudrun, "Back me if this goes poorly."

"You got it. Gotch yer back," the ogrun affirmed, his voice slurring badly. A more sober Alten might have taken this as a warning, given Gudrun's notorious tolerance. Alten stood up, tucked his thumbs into his belt, and adopted his best bluster. "I know something..." A heavy thump and the crash of breaking glasses behind him cut him off. He glanced over his shoulder to see Gudrun collapsed onto the bar and snoring loudly. Alten winced and suddenly felt a whole lot less confident.

The paingiver approached the monster hunter in a few smooth steps and raised a single clawed hand. The light gleamed along the subtle patterns in the tempered steel blade. "Speak." Standing this close Alten felt small indeed. The paingiver loomed taller by a good measure.

"How about we work out an arrangement whereby you help me and my big friend there to get out of town? In exchange I'll tell you the last place I saw Magnus, just a few days ago."

"Or, I force you to answer before you die."

Alten instantly felt much more sober and cleared his throat. "Right. Okay, here's where I saw ol' Magnus. What you do is, you head north out of town..." In a few sentences he described the position of the camp as well as possible without actually drawing a map. The paingiver stared for a moment into Alten's eyes. He felt sweat beading on his forehead. Apparently satisfied at what he saw, the paingiver signaled to his companions, and the skorne turned and left without another word. Alten slumped and let his breath out.

He turned back to the bar and saw Gudrun peeking at him. A deep chuckling shook the ogrun. "Pathetic," was all Gudrun said before closing his eyes again. Nikolo gave Alten a look and shook his head, clearly disappointed.

"What? I didn't see you helping." Alten mumbled to himself, "We'll just have to find some other way out of town." As he pondered what had just happened, Alten felt a sense of doubt creeping up his back. What if Magnus had actually sent for the paingivers? A rift between them made no sense; it seemed more likely that Magnus had someone important in that camp that he needed to interrogate, but just had not updated the skorne on where to find him. What if he had Brue Westrone? Alten suddenly felt a lot worse than he had a moment before. "Nikolo, give me another drink."

Bog Trog Ambushers

Minion Bog Trog Unit

BIG FISH						CMD 8
SPD	STR	MAT	RAT	DEF	ARM	
6	6	7	3	12	15	
TROG						CMD 6
SPD	STR	MAT	RAT	DEF	ARM	
6	6	6	3	12	15	

FISH HOOK		
SPECIAL	POW	P+S
Reach	5	11

FIELD ALLOWANCE	1
VICTORY POINTS	2
LEADER AND 5 TROOPS	76
UP TO 4 ADDITIONAL TROOPS	12ea
BASE SIZE	SMALL

Makes me smile to see a bunch of walkin' fish leap from the muck to pull their quarry down.

—Grim Angus

The fiercely territorial and primitive amphibians known as bog trogs thrive in swampy regions considered undesirable by humans and most more civilized species. These tribes periodically compete with and fight against the gatormen who inhabit similar regions, although such villages have sometimes managed short-lived and tense truces. Bog trogs are peerless masters of ambush, particularly in their native terrain, and their favored hunting method is to swim silently and unseen just below the surface of a stream, river, or shallow pond without causing even the least ripple until they spring to attack. Even outside of the water their skin possesses tremendous ability to shift its coloration and blend effortlessly with their environment.

Whether manipulated, goaded, enslaved, or lured, recent wilderness struggles have brought bog trogs out to fight in large numbers. Such trogs have gathered from a variety of waterways, including the Fenn Marsh, Bloodsmeath Marsh, the Marchfells, and the shores and rivers of Scarleforth Lake, to ruthlessly attack the enemies of their allies or masters. They are not an easy species to communicate with; few know the Quor-og tongue, although it shares a root language with that spoken by the gatormen. This allows these competing species to hurl epithets back and forth, but that mostly encompasses bog trogs' cross-species communication. While most bands are enlisted through specific negotiations or by leveraging tribal leaders, they do not require much prompting to initiate ambushes. The trogs seem to take cruel delight in killing any creatures caught in their path and plundering bits of metal and weapons from the bodies of the slain.

Special Rules

Minion

The Bog Trog Ambushers will work for any faction.

Big Fish

Leader

Unit

Ambush - Bog Trog Ambushers do not have to be put in play at the start of the game. The Bog Trog Ambushers' controller may put one or more units of Bog Trog Ambushers in play during his Control Phase on any turn. When Bog Trog Ambushers come into play, place them in skirmish formation within 3" of any table edge except the back of the opponent's deployment zone. Bog Trog Ambushers gain +2 to attack rolls the turn they are put into play.

Amphibian - A Bog Trog Ambusher may voluntarily enter deep water without penalty. A Bog Trog Ambusher may move through deep and shallow water without penalty. While completely within deep water, a Bog Trog Ambusher cannot be targeted by ranged or magic attacks.

Camouflage - A Bog Trog Ambusher gains an additional +2 DEF when benefiting from concealment or cover.

Combined Melee Attack - Instead of making melee attacks separately, two or more Bog Trog Ambushers in melee range of the same target may combine their attacks. In order to participate in a combined melee attack, a Bog Trog Ambusher must be able to declare a melee attack against the intended target. The Bog Trog Ambusher with the highest MAT in the attacking group makes one melee attack roll for the group and gains +1 to the attack and damage rolls for each Bog Trog Ambusher, including himself, participating in the attack.

Stealth - Attacks against a Bog Trog Ambusher from greater than 5" away automatically miss. If a Bog Trog Ambusher is greater than 5" away from an attacker, he does not count as an intervening model.

Fish Hook

Reach - 2" Melee range.

Farrow Bone Grinders

Minion Farrow Unit

Necromancers and mortitheurges have proven that the inherent power in flesh and bone lingers even after death. Bone grinders gather the parts of slain beasts to tap into the energies latent in their grisly trophies. Their methodology, half alchemy and half occultism, fuses mysticism and practical know-how to craft their charms and powders. The fresher the corpse, the better for their needs, and bone grinders, well practiced at skinning and boning a wide variety of creatures, descend on the recently fallen with knives, cleavers, and serrated saws. Many mistake their industry as common butchery, but these craftsmen carefully select their cuts of flesh, extracted organs, and marrow-filled bones for the mystical power of their essences. Bone grinders can carve lasting talismans of bone or grind powders in a pestle with intuitive alchemy to mix a paste of blood, lymph, and bile possessing tremendous potential energy.

The lore of this type of shamanism has become a part of farrow culture and tradition. Certain particularly shrewd members of the species have used this skill to prove their worth to their chosen allies or the cruel masters who have subjugated them. The farrow have proven remarkably adaptable and considerably more intelligent than anyone anticipated. They have begun to thrive on the opportunities that have arisen in the battles erupting in the wilderness fringe and appear quite willing and eager to fight alongside other species.

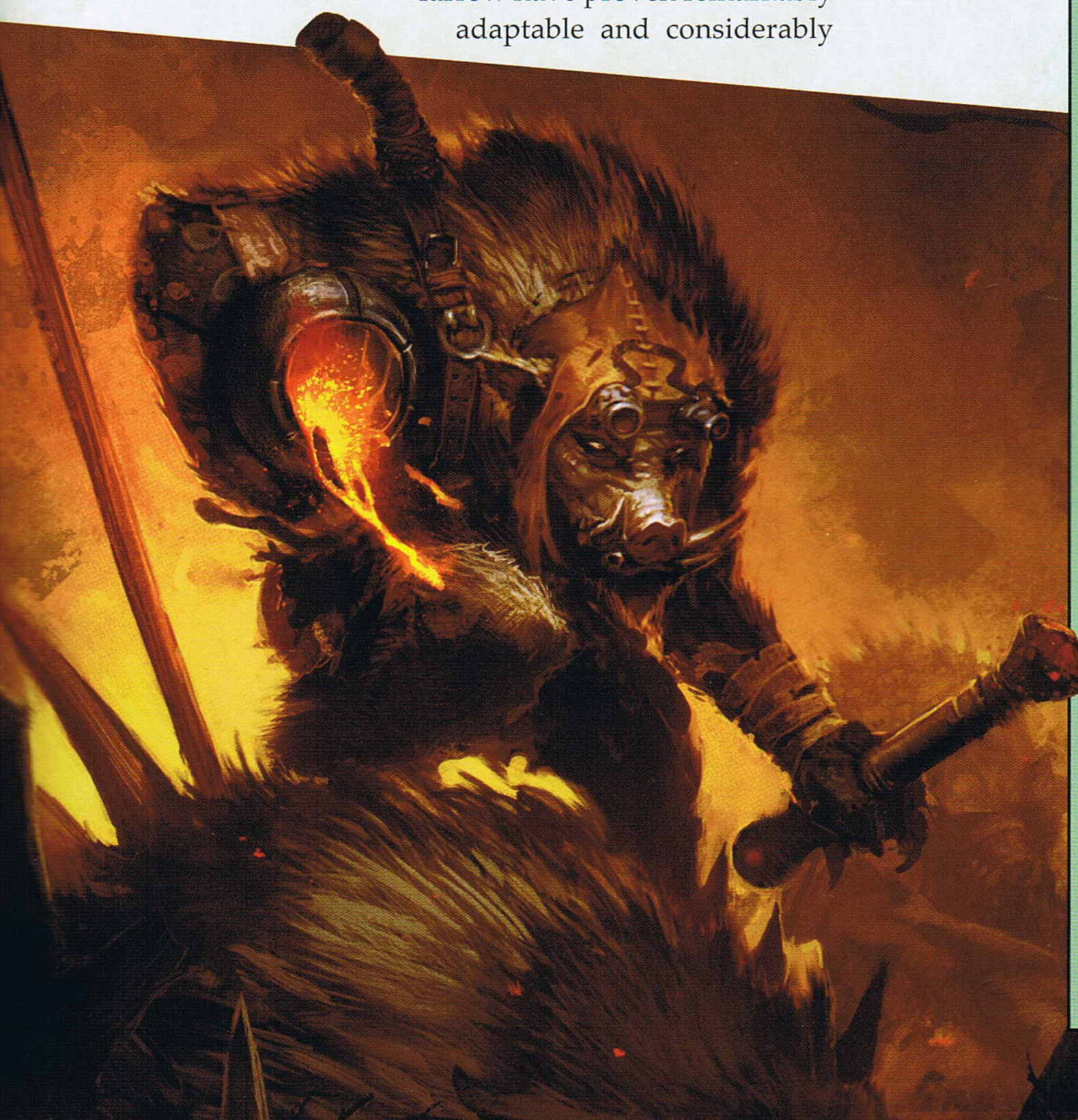
They leap right on a critter as soon as it dies, knives flashing, and cram bloody bones into sacks. Hope I don't look like that when I'm collecting my trophies.

—Alten Ashley

BONE GRINDER	CMD 8					
SPD	STR	MAT	RAT	DEF	ARM	
5	6	6	4	12	14	
GATHERER	CMD 6					
SPD	STR	MAT	RAT	DEF	ARM	
5	6	6	4	12	14	

KNIFE			
SPECIAL		POW	P+S
—		3	9

FIELD ALLOWANCE	2
VICTORY POINTS	2
LEADER AND 3 TROOPS	30
UP TO 2 ADDITIONAL TROOPS	6ea
BASE SIZE	SMALL



SPECIAL RULES

Minions

The Farrow Bone Grinders will work for any faction.

Bone Grinder

Bone Magic (★Action) - The Bone Grinder may use the animus of any destroyed friendly warbeast as a special action. The Bone Grinder does not spend fury to use the animus. The Bone Grinder cannot use animi with a range of Self. When resolving an offensive animus, determine the success by rolling 2d6 and adding the Bone Grinder's Magic Ability score of 7. If the Bone Grinder casts an offensive animus, the attack and damage rolls are boosted.

Craft Talisman (★Action) - Target friendly warlock within 3" of the Bone Grinder or within 3" of a model in a skirmish formation group with the Bone Grinder adds 3" to the RNG of his spells. Spells with a range of Self are not affected. Craft Talisman lasts for one round.

Harness Spirit - When a living warbeast is destroyed within 3" of a model in this unit in a skirmish formation group with the Bone Grinder, including the Bone Grinder, the Bone Grinder may harness its spirit. When the Bone Grinder uses Harness Spirit, target friendly model within 3" of the Bone Grinder or a model in his unit in formation with him gains the destroyed warbeast's SPD, STR, or ARM and becomes Fearless. If the affected model is part of a unit, its unit gains Fearless. Fearless models never flee. Harness Spirit lasts for one round.

Leader

Gatherer

Self Sacrifice - When the Bone Grinder suffers sufficient damage to be destroyed, the Bone Grinder's controller may choose a Gatherer in this unit within 3" of the Bone Grinder to be destroyed instead.

Gatormen Posse

Minion Gatorman Unit

BOKOR					CMD 8
SPD	STR	MAT	RAT	DEF	ARM
5	8	7	3	12	17

WARRIOR					CMD 6
SPD	STR	MAT	RAT	DEF	ARM
5	8	6	3	12	17

BITE		
SPECIAL	POW	P+S
—	5	13

TAIL SLAP		
SPECIAL	POW	P+S
—	0	8

GATORMAN WEAPONS		
SPECIAL	POW	P+S
Reach	5	13

BOKOR'S DAMAGE	10
WARRIOR'S DAMAGE	8
FIELD ALLOWANCE	1
VICTORY POINTS	2
LEADER AND 2 TROOPS	71
UP TO 2 ADDITIONAL TROOPS	20ea
BASE SIZE	MEDIUM

They are a perfect blend of animal appetites and cunning. The way even the smell of blood transforms them into paragons of slaughter is impressive indeed.

—Lord Tyrant Hexeris

Gatormen are among the most formidable warriors of all the savage natural species thriving in the wilderness. Few intelligent species can rival the raw killing power of these bipedal reptiles who lurk in remote swamps and along riverbanks across the region. Gatormen augment their considerable natural weaponry—a bite that can tear off limbs and a heavy tail capable of shattering bones with a single slap—with oversized pole arms that allow them to hack into adversaries before closing to bite. A single gatorman can tear apart several well-armed men in a few short seconds, and the sight of blood drives them to a fearless frenzy of slaughter.

Few can communicate in their obscure Quorgar dialect, but gatormen respond to gestures and simple commands. Their crude villages often have representations of a tremendous alligator, thought perhaps a variant of the Devourer Wurm, in positions of reverence. Their leading shamans, the bokor, direct war bands, use tribal magic to turn the ground into a swampy bog, and call on their ravenous patron to loan them savagery. While fierce combatants, when left to their own devices gatormen are generally content to guard their territories rather than seek excuses to fight. Their even-tempered dispositions outside of battle make them approachable by those seeking to barter for their services. Both trollkin shamans and druids of the Circle Orboros have made such arrangements over the years, but gatormen have no qualms about fighting for any species as long as ample food is provided.

SPECIAL RULES

Minion

The Gatormen Posse will work for any faction.

Bokor

Bad Juju - The Bokor may use one of the following Bad Juju effects each turn during its activation. Bad Juju effects last one round.

- **Blood Crazed** - Models in this unit gain boosted attack and damage rolls against living enemy models that are currently damaged. If the target of its charge is a living enemy model that is currently damaged, an affected model charges at SPD +5".
- **Feast** - When a model in this unit destroys a living model with a melee attack, each model in this unit may remove one damage point.
- **Swamp** - Place a 4" AOE completely within 8" of the Bokor but not touching a model's base. The AOE is shallow water.

Hoodoo Stick - A model hit by the Bokor's Gatorman Weapon cannot cast spells or be forced to use an animus for one round.

Leader

Unit

Amphibian - A Gatorman may voluntarily enter deep water without penalty. A Gatorman may move through deep and shallow water without penalty. While completely within deep water, a Gatorman cannot be targeted by ranged or magic attacks.

Scent of Blood - While one or more models in this unit are within 10" of a living enemy model that is currently damaged, models in this unit have CMD 10 and gain Fearless. A Fearless model never flees.

Gatorman Weapons

Reach - 2" melee range.

Feralgeist

Minion Solo

They are further proof that Orboros has a will that manifests here on Caen and strikes against those who offend it.

—Morvahna the Autumnblade

FERALGEIST						CMD 7
SPD	STR	MAT	RAT	DEF	ARM	
6	0	3	0	14	11	
FIELD ALLOWANCE						3
VICTORY POINTS						1
POINT COST						20
BASE SIZE						SMALL

The feralgeist lurks in the shadows of the deep forest and drifts insubstantially through trees and stones toward the scent of recent or imminent death. A feralgeist, as insubstantial as breath, has no flesh of its own and therefore hungers to inhabit a body and walk for a time as other creatures. Unable to control the living, the feralgeists' ghostly greenish forms descend into the carcasses of freshly slain beasts and bring to them a semblance of reanimated life. The body responds to their will and lumbers to its feet with empty, hollow eyes. In this way, feralgeists pose a deadly threat to any who venture near as they lash out with the claws or fangs of the corpse they inhabit. These formidable puppet-masters cannot create life from death, however. Their flimsy borrowed bodies soon crumble from decay and force them to seek a new vessel.

Most who have seen these specters have presumed they are what they seem—a ghost haunting the forest. The wilderness masters of Orboros, however, claim feralgeist are a naturally occurring spirit, drawn to death and yet never alive. They manifest as a vengeful incarnation of nature that strikes against intruders or interlopers in wild places. These cunning and patient creatures haunt the fringe of battles or follow warbeasts as they march to inevitable conflict, as if they can smell the violence to come and know they will soon find vessels to inhabit. The sense that draws a feralgeist to a beast and grants control over its body after death also makes feralgeists vulnerable to warlocks who, by force of will, can bind these spirits into service.

SPECIAL RULES

Minion

A Feralgeist will work for any faction.

Feralgeist

Incorporeal - While Incorporeal, the Feralgeist ignores movement penalties from rough terrain and obstacles. It can move through obstructions and other models if it has enough movement to move completely past the obstruction or models' bases. A model may move through the Feralgeist without effect if it has enough movement to move completely past the Feralgeist's base. The Feralgeist does not count as an intervening model. The Feralgeist cannot engage models or be engaged. The Feralgeist only suffers damage and effects from magic attacks, animi, spells, and feats and is not affected by continuous effects. Continuous effects on the Incorporeal model expire during its controller's Maintenance Phase. The Feralgeist cannot be charged, slammed, or pushed. Slammed and thrown models move through the Feralgeist without effect.

Spectral - The Feralgeist is not a living model and never flees.

Spiritbind - When a living warbeast within 10" of the Feralgeist is destroyed but not removed from play, the Feralgeist may bind its spirit to the beast. If more than one Feralgeist is eligible to bind its spirit to a warbeast, the closest one may bind its spirit to the warbeast. The Feralgeist's controller takes control of the warbeast. While controlled by the Feralgeist, the warbeast is not a living model. Remove the Feralgeist model from the table. Any effects, spells, or animi on the Feralgeist expire when it is removed. Remove one damage point from each of the warbeast's aspects. The warbeast may activate normally. The warbeast cannot be forced or healed and loses its animus. The warbeast can slam, run, or charge without being forced. The warbeast's attack and damage rolls are boosted. The Feralgeist may exit the warbeast during its controller's Maintenance Phase at will. After placing the Feralgeist, the warbeast is destroyed. If the warbeast is destroyed or removed from play, the Feralgeist is forced to leave it. If the Feralgeist leaves a warbeast for any reason, the Feralgeist's controller places the Feralgeist within 3" of the warbeast. There must be room for the Feralgeist's base.

Gudrun the Wanderer

Minion Ogrun Character Solo

GUDRUN	CMD 9				
SPD	STR	MAT	RAT	DEF	ARM
6	9	7	4	13	15

BATTLE GLAIVE		
SPECIAL	POW	P+S
Multi	6	15

DAMAGE	10
FIELD ALLOWANCE	C
VICTORY POINTS	1
POINT COST	37
BASE SIZE	MEDIUM

Death spits me back into the world each time. Try to kill me if you want, but you had better make sure it sticks.

—Gudrun the Wanderer

An oath taken incautiously can become a curse. Gudrun the Wanderer knows this fact too well, for all of the dark twists of his destiny trace to a single oath he gave when too young to know better. The years have washed his pride and all sense of his own worth away with a tide of blood. Screams echo in his dreams and sometimes he hears his victims pleading with him even when awake. He regularly slips into the blurred oblivion of a drunken haze. He strides into battle reeking of alcohol, hood pulled down over bloodshot eyes, and a huge fist tightened upon the haft of his weapon.

Swaying unsteadily atop a rise, shielding his eyes from the glare of the sun, Gudrun often seems too drunk to fight as he once did. All such doubt vanishes when he steps into melee. His massive polearm leverages enough force to sunder men in half. His victims see only emptiness, not triumph, in his face. Gudrun unleashes his emotions in battle lust only when enduring grievous injury, at which time an unquenchable berserker rage consumes him. Those who have fought at his side describe him facing down a rampaging titan or a charging warjack as if inviting death to come. He rapidly becomes unhinged in battle and screams incoherent battle cries while the lives his polearm ends add a steadily rising tally of carnage to the weight of his soul.

As a youth Gudrun learned to fight among the ogrun of his proud village in the Glass Peaks, watched over by the nearby Rhulic clans. Unlike the others, he did not spend long years traveling and testing his skills as a *bokur* before choosing a *korune*. Gudrun was impatient. He longed to put aside adolescence and thought himself too strong to waste years searching. He had heard ogrun of his village whispering about Clan Lord Galos Hegord, a dwarf with power over nearby clans, who boasted the finest weapons and armor, the greatest wealth. Asking nothing more, Gudrun went to Hegord and swore himself to this lord, declaring him *korune*. Had Gudrun asked more questions he would have discovered the dark reputation of Galos and his people for bloody feuds. Galos had turned bitter and his thoughts poisoned like a rank and rotted piece of meat.

Hegord had bad blood with the neighboring Sigvar clan to the east and had long contemplated their extinction. He had already decided to exterminate his rivals, ignoring all laws of the Moot of the Hundred Houses and the sacred Edicts of the Codex, when Gudrun swore service. Galos led a bloody night raid that quickly became wholesale slaughter. Gudrun fought at his side, powerless to do nothing other than obey the commands of his sworn lord. His blade murdered the innocent and young alongside the outnumbered warriors of Clan Sigvar. Blood flowed in a river down the mountain.

Clan Hegord became outlaw at once, and a host of the Mootguard set out to quash their line. Galos and most of his followers died

Special Rules

Mercenary
Gudrun will not work for the Protectorate.

Minion
Gudrun will work for any faction.

Gudrun

Advance Deployment - Place Gudrun after normal deployment, up to 12" beyond the established deployment zone.

Binge Drinking - Once per game during his activation, Gudrun may use Binge Drinking. Gudrun is knocked down.

Fearless - Gudrun never flees.

Feign Death - Gudrun cannot be targeted by ranged or magic attacks while knocked down.

Hangover - The first time Gudrun suffers sufficient damage to be destroyed by an enemy attack, he is knocked down instead and cannot be further damaged until the end of his controller's next Maintenance Phase. At the end of his controller's next Maintenance Phase, all damage is removed from Gudrun, he stands up, and he gains Berserk. Every time a model with Berserk destroys another model with a melee attack, he must immediately make one melee attack against another model in his melee range, friendly or enemy.

Pathfinder - During his activation, Gudrun ignores movement penalties from, and may charge across, rough terrain and obstacles.

Battle Glaive

Blade Shield - Gudrun gains +2 DEF versus ranged attacks originating in his front arc.

Reach - 2" melee range

in the battles that followed. Gudrun numbered among those few spared because the Moot Judges knew the ogrun was bound to obey his *korune*. They branded Gudrun's head and exiled him from Rhul forever. This stripped all possibility of future honor from him. Some say the deaths on his hands have left a cursed legacy that shadows him wherever he goes.

Now he wanders, at home nowhere, drinking into oblivion while selling his services to any who will pay him to deal death. Some say he seeks his own destruction, so he enters any fray without discrimination. He has endured blows that should have killed him twice over, yet still he walks. Gudrun shambles from one battlefield to the next guzzling from the jug at his waist. A disgrace to himself, who often falls into a drunken stupor in the midst of battle, Gudrun remains nevertheless a skilled and valuable killer of men.

Minions

Bog Trog Ambushers
Unit

Gatormen Posse
Unit

Farrow Bone Grinders
Unit

Painting Models

Gatormen Posse & Bokor

Gatorman Bokor

Paints Used

- Skorne Red
- Sulphuric Yellow
- Thamar Black
- Greatcoat Gray
- Traitor Green
- 'Jack Bone
- Bastion Gray
- Morrow White

Step 1

To base coat the feathers adorning the bokor's staff, use Skorne Red for the large feathers and alternating Sulphuric Yellow and Thamar Black for the smaller ones. At this stage, you should also base the back armor plates with a mix of Cryx Bane Base, Greatcoat Grey, and Traitor Green. Then shade the armor plates with a mix of Ordic Olive and Armor Wash. The skulls get a base coat of 'Jack Bone.

Step 2

For the feathers, add Menoth White Highlight to the base color and apply the highlights in multiple thin layers, adding more Menoth White Highlight with each layer. Use the same technique on the back plates but add Thrall Flesh instead of Menoth White Highlight. When painting bone, shade with Bastion Grey and use a second brush to blend the color into the crevices. Highlight the skulls with Menoth White Highlight and then apply small dots of Morrow White to each tooth individually.

Gatormen Posse

Paints Used

- Ryn Flesh
- Hammerfall Khaki
- Moldy Ochre
- Cryx Bane Base
- Wurm Green
- Cryx Bane Highlight
- Ordic Olive
- Armor Wash
- Thornwood Green
- Battlefield Brown
- Menoth White Base
- Thrall Flesh
- Menoth White Highlight

Step 1

Base coat the underbelly with a mix of Ryn Flesh and Hammerfall Khaki with a dot of Moldy Ochre thrown in for warmth. The rest of the scales receive a basecoat consisting of two parts Cryx Bane Base, two parts Wurm Green, and one part Cryx Bane Highlight.

Step 2

When it comes to painting models with a lot of small scales, it is advantageous to lay down a wash to define the scales in one quick step. For the gatormen, mix equal parts Ordic Olive and Armor Wash with a drop of water and a drop of matte medium. Then apply the wash over the entire surface of the skin, making sure to keep it even with as little pooling as possible.

Step 3

With the scales nicely defined, you can add shadows. To do this, mix Thornwood Green with Armor Wash and Battlefield Brown and apply it to the undersides of the model using a second brush to blend as you go. You can also use a fine tip brush to carefully paint this mix into the cracks between scales anywhere you feel it necessary to have some extra definition.

