



GENERAL'S HANDBOOK

GAMING IN THE AGE OF SIGMAR





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THE MANY FACES OF WAR

Welcome to the *General's Handbook 2017* – a guide to playing games in the Mortal Realms. This volume is the key to a treasure chest of different ways to enjoy *Warhammer Age of Sigmar*. Packed with inspiration, and brimming with battles, this addition to your library is a guide for gaming and glory.

This book expands on the *Warhammer Age of Sigmar* rules sheet to support an array of gaming styles that suit all hobbyists, from casual collectors who play occasional games with their friends to veteran warriors who spend years honing their forces for competitive tournaments.

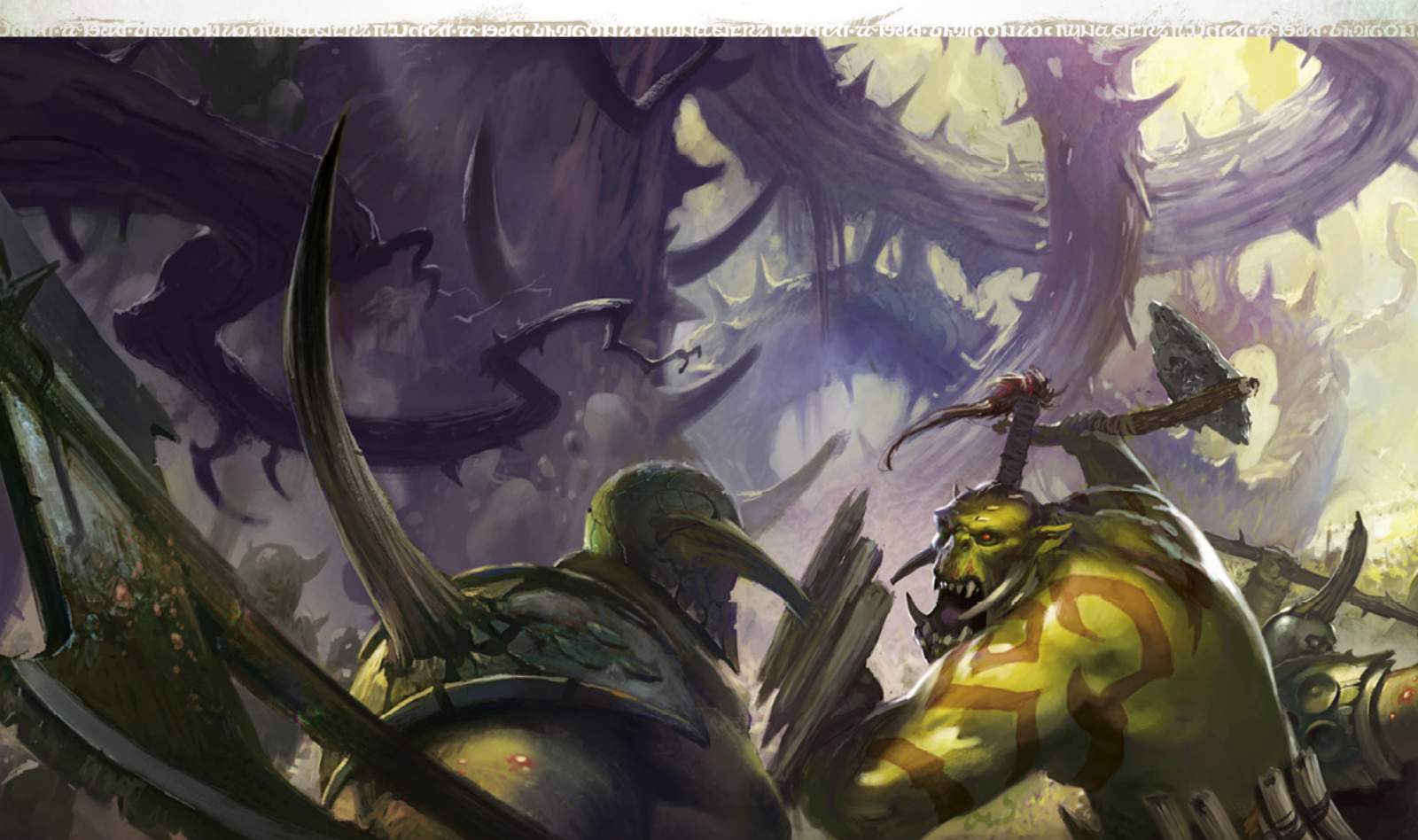
Everyone enjoys the Games Workshop hobby in different ways. Some hobbyists are avid painters who collect stunning centrepiece models, and others spend their hobby time reading the background and learning the lore. For some, though, using their

collections to play games against like-minded opponents across the tabletop is at the very heart of their hobby. If you fall into this latter category, then this book is for you, as it focuses on that aspect of the hobby where the miniatures meet the battlefield.

It is important to note that all of the rules presented in this book are optional; they can be used, or not, in any combination that you and your tabletop adversaries find enjoyable. To this end, the *General's Handbook 2017* has been designed to work as a gaming toolbox, providing many options to

get the dice rolling and play with your collection of Citadel Miniatures on the tabletop. For instance, there are new allegiance abilities for armies of models that all have the same keyword, expanded rules for multiplayer games, instructions for siege warfare, new battleplans, information on running tournaments, and much, much more.

The different ways to combine the rules in this book are practically endless, and this flexible system ensures that, whether you are just getting started or have decades of experience, everyone can find a style of play that suits them.





So, if you and your gaming group want to run a weekend-long tournament with balanced forces using some Time of War rules that you have made up yourselves, do that! If you want to tell a story with your games where your progress is recorded on a map with special magical items available to whoever controls certain locations, then so long as you all agree beforehand, that's the way to go. Whether you've just picked up your first Start Collecting! box or are dusting off a collection from days long past, the *General's Handbook 2017* is here to help you find your favourite way of playing and give you the tools to bring the Mortal Realms to life on the tabletop.

The sections of this book provide rules for three different gaming styles: open play, narrative play, and matched play. Open play is the most flexible

style because it can be as simple or as complex as you like. Simply pick any Citadel Miniatures and start playing. Narrative play is based around the stories of the Mortal Realms, either those you can read in our books or those you write yourself. Narrative play can involve one-off games fought between mighty heroes, or multiple games linked in a campaign. Matched play allows for armies to be tested against each other under conditions that give no particular advantage to either side, to see which army is strongest and which general is canniest. These styles are fluid, and their component parts can often be used together depending on what you are trying to achieve. There is no right or wrong way to play *Warhammer Age of Sigmar*, so long as everyone adheres to the Most Important Rule. We're all here to have fun, after all!

THE MOST IMPORTANT RULE

In a game as detailed and wide-ranging as *Warhammer Age of Sigmar*, there may be times when you are not sure exactly how to resolve a situation that has come up during play.

When this happens, have a quick chat with your opponent, and apply the solution that makes the most sense to you both (or seems the most fun!).

If no single solution presents itself, both of you should roll a dice, and whoever rolls higher gets to choose what happens. Then you can get on with the fighting!



USING BATTLEPLANS

Battleplans provide a framework to help you fight exciting and diverse battles of *Warhammer Age of Sigmar*. Often based on the stories of the Mortal Realms, they can be used to depict a specific historical battle or adapted to suit one of your own design.

The many battleplans featured in *Warhammer Age of Sigmar* publications let you to play out exciting scenarios. Every battleplan outlines a setting, the forces involved, their objectives and what each commander must do to win. Battleplans offer a variety of challenges, goals and different ways of playing, and present how tactics and terrain can play a part in your games.

Battleplans are designed to be used alongside the *Warhammer Age of*

Sigmar rules sheet, and make use of all of those rules unless they state otherwise. All battleplans contain the information detailed below for clarity and ease of use, and many battleplans are very open and have few parameters. Others present a specific battle that took place within the Mortal Realms, and contain many associated details and additional rules – but don't let this deter you. If you don't happen to collect the armies featured, for instance, you can simply set your own version of the fight wherever

you like and play it with whichever forces you do have. Using battleplans as templates for inventing your own scenarios is a great way to customise battles to the particular requirements of you and your opponent, as well as giving you the opportunity to be more creative. Grafting rules or maps from one battleplan into another, identifying specific scenery to fight on, and shrinking or increasing the size of the gaming area are all classic ways to adjust battleplans and ensure that no two games are the same.



1. **Overview:** Describes the background for the battle and outlines each player's objectives.
2. **The Armies:** Defines the armies and units to be set up and how to assign sides.
3. **The Battlefield:** Describes the field of battle, including any scenery that should be set up.
4. **Set-up:** Describes how to arrange the armies on the tabletop in preparation for the battle ahead.
5. **Victory:** Describes how the winner of the battle is determined.
6. **Map:** Illustrates the territories where you should place your armies on the battlefield, as well as any key scenery items or features.

USING TIME OF WAR RULES

The realms are phenomenal places where strange storms, magical terrain and divine intervention can seal the fate of an army. Time of War rules represent the fantastical landscapes and otherworldly forces at work in the Age of Sigmar, creating an even more immersive tabletop experience.

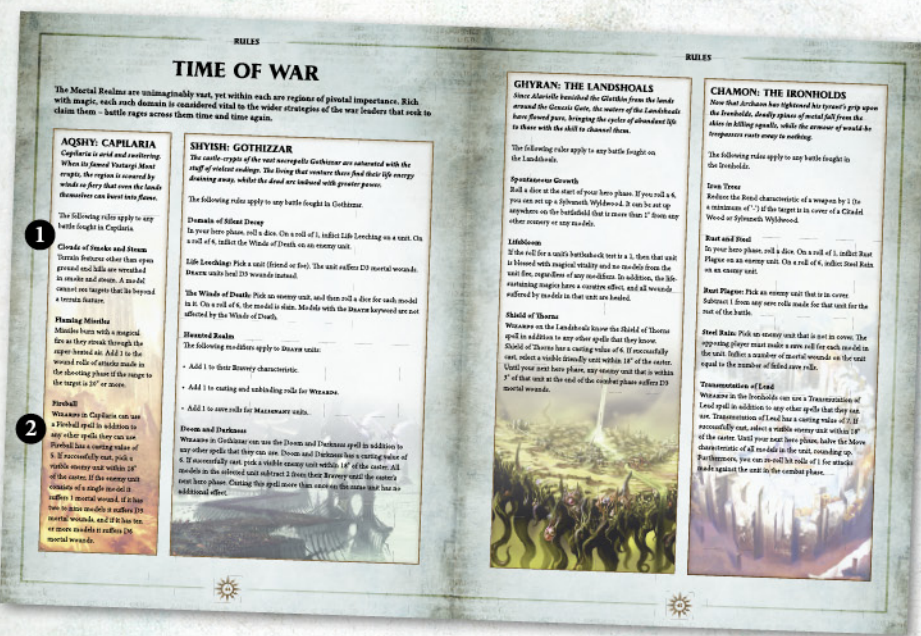
Time of War rules represent the conditions of a particular time and place in the Mortal Realms. These optional rules can be used in your games to reflect the extraordinary natures of the realms and how they actively affect battles being fought in them. After all, overcoming not only your enemy but also a harsh and unpredictable environment is proof of superlative generalship! Equally, turning the arcane energy that saturates the realms into a boon for your army demonstrates admirable resourcefulness. Time of

War rules are designed to be used in isolation or alongside battleplans, so you can use them for any battle you fight, and they provide additional benefits and penalties for each side.

While each set of Time of War rules is designed to depict a particular setting and era, they can all be adapted to represent a variety of battlefields. For example, the vitalising qualities of the Greenglades of Ghyran are not unique, and these rules could be modified to represent a magical healing mist in the

Realm of Fire. Similarly, the tumbling fireballs of the Brimstone Peninsula could translate to rolling iron spheres in the metallic realm of Chamon.

These sets of rules will add an extra dimension to your gaming, and you can also create Time of War rules of your own. Whether you've read a story that inspires you, or thought up a new landscape of your own, give it a try. Not only will you add greater drama to your clashes, but you'll have fun working up your best ideas!

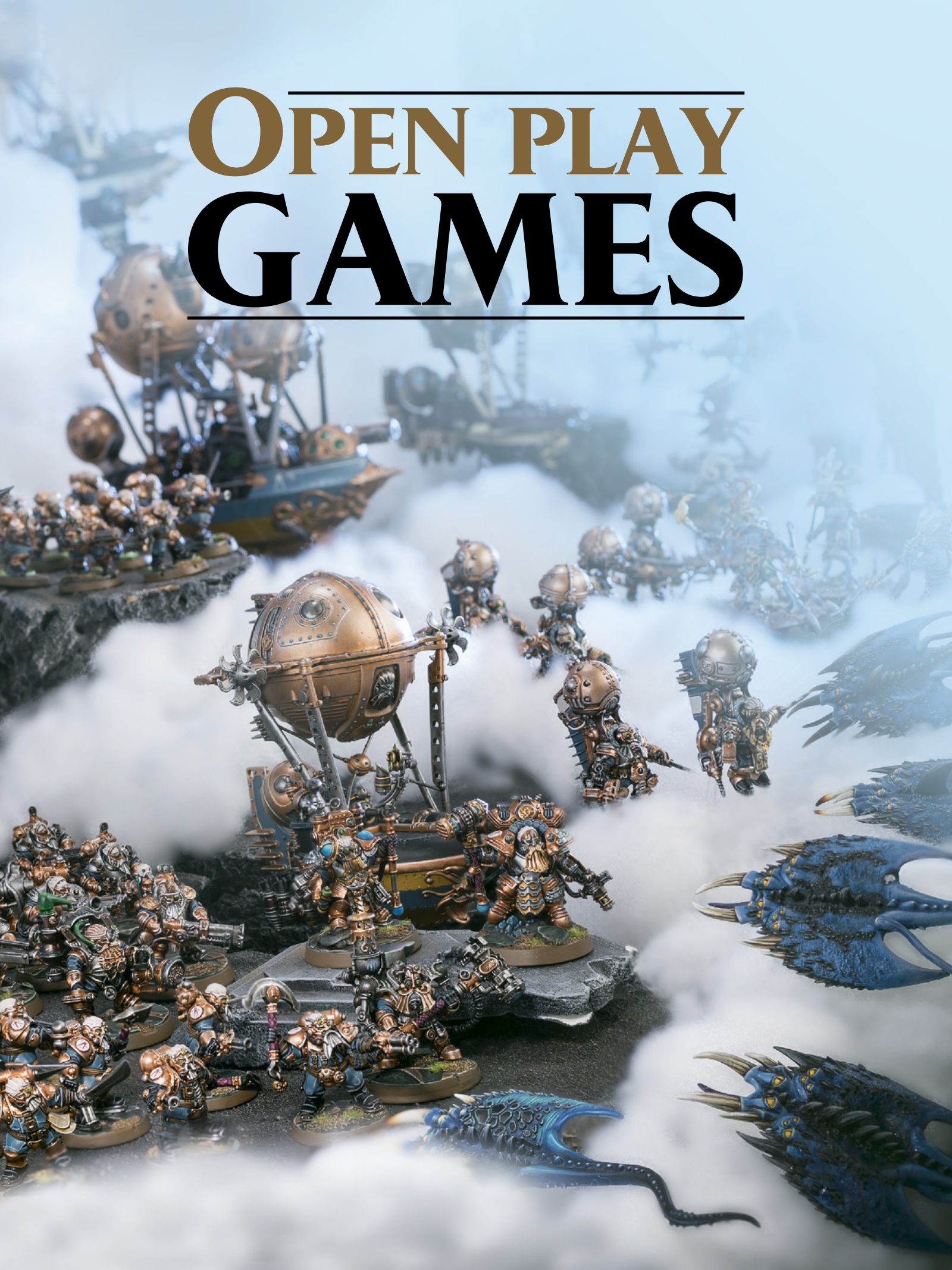


Though each set of Time of War rules is unique, many of these sections contain the following:

1. Rules that represent the way in which the environment interacts with the armies taking part in the battle.
2. Powerful spells that allow wizards to channel the magical energies of the realms in new and exciting ways.



OPEN PLAY GAMES



INTRODUCING OPEN PLAY

Are you new to tabletop wargaming? Or are you a battle-hardened veteran looking for a new challenge? Either way, open play games are one of the best ways to get started, providing you with almost limitless options and flexibility.

Brilliant ideas are sometimes the simplest, and open play games of *Warhammer Age of Sigmar* epitomise this. Open play is a style of gaming that allows you to take to the battlefield with any army, made up of any Citadel Miniatures from your collection – no restrictions. It's as straightforward and streamlined as wargaming gets, and it's a great way to begin, as you can be sure of exciting battles from day one.

Many players love the precision and strict rules that have traditionally defined tabletop wargaming, and

if that's your thing, then you'll discover plenty of other ways to play *Warhammer Age of Sigmar* right here in this book – but there's also a lot of fun to be found in a more flexible approach.

All you need to play an open play game are your painted miniatures, their warscrolls, the *Warhammer Age of Sigmar* rules sheet, a set of dice, a tape measure, and a flat surface on which to play. Then, just set up your models and start having fun! You can add extra dimensions to your open play games

by incorporating any of the rules or guidelines that appear in this and other *Warhammer Age of Sigmar* books, such as battleplans and Time of War rules. Alternatively, you can conjure up your own scenarios, creating new special rules or adapting existing ones to suit your needs.

This style of gaming is perfect for beginners, who may not yet own a complete collection of miniatures. The flexible nature of open play means that you can spend as long or as little time as you like reading rules, and in its





simplest form, it's a great introduction to the world of tabletop games. Also ideal for those thinking of starting new collections, it allows battles to be fought with just a few units of the models you plan to collect, so that you can see how they perform on the tabletop.

Open play games allow the broadest choice of army selection, allowing the greatest degree of freedom for collecting miniatures and building an army. Rather than structuring your collection around a particular allegiance (see page 116), you can be inspired by the diverse and mystical nature of the realms, or simply by the

models you most admire. If you're the proud owner of a varied collection of warriors, beasts and war machines, there's nothing to stop you fielding all of them in a single game. You can even deploy every last miniature you own in a battle of apocalyptic proportions, or set yourself unusual challenges. For instance, you could discover how many Stormcast Eternal Liberators it takes to bring down your friend's Khorne Bloodthirster, or maybe see how long a Lord-Celestant could fight off the noxious attentions of a Nurgling horde.

Besides giving you freedom to do more on the battlefield, open play games

are also perfect for battles between multiple players. For example, there's a great fight to be had with a three-player ghoulish hunt. Here, a third player brings their scavenger packs of Crypt Ghouls into the battle. The creatures rampage around the table, gobbling up the fallen, or perhaps striking a nefarious bargain with one side or the other. In open play, the types of battles you fight are limited only by your imagination.

With so much scope for fun and creativity, open play is one of the most accessible and enjoyable gaming styles, so what are you waiting for? Grab your miniatures and give open play a try!

OPEN WAR CARDS

Open War cards have been designed to allow players to quickly and easily create exciting battleplans for their open play games of *Warhammer Age of Sigmar*. Using Open War cards means that no two open play games will ever be the same.

The Open War card deck is specifically designed for players that prefer the ease and simplicity of open play games, but are looking for a little bit more variety in their games. The deck is split into 5 sets of cards, which are used to determine how the armies deploy (the Map cards), what the players must do in order to win the battle (the Objective cards and Sudden Death cards) and if any special rules apply to the battle (the Ruse and Twist cards).

Before fighting a battle, each set of cards is shuffled, and one card is drawn from the Map, Objective and Twist decks to determine the basic battleplan for the game. The armies then deploy, and the wounds total of the models in each army is counted up. The player whose army has less wounds in total gets to take a Ruse card, and if their opponent outnumbers them by 2 to 1 (or more), then they get to draw a Sudden Death card as well. The battle can then be fought – simple, and no two games will be the same! The illustration below

shows one of each of the five sorts of card, to give you an idea of what an Open War game might be like.

OPEN WAR VARIANTS

The Open War card decks are designed to be quite flexible, making it easy to come up with alternative ways of using them. For example, instead of just randomly selecting one Map card, you could choose three, and then the players can roll off and the winner decides which of the three cards to use. Or you might allow both players to take a Ruse card, and the underdog to take a second one, and so on.

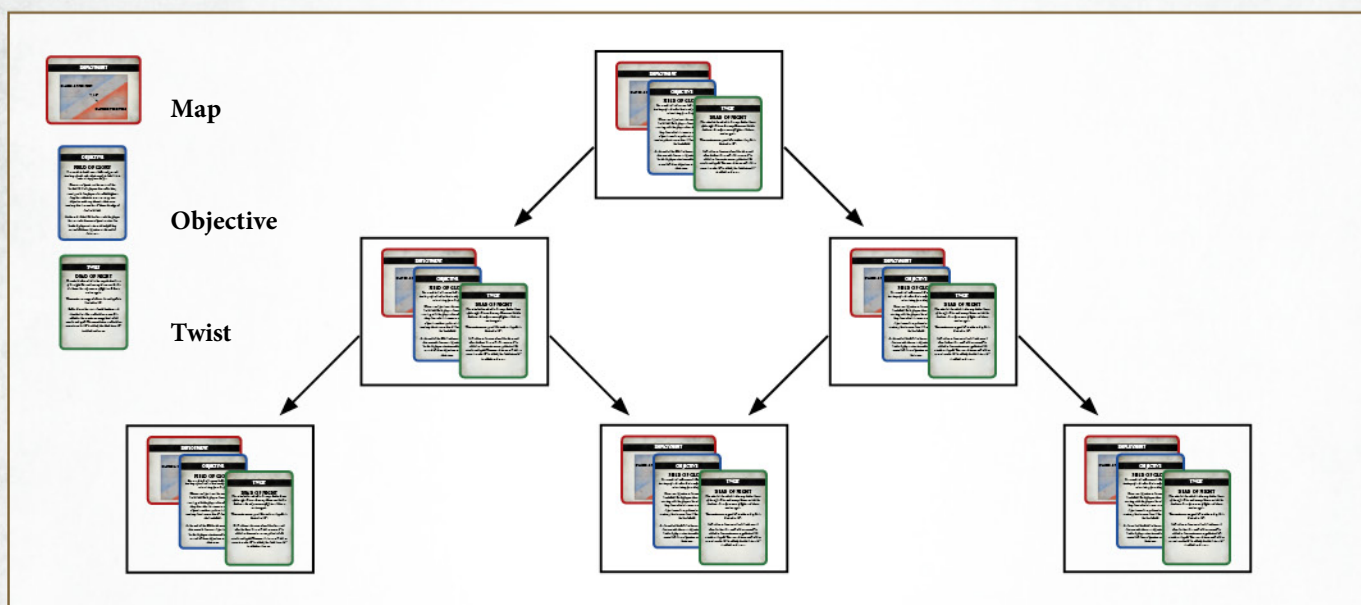
In addition to these simple changes, it is possible to use Open War cards for campaigns, and in matched play tournaments. To give you an idea of how you might achieve this, we have provided two Open War rules variants, one to run a simple ‘tree’ campaign, and one for a tournament.



OPEN WAR CAMPAIGN

Tree campaigns allow you to link several battles together – in this case the campaign consists of a series of three games. The battles are organised by the flow diagram shown below – the eponymous ‘tree’. The first battle takes place at the top of the tree. After a battle is fought, the winner decides which of the two linked boxes are used next. The winner of the third battle wins the campaign.

As you can see, each box in the tree contains a Map card, an Objective card and a Twist card. The cards in each of the boxes are all picked before the first battle is fought, allowing the players to see what types of battle they will have to fight over the course of the campaign. Because the winner of a battle decides which of the linked boxes is used next, this allows the victor to pick the next battleplan to be used, giving them a slight but often useful advantage in the next battle to be fought!



OPEN WAR TOURNAMENT

An Open War Tournament mainly uses the Pitched Battle tournament rules from page 79 of this book. The difference is that the battleplans used for each game in the tournament are determined by using Open War cards, instead of using the Pitched Battle battleplans.

When the players arrive at an Open War tournament, they are given one Ruse card. They can use this card once during the tournament to affect one of the battles that they fight; picking the right moment to use your Ruse card could make the difference between winning or losing not just the battle, but the entire tournament! If the tournament has more than 3 rounds, then at the end of the 3rd round all of the players in the bottom half of the rankings get a bonus Ruse card to use in one of the remaining games.

Each table at the tournament will have a set of Map, Objective and Twist cards. At the start of each round, the Tournament Organiser will draw one of each of these cards from their own master deck of cards, and then announces which cards they have drawn to the players; the players find the matching cards from the sets of cards at their table, and use them to determine the map, objective and twist for their game. This method means that while all of the players will be using the same battleplan, no one knows what the battleplan will be until just before the game. These changes aside, the tournament is run using the normal rules for a Pitched Battle tournament.



MULTIPLAYER GAMES

The Mortal Realms are inhabited by myriad diverse races and factions, each with their own agendas, alliances and enmities. Multiplayer games help tap into this incredible variety and invite exciting, radically different styles of battle to boot.

Warhammer Age of Sigmar games are conventionally played between two people, but battling it out with several players lends the game a somewhat different dynamic, and requires only a few easy modifications to the rules on the rules sheet. Gathering around a tabletop in the thick of the action makes for a great shared experience, and including more players offers a host of practical benefits. Should you find yourself with three players on hand, a multiplayer battle means that no one needs to sit it out. Of course, the real joy of multiplayer games is the social aspect. You'll discover true camaraderie with your fellow gamers, and it's always good to know that someone's got your back. Add to this salvos of good-natured banter aimed across the table, and it's clear that this gaming style is fun for friend and foe alike.

One of the quickest ways to arrange a multiplayer game is for two or more players to join up and fight as a team. The Age of Sigmar is, after all, an age of grand alliances, and the Coalition of Death rules in this section are a great representation of this. Every new alliance brings with it a host of new challenges, from making the most of army composition by selecting complementary forces, to seeing that the armies fight in a mutually supportive manner. In the perfect alliance, the strengths of one army

will counterbalance the weaknesses of the other, allowing the fighting styles of the two to work in unison to a startling effect.

A great example would be a team with Stormcast Eternals and seraphon – both Chaos-hating armies from the Celestial Realm of Azyr. There's no doubt that Sigmar's Stormcast Eternals are devastating shock troops, with their hard-hitting weapons, speed and heavy armour, but they remain vulnerable to spells and field few monsters. By teaming up with the more lightly armed but magically enhanced seraphon, both armies gain power beyond their individual limitations. It's important to bear in mind that your opposition are likely doing the exact same thing. So, if the alliance described above faced a nefarious group of fiendish skaven and fearsome Bloodbound, for instance, the skaven's heavy shooting weapons and warpstone-fuelled magic would work in ideal concert with the Bloodbound's toughness and deadly close-combat expertise.

Team games can also be a boon for new players or those thinking about collecting a new army. Teaming up with a skilled veteran is a great way to learn the nuances of tabletop wargaming, while those dabbling with a new force can see how it might fight and fare in a larger game.

Uneven player numbers also provide the opportunity for one of the players to serve in a role known as 'Games Master'. A Games Master acts as the storyteller and grand manipulator, commanding the elements of the environment and the battlefield itself. Once everyone's agreed to what's allowed, the Games Master is at liberty to act as they wish. As an impartial participant, they can indiscriminately hinder the warring parties however they see fit, from invoking wild storms and sigmarite comet strikes, to unleashing a stampede of rampaging monsters. It's an enviable position to be in, and every bit as enjoyable as commanding an army.

Finally, the members of your gaming group might decide that they don't like to share victory and prefer that each player goes it alone. The rules for Triumph & Treachery games in this section provide adjustments to the *Warhammer Age of Sigmar* rules sheet that allow three to six players to take the field in several different scenarios, each with their own army. These brutal free-for-alls make for target-rich battlefields, and are great for impromptu mid-game deals and secret strategies. But beware – fighting multiple opponents means you have to always watch your back and defend on multiple fronts. There's loads of fun to be had, in any case, so give it a go!





COALITION OF DEATH

Two mighty confederations of warriors face off to do battle. Each consists of a coalition of armies, drawn together with the common purpose of defeating the opposing alliance, and each is commanded on the battlefield by a mighty general.

A Coalition of Death battle is fought between two sides, each consisting of a team of players. The players in a team combine their models and units into a single force, and must try to defeat the opposing team's combined army.

To play a Coalition of Death game, you must have three or more players. The battle can be fought using any of the battleplans for *Warhammer Age of Sigmar* – all you need to do is split the players into teams, with each team taking one side in the forthcoming battle. We have also included six new battleplans in this book (pages 18-23) that are designed for use with the Coalition of Death rules.

THE ARMIES

Split the players into two teams, using one of the methods described below. The two teams can be made up of different numbers of players. Each of the players then chooses an army using the method of their choice.

Each player commands the models they have provided for their team, and is allowed to decide what they do, how they move and so on, and they make all of the dice rolls for their own units. This aside, the armies belonging to the players on a team are treated as a single army during set-up and during the battle, and treat other models from the team's armies as being friendly models.

SELECTING TEAMS

The players must be split into two teams for a Coalition of Death game. The number of players in each team doesn't have to be the same, but in general it helps if neither team has more than one player more than its opponents (e.g. three players versus four players is better than two versus five). Below are a number of different methods you can use to assign players to teams.

1. SELECTORS

Pick (or randomly select) two players to be the selectors for the teams. Each selector is the first player in their team. They roll off, and then take it in turns to choose the players that will join them in their team, starting with the selector that won the roll-off.

2. WOUNDS

Each player adds up the Wounds characteristics for the models in their army. Then split the players into two teams that have roughly equal numbers of wounds.

3. POINTS

You can use the points provided for Matched Play on pages 87-111 to help you split the players into two teams. Add up the points for each player's army, and then split the players into two teams that have roughly equal points values. It is not vital that both

sides have exactly the same number of points, but you should aim to create two teams whose points values are as equal as possible.

4. CONFEDERATION

To use this method, each player must pick one of the Grand Alliances for their army to owe allegiance to. Once they have done so, roll a dice to determine the Grand Alliance confederation for each team.

D6	Confederations
1-3	Order & Destruction vs Chaos & Death
4-6	Order & Death vs Chaos & Destruction

The players join the team that corresponds to the allegiance of their army.

5. GAMES MASTER

To use this method one player will need to volunteer to be the games master for the game. They will split the players into teams, decide which battleplan is used, set up all of the scenery and decide on the territories the armies will be set up in. They will also resolve any rules questions that come up during play.

The Games Master can either join in the battle themselves, or act as a neutral umpire while the game is in progress.



This is largely a matter of preference, but we recommend joining in if you possibly can. By the time the game actually gets started most of the Games Master's work has already been done, and they might as well get some reward for all of the effort they've put in.

On the other hand, there are those who really enjoy acting as an umpire in order to make sure that everybody has as good a time as possible. Umpiring a game also leaves you free to spring unexpected surprises on the players during the game, which can be a lot of fun, especially for those with a more sadistic nature!

GENERALS AND WARLORDS

Each player picks a general for their army as normal. Each general is allowed to use a command ability in their turn, but it will only affect the units from that general's army.

Each team must also pick one player to be its warlord. This is often the player fielding the largest force. If, at any time during the game, the team cannot decide in what order to carry out actions, then the warlord has final say on the order of events. In addition, if a dice needs to be rolled for the team, the warlord makes the dice roll. Finally, any victory conditions from a battleplan that apply to an army general only apply to the warlord's general unless specifically noted otherwise.

THEIR FINEST HOUR

In times of extreme adversity, mighty leaders are born. Exemplary warriors rise like phoenixes from the fires of war, their heroism inspiring the men around them to great acts. By such deeds are legends made – the fate of the Mortal Realms is at stake, and warlords fight with every iota of their souls to secure victory against impossible odds. Should such a desperate act end in lasting glory, the hero's story can spread throughout the realms, and monuments will be raised in their name.



Before the game starts, the warlord must determine when their general's Finest Hour will be. Roll a D3+1 and make a note of the result. The battle round that corresponds to that number will be their general's Finest Hour.

The warlord's general heals D6 wounds at the start of the battle round when their Finest Hour arrives. The warlord can then either roll a D6 on the table below to generate the Finest Hour effect for their general, or pick the most appropriate one from the list. The effect generated will last throughout both turns until the end of that battle round.

D6	Effect
1	Inspired Leadership: Units in the warlord's coalition that are within 24" of the warlord's general in a battleshock phase can use his Bravery characteristic instead of their own.
2	The Great Push: Units in the warlord's coalition that are within 24" of the warlord's general at the start of a movement phase can run and still shoot and/or charge in the same turn.
3	Kill 'Em All: Add 1 to wound rolls for units in the warlord's coalition that are within 24" of the warlord's general in a combat phase.
4	Bloody Rampage: Triple the Attacks characteristic of all of the Warlord's general's weapons.
5	Unkillable: Players from the opposing team must subtract 2 from wound rolls for attacks made against the warlord's general. In addition, the warlord's general's Save characteristic is improved to 2+.
6	Perfect Timing: One unit from the warlord's coalition that has been slain returns to the battle at the start of the warlord's hero phase. Set it up wholly within 24" of the warlord's general and more than 9" away from any enemy models. This does not count as its move.



FIGHTING THE BATTLE

Instead of each player taking a turn, during a Coalition of Death game each team takes a turn. The teams' warlords roll off against each other to see which team has the first turn each battle round.

Where individual players would normally alternate taking actions, the teams alternate taking actions, with each player in the team being allowed to carry out their actions. For example, in the combat phase, each player on one team would be allowed to attack with one of their units, then each player on the other team, and so on.

The same principle applies during set-up. For example, if you are fighting a battle where the players take it in turns to set up units, then in a Coalition of Death battle, the teams would take turns to set up, with each player in a coalition setting up a unit when it is their side's turn to do so.

Finally, it is worth noting that attempts to unbind a spell are limited to one attempt per team, rather than one attempt for each player on the team. There is only ever one chance to unbind a successfully cast spell!

THE FOG OF WAR

While it is easy for players on the same team to communicate their tactics and plans, generals on a battlefield rarely have this luxury. Amid the noise and confusion of war, allied generals must usually rely on hastily written notes carried by messengers, and other equally unreliable methods, to coordinate their strategies.

To represent this, players can agree to use either or both of the following rules in their Coalition of Death battles.

1. MESSENGERS

Players can only discuss strategy and tactics if the two models representing their generals are within 3" of each other, and there are no enemy models within 3" of either of them. At other times, players are only allowed to communicate by written notes. Five minutes is allowed at the start of each turn for players to write any messages.

2. CHARGE DECLARATIONS

At the beginning of each charge phase before any units charge, all players have two minutes to write down which of their units will charge in this phase. They must keep their choices secret from all other players, including the players from their own team. This rule stops players from coordinating their attacks, and may result in units getting in each other's way!

DIVINE INTERVENTION

In the most spectacular and bloody of battles, the gods themselves have been known to intervene. The various godly powers of the Mortal Realms are attracted by different deeds and acts of heroism, so the circumstances under which their intervention can be invoked varies depending on an army's allegiance. To represent this, if all of the players agree, they can use the following rules in their Coalition of Death battles. Although these rules can be used in any game, they are best suited to battles where each coalition is made up of units belonging to one Grand Alliance.

At the start of a team's hero phase, the team's warlord can attempt to invoke Divine Intervention. Look up the Grand Alliance to which the warlord's general owes allegiance and check the conditions listed under the Criteria column on the table opposite. If the coalition fulfils the criteria, roll 2D6. If the roll is less than or equal to the warlord's general's Bravery, all of the corresponding Miraculous Effects immediately take place.

Should the warlord fail to invoke Divine Intervention, there is no effect, but they can try again at the start of their next hero phase. Once the warlord has successfully invoked Divine Intervention, they cannot attempt to do so again for the rest of the battle.





Alliance	Criteria	Miraculous Effects
Order	At least half of the coalition's starting units have been slain.	<p>Godly Strike: Choose three enemy units that are within 6" of each other and have between them a combined Wounds characteristic of 30 or more. Roll a dice for each unit; on a 1 the unit is unharmed, on a roll of 2-4 the unit suffers D6 mortal wounds, and on a roll of 5 or more the unit suffers 2D6 mortal wounds.</p> <p>Shield of Fate: Friendly ORDER units immediately heal D3 wounds. In addition, you can re-roll failed save rolls for friendly ORDER units until the team's next hero phase.</p> <p>Divine Inspiration: Until the team's next hero phase, friendly ORDER units do not have to take battleshock tests.</p>
Chaos	At least half of the enemy coalition's starting units have been slain.	<p>Power of Chaos: You can add 1 to the Damage inflicted by melee weapons used by friendly CHAOS models until the team's next hero phase.</p> <p>Storm of Magic: You can re-roll failed casting and unbinding rolls for friendly CHAOS WIZARDS until the team's next hero phase.</p> <p>Divine Inspiration: Until the team's next hero phase, friendly CHAOS units do not have to take battleshock tests.</p>
Destruction	At least half of the units currently in the coalition are within 3" of any enemy units.	<p>Frenzied Momentum: You can add 1 to the Attacks characteristic of all melee weapons used by friendly DESTRUCTION units until the team's next hero phase.</p> <p>Battlelust: You can re-roll charge rolls for friendly DESTRUCTION units until the team's next hero phase.</p> <p>Divine Inspiration: Until the team's next hero phase, friendly DESTRUCTION units do not have to take battleshock tests.</p>
Death	At least one DEATH general from the coalition has been slain.	<p>Almost Impossible to Kill: Roll a D6 for each friendly DEATH general that has been slain. On a roll of 2 or more they return to life with all of their wounds restored. Set up the resurrected general anywhere on the battlefield more than 9" from any enemy models. They cannot move in the following movement phase.</p> <p>Back From the Dead: Roll a D6 for each DEATH unit from your army that has been completely destroyed. On a roll of 5 or 6 the unit can be set up again, anywhere in its own territory that is more than 9" from any enemy models.</p> <p>Divine Inspiration: Until the team's next hero phase, friendly DEATH units do not have to take battleshock tests.</p>

COALITION OF DEATH: RACE TO DESTRUCTION

Two armies stumble across each other. The side able to organise an attack the fastest will be able to strike before their opponents are fully prepared.

This is a Coalition of Death battle for three or more players. The Coalition of Death rules from pages 14-17 must be used.

SET-UP

Both warlords secretly bid (and write down) the amount of time they want to take setting up. Bids must be in whole minutes. The bids are then revealed, and the amount bid is the time that coalition will have to set up their armies. The side that bids lowest picks a territory and sets up first, within the time period they bid. Their warlord decides who has the first turn in the first battle round. Once the first coalition has been set up, the opposing side does likewise, within the time period they bid. In the case of a tied bid, the bids must be made again.

Units must be set up in their territory more than 9" from enemy territory. Any units that are not set up within the time limit are placed in reserve instead of being set up on the battlefield. If a coalition's bid was twice as much or more than their opponent's bid, then the players from that coalition must roll a dice before they set up a unit on the battlefield; on a roll of 1 or 2 that unit must start in reserve (**HEROES** only have to be placed in reserve on a roll of 1).

Reserve units can enter play in any of their team's movement phases starting from the second battle round. All of the

models in the unit must be set up in the team's starting territory, within 3" of the table edge, and more than 9" away from any enemy units. This counts as their move for that movement phase.

OBJECTIVES

This battle is fought to control four objectives. The objectives are located at the centre of each quarter of the battlefield, as shown on the map. You may wish to show their location with a small marker.

A coalition controls an objective if, at the end of any turn, there are more models from their coalition within 6" of the objective than there are enemy models within 6" of it. The objective remains under the coalition's control until the enemy is able to gain control of it (by having more models within 6" of it at the end of a turn), even if the capturing models later move away.

VICTORY

Do not use any of the victory conditions on the *Warhammer Age*

of *Sigmar* rules sheet. Instead, the coalition that has scored the most victory points (see below) at the end of the fifth battle round wins a **major victory**. In the case of a tie, both coalitions win a **minor victory**.

VICTORY POINTS

Victory points are scored as follows:

1 victory point is scored each time a coalition slays an enemy model that has a Wounds characteristic of 10 or more.

1 victory point is scored if a coalition slays an enemy general. 1 additional victory point is scored if the general was the opposing coalition's warlord's general.

Each objective is worth 1 victory point to the coalition that controls it at end of battle rounds one or two, 2 victory points to the coalition that controls it at the end of battle rounds three or four, and 3 victory points to the coalition that controls it at the end of battle round five.



COALITION OF DEATH: THE MEATGRINDER

Some battles start out small, but escalate into a huge struggle, the outcome of which will decide the outcome of an entire campaign.

This is a Coalition of Death battle for three or more players. The Coalition of Death rules from pages 14-17 must be used.

SET-UP

Both warlords secretly bid (and write down) the number of units their team will set up on the battlefield. Neither side's bid may be less than a quarter, or more than half of the number of units in their coalition. For example, a coalition with 24 units would have to make a bid of between 6 and 12 units.

The bids are then revealed and the side that made the lowest bid picks a territory and sets up first. Their warlord decides who has the first turn in the first battle round. In the case of a tied bid, both warlords roll a dice, rolling again if both rolls are the same, and the warlord who rolls higher sets up first and decides who has the first turn.

Once the first coalition has been set up, the opposing side does likewise. Neither side can set up more units than the number that they bid. Units must be set up in their territory more than 9" from enemy territory.

Any units in excess of the number bid must be placed in reserve instead of being set up on the battlefield. Reserve units can enter play in any of their team's movement phases starting from the second battle round. All of the models in the unit must be set up in the

team's starting territory, within 3" of the table edge, and more than 9" away from any enemy units. This counts as their move for that movement phase.

OBJECTIVES

This battle is fought to control three objectives. The objectives are located at the centre of the battlefield and 24" away from the corner of each coalition's territory, as shown on the map. You may wish to show their location with a small marker.

A coalition controls an objective if, at the end of any turn, there are more models from their coalition within 6" of the objective than there are enemy models within 6" of it. The objective remains under the coalition's control until the enemy is able to gain control of it (by having more models within 6" of it at the end of a turn), even if the capturing models later move away.

VICTORY

Do not use any of the victory conditions on the *Warhammer Age*

of *Sigmar* rules sheet. Instead, the coalition with the most victory points (see below) at the end of the fifth battle round wins a **major victory**. In the case of a tie, both coalitions win a **minor victory**.

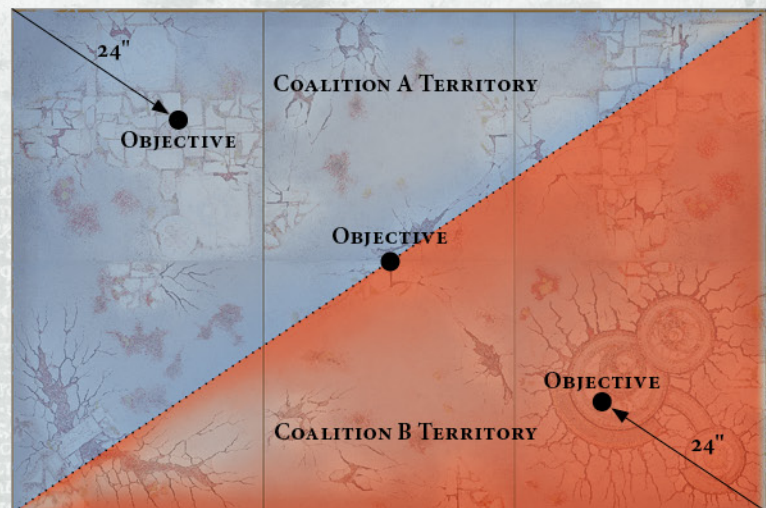
VICTORY POINTS

Victory points are scored as follows:

1 victory point is scored each time a coalition slays an enemy model that has a Wounds characteristic of 10 or more.

1 victory point is scored if a coalition slays an enemy general. 1 additional victory point is scored if the general was the opposing coalition's warlord's general.

Each objective is worth 1 victory point to the coalition that controls it at end of battle rounds one or two, 2 victory points to the coalition that controls it at the end of battle rounds three or four, and 3 victory points to the coalition that controls it at the end of battle round five.



COALITION OF DEATH: NIGHT MARCH

A battlefield is a confusing place at night, when it is not uncommon to be unsure of where other friendly forces are located, let alone the enemy.

This is a Coalition of Death battle for three or more players. The Coalition of Death rules from pages 14-17 must be used.

SET-UP

Each coalition must be split into three contingents, each with roughly one-third of the units from the coalition. Contingents from the same side do not need to be exactly the same size, as long as none contains more than twice as many units as any other.

Both warlords roll a dice, rolling again in the case of a tie. The coalition of the warlord who rolls higher must set up one contingent. All models from that contingent must be set up in one of the six territories shown on the map below. The opposing side sets up one of their contingents in the same manner, and then the first coalition sets up a second contingent, and so on until all contingents have been set up. Units must be set up more than 9" away from any enemy units. Each contingent must be set up in a different territory, which then counts as their coalition's territory for the rest of the battle.

If a player desires, they may place any of their units in reserve instead of setting them up on the battlefield. Reserve units can enter play in any of their team's movement phases starting from the second battle round. All of the models in the unit must be set up in the same territory as the rest of their

contingent, within 3" of the table edge, and more than 9" away from any enemy units. This counts as their move for that movement phase.

OBJECTIVES

This battle is fought to control six objectives. One objective is located at the centre of each territory (see map). Show their location with a marker if you wish.

A coalition controls an objective if, at the end of any turn, there are more models from their coalition within 6" of the objective than there are enemy models within 6" of it. The objective remains under the coalition's control until the enemy is able to gain control of it (by having more models within 6" of it at the end of a turn), even if the capturing models later move away.

ILL MET BY MOONLIGHT

In the first battle round, the range of any missile weapons or spells is limited to 12". Roll a dice at the start of the second battle round. On a roll of 1-3 the rule ends immediately, and on a roll of 4 or more it continues for one more battle round.

VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, the coalition that has scored the most victory points (see below) at the end of the fifth battle round wins a **major victory**. In the case of a tie, both coalitions win a **minor victory**.

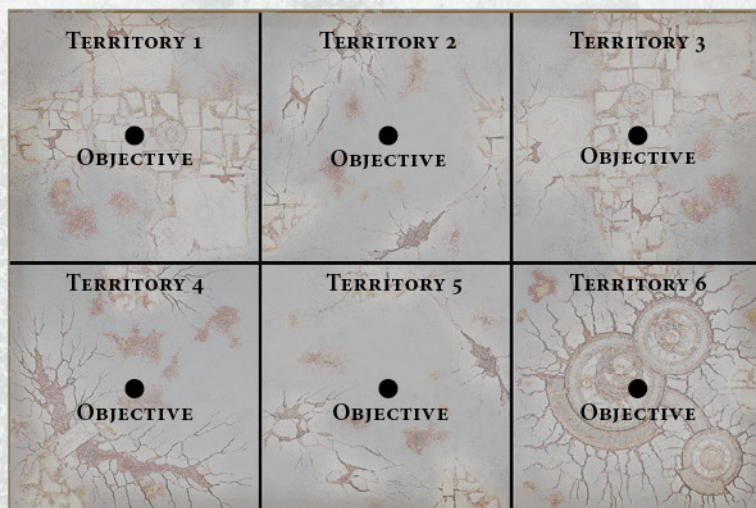
VICTORY POINTS

Victory points are scored as follows:

1 victory point is scored each time a coalition slays an enemy model that has a Wounds characteristic of 10 or more.

1 victory point is scored if a coalition slays an enemy general. 1 additional victory point is scored if the general was the opposing coalition's warlord's general.

Each objective is worth 1 victory point to the coalition that controls it at the end of their turn if it is located in their own territory, and D3 victory points if it is located in enemy territory.



COALITION OF DEATH: CHANGING PRIORITIES

Often the goals for a battle will shift and change, forcing an army to first attack in one direction and then another, or to stubbornly defend an objective at one moment and launch an all-out assault the next.

This is a Coalition of Death battle for three or more players. The Coalition of Death rules from pages 14-17 must be used.

SET-UP

Both warlords roll a dice, rolling again in the case of a tie, and the warlord who rolls higher must pick a territory and set up first. The opposing coalition then sets up their army in the same manner in the remaining territory. Units must be set up in their own territory more than 9" from enemy territory.

If a player desires, they may place any of their units in reserve instead of setting them up on the battlefield. Reserve units can enter play in any of their team's movement phases starting from the second battle round. All of the models in the unit must be set up in the team's starting territory, within 3" of the table edge, and more than 9" away from any enemy units. This counts as their move for that movement phase.

OBJECTIVES

This battle is fought to control two objectives, one in each side's territory. However, the locations of the two objectives may change each battle round.

At the start of each battle round, each warlord rolls a dice. The objectives are located in each warlord's territory at

the centre of the area shown on the map that corresponds to their dice roll. You may wish to show each objective's location with a small marker.

A coalition controls an objective if, at the end of any turn, there are more models from their coalition within 6" of the objective than there are enemy models within 6" of it. The objective remains under the coalition's control until the enemy is able to gain control of it (by having more models within 6" of it at the end of a turn), even if the capturing models later move away.

VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, the coalition that has scored the most victory points (see below) at the end of the fifth battle round wins a **major victory**. In the case of a tie, both coalitions win a **minor victory**.

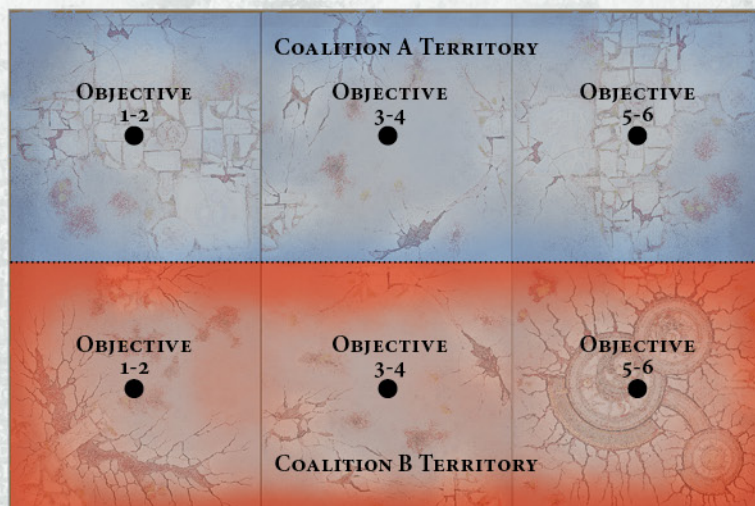
VICTORY POINTS

Victory points are scored as follows:

1 victory point is scored each time a coalition slays an enemy model that has a Wounds characteristic of 10 or more.

1 victory point is scored if a coalition slays an enemy general. 1 additional victory point is scored if the general was the opposing coalition's warlord's general.

Each objective is worth D3 victory points to the coalition that controls it at end of their turn if it is located in their own territory, and D6 victory points if it is located in enemy territory.



COALITION OF DEATH: TRAPPED IN THE MIDDLE

Large armies can be slow and cumbersome, which can make them vulnerable to smaller, more agile formations. In such circumstances, the smaller armies will often split up, to attack from both flanks at once.

This is a Coalition of Death battle for three or more players. The Coalition of Death rules from pages 14-17 must be used.

SET-UP

First determine who will be the attacker and who will be the defender. If one coalition has fewer models than their opponents, then they are the attacker. If not, both warlords roll a dice, rolling again in the case of a tie, and the warlord who rolls higher decides which coalition will be the attacker.

The attacking coalition must be split into three contingents, each with roughly one-third of the units from the coalition. The defending coalition then sets up anywhere in their territory.

The attacking coalition sets up second. One contingent is assigned to each of the attacker's territories, and must be set up in their assigned territory more than 9" from any enemy models. The third contingent must be placed in reserve, but can be set up in either of the two territories when it arrives.

The attacking warlord decides who has the first turn in the first battle round.

Reserve units can enter play in any of their team's movement phases starting from the second battle round. All of the models in the unit must be set

up in one of the attacker's territories, within 3" of the table edge, and more than 9" away from any enemy units. This counts as their move for that movement phase.

OBJECTIVES

This battle is fought to control five objectives, one at the centre of the battlefield and the other four 12" away from the central objective, as shown on the map. You may wish to show their locations with a small marker.

A coalition controls an objective if, at the end of any turn, there are more models from their coalition within 6" of the objective than there are enemy models within 6" of it. The objective remains under the coalition's control until the enemy is able to gain control of it (by having more models within 6" of it at the end of a turn), even if the capturing models later move away.

VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, the

coalition that has scored the most victory points at the end of the fifth battle round wins a **major victory**. In the case of a tie, both coalitions win a **minor victory**.

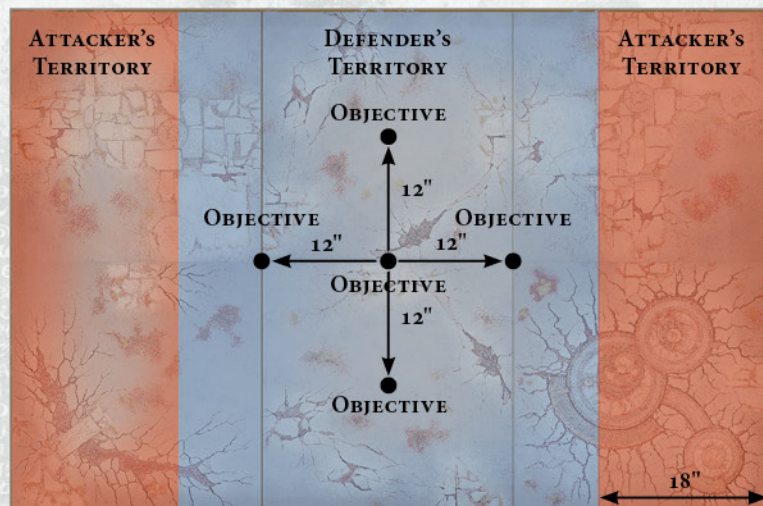
VICTORY POINTS

Victory points are scored as follows:

1 victory point is scored each time a coalition slays an enemy model that has a Wounds characteristic of 10 or more.

1 victory point is scored if a coalition slays an enemy general. 1 additional victory point is scored if the general was the opposing coalition's warlord's general.

Each objective is worth 1 victory point to the coalition that controls it at end of battle rounds one or two, 2 victory points to the coalition that controls it at the end of battle rounds three or four, and 3 victory points to the coalition that controls it at the end of battle round five. The central objective is worth double the normal number of victory points to the attacking coalition.



COALITION OF DEATH: THE TRAITOR

Warlords in the Mortal Realms soon learn that even the most apparently loyal companion can be corrupted by the enemy.

This is a Coalition of Death battle for four or more players. The Coalition of Death rules from pages 14-17 must be used.

THE TRAITORS

One player in each coalition is a traitor, and at the start of the second battle round they will change sides. You can use either of the following methods to pick who the traitor is as long as there are at least three players in each team. If there are only two players in either of the teams, you must use the dice method to decide the traitor.

Lots: Before setting up, tear up a piece of paper into strips, one for each player in each coalition. Mark one of the strips for each team with the word 'TRAITOR'. Fold them up, and place each team's folded strips in a cup. The players in each team draw a strip from their cup and look to see if they are the traitor. The strips must be kept secret until the start of the second battle round; they are then revealed, and the two traitors change sides.

Dice: To use this method, each player in each team rolls a dice at the start of the second battle round, and the player that rolls lowest is the traitor and changes sides. In the case of a tie, the tied players roll again, until there is only one left with the lowest roll.

If a warlord is revealed to be the traitor, a new warlord must be chosen.

SET-UP

Both warlords roll a dice, rolling again in the case of a tie, and the warlord who rolls higher must pick a territory and set up first. The opposing coalition then sets up in the remaining territory.

Units must be set up in their own territory more than 9" from enemy territory. Players may place any units in reserve instead of setting them up on the battlefield. Reserve units can enter play in any of their team's movement phases starting from the second battle round. All of the models in the unit must be set up in the team's territory, within 3" of the table edge and more than 9" away from any enemy units. This counts as their move for that movement phase.

OBJECTIVES

This battle is fought to control four objectives. The objectives are located at the centre of each quarter of the battlefield, as shown on the map. You can show their locations with a marker.