Step 4

Use a mix of Hammerfall Khaki and Menoth White Base to highlight the gatorman's belly. Apply this highlight to each scale individually. The scales in shadow receive a line highlight along the top while the rest of the underbelly scales simply get filled in with this color. Apply a mix of Wurm Green and Thrall Flesh in a similar fashion to the rest of the scales.

Step 5

To give the illusion of light glinting off of wet scales, apply small dots of Menoth White highlight to the scales on the highest parts of the model. Position the dots in the upper corner of each scale and keep the dot as small as possible.

The Storm Breaks

Krueger smelled bloodshed on the air well before he heard the clash of fighting. The trees surrounding him were extremely dense, so he had nearly reached the Tharn village before he began to observe the chaos. Woldwardens strode on either side of him. For all their immense size, they passed through the trees and underbrush without a sound or slowing, part of the landscape. Krueger heard rising howls of duskwolves ahead in the near distance, first to his left then to the right. Bloodtracker wolf riders, he felt sure.

Krueger sensed a peculiar chill disturbing the air. He scowled, walked faster, and reached through the winds. He found a hawk soaring above and seized its mind. He effortlessly crushed its tiny will beneath his own and peered down through its eyes.

Past the next knot of trees stood Tharn huts, the largest central village of Kromac's *tuath*—his kingdom—that comprised the largest affiliation of Tharn in the Thornwood. Built in a widening spiral around a central opening, the huts faced a great pit used for bonfires. The grisly totems of previous battles—human skulls and bones tied together atop stakes and rattling chimes of slender finger and toe bones—surrounded the huts. Battle raged around the northern huts, many of which dragonspawn had already destroyed. Krueger saw both larger and smaller breeds of spawn beside Nyss warriors locked in deadly melee with Tharn. Mounted Nyss Raptors rode behind the lines, and their bows unleashed arrows with deadly accuracy. Flying spawn soared further back, not yet committed to the battle.

He pushed the hawk higher and forced it north to gain a view literally from on high. He found the appearance of so many of the enemy here inexplicable. Tharn placed their villages with cunning; this one lay hidden in a niche between rising forested hills where in ancient times a river had cut through the region. Through the hawk's eyes Krueger found the answer. A line of shattered trees, a clear path of destruction, originated from a deep crevice surrounded by large boulders in the hills. Krueger knew these caves. Tharn had carved depictions of the Devourer Wurm on their walls thousands of years ago. They formed part of a larger ancient complex, with other openings to the east, that connected to caves extending all the way north of the Thornwood. Soaring higher, he found a larger army column moving inexorably through the forest east of his position. The Tharn battled against just one tributary of a vast stream.

Releasing the hawk's mind Krueger drove his woldwardens forward while he rose into the air on a column of wind to speed his advance. Breaking through the trees, he observed Tharn ravagers spread out and engaged in individual fights while bloodtrackers behind them hurled javelins. He knew from his reconnoiter that the wolf riders circled to either flank to strike from the rear. He also knew Nyss Raptors would intercept them well before the riders could do much harm.

At the front, in the heart of things, Kromac stood like the god of slaughter amid his flock, and he carved through the foe with a pair of tremendous axes. Warpwolves fought directly beside him and dozens of hulking Tharn ravagers trailed behind in a wide fan. These lesser Tharn could not keep up with the pace of Kromac's savage advance.

Kromac had taken the form of his inner predatory beast. He loomed over nine feet tall and howled with rage. The Tharn chief crashed through a line of Nyss swordsmen. He chopped downward with the axe in his left hand to sunder one Nyss from shoulder to groin. His right axe broke through the ribs of another. A teraph tried to impale him with a bladed tail, but Kromac evaded and struck with both axes at once, their gore-covered edges a red blur. He hacked scaled dragon flesh until the spawn's bloody remains quivered at his feet. The warpwolves were beside him, the equal of his rage, their claws tearing apart more Nyss and any other spawn in reach.

Their efforts were impressive, but Krueger had seen what they had not—the full extent of the enemy. Warpwolves and Tharn bore numerous injuries. An older shaman had collected the heads of a half-dozen Nyss and chanted now, raising a bloody heart and speaking words of power. The fighting frenzy had taken them, but though they ignored their pain, such wounds would take their toll.

Krueger passed a number of what counted as noncombatants among the Tharn. One youthful female carried three young, perhaps triplets, each swaddled in long strips of tanned hide and slung both in front and behind her. Even she carried a spear and looked eager to join the battle. She watched the fight with her lips pulled back in a snarl. Others clustered for a last stand at the village center.

Some cheered as Krueger moved through them. He raised his spear to gain their attention. "Abandon this village! Flee west! Go!" Some backed away, but most stood uncertain and looked to the line where their fiercest warriors fought and died, led by Kromac.

Cursing their stupidity, Krueger pressed on. He sensed a cold bite through the trees and saw, misted in a veil of swirling fog and snow, the distant form of a Nyss whose power he sensed even at this remove. She moved among

the central force of the column. Beside her came the much larger, hulking forms of carniveans.

This Nyss pointed at the Tharn and her lips moved in an incantation Krueger was too far away to hear. A cold shimmer filled the air around a shredder that leapt toward the ravagers. A keening sound rose as a thousand slivers of razor-like ice impaled the nearest Tharn. They fell gasping and twitching, flesh and muscle rent wide, on the muddy soil. A group of swordsmen pressed forward to exploit this hole in the line.

Krueger sent his power through the woldwardens and simultaneously unleashed the full wrath of the storm. He sent wind, freezing rain, and blinding lightning along the enemy line. Thunder echoed and repeated with every strike as the air filled with the sizzle and stench of burning flesh. After this flash, the nearby Tharn found themselves with nothing in arm's reach to fight.

Before they could spring forward again through the trees, Krueger interposed himself in front of the berserk chieftain, despite the risk. The eyes peering at him were wild with rage. The blood of those he had torn apart covered his face and chest. For a moment Krueger thought Kromac too far gone. Other Tharn pressed forward, axes ready, as they regrouped. Lightning crackled again from the woldwardens.

Kromac's form convulsed, shrank to more human proportions, and his face became less feral. Copious blood stained every inch of him, but his own flesh looked intact. "Brother Krueger! Feast with me!" The Tharn chief's voice was thick with blood lust. He turned blazing eyes to where several surviving swordsmen advanced. Kromac extended his hand and the soil under them opened with a grinding howl of hot wind from below the earth. The hungry ground, every stone a gnashing tooth, swallowed the Nyss whole. The warpwolves howled in answer, and the chilling sound echoed through the trees.

"We must withdraw! There is no end to them. You will die here unless you listen."

"If death comes, so be it. We will fight to the last. Extinguishing my line will not be easy." He grinned through blood-soaked teeth.

"Listen, you bloody-minded fool!" Krueger snapped. He felt one woldwarden stagger under the impact of a carnivean. He sent instructions for it to batter the spawn with punishing blows of its glowing fists, even as the wood connecting its rune-inscribed stones began to splinter and break. "They are not here for you! If we withdraw, they will go past. Do you seek death or life for your people?"

Kromac scowled, but looked to where the snow-cloaked witch peered at them. She had attained a better vantage on nearby hill. Dozens of Nyss archers climbed the hill beside her, forming into a well-organized line as they raised their bows. Spawn kept coming as Nyss regrouped for another attack.

Krueger spoke again, pointing past them. "The old caves, to the north—you know the ones—where you buried your honored chiefs. They used those caves to penetrate the forest past the humans waging war. Your people are an inconvenience, nothing more."

Though clearly reluctant, Kromac acquiesced, although at first it seemed too late. One of Krueger's woldwardens toppled, just as one of Kromac's warpwolves was borne under by shredders. Krueger sent his last woldwarden to hold the ground. Kromac yelled for the other Tharn to follow.

Arrows whistled towards them. Krueger spoke a word and sent forth the wind. It swept around them, gathered the arrows, and scattered them. Some few hit their mark despite this, causing nearby Tharn to fall. Krueger sent his storms up onto the hill where he had seen the ice witch and the largest knot of archers. Then they fled.

Later they feasted safely around a blazing fire as Kromac related the story of an attack weeks before on Tharn in the mountains further to the north and Morvahna's words to him. Kromac found in Krueger a ready audience for any tale critical of Morvahna. "She must be battling them now. Perhaps I left her service too soon."

"No, you had the right of it," Krueger assured him. "This is her personal vendetta. A futile and dangerous struggle. She has persuaded our leaders to join her in this folly. I am pleased to see we were able to save so many of your people before she threw them as kindling onto the fire." The druid indicated with a gesture the gathered Tharn.

"You do not think she should fight this enemy?" Kromac frowned at the druid as he shook his head.

Krueger laughed. "She would stand between two dragons. What concern of ours that they consume one another? If anything we should be clearing a path." The blackclad druid looked grimly into the flames. His angular features turned knifelike in the flickering orange light, and the symbol of the Devourer on his forehead stood out in sharp relief. "I came to ask for the help of your people in my battles to the west." He eyed the Tharn speculatively. "I offer a better fight than death amid desert sands and crumbling ruins."

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"I am listening." Even recent deaths did not diminish the innate Tharn joy of bloodshed.

"Other enemies beset us. We have lost vital sites to the northwest where an old foe challenges me." Krueger's lip twitched. "Trollkin have become bold in the Gnarls and elsewhere, seizing territory they once would never have dared claim. Fight with me against these enemies. Forget the Autumnblade."

The Tharn chief spoke respectfully. "I owe you a debt. My people will come, but not all *tuaths* will follow. Some heed Morvahna. She has bound many to her service by reminding them of old debts."

"That can't be helped. Leave them to her futile crusade."

Kromac ran his palm across the edge of one of his axe blades. "Our lives are yours to spend." Krueger sliced his own palm, and they clasped bloody hands.

The sun blazed down on the red sands as hot desert winds blew through the hills. This offered no particular discomfort to the small procession of skorne soldiers advancing on the ruins. They had experienced far worse crossing the vast desert from the east. Supreme Aptimus Zaal strode beside Lord Tyrant Hexeris, eager to observe with his own eyes the site that offered them such promise. As Hexeris explained the disposition of his soldiers, Zaal's attention fixated on the ruins. He had begun to see glimmers of something extraordinary ahead visible only to his eye of shadowed crystal.

"I am convinced some sort of organized effort defends the lower caverns, although I am unclear regarding the nature of this threat," Hexeris continued. "There have been no reliable accounts, but a number of our patrols have been ambushed. This suggests they are few in number, but have mastery of the tunnel maze. We can begin a systematic purge when we have more soldiers."

Mesmerized by the sight ahead, Zaal ignored his companion as details became clear to his enhanced vision. Deep beneath the earth slumbered something tremendous, a power of a magnitude he had never witnessed. This knot of perfectly focused and concentrated spiritual essence blazed with nearly blinding intensity. He had never seen anything to match this soul of tremendous potency and utterly alien configuration. He felt hypnotized by the complex flow of its dark energies, entwining across coiled layers, and found them beautiful and horrible at once. He felt torn between the desire to never look away and the urge to rip both the oculus and his living eye from his face. His fingers clutched in a spasm as he restrained a mad impulse to blind himself.

Unaware of the sight transfixing Zaal, Hexeris continued speaking to himself. "There are layers of distinctly different carved runes suggesting several species have practiced blood rites here over the centuries. At least one of these ancient people may have been near a spiritual breakthrough, but some cataclysm forestalled their efforts. Remarkable achievements, if crude by our standards. There is no evidence of recent rites. The defenders prowling the lower caverns seem unconnected—"

His words cut off as Zaal gripped his arm with an intensity that would have pained a lesser skorne. The lord tyrant looked down at the grip with an annoyed frown, but saw the strange distress on Zaal's features as he struggled to speak. "More soldiers! We must bring more soldiers here at once! Every cohort—summon them, now!"

Kaya pushed past the reeves guarding the outer perimeter of the Hawksmire River site. Wayfarer Conor Deorain accompanied her, but she ignored him. She found his aloof presence more irksome than helpful.

Baldur stood amid looming cyclopean stones and various subordinate druids, all kept busy. She saw weariness on Baldur's normally indefatigable expression. He looked as if he had not slept for days as he supervised the endless fabrication of woldwardens, woldwatchers, woldwyrds, and similar constructs. The air hung heavy with stone dust from dozens of chisels. Wilders brought forth and stacked wood, rope, and stone blocks. Warders strung blooded ropes on nearby stands, which Baldur took as needed to bind wood to stone.

Kaya marched up to him. "I won't stand for any more lurking about without explanation! The army you told me to follow marched into a crevice and disappeared! I want to know why. I want to know where they are going and why I can't fight them. I want answers!"

Baldur's expression was bemused and even affectionate. He clapped his hands to clear them of a fine coating of dust. "Focus on one task at a time. Each of us does their part." She scowled at his evasion.

A new arrival stepped regally from the center of the stones. Baldur turned to her with a squint, while Kaya stared, mouth slightly open. She had never seen a woman of such grace and poise. The woman's flowing attire was like no druid Kaya had ever known, and she felt uncharacteristically self-conscious. The condition of

her own leathers and armor, muddy and unkempt from months amid the wilds, had never bothered her before. This woman had smooth and immaculately clean skin and had bound her hair in an exotic style that made her seem like some bas-relief from a bygone era brought to life. Upon her back lay a tapered sword of great length, its surface gleaming with silver moonlight. Her eyes locked on Kaya's, who could not blink. "I bring answers."

Baldur's expression remained inscrutable as he gave a weary sigh. "Kaya, this is Morvahna the Autumnblade. Morvahna, this is Kaya the Wildborne."

Morvahna addressed them both, looking at each in turn. "I realize you have already made sacrifices for our struggle, but I come to beg more of you."

The Stonecleaver shrugged. "All my industry is pitted against the foe we share. The omnipotents asked me to provide whatever you required." He chose not to mention a recent heated exchange with Krueger, and the difficult choice this had forced on him.

"I would spare you if I could, but I have no choice." She spoke to Baldur. "The enemy moves more quickly than we anticipated." They exchanged a look.

"I know how hard you have worked these last several weeks to gather our forces and to convince the omnipotents of the severity of the threat and the consequences of failure," Baldur said. "But most of our strength comes from the Wolves of Orboros, who are most numerous in Omnipotent Dahlekov's territories."

"True, and Krueger has spent long hours poisoning Dahlekov against me." Morvahna's smile was bitter. "Yet even he has come to see the true threat and has joined with Lortus against it. Mohsar the Desertwalker has always supported me, and so at last the omnipotents see the truth of my words. Unfortunately it may be too late; the dragon army has moved on."

Baldur sighed. "However quickly we assemble, they outpace our ability to intercept. We may move by tapping the power below the earth, but those who fight our battles cannot avail themselves of that advantage."

"Sometimes decisive action does not come easily to those above us," Morvahna said irritably. "We should have struck them in the Thornwood, where the trees would have risen to our call. Now the draconic army flows across the Black River and into the Bloodstone Marches. Even with our insufficient numbers we must move quickly to strike, or the war will end before we engage."

Baldur inclined his head. "I will strike when and where you suggest. Your awareness of the threat is greater than my own."

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"The ground where we must fight is held by the eastern invaders. I intend to allow the blighted legion to fall upon them. We will surround them and attack once they are convinced they have achieved victory. The skorne will sap their strength enough for us to gain the upper hand. It will be risky—the forces at our disposal are woefully inadequate."

"What of the Dragon of the Keys and its guardians?" Baldur asked.

"Dragon?" Kaya asked.

Morvahna replied slowly and chose her words carefully. "A wounded dragon hides below the Castle of the Keys. It has been recovering from peculiar injuries for several centuries, attended by Iosan elves it has lured into its service. They are few in number, but devoted." She shrugged. "Such cults have gathered around dragons throughout history. The members of this one are dangerous and skilled, but too few to pose a threat to an organized army."

Craziest gods-be-damned army I've ever seen is coming this way with a quickness. Trust me. We do not want to be here when it arrives!

She paused and lowered her eyes before speaking to Baldur directly. "Allow Kaya to serve me in the battles ahead. There are tasks for which she is uniquely well suited."

Having already recognized her authority Baldur could not refuse now, but he hedged. "The decision is hers, not mine."

Morvahna turned with a gentle smile to Kaya. "I meant what I said. I will give you answers. The tasks I ask are perhaps beyond your present abilities. You may freely refuse."

Kaya drew herself up proudly. "You have my service." If she saw Baldur's warning look, she blithely ignored it.

A quick word to the southern sentries had gotten Alten Ashley in front of Grissel Bloodsong, who was busy directing a large group of trollkin and trolls sifting through the ruins of what had once been a vibrant trollkin village. They were on the southern shore of Scarleforth Lake near to where she had erected a cairn over the corpse of her beloved mate Turgol Redeye. She once had thought she would give up her wandering life and settle down here, before the skorne ruined all plans for the future.

By the time the monster hunter arrived, Grissel was glad for a distraction from her memories. Her trolls were busy tying heavy ropes and chains to an oversized krielstone and trying to decide the best way to lug the enormous edifice back to the west. Others searched amid the wrecked village for anything useful. She listened to Alten describe the skorne occupation of Ternon Crag and bluntly replied, "We have our own problems."

Alten looked disheveled and tired, clearly having rushed to reach her. "Hundreds of trollkin in the southeast of town took the worst of it. I've heard of children shackled and shipped east as slaves, of males and females tortured to death. Those skorne have it in for your people." The monster hunter cleared his throat. "I'm not proud of having skulked about since they blew into town, but alone there wasn't much I could do. With your help..."

She considered his words as she looked over the lakeshore. She could almost hear the sound of young trollkin who had lived here. "Those who went to the Crag refused to join Ironhide. They didn't want to be bothered with a fight."

"That may be true, but you can't blame them for wanting to make homes for themselves, for wanting to put this bloodshed behind 'em. They don't deserve what happened." The words rang painfully in her ears as she remembered how the skorne had shattered her own hopes.

A shout of alarm from the west interrupted them. Grissel saw an outward patrol returning in a hurry and felt alarmed when she saw Grim Angus and a group of frightened pygs among them. Grim had the type of inscrutable expression she found impossible to read, but he had urgency in his step. "Okay, listen up!" He shouted, raising his rifle and firing into the air for emphasis. The echoing sound of its report got their attention. "We have to get moving *now*, with whatever you've got. Get to the cover of those trees faster than you can smell stink on a pitch troll." He pointed to the southern tree line.

Her trollkin did not take orders from outsiders, so this prompted a round of questions. Grissel controlled her own indignation that the hunter was barking orders at her people and confronted him with hands on her hips. "Why are you so fired up?" The pygs were trembling, wide-eyed, grabbing their nearest friends, and already moving for the trees.

He gave her a level look, his eyes obscured behind his goggles. "Craziest gods-be-damned army I've ever seen is coming this way with a quickness. Trust me. We do *not* want to be here when it arrives!"

Grim had never struck her as one given to exaggeration or cowardice. Grissel turned to her people and yelled with a booming voice that would have shaken the leaves

from the trees, had there been any nearby. "Bloodsong's kin, HOOF IT!" They jumped to attention and practically fell over themselves rushing to obey. She ordered them into lines on the thick ropes, insisting they drag the great krielstone after them as they made for the trees. They made it just as the shadows of winged shapes spread across the ground, precursors of a larger army moving through the region toward the eastern ruins.

They watched in awe from their shelter, and Grissel turned to Alten. "So what's the fastest route to the Crag?"

Morvahna watched from her vantage point as the blighted legion crashed into the skorne defenders at the Castle of the Keys. She had already prepared her own forces, knowing the timing of their attack had to be perfect, but her heart raced to see the swift and sure movement of that army directed by a single indomitable will. Their scope was greater than even she had expected, awe-inspiring. She wondered how they had created so many spawn so quickly. She felt a strange mix of loathing and admiration for Everblight. The ranks of Nyss were equally formidable. A tenacious and deadly people even before their blighting, she knew nothing natural could ever have compelled them out of their frozen homes.

Her people waited, scattered across several thin copses of trees and low craggy hills, ready to spring to the attack at her command but staying dormant as they watched the first clash. They had established a chain of shifting stones. Led by Conor Deorain, the wayfarers were ready to coordinate the initial attack. Though recently reinforced, Morvahna worried the skorne had inadequate troops to mount an effective defense. If they could not delay Everblight's army, nothing else mattered. Fighting here might continue for days, but she expected the crucial battles to be decided immediately.

Her own force prepared to encircle the enemy, throw them into confusion, and pick them apart. This would take every measure of misdirection and trick of the landscape. Many senior druids had come to her aid, although she noted with bitterness that the omnipotents had not come. Clearly too concerned for their fragile hides to participate directly, she decided. The bulk of their forces would not arrive for another week, at best, but she had no choice. This was the time.

She noted how the dragon used its spawn first and deployed the Nyss conservatively. The flying beasts, seraphim and harriers, arose to the towers to make a mockery of conventional defenses by their nimble wings. Above flew even greater creatures, a pair of tremendous winged shapes she had never seen, which chilled her blood. The seraphim poured blighted fire along the battlements, and the skorne cannons answered with explosive concussions.

More a ruin than a true fortress, despite hasty skorne efforts to improvise defenses, the Castle of the Keys offered too many routes of entry. The blighted troops on foot swept toward each, led by the sleek forms of eyeless spawn. They crashed into perfectly disciplined skorne formations locked shield-to-shield with weapons at the ready. The besieged repulsed several waves of attackers in the first tentative engagements, and Morvahna was impressed. The skorne knew how to hold ground like this, but she knew Everblight had yet to truly commit.

She found Baldur preparing with his own force, including several of the most formidable constructs of stone and wood. "When we strike you must locate the abomination who leads this army and delay him. We cannot allow him to reach the lower caves. I will divide the Nyss."

"And Kaya?"

"She will be with me." He did not look happy but acquiesced. She smiled, thinking the Stonecleaver too new to his authority and too accustomed to following orders. This made things simpler. She continued to watch the raging battle as twilight approached and almost wished Krueger was here. This would have been his sort of fight, she thought. She would have enjoyed seeing that miserable and hateful curmudgeon throw his raging storm against the dragonspawn. Perhaps she could have arranged a properly heroic death for him. The thought gave her some pleasure.

As the skorne line began to collapse she knew the time had come. She nodded to Conor and made a sharp signal. "Attack!" Her voice carried far, but it was the flashing of lightning and peeling of thunder from the wayfarers that carried her command to all their scattered forces. The hills and sparse woods around the ruins erupted with motion.

"Lash them on, we need to move faster!" Xerxis yelled commands to the beast handlers who exhorted the cannoneers. The barely controlled bronzeback let loose a loud complaint, its eyes angry and red. Xerxis knew he had pushed his soldiers hard. None complained. Though he inspected their straight and disciplined lines with a critical eye, he felt satisfaction at their performance. The core of his immediate escort, the remnants of houses Lortax and Kalpalaas, had fought together long enough to act as one and responded as crisp veterans should to every order.

He felt a sense of triumph at having accomplished all he was sent to do. As Archdomina Makeda predicted,

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Cygnaran forces had attacked their southern army as they attempted to withdraw. Xerxis had arrived with his smaller force to flank the Cygnarans and sent them reeling. He had timed his strike to obfuscate the size of his diversionary cohort. By the time the Cygnarans realized what they faced, they had swung their entire force to meet his advance and allowed the southern army to regroup and withdraw east with few casualties. Ignorant of the skorne objectives, the humans had fired a few cannon and rifle volleys and pulled back to the river. Now Xerxis marched with the entire southern army toward the ruins to support Lord Tyrant Hexeris, as per his orders.

In truth, some of the missives he had received confused him, but Xerxis did not question orders. He had understood that the archdomina prepared for an attack on Fort Falk further up the Black River to the west. The lord tyrant, however, had sent word of emergency battle preparations underway east along the mountains. He had said not to rest until they reached their destination. Lacking orders to the contrary, Xerxis had heeded this urgent request.

Night had fallen, but they were so close to their destination that Xerxis insisted they keep marching. They crossed the valley pass. Ahead lay the sprawling ruined fortress complex the skorne had recently claimed. Xerxis marched at the front of his column and was one of the first to observe a bewildering sight. The sky swirled with unnatural storm, reminding him of their crossing of the Abyss, but he found more unsettling and alarming the sight of a massive pitched battle already underway. The uncertain light made it difficult to see details, but the tableau looked nightmarish. Strange figures clashed while fire periodically blazed along the battlements. He heard echoing cannon fire and the whir of Venator reivers but out of sequence and in sporadic bursts. To his veteran ears this sounded like disordered panic.

The skorne position was clearly besieged. The forces surrounding the ruins greatly outnumbered the garrison. He spoke to his senior cataphract primus, "We must break this siege. Gather the officers and make ready to attack."

"Yes, tyrant!" As Xerxis expected, he heard no protests that they could not fight after such a long forced march or concerns over the soldiers who had barely enough rations to sustain themselves. They were skorne, and battle lay ahead. This was enough to reinvigorate them.

From his limited vantage, Baldur could tell things went poorly. Their surprise attack had not succeeded. The enemy had neatly stalled their advance to deal with each attacking force. The blighted legion displayed unnerving coordination among each of its army elements. The Circle prided itself on its ability to use its powers in concert and to rapidly convey messages among forces, but here Baldur saw something else; instantaneous communication, immediate coordinated reaction, and not a single sign of panic or disorder. For all that the they appeared from a distance as a swarming mass, they acted with absolute precision.

The druids did not seek total victory. Baldur's keen eye spotted a branch of the army pushing forward without veering. They made for a winding path of descending stairs that led to the doors of the lower caves. A number of the largest dragonspawn moved at their fore alongside a monstrous man-shaped thing the Stonecleaver recognized as his quarry. He pointed in that direction to his Master of the Hunt, a cowled senior veteran of the Wolves of Orboros, and said, "There is your prey. Give chase!" As the wolves loped ahead, the constructs around Baldur responded as one and moved also to intercept.

Xerxis gave the order and his cataphracts advanced in ranked lines with Cetrati at the center front, the stalwart vanguard, and Arcuarii directly behind. He divided his force into two different cohorts. One took the high path while he took the low. He had noticed a significant force moving along this lower path and could see a route into the ruins. Shield-bearing Karax formed up to either side of the Cetrati to create a solid wedge. From ahead came the sound of steel on flesh, the crunching of shattered bones, and screams of pain. Bodies littered the ground, but most were not skorne. Xerxis saw humans and elves in unfamiliar armor. In only a few places did he see downed skorne with broken banners. He passed a Cetrati pasted onto a boulder as if thrown from the heights above.

It looked as if the terrain had come alive. He saw towering, deadly fabrications of wood and stone, primitive compared to the ancestral guardians of his own people, in a variety of sizes. Amid them ran hooded humans wielded double-pronged spears and others of similar attire bearing heavy crossbows. Peculiar creatures that looked like nothing more than hastily collected piles of thorn-covered branches provided more evidence of the so-called "dirt worshiping mystics" Hexeris had warned him about at the war council.

Xerxis took in the lay of things. He did not entirely understand the nature of this battle, but it seemed more than one army contested the ruins. He decided their disposition was of no consequence; his duty remained to break through and bring reinforcements to the lord tyrant.

In their enthusiasm the attackers had not noticed his arrival. Making silent commands by hand signals and flags, Xerxis and his officers instructed the Venators to fire at will.

He felt his blood stir as he lifted the Pillars of Halaak, offered a quick word of veneration to Vuxoris the First Exalted, and moved ahead of his army. The sight of his advance inspired even the most fatigued Cetrati to surge forward with renewed strength. Xerxis began to run in earnest to the sound of dull booms as titans behind him heeded his mental commands and fired their cannons.

One of the largest stone and wood creatures had turned toward them, and its eyes glowed bright with latent power. Not far behind it, Xerxis saw a human dressed in dark garments, what looked to be a large stone blade in his hands, shouting orders. A leader, Xerxis decided, and hence a good target.

"For the glory of your ancestors, attack!" Xerxis screamed, and charged the towering creature of stone. He brought his massive weapons forward in an explosive, shattering strike. Around him his men moved in perfect formation and tore into the unprepared enemy. They chanted Xerxis' name over and over like a mantra that guaranteed victory.

A hundred miles to the west, Master Tormentor Morghoul stood literally at a crossroads. He paused for a moment and tilted his masked head slightly. The time had come when he must take one path and abandon another. Makeda had sent him north and tasked him to bend his talents to discover if Lord Tyrant Hexeris or Supreme Aptimus Zaal conspired against her.

Makeda failed to understand that paingivers were not subordinate to her. House lords often made that mistake. They expected unflinching obedience. Paingivers ultimately obeyed only their internal code and stood aloof from any single tyrant or dominar. Until now, Morghoul could obey both the archdomina and his higher imperatives, but no longer.

Morghoul knew what he must do. His hesitation was only the result of being a perfectionist. Leaving any loose end troubled him. He followed the path he knew he must, unaware that he stood at a turning point in history.

Alten and Grim crept, rifles at the ready, ahead of Grissel and the larger trollkin force. The skorne barricade along the southern road out of Ternon Crag lay just ahead and up an incline. Every attempt Alten made to engage Grim in conversation met with stony silence. Eventually he gave up, brooding that he hoped Gudrun would come through on the plan rather than making Alten twice the fool. He drew the whistle he had kept for this purpose and gave it several long blasts. Alten and Grim took up positions with their rifles behind what cover they could.

After what seemed a terribly lengthy pause, the barricade gates squeaked open to reveal the hulking form of Gudrun leaning upon his blood-soaked battle glaive. Behind him Alten saw a sprawled pile of skorne Venators hacked apart and staining the dusty road with their blood.

"Thamar's teeth!" Alten whistled in admiration. He did not have time to congratulate the ogrun as more skorne rushed from the nearest barracks toward the carnage.

Alten sighted along his rifle and Bucking Jenny roared with a squeeze of his finger. The lead Praetorian dropped bleeding to the dirt. Gudrun backed toward them, facing the enemy with his oversized weapon at the ready, and appeared not in the least concerned. Grim fired next, blowing a hole clear through another advancing Praetorian and forcing the others to duck for cover. Both hunters reloaded and continued laying on fire. Several Venators took up positions beyond the barricade and fired back, but the two hunters had them outranged and proved the better shots. Soon the skorne had more to worry about than rifle fire as the rest of the troll forces caught up, gave a battle yell, and charged. Gudrun, Grissel, and a troll axer quickly reached the skorne positions and started hacking them apart.

"Nice shooting." Alten thought Grim gave the compliment grudgingly. Reloading their rifles, the two advanced into town and fired at targets of opportunity. Each knew any advantage they had gained by surprise would be short lived. The street-to-street fighting ahead promised to be brutal.

Lylyth, standing amid other archers atop one of the higher sections of the outer crumbled walls, unleashed arrow after arrow. Below lay a chaotic tumult as their forces clashed with the skorne toward the inner courtyard and fought the druids along the outer perimeter. She felt Everblight with her stronger than ever before, and she had forgotten all doubts she may have suffered when deprived of Him during her initial foray into the ruins. She could feel the dragon's attention divided among the other warlocks and greater spawn even as He gave her instructions. The dragon's mind flew too fast for Lylyth to follow, so she focused instead on Hellsinger's next target. Several seraphim circled above her to incinerate

any enemies that tried to close on her position. She saw a group of sword-wielding skorne burned to ash and smiled as they crumbled.

A lithe blackclad woman, nimble and elusive, broke into the courtyard. At her side came hulking beasts, one a warpwolf, which howled as its claws tore through the shredders in its way. The other, a stoutly muscled creature with horns on its head, rammed through a teraph waiting in ambush and shattered the spawn's bones to dust. A pack of two-headed hounds leapt over the crumbling battlements and into the courtyard.

Lylyth took aim at the newcomer, but a tremendous rumbling underfoot distracted her. The ground itself seemed to heave and a number of stones tumbled off the walls and down into the crevice. She sensed Everblight's keen anticipation, and became aware that Thagrosh had awoken something by fighting into the lower chambers. She had a sudden feeling that he had been outmaneuvered. At Everblight's behest she regrouped her forces, conveying orders to the Nyss while her mind pushed the spawn to hasten to better positions. The true enemy had awoken and rose to meet them.

Morvahna watched her forces inexorably picked apart. One of her senior-most overseers, a druid named Kielson, died in an instant while directing a number of the woldwyrds. A great winged beast plunged down upon him and impaled him with its tail. She heard his last gasp and felt as if the tail pierced her own flesh.

She poured vitality into the battle, yet as fast as she used her power to close one man's wounds, two more fell. Trees erupted up through the stones at her command. They tore Nyss apart, fed off of their blood, and blocked the sight of archers behind. Unfortunately, the swift moving spawn undermined all her efforts.

A cluster of reeves and a small group of senior druids followed her as she retreated to a higher position at the perimeter, but the Nyss also followed. A twin pair of blighted women, surrounded by armored Nyss wielding heavy blades, closed on her. A breed of spawn Morvahna had not seen before accompanied them. These walked on two legs and wielded swords in twisted imitation of those with whom they marched.

Morvahna's quick mind realized she required a diversion. "Kaya!" She called to the younger druid, pointing at the advancing force. "Strike here, now!" She was not proud of this deception, knowing Kaya could not survive, but she had no choice. No other would have done what she asked so unthinkingly, blind to the risk. Kaya appeared next to the nearest satyr in a flicker of shadow, her staff at the ready, and her warpwolves and argus pack howling and rushing to join her.

Conor Deorain appeared at Morvahna's side, leaning upon his staff, holding his bleeding side. She told him to evacuate what forces he could. As the enemy closed, Morvahna sadly stepped back into a ring of shifting stones, closed her eyes, and disappeared.

Saeryn felt Everblight's command even as she and her sister encircled the small cluster of wild beasts. She ordered her soldiers and spawn forward to attack but lingered back, turning to see a sight that erased all other thoughts from her mind. Above the back edge of the mountains, a winged shape arose with a cry that seemed

to herald the end of the world. The moon lit its wings as others looked up to behold its size and majesty. A ringing, the battle cry of Everblight, filled Saeryn's ears. Here was Pyromalfic, their enemy and their salvation. Fire swept down from those jaws, making a mockery of all the futile and tiny efforts of their myriad spawn, cleansing the stones, and sweeping all that lived or moved into oblivion. The dragon descended upon them.

Winged spawn flew up in a swirling swarm to meet the dragon's descent and beset it from all sides. Its claws ripped through them with ease, but there were too many. Two angelius soared up and above as seraphim and harriers closed to rake and claw the dragon's wings. Saeryn called on her own power and sent every spawn around her forward against the sinuous shape. She saw each angelius fall from the backdrop of the shining moon. Their extended tails pierced into the scaled flesh above each wing. The dragon shuddered and flailed before falling toward the courtyard. Saeryn saw that her sister Rhyas had climbed to the highest ramparts of the most intact battlement. Her sword gleamed silver in her hand as she gave a cry and leapt out into the air. She fell perfectly toward Pyromalfic's plummeting form. Saeryn cried aloud in fear for her twin as she watched her sister carve immortal flesh.

Thagrosh staggered along the stones of the ruins, gasping in pain, and bleeding from dozens of wounds. Wherever he stepped he left a slick of blood impossible to distinguish amid the corpses. He clawed at the nearest stone and pulled himself painfully upward. His more natural arm stayed curled against his chest as if locked in place. His weapon was not with him, and he felt confused when he tried to remember where it was. He would seek it later.

Around him bodies lay spread as far as could be seen. The shattered husks of spawn and Nyss littered the cave like a charnel house. Many were reduced to ash. Others were barely recognizable silhouettes superheated onto the surface of stones. Among them he saw, with satisfaction, the distinct armor of Iosans as well as Nyss, skorne, and humans. He clambered higher, his head ringing, and tried to fight the numbness of blood loss in his unresponsive legs. At last he was high enough to rest a moment and gasp for air.

Beyond this mountain of burnt and blasted bodies lay an even greater corpse of sleek and unearthly beauty. The serpentine, muscled form covered in overlapping scales, some as large as a man, lay still. Countless gaping wounds rent its perfect body. The flow of thickened and steaming ichor had slowed, but a great ocean of blood had spread into the basin of the chasm.

Thagrosh gave a single shuddering breath and held up the hand he had clasped to his chest to behold that which he carried. The great stone seared his skin as if lighting him afire. It was a crystal both dark and light, its facets black and impenetrable, with edges gleaming silver. The joyous exultation of Everblight in his mind was so powerful it was all-consuming. Thagrosh opened his mouth, dislocated his jaw, and forced the heartstone down into his throat, which distended from the effort. He ignored the pain of his flesh torn by the crystal. He choked the athanc down whole. The world and his consciousness dissolved in a flash of ecstatic power. A surge of blighted energy consumed his flesh.

Archdomina Makeda stood looking morosely across the river to the Cygnaran fortress. Preparations for the siege were already underway, yet many things had gone wrong, and Makeda was certain she had been betrayed. Her supply lines had become unreliable, her officers' reports provided conflicting information, and she had

Saeryn cried aloud in fear for her twin as she watched her sister carve immortal flesh.

begun to receive tallies of tremendous casualties from an inexplicable conflict in the mountains to the east.

Certainly it seemed the time to reevaluate the attack, although she knew doing so may have dire consequences. Responsibility for failures here fell squarely on her shoulders. She needed more information and she needed it now.

One of the messengers she had hoped to see arrived, and she awaited his presence with barely constrained impatience as he worked his way quickly through the camp. She barked a query as he bowed, "Where is Morghoul?"

The messenger trembled, but his voice remained strong. "Archdomina, we can find no sign of Master Tormentor Morghoul."

Makeda took this information in silence. She would not lash a messenger for bearing news of others' failures, so she released him. She stood looking at the Cygnaran fortress and felt hollow.

Another in what had seemed an endless procession of messengers arrived, but this one was different. He had

clearly traveled far and bore the banner of the Abyssal Fortress. She could see he was a ferox rider, and from the looks of him he had likely killed several of those swift steeds to get to her. He bore a sealed letter with the sigil of the Conqueror. She opened it and looked at its words dimly, almost disbelieving. It simply read, "Seize Fort Falk immediately, no matter what the cost." She let the missive fall from her fingers and onto the flame of a nearby brazier.

Morvahna took stock of their remaining forces at an improvised camp in the woods to the northwest of the ruins. Her scattered people had only started to regroup as druids found them and carried word of the gathering point. They numbered more injured and dying than healthy, and she stretched her powers thin trying to save those she could. She had no word from Baldur, but she felt confident he lived. She had reports of a force of constructs following the enemy north. Still, she felt the number of her fellowship lost in the battle as a great weight. Soldiers and beasts she could replace. Those with the wilding were too precious to spend like this. Her grief felt close to rage.

Another blackclad survivor stumbled into the clearing and those gathered exclaimed in joyful surprise. Inured to such arrivals, Morvahna almost failed to notice except that something in the voices of the other druids caught her attention. She turned and discovered Kaya the Wildborne looking ragged and exhausted but intact. Morvahna stepped toward her with relief, utterly amazed that a mere overseer could possibly have survived such an onslaught. The younger woman saw Morvahna, stood to attention, and offered a small but proud smile. There was no sense of recrimination in her eyes, and Morvahna realized the younger druid had no idea that she had been a sacrifice.

Morvahna pulled Kaya aside and listened with interest to her tale of the rise and fall of the dragon and the toll it had inflicted on Everblight's army. Morvahna felt the stirring of renewed hope. "They have won this battle, but in doing so may have lost everything. A larger army will arrive soon. We may yet crush what remains of them." She placed a hand on Kaya's shoulder. "I would be honored if you would fight at my side." The younger druid's eyes glowed, and Morvahna felt smug self-satisfaction.

Though he found this tent situated in the Bloodstone Marches less than ideal, Morghoul had worked with less. The campsite lay within the sheltered confines of a depression where a rocky outcropping kept the wind at bay. That wind howled outside, sweeping past a number of corpses strewn haphazardly across the bloody sand.

Within the tent and strapped to a blood soaked wooden slab, the human Asheth Magnus glared at the paingiver with teeth clenched as if every painful slice fueled his hate. With his armor and weapons set aside, Magnus' grievous and crippling former injuries lay bare and exposed. Morghoul had detached the man's mechanikal arm to reveal a shriveled stump thick with scar tissue. Magnus' maimed leg lay at an awkward angle, twisted and its muscles shriveled. The skorne would put such a creature to death without a moment's hesitation, but his former suffering had clearly inured him to pain.

New lacerations traced Magnus' already heavily scarred skin in an exacting lattice of Morghoul's design. He had played upon the man's nerves like a musician tuning an instrument to find and then avoid those areas that old battlefield injuries had rendered insensate.

Magnus raged and strained against his bonds. He possessed considerable arcane might, and once he had nearly caught Morghoul off-guard with an invective of power. Morghoul had quickly learned which places to prod to interrupt those mental processes, finding a sweet spot just along the lower neck at the spine which served well for this, although this caused the subject to convulse and black out for several minutes. Capturing the warcaster had proven a challenge even with Morghoul's preparations. Only Asheth's self-righteous conviction that he was untouchable and safe among the skorne had allowed this to come to pass.

Now that he had the warcaster in his grasp, they had reached an impasse. Morghoul had never before administered his arts for so long without breaking his subject. Any other victim would have begun raving hours ago and voicing every thought in a torrent of confession.

With bloody claws Morghoul cut, twisted, and pierced Magnus, exacting screams of agony and bitter curses, but not the answers he sought. "Why do you defy the archdomina? How do you intend to betray the Conqueror?" Morghoul whispered, leaning over the tortured form. His ministrations had little impact.

"Is this the best you can do?" Magnus asked with bloody lips. "At least threaten to sever the tendons in my other leg, maybe take my good eye. Makeda sent you here? Both your heads will be on pikes by morning." Magnus spat.

After so many unceasing hours of patient labor, Morghoul realized the crux of the problem. Magnus held out firmly because he actually *believed* what he was saying. The paingiver found the situation perplexing and felt the compulsion to learn more. "You refused to obey the plan

laid forth by the Conqueror, yet you claim loyalty. Why disobey if it is not further treachery you plot?"

"The plan is flawed!" Magnus gasped, his eye twitching with anger. "I am not required to blindly follow orders. You have no idea what I have endured. This is a respite, by comparison."

Morghoul had begun to believe the man was sincere, which made the master tormentor doubt himself. He had often manipulated a soldier to betray his master while believing that he served that master's will. "Explain the flaws in the Conqueror's plan." This was a question he had not asked before. He could not say for sure why he asked it now; it lay beyond the scope of his instructions.

Magnus stared at him with an expression suggesting disbelief. "I explained to that witch Makeda and she refused to listen. No wonder your people never managed to rise from barbarism. Without Raelthorn you would still be wandering aimlessly amid the sands."

"Answer." Morghoul laced his claws again across Magnus' back and shoulders, prompting the warcaster to grit his teeth, veins protruding from his forehead.

Magnus choked out, "We laid the groundwork for Eastwall...to capture a fortress in immediate striking range of Caspia...Eastwall would open Cygnar's heartland... Now Makeda risks everything to assault Fort Falk, two hundred miles up the Black River. It's pointless and stupid, just like your entire species." He insulted Morghoul and the skorne at every opportunity, as if trying to provoke Morghoul to more torture. "Vinter would understand if he saw it in person. No king is well served by soldiers willing to blindly march off a cliff."

Morghoul paused and considered this. He found a certain undeniable logic in what Magnus said. Did Makeda also consider the plan foolish and yet proceed despite this out of loyalty to the Conqueror? "Is not Eastwall the more formidable structure and garrisoned by a larger force?"

Magnus spoke with greater emphasis, goaded into restating the same arguments he had voiced to Makeda. "The point of Eastwall is to deal a crippling blow to the Cygnaran Army. Vinter has supporters there that I was prepared to exploit to our benefit. Such a strike would compromise forces engaged in the street fighting in Sul. The loss of Fort Falk would be almost inconsequential by comparison, and yet would inflict nearly as many casualties on your army..." Morghoul saw an awakening realization flicker across Magnus' features.

"Of course. How could I have been so blind? Why didn't he just tell me?"

The pieces came together for Morghoul at the same time, as if he had peered directly into the skull of the warcaster. The enormity of the thought shook the paingiver. "That cannot be."

Magnus heard this uncharacteristic slip, and despite his obvious agony, he laughed, a sound more spiteful than mirthful. "The truth is a bitch, isn't it?"

This time Morghoul struck with his claws from anger, but could not erase the man's twisted smile. Morghoul spat. "You cannot comprehend the Conqueror's plans. Your presumptions are false."

Magnus did not relent. "You are betrayed. He leads you on a path of ruin. Vinter has no affinity for your kind. He has directed this attack because he hopes to keep your armies in check. Your entire race is a tool, one he will discard when you have served your purpose. I am his chosen agent. When he learns of what you have done here, your executions will be swift."

The mockery in Magnus' eyes combined with the sudden awareness that the Conqueror may in fact have betrayed his people compelled Morghoul to speak where otherwise he would have remained silent. "Know this. It was the Conqueror who sent me. He suspects *you* of treachery. Your life is forfeit upon completion of my task. Your life means nothing to him."

It was an almost unforgivable breach in the codes of his caste, but Morghoul felt twisted enjoyment seeing the impact of his words on the warcaster. He reacted as if this statement pained him more than any lash or cut. Even still, Magnus recovered his wits quickly and shook his head, eyes flashing defiantly. "No, I don't believe it. You lie!"

Looking into the man's eyes, Morghoul saw with some small satisfaction that the doubt he had planted would bear fruit, if given time. "You know it is the truth. You and I are not as different as you prefer to believe. We have both given the same master blind loyalty. He has forsaken us with no more consideration than the stone-carver gives the shards that fall upon his floor. In time, Asheth Magnus, you and I will be like brothers."

Morghoul reached out his claws and almost casually sliced through the cords binding the warcaster to the slab. Leaving Magnus seething in anger and pain, Morghoul strode from the tent. He walked into the west, knowing he carried an unwelcome truth to Makeda.

THEATER OF WAR

CAMPAIGN SYSTEM

The diverse forces embroiled in the shadow wars on the fringes of western Immoren have begun drawing on their collective resources to wage bloody engagements over key regions and territories. Those areas where these forces and their disparate agendas come together in a tumultuous clash become theaters of war, great sprawling battles encompassing weeks and even months of strife, led by powerful warlocks, and dominated by the titanic rage of their warbeasts. Each horde battles for its very survival, yet the outcomes of these battles create ripples that ultimately affect all of Immoren.

Theater of War

Campaign Rules

The theater of war campaign is ideal for groups of four players each playing a separate faction, though play with more or fewer players is possible. Please see **Two- and Three-Player Campaigns** if you are playing with fewer than four players or **Team Campaigns** for rules on larger group play, both on page 154.

At the start of the campaign, each player chooses one of the four factions: Trollbloods, Circle Orboros, Skorne, or the Legion of Everblight. Players must continue to play with the same faction throughout the campaign, though they may include minions alongside their faction forces if they wish.

The theater of war campaign is not a single narrative story. Instead, it is a set of rules for playing in various theaters of war all over Immoren. Each theater of war includes a campaign map, objectives, and special rules tailored to the theater.

Throughout the theater of war campaign, players battle across the map for control of various regions. Victory comes through domination (taking control of a predetermined number of map regions) or by achieving a series of strategic objectives. Each campaign round, players make attack declarations against each other, and each player fights one battle against each other player. Players use the number of victory points scored in the previous campaign round to determine the order in which they declare attacks and resolve battles. The player who scored the most victory points declares his attacks first.

Tracking Victory Points

Throughout the campaign, each player tracks the victory points he scores in battle. Players use victory points to not only determine the order of attack declarations each round, but also to purchase new detachments or hire minions.

Record a player's total victory points in the war chest section of his Campaign Record Sheet. (Campaign Record Sheets are available for download at **www.privateerpress.com**)

If the player who declared the attack wins the battle, he takes control of the map region. If the defending player wins the battle, he maintains control of the territory.

Players draw their forces for each battle from detachments—pools of models and units combined to create hordes.

Each round the strength of these detachments may fluctuate as players lose models during play. As solos or units are destroyed or removed from play, they are removed from the detachment for the remainder of the campaign round. A player in dire straits may supplement his forces by temporarily hiring minions.

War is a dangerous game, and knowing the rules of engagement will greatly increase your chances of survival. It is therefore highly recommended you thoroughly read this campaign before waging your war.

Map Strategy

It is important that players familiarize themselves with the theater of war map before beginning campaign play. It is scarcely possible to understate the importance of map strategy. Each attack should be carefully planned and timed for maximum effect. Terrain topography, map assets, and the distance between map regions must all be carefully weighed.

A skilled strategist will attempt to seize control of key roads, rails, and rivers to isolate his enemies while allowing himself to strike deeper into their territories. Will you attempt to attain your strategic objectives skillfully or conquer the whole of the map with a daring domination victory?

Theater of War

When a group of players decides to play a theater of war campaign, they must first choose a theater of war. The **Bloodstone Marches Theater of War** is included on pages 156–169. Stay tuned for additional theaters of war in the future. A theater of war describes a major area of conflict. Each includes background, special rules, and a detailed campaign map. The theater also details each faction's strategic objectives required to win the campaign.

Each theater of war centers on a map further broken up into smaller regions. The theater map determines which regions a player controls at the start of the battle. The regions a player controls at the start of a campaign may vary depending on the number of players participating in the campaign. For details see **Two- and Three-Player Campaigns** on page 154.

Map regions may detail terrain or assets. Terrain detailed on the map indicates specific types of land present in a particular region. Assets represent resources available to players defending the region from attack.

Paths to Victory

Each theater of war campaign includes two ways to achieve victory. The first is to complete a faction's strategic objectives. The second is through domination by controlling a predetermined number of map regions.

Each player begins a campaign with a list of objectives. The first player to achieve all of his objectives wins the campaign. A player achieves an objective by attacking a region that contains his objective and winning the battle. These objectives must be achieved in the order specified by the theater of war. Players cannot attack map regions that include their objectives out of order. After achieving an objective, a player need not maintain control of the region.

Alternately, players pursuing the path of conquest may attempt to win through domination. The first player to simultaneously control a number of map regions dictated by the theater of war wins the campaign.

Detachments

The primary division of fighting forces in the theater of war campaign is a detachment. Throughout the campaign, players draw on their detachments to build hordes. Each player begins with three (3) detachments at the start of the campaign, each commanded by a different warlock from his faction. Each of these detachments, which will be used throughout the campaign, is made up of 750 points of models including one warlock and any number of warbeasts, units, and solos. A player may include minion units and solos. Players must follow all field allowance rules when constructing their detachments. Only one of each character model or unit may be included in all of a player's detachments.

For instance, a Circle player may only include the Lord of the Feast in one of his detachments.

Casualties are inevitable during the theater of war campaign, but players should not let this limit their aggression on the battlefield. At the start of each campaign round, all detachments return to full strength. A player can change what is included in detachments from round to round, but the warlock leading the detachment cannot change.

When preparing for a battle, players compose their hordes by selecting models from one or more detachments. When composing a 500 or 750 point horde, players chose models from a single detachment. When building a 1000 point horde, players may select models from two detachments. A horde must include one warlock from each detachment involved in the battle. Players need not field a warlock's entire detachment. A player may use a detachment as often as he wishes during a campaign round.

Bonding Detachment Warbeasts

A warbeast in a warlock's detachment can only bond to that warlock. Warbeasts may develop bonds normally as a result of campaign play. A bonded warbeast dropped from a detachment loses its bond. See pages 18–21 for details on warbeast bonds.

Theater of War

Sample Detachments

These are sample 750 point starting detachments.

Kromac Detachment	750 pts.
WARLOCK	
Kromac the Ravenous	69
WARBEASTS	
Pureblood Warpwolf	124
Warpwolf	108
Warpwolf	108
Gorax	57
UNITS	
Tharn Ravagers w/ 2 additional troopers	110
Tharn Ravager Shaman UA	29
Reeves of Orboros w/ 4 additional troopers	117
SOLOS	
Sentry Stone	25
Detachment Total:	**747 Points**

Krueger Detachment	750 pts.
WARLOCK	
Krueger the Stormwrath	61
WARBEASTS	
Gnarlhorn Satyr	105
Woldwarden	116
Woldwarden	116
Woldwyrd	53
UNITS	
Druids of Orboros	84
Tharn Wolf Riders w/ 1 additional trooper	98
SOLOS	
Lord of the Feast	33
Blackclad Wayfarer	26
Detachment Total:	**745 Points**

Sample 1000 point horde

The following 1000 point horde was built from the two detachments above.

Horde	1000 pts.
Kromac the Ravenous	69
Krueger the Stormwrath	61
Pureblood Warpwolf	124
Warpwolf	108
Warpwolf	108
Gorax	57
Woldwarden	116
Woldwyrd	53
Woldwyrd	53
Tharn Ravagers w/ 2 additional troopers	110
Tharn Ravager Shaman UA	29
Druids of Orboros	84
Blackclad Wayfarer	26
Horde Total:	**998 Points**

Detachment Sheets

Detachment Sheets are available for download at www.privateerpress.com.