A coalition controls an objective if, at the end of any turn, there are more

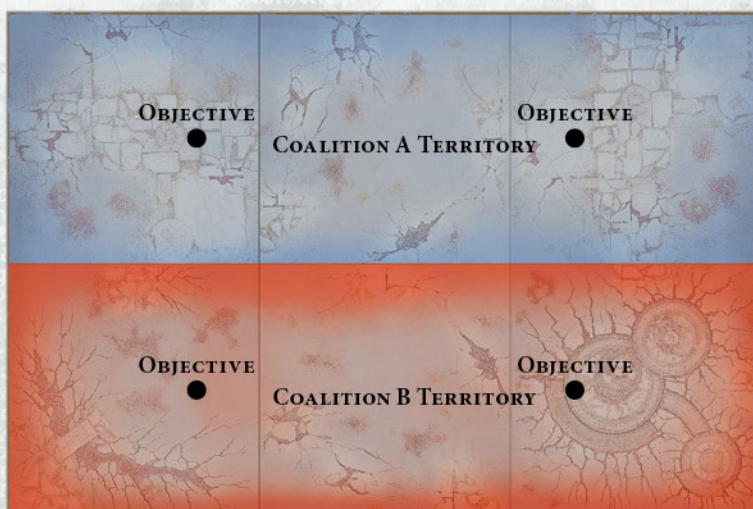
models from their coalition within 6" of the objective than there are enemy models within 6" of it. The objective remains under the coalition's control until the enemy is able to gain control of it (by having more models within 6" of it at the end of a turn), even if the capturing models later move away.

VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, the coalition that has scored the most victory points at the end of the fifth battle round wins a **major victory**. In the case of a tie, all players apart from the traitors win a **minor victory**.

VICTORY POINTS

Each objective is worth 1 victory point to the coalition that controls it at end of battle rounds one or two, 2 victory points to the coalition that controls it at the end of battle rounds three or four, and 3 victory points to the coalition that controls it at the end of battle round five.



TRIUMPH & TREACHERY!

Several armies converge on the same battlefield, each determined to capture it for themselves. All are hated foes, and there can be only one winner. Each general must use their resources wisely, choosing the best time to make an alliance, and the best time to break it.

The Triumph & Treachery rules allow three or more players to take part in a multi-sided battle. Instead of being split into two teams, the players are allowed to freely attack each other, and only one player will be the winner at the end of the battle.

In this section we have included all the rules you need to play a Triumph & Treachery game, as well as six new battleplans designed to be used with these rules (see pages 30-35), and a thrilling map-based campaign you can try (see pages 36-37).

FIGHTING A TRIUMPH & TREACHERY BATTLE

Triumph & Treachery games follow the normal rules on the *Warhammer Age of Sigmar* rules sheet, with the following exceptions.

ROLLING OFF

Sometimes the players in a Triumph & Treachery battle will be required to 'roll off'. To do so, all of the players roll a dice, and the player that rolls highest wins the roll-off. If several players are tied for the highest roll, the tied players roll off again, until only one player remains with the highest dice roll.

Unless stated otherwise, the winner of the roll-off determines the order in which actions are carried out for all of the players that took part. For example,

if you were rolling off to see who picks a territory, the winner of the roll-off would decide in what order the players choose their territories for all of the players taking part in the roll-off.



DETERMINING TURN ORDER

A Triumph & Treachery battle has three or more sides. Because of this, all the players roll off at the start of the battle, and the winner decides which player will take the first turn. The player that has been chosen takes their turn, and then all of the remaining players roll

off again, and the winner decides who will have the second turn. This carries on until there is only one player that has not yet taken a turn – that player takes their turn and the battle round is then over.

PLAYER TURNS

At the start of each phase, the player whose turn it is must pick one opponent to be their 'enemy' for that phase. A different enemy player may be selected in each phase if desired.

When it's your turn, picking the right opponent to attack in each phase is vital. You may want to attack two or more foes, but as you can only pick one, make sure you pick the right one!

In the *Warhammer Age of Sigmar* rules, models are either considered 'friendly' or 'enemy'. In Triumph & Treachery battles, models can also be 'neutral'. Once the enemy player has been chosen for a phase, the following rules apply:

All models belonging to the enemy player are 'enemy models' for all rules purposes for that phase.

All models belonging to other players are 'neutral models', and cannot be affected by abilities or spells, or attacked in any way for that phase. Neutral units cannot use abilities unless specifically stated otherwise.

GAME PHASES

The following rules apply, depending on which phase is being played:

Hero Phase: Only enemy models can unbind spells. Neutral models are never affected by spells, even if they are within the radius of effect of a spell.

Movement Phase: Treat neutral models as enemy models in the movement phase.

Shooting Phase: Only enemy units may be selected as the target of a shooting attack. Note that weapons that affect models within a certain distance of a target point do not affect neutral models.

Charge Phase: The first model moved from a charging unit must finish the charge move within $\frac{1}{2}$ " of an enemy model.



Combat Phase: If your models are within 3" of models from any opposing armies, then one of these armies must be chosen as the enemy. Attacks are only made between models from your army and models from the enemy army.

Battleshock Phase: All units, including neutral units, have to take battleshock tests if they suffered casualties during the turn. The player whose turn it is must still choose an adversary, however, in case any of their models have any abilities that affect enemy models in this phase. Neutral players can use abilities that affect units from their own army in this phase.





VICTORY POINTS AND BRIBES

Victory points are used in Triumph & Treachery games both to determine the winner and as a form of currency that can be used to bribe other players.

You can keep track of your victory points (sometimes referred to as VPs) on a piece of paper, but it is much more fun to use coins or some other form of suitable marker. For example, you can use a small coin to represent 1 victory point, and a larger coin to represent 3 victory points, and so on.

The victory points a player has scored are not secret, and players are free to ask an opponent how many victory points they have at any time. At the end of a Triumph & Treachery battle, the player with the most victory points is the winner.

BRIBERY

Players may give one or more of their victory points to other players if they wish. For example, you could ‘pay’ a player a victory point not to attack you. Note that deals and arrangements that are struck before the victory points are handed over are not binding, so be careful that you don’t give away tokens to a player you cannot trust to honour their end of a deal – the name of the game is Triumph & Treachery, after all!

TREACHEROUS ACTS

A game called Triumph & Treachery would hardly live up to its name if the players couldn’t pull off a dirty trick or two during play! To this end, the following rules allow you to use Treacherous Acts in your games.

TREACHERY POINTS

In order to carry out a Treacherous Act you will need to spend one or more treachery points (sometimes referred to as TPs). Players gain treachery points automatically at the start of each

battle round (see below), and they also have the chance to gain an extra point each time they are a neutral player in a phase.

You can record the number of treachery points you have on a piece of paper, or by using markers of some kind. Make sure that the markers you decide to use cannot be confused with any markers or coins used to record victory points.

BATTLE ROUND POINTS

At the start of each battle round, before deciding who will have the first turn, each player gets a number of treachery points depending on how well they are doing in the battle, as follows:

The player who has the most victory points gets 1 treachery point.

The player who has the least victory points gets 3 treachery points.

All other players get 2 treachery points.

NEUTRAL PHASE POINTS

After a player chooses their enemy for a phase, all of the neutral players get a chance to gain a bonus treachery point. This represents them taking the time to hatch devious plots while their opponents are embroiled in combat.

Each neutral player rolls a D6 to see if they gain an extra treachery point. The dice roll is made immediately after the enemy player has been selected for the phase, before anything else happens. On a roll of 6 (5+ in a three-player game), the player gets an extra treachery point.

USING TREACHERY POINTS

During any turn, the treachery points a player has accrued can be used to carry out Treacherous Acts. The Treacherous Acts available are listed on the table on the following page, along with the number of treachery points a player has to spend in order to use them.

Once a treachery point has been used, it is spent and cannot be used again.

To use a Treacherous Act, declare that you wish to carry out that act and spend the relevant number of treachery points. You must also pass a treachery test before the act takes effect. Players

can spend 1 extra treachery point to add 1 to the treachery test roll, or 2 extra points to add 2 to the treachery test roll. Roll a D6; if the result is 4 or more, the act is successful.

Note that, unless a Treacherous Act specifically states otherwise, it can be used even if the situation does not involve any units belonging to the player carrying out the act. Some Treacherous Acts are triggered by the actions of a unit, such as a wizard casting a spell. In such cases, the player that declared the triggering action may not cancel that action when a Treacherous Act is declared in order to avoid its effects.





Treacherous Act	When Used	Effect	TP Cost
Alliance <i>An old alliance makes a foe change their plans.</i>	When you are selected as the enemy player in a phase.	A different player must be chosen as the enemy player. If this is impossible for any reason, all opponents are treated as being neutral in that phase.	2 TPs
Duplicitous Mage <i>Some wizards, it seems, are easily bought...</i>	When a WIZARD is nominated to cast a spell.	The WIZARD automatically fails their casting roll (there is no need to roll the dice).	2 TPs
Hidden Trap <i>The enemy just found your booby traps...</i>	When a player declares that a unit will run.	The unit cannot run in that phase.	1 TP
Surprise Attack <i>Troops edge ahead so they can launch an attack.</i>	When a unit is selected to move in the movement phase.	Add 3" to the unit's Move characteristic in that phase.	1 TP
Riches <i>Scattering coin can slow a charge.</i>	When a player declares that a unit will charge.	Halve the charge roll (rounding up) for the unit.	1 TP
Ambush <i>Your warriors attack an unsuspecting enemy.</i>	If you are a neutral player in a shooting or combat phase.	Select one of your units. It can attack any non-neutral unit this phase. It can pile in before making the attacks if it launches an ambush in the combat phase.	2 TPs
Sabotage <i>An unfortunate 'accident' befalls an enemy war machine.</i>	When a WAR MACHINE is selected to attack in the Shooting phase.	The unit cannot shoot in that phase and suffers D3 mortal wounds.	2 TPs
Bribe <i>A well-placed bribe can undermine any attack.</i>	When a unit is selected to attack in the shooting or combat phase.	Subtract 1 from the hit rolls for all attacks made by the unit in that phase.	2 TPs
Clandestine Aid <i>Your warriors secretly help a nearby ally.</i>	If you are a neutral player in a shooting or combat phase, and a unit is selected to attack within 12" of one of your units.	Add 1 to the hit rolls made for the attacking unit in that phase.	1 TP
Cunning Ruse <i>Your warriors use an underhand trick to force the enemy to hesitate.</i>	When a unit is selected to attack in the combat phase.	That unit cannot make its attacks until the end of that combat phase. If this result applies to several units, they make their attacks alternately, starting with the player whose turn is taking place.	2 TPs
Secret Information <i>Agents in your employ have studied the enemies' fighting techniques.</i>	When you select one of your units to attack in the combat phase.	Add 1 to the unit's hit rolls in that phase.	2 TPs
Traitor in the Ranks <i>Turncoats in the enemy ranks cause havoc.</i>	When a unit takes a battleshock test.	Subtract 2 from the unit's Bravery.	2 TPs

SECRET OBJECTIVES (OPTIONAL)

If all of the players agree, they can use the following Secret Objectives rule in their games of Triumph & Treachery. If you decide to do so, every player is given a secret objective, and will earn extra victory points if they can achieve it.

The players must determine their secret objective at the start of the game, before the armies are set up. To do so, each player needs to secretly roll a dice, hiding the roll from the rest of the players (we recommend using a mug or tumbler to hide the dice roll), and consult the table below. When the

objective is achieved, reveal the hidden dice to the other players, and score the appropriate number of victory points. Then generate a new secret objective in the same way.

Dice Roll	Secret Objective	VPs awarded
1	Secret Agenda: <i>Your devious schemes have finally borne fruit.</i> Inflict 1 or more wounds on models from the army of the player that set up on your right or your left.	1 VP
2	Pick on the Weak: <i>Crush your enemies when they are at their most vulnerable.</i> Inflict 1 or more wounds on models from the army of a player that has fewer victory points than you do.	1 VP, or 2 VPs if the target player has fewer VPs than any other player.
3	Retribution: <i>Revenge is a dish best served in blood!</i> Inflict 1 or more wounds on models from the army of the player that last chose you as an enemy.	2 VPs
4	Counter-attack: <i>The time has come for you to fight back.</i> Inflict 1 or more wounds on models from the army of the player that has the same or more victory points than you.	2 VPs
5	Topple: <i>Sometimes you must risk attacking a mighty foe.</i> Inflict 1 or more wounds on models from the army of the player that has more victory points than any of the other players.	3 VPs
6	Kingslayer: <i>Kill the upstart ruler that dared to insult you.</i> Slay the general of an opposing player's army.	3 VPs

TRIUMPH & TREACHERY: CENTRE GROUND

Several armies converge on the same battlefield, each one determined to hold the centre ground.

This is a Triumph & Treachery battle for three to six players. Use the Triumph & Treachery rules on pages 24-29.

SET-UP

The players roll off, and the winner decides the order in which the players pick their territories. The territories for the armies are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Models must be placed in their territory, more than 12" away from an enemy model, and more than 6" away from the centre of the battlefield. Continue to set up units until all players have set up their armies.

If a player desires, they may place any of their units in reserve instead of setting them up on the battlefield. Reserve units can enter play in any of their player's movement phases starting from the second battle round. All of the models in the unit must be set up in the player's starting territory, within 3" of the table edge, and more than 9" away from any enemy models. This counts as their move for that movement phase.



VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, the player with the most victory points at the end of the fifth battle round wins a **major victory**. In the case of a tie, then each tied player wins a **minor victory**.

VICTORY POINTS

Victory points are scored as follows:

If a player achieves a secret objective, they gain the relevant number of victory points.

1 victory point is scored in each phase for every 5 wounds you inflicted in that phase.

At the end of each battle round, the player with a unit closest to the centre of the battlefield scores 3 victory points. If more than one player is equally close to the centre point, each scores 1 victory point.



TRIUMPH & TREACHERY: BATTLE FOR THE ARTEFACT

You have come seeking divine power, a gift from the gods to be granted to the warrior that holds high the sacred artefact at the appointed hour.

This is a Triumph & Treachery battle for three to six players. Use the Triumph & Treachery rules on pages 24-29.

SET-UP

Place a marker or small scenery model at the centre of the battlefield to show the location of the artefact the players are striving to capture. The players then roll off, and the winner decides the order in which the players pick their territories. The territories for the armies are shaded on the map below.

The players alternate setting up units one at a time, starting with the player that won the roll-off. Models must be placed in their own territory. Continue to set up units until all players have set up their armies.

A player may place any of their units in reserve instead of setting them up on the battlefield. Reserve units can enter play in any of their player's movement phases starting from the second battle round. All of the models in the unit must be set up in the player's starting territory, within 6" of the table edge, and more than 3" away from any enemy models. This counts as their move for that movement phase.

THE ARTEFACT IS MINE!

If, at any point during their movement phase, a player's general moves within 1" of the artefact, they must pick it up. Put the artefact marker next to that general to show that the general is now

carrying the artefact. If the general is slain they will immediately drop the artefact in the exact position they occupied prior to being removed as a casualty. Once dropped, the artefact can be picked up again by another general (or even the same one should they return for some reason).

THE TIME IS NIGH!

Roll a dice at the end of each battle round, starting from the end of the fourth round. If the dice roll is equal to or more than the number of players taking part in the battle, the battle continues. If the dice roll is less than the number of players taking part in the battle, the battle ends and the winner is determined.

VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, the player with the most victory points at the end of the battle wins a **major victory**. In the case of a tie, then each tied player wins a **minor victory**.

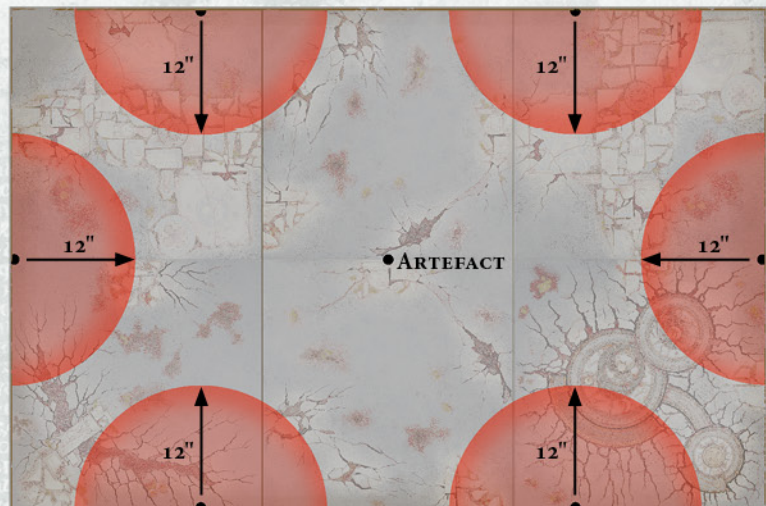
VICTORY POINTS

Victory points are scored as follows:

If a player achieves a secret objective, they gain the relevant number of victory points.

1 victory point is scored in each phase for every 5 wounds you inflicted in that phase.

At the end of the battle, the player whose general is carrying the artefact scores 10 victory points. If nobody has the artefact, the player with a model closest to it scores 5 victory points. If several players have models equally close to the artefact, each scores 2 victory points.



TRIUMPH & TREACHERY: RIGHT OF CONQUEST

The battlefield is a vital piece of land that lies between several kingdoms. Each kingdom insists that the land is theirs, and theirs alone.

This is a Triumph & Treachery battle for three to six players. Use the Triumph & Treachery rules on pages 24-29.

SET-UP

The players roll off, and the winner decides the order in which the players pick their territories. The territories for the armies are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Models must be placed in their territory, more than 12" away from any enemy models, and more than 6" away from the centre of the battlefield. Continue to set up units until all players have set up their armies.

If a player desires, they may place any of their units in reserve instead of setting them up on the battlefield. Reserve units can enter play in any of their player's movement phases starting from the second battle round. All of the models in the unit must be set up in the player's starting territory, within 3" of the table edge, and more than 9" away from any enemy models. This counts as their move for that movement phase.

THE TIME IS NIGH!

Roll a dice at the end of each battle round, starting from the end of the fourth round. If the dice roll is equal to or more than the number of players taking part in the battle, the battle continues. If the dice roll is less than the number of players taking part in the battle, the battle ends and the winner is determined.



VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, the player with the most victory points at the end of the battle wins a **major victory**. In the case of a tie, then each tied player wins a **minor victory**.

VICTORY POINTS

Victory points are scored as follows:

If a player achieves a secret objective, they gain the relevant number of victory points.

1 victory point is scored in each phase for every 5 wounds you inflicted in that phase.

At the end of the battle, each player scores D3 victory points for each territory in which one of their models is closer to the centre of the territory than any models belonging to the other players. If several players have models equally close to the centre of the territory, each scores 1 victory point.



TRIUMPH & TREACHERY: BORDER WARS

A battleground stands where the borders of several kingdoms meet. The rulers of the kingdoms are determined to keep their borders secure, while stealing as much territory as they can.

This is a Triumph & Treachery battle for three to six players. Use the Triumph & Treachery rules on pages 24-29.

SET-UP

The players roll off, and the winner decides the order in which the players pick their territories. The territories for the armies are shaded on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Models must be placed within 12" of the table edge or corner, as shown on the map below. Continue to set up units until all players have set up their armies.

If a player desires, they may place any of their units in reserve instead of setting them up on the battlefield. Reserve units can enter play in any of their player's movement phases starting from the second battle round. All of the models in the unit must be set up in the player's starting territory, within 3" of the table edge, and more than 9" away from any enemy models. This counts as their move for that movement phase.

VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, the player with the most victory points at the end of the fifth battle round wins a **major victory**. In the case of a tie, then each tied player wins a **minor victory**.



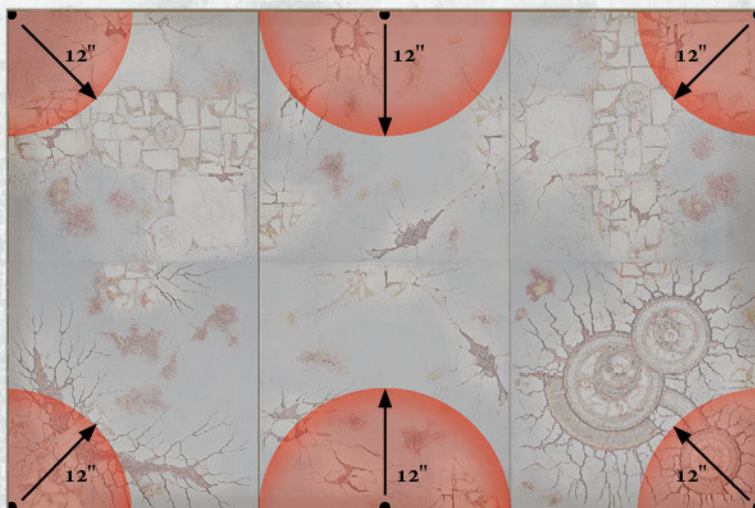
VICTORY POINTS

Victory points are scored as follows:

If a player achieves a secret objective, they gain the relevant number of victory points.

1 victory point is scored in each phase for every 5 wounds you inflicted in that phase.

At the end of each turn, the player whose turn is taking place scores 3 victory points if there are no enemy models fully within their starting territory. They score D3 additional victory points for each other territory that only has their models fully within it (including any territories that were not used by a player at the start of the battle).



TRIUMPH & TREACHERY: THE PERFECT STORM

Sages have predicted that at a certain time and place fragments of magical ore will fall from the skies.

This is a Triumph & Treachery battle for three to six players. Use the Triumph & Treachery rules on pages 24-29.

SET-UP

The players roll off, and the winner decides the order in which the players pick their territories. The territories for the armies are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Models must be placed in their territory, more than 12" away from an enemy model, and more than 6" away from the centre of the battlefield. Continue to set up units until all players have set up their armies.

If a player desires, they may place any of their units in reserve instead of setting them up on the battlefield. Reserve units can enter play in any of their player's movement phases starting from the second battle round. All of the models in the unit must be set up in the player's starting territory, within 3" of the table edge, and more than 9" away from any enemy models. This counts as their move for that movement phase.

STARSTRIKE

A fragment of magical ore strikes the battlefield at the start of each battle round, after the turn order has been determined. The player taking the first turn in the battle round rolls a dice and refers to the map to determine where the fragment lands. You may wish to show the locations of the fragments with small markers.

A player captures a fallen fragment if, at the end of any battle round, they have more models from their army within 6" of the fragment than there are neutral or enemy models within 6" of it. If they achieve this, they score 3 victory points, and the fragment is removed from play.

A fragment can fall at a location that already has a fragment. When this happens, a player that has more models within 6" of the fragments at the end of a battle round captures all of the fragments in that location.

VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, the player with the most victory points at the end of the fifth battle round wins a **major victory**. In the case of a tie, then each tied player wins a **minor victory**.

VICTORY POINTS

Victory points are scored as follows:

If a player achieves a secret objective, they gain the relevant number of victory points.

1 victory point is scored in each phase for every 5 wounds you inflicted in that phase.

A player that controls a fragment receives 3 victory points as explained above.



TRIUMPH & TREACHERY: REALMGATE WARS

Two Realmgates lie a short distance apart. Controlling just one will give the owner great power, while controlling both at the same time will grant them exponentially more!

This is a Triumph & Treachery battle for three to six players. Use the Triumph & Treachery rules on pages 24-29.

In order to fight this battle you will need a pair of Baleful Realmgate models, which must be set up as shown on the map below. If you do not have them, pick a different battleplan.

SET-UP

The players roll off, and the winner decides the order in which the players pick their territories. The territories for the armies are shown on the map below.



The players then alternate setting up units one at a time, starting with the player that won the roll-off. Models must be placed in their territory, more than 12" away from any enemy models, and more than 6" away from the centre of the battlefield. Continue to set up units until all players have set up their armies.

If a player desires, they may place any of their units in reserve instead of setting them up on the battlefield. Reserve units can enter play in any of their player's movement phases starting from the second battle round. All of the models in the unit must be set up in the player's starting territory, within 3" of the table edge, and more than 9" away from any enemy models. This counts as their move for that movement phase.

VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, the player with the most victory points at the end of the fifth battle round wins a **major**

victory. In the case of a tie, then each tied player wins a **minor victory**.

VICTORY POINTS

Victory points are scored as follows:

If a player achieves a secret objective, they gain the relevant number of victory points.

1 victory point is scored in each phase for every 5 wounds you inflicted in that phase.

At the end of each turn, the player whose turn is taking place scores D3 victory points if they have a model within 3" of one Realmgate that has no neutral or enemy models within 3" of it. If they have models within 3" of both Realmgates and there are no neutral or enemy models within 3" of either of them, then they score 2D6 victory points instead.



TRIUMPH & TREACHERY MAP CAMPAIGNS

No army ever went to war without its cartographer, and generals have relied on maps for everything from the obvious aspects of terrain, direction and distance to more complex and decisive matters of tactics. They offer tabletop campaigners an equal amount of scope for challenge, conquest and reward.

Map campaigns are set within a particular collection of locations, with each battle allowing players to invade and capture the territories on the map. In a Triumph & Treachery map campaign, the outcome of each battle determines who captures one of the regions on the map. You can then link together the Triumph & Treachery

games you play, with the results of earlier games influencing what happens in future battles. Forming strategies becomes even more important in these games. If one player is doing well in the campaign, for example, the other players may choose to forge an alliance to ensure that they don't get even further ahead!

The outcome of the campaign is determined by the number of regions that are controlled. The winner is usually the player who first wins control of a pre-agreed number of areas (we have set this at three in our example campaign on the following page) or the player that controls the most after a set number of turns.



Map campaigns are really immersive, as you can visualise where your army is fighting, where the campaign might take you and how rival armies are faring. We've provided a map on the left for use with the Treacherous Empires campaign described on the following page, but you should feel free to adapt it or replace it completely for your own campaigns. Although it takes some time and effort, there's real joy to be had in drawing your own maps, and it's also great fun to collaborate as a group. The map can be a simple line drawing, a three-dimensional gameboard, or anything in between. If you wish, you can even use a set of Time of War rules appropriate for each area – or a set of your own rules that you have written.

◆ The map for the Treacherous Empires campaign has been built on a Realm of Battle gameboard, with each of its elements skilfully modelled and painted.

TREACHEROUS EMPIRES

Once in every hundred years, the Gate of Stars opens, connecting the regions of Khorvross, Daleshin, Naelmar and Atraliun. Scouts are already pouring through the gate, seeking signs of riches, and of massing enemy armies. All know they must act quickly if they wish to seize this chance for power...

Treacherous Empires is a map-based campaign for three to six players that is fought using the map shown on the left, and using the Triumph & Treachery rules and battleplans. If you have more than six players, you will either need to create your own, larger campaign map, or split the players into teams.

On the map are twelve different locations that the players in the campaign are battling to control. To control a location, they must fight a Triumph & Treachery battle. The winner gains control of one of the locations on the map, and can use the corresponding campaign ability in latter battles they fight.

THE BATTLES

To play a Treacherous Empires game, the players must first decide which of the twelve locations they wish to fight over. Only locations that have not yet been captured can be chosen. If, as is likely, the players want to fight for different locations, roll off, and the winner gets to choose which location is being fought for in this battle.

Once your location is determined, the game can be played using the rules from the *Warhammer Age of Sigmar* rules sheet, and the Triumph & Treachery battleplan (see pages 30-35) of your choice. We recommend basing the scenery and any Time of War rules on the region being fought over, but it is up to the players to decide exactly what they want to do when planning each game.

CONQUEST

The winner of the Triumph & Treachery battle gains control of the location being fought over.

In the case of a tie, the tied players can either agree to jointly control the location, in which case they both get its benefits and both count it towards the three locations they need to win the campaign, or they can roll off and the winner gains control of the location.

VICTORY

The first player to gain control of three locations wins the campaign. If all of the players control two locations each, then one more battle is fought and the winner of the final battle wins the campaign.

THE SPOILS

The player that controls a location has the following ability for the duration of the campaign:

Aelfgar: **WIZARDS** in your army receive a +1 bonus to their rolls to unbind spells.

Bleak Henge: Add 1 to battleshock test rolls for enemy units within 8" of your units.

The City of Hallowguild: Increase the range of your general's command abilities by 6".