Mapping Play

Players attempt to seize control of regions throughout the campaign. Before starting play, your group will have to decide on a method for tracking regions as they change hands. One excellent idea is to print out a copy of the map and mount it to a piece of foam core, easily found anywhere office supplies are sold, and then track control of regions with colored thumbtacks. Additional thumbtacks can be used to track attacks and separate out the attacker from the defender. Maps are available for download at www.privateerpress.com.

Attrition, or What Makes the Grass Grow

Attrition represents each player's mounting losses throughout a campaign round. Models and units lost during play are removed from their detachments and cannot be used again that campaign round. Do not despair if the fortunes of war deal you a bad hand. Detachments return to full strength at the start of each campaign round.

Units can sustain heavy losses before they leave active service. Units are only lost to attrition if more than half the models in a unit are destroyed or removed from play during a single battle. If at least half the models in the unit remain in play at the end of a battle, that unit remains part of its detachment and all models in the unit that were destroyed or removed are returned to the unit.

For example, Rob's Praetorian Swordsman unit started a battle with an Officer & Standard Bearer unit attachment, a dakar, and nine praetors. During the battle, the unit lost the dakar and three praetors. Since only four of the twelve models fell during the battle, the unit returns to its detachment at full strength in any subsequent battles this campaign round.

A solo destroyed or removed from play during a battle is removed from its detachment and may not be used again this campaign round. A solo that was damaged but not destroyed is returned to its detachments and removes all damage points suffered during the battle.

A warbeast is only removed from its detachment if it was destroyed or removed from play during a battle. Damaged warbeasts return to their detachment at the end of a battle with all damage points suffered during the battle removed.

If a detachment's warlock is destroyed or removed from play, that detachment may not be used again this campaign round. A warlock damaged but not destroyed returns to his detachment, and all damage points suffered during the battle are removed.

The War Chest

After every battle, a player adds the victory points he scored during the battle to his war chest. This pool of points may be spent to purchase benefits like new detachments, minions, or advantages (one time benefits for a single battle). Each theater of war includes a menu describing the available war chest options.

Battle Bloat

Some models have the ability to bring new models onto the table during play, so what happens to those models after the battle ends? The answer: You can use models brought into play during a battle only during that battle. Only models actually part of the detachment may be used in later battles.

For example, if a Sentry Stone puts Mannikins into play during a battle and they survive, they are still lost at the end of the battle since they are not actually part of the detachment.

Players begin the campaign with no victory points in their war chests. A player tracks war chest gains and expenditures on the war chest section of his Campaign Record Sheet.

Initiative and the Order of Battle

The theater of war campaign is broken into rounds. Every player plays one battle against every other player each campaign round.

At the start of each campaign round, detachments refresh back to their starting limits. Before the first battle of the round, a player may spend points from his war chest to purchase new detachments.

Once players are ready to begin fighting, they take turns making attack declarations against enemy map regions. Attack declarations determine which regions a player will attempt to seize during the campaign round. A player generally makes an attack declaration against each other player who has not already made an attack declaration against him in initiative order. Resolve each attack declaration as a separate battle between two players. The winner of this battle takes control of the contested map region.

After declaring all attacks, players move onto resolving the attacks as a series of battles. Each battle uses a randomly determined scenario that may be modified by the defender based on proximity. The attacker chooses the scale for each battle: 500, 750, or 1000 points. The defender then has the option to increase the scale of the battle to 750 or 1000 points.

Once all attack declarations have been resolved, players move onto the next campaign round.

Attack Declarations

During the first campaign round, players roll to determine initiative order. The highest roller makes his attack declarations first. After the highest roller declares all of his attacks, the next highest rolling player declares his attacks against the remaining players and so on until all players have declared their attacks. The lowest rolling player will not declare any attacks since all the other players will already have declared attacks against him.

After the first campaign round, players determine initiative order by comparing the total number of victory points each player scored during the previous campaign round. The player who scored the most victory points declares all of his attacks first. The player who scored the next highest number of victory points declares his attacks against the remaining players, and so on until all players have declared their attacks. The player who scored the fewest victory points in the previous round will generally not declare any attacks since all other player's will already have declared attacks against him. Players with equal victory point totals should roll off to determine when they declare their attacks.

Attack declarations cannot be made against the same map region after another player makes an attack declaration against the map region this campaign round.

For example Rob, Jason, Erik, and Doug compare their victory point totals from the last campaign round to determine initiative order this round. Rob scored 35 victory points, Jason scored 31, Erik scored 36, and Doug scored 29. Since Erik scored the most victory points in the previous round, he declares an attack against a map region controlled by each other player, totaling three attacks: one against Rob, one against Jason, and one against Doug. Rob then declares his attacks against Jason and Doug but cannot attack Erik since Erik has already declared an attack against him. Then Jason, unable to declare an attack against Erik or Rob, declares a single attack against Doug. Since all players have already declared an attack against him, Doug declares no attacks and can only defend his regions for this campaign round.

Once all attack declarations have been made during a campaign round, they are resolved in an order determined by the player who scored the most victory points during the previous campaign round. That player decides which of his opponents he wishes to battle first. The other two players not participating in this battle fight their battle at this time. After both of these battles have been resolved, the player who declared his attacks first then decides which of his two remaining battles to fight, and so on until attacks are resolved.

For example, Erik decides to fight his first battle against Jason, leaving Rob and Doug to fight their battle. After both of these battles have been resolved, Erik chooses to fight his second battle against Doug. At the same time, Rob and Jason will resolve their battle. After these battles have been completed, Erik fights his final battle of the campaign round against Rob while Doug and Jason fight theirs.

Heavy Losses

Players who have lost a couple of detachments during a given campaign round may have a tough fight ahead of them. As losses mount, a player's reserves will severely dwindle. It is also possible for a player to lose all of his detachments during a campaign round before his last battle of the round. If a player has lost all of his detachments and still has a battle to play during the campaign round, he must forfeit the battle. His opponent wins and scores 10 victory points for the battle. A player cannot forfeit a battle if he has at least one detachment that he could use in the battle.

Losing Ground and Ousted Players

As a player loses map territories through play, it is possible he will not have enough map regions for his opponents to attack. When a player cannot declare an attack against an opponent because either his opponent controls no regions on the map or controls no map regions that other players have not already attacked, his opponent gets to declare an attack against him in initiative order.

For example, Doug has only two map regions in play. Erik declares an attack against one. Rob attacks the other. Even though Jason is ahead in the initiative order, he cannot declare an attack against Doug since both of his regions have already been attacked. Instead, Doug must declare an attack against Jason.

When a player no longer controls any map regions, he has been ousted. Ousted players are not eliminated, however, and may desperately strike back at players that have conquered their lands. Players may not declare attacks against an ousted player since he controls no map regions.

An ousted player declares attacks in initiative order against each other player. Players ahead of the ousted player in initiative order declare one less attack this round. Each player remaining in control of one or more map regions receives one less attack declaration per turn.

Each player has an assault border marked on the theater of war map. Use the assault border to determine proximity—the distance between the nearest map region controlled by the attacker and the region attacked—for attacks made by an ousted player since he controls no map regions. See **Proximity** on page 147 for details.

Keeping Proximity in Mind

When declaring attacks, keep in mind the proximity of the region you are attacking. The further away you launch an attack, the greater disadvantage you may encounter. See **Proximity**, page 147, for details.

Forfeiting a Battle

Remember, if a player cannot field at least one warlock due to attrition he must forfeit the battle. If a player forfeits a battle, his opponent is considered the winner and gains 10 victory points.

Strategic Objectives and Attack Declarations

Each campaign round, a player may declare up to one attack against a map region containing a strategic objective on his list that he has not yet completed.

Additionally, a player must accomplish his objectives in order and cannot attack a map region containing one of his strategic objectives unless he has already completed the previous strategic objective on the list. When declaring attacks, a player must forfeit his attack against an enemy if the only map region he can attack contains an out of order strategic objective. If he must forfeit an attack declaration against a player, that player may then declare an attack against him in initiative order.

Remember, strategic objectives are determined by the theater of war. For more details see **Strategic Objectives and Victory** on page 154.

Preparing for Battle

Each battle is a random scenario or strategic objective scenario modified by the terrain and assets found in the map region and the proximity between the map region attacked and the nearest map region controlled by the attacker at the time the battle is fought. The further the attacker's horde has to travel, the more time the defender will have to prepare.

Before determining a scenario, the attacker declares the horde size he will field for the battle. The attacker may set the point limit at 500, 750, or 1000 points. The defender may forfeit his effects of proximity to increase the scale of a battle either to 750 or 1000 points.

Players then construct their armies from one or two detachments depending on the scale of the battle.

Coming in Under and the Underdog Rule

When a player fights a battle, he must fight with at least one detachment regardless of its current strength. Once a player chooses a particular detachment to fight the battle, he must attempt to field a force within 100 points of the scale of the battle.

For example, Rob launches a 750 point attack against one of Doug's map regions. Rob selects a fresh 750 point detachment that has not yet suffered any attrition. Doug must select at least 650 points of models from one of his detachments to fight the battle. If he responds with a detachment that had been reduced to 400 points during a previous battle this campaign round, he would have to field the entire remaining detachment.

Sometimes attrition will force players to field much smaller armies than their opponents. If there is a difference of 200 points or more between the armies and the player with the fewest points wins the battle, he gains a 5 bonus victory points.

Theater of War

Proximity

Proximity reflects the defender's opportunity to shape a battle in his favor by choosing his ground or preparing fortifications for assault. The further away the attacked map region lies from the nearest map region controlled by the attacker at the time of the battle, the more the defender can modify the battle. The theater of war campaign utilizes three different proximity levels: adjacent, near, and distant. When determining proximity, count the number of spaces from the attacker's nearest map region to the map region attacked, not including the region from which the attack was launched.

If the attacker fights a battle with two detachments, he is considered to have launched the attack from two separate map regions. The attacker chooses from which two regions his attack originates. Determine proximity from the further of the two.

Adjacent

A battle's proximity is adjacent if the attacker controls a map region that shares a border with the map region he is attacking. The defender has no proximity advantages in an adjacent battle.

Near

The proximity of a battle is near if the attacker controls a map region two spaces away from the map region attacked. If the proximity is near, the defender may modify the scenario die roll by +1 or -1 and may choose to deploy first or last. Additionally the defender places five (5) terrain features and the attacker places three (3).

Distant

A battle is distant if the attacker's nearest map region is more than two spaces away from the map region attacked. If the proximity is distant, the defender may choose to play any scenario from either the adjacent or near scenario generation tables (see **Scenario Generation** below). The defender may choose to deploy first or last. Additionally the defender places six (6) terrain features and the attacker places two (2).

Constructing the Scenario

After determining proximity, consult the map to determine the terrain and assets present in the map region where the battle takes place. Terrain detailed in the map region mandates the terrain that may be used in the battle. Assets may give the defender additional advantages during the battle.

Unless the battle is for a strategic objective, make a random roll to determine the scenario to play. The defender may be able to modify the roll based on proximity. Once terrain is placed, players will be ready to start the battle. The defender may have the option to go first depending on proximity.

Each strategic objective includes a scenario that is used when the attacker is attempting to complete a strategic objective in the map region. If the attacker has already completed his strategic objective in the map region, determine the scenario normally. For more details, see **Strategic Objectives and Victory** on page 154.

Scenario Generation

To determine a scenario for a battle, the defender rolls a d6 and consults the appropriate scenario determination table based on the proximity of the battle. When rolling for a near proximity battle, the defender may modify the die roll by +1/-1. The defender may choose a scenario from either table when fighting a distant proximity battle.

Some theaters of war may include their own scenario determination tables.

Note that strategic objectives have their own scenarios. When a player attempts to complete a strategic objective, no scenario should be rolled.

Adjacent Scenario Determination

d6	Result
1 or less	Last Stand*
2	Mosh Pit*
3	Assassins*
4	Wild Fires
5	King of the Hill
6 or more	Killing Field*

Near Scenario Determination

d6	Result
1 or less	Domination
2	Pendulum
3	Assassins*
4	Seize & Secure*
5	Smash & Grab*
6 or more	Killing Field*

*Assassins, Killing Field, Last Stand, Mosh Pit, Seize & Secure, and Smash & Grab may be found in **New Scenarios** on the following page. All other scenarios may be found in *HORDES: Primal*, pages 67-70.

Escalating the Battle

Before determining the scenario, the defender may escalate the battle to 750 or 1000 points. If the defender escalates a battle, he loses any benefits from proximity.

Campaign Terrain

The theater of war map and the scenario determine the terrain for each battle. A player may choose to place any terrain feature indicated in the contested map region. Each theater of war includes a description of terrain found on its map.

For example, if the theater of war map indicates that urban and forest terrain is found in the map region where the battle takes place, players may place forest, structure, or ruin terrain features.

Some groups may not have all of the terrain types dictated. In the case of limited terrain selections, substitutions are permitted.

Unless a scenario states otherwise, each player may place up to four (4) moderate terrain features. Proximity may alter the total number of terrain features placed by each player. When placing terrain features, begin by rolling to determine which player places first unless terrain placement is dictated by a scenario or proximity. Players then alternate placing terrain features, each taking a turn placing one terrain feature at a time. Terrain features cannot be placed within 3" of another terrain feature or a table edge with the exception that terrain features may be placed on top of hills.

Since every gaming group has access to different terrain features, no hard and fast rules on terrain placement exist. Players must rely on a few guidelines and common sense. Terrain features should be moderately sized and no larger than 6" across unless mandated by a scenario. A player may place one (1) large terrain feature instead of two moderate ones. Large terrain features may be no more than 12" across. The only exceptions to the terrain size rules are hills. A hill up to 16" x 16" may be placed and counts as a moderate-sized terrain feature.

Some common terrain features used throughout the theater of war campaign are guard towers and small buildings. These terrain features have been standardized for game balance and are referred to in scenarios below.

Theater of War

Guard Tower – A guard tower is a stone structure approximately 4" x 4" with one door large enough to accommodate medium-based models. A guard tower has ARM 18 and each inch of the tower can take 10 damage points. The tower collapses after 8" or more of its surface is destroyed. The door is ARM 16 and can take 10 damage points before being destroyed. See **Damaging and Destroying Structures**, page 179 for details.

Small Building – A small building is a wooden structure approximately 4" x 6" with one door large enough to accommodate medium-based models. The door is positioned on one of the 4" sides. A small building has ARM 16 and each inch of the small building can take 10 damage points. The small building collapses after 10" or more of its surface is destroyed. The door has ARM 16 and can take 10 damage points before being destroyed. See **Damaging and Destroying Structures**, page 179 for details.

Sharpened Spikes – Instead of placing terrain features dictated by a map region, the defender may place sharpened spikes in near and distant proximity battles. He may place up to one (1) sharpened spikes feature in a near battle or up to three (3) in a distant battle. Sharpened spikes are a 2" by 5" improvised hazard hastily erected before battle, represented by templates placed on the table.

Sharpened spike templates are obstacles. A model that is pushed into base contact with sharpened spikes suffers a boostable damage roll equal to the current STR of the attacker. A model slammed into sharpened spikes suffers two additional dice of damage, one for being slammed into a solid terrain feature and another for the spikes. A sharpened spike template has ARM 14 and can suffer 20 damage points before being destroyed.

Assets

Assets are resources found in some map regions that grant their controlling player various benefits. The theater of war description defines their effects. Before a battle, consult the map to determine if there are any assets present in the map region. Some assets may only be utilized by a specific faction.

Winning the Battle

A player wins the battle once he has succeeded in the scenario victory condition. The winning player takes control of the map region in which the battle was fought.

New Scenarios

Assassins

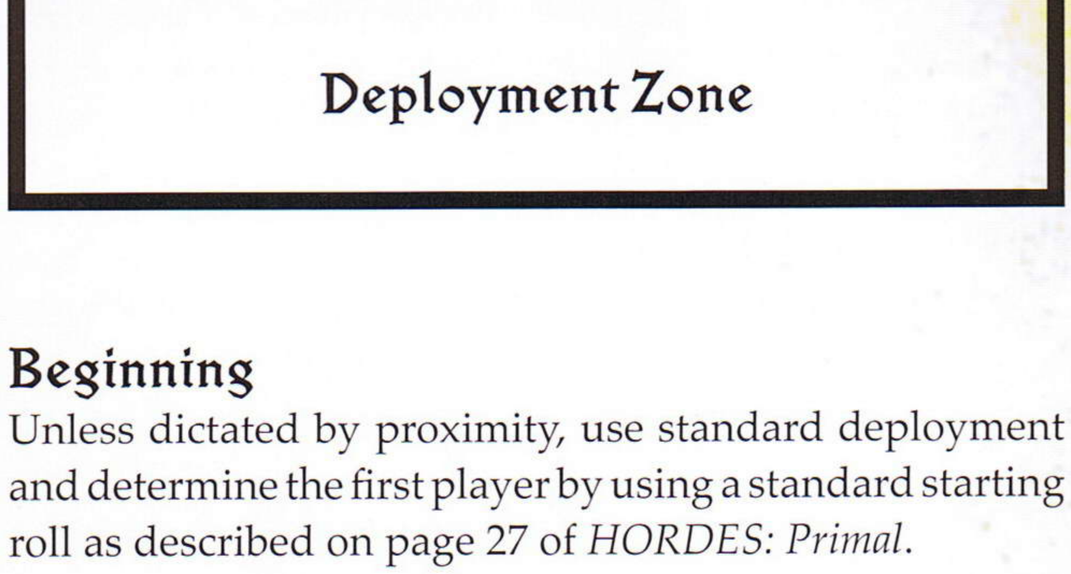
Description
Eliminate all enemy warcasters and/or warlocks, and watch your opponent's army degenerate into chaos.

Special Rules
No special rules.

Set Up
Players take turns placing terrain features as described in **Campaign Terrain** (page 149).

Beginning
Unless dictated by proximity, use standard deployment and determine the first player by using a standard starting roll as described on page 27 of *HORDES: Primal*.

Victory Conditions
A player wins if his opponent's last warlock has been destroyed or removed from play.



Killing Field

Description
Killing Field is a desperate struggle between two armies seizing control of the battlefield by entrenching themselves on the centerline and inflicting crippling losses on their opposition.

Special Rules
Players score Control Points by holding the points marked on the middle of the table. A model holds the point if it ends its controlling player's turn with its base overlapping the point marker. Only one model may hold a point. A player scores one (1) Control Point for each point marker held. Points cannot be scored during the first round.

Set Up
Before the start of the game, mark three (3) points along the centerline of the table: one at the center of the table and two (2) more 8″ from the edges of the table (see diagram).

Beginning
Unless dictated by proximity, use standard deployment and determine the first player by using a standard starting roll as described on page 27 of *HORDES: Primal*.

Victory Conditions
The first player to score seven (7) Control Points wins the game. A player also wins if his opponent's last warlock has been destroyed or removed from play.

Theater of War

Last Stand

Description
Last Stand is a desperate fight for survival. As enemies close in from all sides, a pitched battle explodes across the field.

Special Rules
None.

Set Up
The defender always makes the Last Stand.

The defender may place two (2) low wall sections within 10" of the center of the table. Players then take turns placing terrain features as described in **Campaign Terrain** (page 149). Additional terrain features must be placed outside 10" of the center of the table.

Beginning
The defender deploys first, placing his models within 6" of the center of the table. The attacker then deploys his models within 3" of any table edge.

The defender takes the first turn.

Victory Conditions
A player wins the battle once his opponent's last warlock has been destroyed or removed from play.

Mosh Pit

Description
The Mosh Pit is a blood bath of destruction.

Special Rules
Before the start of the game, center an 18" ring on the center point of the table. This area is The Pit.

After the first round, a player loses if he ends his turn with no models in The Pit.

Set Up
Players take turns placing terrain features as described in **Campaign Terrain** (page 149).

Beginning
Unless dictated by proximity, use standard deployment and determine the first player by using a standard starting roll as described on page 27 of *HORDES: Primal*.

Victory Conditions
A player wins when his opponent ends his turn with no models in The Pit or his opponent no longer has any warlocks in play.

Smash & Grab

Description
The attacker must break into a structure to secure its contents, whether they are prisoners, targets for assassination, or goods waiting to be commandeered.

Special Rules and Set Up
This scenario utilizes Hammertime: adjacent eight (8), near six (6), and distant five (5).

Before placing any other terrain, place a small building in the middle of the defender's deployment zone 6" from the table edge. The door should face the attacker's deployment zone. The attacker must destroy the small building's door and get one friendly model within before the battle ends due to Hammertime. The small building itself cannot be damaged. The door is ARM 16 and can take 10 damage points before being destroyed.

Players take turns placing terrain features as described in **Campaign Terrain** (page 149). A player cannot place terrain within the other player's deployment zone.

Beginning
The defending player sets up first, placing his models within 10" of the table edge. The attacker then deploys his forces up to 10" from the opposite table edge. Unless determined by proximity, after all models are placed each player rolls a d6. The high roller chooses who goes first.

Victory Conditions
The attacker wins if he holds the small building for one round or when his opponent's last warlock has been destroyed or removed from play. The defender wins if the attacker's last warlock is destroyed or removed from play or if the battle ends due to Hammertime.

Seize & Secure

Description

Attacking forces must seize control of a military objective overrun by enemy forces.

Special Rules and Set Up

Place a small building in the center of the table. The door should not face either player's deployment zone. The attacker must hold the small building for three (3) consecutive rounds. (See the Hold Scenario callout.) The small building's door must be destroyed to gain entry. The small building itself cannot be damaged. The door is ARM 16 and can take 10 damage points before being destroyed.

Players take turns placing terrain features as described in **Campaign Terrain** (page 149). Terrain cannot be placed within 3" of the center of the table.

Beginning

Unless dictated by proximity, use standard deployment and determine the first player by using a standard starting roll as described on page 27 of *HORDES: Primal*.

Victory Conditions

The attacker wins if he holds the small building for three (3) consecutive rounds or if his opponent's last warlock has been destroyed or removed from play. The defender wins if the attacker's last warlock is destroyed or removed from play.

Hammertime

When the hammer falls, you are done. After a number of rounds described in the scenario, a random chance exists in which the battle concludes at the end of each additional round. At the end of the last player's turn of the round described, one of the players rolls a d6. On the result of 1, the scenario ends. Otherwise, players continue to play until the end of the next round. At the end of each additional round, roll to see if the hammer falls. The chance of the scenario ending is increased by 1 each additional round until the third round. From the third additional round on, the battle concludes on a roll of 1-3.

The number of rounds before Hammertime begins is based on proximity. See the scenario for details.

For example, Erik and Rob are playing a scenario that goes into Hammertime after the sixth round. At the end of the seventh round, the battle ends on a roll of 1. At the end of the eighth round the battle ends on a roll of 1 or 2. Starting at the end of round nine, the battle ends at the end of any round on a roll of 1-3.

Hold Scenarios

Some scenarios require a player to hold a location. A player may hold a location if he controls all models within the space described during his Maintenance Phase. Models engaged in melee combat and wild warbeasts cannot hold a location. Neither warrior models with a base CMD of 1 or less nor Incorporeal models can hold a location.

Theater of War

V is For Victory: Ending the Campaign

The two ways to win the theater of war campaign are through accomplishing a set of strategic objectives or through domination. Neither path is simple, and both require methodical planning and a hearty appetite for destruction.

Strategic Objectives and Victory

Each theater of war includes a list of strategic objectives for each player usually based on his faction. Players must accomplish these objectives in order by attacking the indicated map regions and winning the battle. A player cannot attack a map region that contains one of his strategic objectives out of order. A player is not required to hold a map region once he has accomplished a strategic objective and may move on to the next objective after accomplishing the previous one. The first player to achieve all of his strategic objectives wins the campaign.

Strategic objectives may further modify scenarios but only when the attacker is attempting to complete an objective on his list in the map region. If the attacker has already completed his strategic objective in the map region, the objective does not modify the scenario. Strategic objectives and their effects are defined within a theater of war.

Domination Victory

A player may win the theater of war campaign through domination if he controls a number of map regions described in the theater of war. As soon as the player succeeds in seizing control of the last map region required, he wins the campaign.

Campaign Options

Though the theater of war campaign is optimized for groups of four players, the rules below explain how to modify the campaign for more or fewer players.

Players should feel free to customize any aspect of the campaign to suit the needs of their group. For example, if your group has trouble fielding forces for a 1000 point battle, you may want to consider restricting the maximum battle size. Alternately, if your group likes big battles, feel free to increase the maximum point size and have each player begin with an additional detachment.

Two- and Three-Player Campaigns

The theater of war campaign easily adapts for two and three player play with a few modifications. Each theater of war includes a separate map for two and three player play. Starting map regions for two and three player campaigns are based off the factions participating in the theater of war. Two and three player maps as well as specific starting map regions are available at www.privateerpress.com for download.

Team Campaigns

The theater of war campaign is ideal for groups of four, but it can reasonably support up to 12 players with up to three (3) players of each faction on each team. Teams need not have an equal number of players per team. In a team campaign, all players on a team share the team's detachments and a single war chest.

Throughout the campaign, players on a team take turns fighting battles. Each player on a team must participate in at least one battle each campaign round and generally each player should fight an equal number of battles, but the exact division of battles is left up to each team.

Team players may also play 1000 point team battles if they wish.

Team Battles

Players playing on teams have the option of playing 1000 point battles as team battles. See **Team Battles**, *HORDES: Primal*, page 28 for details. Any team may choose to fight a battle as a team, but their opponents need not play as a team if they do not wish to do so. A single player may play against a team.

Each team fields a combination of two detachments as outlined above. Each player on the team participating in the battle controls a single warlock and his warbeasts selected from a single detachment. Control of other units and models in the horde may be divided between the two players as they wish.

Bloodstone Marches

Circle Assault Border
Legion Assault Border
Bones of Orboros
Hawksmire River
Hawksmire River
Scarleforth Lake
Trollblood Assault Border
Claysoil Wash
Castle of the Keys
Ternon Crag
Greybranch Gap
Comb's Beacon River
Skorne Assault Border

Ternon Crag

Castle of the Keys

0 10 20 30 40 50 60 70 80
MILES

- Circle Orboros
- Legion of Everblight
- Skorne
- Trollbloods

- Foothold
- Breeding Ground
- Sacred Site
- Encampment
- Hospice
- Minion Village

- Forest
- Hills
- Mountains
- Desert
- Shallow Water
- Deep Water
- Urban
- Village
- Ruins
- Tower

Theater of War

The Bloodstone Marches Theater of War

The remote and desolate fringes of the Bloodstone Marches have become the center of struggles between diverse groups vying for survival and supremacy. Here amid resource-poor areas that no civilized nation deems important, titanic clashes erupt where victory or defeat could change history. These conflicts originated with events starting in 606 AR, when a massive invading Skorne army crossed the eastern expanse and crashed with bloody consequence into trollkin kriels native to the Scarleforth Lake region. The Skorne massacred many kriels wholesale and forced others to uproot and seek alliances with displaced trollkin of the Thornwood Forest. These trollkin gradually gave ground before advancing Skorne and moved west. Even while the Skorne consolidated their position, building fortresses and supply points, a new threat turned a hungry eye to the region.