The Dome of Seers: Once per battle you can add 1 to your roll to see who has the first turn.

Grimnir's Forge: Pick a **HERO** in your army at the start of each battle. For that battle they wear ur-gold armour, which replaces their normal Save with a 3+ Save that ignores Rend modifiers.

The Penumbral Fortress: Pick a **HERO** in your army at the start of each battle. They gain a Chillblade for the battle which adds 1 to their hit and wound rolls.

The Poxrot Sprawl: Pick a **HERO** in your army at the start of each battle. Once during the battle, they may attempt to summon a unit of **NURGLE DAEMONS** using the spell on that unit's warscroll. If the model attempting the spell is not a **WIZARD**, only roll 1D6 to attempt to cast the spell.

Ruins of Ironholt: Pick one unit at the start of each battle. The unit does not take battleshock tests in that battle.

Shimmerglass Spire: Any **WIZARDS** in your army receive a +1 bonus to their rolls to cast spells.

The Silent City: You have a pool of 3 re-rolls. Each re-roll can be used once per battle to re-roll one of your dice.

Thornwend Sanctum: Once per battle, in your hero phase, you can heal D3 wounds suffered by your general.

Threshfire Dreadhold: Pick one **WIZARD** in your army at the start of each battle. For that battle, their arcane bolt spells inflict 2D3 mortal wounds.

NARRATIVE PLAY GAMES





INTRODUCING NARRATIVE PLAY

With a cast of indomitable heroes and fearsome villains, a plot of conquests, zealous loyalty and ruthless betrayals, and of course spectacular battle scenes, every *Warhammer Age of Sigmar* legend tells an epic story. Narrative play is all about enacting such tales on your own battlefield.


Throughout the Mortal Realms, relentless battles of conquest and survival are being fought between the forces of Order, Chaos, Death and Destruction. Just as you might expect, recreating these sprawling conflicts on the tabletop is a hugely popular part of the Games Workshop hobby, allowing you to make the sagas truly your own. Put simply, narrative play is a gaming style that ties the battles you play on your tabletop to the stories of the Mortal Realms. In this section you

will find guidelines to help you build a themed army, Time of War rules for each of the Mortal Realms, and siege warfare rules that allow you to storm or defend a fortress stronghold.

Most games of *Warhammer Age of Sigmar* tell a story. Every time players get together and talk about why their armies might be fighting each other, they are working out a narrative game. Once objectives have been decided, there are endless ways to build that

story into the game. Armies might be modified to better reflect the story, specific scenery might play a part in recreating the landscape, 'house rules' might be invented to represent the consequences of victory and defeat, even the paint schemes can be developed to reflect the narrative the players are trying to create. This element of planning and storytelling sets narrative play apart from open play, embedding the games firmly into the worlds of the Mortal Realms.





The stories set out in the various *Warhammer Age of Sigmar* publications are there to provide a setting for your collections of Citadel Miniatures. Some of these tales are about specific individuals, like the famous Vandus Hammerhand of the Hammers of Sigmar, while some tell the story of entire battles. All of them, however, can provide inspiration for games you might want to play. Recreating a battle from the history of the Mortal Realms is a great place to start, as there are so many different types of battles to choose from, such as fighting to retrieve a relic, stop a ritual or take control of a Realmgate. Recreating the battle just as it happened in the narrative is great fun, and as we've already created many battleplans that do this, it's very easy as well. With only a little effort, however, it is just as satisfying to use those battleplans as frameworks for making up your own stories, tailored particularly to your own collections.

Planning a narrative game is often just as fun as playing the game itself, as it lets you really unleash your imagination. Maybe you're battling it out in the Realm of Beasts where the land itself is alive. Angered by the presence of strange armies, it shakes like a cornered animal, causing earthquakes, landslides and buildings to crash down upon the armies who march across it. Once you've conjured up a scenario, you can work out where your forces will fight and the aspects of that environment which could help or hinder the warring parties. The battleground could be a mountain range caught in a magic-draining blizzard or a barren plain blasted with scorching desert winds. Perhaps you wish to play out the story of an epic siege, recreating the daring actions of the invading force bringing down the battlements, or the stoic defenders standing strong against the onslaught. You can use any of the optional rules in this book to give tactical significance

to these story elements and really embed the battle into the scenario you've imagined.

And that's just the beginning. It's only a short step from planning a story for one game to planning a story that extends across several. Linking games together in a campaign provides scope for you to create your own saga. Once they have captured the sacred relic in one game, for example, the victor might find themselves being challenged to a rematch. This time, however, the victor has access to the power of the sacred relic and can use it against their foe!

The only limitations to a narrative game are those of the narrative itself – which you get to create! Small and large armies, one-off games or campaigns, simple or complex additional rules – all of the parameters are up to you and your opponent, ensuring that the games you play build on and support the legends of your collections.

FORGING A NARRATIVE

There are already many great resources for narrative play, and more are coming all the time. *The Realmgate Wars* series of books are a great example of this, and they provide a perfect jumping-off point for anyone interested in recreating events from that tumultuous period of the Age of Sigmar. These books provide battleplans that allow you to play narrative games based on the tales you read there, but they can also serve another purpose. With minor tweaks, these battleplans can help you construct your own narratives. Whatever models you have in your collection, and whatever stories you'd like to tell, narrative battleplans can be easily adapted to suit. Over the next few pages, we've included seven new Time of War rules sets as well as six iconic battleplans from *The Realmgate Wars* to inspire

you. For example, Battleplan: Against the Horde (see page 54) originally described a clash between a marauding army of daemons and a band of seraphon insurgents on Orb Infernia, but you can use it to represent any battle in which a small guerrilla force must take down a much larger horde. Perhaps a handful of Stormcast Eternals have been tasked with eliminating a throng of Nighthaunt spirits. This battleplan can also be played as part of a narrative campaign. The battle might take place in conquered territory, and the army of insurgents are the battered but stalwart resistance fighters. Examples like this highlight how battleplans can serve as flexible tools for whatever story you're interested in telling with your collection, making them perfect for your narrative play games.

THEMED ARMIES

If your battles tell a story, your collected miniatures are its lead characters. Building the narrative of your collection is a hallmark of the Games Workshop hobby, and opens the gates for all sorts of building and painting opportunities for making your miniatures look great on the tabletop.

Themed armies are collections that are built around a common backstory or unifying concept, often one inspired by the tales of the Mortal Realms. For example, you might wish to represent a force you have read about in a *Warhammer Age of Sigmar* novel or battletome, such as the bloodthirsty Goretide or the rampaging Ironsunz warclan. Equally, you can base your collection on a story entirely of your own creation.

You can also theme your collection around more specific aspects of a narrative, such as a particular character or location. If you found a story about

Alarielle the Everqueen enthralling, you might wish to create an army with her model as a focal point. Or, if you enjoy stories set in the Realm of Fire, you can make your collection up out of the creatures that are often found roaming Aqshy's fiery landscapes. Some hobbyists might be intrigued by the possibilities of more abstract themes, such as an army made entirely of flying models or cavalry, or a horde consisting only of the largest and most ferocious monsters in the Mortal Realms.

Whatever theme you choose for your army, you will find it a useful tool for making your collection look and feel like an organised force on the tabletop.

Sometimes the chosen theme is expressed in the army's heraldry, with each model bearing a rune or icon that unites them. This might be a horde of Blood Warriors tattooed with the mark of Khorne, or a clan of sylvaneth decorated with the whorls of Harvestboon Glade. Similarly, an army might be visually themed around a colour scheme you find eye-catching, such as the turquoise and gold armour of the Celestial Vindicators Stormhost. *Warhammer Age of Sigmar* battletomes and painting guides provide a wealth of information on heraldry and painting schemes to inspire your collections and support their background.



FORGING ALLIANCES

Alliances can be formed for many reasons: out of necessity, to ensure the survival of both parties; for honour; to repay a debt; to acquire an elusive treasure; or to take down an opponent too powerful for one force alone. The Grand Alliance books offer a great starting point for these alliances.

While a themed army may well be made up entirely of models from the same Grand Alliance, this does not always have to be the case. The Mortal Realms are constantly shifting and changing, presenting surprising new challenges and opportunities all the time. As such, forces that may once have been sworn enemies might suddenly find themselves fighting side by side in the name of death and glory. These arrangements might be alliances in name only, the participants coming together solely to achieve their goal. In

such an instance, it would make sense for them each to retain their unique heraldry and colour schemes. Other alliances are more permanent, however, and are built upon a lasting bond. Such armies can be painted to have a common theme that will make them look like a coherent force.

You could make your army out of two or more distinct groups within the same faction: mixing different Stormhosts, Fyreslayer lodges or sylvaneth glades, for example. It might require a combined force of Astral Templars and Hammers of Sigmar to take down a rampaging orruk Megaboss, or the duardin of the Vostarg and Greyfyrd to defeat a devious Gaunt Summoner. You can draw upon the colour schemes of these different collections to maintain their distinct appearance, using the appropriate battletomes as reference.

One way to tie allied models together is to paint their bases in the same style. Not only do well-detailed bases transform a unit of painted miniatures, but all the models will be linked in a subtle but effective way. If you want the theme to be more pronounced, you can create cross-faction banners or heraldry, which allow you to identify your forces in the heat of battle.



TIME OF WAR

The Mortal Realms are unimaginably vast, yet within each are regions of pivotal importance. Rich with magic, each such domain is considered vital to the wider strategies of the war leaders that seek to claim them – battle rages across them time and time again.

AQSHY: CAPILARIA

Capilaria is arid and sweltering. When its famed Vostargi Mont erupts, the region is scoured by winds so fiery that even the lands themselves can burst into flame.

The following rules apply to any battle fought in Capilaria.

Clouds of Smoke and Steam

Terrain features other than open ground and hills are wreathed in smoke and steam. A model cannot see targets that lie beyond a terrain feature.

Flaming Missiles

Missiles burn with a magical fire as they streak through the super-heated air. Add 1 to the wound rolls of attacks made in the shooting phase if the range to the target is 20" or more.

Fireball

WIZARDS in Capilaria can use a Fireball spell in addition to any other spells they can use. Fireball has a casting value of 5. If successfully cast, pick a visible enemy unit within 18" of the caster. If the enemy unit consists of a single model it suffers 1 mortal wound, if it has two to nine models it suffers D3 mortal wounds, and if it has ten or more models it suffers D6 mortal wounds.

SHYISH: GOTHIZZAR

The castle-crypts of the vast necropolis Gothizzar are saturated with the stuff of violent endings. The living that venture there find their life energy draining away, whilst the dead are imbued with greater power.

The following rules apply to any battle fought in Gothizzar.

Domain of Silent Decay

In your hero phase, roll a dice. On a roll of 1, inflict Life Leeching on a unit. On a roll of 6, inflict the Winds of Death on an enemy unit.

Life Leeching: Pick a unit (friend or foe). The unit suffers D3 mortal wounds. **DEATH** units heal D3 wounds instead.

The Winds of Death: Pick an enemy unit, and then roll a dice for each model in it. On a roll of 6, the model is slain. Models with the **DEATH** keyword are not affected by the Winds of Death.

Haunted Realm

The following modifiers apply to **DEATH** units:

- Add 1 to their Bravery characteristic.
- Add 1 to casting and unbinding rolls for **WIZARDS**.
- Add 1 to save rolls for **MALIGNANT** units.

Doom and Darkness

WIZARDS in Gothizzar can use the Doom and Darkness spell in addition to any other spells that they can use. Doom and Darkness has a casting value of 6. If successfully cast, pick a visible enemy unit within 18" of the caster. All models in the selected unit subtract 2 from their Bravery until the caster's next hero phase. Casting this spell more than once on the same unit has no additional effect.

GHYRAN: THE LANDSHOALS

Since Alarielle banished the Glotkin from the lands around the Genesis Gate, the waters of the Landshoals have flowed pure, bringing the cycles of abundant life to those with the skill to channel them.

The following rules apply to any battle fought on the Landshoals.

Spontaneous Growth

Roll a dice at the start of your hero phase. If you roll a 6, you can set up a Sylvaneth Wyldwood. It can be set up anywhere on the battlefield that is more than 1" from any other scenery or any models.

Lifebloom

If the roll for a unit's battleshock test is a 1, then that unit is blessed with magical vitality and no models from the unit flee, regardless of any modifiers. In addition, the life-sustaining magics have a curative effect, and all wounds suffered by models in that unit are healed.

Shield of Thorns

WIZARDS on the Landshoals know the Shield of Thorns spell in addition to any other spells that they know. Shield of Thorns has a casting value of 6. If successfully cast, select a visible friendly unit within 18" of the caster. Until your next hero phase, any enemy unit that is within 3" of that unit at the end of the combat phase suffers D3 mortal wounds.



CHAMON: THE IRONHOLDS

Now that Archaon has tightened his tyrant's grip upon the Ironholds, deadly spines of metal fall from the skies in killing squalls, while the armour of would-be trespassers rusts away to nothing.

The following rules apply to any battle fought in the Ironholds.

Iron Trees

Reduce the Rend characteristic of a weapon by 1 (to a minimum of '-') if the target is in cover of a Citadel Wood or Sylvaneth Wyldwood.

Rust and Steel

In your hero phase, roll a dice. On a roll of 1, inflict Rust Plague on an enemy unit. On a roll of 6, inflict Steel Rain on an enemy unit.

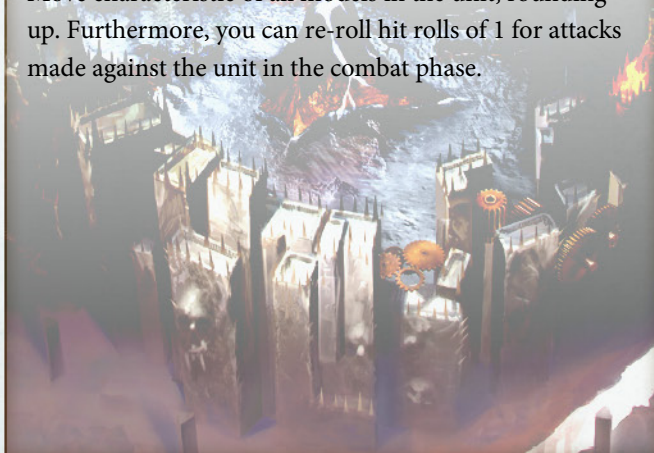
Rust Plague: Pick an enemy unit that is in cover.

Subtract 1 from any save rolls made for that unit for the rest of the battle.

Steel Rain: Pick an enemy unit that is not in cover. The opposing player must make a save roll for each model in the unit. Inflict a number of mortal wounds on the unit equal to the number of failed save rolls.

Transmutation of Lead

WIZARDS in the Ironholds can use a Transmutation of Lead spell in addition to any other spells that they can use. Transmutation of Lead has a casting value of 7. If successfully cast, select a visible enemy unit within 18" of the caster. Until your next hero phase, halve the Move characteristic of all models in the unit, rounding up. Furthermore, you can re-roll hit rolls of 1 for attacks made against the unit in the combat phase.



HYSH: PLAIN OF SIGILS

Each new dawn these vast salt plains are swept into ridges and dunes that, from above, form the sigils of Lord Pha's hermetic priesthood, granting boons to those who prove worthy.

The following rules apply to any battle fought on the Plain of Sigils.

Domain of Symmetry and Purity

Subtract 1 from the Bravery characteristic of all DAEMON and DEATH units.

Dazzling Glow

Subtract 1 from hit rolls for attacks made against enemy units that are in cover.

Speed of Light

Roll a dice in your hero phase. On a roll of 6, you can pick one friendly unit in your army. Remove all of the models in the unit from the battlefield, and then set up the unit anywhere on the battlefield that is more than 9" from an enemy model. This counts as the unit's move for the following movement phase.

Pha's Protection

WIZARDS in the Plain of Sigils can use the Pha's Protection spell in addition to any other spells that they can use. Pha's Protection has a casting value of 5. If successfully cast, select a visible friendly unit within 18" of the caster. You can re-roll save rolls for that unit until the caster's next hero phase.

ULGU: MANSES OF MELKOTH

Once populous and impressive, the proud halls and palaces of the Mage King Melkoth have fallen into disarray, gnawed slowly to decrepitude by the fabled Liar's Mist. Here, truth is as fleeting as sunlight on a cloudy day.

The following rules apply to any battle fought in the Manses of Melkoth.

Shadowed Mansions

In your hero phase, roll a dice for each terrain feature that has a garrison. On a roll of 5 or 6, you can transfer the models to a different terrain feature that can have a garrison. If you do so, roll a dice for each model that moves; on a roll of 1 it becomes lost in the shadow realm and is never seen again. The model is considered to be slain.

The Shadow Realms

The edges of the battlefield are shrouded in shadow and lead to a strange nether world. When you move a model (including when it charges or piles in), you can move it off a table edge and into the shadow realm. If you do this, roll a dice for the model and consult the table below.

D6 Effect

- 1 The model becomes lost in the shadow realm and is never seen again. The model is considered to be slain.
- 2-6 The model is set up touching the opposite table edge, directly across from the point at which it exited the table (i.e. at the closest point on the opposite table edge). It may then carry on with its move.

Note that the unit rules still apply, so if some models from a unit travel through the shadow realms, the rest of the models in the unit must be able to do so in order to join them.

Mystifying Miasma

WIZARDS in the Manses of Melkoth can use a Mystifying Miasma spell in addition to any other spells that they can use. Mystifying Miasma has a casting value of 4. If successfully cast, select a visible enemy unit within 18" of the caster. The opposing player must subtract 3 from run and charge rolls they make for the selected unit until the caster's next hero phase. Casting this spell more than once on the same unit has no additional effect.

GHUR: SHORES OF THE GNAWING SEA

The plains of monstrous bone that surround the Gnawing Sea are saturated with savage magic that attracts mighty predators – and those who would bind them.

The following rules apply to any battle fought on the shores of the Gnawing Sea.

Monstrous Beasts

When you set up your army, you can also set up a **MONSTER** that is not part of your army, known here as a monstrous beast.

Each monstrous beast must consist of a single **MONSTER** model. It does not count as part of any player's army, and does not cost any points if used

in a matched play battle. A monstrous beast can be set up anywhere on the battlefield that is more than 9" from a model from either player's army.

Monstrous beasts choose their prey at the start of each battle round. This will be the unit closest to the monstrous beast at the time (monstrous beasts will not attack each other). If more than one unit is equally close, then roll a dice to determine which is the monstrous beast's prey. For the rest of the battle round, the monster is considered to be part of the opposing player's army.

A monstrous beast's prey can change each battle round, and monstrous beasts will 'swap sides' depending on which unit is closest. Note that

a monstrous beast can be used to attack any unit in their prey's army, not just the prey itself, but cannot be attacked or charged by units from the army it has joined.

Wildform

WIZARDS on the shores of the Gnawing Sea can use the Wildform spell in addition to any other spells that they can use. Wildform has a casting value of 2. If successfully cast, select a visible friendly unit within 12" of the caster. Add 2 to charge and run rolls for that unit until the caster's next hero phase. Casting this spell more than once on the same unit has no additional effect.



REALMGATE WARS: THE KEY TO VICTORY

During a siege, it is when the walls are finally breached that the true battle begins. But rather than continue to grind down the fighting strength of the defenders through attrition, a canny commander will seek a means of victory that is swifter and far less costly. The exact nature of this course of action can vary wildly, from an attempt to capture the enemy commander or an important dignitary, to destroying the foundations of the enemy keep or poisoning the life-roots of a sylvaneth briarwall. In any case, such a coup can only be achieved by a determined assault. This battleplan represents just such a bold stratagem.

In the confusion of an ongoing siege, a small company of brave warriors have infiltrated the enemy fortress and now seek to fight their way towards their objective and bring an end to the conflict in one fell swoop. They must strike hard and fast to complete their mission before they are overwhelmed.

THE ARMIES

Each player picks an army, and then they must decide who will be the gallant and who will be the guardian. Each player rolls a dice, and whoever rolls higher can pick who is the gallant and who the guardian.

GALLANT'S OBJECTIVES

You have been tasked with fighting your way through the enemy's fortress and reaching the Realmgate at the heart of their defences. In doing so, you can shut off their reinforcements and secure ultimate victory in the bloody siege

taking place on the walls below. Your objective is in sight, but enemy patrols are standing guard; evidently rumours of your presence has spread. Your general must reach the Realmgate, for only they have the means to usurp its control from the enemy – shield them at all costs.

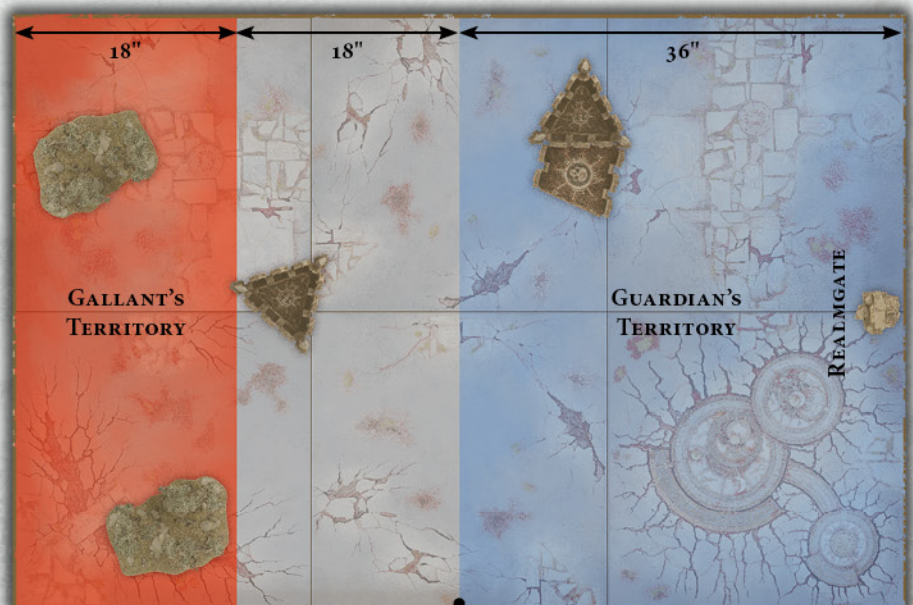
GUARDIAN'S OBJECTIVES

The magical scrying of your master's sorcerers has revealed the presence of an enemy host within your fortress walls. Their objective will undoubtedly be to take control of the Realmgate around which this stronghold was built. Your patrols are on high alert, but have yet to encounter the enemy directly. As soon as their location is discovered, bring all available forces to bear to crush the interlopers before they reach their target.

THE BATTLEFIELD

This battle takes place in a large courtyard leading up to the Realmgate's location. A few fortifications scatter the square, offering defensive outposts for the guardians and a modicum of cover for the gallant's advance.

First of all, the guardian sets up a single terrain piece so that it is touching the centre of the eastern table edge to represent the Realmgate – if the model is available, we suggest using a Baleful Realmgate. Players can either take it in turns to place a single fortification each, anywhere on the battlefield, or use the example scenery shown on the map below.



SKIRMISH ORDER

In order to avoid drawing too much attention whilst making their way through the fortress, the gallant army is pressing on towards their goal in limited numbers, having left much of their strength to keep the main enemy host occupied. Similarly, with most of their forces engaged in the fight on the walls, the guardian has few warriors to call upon.

As a result, in this battleplan, players can field no more than 5 units, and must use the minimum size as specified on each unit's warscroll. For example, if a unit's warscroll states that it 'has 10 or more models', the unit cannot include more than 10 models. Furthermore, each player can only include a single **MONSTER** in their army.



SET-UP

The guardian sets up all their units first, anywhere in their territory. Each of the guardian's units must be placed at least 9" apart from one another. The gallant then sets up all of their units, anywhere in their territory.

FIRST TURN

The gallant decides who takes the first turn in the first battle round.

ON PATROL

The guardian's forces are searching for the intruders, but until they become alerted to their presence, they can only act as sentries. Whilst acting as sentries, the guardian's units move as follows:

SEEKING THE INTERLOPERS

At the start of each of the guardian's first two movement phases, both players roll a dice for each unit in the guardian's army. If the result is tied, the unit being rolled for stays put. If one player rolls a higher result than their opponent, that player can move the unit being rolled for up to the difference in inches. For example, if the gallant rolled a 6 and the guardian a 3, the gallant could move that unit up to 3". Note that whilst they are acting as sentries, the guardian's units cannot run.

After all these moves have been made, the guardian can attempt to search for the enemy with any of their units that are within 6" of an enemy unit by rolling a dice. If the number rolled is equal to or higher than the distance in inches between the unit being rolled for and the enemy unit, the guardian's forces immediately become alerted to their foe's presence.

BECOMING ALERTED

The guardian cannot cast spells, charge or make attacks of any kind until their forces become alerted to the presence of the enemy. As soon as they become alerted, all of the guardian's unit can immediately act as normal from that moment on. The guardian's units will immediately become alerted if their sentries successfully search for the gallant's units (as described earlier), or if the intruders use a command ability, cast a spell, charge or make attacks of any kind. The guardian's forces automatically become alerted to the gallant's forces at the start of the third battle round.

EMPTY THE BARRACKS

Each time one of their units is wiped out the guardian can place it to one side, where it will be available to return later, as follows. At the start of each of their movement phases after becoming alerted to the presence of the gallant's forces, the guardian can bring on one of their units that has been wiped out earlier in the battle, setting them up anywhere within 6" of the eastern edge of the battlefield and more than 9" from an enemy unit. They cannot move in the subsequent movement phase.

VICTORY

The game ends immediately if the gallant's general is within 3" of the Realmgate at the end of a battle round, or has been slain. If the gallant successfully reaches the Realmgate with their general, they win a **major victory**. If one player wipes out all of their opponent's models that are on the battlefield before the end of the game, they win a **major victory**. Any other result is a **major victory** to the guardian.

REALMGATE WARS: THE BEAST RUN

When an army is badly outnumbered, it usually only has two choices. It can stand and fight, trusting to its skill at arms and grim resolve to win the day – or it can do something to even the odds! This battleplan is based upon the latter of these two options, and recreates the situation where an outnumbered force feigns retreat in order to lure an opposing army into a trap. Once the trap has been sprung and the pursuers weakened, the ‘quarry’ will suddenly turn about and attack their opponents, crushing them before they have a chance to recover.

THE ARMIES

Each player picks an army, and then they must determine who will be the hunter and who will be the quarry. If one player has at least a third more models than their opponent, then they must be the hunter. Otherwise, each player rolls a dice, and whoever rolls higher can pick who is the hunter and who is the quarry.

HUNTER’S OBJECTIVES

Your enemy has fled, and you are in hot pursuit. Your warriors outnumber them, and you have a chance to destroy them utterly – they must not escape. However, you worry that things have

been somewhat easy so far. Did the foe turn and run too promptly? Is their retreat less of a panic-stricken rout than it should be? You must be on your guard in case your foolish opponents are trying to lure you into a trap...

QUARRY’S OBJECTIVES

The area you are entering is death to any that tarry, and you must hurry in order to reach the far end of the narrow gorge before the monsters that make this their hunting ground emerge from their lairs. As long as you do so, the beasts will fall upon the enemy, leaving you to wipe out any of the foe that manage to fight their way out of your trap!

THE BATTLEFIELD

The battle takes place in a long narrow gorge that opens onto a plain. The cliffs that line the two sides of the gorge are represented by the long edges of the table. They are filled with caves and tunnels that are home to numerous monstrous beasts, all of which use the gorge as a hunting ground.

SET-UP

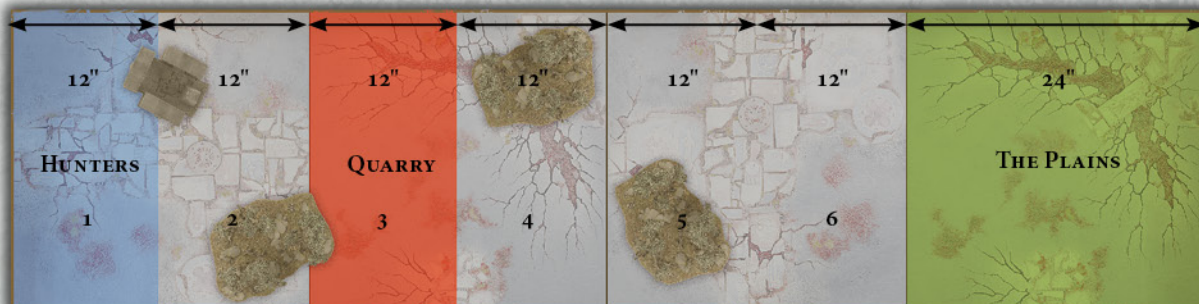
Before setting up, you must determine the maximum number of units each player is allowed to use. This is based upon the number of **MONSTER**

units that were placed in the pool of monstrous beasts (see opposite). The quarry is allowed to set up two units for every unit of monsters. The hunter is allowed to set up three units for every unit of monsters.