In the spring of 607 AR, the blighted army of the disembodied dragon Everblight marched on the sprawling ruin of the Castle of the Keys in the mountains of the Marches. The dragon's vessel Thagrosh led this massive army that included the bulk of Everblight's gathered strength. He sought to destroy the weakened dragon Pyromalfic, which had hidden below the ruins for centuries. Everblight knew that defeating Pyromalfic meant absorbing its athanc and greatly increasing the potential power of the Legion. The Circle Orboros alone recognized this threat and acted to intercept the Legion, but they could not muster their forces in time. Everblight overcame all obstacles in its path and defeated Pyromalfic.

This stunning victory for the Legion came at great cost. Tremendously overextended, the Legion has suffered high casualties. Enemies surround the Legion in the middle of unfamiliar territory and cut them off from supply lines. The Circle Orboros hopes to exploit this vulnerable position to crush the Legion before they can recover and reap the full benefits of Everblight's enhanced power. This will require the beleaguered forces of Orboros to corner the Legion and prevent their escape to more defensible territories.

These two cabals are not alone in waging war over the fate of this region. The Skorne have served as an unwitting buffer against the Legion in recent battles. Seeking to exploit the Castle of the Keys for their own purposes, the Skorne had allocated a sizable force to its defense. That force has also suffered grievous losses. The Skorne now have a tenuous hold on areas they formerly dominated uncontested. Their larger goals require a firm foothold in the region, which makes it vital for them to reestablish broken supply lines. They seek to prevent both Ternon Crag and the Castle of the Keys from falling into enemy hands.

Setbacks suffered by the Skorne have attracted the Trollbloods to enter the fray and make retaliatory attacks against those who have recently beset them. An army has ventured into Ternon Crag in an attempt to rally the trollkin dwelling in the vicinity. Furthermore, struggles near Lake Scarleforth and the Hawksmire River have given the Trollbloods the opportunity to recover lands and supplies lost when they were forced to vacate the area. The trollkin have not forgotten, and will not forgive, the Circle Orboros for their treachery and intend to deliver payback. The trollkin will seize any opportunity to both weaken the druids while reclaiming old ground and recovering irreplaceable abandoned krielstones.

Bloodstone Marches Terrain

Deep Water – Players may place deep water terrain features. See Water, *HORDES: Primal*, page 65 for details.

Desert – Players may place rock formation or ruin terrain features.

Forest – Players may place forests or individual tree terrain features

Hills – Players may place hill terrain features.

Marsh – Players may place shallow water terrain features. See Water, *HORDES: Primal*, page 65 for details.

Urban – Players may place structure or ruin terrain features. See Damaging and Destroying Structures, page 179, for details.

Bloodstone Marches Assets

Breeding Ground: One battle per campaign round, a player may field 50 extra points comprised of warbeasts.

Encampment: One battle per campaign round, a player may field 50 extra points comprised of units or solos.

Foothold: A Legion of Everblight or Skorne player in control of a foothold at the end of a campaign round adds 5 victory points to his war chest. These victory points do not count when determining initiative order.

Hospice: After one battle per campaign round, a unit or solo that would normally be removed from a detachment due to attrition remains part of the detachment.

Minion Village: Each victory point spent to hire minions before a battle may be used to hire 25 points worth of minion models instead of 20.

Sacred Site: A Trollblood or Circle player in control of a sacred site at the end of a campaign round adds 5 victory points to his war chest. These victory points do not count when determining initiative order.

Bloodstone Marches War Chest

Throughout the Bloodstone Marches Theater of War, a player may spend victory points from his war chest at the start of each campaign round to purchase a new detachment or purchase advantages. A player may also spend victory points from his war chest to hire minions before each battle.

Purchasing New Detachments

Before the first battle of a campaign round, a player may spend 80 victory points from his war chest to purchase a new 750 point detachment. New detachments follow all the detachment rules above and must be led by a warlock that is not already part of another detachment. The new detachment is a permanent addition to his horde and refreshes at the start of each campaign round.

Buying Advantages for a Battle

A player may buy advantages before the first battle of a campaign round by spending victory points from his war chest. A player may use one advantage per battle, and each player may use each advantage only once during the campaign round.

Intelligence: Intelligence decreases the attacker's distance to the map region attacked by one map region. This advantage must be used before the battle's scenario is determined unless the battle is for a strategic objective. Intelligence costs 15 victory points.

Reserve Deployment: Reserve deployment allows one of the purchasing player's models or units to deploy after all other models have been deployed for the battle, including advance deployment models. If both players have reserve deployment models, players place their reserve deployment models in deployment order beginning with the first player to deploy his models for the battle. Reserve deployment costs 5 victory points.

Scout Patrol: A scout patrol allows the purchasing player to place one additional terrain feature in the battle. Scout patrol costs 10 victory points.

Theater of War

Hiring Minions for a Battle

Before the start of any battle but after the scenario has been determined, a player may hire minion units and solos by spending victory points from his war chest. The minion must be able to work for the player's faction and counts toward his horde point total for the battle. These minions may only be used in the battle for which they were hired and must be rehired for later battles. A minion model or unit may be hired before any battle even if it was destroyed during a previous battle.

For every victory point spent to hire minions before a battle, a player may field up to 20 points worth of minion models. Unspent points are lost.

A Skorne player who will be playing in a 1000 point battle may hire Magnus the Warlord (see *WARMACHINE: Superiority*, page 173) and warjacks in his battlegroup rather than utilizing a second Skorne detachment. The Skorne player must pay 1 victory point for every 20 points required to pay for Magnus the Warlord and the warjacks in his battlegroup.

For example, Rob wishes to hire Magnus the Warlord and his battlegroup for a battle. Rob needs to spend 16 victory points to hire Magnus (77 points) and his battlegroup of two Renegades (65 points each) and one Mule (110 points) since they cost a combined total of 317 points. The remaining 3 points that went unspent are lost.

Bloodstone Marches Paths to Victory

Players can win the Bloodstone Marches Theater of War campaign by either succeeding in their three faction-based strategic objectives or through domination by controlling 22 of the 48 total map regions. Players participating in a three-player campaign must seize control of 28 map regions to win the campaign through domination. A two-player campaign domination victory requires control of 36 map regions.

Summarized War Chest Expenditures

New Detachment – A player may purchase a new detachment for 80 victory points.

Intelligence Advantage – A player may reduce the distance of an attack by one map region for 15 victory points.

Reserve Deployment Advantage – A player may place one model or unit after all other deployment for 5 victory points.

Scout Patrol Advantage – A player may place one extra terrain feature for 10 victory points.

Hire Minions for a Battle – A player may hire 20 points worth of minions for a single battle for each victory point spent.

Strategic Objective Scenarios

Each player has a list of strategic objectives based on his faction. When a player attempts to complete one of his strategic objectives, do not roll for a scenario as normal. Use the corresponding scenario below instead. The location of each strategic objective is marked on the Bloodstone Marches map. See **Strategic Objectives and Victory**, page 154 for details.

When playing a strategic objective scenario, determine from which side of the table each player will deploy before placing terrain. After placing any additional terrain mandated for the scenario, players take turns placing terrain features as described in **Campaign Terrain** on page 144. A player cannot place terrain within the other player's deployment zone. Unless dictated by proximity or specified in a particular scenario, use standard deployment and determine the first player by using a standard starting roll as described on page 27 of *HORDES: Primal*.

Siege Attrition

Some scenarios utilize Siege Attrition. If an inch of a structure is destroyed but the attacker fails to win the scenario, the destroyed section remains destroyed the next time the attacker attempts the scenario objective in a subsequent campaign round.

Minion Bivouac

Some scenarios utilize Minion Bivouac. When hiring minions, the defender may field 25 additional points of minion models without spending victory points from their war chest. These additional points cannot put the defender's total army points over the battle's point limit.

Trollbloods

Of all the groups waging war in the northern Bloodstone Marches, the Trollbloods have the least grandiose objectives. Tension erupts into bloodshed throughout the region as the gathered kriels engage in retaliatory strikes to weaken and eventually crush their more numerous foes. Struggles between rival enemies have created opportunities for the trollkin, whose leaders know they must seize any chance to deal decisive blows against those who threaten their survival.

The trollkin do not expect to permanently reclaim all of their lost lands, many of which the Skorne have ransacked and despoiled. However, fleeing kith abandoned irreplaceable krielstones and other significant assets in the region. Recovery of such relics is a top priority for Dhunian shamans. In addition to seizing these items, the trollkin will fight to cripple their enemies and buy time to ensure the safety of their relocated kriels. The recent Skorne occupation of Ternon Crag has placed a number of trollkin in jeopardy, prompting armed forces to come to their aid. Similarly, recent fighting in the Castle of the Keys has forced the Circle to leave some of their recent acquisitions vulnerable. Nothing would give the trollkin more satisfaction than hindering both the Circle Orboros and the Skorne.

Strategic Objective One: Destroy Supply Fortress

Grissel Bloodsong and Grim Angus recently led an attack on Skorne forces occupying Ternon Crag and managed to liberate a number of trollkin inhabitants of the town but failed to entirely free the city from occupation. To assist their kin fighting in the area, trollkin elders have called for a strike against a significant supply fortress recently constructed just south of the town in the hills overlooking the Greybranch Gap. Destroying this fortification will sever supply lines to Ternon Crag and leave Trollblood enemies vulnerable to ongoing attacks. Attacking this position will not be easy, as the fortress boasts a small battery of powerful cannons.

Special Rules and Set Up

Before placing any other terrain, place a 6" x 10" structure in the middle of the defender's deployment zone 4" from the table edge to represent the supply fortress. The structure has one door large enough to accommodate medium-based models that should face the defender's table edge. The structure collapses after 16" or more of its surface is destroyed. The structure has ARM 18 and each inch of it can take 10 damage points. See **Damaging and Destroying Structures**, page 179 for details. This scenario utilizes the **Siege Attrition** and **Minion Bivouac** rules on page 159.

The Trollblood player must destroy the building or set it ablaze. To set it on fire, the Trollblood player must hold it for one (1) round.

Each player alternates placing three (3) other pieces of terrain, starting with the defender. The defender cannot place forest terrain features, and the attacker cannot place structure or obstacle terrain features. No terrain feature can be placed within 6" of the supply fortress structure.

The Trollblood player can only advance deploy models if the battle proximity is adjacent.

The supply fortress is equipped with cannons that fire on the battlefield during the defender's Maintenance Phase. The number of cannons that may be fired each round depends on the proximity of the battle. If the battle proximity is adjacent one (1) cannon may be fired; if the battle proximity is near, two (2) cannons may be fired; if distant, three (3) may be fired. When a cannon is fired, the defender nominates a point on the table at least 20" from the back of his deployment zone. Once all points have been nominated, each blast deviates 2d6 inches from the point nominated in a direction determined by the deviation template. This is the point of impact for the blast. Center a 4" AOE blast on the point of impact. All models within the AOE suffer a POW 12 damage roll.

Victory Conditions

The Trollblood player wins if he destroys the supply fortress or sets it ablaze. The defender wins if the attacker's last warlock is destroyed or removed from play.

Strategic Objective Two: Search Abandoned Villages near Lake Scarleforth (Hawksmire River)

Before the arrival of the Skorne, the shores of Scarleforth Lake and the banks of its associated rivers housed many scattered trollkin kriels, some of whom maintained a mutually beneficial relationship with blackclads in the region. The arrival of Skorne forces attempting to drive through to the Cygnaran border resulted in widespread slaughter and forced survivors to flee west. The haste with which the kriels fled forced the abandonment of a number of priceless scrolls inscribed from krielstones destroyed centuries earlier. If the scrolls are lost, the legends they contain will vanish forever. Dhunian shamans are determined to return to the area and recover these scrolls and any other valuable abandoned items.

Special Rules and Set Up

This scenario utilizes Hammertime: adjacent (8), near six (6), and distant five (5).

The defender begins by placing the ruins of five (5) small buildings completely within 18" of the center of the table, to represent ruined habitations. The buildings must be placed at least 8" apart. These buildings are already ruined and cannot be further damaged in any way. Players then alternate placing three (3) additional terrain features, starting with the attacker. Terrain features cannot be placed within 18" of the center of the table nor can they be placed within 3" of a building.

The Trollblood player must search four buildings before the game ends. To search a building, the attacker's models must hold the building for one (1) round.

Victory Conditions

The Trollblood player wins if he searches four buildings. The defender wins if the attacker's last *warlock is destroyed or removed from play or if the* battle ends due to Hammertime.

Theater of War

Strategic Objective Three: Recover Ancient Molgur Inscriptions (Castle of the Keys)

The Trollbloods have little awareness of the larger struggles going on at the Castle of the Keys, which have absorbed their rivals, but reports of fighting in this region have reached the trollkin leaders. By piecing together clues from the krielstones recovered at Scarleforth Lake with lore accumulated over the decades, elder shamans believe lost inscriptions relating to the fate of Molgur tribes who fled the Wyrmwall Mountains lie within the Castle. This significant lore might provide clues related to the migration of forgotten troll bloodlines. Hoarluk Doomshaper has called for recovery of this information at all costs. He is willing to risk confronting other forces entangled in the region. Stone scribes backed by a strong fighting force must fight into a key section of the ruins and either seize the inscribed stones or acquire a comprehensive rubbing of its text.

Special Rules and Set Up

Before placing any other terrain, place a 2" x 2" square and 4" tall structure at the center of the table to represent a heavily inscribed column. The structure has ARM 18 and each inch can take 15 damage points.

To win this scenario, the Trollbloods must hold the column with a warlock, krielstone bearer, or stone scribe chronicler. To hold the column, one of the models listed must be in base contact with the column while no enemies are in base contact with the column for one (1) round.

Only obstructions, obstacles, structures, and water features can be placed in this scenario. No terrain feature can be placed within 4" of the inscribed column.

The Trollblood player can only advance deploy models if the battle proximity is adjacent.

Due to the powerful blighted energies left by the death of Pyromalfic, Tough rolls only succeed on a roll of a 6 during this scenario.

Victory Conditions

The Trollblood player wins the scenario if he holds the column for one (1) round with a warlock, krielstone bearer, or stone scribe chronicler. The defender wins if he completely destroys the inscribed column or if the Trollblood player does not have a warlock, krielstone bearer, or stone scribe chronicler remaining in play.

Circle Orboros

The Circle entered the conflicts in this region with the intention of stopping Everblight from absorbing another dragon's athanc. They failed. The Circle now seeks to strike the Legion while it is vulnerable, keep them off balance, and put an end to Thagrosh. The most bitter fighting is expected to take place in the immediate proximity of the Castle of the Keys.

Meanwhile, other druids fight to defend the ring of sacred stones along the Hawksmire River. This site serves as a key location for rallying Circle forces striking deep into the contested regions. Earlier attacks in the region required the Circle Orboros to seize territories from the Skorne, who are now moving to counterattack. To keep them off balance and weaken their offensive capabilities, the Circle plan to attack Skorne forces gathered at Ternon Crag. The Circle is also determined to eliminate trollkin opportunists entering the region to regain old territories.

Strategic Objective One: Prevent Blight Outbreak (Castle of the Keys)

In the immediate aftermath of the Legion victory at the Castle of the Keys, the Circle must work quickly to prevent a massive outbreak of blight. Blood spilled from the slain dragon Pyromalfic mixed with that of Everblight's spawn has corrupted the old aqueduct system that flows through the Castle of the Keys and threatens to seep into the nearby river. Such concentrated blight disrupts the occult power of the blackclads who rely on the mountains and rivers as conduits for the power of Orboros. The druids plan to block the aqueduct channel and put an end to the unchecked spread of the blight.

Special Rules and Set Up

This scenario utilizes Hammertime: adjacent seven (7), near six (6), and distant four (4).

See map. Along the length of the center of the table is a 4″ wide channel of blighted shallow water. Place eight (8) stone column structures 1″ in diameter and 4″ high, four on each side of the water, 1″ away from the blighted water and 8″ apart. Place the first column 10″ from a table edge and the last column 10″ from the opposite table edge. Each column has ARM 18 and can take 20 damage points before being destroyed. This scenario utilizes the **Siege Attrition** rules, see page 159.

The Circle player must destroy six (6) of the stone columns in order to create enough rubble to block the flow of the blighted water and win the game.

The channel of blighted shallow water is painful to the living and disruptive to Legion dragonspawn. Living non-Legion models in the blighted water suffer -2 MAT, RAT, and STR. Legion warbeasts cannot be forced while in the blighted water.

Due to the powerful blighted energies in the region, Tough rolls only succeed on a roll of a 6 during this scenario.

Only obstructions, obstacles, and structures can be placed in this scenario. No terrain feature can be placed within 6″ of the channel.

The Circle player can only advance deploy models if the battle proximity is adjacent.

Victory Conditions

The Circle player wins if six (6) of the stone columns are destroyed. The defender wins if the attacker's last warlock is destroyed or removed from play or if the battle ends due to Hammertime.

Theater of War

Strategic Objective Two: Disrupt Mining and Ironworking (Ternon Crag)

The Circle Orboros has become concerned that their enemies can use the town of Ternon Crag as a foothold in the region. In particular, the town is a vital site for several nearby mining interests and has been processing ore into iron, facilitating weapons of war. Morvahna the Autumnblade has ordered a swift strike into the region to disrupt mining and ironworking operations at a large and well defended ore processing plant.

Special Rules and Set Up

This scenario utilizes Hammertime: adjacent eight (8), near six (6), and distant five (5).

Before placing any other terrain, place a small building in the middle of the defender's deployment zone 6" from the table edge to represent the ore processing plant. The door should face the attacker's table edge. The defender also places two guard towers on his half of the table, at least 12" from the defender's table edge, at least 8" away from the small building, and at least 8" from the other guard tower. Players alternate placing three (3) additional terrain features each, limited to structures, obstacles, and obstructions. No terrain feature can be placed within 3" of a guard tower or 8" of the small building. This scenario utilizes the **Siege Attrition** and **Minion Bivouac** rules, see page 159.

The Circle player must either destroy or set ablaze the two guard towers and the small building. To set fire to one of these structures, the attacker must hold it for one (1) round.

Victory Conditions

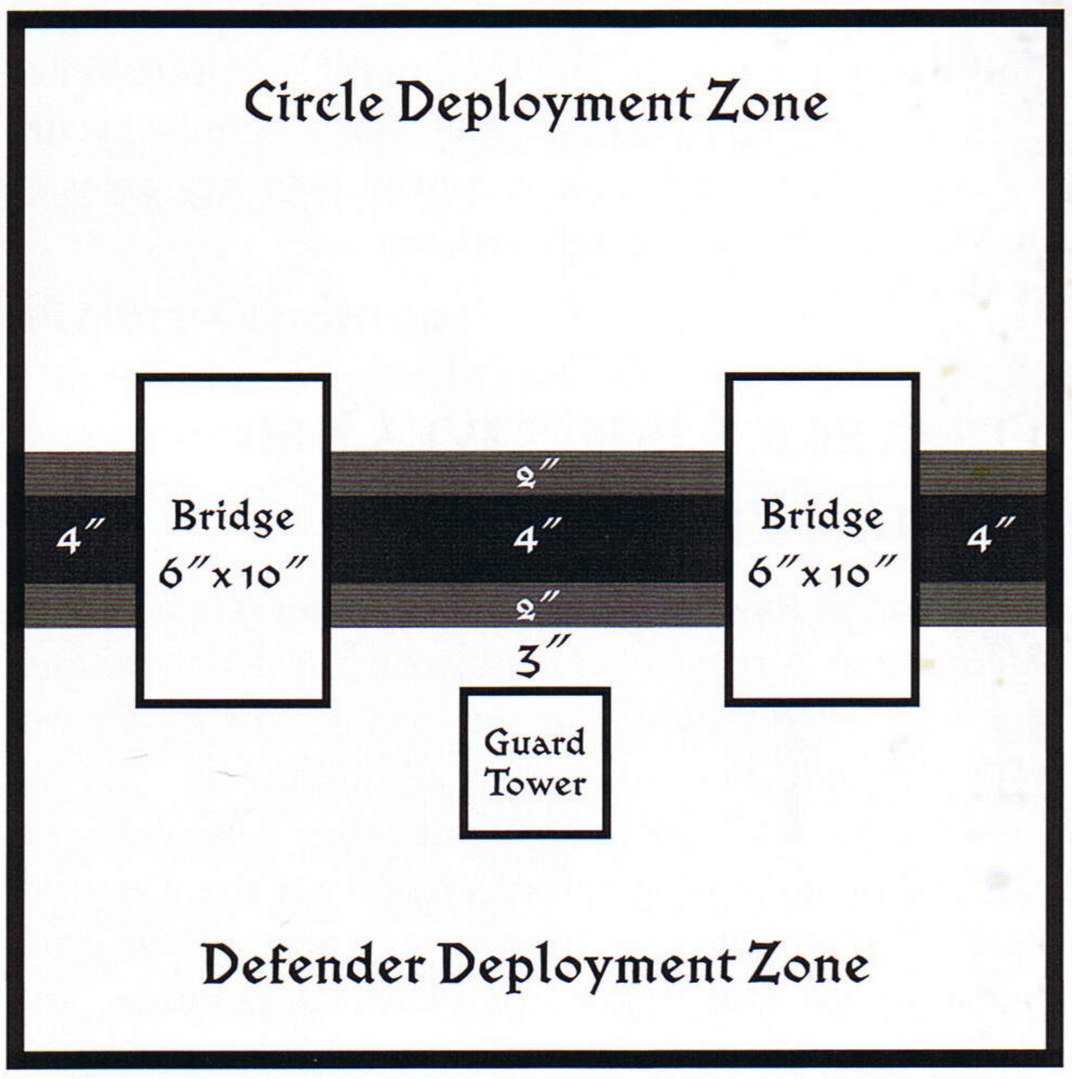
The Circle player wins if he can destroy or set ablaze each of the two guard towers and the small building. The defender wins if the Circle player's last warlock is destroyed or removed from play or if the battle ends due to Hammertime.

Strategic Objective Three: Seize Hawksmire Bridges (Hawksmire River)

The intensity of battles farther to the south and southeast has diverted many of the forces the Circle Orboros had previously used to defend its northern regions. As enemy forces attempt to flee the region, the druids and their allies are in danger of being unable to intercept. Forces are gathering from far abroad to muster at northern sacred sites. To allow these reinforcements to converge on the enemy, an advance force must seize the bridges crossing the Hawksmire River, thereby facilitating an ambush against the remaining enemy survivors. After seizing both bridges the advance force will send a signal directing the mustered army of Orboros to march on the crossing.

Special Rules and Set Up

See map. An 8" wide river crosses the center of the table. The 2" of this river on either side is shallow water, while the center 4" is deep water. Place two 6" x 10" bridges across the river. The bridges should be at least 1" high. Each bridge should be placed 6" from the table edge. These bridges cannot be damaged by any means. Place a guard tower on the defender's side of the table 3" away from the river equidistant from each bridge. No other terrain feature should be placed within 3" of the bridges, the river, or the guard tower.



The Circle player can only advance deploy models if the battle proximity is adjacent.

The defender can deploy models inside the guard tower in addition to his deployment zone.

Victory Conditions

The attacker wins if he can hold both bridges simultaneously for two (2) consecutive rounds. The defender wins if the attacker's last warlock is destroyed or removed from play.

Skorne

The Skorne were entirely unprepared for the sudden convergence of outside forces on the region. The massive attack at the Castle of the Keys resulted in high casualties among their northern army, and only the diversion of forces from the south has enabled them to maintain tenuous supply lines across the Bloodstone Desert.

Lord Tyrant Hexeris and Supreme Aptimus Zaal were among those most interested in the ruins of the Castle of the Keys and they still hope to recover occult lore from its depths, despite recent setbacks. Military successes in the region may be the Lord Tyrant's best hope of evading the consequences of abusing his authority to pursue his own agenda.

Archdomina Makeda has no time to investigate the irregularities of the northern army but must use all of her military aptitude and tactical cunning to restore control over the region. The Conqueror has ordered her to attack Cygnar's Fort Falk but first she must secure her supply lines and cement control over key areas in the Marches, including Ternon Crag.

Strategic Objective One: Capture Prisoners

The archdomina has ordered her soldiers to recover recently lost territories. Her forces move on the area around Claysoil Wash, an important source of fresh water. In addition to territorial gains, the Skorne consider it vital to interrogate the defenders for information regarding recent attacks on the Castle of the Keys. Paingivers stand ready to apply their cruel ministrations and force complete cooperation and compliance from captives. Those who cooperate by betraying their masters will earn enslavement rather than death; either shackled and sent east or used locally as forced labor to construct fortresses. If the Skorne do not move quickly it is very likely the most important individuals will slip out of the region along with their vital information.

Special Rules and Set Up

This scenario utilizes Hammertime: adjacent eight (8), near six (6), and distant five (5)

The defender places three (3) small buildings completely within 18" of the center of the table, representing enemy occupied buildings containing individuals the Skorne consider high priority targets for interrogation. These structures must be placed at least 8" apart. These small buildings cannot be destroyed.

To win the game, the attacker must search all three buildings before the game ends, allowing the subduing and capture of the vital prisoners. To search a building, the attacker's models must hold the building for one (1) round.

Victory Conditions

The attacker wins if he searches all three buildings. The defender wins if the attacker's last warlock is destroyed or removed from play or if the battle ends due to Hammertime.

Strategic Objective Two: Subjugation of Ternon Crag (Ternon Crag)

The Skorne have used Ternon Crag to coordinate troop movements abroad and to service weapons and armor. Recent operations have necessitated that they tighten their hold on the town. Mining near Ternon Crag has been taken over by the Skorne and serves as a vital source of raw iron for their western efforts, freeing them up from relying exclusively on their supply lines through the Bloodstone Desert. Domination of the town has been disrupted in the southeastern quarter, and the Skorne must pacify this region. To demonstrate the consequences of resisting their domination, they intend to massacre a segment of the local population.