Do not use the set-up instructions on the *Warhammer Age of Sigmar* rules sheet. Instead, the quarry chooses a narrow table edge and sets up their units so that all of their models are between 24" and 36" away from it (for example, in the area marked ‘3’ on the map below). The hunters set up second, so that all of their models are within 12" of the table edge chosen by the quarry (for example, in the area marked ‘1’ on the map).

FIRST TURN

The quarry must take the first turn in the first round of the battle (there is no need to roll).





THE MONSTROUS BEASTS

In order to use this battleplan, each player needs at least one unit with the **MONSTER** keyword. These units represent the creatures whose hunting grounds have been entered by the two opposing armies.

Each player is allowed to place up to three **MONSTER** units to one side. They are not treated as being part of either player's army. The units will enter play from the sides of the battlefield as described here.

MONSTERS, MONSTERS!

The monsters in the pool of monstrous beasts arrive during the players' hero phases, and choose their prey at the start of each battle round.

SETTING UP THE MONSTERS

At the start of their hero phase, the player whose turn is taking place must roll to see if a monster is set up. On a roll of 1-3, nothing happens. On a roll of 4 or 5, they can set up one unit that they contributed to the monstrous beasts pool (as long as there is one left, of course). On a roll of 6, they can set up any unit from the pool, including any that were placed there by their opponent. Stop rolling once all of the monsters have been set up.

Roll the dice again to see where the monster is set up. All of the models in the unit must be set up within the area on the map that has the same number as the dice roll and within 3" of a table edge. The unit cannot move or attack until it has chosen its prey, as described next, but can be attacked before then by either player.

THE MONSTERS' PREY

Monsters choose their prey at the start of each battle round. This will be the unit closest to the monster at the time (monsters will not attack each other). If more than one unit is equally close, then roll a dice to determine which is the prey. For the rest of the battle round, the monster is considered to be part of the opposing player's army (e.g. if the prey is part of the hunter's force then the monster joins the quarry's army for that turn).

Note that a monster's prey can change each battle round, and that monsters may 'swap sides' depending on which unit is closest. Also note that a monster can be used to attack any unit in their prey's army, not just the prey itself.

VICTORY

Use the rules for Glorious Victory on the *Warhammer Age of Sigmar* rules sheet to determine the winner. However, the rules for sudden death victories are **not** used.

REALMGATE WARS: THROUGH THE BREACH

Once a breach has been opened in a fortress wall, the attack is still far from over. Indeed, securing a way through a stronghold's defences is one thing, but to face the garrison on the other side is quite another. Many an invading army has fallen at this final hurdle when, all but spent after their earlier success, they are put to the sword as they attempt to storm the fortress' interior.

This battleplan begins at just such a moment, with an invading force pouring through a large opening in a fortress' defences after having routed the defenders hastily tasked with its defence. Upon surging through the gap in the wall and into the open ground beyond, the exhausted attackers find themselves assailed in turn by a smaller but fresh reserve garrison.

THE ARMIES

Each player picks an army, and then they must determine who will be the besieger and who will be the warden. Ideally, the besieger should have a third more models than the warden. Otherwise, each player rolls a dice, and whoever rolls higher can pick who is the besieger and who the warden.

BESIEGER'S OBJECTIVES

The breach is yours. After many long days of siege warfare, you have broken the enemy's walls and stormed through the gap in great force. Your warriors are weary from their valiant efforts thus far, but one more battle yet awaits them. The enemy's reserve garrison must be defeated for ultimate victory to be yours. Maintain the momentum and crush the last defenders sent against you.

WARDEN'S OBJECTIVES

The enemy has breached your walls and now pours forth into the courtyard. Yet all is not yet lost. You have withheld a small, reliable throng of reserve regiments from the fighting in readiness for just such an eventuality, and time has proven you wise. The enemy has spent much of their strength against your defences, and the warriors they have left, though numerous and confident from their success, will likely be reaching the end of their endurance. Destroy them whilst they are vulnerable and drive them from your stronghold once and for all.



WEARY, BUT ASSURED OF VICTORY

The besiegers have met with great success, and are buoyed by their victories thus far. However, their confidence cannot disguise their underlying fatigue from many days of battle.

Add 1 to the Bravery of all models in the besieger's army, but reduce their Move characteristic by 1". In addition, the besieger's units cannot run.

LAST LINE OF DEFENCE

The wardens are acutely aware that it is up to them to see off the attacking army once and for all. Should they fail, all will be lost.

The warden can choose to re-roll any battleshock tests they take for any of their units. In addition, the warden can re-roll any hit rolls of 1 for their units, such is their determination to drive the enemy from within their walls.

THE BATTLEFIELD

Beyond the breach in the main walls lies the more open ground of a castle courtyard. A few smaller fortifications have been erected there to serve as barracks for the wall garrisons, but they also serve as useful defensive strongpoints should the wall be breached.

You can either generate the scenery for this battle as described on the *Warhammer Age of Sigmar* rules sheet, or use the example scenery shown on the map below.

SET-UP

Starting with the warden, each player takes it in turns to set up units, as described on the *Warhammer Age of Sigmar* rules sheet. Models must be set up in their own territory as shown on the map below. Any units from the besieger's army that cannot fit into their territory must be placed to one side – these units will act as reserves and have the opportunity to arrive later in the battle.

FIRST TURN

The besieger decides who takes the first turn in the first battle round.

POURING THROUGH THE GAP

At the end of each of their movement phases, the besieger can set up any of their reserve units anywhere within 6" of the breach section along the battlefield edge (see map), provided that they are not within 3" of any enemy models and there is room to place the entire unit. If there is no space to set up a reserve unit, it can arrive in a later battle round, provided that the above conditions are met.

VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. The game lasts for six battle rounds. If, before the end of the sixth battle round, the warden's army has been completely wiped out, and/or at least three of the besieger's units are fully or partially within the warden's territory (see map), the besieger wins a **major victory**. Any other result is a **major victory** to the warden.



REALMGATE WARS: AGAINST THE HORDE

This battleplan recreates a cunning guerilla war, fought between a small elite force and numberless hordes of hostile foes. In such a scenario, it is seldom wise for the outnumbered party to engage in open battle unless it is possible to manipulate the foe into a situation where the targeted destruction of their leadership is possible, thus breaking apart the enemy's fractious alliance.

Indeed, unless a suitably powerful and charismatic warlord emerges to lead a united legion of this size, lesser chieftains and would-be commanders will seek to increase their standing or usurp their rivals in the heat of battle by abandoning them to their fate or otherwise ensuring they meet a grisly end. The tales of such betrayals are without number in the war-torn realms, and as such, the armies featured in the narrative could easily be represented by those of any race you choose.

THE ARMIES

One player is the dominator, whose hordes are running rampant across the land, and their opponent is the manipulator, whose actions have been confounding and disrupting their enemy's plans for conquest. The dominator should ideally have at least twice as many models in their army as the manipulator.

DOMINATOR'S OBJECTIVES

For too long, your enemy has wrought anarchy and disruption across the land, waging a guerilla war that should have been crushed utterly by now. Now is your chance. Common cause has enabled you and your rivals to temporarily put aside your differences and form a grand alliance against the foe. The enemy now stands before your massed ranks, ripe for the slaughter.

Yet history has taught you that the enemy seldom engages in open battle

without good cause. Doubtless, they will try to rob you of vengeance by prising apart your fragile alliance. Be sure that they do not succeed. You cannot afford to waste such an opportunity to see them annihilated once and for all.

MANIPULATOR'S OBJECTIVES

The enemy has gathered in vast numbers to secure your ultimate defeat. Little do they know that in doing so they have fallen into your trap. The coming battle offers an excellent opportunity to fragment their alliance for years to come. The systematic destruction of their leadership will encourage the unruly hordes to give into their more base instincts for treachery and betrayal, enabling you to turn their attack into a military blunder of the worst kind. The task before you is a high-risk strategy, fraught with danger, but should you succeed, the reward will be huge.



MAGICAL MANIPULATION

The manipulator's **WIZARDS** know the Mystical Translocation spell in addition to any other spells they know.

MYSTICAL TRANSLOCATION

Using ancient knowledge, the caster opens up a magical bridge, enabling their allies to traverse the battlefield at impossible speed, outmanoeuvring the enemy with impunity and confounding their battle plans.

Mystical Translocation has a casting value of 5. If successfully cast, pick the caster or a unit from their army within 12". Remove that unit from the battlefield and immediately set it up anywhere on the battlefield that is more than 9" from an enemy unit. This counts as the unit's move for the following movement phase.

THE BATTLEFIELD

The battle is fought on a phantasmal plain so saturated with magical energy that to mortal eyes the landscape appears as a glimmering haze. Ancient architecture rises sporadically across the battlefield, glowing with an otherworldly light.

As a result, add 1 to the result of any casting or unbinding rolls made for a **WIZARD** within 3" of any terrain features on this battlefield, in addition to any other effects the terrain might have. You can either generate the scenery for this battle as described on the *Warhammer Age of Sigmar* rules sheet, or use the example scenery shown on the map.

RIVAL COMMANDERS

Before set-up, the dominator must divide their army into two, three or four forces. For each separate force in their army, the dominator can nominate a model to be one of the generals of their grand alliance. Each of these models can use a command ability in the hero phase as normal.

SET-UP

Starting with the manipulator, the players take it in turns to set up units, as described on the *Warhammer Age of Sigmar* rules sheet. However, each time the manipulator sets up a unit, the dominator can set up two units.

Units can be set up anywhere within their own territory (see map). Note that the dominator's territory is divided evenly between the number of forces they choose to field (see Rival Commanders). The example shown on the map has been divided into four territories, each 18" wide. However, if the dominator chooses to field three forces, each territory will be 24" wide, or 36" wide if they only divide their army in two. In any case, units belonging to different forces cannot be set up in the same territory.

FIRST TURN

The manipulator decides who takes the first turn in the first battle round.

FRACTIOUS UNION

Should one of the dominator's generals be slain, their warriors will abandon the fight, leaving their former allies to battle on without them. At the end of a turn in which any of the dominator's generals has been slain, all units belonging to that general's force are immediately removed from play, counting as having been slain.

VICTORY

Do not use any of the victory conditions from the *Warhammer Age of Sigmar* rules sheet.

Both the dominator and the manipulator are seeking to achieve total victory, either by wiping out the enemy army, or otherwise causing it to fragment and abandon the battle. The game lasts for five battle rounds. If one player has successfully wiped out their opponent's army before the end of the battle, they win a **major victory**. If the manipulator has been unable to wipe out the dominator's army, they can still win a **minor victory** if, at the end of the battle, they have any models left alive on the battlefield.



HINTS & TIPS

This battleplan serves as a formidable challenge for the manipulator. Should their strategy prove insufficient for the task at hand, the battle could be over incredibly swiftly. Indeed, not only is the manipulator heavily outnumbered, but the dominator's forces begin right on top of them, leaving little room to manoeuvre. The key to victory is twofold: firstly, the Mystical Translocation spell enables you to circumnavigate the enemy's strongest battle lines, so be sure to set up a few **WIZARDS**. Secondly, by picking off one of the dominator's generals, you can instantly relieve pressure from one of your flanks.

REALMGATE WARS: FLEETING FEALTY

Of all the many neutral and independent tribes that survived the tyranny of the Age of Chaos, amongst the most powerful are those comprising great beasts and powerful monsters that have banded together for mutual benefit. Since the Realmgate Wars erupted into life, commanders of every ilk have sought – by fair means or foul – to win the allegiance of these creatures, if only for the briefest of moments. The outcome of many battles have been turned on their heads by the arrival of a mighty ally.

THE ARMIES

Each player picks an army, and then they must decide who will be the demolisher and who will be the rampager. If one player has at least a third more models than their opponent, then they must be the rampager. Otherwise, each player rolls a dice, and whoever rolls higher can pick who is the demolisher and who the rampager.

Neither player can include any **MONSTERS** in their army. Any available **MONSTERS** in each player's collection are kept to one side, and form the Monstrous Horde which will arrive as the battle unfolds (see opposite). We suggest fielding roughly one **MONSTER** for every five units on the battlefield.

DEMOLISHER'S OBJECTIVES

In order for your forces to stem the tide of enemies in this area, the Realmgate that they have been using to bring their overwhelming numbers to bear must be destroyed. Yet this land is also the territory of a powerful warband of creatures that, should they arrive, could thwart or aid your ambitions. Be careful

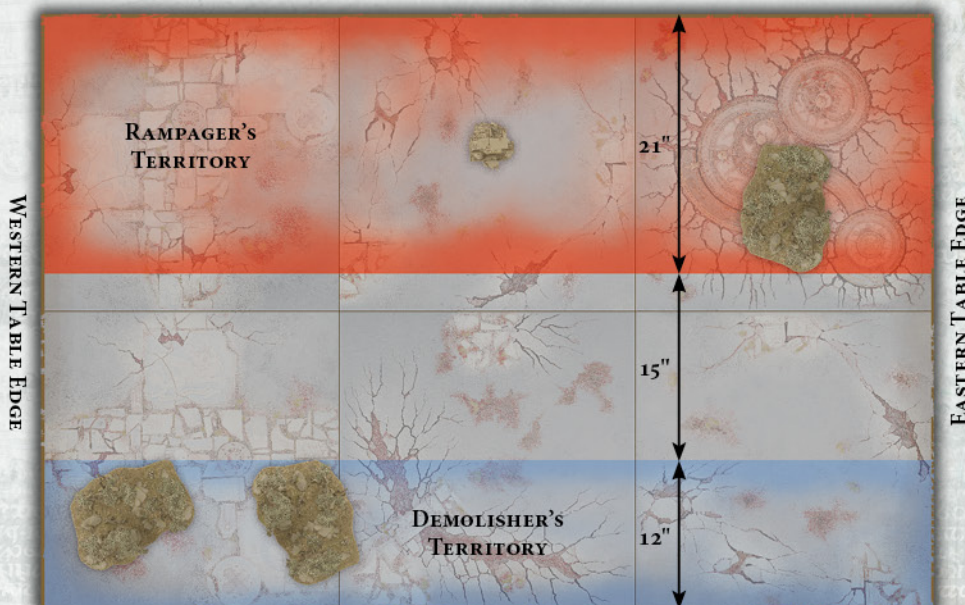
when treating with them, lest you rouse their anger. Should you win them to your cause, their strength could prove decisive in destroying the Realmgate.

RAMPAGER'S OBJECTIVES

An enemy army is approaching a Realmgate crucial to your dominance of this region. It must not fall. Yet the lair of a monstrous warband lies not far away, and they could well be drawn to the din of battle to defend what they believe to be their territory. Either find a way to turn their presence to your advantage or take this opportunity to destroy the creatures once and for all.

THE BATTLEFIELD

The Realmgate is located in an enormous valley, the low ground saturated by foetid water, resulting in the surrounding area being little more than a fly-infested swampland as far as the eye can see.



ATTACKING THE REALMGATE

Models from the demolisher's army can charge the Realmgate and attack it in the combat phase as though it were an enemy model. The Realmgate is considered to have a Save characteristic of 4+. If it suffers 8 wounds it is destroyed, and the demolisher immediately claims victory.

STURDY CONSTRUCTION

The Realmgate is constructed of durable materials and esoteric wards are inscribed into its surface. Save rolls for the Realmgate are not modified by an attack's Rend characteristic. In addition, roll a dice for each mortal wound inflicted on the Realmgate; on a roll of 4 or more the wound is negated and causes no damage.

If one player has a higher total, all of the Monstrous Horde units are controlled by that player, becoming friendly to their units for the duration of the battle round. If the scores are tied, roll again, applying the same modifiers to the rolls.

VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, if the Realmgate is destroyed, the demolisher immediately wins a **major victory**. Otherwise, the game lasts for six battle rounds. The demolisher rolls two dice at the end of the battle and adds them together. If the result is lower than the number of wounds the Realmgate has suffered, the demolisher wins a **minor victory**. The demolisher also wins a **minor victory** if they wipe out all of the rampager's models on the battlefield. In any other case, the rampager wins a **major victory**.

First of all, the rampager sets up a single terrain piece anywhere within their territory that is more than 6" from the edge of the battlefield to represent the Realmgate. If a model is available, we suggest using a Baleful Realmgate to represent this. Players can then generate any remaining scenery for this battle as described on the *Warhammer Age of Sigmar* rules sheet, or use the example scenery shown on the map.

SET-UP

The players alternate setting up units, one at a time, starting with the rampager. Models must be set up in their own territory as shown on the map. Note that none of the units from the Monstrous Horde (see below) are set up at this stage.

FIRST TURN

The demolisher decides who takes the first turn in the first battle round.

THE MONSTROUS HORDE

At the end of the first battle round, one player must roll a dice. On an even roll, the Monstrous Horde arrives from the western edge of the battlefield (see map); on an odd roll, they arrive from the eastern edge of the battlefield. Starting with the demolisher, players

take it in turns to set up a model from the Monstrous Horde anywhere within 9" of that table edge, more than 3" from either player's units. Continue this process until all of the Monstrous Horde models have been set up (or there is no more room).

STRIKING A PACT

At the start of every battle round after the first, both players can bid to gain the allegiance of the Monstrous Horde. Both players roll a dice and apply the following modifiers as appropriate (to a minimum of 0).

- If none of your units within 3" of a model from the Monstrous Horde made attacks against them in the previous battle round: +2
- If any of your units attacked a model from the Monstrous Horde in the previous battle round: -1
- If any of your units killed a model from the Monstrous Horde in the previous battle round: -2



REALMGATE WARS: TO BIND THE STORM

The Mortal Realms are replete with regions beset by lightning storms of terrible magnitude. Some are naturally occurring anomalies in the local meteorology, whilst other lands are endlessly lashed by fulminating storms of an altogether more esoteric nature. With such energy to fuel their incantations, sorcerers and electromancers of every description can harness these wild forces to their will. This is just as well, for numerous malevolent architectural oddities exist in the Mortal Realms that cannot be sundered without such powers. Whether a fortification constructed from enchanted stones or an arcane fulcrum shielded with warding magic, such edifices must be brought down, and the minions that protect them destroyed, lest their influence on the region become too great.

THE ARMIES

Each player picks an army, and then they must decide who will be the destroyer and who will be the custodian. If one player has at least a third more models than their opponent, then they must be the custodian. Otherwise, each player rolls a dice, and whoever rolls higher can pick who is the destroyer and who the custodian.

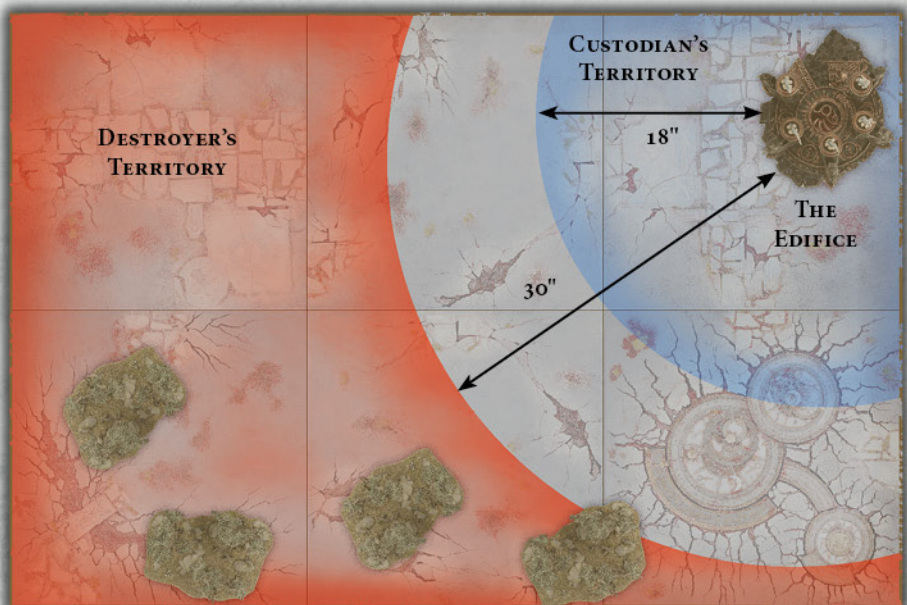
All **WIZARDS** know the Fury of the Storm spell, shown opposite, in addition to any other spells they know, and all **HEROES** have the Electromancers rule, shown opposite.

DESTROYER'S OBJECTIVES

An edifice stands before you and a raging lightning storm courses through the skies overhead. All of the pieces are now in play; what will separate victory from defeat is the will to bend the storm to your will and use it to destroy the edifice once and for all. Press onwards and complete your victory. Remember that the destruction of the edifice is of the utmost importance for, even now, its power grows – once unleashed it will be all but impossible to stop.

CUSTODIAN'S OBJECTIVES

Your enemy advances towards the edifice, intent on its destruction. It cannot be harmed by normal means, but should they seek to manipulate the raging storm overhead to do their bidding, then the threat that they may actually cast it down is very real indeed. This cannot be allowed to happen. Hold them back at all costs and drive them from these lands. The edifice must not be allowed to fall, or all the recent years of warfare in this domain will have been for naught.





THE BATTLEFIELD

The petrified, scorched woodland in the south gives way to a huge, barren hilltop, atop which rises the edifice, visible for many leagues around.

First of all, the custodian sets up a single terrain piece anywhere on the battlefield to represent the edifice. If the model is available, we suggest using a Dragonfate Dais to represent this.

Players can then generate any remaining scenery for this battle as described on the *Warhammer Age of Sigmar* rules sheet, or use the example scenery shown on the map.

SET-UP

The players alternate setting up units, one at a time, starting with the custodian. Models must be set up in their own territory. The custodian's territory is anywhere within 18" of the edifice, and the destroyer's territory is anywhere that is more than 30" from the edifice. An example is shown on the map.

FIRST TURN

The destroyer decides who takes the first turn in the first battle round.

ELECTROMANCERS

Whether by magical or divine means, those with the strength of purpose can bind the storm to their will. All **HEROES** can attempt to cast the Fury of the Storm spell once in each of their hero phases as if they were wizards. You can add 1 to the casting roll for **CELESTIAL HEROES**.

FURY OF THE STORM

The caster draws upon the untamed power coursing across the skies, willing it to seek out their target with unerring accuracy. Fury of the Storm has a casting value of 7. Pick a target unit within 36" and roll a dice. On a roll of 3 or more, that unit suffers D3 mortal wounds. However, if the casting roll for this spell was a double, the unit suffers D6 mortal wounds instead.

LIGHTNING STORM

In this region, blinding forks of lightning wrack the landscape every few heartbeats, lashing out at any who would dare to march beneath its angry skies.

At the end of each hero phase, the player whose turn it is rolls a D3. Their opponent can immediately make a number of lightning storm attacks equal to the number rolled, each resolved as follows: pick a target unit anywhere on the battlefield and roll a dice. On a roll of 3 or more the unit being rolled for immediately suffers D3 mortal wounds.

However, as electromancers, **HERO** models that are picked as targets only suffer D3 mortal wounds on the roll of a 5 or more instead of 3 or more.

THE EDIFICE

The edifice has a total of 20 Wounds and can be targeted as if it were an enemy unit, but cannot be damaged by any means other than mortal wounds. As soon as the edifice suffers 20 or more mortal wounds, the game ends immediately.

VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet.

The game lasts for six battle rounds. If the destroyer destroys the edifice, they win a **major victory**. If, at the end of the game, the destroyer has inflicted 10 or more wounds on the edifice, they win a **minor victory**. If, at the end of the game, the destroyer has inflicted fewer than 10 wounds on the edifice, the custodian wins a **major victory**. If one player wipes out all of their opponent's models that are on the battlefield before the end of the game, they win a **major victory**.



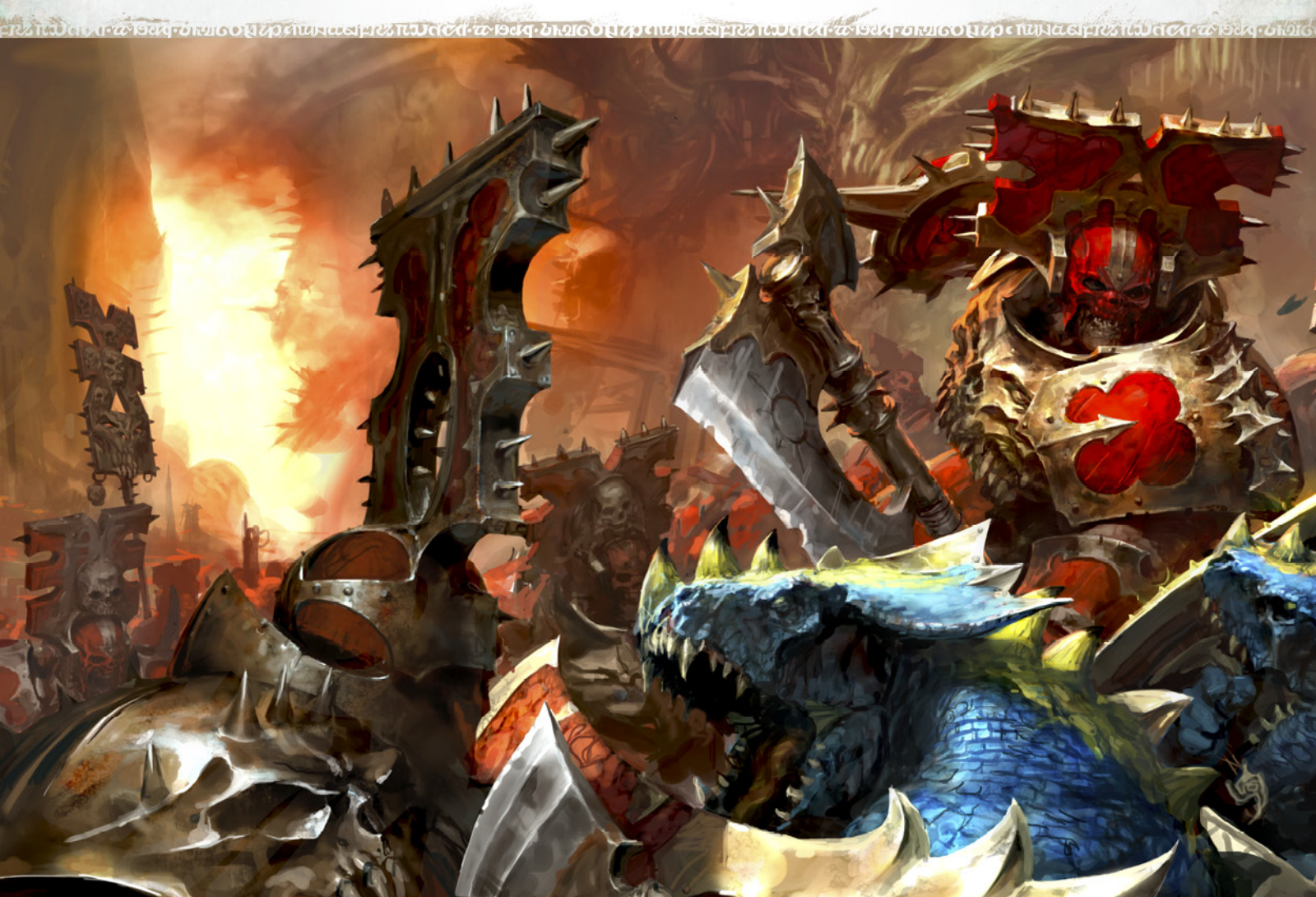
SIEGES IN THE AGE OF SIGMAR

The Mortal Realms are bristling with colossal fortresses, magically carved redoubts and naturally occurring places of power. Since the Age of Myth, countless bloody wars have been waged to conquer and defend these contested strongholds.