Special Rules and Set Up

This scenario utilizes Hammertime: adjacent (8), near six (6), and distant five (5).

Starting with the defender, players should alternate placing five (5) small buildings each on their sides of the table. A player cannot place these buildings in his deployment zone or within 6" of another building or table edge. These buildings represent residences on the outskirts of Ternon Crag. Additional terrain features placed in this scenario must be structures, obstacles, or obstructions.

The five buildings on the defender's side of the table are being used by locals to gather and prepare for an armed uprising, and accordingly must be destroyed. The

Skorne player must destroy four of the five buildings or set them ablaze, killing all who live within. To set a building on fire, the Skorne player must hold it for one (1) round. This scenario uses **Siege Attrition** and **Minion Bivouac** rules, page 159.

Victory Conditions

The Skorne player wins if he destroys or sets ablaze four of the small buildings on the defender's side of the table. The defender wins if the attacker's last warlock is destroyed or removed from play or if the battle ends due to Hammertime.

Strategic Objective Three: Recovering a Sacral Stone (Castle of the Keys)

Before the massive battles that consumed the Castle of the Keys, a number of Skorne occultists working for Lord Tyrant Hexeris and Supreme Aptimus Zaal made significant discoveries. In the tumult of the battle a senior extoller was lost and killed. The extoller is believed to have been in the possession of a singularly important sacral stone containing the spirit of an ancestor who was being consulted in the course of their investigations. Recovering this sacral stone is a crucial priority, as the supreme aptimus believes its knowledge is irreplaceable and key to unlocking untapped occult secrets lost within the ruins of the Castle of the Keys. The Skorne must move quickly to find the extoller and recover the sacral stone. Recovery is complicated by two factors. First, Skorne dead have been piled high by the invaders, making finding a specific corpse difficult. Second, blighted energies left in the wake of the slain dragon have corrupted the area.

Special Rules and Set Up

Before any other terrain is placed, place a hill 12" in diameter in the center of the table to represent the pile of corpses. Other terrain features placed in this scenario must be structures, obstacles, or ruins, which cannot be placed within 3" of the hill. The hill is rough terrain.

Once terrain is set up, players take turns each placing four (4) corpse tokens on the hill. Corpse tokens cannot be placed within 2" of another corpse token. A corpse token is the size of a small base.

Skorne warlocks can search a corpse token as a special action to determine if it contains the sought-after sacral stone. Roll 2d6. If the roll comes up doubles, the sacral stone is discovered and can be recovered. The last corpse token in play always has the sacral stone. When the sacral stone is found it is assigned to a warrior model within 3" of the corpse token. Treat the sacral stone as a satchel. The Skorne player must get the corpse back to his deployment zone to win the game.

The Skorne player can only advance deploy models if the battle proximity is adjacent.

Blighted energy permeates the region and manifests at random locations. A new region spontaneously appears at the start of each player's Maintenance Phase. The blighted area is a 5" AOE centered on a point 3d6" from the center of the table in a direction determined by the deviation template. While in the AOE, living non-Legion models suffer -2 MAT, RAT, and STR. While in the AOE, Legion warbeasts cannot be forced. The AOE remains in play for one turn.

Due to the powerful blighted energies in the region, Tough rolls only succeed on a roll of a 6 during this scenario.

Victory Conditions

The attacker wins if he gets the corpse back to his deployment zone. The defender wins if the attacker's last warlock is destroyed or removed from play.

Carrying a Satchel

Some scenarios require a model to carry a satchel. Satchels are lightweight cargo that may be carried by non-incorporeal warrior models. Anytime a warrior model carrying a satchel is destroyed or removed from play, place a marker at the model's last location. The marker represents the satchel, which may be picked up by a friendly warrior model ending its movement in base contact with it.

Legion

The Legion has no time to enjoy recent triumphs. The great trek south into unfamiliar territory to seize the Castle of the Keys was an audacious and bold maneuver. The blighted Nyss serving Everblight have had to endure uncomfortably hot weather and a difficult adjustment coming down from the frozen north and into the arid expanse of the Bloodstone Marches. Even while the corpse of Pyromalfic begins to cool, Legion warlocks have realized that their position in the region is ultimately untenable. Thagrosh will require time to recover from absorbing a new athanc, but enemy forces converging on the Castle of the Keys threaten the very survival of the Legion.

Everblight hopes to utilize its scattered forces to attack its enemies at key locations and thereby arrange for all its warlocks to escape the region. Ultimately, the Legion must perform a fighting withdrawal by battling its way north to more secure strongholds where it can recover from losses and begin the next phase of the Everblight's plans.

Strategic Objective One: Destroy Orboros Sacred Stones (Hawksmire River)

To have any chance of surviving to vacate the area, Legion forces currently at the Castle of the Keys must cripple the power of the Circle Orboros. Vayl, the Disciple of Everblight, has learned of a site crucial to the Circle Orboros within the largest bend of the Hawksmire River. The stones at this site are a key element of the blackclad network that taps into natural energy and fuels their mystical power. Destroying these stones will cripple a key enemy nerve center.

Special Rules and Set Up

This scenario utilizes Hammertime: adjacent eight (8), near six (6), and distant five (5).

Before placing any other terrain, the defender places an 8" diameter hill anywhere on his half of the table, at least 16" away from any table edge. The defender places eight (8) 1" obstructions representing columns on top of the hill around its periphery, spacing them equidistant from one another to form a loose circle. Each column has ARM 18 and can take 15 damage points before being destroyed. This scenario uses **Siege Attrition**, page 159.

Regardless of proximity, the defender can place up to six (6) terrain features and the attacker can place up to two (2). No other terrain feature can be placed within 3" of this hill.

The Legion player must destroy at least five (5) of the columns in order to disrupt the power of this site sufficiently to prevent its easy repair. If a column is destroyed as a result of a melee attack, the attacking model suffers a boosted POW 14 damage roll, caused by an explosive burst of energy.

The Legion player can only advance deploy models if the battle proximity is adjacent.

Victory Conditions

The attacker wins if five (5) of the columns have been destroyed. The defender wins if the attacker's last warlock is destroyed or removed from play or if the battle ends due to Hammertime.

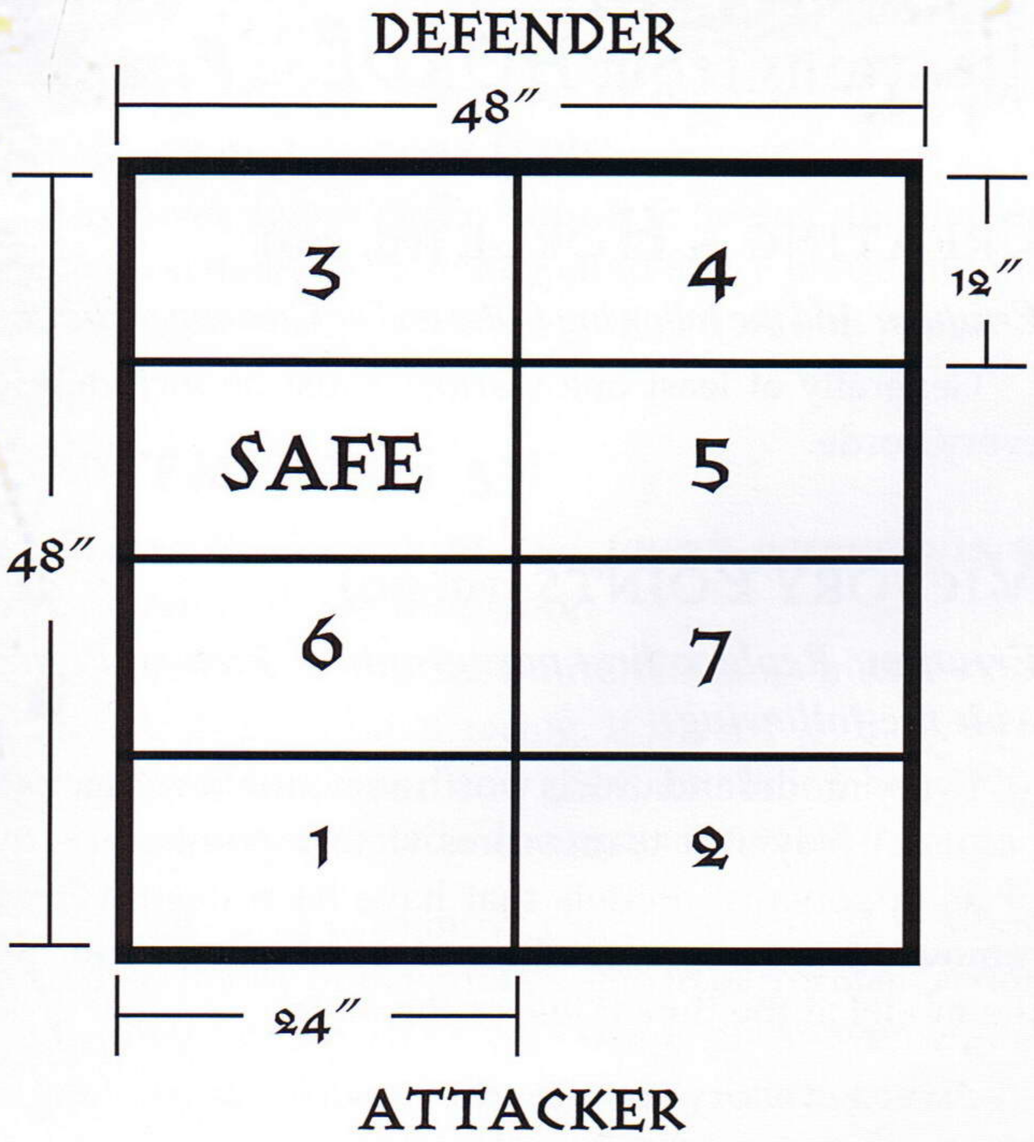
Strategic Objective Two: The Escape (Castle of the Keys)

The Legion must regroup its scattered forces in the Castle of the Keys. One group has discovered a promising escape route necessitating travel through unstable tunnels below the ruins. Enemies of the Legion have rushed into the area to prevent their escape and the two sides must clash for survival. Due to recent tumultuous battles above, the lower ruins are starting to cave-in. Legion forces must both avoid being buried in rubble and fight through their enemies to regroup with the rest of the Legion outside the Castle of the Keys.

Special Rules and Set Up

This battle takes place underground amid unstable chambers and ruins. Before placing any terrain, divide the table into eight 12" x 24" sections as shown on the diagram.

During each of the defender's Maintenance Phases, roll a d6 for each numbered section starting with number



(1) and progressing in numerical order to number seven (7). If the roll comes up 6, stop rolling. That section will experience a cave-in at the start of the defender's next Maintenance Phase. Note that the section marked "Safe" on the map never experiences a cave-in.

When a cave-in occurs, every model inside that section suffers a POW 15 damage roll and is knocked down. All terrain is removed from this section and the entire section becomes a ruin. Ruins are rough terrain and provide cover to models with any portion of their base inside the ruin area.

Terrain features placed in this scenario must be structures, obstacles, shallow water, or ruins. The Legion player cannot place terrain in sections three (3) and four (4), and the defender cannot place terrain in sections one (1) or two (2).

Victory Conditions

The last player with one or more warlocks in play wins.

Strategic Objective Three: The Getaway

The Legion has expended itself in recent battles and must take time to recuperate. Legion troops have created a number of ploys and diversions to open the way for Thagrosh to escape the noose set for him by the Circle Orboros. The most important of these battles takes place near the Glimmerwood in territory recently held by the united trollkin kriels. This area is fortified against attack via guard towers and spike traps. The Legion must break through as quickly as possible and escort their warlocks beyond the fortifications.

Special Rules and Set Up

This scenario utilizes Hammertime: adjacent six (6), near six (5), and distant four (4).

Before placing any other terrain, the defender places two (2) guard towers anywhere on his half of the table but at least 8″ apart.

After placing any other terrain, the defender places five (5) sharpened spike templates anywhere on his half of the table.

The attacker can only advance deploy models if the battle proximity is adjacent.

Each guard tower is mounted with a ballista that can fire upon a nearby enemy so long as the defender holds the guard tower. If the defender holds a guard tower at the start of his Maintenance Phase with at least one warrior model, a model holding the building can perform a special action to make a ranged attack utilizing the model's RAT at an enemy model within 14″ and LOS of the guard tower. If this attack hits, the model suffers an unboostable POW 13 damage roll. Each ballista can only make this ranged attack once per round.

Victory Conditions

The Legion player wins if his remaining warlocks are all completely within 3″ of the rear edge of the defender's deployment zone and are not engaged at the start of his Maintenance Phase. The defender wins if the attacker destroys or removes from play one of his own warlocks, the attacker's last warlock is destroyed or removed from play, or if the battle ends due to Hammertime.

Errata & Clarifications

Frequently asked questions and modifications from *HORDES: Primal*

The following material includes errata for HORDES models presented in Primal and also includes clarifications meant to help resolve rules queries as they come up in games. The errata included herein represent the correct current language, so treat stat cards as if they contain this language as well. This section is organized by page number.

Rule Priority (pg. 21)

Erratum: Add the following to Rule Priority:

Unless otherwise specified, multiple instances of the same effect are not cumulative. However, different effects are cumulative with each other, even if they have the same net effect on a model. For example, a model only suffers –2 to attack rolls due to being in a Fog Cloud regardless of the number of clouds affecting it. The model does, however, suffer a further –2 to attack rolls if it is also affected by Cacophony. Multiple instances of the same effect are not cumulative even when the effect comes from different sources. For example, a Diminish animus from a Titan Cannoneer is not cumulative with Diminish cast by a warlock.

General Guidelines (pg. 21–22)

Erratum: Add the following to General Guidelines:

Measuring Distances – When measuring the distance from a model, measure from the edge of the model's base. Similarly, when measuring the distance to a model, measure to the edge of that model's base. Thus, a model is within a given distance when the nearest edge of its base is within that distance, or equivalently, when any part of its base is within the given distance.

A model is completely within a given distance when its entire base is within that distance. Equivalently, a model is completely within a given distance when the farthest edge of its base is within that distance.

When determining the effects of a spell or ability that affects other models within a specified number of inches of a model, unless the spell or ability says otherwise, that model is not considered to be within the distance. For example, when a Fell Caller uses Inspire, it affects friendly Trollblood warrior models/units within 6" of him, but it does not affect the Fell Caller himself.

Creating a Horde (pg. 26)

Erratum: Add the following to the end of Creating a Horde:

Generally at least one warlock must be included in every horde.

Victory Points (pg. 29)

Erratum: Replace first paragraph of Victory Points with the following:

Every model and unit is worth a set number of victory points. A player or team scores victory points for each of its opponents' models that have been destroyed or removed from play regardless of which player controls the model at the time it leaves the table.

Award victory points for models destroyed or removed from play when the models leave the table. All other victory points for eliminating models are awarded at the end of the game. Additionally, award victory points for each enemy warbeast that is wild at the end of the game. If a player accidentally or intentionally eliminates a friendly model or unit, award its victory points to his opponent. Once a player has been awarded victory points for eliminating a model or unit, these points are never lost even if the model subsequently returns to play. If returned models are later eliminated, award victory points for them again.

In a team game, victory points for eliminating models are awarded to an entire team instead of its individual players. When there are more than two opposing sides, be they teams or individual players, only the side that was responsible for the elimination of a model or unit is awarded the victory points for it. However, should a player eliminate a friendly model, whether his own or a teammate's, award its victory points to all of his opponents. In the case of a wild warbeast, the side that last caused the warbeast to become wild will receive the victory points for it unless that was the side which controls the warbeast, in which case all opponents receive the victory points.

Activation Phase (pg. 30)

Erratum: Add the following to the end of the first paragraph of Activation Phase:

A model must be on the table to activate.

Activating Units (pg. 31)

Erratum: Add the following to the end of the first paragraph of Activating Units:

However, when part of a unit is fleeing, the fleeing troopers activate during the maintenance phase and the rest of the unit activates during the activation phase.

Movement (pg. 33)

Erratum: Replace third and fourth paragraphs of Movement with the following:

A model can voluntarily forfeit its movement by not changing its position or facing. If it does so, the model can perform one action and gains an aiming bonus for any ranged attacks made during its activation.

A model unable to move cannot change its position or facing. It may or may not be able to perform an action depending on the effect preventing its movement. A model that cannot move cannot forfeit its movement and therefore does not receive the aiming bonus for doing so. Sometimes models are placed in a new location as a result of an ability or spell. When a model is placed it is not considered to have moved and cannot be targeted by free strikes.

Erratum: Delete the following sentence from the sixth paragraph of Movement:

Although a model's speed (SPD) may be modified during play, the model's unmodified SPD determines its normal movement.

Advancing (pg. 33)

Erratum: Replace first sentence of Advancing with the following:

An advancing model may move up to its current speed (SPD) in inches.

Running (pg. 33)

Erratum: Add the following to the first paragraph of Running:

A model that was knocked down but forfeited its action to stand this activation cannot run. Though a model cannot perform an action if it runs, it does not have to be able to perform an action in order to run.

Charging (pg. 33–34)

Erratum: Add the following to the end of the first paragraph of Charging:

A model without a melee range cannot charge.

Erratum: Second Paragraph. Replace fourth sentence of Charging with the following:

The charging model then moves its current SPD plus 3" in that direction in a straight line and must stop while its target is in melee range, but it may end this movement at any point while its target is in its melee range.

Erratum: Replace third sentence of the second paragraph of Charging with the following:

After declaring a charge, the charging model turns to face in any direction which, ignoring terrain and other models, will bring the charging model to within its melee range of its target.

Erratum: Replace third paragraph of Charging with the following:

Some effects require a model to charge. A model required to charge must charge a model in line of sight. If there are no models in line of sight, the model activates but must forfeit its movement and action.

Erratum: Replace second sentence of the fourth paragraph of Charging with the following:

If the charging model moved at least 3", its first attack must target the model charged and is a charge attack.

Erratum: Add the following to the end of Charging:

When the charging model performs its combat action, if the intended target of the charge is no longer in melee range, as is the case when another model in a charging unit destroys the intended target, the charging model may make melee attacks against other eligible targets but does not make a charge attack.

Unit Formation (pg. 34)

Erratum: Add the following to the first paragraph of Unit Formation:

A unit's controller may measure the distance between the models in a unit anytime during that unit's activation.

Out of Formation (pg. 36)

Erratum: Replace second sentence of the fourth paragraph of Out of Formation with the following:

Unlike most other command checks made by troopers, an out-of-formation trooper makes this command check individually. If he fails the check, he does not cause the entire unit to flee.

Moving Units (pg. 36)

Erratum: Replace second sentence of Moving Units with the following:

A unit required to make a command check as a result of its movement, other than from Massive Casualties (pg. 61), does not do so until after every trooper has completed its movement.

Combat Actions (pg. 37)

Erratum: Add the following to the first bullet point of Combat Actions:

These attacks are called initial attacks.

Erratum: Replace second bullet point of Combat Actions with the following:

A model can make one special attack (★Attack) allowed by its special rules instead of making initial attacks.

Erratum: Add the following to the fourth bullet point of Combat Actions:

These attacks are called initial attacks.

Melee Combat (pg. 38)

Erratum: Replace first sentence of the first paragraph of Melee Combat with the following:

A model using its combat action for melee attacks can make one initial attack with each of its melee weapons.

Melee Range (pg. 38)

Erratum: Add the following to the end of Melee Range:

A model cannot target another model with a melee attack if the attacking model's LOS to the target is completely obstructed by terrain.

Melee Attack Rolls (pg. 39)

Erratum: Replace third paragraph of Melee Attack Rolls with the following:

A target is directly hit by an attack if the attack roll equals or exceeds the target's defense (DEF). If the attack roll is less than the target's DEF, the attack misses. A roll of all 1's on the dice is a miss. A roll of all 6's is a direct hit unless you are rolling only one die, regardless of the attacker's MAT or his target's DEF. Sometimes a special rule causes an attack to hit automatically. Such automatic hits are also direct hits.

Erratum: Delete fourth paragraph of Melee Attack Rolls.

Power Attacks (pg. 39)

Erratum: Add the following to the end of the first paragraph:

Power Attacks are melee attacks with a 1/2" melee range.

Headlock/Weapon Lock (pg. 39–40)

Erratum: Replace third sentence of the first paragraph of Headlock/Weapon Lock with the following:

A knocked down model cannot be locked.

Erratum: Replace fifth paragraph of Headlock/Weapon Lock with the following:

A warbeast may release a lock it is holding at any time during its own activation. Neither model may move while involved in a lock. Any effect that causes either model to move, places either model, knocks down the defender, or causes the attacker to become stationary automatically breaks the lock. A lock is also broken once either model is destroyed or removed from play. A successful lock against a warbeast that is already locking another model does not break the existing lock.

Q: If all of a warbeast's weapons are locked, does it have a melee range?

A: Yes. Though it cannot use its weapons, it still has them.

Push (pg. 40)

Erratum: Replace second paragraph of Push with the following:

A pushed model moves at half rate through rough terrain, suffers the effects of any hazards, and stops if it comes in contact with an obstacle, obstruction, or another model. A pushed model cannot be targeted by free strikes during this movement.

Slam (pg. 40–41)

Erratum: Replace third sentence of the second paragraph of Slam with the following:

A knocked down model cannot be slammed.

Slam–Collateral Damage (pg. 41–42)

Erratum: Add the following to Collateral Damage:

Collateral damage is simultaneous with slam damage.

Q: Do you roll one fewer die on collateral damage rolls when the body of the attacking warbeast is destroyed?

A: No.

Throw (pg. 42)

Erratum: Delete the following sentence from Throw:

Knocked down models cannot be thrown.

Being Thrown (pg. 42)

Erratum: Replace first paragraph of Being Thrown with the following:

After a successful throw attack, the attacker throws the target. Measure a distance from the target equal to half the attacker's current STR in inches in a direction chosen by the attacker's controller away from the throwing model. A large-based model throwing a small-based model adds 1" to this distance. From that point, determine where the thrown model actually lands by rolling for deviation. Referencing the deviation rules (pg. 48), roll a d6 for direction and a d3 for distance in inches. The thrown model is moved directly from its current location in a straight line to the determined point of impact, ending centered on that point. The thrown model is then knocked down.

Erratum: Replace fourth paragraph of Being Thrown with the following:

A thrown model moves over a model with a smaller base without contacting it. If its impact point ends up on top of a smaller model, the smaller model is contacted and its controller pushes it back to make room for the thrown model.

A thrown model falls off elevated terrain if it ends its throw movement with less than 1" of ground under its base. See Falling (pg. 50) for detailed rules on determining damage from a fall. Resolve falling damage, if any, before resolving throw damage. Thrown models travel over wrecks.

Throw–Collateral Damage (pg. 42)

Erratum: Add the following to Collateral Damage:

Collateral damage is simultaneous with slam damage.

Double-Hand Throw (pg. 42–43)

Erratum: Replace second paragraph of Double-Hand Throw with the following:

Follow the guidelines in Being Thrown above for resolving a double-hand throw.

Erratum: Add the following to the third paragraph of Double-Hand Throw:

The ranged attack roll part of a double-hand throw at a specific target is not a ranged or melee attack, but it is still an attack.

Erratum: Replace third sentence of the fourth paragraph of Double-Hand Throw with the following:

Referencing the deviation rules (pg. 48), roll a d6 for the direction and a d3 for distance in inches.

Erratum: Replace sixth paragraph of Double-Hand Throw with the following:

A thrown model moves over a model with a smaller base without contacting it. If its impact point ends up on top of a smaller model, the smaller model is contacted and its controller pushes it back to make room for the thrown model.

Trample (pg. 43–44)

Erratum: Replace second and third paragraphs of Trample with the following:

Declare a trample attack at the beginning of the warbeast's movement. Choose a direction in which you wish to trample, and turn the model to face that direction. The warbeast then moves up to its current SPD +3" in a straight line. It may move through any small-based model in its path, and there must be room for the trampling model's base at the end of this movement. During trample movement, the warbeast cannot move over terrain across which it could not also charge, and it cannot change its facing during or after. Do not resolve free strikes against the trampling warbeast during this movement.

After the warbeast has finished its movement, it makes a melee attack against each small-based model through which it moved during this movement in the order it moved through them. Resolve each trample

attack as if it took place where the trampling model contacted the small-based model during its trample movement. Completely resolve each attack individually and apply the targets' special rules immediately as each attack is resolved. Models hit cannot perform free strikes against the trampling warbeast and suffer a damage roll with a POW equal to the current STR of the attacker. Resolve all free strikes against the trampling warbeast after resolving trample attacks. Resolve each free strike as if it took place where the trampling model disengaged from the model making the free strike.

After making all of its trample attacks, a warbeast may be forced to make additional melee attacks against any models in melee range.

Ranged Combat (pg. 44)

Erratum: Replace first sentence of the second paragraph of Ranged Combat with the following:

A model using its combat action for ranged attacks makes one initial attack with each of its ranged weapons.

Ranged Attack Rolls (pg. 45)

Erratum: Replace third paragraph of Ranged Attack Rolls with the following:

A target is directly hit by an attack if the attack roll equals or exceeds the target's defense (DEF). If the attack roll is less than the target's DEF, the attack misses. A roll of all 1's on the dice is a miss. A roll of all 6's is a direct hit unless you are rolling only one die, regardless of the attacker's RAT or his target's DEF.

Sometimes a special rule causes an attack to hit automatically. Such automatic hits are also direct hits.

Erratum: Delete fourth paragraph of Ranged Attack Rolls.

Area-of-Effect Attacks (pg. 48)

Erratum: Add the following to the first paragraph of Area-of-Effect Attacks:

A ranged attack with an AOE is a ranged attack. A magic attack with an AOE is a magic attack. A melee attack with an AOE is a melee attack.

Erratum: Replace second paragraph of Area-of-Effect Attacks with the following:

An AOE attack follows all normal targeting restrictions. A successful attack roll indicates a direct hit on the intended target, which suffers a direct hit damage roll of 2d6+POW. Center the AOE template over the point of impact—in the case of a direct hit, the center of the targeted model's base. Every other model with any part of its base covered by the AOE template is hit by the attack and suffers a blast damage roll of 2d6+1/2 POW. Make separate damage rolls against each model in the AOE; each roll must be boosted individually. Every model caught in an attack's area-of-effect is subject to its special effects.

Spray Attacks (pg. 49)

Erratum: Replace fourth paragraph of Spray Attacks with the following:

Every model hit by a spray attack suffers a direct hit and is subject to its special effects. Make separate damage rolls against each model hit; each roll must be boosted individually.

Special Combat Situation – Origin of Damage (pg. 49)

Erratum: Add the following to Special Combat Situations:

Damage that is the direct result of an attack originates from the origin of the attack, typically the attacking model. This is also the origin of the damage for a spray attack or a Strafe attack. In the case of a special ability that allows a model to damage another directly without making an attack, the origin of the damage is again the effect's origin. The origin of damage for a direct hit with an AOE attack is the attack's origin, but the origin of damage for any other damage caused by an AOE attack is the attack's point of impact. Finally, some non-AOE attacks, such as Forked Lightning, have special rules that allow it to damage other models besides the attack's target. The origin of damage in those cases is the model or point from which you measure the range to other affected models. When Forked Lightning arcs to another model, the previous model hit by the spell is the origin of that damage.

Special Combat Situation – Replacing Models (pg. 49)

Erratum: Add the following to Special Combat Situations:

When replacing one model with another, place the new model so that the area covered by the smaller of

the bases is completely within the area covered by the larger. If the two bases are the same size, place the new model in the same location as the one being replaced.

Attacks that Hit or Miss Automatically (pg. 50)

Erratum: Add the following after Attacks that Hit or Miss Automatically:

Similarly, if a special rule will cause an attack to miss automatically, you do not have to make an attack roll unless there's a possibility that the attacker will suffer a detrimental effect because of the die roll. If you do make an attack roll, the attack will miss regardless of the result of the roll.

In cases of conflicting special rules, one causing an attack to hit automatically takes precedence over one causing an attack to miss automatically. In such a case, you do not have to make an attack roll even if there is a possible detriment to the attacker because of the roll. The rules for automatic hits take precedence over the rules for automatic misses.

Falling (pg. 50)

Erratum: Add the following after the second paragraph of Falling:

If a falling model lands on top of a smaller model, the smaller model's controller pushes it back to make room for the falling model.

If a falling model contacts a model with an equal or smaller-sized base, that model is knocked down and suffers the same damage roll as the falling model. A model with a larger-sized base than the falling model, however, does not suffer damage and is not knocked down. All damage resulting from the fall is simultaneous.

Soul Tokens (pg. 52)

Erratum: Replace last sentence of Soul Tokens with the following:

Models removed from play but not also destroyed do not generate soul tokens.

Weapon Crews (pg. 52)

Erratum: Replace Weapon Crews with the following:

Weapon crews are small units that operate large or cumbersome weapons. Weapon crews are made up of a gunner and one or more crewmen. Unlike other units, weapon crews do not have leaders. Weapon crews may not have attachments. A weapon crew cannot run or charge. The gunner gains +2" of movement for each crewman from his own unit in base-to-base contact with him when he begins his activation. If the gunner is destroyed or removed from play, a crewman in the same unit within 1" can take the destroyed gunner's place immediately and become the new gunner. Remove the crewman from the table instead of the gunner. Effects, spells, and animi on the damaged gunner expire. Effects, spells, and animi on the removed crewman are applied to the new gunner.

A gunner is generally treated as a small-based model unless its rules say otherwise.

Damage Rolls (pg. 52)

Erratum: Delete fourth paragraph of Damage Rolls.

Erratum: Replace fifth paragraph of Damage Rolls with the following:

Attacks that generate multiple attack and/or damage rolls do so simultaneously. Completely resolve all of the attack and damage rolls before applying any of the target's special rules that are triggered by suffering damage, being destroyed, or being removed from play. For example, suppose a Carnivean uses his Dragon Breath spray attack against some Praetorians with Death March. Praetorians destroyed by the attack do not make their movement and attack from Death March until after all of the attack and damage rolls generated by the spray attack have been resolved.

Some attacks, such as the Seraph's Strafe and the Troll Axer's Thresher abilities, are not resolved simultaneously. Attacks that are not simultaneous will state, "Completely resolve each attack individually and apply the targets' special rules immediately as each attack is resolved."

Destroyed vs. Removed From Play (pg. 53)

Erratum: Add the following to the first paragraph of Destroyed vs. Removed From Play:

A destroyed model's activation immediately ends.

Erratum: Add the following to the end of Destroyed vs. Removed From Play:

When a model is both destroyed and removed from play, effects triggered by its destruction still occur.

Warlock Death (pg. 53)

Erratum: Replace third sentence of the second paragraph with the following:

A wild warbeast cannot perform actions, make free strikes, be forced, and cannot have damage transferred to it.

Damage Transference (pg. 55)

Erratum: Add the following to the end of Damage Transference:

Damage can only be transferred once. Models unable to suffer transferred damage cannot have damage transferred to them.

Q: If a warlock is destroyed due to transferred damage that exceeded the warbeast's capacity, what was the warlock destroyed by?

A: The original source of the damage destroyed the warlock.

Q: How do you deal with Damage Transference and simultaneous damage (AOE, Spray...)?

A: Transference happens after all damage is dealt to the models in the simultaneous effect.

Feats (pg. 55)

Erratum: Add the following to Feats:

A warlock may use his feat before or after moving but not in the middle of his movement. Likewise, he may use his feat before or after each attack, but he cannot interrupt an unresolved attack, nor can he use his feat between the movement and attack portions of a charge. Feats may be used prior to initiating an attack or after completely resolving an attack, including determining hits, damage, and special effects.

Spell Caster (pg. 56)

Erratum: Add the following to Spell Caster:

A warlock may cast a spell before or after moving but not in the middle of his movement. Likewise, he may cast a spell before and after each attack, but he cannot interrupt an unresolved attack, nor can he cast a spell between the movement and attack portions of a charge. Spells may be cast prior to initiating an attack or after completely resolving an attack, including determining hits, damage, and special effects.

Fury & Forcing (pg. 56–57)

Q: Can a warbeast ever have more fury points on it than its FURY stat?

A: No, unless a rule specifically says otherwise.

Measuring Control Areas (pg. 56–57)

Erratum: Replace Measuring Control Areas with the following:

A player may measure his warlock's control area at any time for any reason. While measuring a warlock's control area, the controller may determine the proximity of other models to his warlock. Specifically, a player may measure the distance from his warlock to any point within the warlock's control area at any time.

For control area effects against opposing models, a player does not have to measure his warlock's control area until after the enemy model commits to its movement or action. For example, say a warlock casts a spell that turns his control area into rough terrain. That warlock's controller does not have to measure his control area prior to an enemy model entering it. The opposing player will have to adjust his model's position after completing its movement if it entered the warlock's control area and had its movement reduced by the spell's effect.

Rile (pg. 57)

Q: Can a warbeast be riled during an activation it runs?

A: Yes, but the warbeast must be riled before it runs.

Threshold Checks & Frenzy (pg. 58–59)

Erratum: Replace fourth paragraph with the following:

A frenzied model immediately activates and attempts to attack another model. If there are models in its melee range, it will attack one of them, enemy models first. If there are no models in the frenzied model's melee range but it is in another models' melee range, the frenzied model will advance toward and attack the closest model, moving as close to the model as possible. If a friendly and an enemy model are equidistant, the frenzied model will attack the enemy model first. Otherwise, the frenzied model will charge and attack the nearest model in line of sight, friendly or enemy. If the frenzied model cannot charge, it will advance toward the selected model instead. If there are no models in the frenzied model's line of sight, it will advance toward and attack

the nearest model, friendly or enemy, moving as close to the model as possible. Where there is a choice of models, select one of them at random. A frenzied model that is knocked down will forfeit its movement to stand up and attack if possible. Otherwise it will forfeit its action and advance toward the nearest model, moving as close to the model as possible. A frenzying model never selects an Incorporeal model to attack unless it can damage models only affected by magic attacks.

Erratum: Replace fifth paragraph with the following:

A frenzied model performs a combat action and chooses to make its initial melee attacks. Its attack and damage rolls are automatically boosted. If a model is eligible to make a chain attack after making its initial melee attacks, it must make the chain attack. If it destroys its target before it has made all of its initial attacks, it will attack another model in melee range, enemy models first.

Q: When a warbeast frenzies and charges does it gain a fury point?

A: No.

Q: Are disabled and inert warjacks legal targets for frenzying models?

A: Yes.

Q: In what order do models make threshold checks to frenzy?

A: The controller chooses the order. If a check fails, the failing model frenzies before you check the next model.

Q: A warbeast frenzies and has a model in its melee range. Can it move and change its position before attacking that model?

A: No. If a model has a target in melee range when it frenzies, it will stay put and attack that model.

Casting Spells and Using Animi – Spell Targeting (pg. 59–60)

Erratum: Add the following to Casting Spells and Using Animi:

Many spells can only be cast on certain types of models such as warbeasts or enemy troopers. Such restrictions are noted in a spell's description. A shorthand is commonly used to denote these targeting restrictions. When a spell's description mentions an effect against a "target something," the spell may only be cast on that type of model. For example, Hoarluk's Rampager spell states that a "target enemy warbeast must make an additional threshold check during its controller's next Maintenance Phase," therefore, this spell may only target an enemy warbeast. Some spells mention two or more target types. These spells may be cast on models that match any of the designated types. When attacking a structure with an offensive spell, ignore the spell's targeting restrictions.

Note that this shorthand for targeting restrictions only applies to spells and magic attacks. Even if a weapon's special rules describe an effect that affects only certain types of models, attacks with that weapon may target any type of model.

When an offensive spell or magic attack targeting a model in melee misses, ignore its targeting restrictions when determining which model in the combat might be hit instead. If the new target is an invalid one for the spell or magic attack, it has no further effect. (See Targeting a Model in Melee, pg. 46-47, and Offensive Spells & Magic Attacks, pg. 59-60, for details on resolving a magic attack against a model in melee.) An area-of-effect spell that misses will deviate normally instead.

For example, Hexeris attempts to cast The Suffering on a Legion Carnivean in melee with a Praetorian, itself in melee with two Shredders. Thus, there are four models in the combat. If he misses, determine which of the other three models might be hit by the spell instead as usual. If one of the Shredders is chosen, make another attack roll and resolve the attack normally. If, on the other hand, the Praetorian is chosen, do not make another attack roll. The spell simply fizzles with no effect at all.

Casting Spells and Using Animi – Multiple Spell Effects (pg. 59–60)

Erratum: Add the following section to Casting Spells and Using Animi:

Although it is not possible to have more than one upkeep spell on a model or unit, it is possible for a model or unit to be affected by more than one spell or animus at a time. For example, Madrak Ironhide casts Surefoot on a Trollkin Champion in a unit already under the effects of Hoarluk Doomshaper's Fortune spell. Fortune does not expire when Surefoot is cast because Surefoot is not an upkeep spell. A model can be affected by any number of non-upkeep spells and enemy animus effects at the same time.

Warlock Spell Casting (pg. 59)

Erratum: Add the following to Warlock Spell Casting:

Warlocks cannot target themselves with offensive spells. Any spell, including offensive spells, may be cast while the warlock is in melee. Likewise, he may cast spells before and after each attack, but he cannot interrupt an unresolved attack, nor can he cast spells between the movement and attack portions of a charge. Spells may be cast prior to initiating an attack or after completely resolving an attack, including determining hits, damage, and special effects.

Q: Will the Harbinger's Purification spell remove an animus cast by a warlock?

A: Yes. Generally, an animus cast by a warlock is a spell. Note that Kromac the Ravenous in beast form is an exception.

Offensive Spells & Magic Attacks (pg. 59–60)

Erratum: Replace third paragraph of Offensive Spells & Magic Attacks with the following:

A target is directly hit by a magic attack if the attack roll equals or exceeds the target's DEF. If the attack roll is less than the target's DEF, the attack misses. A roll of all 1s on the dice causes an automatic miss. A roll of all 6s causes an automatic hit regardless of the attacker's FOC or his target's DEF, unless you are rolling only one die. Sometimes a special rule causes an attack to hit automatically. Such automatic hits are also direct hits.

Massive Casualties (pg. 61)

Erratum: Add the following to Massive Casualties:

A unit will only make up to one command check per turn due to massive casualties.

Terrifying Entity (pg. 61)

Erratum: Replace first paragraph of Terrifying Entity with the following:

A terrifying entity is one with either the Terror or Abomination special ability. A model/unit in melee range of an enemy model with Terror, a model/unit with an enemy model with Terror in its melee range, or a model/unit within 3" of an abomination—friendly or enemy—must pass a command check or flee. Make this command check after the active model or unit completes its movement but before it performs any actions. If a model or unit encounters a terrifying entity at some other time, such as when an enemy model gains the Terror ability or a terrifying entity is placed near the model or unit, make the command check immediately after resolving the attack or effect that caused the encounter.

Command Range (pg. 62)

Erratum: Add the following to Command Range:

A model with the Commander ability can only give orders during its activation.

A non-warlock model with the Commander ability can only rally and give orders to friendly faction models. Only friendly faction models can use the CMD of a non-warlock model with the Commander ability. A minion model with the Commander ability can only rally and give orders to friendly minions. Only friendly minions can use the CMD of a minion model with the Commander.

Fleeing (pg. 62)

Erratum: Add the following to the first paragraph of Fleeing:

A fleeing model will not flee again, nor does it make command checks against fleeing.

Erratum: Replace the text of Fleeing after the first paragraph with the following:

A fleeing model activates during its controller's Maintenance Phase. All fleeing models in a unit activate at the same time. If there are also models in the unit that are not fleeing, those other models will activate normally during the Activation Phase. A fleeing model automatically runs away from its nearest threat toward its deployment edge using the most direct route that does not take it through a damaging effect or allows enemies to engage it. When playing games without defined deployment edges, fleeing models run toward the nearest table edge. Fleeing troopers are not required to remain in formation. A fleeing model cannot perform any actions. A fleeing model that leaves the battlefield is removed from play. A fleeing model with no escape route will cower in its current position and forfeit its activation. Engaged models cannot cower to avoid free strikes. Models engaged at the time they flee will incur free strikes normally when they disengage.

At the end of its activation, a fleeing model may have an opportunity to rally (see Rallying, below).

Rallying (pg. 62)

Erratum: Replace the text of Rallying with the following:

A fleeing model can make a command check at the end of its activation in the Maintenance Phase if it is in formation with its unit leader or if it is within the command range of a friendly faction model with the Commander ability. If all of the troopers in a unit are fleeing and either the unit's leader is still on the table or a model in the unit is within the command range of a friendly faction model with the Commander ability, make a single unit-level command check instead of individual checks for each of the troopers. Each trooper in the unit will be affected by the result of this command check regardless of his in-formation status.

If it passes the command check, the model or unit rallies and turns to face its nearest enemies. This ends its activation and the model cannot activate again this turn, but it may function normally next turn. If the fleeing model or unit fails the command check, it continues to flee and will activate again during its controller's next Maintenance Phase.

Fearless Models (pg. 62)

Erratum: Add the following to Fearless Models:

Fleeing models that become Fearless immediately rally.

Issuing Orders (pg. 62)

Erratum: Replace third sentence of Issuing Orders with the following:

At any time during its activation, a model with the Commander ability can give a run, charge, or ride-by attack order to one friendly unit in its command range, but if the unit has already activated, the order expires at the end of the turn.

Terrain Features – Entryways (pg. 64–66)

Erratum: Add the following section to Terrain Features:

Some terrain features such as buildings and walls have openings called entryways that allow models to pass through or enter them. A model may not enter a terrain feature if the terrain feature's interior is not physically accessible. For example, a model may enter a ruined building that's missing its roof or one that has a removable roof. However, it may not enter a building with a fixed roof that cannot be opened in some other way to allow access to the models inside of it. Before the start of the game, the players should agree on the locations of any entryways and which terrain features may be entered.

A small or medium-based warrior model can pass through any entryway such as a door, window, or breach (see Damaging and Destroying Structures below). A non-warrior model or large-based warrior model can only pass through a door or breach large enough for its base to pass through. It may not pass through a window regardless of the window's size.

Obstacles & Obstructions (pg. 64)

Erratum: Replace fifth paragraph of Obstacles & Obstructions with the following:

A moving model can descend an obstacle without penalty.

Elevation (pg. 64–65)

Erratum: Add the following to Elevation:

Models on lower elevations than the target do not provide screening.

Structures (pg. 65–66)

Erratum: Replace Structures with the following:

Structures present unique opportunities for terrain arrangement and tactical play. A structure is any terrain feature that can be damaged and destroyed. The most common structures are buildings, but you can use these guidelines for fortress walls, bridges, and similar constructions as well. All structures are obstructions.

Keep in mind that these rules are guidelines and may need to be adapted to the actual terrain pieces you are using. For example, a burned-out building that only has its exterior walls remaining might be large enough that models deep within its interior are far enough away from those walls not to suffer damage when the structure collapses. As another example, a house might have attached fences and field walls. Those walls and fences are best treated as separate structures from the house itself even though they are part of the single terrain piece. After all, shooting at a fence should not cause the house to collapse!

Damaging and Destroying Structures

A model that would rather blast its way through the side of a structure instead of using an existing entryway

or bring a building crashing down on the heads of the enemies sheltering inside it will need to inflict substantial damage to it. An attack against a structure must target a specific location on the structure. Breaches cannot be targeted by attacks. An attack against a structure in range automatically hits. A structure is also automatically hit by a spray attack if any part of the structure is within the spray template. Not all weapons are effective against structures, however, so a model must have a weapon that will do the job if it intends to punch through. Ranged weapons such as handguns, rifles, and crossbows are all but useless. A ranged weapon must have a POW of at least 14 to damage a structure. Melee attacks, magic attacks, and area-of-effect attacks do full damage against structures, as do ranged attacks that cause fire, cause corrosion, or have tempered ammunition, even as critical effects. Structures suffer blast damage and collateral damage. A magic attack only does its normal damage to a structure. Ignore a spell's special rules when it targets a structure. A structure cannot be charged or slammed.

A structure can only suffer so much damage before being destroyed. Every structure has an Armor (ARM) stat and damage capacity corresponding to its composition, size, and nature. Before the start of the game, the players should agree on each structure's ARM and damage capacity. A structure's damage capacity is determined by its composition and size. A wooden structure typically has a capacity of 5 damage points per inch of perimeter. The damage capacity of stone structures is typically 10 per inch. A reinforced stone or metal structure has a capacity of 20 or more damage points per inch. See the table below for typical ARM and damage capacity values. For mixed-composition structures, ARM values may vary from location to location. Assign damage capacity of mixed-composition structures proportionally. For example, an inch-wide or so wooden door in an otherwise stone building would only contribute 5 points to the structure's damage capacity. The door has ARM 12 while the surrounding stone has ARM 18.

Undamaged portions of walls or other freestanding structures remain intact as the structure suffers damage, so the total damage capacity of such structures is determined by their total perimeter (or length, for linear structures such as walls or small structures such as obelisks). However, complex structures such as buildings and bridges rely on the support of all portions to remain standing. Such a structure's damage capacity is only half of the value determined by its composition and perimeter or length. For example, a 3" wide stone wall is destroyed once it suffers a total of 30 damage points (3" length x 10 points per inch), but a 3" x 6" stone building collapses as soon as it suffers 90 points of damage (18" perimeter x 10 points per inch / 2).

When a structure is destroyed, remove it from the table and replace it with an equal-sized ruin. A ruined structure is rough terrain and provides cover to a model with any part of its base inside the ruin's perimeter. In addition, the structure collapses and may damage models that are inside it. A model inside a collapsing structure suffers a damage roll with Power (POW) equal to the structure's ARM times the number of levels in the structure, after which the model is knocked down. For example, a warbeast inside a three-story brick building when it collapses suffers a POW 48 (Brick structure ARM 16 x 3 levels) damage roll. Whatever is left of the warbeast is then knocked down.

Breaches

When an open structure suffers a number of damage points equal to or greater than the structure's damage

Structure Material	ARM	Damage Capacity (points per inch)
Wood	12	5
Reinforced Wood	14	5
Brick	16	10
Stone	18	10
Iron	20	20
Steel	22	20

capacity per inch, the structure is breached unless it has an inaccessible interior and thus cannot be entered by models. A breach is a hole in the structure through which models may move. Breaches are entryways.

The newly created breach is centered on the targeted location. Its size is determined by the amount of damage inflicted by the attack. The breach created is one inch wide for each full inch of damage capacity inflicted by the attack. In the case of structures with multiple levels, the breach occurs on the level targeted. Adjacent breaches are combined into a single, larger breach. For example, a wooden building that can take 5 damage points per inch suffers 18 damage points from an attack. Assuming that this damage does not cause the building to collapse, the attack creates a single 3" wide breach.

For mixed-composition structures, use the appropriate damage capacity for the targeted location to determine when a breach is created and how big it is. For instance, an attack that targets a wooden door in a stone building will breach the door if it inflicts only 5 damage points, but the attack would have to inflict 15 or more points to create a breach wider than an inch.

Models may use a breach just like any other entryway. A small- or medium-based warrior model can pass through any size breach. A large-based warrior model or any non-warrior model can only pass through a breach large enough for its base to pass through.

Once a portion of a structure has been breached, that part of the structure may no longer be targeted by attacks.

Pendulum (pg. 67)

Erratum: Replace Special Rules of Pendulum with the following:

Divide the table in half with a line running west to east through the center.

A player ending his turn with one or more of his models across the centerline on his opponent's side of the table while none of his opponent's models are on his side of the table scores one (1) Control Point. Points cannot be scored during the first round. The first player to score three (3) Control Points wins the game.

Erratum: Replace Victory Conditions of Pendulum with the following:

The first player to score three (3) Control Points wins the game.

If time runs out before one player has won, the player with the most Control Points wins. In case of a tie, the player with the most Victory Points wins.

Crossed Lines (pg. 68–69)

Erratum: Replace Beginning of Crossed Lines with the following:

At the start of the game, each player rolls a d6 and the high roller chooses who will deploy first. Starting with that player, the players take turns choosing three (3) deployment points each. A deployment point may be anywhere on the table but not within 12" of an opponent's deployment point. Players then alternate placing all their warlocks, all their warbeasts, one unit, or all of their solos at a time anywhere completely within 6" of one of their deployment points. Players deploy their models and units in the same order in which they chose deployment points.

After all forces have been deployed, the players make a starting roll to determine turn order.

King of the Hill (pg. 70)

Erratum: Replace Special Rules of King of the Hill with the following:

The obvious objective of King of the Hill is to take the hill. At the end of each player's turn, the player with more models on the hill than his opponent scores a Control Point. A unit counts as one model for the purposes of calculating who has more models on the hill.

Trollbloods

Madrak Ironhide, Thornwood Chieftain (pg. 79)

Erratum: Scroll of Grindar's Perseverance. Replace with the following:

Once per game, Ironhide may use the Scroll of Grindar's Perseverance to avoid suffering any damage and effects from a melee or ranged attack that directly hits him. Declare use of the scroll after damage has been determined.

Erratum: Ricochet. Replace with the following:

After resolving a successful attack with the Thrown Axe, Ironhide may immediately make one additional Thrown Axe attack targeting another model in Ironhide's LOS and within 4" of the original model hit. A successful ricochet will not trigger another ricochet. The point of origin of this additional attack is the model hit by the original attack, but Madrak is still the attacker.

Erratum: Crusher. Replace first sentence with the following:

While within Ironhide's control area this turn, friendly Trollblood models that destroy an enemy model with a melee attack may move up to 1" and make an additional melee attack after the attack is resolved without spending a fury point or being forced.

Q: When a model moves as a result of Crusher, does it have to remain in unit formation?

A: Yes. There is nothing in the text of Crusher that would allow a model to move out of unit formation.

Q: Can the Scroll of Grindar's Perseverance be used to negate damage from Retribution?

A: No. Damage from Retribution is not caused by an attack that directly hit Madrak.

Q: Madrak can use the Scroll of Grindar's Perseverance to avoid suffering the damage and effects of an attack that causes him to be slammed or thrown. How is this resolved?

A: When Madrak is slammed or thrown, his location should be marked before he is moved. After moving Madrak, damage should be resolved before making any collateral damage rolls. After damage on Madrak has been determined, his controller may choose to use the Scroll. If the Scroll is used, Madrak returns to his location at the time of the slam/throw. He is not moved, knocked down, or damaged. Models he would have contacted are not knocked down or damaged either.

Hoarluk Doomshaper, Shaman of the Gnarls (pg. 81)

Erratum: Dhunia's Wrath. Replace with the following:

While in Doomshaper's control area, enemy models take d3 damage points for each fury or focus point they spend. While in Doomshaper's control area, enemy warbeasts take d3 damage points each time they are forced. This damage is dealt after the action, attack, spell, animus, or feat in which the focus/fury points were spent or the model was forced is resolved. Dhunia's Wrath lasts for one round.

Erratum: Scroll of the Will of Balasar. Replace with the following:

Once per game when a warbeast in Doomshaper's control area frenzies, he may use the Scroll of the Will of Balasar. Doomshaper's controller chooses the model the frenzying warbeast will attack. The chosen model must be a legal target.

Q: If my warlock is affected by Dhunia's Wrath and casts a 2 fury point offensive spell that destroys Hoarluk, does the warlock suffer damage from the feat?

A: No. Hoarluk is destroyed before the casting warlock suffers damage.

Q: If one of the Witches in the Witch Coven of Garlghast spends a focus point to upkeep a spell while within Doomshaper's control area during the round he used Dhunia's Wrath, does she suffer damage from the feat?

A: Yes. Note that it's wise for the Coven's controller to choose to have a Witch outside of Doomshaper's control area spend the focus to upkeep or cast a spell.

Troll Axer (pg. 84)

Erratum: Thresher. Add the following to the end of Thresher:

A model is ineligible to be hit if it has a special rule preventing it from being targeted or if the attacker's line of sight is completely blocked by terrain.

Q: Can a model affected by Rush be targeted with another friendly animus before Rush has been triggered?

A: Yes. Rush will expire from the model without effect.

Q: When making a Thresher special attack, do you have to attack every model?

A: Yes.

Q: What if, thanks to Shadow Shift, a Bane Knight enters the melee range of an Axer performing a Thresher special attack?

A: The Bane Knight is now a legal target and will get attacked.

Troll Impaler (pg. 85)

Erratum: Body Aspect.

The body aspect should have 8 dots not 10. The card is correct.

Erratum: Far Strike. Add the following:

Far Strike lasts for 1 turn.

Pyre Troll (pg. 86)

Erratum: Add the following ability to the Pyre Troll:

Flame - The Pyre Troll may be forced to activate Flame for one round. While the Pyre Troll is affected by Flame, non-Pyre Troll models that hit it with a melee attack suffer Fire immediately after the attack is resolved unless the Pyre Troll is destroyed or removed from play by the attack.