Some of the most exciting battles in the Mortal Realms take place along the walls of enormous castles and at the gaping mouths of cliff-side lairs. Playing narrative games centred around these epic sieges allows you to engage in different types of story-telling with your miniatures – stories of barbarous hordes scrabbling over crumbling walls, of ingenious ploys overcoming impenetrable defences, of brutal assaults and desperate last stands.

There are no limits to the types of siege warfare that you can participate in, and no restrictions on which armies might be involved. Vast strongholds are maintained throughout the Mortal Realms by the forces of Order, Chaos, Death and Destruction, and these vary wildly in their appearance and purpose. All that matters is that you can envisage a scenario that fits the theme of your collection as well as that of your opponent. For example, an army of

Stormcast Eternals may garrison one of their mighty Stormkeeps to defend the Realmgate housed within against an oncoming tide of Bloodbound savages. Alternatively, the Bloodbound may erect a grisly palisade of skull and bone around one of their Khornate shrines so that the daemonic ritual they are performing can be protected from the Stormhost that is thundering across the horizon. The setting and stakes of these battles are entirely up to you.

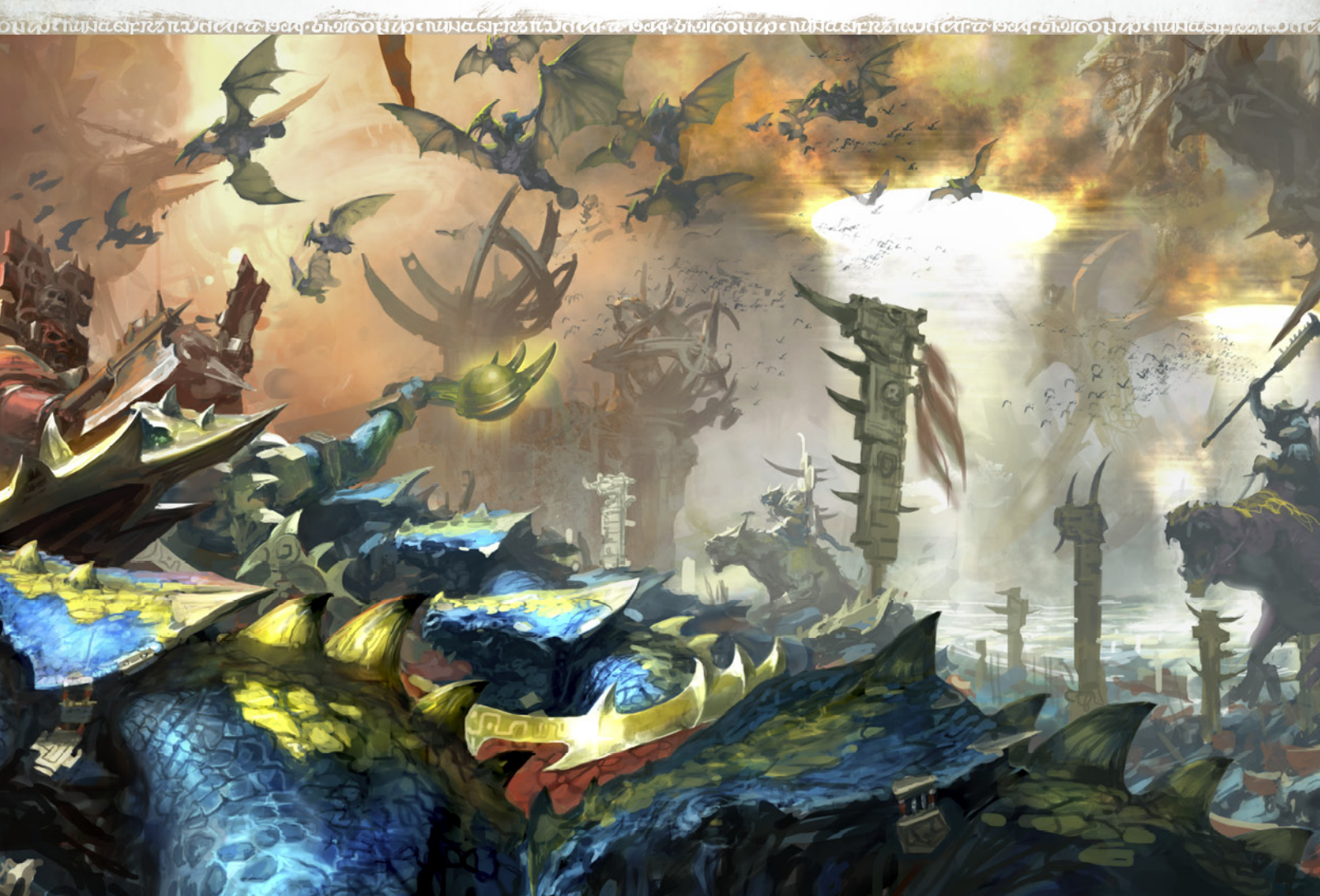




A siege battle can also give you the opportunity to try out different miniatures in your collection, or to use your favourite models in new and inventive ways. You may be used to charging boldly into the fray with your Mournfang Pack, but you could also use this hard-hitting cavalry unit to hold the gate to an icy bridge as it is being overrun by a particularly bellicose band of Fyreslayers mercenaries. You could field every Terrorgeist and Zombie Dragon you own to stage a daring airborne assault against a fortified Kharadron Overlords skyport. Or perhaps you are inspired to recreate one of the epic sieges depicted in *The Realmgate Wars* books or in Black Library novels and short stories.

Over the next few pages you will find the rules for playing siege games as well as two battleplans that you can use to create your own siege narratives. In Battleplan: The Relief Force, the defender must hold off the attacker long enough for reinforcements to arrive. This battleplan is perfect for staging sieges against smaller fortifications and battlefield redoubts. By placing a few Sylvaneth Wyldwoods, you can create a place of power that your sylvaneth clan can defend against attacking Brayherd despoilers, or you can set up a ring of walls and fences to represent the hasty barricades built by Free Peoples to hold back ghastly columns of Deathrattle warriors that have been plaguing the Fellmarsh.

If you want to fight a battle along the ramparts of a mighty citadel or amongst the barbicans of a daemonic city, then Battleplan: The Great Wall is ideal. As the attacker in this scenario, your amassed forces must breach the foe's lines of defence before reinforcements can come to the aid of the standing garrison and drive you back. As the defender, you can use as much *Warhammer Age of Sigmar* scenery as you have available to create your impenetrable stronghold. This is the perfect opportunity to put your Fortress of Grim Corruption or Chaos Dreadhold Helfort at the centre of the action, or you can use whichever scenery suits the theme of your armies and the wars that they are waging.



SIEGE WARFARE

Strongholds of all different shapes and sizes stud the Mortal Realms. Only a sizeable and highly motivated force has any chance of capturing such an objective and the spoils that lie beyond its walls, and then only at a terrible cost in blood and death!

Assaulting a fortress is no small matter. Many have tall, strong walls which are covered with protective devices designed to punish any intrusion, and within the walls stand garrisons of staunch defenders ready to rain death upon any attackers. Others are naturally occurring, such as an area of densely forested woodland or a series of ancient and long-abandoned caves, that can be used by a cunning or desperate defender to provide cover and stem an enemy assault.

The following rules allow you to fight a battle where one player must assault an enemy stronghold, and one must defend it. Also included are two new siege warfare battleplans for you to use with them. Imaginative players will find it easy to modify the following rules to fight other types of siege games.

THE STRONGHOLD

All *Warhammer Age of Sigmar* sieges require a stronghold for the defender to occupy. As noted above, the exact nature of a stronghold varies a great deal; it may be a Direstone Redoubt, a Sylvaneth Wyldwood or a set of ancient

ruins. Because of this, the defender is given free reign to make their stronghold from any terrain features that they have available.

The siege warfare battleplan you choose for your game will let you know how to pick the attacker and the defender, and which of the two territories that they occupy at the start of the battle (see pages 66-67). Set up the scenery in the attacker's territory and any neutral areas of the battlefield as normal, and then the defender can set up the scenery representing their stronghold in their territory.





The defender must set up at least five terrain features, and can set up any number more as long as all of the terrain features they set up fit fully inside their territory. You can choose any terrain features you like in your own games, or use the examples shown on these pages as inspiration.

The players set up their armies once the stronghold has been set up, following the set-up instructions from the battleplan they have decided to use.

THE SIEGE PHASE

The following siege phase takes place after the stronghold has been built and the armies set up, but before the first battle round begins. It represents the siege tactics that the attackers have used before the assault to wear down the defenders, and the counter-tactics the defenders have used to ensure they can hold out as long as possible.

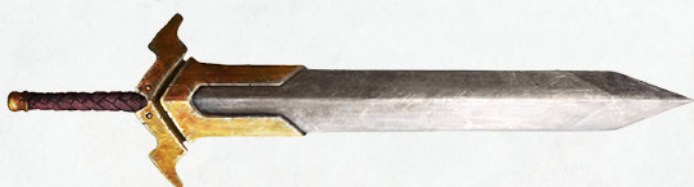
There are three main methods a besieging army can use to wear down the defenders before the battle starts:

Starve: The attackers isolate the stronghold, so that the defenders starve to death once their supplies begin to run out.

Batter: The attacker batters away at the defender's stronghold. With luck, one or more sections of the stronghold will be breached, making it easier to attack.

Tunnel: The attacker builds underground tunnels that will allow at least part of their army to emerge inside the defender's stronghold.

To determine what effect these tactics have, the players must first pick a siege tactic and then determine any siege effects, as described next.



BATTLEPLAN

SIEGE TACTICS

Both the attacker and defender must secretly pick one of the three siege tactics to concentrate their efforts on.

To decide what the attacker's main siege method will be, and the counter-tactic used by the defender, each player secretly picks a number by hiding a dice behind their hand. The attacker must pick a number from 1 to 3, and the defender a number from 4 to 6. Once both players have chosen their numbers, the dice are revealed, and the numbers cross-referenced on the siege table opposite, which will tell you what modifiers (if any) apply to the effects of the siege.

For example, the attacker chooses to concentrate upon starving the defenders, while the defender chooses to counter-tunnel. This means that 1 is added to the dice rolls the attacker makes to see if any of the defending units starve, and that 2 is subtracted from the attacker's roll to see if they successfully dig a tunnel.



SIEGE EFFECTS

Next, the attacker makes rolls to determine the effect of their siege methods on the defenders. Make all of the Starve rolls first, then the Batter rolls, and finally the Tunnel rolls.

Starve: The attacker rolls a dice for each defending unit, subtracting 1 from the roll if the unit is a **HERO**, and applying any of the relevant modifiers from the siege table. On a result of 5 or more the unit suffers D3 mortal wounds.



BATTLEPLAN

Batter: The attacker rolls a dice for each terrain feature in the defender's territory, applying any of the relevant modifiers from the siege table. On a roll of 5 or more the terrain feature has been breached, and none of its abilities can be used in the battle (it can still provide cover).

Tunnel: The attacker and the defender each roll a dice, the attacker applying any of the relevant modifiers from the siege table (the defender's dice roll is never modified). If the attacker's roll is higher, they have successfully completed their tunnel, and can pick one **HERO** and two other units (none of the units can be **MONSTERS**) to move through the tunnel.

Any units sent into the tunnels are removed from the battlefield, and can emerge from the tunnels at the start of any of their movement phases. When they emerge they can be set up anywhere on the battlefield that is more than 3" from any enemy units and within 3" of each other. This counts as their move for that movement phase.

THE ASSAULT

Once all of the siege effects have been rolled for, the attacker's assault begins. Start the first battle round of the game.

Siege Table			
Defender's Counter-tactic	Attacker's Main Siege Method		
	Starve (1)	Batter (2)	Tunnel (3)
Gather Supplies (4)	-1 Starve	+1 Batter	+2 Tunnel
		-1 Starve	-1 Starve
Re-build (5)	+1 Starve	-1 Batter	+2 Tunnel
	-1 Batter		-1 Batter
Counter-tunnel (6)	+1 Starve	+1 Batter	-2 Tunnel
	-2 Tunnel	-2 Tunnel	



SIEGE WARFARE: THE RELIEF FORCE

A defending army has been under siege for a considerable time. A relief force has been despatched to aid them, but before it can arrive the attackers launch their final assault. Can the garrison hold out until reinforcements arrive?

SIEGE BATTLE

Use the Siege rules from pages 62-65.

SET-UP

The players roll off, and the winner decides who will be the attacker and who the defender. The territories for the attacking and defending armies are shown on the map below. The players then set up scenery as described on pages 62-63.

Next, place three objective markers. The attacker places the first marker, the defender places the second, and the attacker places the third. Markers must be placed on a terrain feature in the defender's territory. You cannot place more than one marker on the same terrain feature (regardless of the position of the marker).

The armies can now be set up. The defender must set up their army first. The defending army is split into two contingents: the garrison and the relief force. There must be at least one unit in the relief force for each unit that is included in the garrison (the army general can be in either contingent). The defending player can only set up units from their garrison at the start of the battle – the relief force will arrive during the battle as described below. Defending models can be set up anywhere in their territory.

The attacking army sets up second. Attacking models must be placed in their territory, more than 6" away from the defender's territory.

The defender takes the first turn in the first battle round.

THE RELIEF FORCE

Roll 2D6 at the start of each of the defender's turns to see if the relief force arrives. Add the battle round number to the score. On a roll of 11 or more the entire relief force arrives. Roll a dice; on a roll of 1-2 it arrives on the narrow table edge to the left of the defender's territory; on a roll of 3-4 it arrives on the table edge opposite the defender's territory; and on a roll of 5-6 it arrives on the table edge to the right of the defender's territory (see map).

Units from the relief force can enter play in their player's movement phase. All of the models in the unit must be set up within 6" of the table edge they arrive on, and more than 9" away from any enemy units. This counts as their move for that movement phase.

CONTROLLING OBJECTIVES

The objectives in the defender's territory are controlled by the last player to have any models in or on the terrain feature with the objective marker. If both players have models in or on the objective, it is controlled by the defender.

VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, the game ends at the end of fifth battle round.

The attacker wins a **major victory** if they have captured all three objectives, and the defender wins a **major victory** if the attacker has control of just one objective or none of the objectives. If the attacker controls two objectives, the battle is a draw.

In addition, the defender immediately wins a **major victory** if they control all three objectives, and a Battleline unit (see the Pitched Battle profiles on pages 87-111) from the relief force is within 6" of any of the terrain features that has an objective marker.



SIEGE WARFARE: THE GREAT WALL

An attacking army finds its path blocked by a massive wall that is impossible for them to go round. The only option is to lay siege to the stronghold in an effort to break through the defensive line and continue their journey.

SIEGE BATTLE

Use the Siege rules from pages 62-65.

SET-UP

The players roll off, and the winner decides who will be the attacker and who the defender. The territories for the attacking and defending armies are shown on the map below. The players then set up scenery as described on pages 62-63.

The armies can now be set up. The defender must set up their army first. The defending army is split into two contingents: the garrison and reinforcements. There must be at least one reinforcement unit for each unit that is included in the garrison (the army general can be in either contingent). The defending player can only set up units from their garrison at the start of the battle – reinforcements will arrive during the battle as described below. Defending models can be set up anywhere in their territory.

The attacking army sets up second. Attacking models must be placed in their territory, more than 6" away from the defender's territory.

The defender takes the first turn in the first battle round.

REINFORCEMENTS

Starting from the second battle round, the defender must roll a dice for each of their reinforcement units at the start of their movement phase. On a roll of 5 or 6, the unit arrives on the battlefield.

All of the models in a reinforcement unit that arrives must be set up within 6" of the table edge, wholly within the defender's reinforcement area as shown on the map, and more than 9" away from any enemy units. This counts as their move for that movement phase. Set the unit up before rolling to see if the next reinforcement unit arrives.

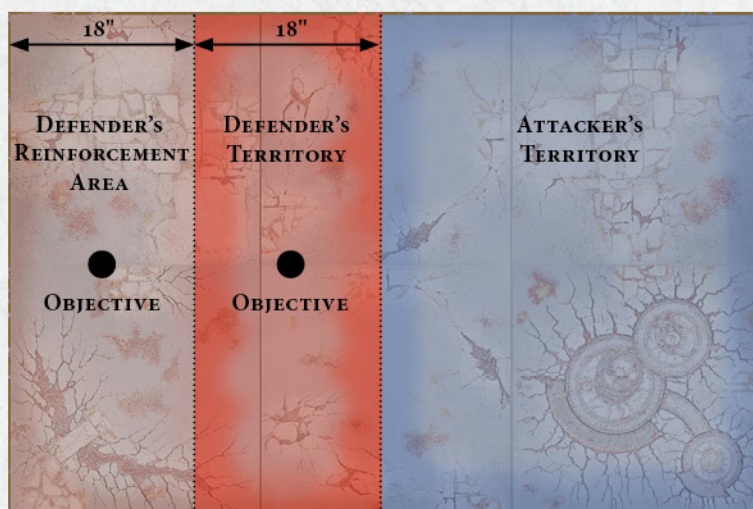


VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, this battle is fought to control two objectives. One objective is located in the centre of the defender's territory, and the second in the centre of the defender's reinforcements area, as shown on the map below. You may wish to show their location on the battlefield with a small marker.

A player controls an objective if, at the end of any turn, they have more models from their army within 6" of the objective than there are enemy models within 6" of it.

The battle ends at the end of the fifth battle round. The attacker wins a **major victory** if they control both objectives. The defender wins a **minor victory** if they control one of the objectives, and a **major victory** if they control both.



MATCHED PLAY GAMES





INTRODUCING MATCHED PLAY

In the Mortal Realms, armies come in all shapes and sizes, with unique strengths and weaknesses, but to truly test a general's mettle as a commander, there needs to be a level playing field. This is the goal of matched play.

While narrative play games allow you to assemble your army based on a theme or story, and open play games enable you to include any models you like, matched play games give you the option to fight battles with forces that are intentionally balanced against one another. As you will see, there are a number of ways to choose an army for a matched play game.


Later in this section you will find our Pitched Battle rules, which can be used in thrilling tournaments that

allow you to pit your matched play army against those of fellow players. You will find detailed additional rules for taking part in a tournament, as well as a comprehensive points-based system that assigns a value to every unit available in the *Warhammer Age of Sigmar* range. Using this system, you and your opponent can assemble your armies based on a prearranged total of points specifically designed to ensure that your forces are as equally matched as possible. You don't have to wait for a tournament to use the Pitched Battle

rules, however, as they provide an excellent framework for pick-up games as well. Also included in this section are six battleplans designed to be played as part of a Pitched Battle tournament, but there is nothing to stop you from using them in any of your games.

There are other methods of choosing an army that don't involve adding up points, but still suit the matched play format. For example, you and your opponent could build armies that have a set number of **HEROES**,





MONSTERS, WIZARDS or named characters. Alternatively, you could use the Wounds characteristics listed on each unit's warscroll as a guideline, either setting an upper limit for the number of wounds a unit can have, or a fixed total of wounds that an army can have as a whole. These are just a few examples of ways you can organise an army for matched play games – you and your opponent can use any system you like, as long as you both agree.

Assembling an army for a matched play game is a more complex process than it is for open play and narrative play games. Firstly, it will involve a conversation between you and your opponent in which you decide on the parameters of your game. Then, whatever your chosen method of army selection, there will be some calculations to make. In matched play games, therefore, the game starts before the first miniature is set up on the battlefield, as your decisions at this

stage will likely affect the outcome of the battle. Do you spend a lot of points on a high-powered model and risk potentially being overrun by a larger force? Your knowledge of the units available to you will be pivotal in this army selection process, and knowledge of your opponent's force can be just as important. These choices may be difficult to make at first, but once you've found the perfect balance for your army, you'll be able to use the same formula again and again to great effect, and this in turn can guide you when it comes to expanding your collection.



There are countless benefits to matched play games. A battle between armies that are equally balanced makes for a

decisive test of your strategic acumen, and the outcome of such a clash will always be hard to predict. Once you have settled on an army configuration, you essentially have a pick-up-and-play force that you can bring to any table, against any opponent, and there's no need to agree on the setting and story of a battle as you would in a narrative play game. Matched play is ideal for school leagues and tournaments, as it provides clear guidelines on the size and strength of the armies taking part, as well as ensuring that all battles are as fair as they can be. Also, putting limits on an army makes it easier to control how long a game will last, and as such, matched play is perfect for a quick game in your local Games Workshop store.

However fascinating and enjoyable it is to design a perfect army, a true general will only be satisfied after their force has sallied forth and proven its worth on the battlefield. Matched play beckons – and glory awaits you!

WARHAMMER AGE OF SIGMAR GAMING CLUBS AND TOURNAMENTS

A wonderful feature of the Games Workshop hobby is the degree to which it enables collectors to socialise. Hobbyists can connect via organised clubs, meet up, make friends, and play games of *Warhammer Age of Sigmar* in a friendly and supportive environment. The internet makes this process easier than ever, especially for those who can't always get to a Games Workshop store.

A good start would be to search the internet for 'Warhammer clubs' and the name of your town. You'll see which are popular, and chances are there's one close to you.

Throughout the wargaming hobby world, gaming events and tournaments take place virtually every weekend.

Wherever you are, you're likely to find a tournament you can reach in the near future, and they're well worth attending.

Not only will you get to meet up with a warm and welcoming community of fellow hobbyists, but you'll get to play some great games, and see some truly amazing-looking armies. Often, special 'house' rules have been created for the event, and no two tournaments are ever the same, keeping things exciting and interesting.

To find one near you, simply type 'Age of Sigmar tournament' and your town or area into an internet search engine and get ready to go to war.

TOURNAMENT GAMES

Tournaments are the ideal way to pit your army and your leadership skills against your fellow players, and also to meet new people and pick up great hobby tips. With events all around the world, you are certain to find one that inspires you.

Tournaments are a popular type of structured play, designed to provide players with a forum in which to showcase their army. The Pitched Battle rules presented in this section provide a great example of how to play a tournament, but when it comes to organising a competitive gaming event, the sky really is the limit. If you prefer the storytelling element of *Warhammer Age of Sigmar*, you can create a themed tournament set during a series of events that take place in the Mortal Realms. Or you can put together a simple open play knock-out tournament based on a

map campaign. Whatever you and your fellow players are interested in, it can be used to create a thrilling tournament.

On the following pages you will find detailed information on how to take part in a tournament, or even set up and run one of your own. The Grand Tournament is one such legendary event, which takes place each year at Warhammer World in Nottingham, UK. An important date in any hobbyist's diary, players gather from around the world to take part in this immersive event.

The battleplans presented in this section (see pages 80-85) have been devised for use in Pitched Battle tournaments, but they can be used in any game of *Warhammer Age of Sigmar*. Each one is an action-packed game, providing players with exciting challenges on their route to victory. These battleplans are even more fun when played between matched play armies in a tournament, and you'll find them a perfect introduction to the concept of matched play and competitive gaming, or you can use them to create your own tournament.





Warhammer Age of Sigmar tournaments take place right around the world, every week of the year. Many of them are organised by Games Workshop stores, while hundreds of others are the heroic work of local gaming clubs. In these homemade tournaments, the organisers often create exclusive, event-specific battleplans and rules sets. Regardless of whether the tournament you play sticks to the Pitched Battle rules presented on the following pages, or incorporates its own custom-made rules, it's sure to be an exciting competition and a rewarding hobby experience.

Above all else, the key component of all *Warhammer Age of Sigmar* tournaments is fun. While there is certainly friendly competition, the emphasis is on inclusion and

engagement. Hobbyists of any age and level of experience are encouraged to come along, join in and play. Besides gaming, tournaments are a brilliant way to acquaint yourself with the many aspects of the hobby as a whole, including modelling, painting and collecting. There will always be a friendly hobbyist on hand to give you advice on any of these topics.

The focus at every event is on camaraderie and fun, and prizes are awarded as often for sporting fairness, painting prowess and a positive attitude as they are for actually winning games. In fact, it's possible to win some tournaments without being victorious in a single battle!

All you need to attend a tournament is your army and your enthusiasm, but

we'd recommend that you also take along a 'tournament toolkit'. It doesn't need to be extensive, but your dice and tape measure are obvious essentials, while plastic glue or super glue come in handy for making running repairs on war machines or carrying out first aid on any grievously wounded miniature warriors.

So, if you're a great gamer, a passionate miniature painter, a keen kit-basher or simply enjoy making new friends and catching up with old comrades, look out for a tournament coming to your town. They'll be delighted to see you, and you'll soon find yourself inspired to expand your army, sharpen your generalship skills and upgrade your toolkit for the next exciting *Warhammer Age of Sigmar* event. See you there!



PITCHED BATTLES

The following rules allow you to play a Pitched Battle, either as a one-off game, or as part of a tournament. These rules are designed to allow players to take part with the minimum of fuss, making them ideal for pick-up games at clubs or gaming events.

To play a Pitched Battle, you and your opponent will first need to decide what type of Pitched Battle you want to fight, and then pick your armies. The type of game you pick will determine how big the battle will be – the larger the battle, the more points you will have to spend on units for your army, but the longer the game will take.

There are three different types of Pitched Battle to choose from:

Game Type	Game Length
Vanguard	Up to 1 ½ hours
Battlehost	2 to 2 ½ hours
Warhost	3 or more hours

After you have agreed what type of game you want to play, look it up on the chart opposite. The chart lists the number of points each player has to spend on the units for their army, and what limitations apply to the types of unit you can bring. Each player must pick the units they will use for their army as described next.

PICKING YOUR ARMY

The first step in picking an army is choosing its allegiance (see page 116). All of the units in the army must either have that allegiance, or be allied to that allegiance (see Allies, page 76).



Each unit in a Pitched Battle is assigned a points value and a minimum and maximum unit size. You will find lists of most available units on pages 87-111.

The game type you have chosen for your battle determines how many points you can spend on the units in your army (see the Pitched Battle chart below).

The combined points of the units in your army should not exceed the number of points shown on the chart. For example, in a Battlehost game, you could each field up to 2,000 points worth of units.

If the players wish, they can agree to modify the points allowed for a Pitched

Battle by plus or minus 250 points. For example, you might agree to play a 750 point Vanguard game, or a 2,750 point Warhost game.



	Vanguard	Battlehost	Warhost
Points *	1,000	2,000	2,500
Leaders	1-4	1-6	1-8
Battleline	2+	3+	4+
Artillery	0-2	0-4	0-5
Behemoths	0-2	0-4	0-5
Other Units	Any number	Any number	Any number
Allies	200	400	500

* If you and your opponent wish, you can use points on their own. Just agree with your opponent how many points will be used, which can be as high or as low as you like. When playing a points-only game, ignore the limits on the number of Leader, Battleline, Behemoth Artillery units and Allies you can take – you can take any units you like as long as they do not exceed the points limit you have set for your game.





PITCHED BATTLE PROFILES

In order to be used in a Pitched Battle, a unit or warscroll battalion must have a Pitched Battle profile. The profile will let you know how many models the unit can have, and how many points it costs to use.

Pitched Battle profiles can be found for the majority of units and warscroll battalions on pages 87 to 111 of this book. If not, they are provided with the warscroll, for example in the Battletome where the warscroll appears.

ALLIES

A player can spend some of their points on allied units. The Pitched Battle profile for each faction lists the allegiances of the allied units you can take. Allied units can have a different allegiance to the rest of the army.

The number of points that can be spent on allies from the player's total points allowance is shown on the Pitched Battle chart on the previous page. For example, a player playing a Battlehost game could spend up to 400 of their 2,000 points on allied units.

Allied units are treated as part of the player's army, except that they are not included when working out the army's allegiance or the number of Battleline units in the army, and an allied model cannot be the army general. However, note that allied units *do* count towards the maximum number of Leader, Behemoth and Artillery units that can be included in the army.

Remember that in most cases allegiance abilities only work for units with the appropriate keyword. So, for example, **STORMCAST ETERNAL** allegiance abilities would only apply to the **STORMCAST ETERNAL** units in the army, and not their allies.

WARSCROLL BATTALIONS

If a player's army includes the units needed to field a warscroll battalion, then the player can only use the battalion's abilities by paying the points cost for the battalion as shown on the Pitched Battle profile for that battalion. You must pay the cost of the units in the battalion normally – the points value listed for each battalion is an extra cost that allows you to use its abilities.