Dire Troll Blitzer (pg. 88)

Erratum: Pyg Ace. Add the following:

If the Dire Troll Blitzer frenzies, its controller may choose to make ranged attacks normally.

Erratum: Slugger (color card):

The RNG is 12, not 10. The book is correct.

Q: Can the Dire Troll Blitzer make ranged attacks after a failed charge?

A: No. The model's activation ends when it fails its charge.

Q: The Blitzer can run and make attacks. Can he Rile after running?

A: No.

Pyg Bushwhackers (pg. 92)

Erratum: Pathfinder. Replace with the following:

During his activation, a Pyg Bushwhacker ignores movement penalties from, and may charge across, rough terrain and obstacles.

Krielstone Bearer & Stone Scribes (pg. 93)

Erratum: Protective Aura. Replace with the following:

As a special action, the Krielstone Bearer may spend one fury point to generate a Protective Aura for one round. For one round, while within 4" of the Krielstone Bearer, friendly Trollblood models, including himself, gain +2 ARM. Increase the distance by +1" per fury point on the Krielstone Bearer.

Fell Caller (pg. 94)

Erratum: Inspire. Replace with the following:

When the Fell Caller hits an enemy model with a charge attack, friendly Trollblood warrior models/units within 6" of him gain +2 to attack rolls this turn.

Erratum: Fell Calls. Replace with the following:

As a special action, the Fell Caller may make one of the following calls during his activation. A friendly Trollblood model/unit can only be affected by one fell call each turn.

Erratum: Open Road. Replace with the following:

Target friendly Trollblood warrior model/unit within 6" of the Fell Caller gains Pathfinder this turn. During its activation, a model with Pathfinder ignores movement penalties from, and may charge across, rough terrain and obstacles.

Erratum: War Cry. Add the following:

War Cry lasts for one turn.

Q: A Fell Caller uses Reveille on 3 Scattergunners (the total unit size is 10). Later on Grissel uses Hoof it on the same unit. The 3 knocked down Scattergunners cannot be affected by Hoof it because they were affected by Reveille earlier in the turn, but is it possible for Hoof it to be used on the remaining 7 Scattergunners?

A: No. Trooper models are affected by fell calls as a unit, so even though only 3 Scattergunners benefited from it, the entire unit has been affected by a fell call already this turn.

Circle Orboros

Kaya the Wildborne (pg. 103)

Erratum: Pathfinder. Replace with the following:

During her activation, Kaya ignores movement penalties from, and may charge across, rough terrain and obstacles.

Erratum: Rager. Replace first line with the following:

When target friendly Circle warbeast chooses to make its initial melee attacks, it may first make a Power Attack without being forced and then continue its combat action normally.

Erratum: Spirit Door. Delete fifth sentence.

The rules have been amended so that placed models cannot be targeted by free strikes.

Erratum: Replace sixth sentence with the following:

A model cannot move after being placed by Spirit Door this turn.

Q: Does the warbeast bond Long Leash increase the range of Kaya's Spirit Door?

A: Yes.

Baldur the Stonecleaver (pg. 105)

Erratum: Broken Earth. Replace with the following:

Enemy models outside of Baldur's control area cannot move into Baldur's control area. Enemy models that begin their normal movement within Baldur's control area cannot end their normal movement closer to Baldur than they began. Broken Earth lasts for one round.

Erratum: Forest Walker. Add the following:

Baldur cannot use Forest Walker while knocked down.

Erratum: Pathfinder. Replace with the following:

During his activation, Baldur ignores movement penalties from, and may charge across, rough terrain and obstacles.

Q: What happens if a charge would bring an enemy model from outside Baldur's control area into Baldur's control area during a round he used Broken Earth?

A: Following movement restrictions a model moves where it can, and if it does not end in melee range it fails the charge.

Q: What happens if a model that began its activation in Baldur's control area charges Baldur while affected by Broken Earth?

A: Following movement restrictions a model moves where it can, and if it does not end in melee range it fails the charge.

Q: Can Rapid Growth be cast in shallow and deep water?

A: Yes. Both terrain effects are in play at the same time.

Q: Baldur is in two forests at the same time. His base is completely in the area covered by the forests, but his base is not completely in any one of the two. Can he use Forest Walker?

A: No. He needs to be completely within one forest to use Forest Walker.

Krueger the Stormwrath (pg. 107)

Erratum: Storm Ravager. Replace with the following:

Place three 3" AOEs anywhere completely within Krueger's control area. Target each enemy model in one or more of the AOEs with a magic attack ignoring Camouflage, concealment, cover, elevation, Invisibility, LOS, screening, and Stealth. Models hit suffer simultaneous POW 10 damage rolls. At the beginning of each of Krueger's controller's Maintenance Phases, Storm Ravager AOEs not completely within Krueger's control area expire. Krueger's controller then removes one of the Storm Ravager AOEs from the table. He may then move the remaining AOEs in his control area up to 6". AOEs must end this movement completely within Krueger's control area. Enemy models touched by one or more moving AOEs suffer simultaneous unboostable POW 10 damage rolls after all the AOEs have moved. An enemy model entering into or ending its activation in one or more Storm Ravager AOEs suffers an unboostable POW 10 damage roll. An enemy warbeast in one or more AOEs during its controller's Maintenance Phase must pass a threshold check or frenzy. If Krueger is destroyed or removed from play, the AOEs immediately expire.

Erratum: Pathfinder. Replace with the following:

During his activation, Krueger ignores movement penalties from, and may charge across, rough terrain and obstacles.

Erratum: Lightning Tendrils. Replace with the following:

Increase the range of target friendly model/unit's melee weapons by 2".

Erratum: Wind Storm. Replace with the following:

While in Krueger's control area friendly models gain +2 ARM and DEF vs. ranged attacks. Cloud effects currently within Krueger's control expire when Wind Storm is cast. Wind Storm lasts for one round.

Q: If a model frenzies during its controller's Maintenance Phase as a result of Storm Ravager, can it frenzy again during its controller's Control Phase?

A: No. When a model frenzies it activates. A model can only activate once per turn.

Q: What is the point of origin for the attacks generated by Storm Ravager?

A: Krueger is the origin of attack when the AOEs are first put in play. After resolving Storm Ravager magic attacks, the center of the AOE is the origin of damage.

Q: Can Kruger gain the back strike bonus on Storm Ravager magic attacks?

A: Yes.

Q: What does Lightning Tendrils effect?

A: Melee weapon with a stat bar.

Woldwatcher (pg. 109)

Erratum: All Terrain. Replace with the following:

During its activation, the Woldwatcher ignores movement penalties from, and may charge and slam across, rough terrain and obstacles.

Erratum: Stone Form. Replace first sentence of Stone Form with the following:

The Woldwatcher gains +4 ARM and can only be moved during its activation.

Gorax (pg. 110)

Erratum: Primal. Replace with the following:

Target friendly Circle warbeast gains +2 STR and MAT. When Primal expires, the warbeast automatically frenzies during its controller's next Control Phase. Primal lasts for one round and cannot target Elemental Constructs.

Warpwolf (pg. 111)

Erratum: Chain Attack – Throat Ripper. Add the following:

If a warbeast branch is full then apply the damage to the next branch in order.

Q: When a model with Sniper damages the Warpwolf with a ranged attack, who determines to which branch the damage is applied?

A: The attacker. When multiple special rules with contradictory effects are triggered at the same time, the attacker's special rule takes precedence.

Q: If a Warpwolf frenzies, can it still use Controlled Warping?

A: Yes.

Woldwarden (pg. 112)

Erratum: All Terrain. Replace with the following:

During its activation, the Woldwarden ignores movement penalties from, and may charge and slam across, rough terrain and obstacles.

Erratum: Spell Strike. Add the following to Spell Strike:

The Woldwarden cannot use Spell Strike as a charge attack. A Woldwarden cannot make additional attacks after using Spell Strike. The spell cast by the Woldwarden is considered to have been cast by the warlock. When the Woldwarden casts an offensive spell it is considered to be the attacker.

Wolves of Orboros (pg. 113)

Erratum: Pathfinder. Replace with the following:

During his activation, a Wolf of Orboros ignores movement penalties from, and may charge across, rough terrain and obstacles.

Druids of Orboros (pg. 114)

Erratum: The Devouring. Add the following to The Devouring:

A Wilder participating in The Devouring attack does not have to be able to declare a magic attack against the target and can participate regardless of range to the target. The Devouring is a spell.

Erratum: Pathfinder. Replace with the following:

During his activation, a Druid of Orboros ignores movement penalties from, and may charge across, rough terrain and obstacles.

Erratum: Counter Magic. Replace with the following:

Instead of performing separate special actions, all models in the unit may combine their actions to cast this spell. While within 1" of a Druid of Orboros +1" per Druid of Orboros in the unit, enemy models cannot cast spells. While within 1" of a Druid of Orboros +1" per Druid of Orboros in the unit, friendly models cannot be targeted by enemy spells. Counter Magic lasts for one round.

Tharn Bloodtrackers (pg. 115)

Erratum: Ambuscade. Replace with the following:

Each Tharn Bloodtracker who receives this order may advance up to SPD +3" directly toward a target model, throwing her javelin as she closes. The target model must be an eligible target for ranged attacks. After all models in the unit have completed their movement, each Tharn Bloodtracker participating in the Ambuscade makes a thrown javelin ranged attack against her target, gaining +2 to the attack roll. Tharn Bloodtrackers are not considered to be in melee when making the thrown javelin ranged attacks, nor are their targets considered to be in melee with the Bloodtrackers. Tharn Bloodtrackers that moved at least 3" gain boosted damage on successful thrown javelin ranged attacks. A Bloodtracker cannot target a model with which she was in melee at the start of her activation with the Ambuscade ranged attack. When an ambuscading model performs her combat action, if the intended target of the attack is no longer in play, as is the case when another model in the unit destroys the intended target, the ambuscading model may make attacks against other eligible targets but does not make an ambuscade attack.

Erratum: Pathfinder. Replace with the following:

During her activation, a Tharn Bloodtracker ignores movement penalties from, and may charge across, rough terrain and obstacles.

Erratum: Prey. Replace first sentence with the following:

After deployment and before the first player's turn, the Tharn Bloodtrackers' controller declares an enemy model/unit to be the unit's prey.

Q: When exactly can you measure the distance to your prey?

A: At the beginning of a Bloodtracker's normal movement.

Q: Does the whole unit have to use bushwhack, or it is model per model?

A: The whole unit.

Tharn Ravagers (pg. 116)

Erratum: Pathfinder. Replace with the following:

During his activation, a Tharn Ravager ignores movement penalties from, and may charge across, rough terrain and obstacles.

Erratum: Heart Eater. Replace third sentence with the following:

A Tharn Ravager may spend a heart token during his combat action to boost an attack or damage roll or to make an additional attack.

Shifting Stones (pg. 117)

Erratum: Inanimate. Add the following:

A Shifting Stone automatically passes command checks.

Erratum: Restoration. Replace last sentence with the following:

A model may only benefit from Restoration once per turn.

Q: What can the Shifting Stones do if one stone starts its activation out of formation?

A: If a Shifting Stone begins its activation out of formation, the stones in the unit must use Shifting to regain formation, or as close as is possible.

Q: Can you use teleportation to place a trooper out of formation?

A: Yes.

Q: Can an Impaler with the Dire Troll Mauler's animus damage a shifting stone with a ranged attack?

A: Yes.

Lord of the Feast (pg. 118)

Erratum: Add the following ability to the Lord of the Feast:

Fearless – The Lord of the Feast never flees.

Erratum: Pathfinder. Replace with the following:

During its activation, the Lord of the Feast ignores movement penalties from, and may charge across, rough terrain and obstacles.

Skorne

Master Tormentor Morghoul (pg. 127)

Erratum: Pain & Agony. Replace with the following:

For one round, while within Morghoul's control area enemy warbeasts cannot be forced or have damage transferred to them.

Erratum: Unrelenting. Replace first sentence with the following:

Anytime other than its activation that target friendly model suffers damage from an enemy attack, it may immediately move up to its SPD in inches if it is not stationary.

Q: Will transferring damage to a warbeast under the effect of Unrelenting trigger Unrelenting?

A: No. Damage transferred by a warlock is not an enemy attack.

Archdomina Makeda (pg. 129)

Erratum: Savagery. Replace second sentence with the following:

After running, an affected model may perform a combat action but can only make melee attacks.

Erratum: Walking Death. Replace first sentence with the following:

Friendly Skorne trooper models destroyed in Makeda's control area for one round after using her feat return to play during her controller's next Maintenance Phase if Makeda has not been destroyed or removed from play.

Q: If a unit of Cataphract Cetrati have Savagery on them, can they run and go into shield wall?

A: Yes. Because the unit was not ordered to run, it may receive the Shield Wall order normally.

Q: Can a knocked down model affected by Savagery stand up and run?

A: No. Being knocked down at the beginning of its activation prevents a model from being able to run.

Q: Can a model with Savagery buy additional melee attacks?

A: Yes.

Lord Tyrant Hexeris (pg. 131)

Erratum: Dark Dominion. Replace with the following:

When a non-stationary living enemy model is destroyed in Hexeris' control area, Hexeris' controller may immediately move the model up to its SPD in inches and make one normal melee attack, after which it is removed from play. During this movement and attack the model is a friendly Skorne independent model. The model is not considered to be a living model. The model cannot be targeted by free strikes during this movement. The model cannot be forced. Ignore the effects of lost aspects during this attack. Dark Dominion lasts for one turn.

Q: A unit of Praetorians with Death March in Vayl's control areas while Cat & Mouse is in play move out of the melee range of enemy models and several are destroyed by free strikes. How many Cat & Mouse moves does each dying Skorne produce?

A: Only one. A model's activation immediately ends upon being destroyed, and Cat & Mouse applies only to movement made during the model's activation.

Q: Can a model moving and attacking due to Death March be destroyed and prevented from attacking?

A: No. The model has been destroyed already and cannot be destroyed again.

Q. Can my warlock still reave fury from a warbeast destroyed in his control area even if a special ability causes the warbeast to move out of the control area after its destruction?

A. Yes.

Q: What happens if a model affected by Dark Dominion has some rule, such as Berserk, that would allow it to do additional things after making the Dark Dominion attack?

A: The model makes the Dark Dominion attack and then is removed from play.

Q: If Hexeris targets a model with a damage grid or life spiral with Deathbringer and destroys two models, would the model suffer damage in one or two locations? Does it suffer d3 damage twice, or does it suffer 2d3 damage once?

A: Deathbringer creates a single damaging effect to the target model, so the damage would be applied to one location and would require only one fury to transfer.

Cyclops Savage (pg. 132)

Erratum: Prescience. Replace with the following:

Target friendly Skorne model may boost attack and damage rolls after making the rolls for one round.

Basilisk Krea (pg. 133)

Erratum: Paralytic Aura. Replace with the following:

During its activation, the Basilisk Krea may be forced to activate Paralytic Aura. Enemy models currently within 2" of the Basilisk Krea move at half rate and suffer –3 DEF. While within 2" of the Basilisk Krea, friendly models, including the Basilisk Krea, gain +2 DEF and ARM against ranged attacks. The effects of Paralytic Aura and Paralytic Field are not cumulative. Paralytic Aura lasts for one round. The Basilisk Krea can only use Paralytic Aura once per activation.

Basilisk Drake (pg. 134)

Erratum: Impact. Replace with the following:

Enemy models directly hit by ranged attacks made by target friendly Skorne model/unit are pushed d3" directly away from the point of origin of the attack. Impact lasts for one turn.

Erratum: Life Spiral:

The Drake is missing one damage circle in branch 4. The card is correct.

Titan Gladiator (pg. 135)

Erratum: Subdue. Replace with the following:

Enemy models/units beginning their activations within 5" of the model using this animus cannot charge, make special attacks, or give or receive orders for one round.

Q: What power attack does a frenzied Titan Gladiator choose to make when it hits with its chain attack?

A: Whichever power attack the Titan Gladiator's controller chooses.

Titan Cannoneer (pg. 136)

Erratum: Diminish. Replace with the following:

While within 3" of the model using this animus, enemy models suffer –3 STR for one round.

Q: Do the Massive Tusks on the Titan Gladiator and Titan Cannoneer grant the slam damage bonus even if the slam movement is less than 3"?

A: Yes.

Praetorians (pg. 137)

Erratum: Praetorians are now Praetorian Swordsmen

Cataphract Cetrati (pg. 140)

Erratum: Add the following ability to the War Spear:

Set Defense – A Cataphract Cetratus gains +2 DEF against charge and slam attacks originating from his front arc.

Paingiver Beast Handler (pg. 141)

Erratum: Enrage. Add the following:

Enraged lasts for one turn.

Ancestral Guardian (pg. 142)

Erratum: Animated. Replace second sentence with the following:

The Ancestral Guardian must spend a soul token in order to make its initial Halberd attack, and it may buy additional Halberd attacks during its combat action by spending one soul token per attack.

Q: An Ancestral Guardian with the Unrelenting spell on it is hit with an enemy attack. Which is resolved first: Retaliatory Strike or Unrelenting?

A: Resolve Unrelenting first because Unrelenting specifies that it resolves immediately upon suffering damage, but Retaliatory Strike says it resolves after the attack is complete.

Legion of Everblight

Lylyth, Herald of Everblight (pg. 151)

Erratum: Pathfinder. Replace with the following:

During her activation, Lylyth ignores movement penalties from, and may charge across, rough terrain and obstacles.

Erratum: Witch Mark. Replace with the following:

A model hit by Hellsinger suffers from Witch Mark. Lylyth may target and automatically hit a model suffering from Witch Mark with spells regardless of range or LOS. The effects of Witch Mark last until the end of Lylyth's activation.

Erratum: Blood Lure. Replace with the following:

A model hit by Hellsinger suffers from Blood Lure. Friendly Legion warbeasts may charge a model suffering from Blood Lure without being forced. Blood Lure lasts for 1 turn.

Erratum: Taint. Replace the second sentence with the following:

Additionally, when an enemy warbeast frenzies and target model is within LOS, the warbeast immediately activates and attempts to attack the tainted model unless the tainted model would not normally be a legal target.

Q: Is an Incorporeal model affected by Witch Mark if it is hit by a Hellsinger attack?

A: No. An Incorporeal model only suffers damage and effects from spells and feats, and Hellsinger attacks are neither.

Q: In the text of Taint, is "enemy" based on Lylyth or the affected model?

A: By default spells are written from the perspective of the controller of the casting model.

Thagrosh, Prophet of Everblight (pg. 153)

Erratum: Dark Revival. Replace first sentence with the following:

Return one destroyed friendly Legion non-character warbeast of your choice to play, and place it anywhere completely within 3" of Thagrosh.

Erratum: Eruption of Ash. Replace fourth sentence with the following:

Enemy models entering or ending their activations in the cloud suffer a POW 12 damage roll.

Erratum: Mutagenesis. Add the following:

When Thagrosh destroys a warbeast with Mutagenesis, Thagrosh does not replace the warbeast until after resolving reaving.

Vayl, Disciple of Everblight (pg. 155)

Erratum: Cat & Mouse. Replace with the following:

Each time an enemy model moves in Vayl's control area during its activation except to change facing, one friendly Legion non-warlock model in Vayl's control area may move up to its SPD in inches immediately after the enemy model completes its movement. Cat & Mouse lasts for one round.

Erratum: Dark Sentinel. Replace with the following:

When an enemy model ends its normal movement within 3" of Vayl, she may use Dark Sentinel. When Vayl uses Dark Sentinel, a friendly Legion warbeast within 3" of her may immediately move up to its SPD in inches and make one normal melee or ranged attack with boosted attack and damage rolls against the enemy model. Dark Sentinel can be used once each turn.

Erratum: Incite. Replace with the following:

When a friendly Legion warbeast makes an attack against an enemy model while the enemy model is within 8" of Vayl, it gains +2 to attack and damage rolls.

Erratum: Siren Song. Replace last sentence with the following:

A warbeast cannot be targeted with Siren Song if it was hit by this spell and failed its command check in the previous round.

Erratum: Talion. Add the following:

Vayl can transfer this damage to an enemy warbeast even if it has a number of fury points equal to its current FURY.

Q: An enemy model ends its normal movement within 3" of Vayl and triggers Dark Sentinel. Vayl's controller chooses to have the Seraph move and attack. Does the Seraph make extra attacks for Strafe?

A: No. Strafe is triggered by initial attacks which only come from a model's combat action. Out of turn attacks are not initial attacks.

Q: If I use Talion to transfer damage, can I then transfer the remaining half of the damage normally?

A: No.

Q: If Vayl uses Dark Sentinel on a Teraph, would all of the damage rolls get boosted damage for the AOE of its Blight Blast?

A: Yes. The boosting from Dark Sentinel is not restricted to models directly hit by the attack.

Q: Vayl is in melee with Sorscha when a friendly Shredder runs up to engage Sorscha. Vayl then casts Hoarfrost on the Shredder in order to make a magic attack against Sorscha. If the magic attack from Hoarfrost misses, can it hit Vayl?

A: Yes. When a magic attack or spell misses when fired into melee, you do not consider its targeting restrictions when determining the random target.

Shredder (pg. 156)

Erratum: Blood Creation. Replace with the following:

The Shredder never targets friendly Legion warlocks with attacks. When the Shredder frenzies, it never selects a friendly Legion warlock to attack.

Q: Can a Shredder be forced to go Rabid and then be forced to run?

A: Yes.

Q: If a Shredder frenzies with LOS to another Shredder that is partially obscured by terrain, other models, obstructions, etc, can the Shredder charge toward it and intentionally fail the charge by running into terrain, etc.?

A: No. The Shredder must do its best to reach the model it is charging.

Q: Are models with Eyeless Sight affected by the penalties of cloud effects like Burning Ash (High Reclaimer) or Fog Cloud (Swamp Gobbers)?

A: No.

Harrier (pg. 157)

Erratum: Blood Creation. Replace with the following:

The Harrier never targets friendly Legion warlocks with attacks. When the Harrier frenzies, it never selects a friendly Legion warlock to attack.

Erratum: Flyby Attack. Add the following:

Resolve each attack as if it took place where the Harrier first contacted the model during its movement.

Q: Can a Harrier enter deep water voluntarily?

A: No.

Seraph (pg. 158)

Erratum: Slipstream. Replace with the following:

Immediately after the model using this animus completes its normal movement, its controlling player may place one friendly Legion model that the model using Slipstream moved within 2" of. The model must be placed completely within 2" of its current location. There must be enough room for the model's base. Slipstream expires after the model is placed. A model may only be placed by Slipstream once per turn. Slipstream lasts for one turn.

Erratum: Blood Creation. Replace with the following:

The Seraph never targets friendly Legion warlocks with attacks. When the Seraph frenzies, it never selects a friendly Legion warlock to attack.

Q: Can a Seraph enter deep water voluntarily?

A: No.

Teraph (pg. 159)

Erratum: Blood Creation. Replace with the following:

The Teraph never targets friendly Legion warlocks with attacks. When the Teraph frenzies, it never selects a friendly Legion warlock to attack.

Carnivean (pg. 160)

Erratum: All Terrain. Replace with the following:

During its activation, the Carnivean ignores movement penalties from, and may charge and slam across, rough terrain and obstacles.

Erratum: Assault. Replace with the following:

As part of a charge, after moving but before performing its combat action, the Carnivean may assault. When making an Assault, the Carnivean makes a single ranged attack targeting the model charged. The Carnivean is not considered to be in melee when making the Assault ranged attack, nor is the target considered to be in melee with the Carnivean. If the target is not in melee range after moving, the Carnivean must still make the Assault ranged attack before its activation ends. The Carnivean cannot target a model with which it was in melee at the start of its activation with an Assault ranged attack.

Erratum: Blood Creation. Replace with the following:

The Carnivean never targets friendly Legion warlocks with attacks. When the Carnivean frenzies, it never selects a friendly Legion warlock to attack.

Q: Can a frenzied Carnivean use its Assault ability?

A: No. A frenzied model only makes melee attacks.

Q: Can a Carnivean target a model with a Dragon Breath attack that is on the opposite side of a forest terrain piece?

A: Yes.

Striders (pg. 161)

Erratum: Pathfinder. Replace with the following:

During his activation, a Strider ignores movement penalties from, and may charge across, rough terrain and obstacles.

Blighted Swordsmen (pg. 162)

Erratum: CMD.

The CMD of a Swordsman is 6.

Spawning Vessel (pg. 164)

Erratum: The Spawning Vessel has 10 wounds.

Erratum: Gaff.

Only the Acolyth's are armed with Gaffs. The Spawning Vessel does not have a weapon.

Erratum: Disgorge. Replace with the following:

When the Spawning Vessel suffers sufficient damage to be destroyed by an enemy attack, its controller may place one lesser warbeast into play for every five blood points on the Vessel. Place the warbeast within 3" of the Vessel. There must be room for the warbeast's base. The warbeast may activate normally once it is put into play.

The Forsaken (pg. 166)

Erratum: Blight Shroud. Replace first sentence with the following:

As a special action, the Forsaken spends one or more fury points to generate a Blight Shroud.

Q: As an enemy unit moves through Vayl's control area the turn after she uses Cat & Mouse, a friendly Forsaken utilizes the free move as each trooper moves. During these moves, the Forsaken comes within 3" of a trooper model, moves away, and then comes within 3" of a trooper model again. How many terror checks will there be due to Abomination?

A: One.

Alten Ashley (pg. 171)

Erratum: Pathfinder. Replace with the following:

During his activation, Alten Ashley ignores movement penalties from, and may charge across, rough terrain and obstacles.

Totem Hunter (pg. 173)

Erratum: Pathfinder. Replace with the following:

During its activation, the Totem Hunter ignores movement penalties from, and may charge across, rough terrain and obstacles.

Erratum: Flying Steel. Replace with the following:

The Totem Hunter may make d3 initial attacks with Kelkax this activation.

Q: Does the Totem Hunter suffer the effects from falling if it uses Vault to move off of an elevated surface?

A: Yes.

Farrow Brigands (pg. 174)

Erratum: Hog Wild. Replace with the following:

The Farrow Brigands may make ranged attacks before their normal movement this activation. After resolving these ranged attacks, the Farrow Brigands must advance and may make melee attacks during their combat action.

Erratum: Shaman War Club:

Only the Shaman has a Shaman War Club.

Erratum: Add the following ability to the Shaman War Club:

Reach – 2" melee range.

Swamp Gobber Bellows Crew (pg. 175)

Q: When making a Fog Cloud special action, is the Fog Cloud centred within 3" of the Gunner, or can any part of the AOE be placed within 3" of the Gunner?

A: Any part of the AOE may be placed within 3" of the Gunner.

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