THE RULES OF ONE

The following special rules apply to all Pitched Battle games:

The 1st Rule of One: Each spell can be attempted only once per turn rather than once per wizard per turn. For example, after you have attempted to cast Arcane Bolt, you cannot attempt to cast it again in the same turn, even if a model has an ability that would normally allow it to cast the same spell more than once.

The 2nd Rule of One: A roll of 1 to hit, wound, or save always fails. By the same token, a roll of 6 to hit or wound always succeeds. In both cases, this applies to the roll after any re-rolls have been taken, but before modifiers are applied.

The 3rd Rule of One: Any extra attacks, hit rolls or wound rolls gained by the use of an ability cannot themselves generate extra attacks, hit rolls or wound rolls. For example, the extra hit roll generated by a Ripperdactyl Rider's Voracious Appetite ability could not also generate further hit rolls.

The 4th Rule of One: You cannot re-roll or modify the roll at the start of each battle round that determines who chooses the player that takes the first turn.

The 5th Rule of One: No artefact of power or similar item can be taken more than once in the same army. For example, an army cannot include two Obsidian Blades.



REINFORCEMENT POINTS

Sometimes a spell or ability will allow you to add units to your army, or replace units that have been destroyed. For example, the Raise Zombies spell allows you to set up a new unit of Zombies during a battle, while the Slaughterborn ability allows you to return Skarr Bloodwrath to play after he has been slain. In a Pitched Battle, you must set aside some of your points in order to be able to use these units. The points you set aside are called your army's reinforcement points.

Each time a unit is added to an army during a battle, or a destroyed unit is returned to play, you must first subtract the number of points the unit would cost from your pool of reinforcement points, unless noted otherwise. Things that do not have a points cost do not

cost any reinforcement points, and can be added to your army 'for free'.

If there are not enough points in the pool to pay for the unit, you must either decrease the size of the unit until you have enough points for it, or not use it at all. If you decide not to use the unit, then the ability or spell that allowed you to take it in the first place is still considered to have been used, even though no unit actually arrived.

Reinforcement units must belong to the same Grand Alliance as the rest of your army, but can otherwise have any allegiance. Because restrictions are determined when you pick your army, units added later using reinforcement points can allow the army to exceed the normal limitations for Leaders, Artillery and Behemoths.

Spells or abilities that allow you to add models to existing units don't cost any reinforcement points. However, in a Pitched Battle spells or abilities cannot

increase the number of models in a unit to more than it had at the start of the battle (i.e. you can replace slain models but not create new models for a unit).

ARMY ROSTER

Once you have picked your army, record the details on a piece of paper (your army roster), and show it to your opponent before setting up your army at the start of the battle. See page 112 for an army roster you can photocopy.

The roster must include the units in your army, what size the units are, details of the upgrades they have, which units are allies, the army's allegiance, what Artefacts of Power and other items each hero is armed with, which model is the army's general and what his Command Trait will be. In a Pitched Battle, your general must be a Leader, and may not be an ally.

If your army includes any units that are given keywords when they are set up, such as units with a Mark of Chaos, then these must be written down when the unit is added to the roster.

You must also record the allegiance abilities for your army. You can choose to take either the allegiance abilities for the allegiance your army belongs to, or the allegiance abilities for the Grand Alliance your army belongs to. For example, an army with the **STORMCAST ETERNALS** allegiance could either use the Stormcast Eternals allegiance abilities or the Order allegiance abilities.



BATTLEFIELD ROLES

Some units are assigned a battlefield role in a Pitched Battle. These can be found on pages 87 to 111 of this book, or will be in the unit's battletome. A unit's battlefield role is based on how it is used in a battle.

The Pitched Battle chart on page 75 lists the minimum number of Leaders and Battleline units you must include in a Pitched Battle army, and the maximum number of Leaders, Artillery, and Behemoth units it can include.

Allies do not count towards the minimum number of units you have to take in the army, but do count towards the maximum number of Leaders, Artillery and Behemoths you can take. A model that is a Leader and a Behemoth counts as one Leader and one Behemoth in your army.

THE BATTLEFIELD

The Pitched Battle rules assume that the game will be fought on a battlefield that is 4' by 4' in Vanguard games, 6' by 4' for Battlehost games, and 8' by 4' for Warhost games, with one or two terrain features in each 2' by 2' area of the battlefield. Don't worry if your battlefield doesn't match these requirements exactly, but keep in mind that playing on very small or large battlefields, or ones that are either a barren wasteland or filled to overflowing with terrain, may give an advantage to one side or the other.

Some terrain features, like the Balewind Vortex, can be summoned to the battlefield. When this is the case, the terrain feature can be added to the

battlefield as normal. Terrain features that are added to the battlefield like this may sometimes cost reinforcement points (see the Scenery section of the Pitched Battle profiles on page 111 for the costs).

During your battle, you may use the rules from a terrain feature's warscroll if it has one, or generate the rules for the terrain feature using the table on the *Warhammer Age of Sigmar* rules sheet. In addition, the following rule applies to all Pitched Battles:

Monsters and Cover: The save modifier for being in cover does not apply to **MONSTERS**.

BATTLEPLANS

We have provided six battleplans designed specifically for use in Pitched Battles (see pages 80-85). Each offers a unique set of tactical challenges, and will provide the players with a chance to show their skill when faced with a variety of different sorts of battle. To pick a battleplan, roll a dice, and use the battleplan that corresponds to the dice roll.

D6	Battleplan
1	Knife to the Heart
2	Total Conquest
3	Duality of Death
4	Battle for the Pass
5	Starstrike
6	Scorched Earth



TRIUMPHS

Triumphs work differently in Pitched Battles. Instead of rolling on the triumph table for a major victory, the players compare the number of points that were left over after picking their armies (i.e. that were not spent on models for their army or used as reinforcement points). If one player has more points left over, they can roll once on the triumph table on the right after both armies have been set up.

D6 Triumph

- 1-2 Inspired:** Once per battle, when a unit is selected to attack in the shooting or combat phase, you can say that it is inspired. If you do so, you can re-roll all failed hit rolls made for that unit in that phase.
- 3-4 Bloodthirsty:** Once per battle, when a unit is selected to attack in the shooting or combat phase, you can say that it is bloodthirsty. If you do so, you can re-roll all failed wound rolls for that unit in that phase.
- 5-6 Indomitable:** Once per battle, when a unit has to make a save roll in the shooting or combat phase, you can say that it is indomitable. If you do so, you can re-roll all failed save rolls for that unit in that phase.

PITCHED BATTLE TOURNAMENTS

A Pitched Battle tournament consists of a number of rounds (usually from three to five). You fight a battle in each round, and score points depending on how well you do in each battle. After the final round, the points that the players have scored will be added up, and whoever has scored the most will be declared the winner!

THE RULES PACK

If you attend a Pitched Battle tournament, the organisers will send you a rules pack. This will let you know how many rounds there will be, how long each round is, and if any special rules apply to the games being fought at their event. The rules pack will also let you know how your opponent is chosen each round, and how points will be awarded to decide the winner of the event.

HOUSE RULES

Many tournaments will include tweaks and changes to the *Warhammer Age of Sigmar* rules sheet by instituting 'house rules'. For instance, one of the most commonly seen house rules asks players to measure distances from base to base, ignoring limbs and weapons that hang over the edge of the model's base. This changes the dynamic of combat slightly, but can prevent carefully painted and modelled bases getting damaged as they are stacked on top of each other.

Another popular house rule is to work out the cost of each individual model in an under-strength unit, rather than rounding the cost of the unit up. For example, if you wish to field a unit of 3 Liberators without paying the full unit cost. A full-strength unit has 5 models that costs 100 points, and therefore the cost of each model in the unit is 100 divided by 5, or 20 points each. This means that the cost of a unit with 3 models is 60 points.

Other house rules might modify how armies are chosen, how scenery works, or anything else, so be sure to check the rules pack for any event you're attending. In your own gaming group, you can decide between yourselves if you will use any house rules, as long as you all agree. If you're playing in a campaign, we recommend having the same house rules apply to all the games.



PITCHED BATTLE: KNIFE TO THE HEART

Two warlords are each struggling to gain control of a vital objective that lies deep in their opponent's territory. Both must strive to capture their objective first, ruthlessly wiping out any enemy incursions into their own territory while pushing their own forces deep into the enemy's heartland.

SET-UP

Both players roll a dice, rolling again in the case of a tie, and the player that rolls higher decides which territory each side will use. The territories for the two armies are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the dice roll to determine territories. Models must be set up in their own territory, more than 9" from enemy territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player can set up the rest of the units in their army, one after another. The player that finishes setting up their army first can choose who has the first turn in the first battle round.

TRIUMPHS

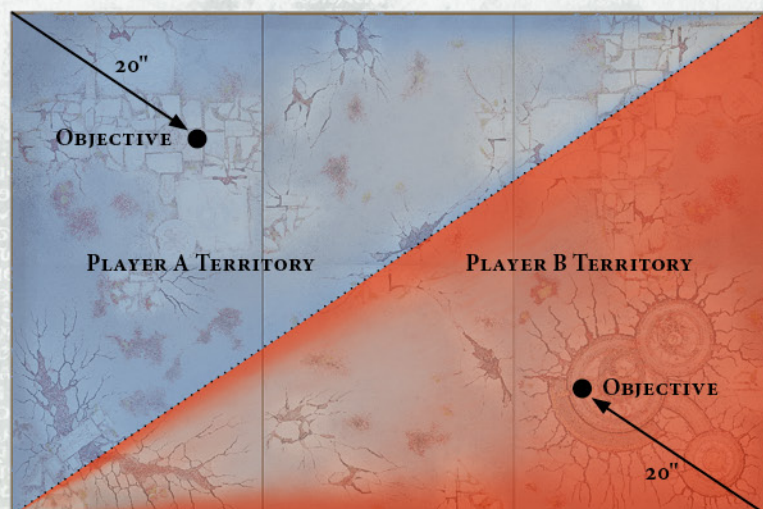
If one player has more points left over than their opponent, then they can roll on the Pitched Battle triumph table (see page 79) after both armies have been set up.

VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, this battle is fought to control two objectives. The objectives are located in the corner of each player's territory 20" from the corner of the battlefield, as shown on the map below. You may wish to show their locations on the battlefield with a small marker.

A player controls an objective if, at the end of any turn, they have 5 or more models from any number of units in their army within 6" of the objective and there are no enemy models within 6" of it. A unit can only help to control one objective at a time; if it could help to control more than one, the player commanding the unit picks which one it helps to control. Starting from the third battle round, one player immediately wins a **major victory** if they have control of both objectives.

If neither player has won by the end of the fifth battle round, or the amount of time allocated for the battle runs out, then each player adds up the points value of any enemy units that have been destroyed during the battle (including any summoned units). If one player has a higher total, they win a **minor victory**.



PITCHED BATTLE: TOTAL CONQUEST

A blood-soaked battlefield is located at a vitally strategic location. Two armies stand upon this field of death, determined to drive their enemies from it and achieve total domination.

SET-UP

Both players roll a dice, rolling again in the case of a tie, and the player that rolls higher decides which territory each side will use. The territories for the two armies are shown on the map below.

The players alternate setting up units one at a time, starting with the player that won the dice roll to determine territories. Models must be set up in their own territory, more than 9" from enemy territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player can set up the rest of the units in their army, one after another. The player that finishes setting up their army first can choose who has the first turn in the first battle round.

TRIUMPHS

If one player has more points left over than their opponent, then they can roll on the Pitched Battle triumph table (see page 79) after both armies have been set up.



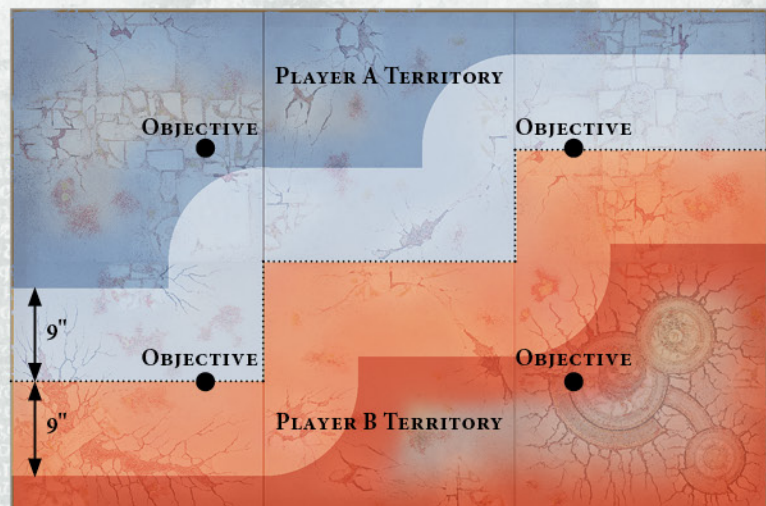
VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, this battle is fought to control four objectives. The objectives are located at the centre of each quarter of the field of battle, as shown on the map. You may wish to show their locations with a small marker.

A player controls an objective if, at the end of any turn, they have a unit of 20 or more models from their army within 6" of the objective and the enemy does not, or, failing that, if they have more models from their army within 6" of the objective than there are enemy models within 6" of it. A unit can only help to control one objective at a time; if it could help to control more than one, the player commanding the unit picks which one it helps to control.

An objective remains under the player's control until the enemy is able to gain control of it, even if the capturing models later move away.

Each player scores 1 victory point for each objective they control at the end of each of their turns. They receive a bonus victory point if the objective was seized that turn having previously been controlled by the enemy. The player with the most victory points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out), wins a **major victory**. If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (including any summoned units). If one player has a higher total, they win a **minor victory**.



PITCHED BATTLE: DUALITY OF DEATH

Two focal points of incredible power lie close to each other. Either point will grant a hero or monstrous beast that stands upon it with incredible power and everlasting life - but only if they can defeat the jealous enemies that wish to steal the location for themselves!

SET-UP

Both players roll a dice, rolling again in the case of a tie, and the player that rolls higher decides which territory each side will use. The territories are shown on the map below.

The players alternate setting up units one at a time, starting with the player that won the dice roll to determine territories. Models must be set up in their own territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player can set up the rest of the units in their army, one after another. The player that finishes setting up their army first can choose who has the first turn in the first battle round.

TRIUMPHS

If one player has more points left over than their opponent, then they can roll on the Pitched Battle triumph table (see page 79) after both armies have been set up.

VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, this battle is fought to control two objectives. Each lies on the centre line, one in

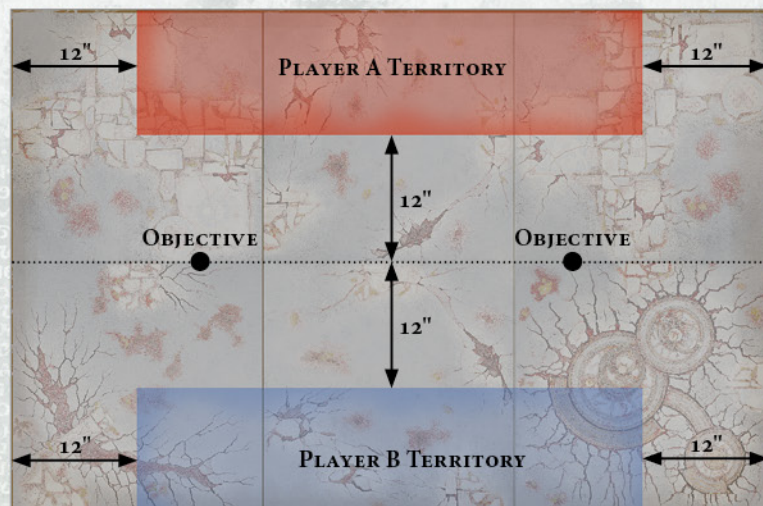
the middle of the left-hand half of the battlefield, and the other in the middle of the right-hand half of the battlefield, as shown on the map.

A player controls an objective if a **HERO** or Behemoth from their army is within 3" of the objective at the end of any move (including run, charge or pile-in moves, but not retreat moves). Only one **HERO** or Behemoth can control each objective at a time – if more than one is eligible, then the first to arrive controls it. If a **HERO** or Behemoth slays an enemy **HERO** or Behemoth controlling an objective, then they immediately gain control of it if they are within 3" of it.

At the end of each of your turns, you score victory points for each objective controlled by a **HERO** or Behemoth from your army. The number of victory points is equal to the number of your turns that the **HERO** or Behemoth has controlled the objective for; 1 on the turn they gained control, 2 at the end of the second turn, and so on. In addition,

any **HERO** that is not a Behemoth that controls an objective heals a number of wounds equal to the victory points that they scored.

The player with the most victory points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out) wins a **major victory**. If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (including any summoned units). If one player has a higher total, they win a **minor victory**.



PITCHED BATTLE: BATTLE FOR THE PASS

Many kingdoms in the Mortal Realms are separated by towering mountain ranges that can only be navigated by traversing a narrow pass. These defiles are of vital strategic importance, and many blood battles are fought over their control.

SET-UP

Both players roll a dice, rolling again in the case of a tie, and the player that rolls higher decides which territory each side will use. The territories are shown on the map below.

The players alternate setting up units one at a time, starting with the player that won the dice roll to determine territories. Models must be set up in their own territory, more than 12" from enemy territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player can set up the rest of the units in their army, one after another. The player that finishes setting up their army first can choose who has the first turn in the first battle round.

TRIUMPHS

If one player has more points left over than their opponent, then they can roll on the Pitched Battle triumph table (see page 79) after both armies have been set up.

VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, this battle is fought to control four objectives. Two are located at the centre of each player's

territory. The other two are located on the border between the players' territories, as shown on the map.

A player controls an objective if, at the end of any turn, they have a unit of 20 or more models from their army within 6" of the objective and the enemy does not, or, failing that, if they have more models from their army within 6" of the objective than there are enemy models within 6" of it. A unit can only help to control one objective at a time; if it could help to control more than one, the player commanding the unit picks which one it helps to control.

An objective remains under the player's control until the enemy is able to gain control of it, even if the capturing models later move away.



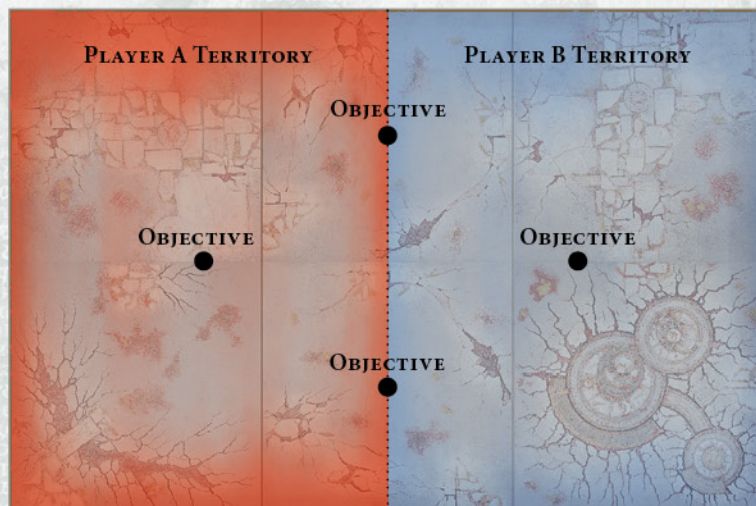
You score victory points for each objective you control at the end of each of your turns. The number of points you receive varies depending on the objective's location:

Objective is in your own territory:
1 victory point

Objective is on the border between the territories: 2 victory points

Objective is in enemy territory:
4 victory points

The player with the most victory points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out), wins a **major victory**. If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (including any summoned units). If one player has a higher total, they win a **minor victory**.



PITCHED BATTLE: STARSTRIKE

In certain places in the Mortal Realms, the land is bombarded by fragments of magical ore that fall burning from the skies. These remnants of stars are coveted by ambitious warlords, for they can be used to forge deadly blades that will cut through any armour.

SET-UP

Both players roll a dice, rolling again in the case of a tie, and the player that rolls higher decides which territory each side will use. The territories are shown on the map below.

The players alternate setting up units one at a time, starting with the player that won the dice roll to determine territories. Models must be set up in their own territory, more than 12" from enemy territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player can set up the rest of the units in their army, one after another. The player that finishes setting up their army first can choose who has the first turn in the first battle round.

TRIUMPHS

If one player has more points left over than their opponent, then they can roll on the Pitched Battle triumph table (see page 79) after both armies have been set up.

STARSTRIKE

One fragment of star-ore strikes the border between the two player's territories in the second battle round, and then two more crash to the

ground in the third round, one in each player's territory. They land at the start of the battle round, before the roll to determine who has the first turn is made.

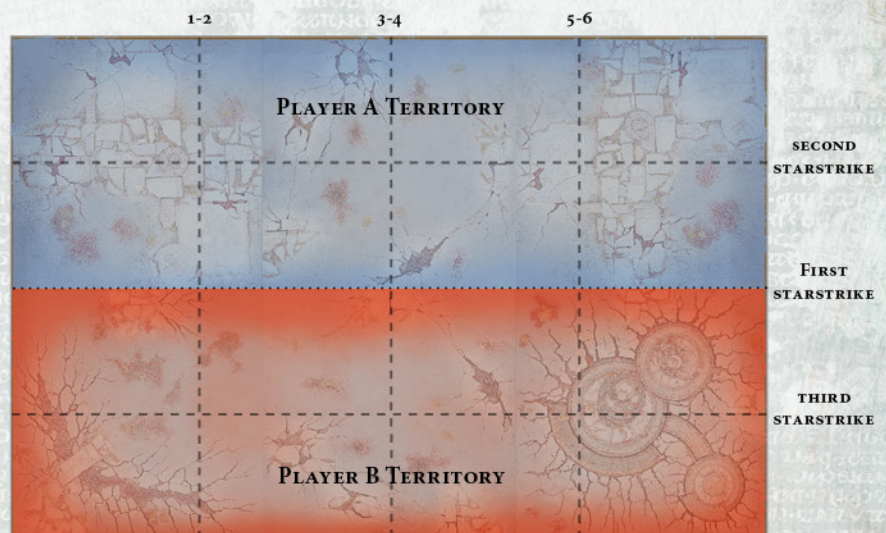
Roll a dice and refer to the map below to determine where each fragment lands. On a roll of 3 or 4 the fragment lands in the centre of the territory, on a roll of 1 or 2 it lands in the middle of the left-hand half of the territory, and on a roll of 5 or 6 it lands in the middle of the right-hand half of the territory, as shown on the map. You may wish to show the locations of the fragments with small markers.

A player controls a fallen fragment if, at the end of any turn, they have more models from their army within 3" of the objective than there are enemy models within 3" of it. A unit can only help to control one objective at a time; if it could help to control more than one, the player commanding the unit picks which one it helps to control.

VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, at the end of each of your turns you score a number of victory points equal to the number of the current round for each star-fragment you control. For example, if you control 1 fallen fragment at the end of your turn in the third battle round, you would score 3 victory points.

The player with the most victory points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out), wins a **major victory**. If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (including any summoned units). If one player has a higher total, they win a **minor victory**.



PITCHED BATTLE: SCORCHED EARTH

Sometimes battles are fought not to destroy the enemy, but to seize their resources and carry them off. Raiding parties will strike into enemy territory, capturing an objective and searching for any hidden treasures, before razing what remains to the ground to deny its use to the enemy.

SET-UP

Both players roll a dice, rolling again in the case of a tie, and the player that rolls higher decides which territory each side will use. The territories are shown on the map below.

The players alternate setting up units one at a time, starting with the player that won the dice roll to determine territories. Models must be set up in their own territory, more than 12" from enemy territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player can set up the rest of the units in their army, one after another. The player that finishes setting up their army first can choose who has the first turn in the first battle round.

TRIUMPHS

If one player has more points left over than their opponent, then they can roll on the Pitched Battle triumph table (see page 79) after both armies have been set up.

VICTORY

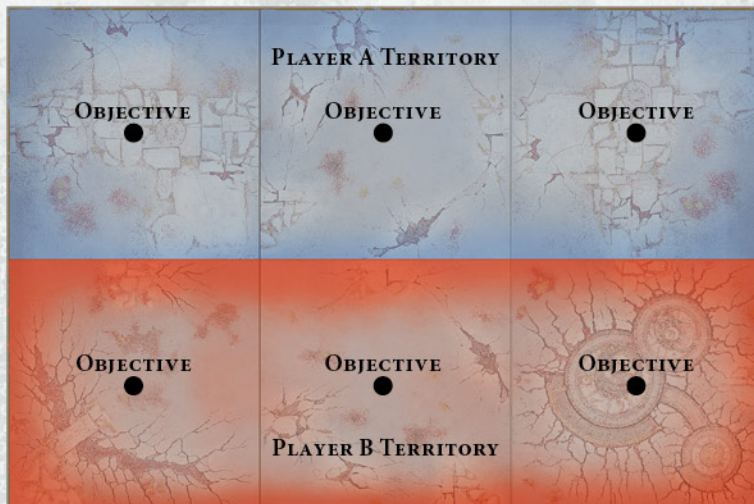
Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, this battle is fought to pillage or protect six objectives as shown on the map. You may wish to show their locations with a small marker.



A player controls an objective if, at the end of any turn, they have more models from their army within 3" of the objective than there are enemy models within 3" of it. A unit can only help to control one objective at a time; if it could help to control more than one, the player commanding the unit picks which one it helps to control.

Each player scores 1 victory point at the end of each of their turns for each objective they control. Alternatively, they can raze an objective they control in enemy territory, scoring D3 victory points instead of 1 but removing the objective from play.

The player with the most victory points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out), wins a **major victory**. If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (including any summoned units). If one player has a higher total, they win a **minor victory**.





PITCHED BATTLE PROFILES

On the following pages you will find the Pitched Battle points values, unit sizes and battlefield roles for the vast majority of the models in the Citadel range. Any not included here can be found with the warscroll for the model in question.

Spending the appropriate number of points on a unit allows you to take a minimum-sized unit of that sort, with any of the optional upgrades to which it is entitled and which you wish to take. Any Artillery unit that needs a crew receives the associated crew unit at no additional cost in points.

Larger units are taken in multiples of their minimum unit size, as long as the number of models in the unit does not exceed its maximum unit size. When you take a larger unit, multiply the cost of the unit by the same amount as you multiplied its minimum size. For example, a unit has a minimum unit size of 5 models, a maximum unit size of 20 models, and a points value of 100 points. It can be taken as a unit of 5, 10, 15 or 20 models, for a cost of 100, 200, 300 or 400 points.

UNDER-STRENGTH UNITS

Sometimes you may find that you do not have enough models to field a unit at full strength; if this is the case, you must still pay the full cost of the unit. For example, if you decided to field a unit of 3 Liberators, rather than a full-strength unit with 5 models, the unit would still cost 100 points.

An under-strength unit that is less than the minimum unit size cannot be used to fulfil the requirements for the battleline units in an army - battleline units must always be at least a minimum-sized unit.

MASSIVE REGIMENTS

Sometimes a unit will have two points values separated by a slash: '60/200' for example. When this is the case, the second points value is for a unit with the maximum number of models. Such units are referred to as massive regiments. For example, the points value listed for Gors is 80/210, and their maximum unit size is 30. If you take a massive regiment of 30 Gors, it will have a cost of 210 points rather than 240.

FACTIONS & ALLIES

Pitched Battle profiles are split into a number of factions. For example, Gors and Ungors are part of the **BRAYHERDS** faction. A model or warscroll battalion's faction will usually appear as a keyword.

Some factions include a list of allies. For example, the **BRAYHERD** faction can have Chaos Gargants, Monsters of Chaos, Thunderscorn and Warherds as allies. In a Pitched Battle, you can spend some of the points for your army on a faction's allies without changing the army's allegiance. For example, a **BRAYHERD** Battlehost could include 400 points of Chaos Gargants, Monsters of Chaos, Thunderscorn, and/or Warherds, and still have the **BRAYHERDS** allegiance. This would allow the **BRAYHERD** units in the Battlehost – but not their allies – to use Brayherd allegiance abilities. Additionally, any Bestigors and Ungor Raiders in the army would count as Battleline units.

UPDATED PROFILES AUGUST 2017

Whenever we publish a new edition of the *General's Handbook* or a new battletome, we review, update and fine-tune the Pitched Battle profiles for all of the models. This means that the profiles printed here take precedence over any profiles with an earlier publication date, and also take precedence over profiles that have no publication date at all.

The profiles presented on the following pages that have been updated since their last publication are marked with this symbol: ✨

CHAOS PITCHED BATTLE PROFILES

BRAYHERDS		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
✶ Gors		10	30	80/210	Battleline	
✶ Ungors		10	40	60/200	Battleline	
Beastlord		1	1	80	Leader	
✶ Great Bray-shaman		1	1	90	Leader	
✶ Bestigors		10	30	140/360		Battleline if army has BRAYHERD allegiance
Tuskgor Chariots		1	4	60		
✶ Ungor Raiders		10	40	100/360		Battleline if army has BRAYHERD allegiance
✶ Wildstalker Brayherd		-	-	240	Warscroll Battalion	
Allies: Chaos Gargants, Monsters of Chaos, Thunderscorn, Warherds						

BLADES OF KHORNE		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
✶ Skull Cannons		1	3	160	Artillery	
✶ Bloodletters		10	30	110/270	Battleline	
✶ Bloodreavers		10	40	70/240	Battleline	
✶ Blood Warriors		5	30	100/520	Battleline	
✶ Slaughterbrute of Khorne		1	1	180	Behemoth	
Aspiring Deathbringer		1	1	80	Leader	
✶ Aspiring Deathbringer with Goreaxe and Skullhammer		1	1	100	Leader	
Bloodmaster, Herald of Khorne		1	1	80	Leader	
Bloodseccrator		1	1	120	Leader	
Bloodstoker		1	1	80	Leader	
Blood Throne		1	1	120	Leader	
Exalted Deathbringer		1	1	80	Leader	
Exalted Deathbringer with Impaling Spear		1	1	80	Leader	
Karanak		1	1	100	Leader	Only one of this model can be included in a Pitched Battle army.
✶ Korghos Khul		1	1	200	Leader	Only one of this model can be included in a Pitched Battle army.
Lord of Khorne on Juggernaut		1	1	140	Leader	
Mighty Lord of Khorne		1	1	140	Leader	
Scyla Anfingrimm		1	1	100	Leader	Only one of this model can be included in a Pitched Battle army.
✶ Skarr Bloodwrath		1	1	80	Leader	Only one of this model can be included in a Pitched Battle army.
Skullgrinder		1	1	80	Leader	
Skullmaster, Herald of Khorne		1	1	100	Leader	
Skulltaker		1	1	100	Leader	Only one of this model can be included in a Pitched Battle army.
Slaughterpriest		1	1	100	Leader	
Slaughterpriest with Hackblade and Wrath-hammer		1	1	100	Leader	
✶ Valkia the Bloody		1	1	140	Leader	Only one of this model can be included in a Pitched Battle army.
✶ Bloodthirster of Insensate Rage		1	1	260	Leader, Behemoth	
✶ Bloodthirster of Unfettered Fury		1	1	260	Leader, Behemoth	
Skarbrand		1	1	400	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
✶ Wrath of Khorne Bloodthirster		1	1	330	Leader, Behemoth	

POINTS

BLADES OF KHORNE		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
Bloodcrushers		3	12	160		Battleline if army has KHORNE allegiance and its general is a Skullmaster, Herald of Khorne
Flesh Hounds		5	20	100		Battleline if army has KHORNE allegiance and its general is Karanak
☀ Khorgoraths		1	6	80		
☀ Mighty Skullcrushers		3	12	140		Battleline if army has KHORNE allegiance and its general is a Lord of Khorne on Juggernaut
☀ Skullreapers		5	20	180		
Wrathmongers		5	20	180		
<i>Blood Host of Khorne</i>		-	-	220	Warscroll Battalion	
<i>Blood Hunt</i>		-	-	130	Warscroll Battalion	
<i>Bloodbound Warband</i>		-	-	220	Warscroll Battalion	
<i>Bloodbound Warhorde</i>		-	-	220	Warscroll Battalion	
<i>Bloodforged</i>		-	-	140	Warscroll Battalion	
<i>The Bloodlords</i>		-	-	140	Warscroll Battalion	
<i>Bloodthunder Stampede</i>		-	-	180	Warscroll Battalion	
<i>Brass Stampede</i>		-	-	180	Warscroll Battalion	
<i>Charnel Host</i>		-	-	140	Warscroll Battalion	
<i>Council of Blood</i>		-	-	110	Warscroll Battalion	
<i>Daemon Legion of Khorne</i>		-	-	160	Warscroll Battalion	
<i>Dark Feast</i>		-	-	200	Warscroll Battalion	
<i>Gore Pilgrims</i>		-	-	180	Warscroll Battalion	
<i>The Gorechosen</i>		-	-	150	Warscroll Battalion	
<i>Gorethunder Cohort</i>		-	-	110	Warscroll Battalion	
<i>The Goretide</i>		-	-	140	Warscroll Battalion	
<i>Murderhost</i>		-	-	120	Warscroll Battalion	
<i>The Reapers of Vengeance</i>		-	-	140	Warscroll Battalion	
<i>Red Headsmen</i>		-	-	160	Warscroll Battalion	
<i>The Skullfiend Tribe</i>		-	-	120	Warscroll Battalion	
<i>Skullseeker Host</i>		-	-	140	Warscroll Battalion	
<i>Skulltake</i>		-	-	200	Warscroll Battalion	
<i>Slaughterborn</i>		-	-	180	Warscroll Battalion	
Allies: Brayherds, Chaos Gargants, Everchosen, Monsters of Chaos, Nurgle Rotbringers, Slaves to Darkness (excluding units with mark of SLAANESH), Warherds						

CHAOS GARGANTS		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
☀ Chaos Gargant		1	1	170	Behemoth	

CLANS ESHIN		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
☀ Deathrunner		1	1	120	Leader	
Skaven Assassin		1	1	100	Leader	
Vermينlord Deceiver		1	1	320	Leader, Behemoth	
☀ Gutter Runners		5	20	60/200		Battleline if army has ESHIN allegiance
☀ Night Runners		10	40	100/360		Battleline if army has ESHIN allegiance
Allies: Clans Skryre, Clans Moulder, Clans Pestilens, Clans Verminous, Masterclan						

POINTS

CLANS MOULDER		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
☼ Hell Pit Abomination		1	1	240	Behemoth	
☼ Packmaster		1	1	80	Leader	
☼ Giant Rats		10	40	60/200		Battleline if army has MOULDER allegiance
☼ Rat Ogors		2	8	120		Battleline if army has MOULDER allegiance
☼ Rat Swarms		2	8	60		
Allies: Clans Eshin, Clans Skryre, Clans Pestilens, Clans Verminus, Masterclan						

CLANS PESTILENS		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
Plagueclaw		1	1	180	Artillery	
Plague Priest with Plague Censer		1	1	80	Leader	
Plague Priest with Warpstone-tipped Staff		1	1	80	Leader	
☼ Plague Furnace		1	1	200	Leader, Behemoth	
☼ Verminlord Corruptor		1	1	220	Leader, Behemoth	
Plague Censer Bearers		5	20	60		Battleline if army has PESTILENS allegiance
☼ Plague Monks		10	40	70/240		Battleline if army has PESTILENS allegiance
☼ Congregation of Filth		-	-	140	Warscroll Battalion	
☼ Foulrain Congregation		-	-	200	Warscroll Battalion	
☼ Plaguesmog Congregation		-	-	160	Warscroll Battalion	
☼ Virulent Procession		-	-	180	Warscroll Battalion	
Allies: Clans Eshin, Clans Moulder, Clans Skryre, Clans Verminus, Daemons of Nurgle, Masterclan						

CLANS SKRYRE		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
Warp Lightning Cannon		1	1	180	Artillery	
Warplock Jezzails		3	12	140	Artillery	
☼ Doomwheel		1	1	130	Behemoth	
Arch-warlock		1	1	140	Leader	
Warlock Engineer		1	1	100	Leader	
Ratling Gun Weapon Team		1	1	80		
Warp-grinder Weapon Team		1	1	100		
☼ Warfire Thrower Weapon Team		1	1	70		
Poisoned Wind Mortar Weapon Team		1	1	60		
Doom-flayer Weapon Team		1	1	60		
☼ Skryre Acolytes		5	30	60/320		Battleline if army has SKRYRE allegiance
☼ Stormfiends		3	9	300		Battleline if army has SKRYRE allegiance
☼ Clan Skryre		-	-	100	Warscroll Battalion	Add the cost of the Enginecoven that are taken to the cost of the battalion.
☼ Arkhsark Voltik		-	-	50	Enginecoven	
☼ Gascloud Chokelung		-	-	50	Enginecoven	
☼ Gautfyre Skorch		-	-	150	Enginecoven	
☼ Rattleauge Warplock		-	-	50	Enginecoven	
☼ Whyrlblade Threshik		-	-	50	Enginecoven	
Allies: Clans Eshin, Clans Moulder, Clans Pestilens, Clans Verminus, Masterclan						

POINTS

CLANS VERMINUS		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
☀️ Clanrats		20	40	120/200	Battleline	
Skaven Warlord		1	1	100	Leader	
Verminlord Warbringer		1	1	300	Leader, Behemoth	
☀️ Stormvermin		10	40	140/500		Battleline if army has VERMINUS allegiance
Allies: Clans Eshin, Clans Moulder, Clans Pestilens, Clans Skryre, Masterclan						

DAEMONS OF CHAOS		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
Soul Grinder		1	1	280	Behemoth	
☀️ Be'lakor, Chaos Daemon Prince		1	1	280	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
Daemon Prince		1	1	160	Leader, Behemoth	
☀️ Furies		5	30	60/320		

DAEMONS OF NURGLE		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
☀️ Plaguebearers of Nurgle		10	30	100/270	Battleline	
Epidemius		1	1	180	Leader	Only one of this model can be included in a Pitched Battle army.
Herald of Nurgle		1	1	100	Leader	
Great Unclean One		1	1	240	Leader, Behemoth	
Beasts of Nurgle		1	6	60		
Nurplings		3	12	80		
Plague Drones of Nurgle		3	12	220		
☀️ Tallyband of Nurgle		-	-	200	Warscroll Battalion	

POINTS

DISCIPLES OF TZEENTCH		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
☼ Kairic Acolytes		10	40	100/360	Battleline	
☼ Pink Horrors of Tzeentch		10	30	120/300	Battleline	
☼ Tzaangors		10	30	180/450	Battleline	
☼ Mutalith Vortex Beast of Tzeentch		1	1	200	Behemoth	
The Blue Scribes		1	1	120	Leader	Only one of this model can be included in a Pitched Battle army.
The Changeling		1	1	140	Leader	Only one of this model can be included in a Pitched Battle army.
Curseling, Eye of Tzeentch		1	1	140	Leader	
Fatemaster		1	1	140	Leader	
☼ Gaunt Summoner & Chaos Familiars		1	1	120	Leader	
☼ Gaunt Summoner of Tzeentch		1	1	120	Leader	
Herald of Tzeentch		1	1	120	Leader	
☼ Herald of Tzeentch on Burning Chariot		1	1	200	Leader	
Herald of Tzeentch on Disc		1	1	120	Leader	
Magister		1	1	120	Leader	
Ogroid Thaumaturge		1	1	160	Leader	
☼ Tzaangor Shaman		1	1	160	Leader	
Kairos Fateweaver		1	1	340	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
Lord of Change		1	1	300	Leader, Behemoth	
☼ Blue Horrors of Tzeentch		10	30	50/120		
☼ Brimstone Horrors of Tzeentch		10	30	40/100		
Burning Chariots of Tzeentch		1	3	160		Battleline if army has TZEENTCH allegiance and its general is a Herald of Tzeentch on Burning Chariot
Exalted Flamers of Tzeentch		1	6	120		
☼ Flamers of Tzeentch		3	12	180		
☼ Screamers of Tzeentch		3	12	120		
Tzaangor Enlightened		3	9	160		
☼ Tzaangor Skyfires		3	9	200		
☼ Aether-eater Host		-	-	140	Warscroll Battalion	
☼ Alter-kin Coven		-	-	70	Warscroll Battalion	
☼ Arcanite Cabal		-	-	100	Warscroll Battalion	
☼ Arcanite Cult		-	-	160	Warscroll Battalion	
☼ Changehost		-	-	160	Warscroll Battalion	
☼ Cult of the Transient Form		-	-	160	Warscroll Battalion	
☼ Multitudinous Host		-	-	200	Warscroll Battalion	
☼ Omniscient Oracles		-	-	110	Warscroll Battalion	
☼ Overseer's Fate-twisters		-	-	110	Warscroll Battalion	
☼ Skyshoal Coven		-	-	130	Warscroll Battalion	
☼ The Eternal Conflagration		-	-	140	Warscroll Battalion	
☼ The Hosts Duplicitous		-	-	150	Warscroll Battalion	
☼ The Pyrofane Cult		-	-	180	Warscroll Battalion	
☼ Tzaangor Coven		-	-	90	Warscroll Battalion	
☼ Warpflame Host		-	-	80	Warscroll Battalion	
☼ Witchfyre Coven		-	-	110	Warscroll Battalion	
Allies: Chaos Gargants, Everchosen, Monsters of Chaos, Slaves to Darkness (excluding units with mark of NURGLE), Thunderscorn						

POINTS

EVERCHOSEN UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Gaunt Summoner of Tzeentch	1	1	120	Leader	
Archaon	1	1	700	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
★ Varanguard	3	12	300		Battleline if army has EVERCHOSEN allegiance
★ Archaon's Grand Host	-	-	100	Warscroll Battalion	
★ Bloodmarked Warband	-	-	100	Warscroll Battalion	
★ Fatesworn Warband	-	-	100	Warscroll Battalion	
★ Overlords of Chaos	-	-	220	Warscroll Battalion	
★ Plaguetouched Warband	-	-	100	Warscroll Battalion	
★ Pleasurebound Warband	-	-	100	Warscroll Battalion	
Allies: Any CHAOS faction					

HOSTS OF SLAANESH UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
★ Daemonettes of Slaanesh	10	30	100/270	Battleline	
Chaos Lord of Slaanesh	1	1	100	Leader	
Herald of Slaanesh	1	1	60	Leader	
Herald of Slaanesh on Exalted Seeker Chariot	1	1	160	Leader	
Herald of Slaanesh on Seeker Chariot	1	1	100	Leader	
Lord of Slaanesh on Daemonic Mount	1	1	140	Leader	
The Masque of Slaanesh	1	1	80	Leader	Only one of this model can be included in a Pitched Battle army.
Keeper of Secrets	1	1	280	Leader, Behemoth	
Exalted Seeker Chariots of Slaanesh	1	3	140		
★ Fiends of Slaanesh	3	9	140		
Hellflayers of Slaanesh	1	3	80		
★ Hellstriders of Slaanesh	5	20	100		Battleline if army has SLAANESH allegiance
★ Seeker Chariots of Slaanesh	1	3	80		Battleline if army has SLAANESH allegiance and your general is a Herald of Slaanesh on Exalted Seeker Chariot
Seekers of Slaanesh	5	20	120		
Allies: Brayherds, Chaos Gargants, Everchosen, Monsters of Chaos, Nurgle Rotbringers, Slaves to Darkness (excluding units with mark of KHORNE), Warherds					

POINTS

MASTERCLAN	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT	MIN	MAX			
Grey Seer	1	1	120	Leader	
Lord Skreech Verminkin	1	1	320	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
Screaming Bell	1	1	200	Leader, Behemoth	
Thanquol and Boneripper	1	1	450	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
Verminlord Warpseer	1	1	260	Leader, Behemoth	

MONSTERS OF CHAOS	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT	MIN	MAX			
Chimera	1	1	220	Behemoth	
Cockatrice	1	1	100	Behemoth	
Jabberslythe	1	1	120	Behemoth	
Mutalith Vortex Beast	1	1	200	Behemoth	
Slaughterbrute	1	1	180	Behemoth	
Centigors	5	20	80		
Chaos Warhounds	10	30	80/210		
Harpies	5	20	70		
Razorgors	1	6	60		

NURGLE ROTBRINGERS	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT	MIN	MAX			
Festus the Leechlord	1	1	120	Leader	Only one of this model can be included in a Pitched Battle army.
Gutrot Spume	1	1	120	Leader	Only one of this model can be included in a Pitched Battle army.
Harbinger of Decay	1	1	140	Leader	
Lord of Plagues	1	1	100	Leader	
Rotbringers Sorcerer	1	1	100	Leader	
Bloab Rotspawned	1	1	240	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
The Glotkin	1	1	420	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
Morbidex Twiceborn	1	1	240	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
Orghotts Daemonspew	1	1	240	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
Putrid Blightkings	5	20	180/600		Battleline if army has NURGLE allegiance
Blightguard	-	-	200	Warscroll Battalion	
Allies: Brayherds, Chaos Gargants, Everchosen, Monsters of Chaos, Hosts of Slaanesh, Slaves to Darkness (excluding units with mark of TZEENTCH), Warherds					

POINTS

SLAVES TO DARKNESS		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
☀ Chaos Marauders		10	40	60/200	Battleline	
☀ Chaos Warriors		5	30	90/480	Battleline	
☀ Chaos Warshrine		1	1	180	Behemoth	
Chaos Lord on Daemonic Mount		1	1	140	Leader	
☀ Chaos Sorcerer Lord		1	1	160	Leader	
☀ Darkoath Chieftain		1	1	80	Leader	
Exalted Hero of Chaos		1	1	80	Leader	
Lord of Chaos		1	1	100	Leader	
☀ Chaos Lord on Manticore		1	1	250	Leader, Behemoth	
☀ Chaos Sorcerer Lord on Manticore		1	1	200	Leader, Behemoth	
Daemon Prince		1	1	160	Leader, Behemoth	
☀ Chaos Chariots		1	3	80		Battleline if army has SLAVES TO DARKNESS allegiance
☀ Chaos Chosen		5	20	140		
Chaos Gorebeast Chariots		1	3	100		
☀ Chaos Knights		5	20	160		Battleline if army has SLAVES TO DARKNESS allegiance
☀ Chaos Marauder Horsemen		5	30	90/480		Battleline if army has SLAVES TO DARKNESS allegiance
☀ Chaos Spawn		1	6	50		
☀ Godsworn Champions of Ruin		-	-	160	Warscroll Battalion	
☀ Godswrath Warband		-	-	140	Warscroll Battalion	
☀ Ruinbringer Warband		-	-	180	Warscroll Battalion	
Allies: Blades of Khorne, Brayherds, Chaos Gargants, Daemons of Nurgle, Disciples of Tzeentch, Everchosen, Hosts of Slaanesh, Nurgle Rotbringers, Warherds						

THUNDERSCORN		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
☀ Dragon Ogor Shaggoth		1	1	160	Leader	
Dragon Ogors		3	12	160		Battleline if army has THUNDERSCORN allegiance
Allies: Chaos Gargants, Monsters of Chaos, Brayherds, Warherds						

WARHERDS		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
Cygor		1	1	200	Behemoth	
☀ Ghorgon		1	1	200	Behemoth	
Doombull		1	1	120	Leader	
Bullgors		3	12	180		Battleline if army has WARHERD allegiance
Allies: Chaos Gargants, Monsters of Chaos, Thundercorn, Brayherds						



POINTS

DEATH PITCHED BATTLE PROFILES

DEADWALKERS		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
☀ Dire Wolves		5	30	60/320	Battleline	
☀ Zombies		10	60	60/320	Battleline	
Corpse Cart		1	1	80		
Allies: Deadwalkers, Flesh-eater Courts, Deathrattle, Deathmages, Nighthaunt, Soulblight						

DEATHLORDS		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
☀ Arkhan the Black, Mortarch of Sacrament		1	1	320	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
☀ Mannfred, Mortarch of Night		1	1	420	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
☀ Nagash, Supreme Lord of the Undead		1	1	800	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
☀ Neferata, Mortarch of Blood		1	1	400	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
☀ Morghast Archai		2	6	220		Battleline if army has DEATHLORDS
☀ Morghast Harbingers		2	6	220		Battleline if army has DEATHLORDS
Allies: Deadwalkers, Flesh-eater Courts, Deathrattle, Deathmages, Nighthaunt, Soulblight						

DEATHMAGES		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
Mortis Engine		1	1	180	Behemoth	
☀ Necromancer		1	1	110	Leader	

DEATHRATTLE		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
Skeleton Warriors		10	40	80/280	Battleline	
Wight King with Baleful Tomb Blade		1	1	120	Leader	
Wight King with Black Axe		1	1	120	Leader	
Black Knights		5	20	120		Battleline if army has DEATHRATTLE
☀ Grave Guard		5	30	80/420		Battleline if army has DEATHRATTLE
☀ Legion of Death		-	-	110	Warscroll Battalion	
Allies: Deadwalkers, Deathlords, Deathmages, Soulblight						

POINTS

FLESH-EATER COURTS		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
☀ Crypt Ghouls		10	40	100/360	Battleline	
☀ Terrorgheist		1	1	300	Behemoth	
☀ Zombie Dragon		1	1	300	Behemoth	
☀ Abhorrant Ghoul King		1	1	120	Leader	
Crypt Ghast Courtier		1	1	80	Leader	
Crypt Haunter Courtier		1	1	120	Leader	
Crypt Infernal Courtier		1	1	140	Leader	
Varghulf Courtier		1	1	160	Leader	
Abhorrant Ghoul King on Terrorgheist		1	1	400	Leader, Behemoth	
☀ Abhorrant Ghoul King on Zombie Dragon		1	1	440	Leader, Behemoth	
Crypt Players		3	12	160		Battleline if army has FLESH-EATER COURTS allegiance and its general is a Crypt Infernal Courtier
☀ Crypt Horrors		3	12	160		Battleline if army has FLESH-EATER COURTS allegiance and its general is a Crypt Haunter Courtier
☀ Abattoir		-	-	110	Warscroll Battalion	
☀ Attendants at Court		-	-	150	Warscroll Battalion	
☀ Deadwatch		-	-	210	Warscroll Battalion	
Flesh-eater Court		-	-	120	Warscroll Battalion	
☀ Ghoul Patrol		-	-	150	Warscroll Battalion	
☀ King's Ghouls		-	-	90	Warscroll Battalion	
☀ Royal Family		-	-	110	Warscroll Battalion	
☀ Royal Menagerie		-	-	110	Warscroll Battalion	
☀ Royal Mordants		-	-	70	Warscroll Battalion	
Allies: Deadwalkers, Deathlords, Deathmages						

NIGHTHAUNT		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
Black Coach		1	1	120	Leader	
Cairn Wraith		1	1	60	Leader	
Tomb Banshee		1	1	80	Leader	
☀ Hexwraiths		5	20	160		Battleline if army has NIGHTHAUNT allegiance
Spirit Hosts		3	12	120		Battleline if army has NIGHTHAUNT allegiance
Allies: Deathlords, Soulblight						

SOULBLIGHT		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
Vampire Lord		1	1	140	Leader	
Coven Throne		1	1	260	Leader, Behemoth	
Vampire Lord on Zombie Dragon		1	1	440	Leader, Behemoth	
Bat Swarms		2	8	80		
Blood Knights		5	15	260		Battleline if army has SOULBLIGHT allegiance
Fell Bats		3	12	80		
☀ Vargheists		3	12	160		Battleline if army has SOULBLIGHT allegiance
Allies: Deadwalkers, Deathlords, Deathrattle, Deathmages, Nighthaunt						

DESTRUCTION

PITCHED BATTLE PROFILES

ALEGUZZLER GARGANTS		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
☀ Aleguzzler Gargant		1	1	170	Behemoth	

BEASTCLAW RAIDERS		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
☀ Stonehorn Beastriders		1	1	360	Behemoth	Battleline, Behemoth if army has BEASTCLAW RAIDERS allegiance
☀ Thundertusk Beastriders		1	1	360	Behemoth	Battleline, Behemoth if army has BEASTCLAW RAIDERS allegiance
☀ Icebrow Hunter		1	1	140	Leader	
Frostlord on Stonehorn		1	1	460	Leader, Behemoth	
☀ Frostlord on Thundertusk		1	1	460	Leader, Behemoth	
Huskard on Stonehorn		1	1	380	Leader, Behemoth	
☀ Huskard on Thundertusk		1	1	380	Leader, Behemoth	
☀ Frost Sabres		2	12	40		Battleline if army has BEASTCLAW RAIDERS allegiance and its general is an Icebrow Hunter
Icefall Yhetees		3	12	120		Battleline if army has BEASTCLAW RAIDERS allegiance and its general is a Frostlord on Thundertusk
☀ Mournfang Pack		2	12	160		Battleline if army has BEASTCLAW RAIDERS allegiance
☀ <i>Alfrostun</i>		-	-	140	Warscroll Battalion	
☀ <i>Braggoth's Beast Hammer</i>		-	-	260	Warscroll Battalion	
☀ <i>Eurlbad</i>		-	-	160	Warscroll Battalion	
☀ <i>Jorlbard</i>		-	-	120	Warscroll Battalion	
☀ <i>Olwyr Alfrostun</i>		-	-	220	Warscroll Battalion	
☀ <i>Skal</i>		-	-	110	Warscroll Battalion	
☀ <i>Svard Alfrostun</i>		-	-	180	Warscroll Battalion	
☀ <i>Torrbard</i>		-	-	160	Warscroll Battalion	
Allies: Aleguzzler Gargants, Firebellies, Gutbusters, Maneaters, Troggoths						

BONESPLITTERZ		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
☀ Savage Orruks		10	30	120/300	Battleline	
☀ Maniak Weirdbob		1	1	120	Leader	
☀ Savage Big Boss		1	1	120	Leader	
☀ Wardokk		1	1	100	Leader	
Wurrzog Prophet		1	1	140	Leader	
Savage Big Stabbas		2	8	100		
Savage Boarboy Maniaks		5	20	160		Battleline if army has BONESPLITTERZ allegiance
Savage Boarboys		5	20	120		Battleline if army has BONESPLITTERZ allegiance
☀ Savage Orruk Arrowboys		10	30	120		Battleline if army has BONESPLITTERZ allegiance
☀ Savage Orruk Morboys		10	30	120/300		Battleline if army has BONESPLITTERZ allegiance

POINTS

BONESPLITTERZ		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
✱ Bonegrinz Warclan		-	-	140	Warscroll Battalion	
✱ Brutal Rukk		-	-	140	Warscroll Battalion	
✱ Drakkfoot Warclan		-	-	160	Warscroll Battalion	
✱ Icebone Warclan		-	-	200	Warscroll Battalion	
✱ Kop Rukk		-	-	200	Warscroll Battalion	
✱ Kunnin' Rukk		-	-	160	Warscroll Battalion	
Savage Warclan		-	-	60	Warscroll Battalion	
✱ Snaga Rukk		-	-	140	Warscroll Battalion	
✱ Teef Rukk		-	-	90	Warscroll Battalion	
Allies: Aleguzzler Gargants, Greenskinz, Ironjawz, Moonclan Grots, Spiderfang Grots, Troggoths						

FIREBELLIES		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
Firebelly		1	1	140	Leader	

GITMOB GROTS		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
Doom Diver Catapult		1	1	120	Artillery	
Grot Rock Lobber		1	1	100	Artillery	
Grot Spear Chukka		1	1	120	Artillery	
✱ Grots		20	60	100/270	Battleline	
Grot Shaman		1	1	80	Leader	
Grot Wolf Chariots		1	6	40		Battleline if army has GITMOB allegiance
✱ Grot Wolf Riders		5	30	100/500		Battleline if army has GITMOB allegiance
✱ Nasty Skulkers		3	9	40		
Snotling Pump Wagons		1	3	60		
Snotlings		2	10	40		
Allies: Aleguzzler Gargants, Greenskinz, Moonclan Grots, Spiderfang Grots, Troggoths						

GREENSKINZ		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
✱ Orruks		10	40	90/320	Battleline	
✱ Orruk Great Shaman		1	1	120	Leader	
Orruk Warboss		1	1	140	Leader	
Orruk Warboss on Wyvern		1	1	240	Leader, Behemoth	
✱ Orruk Boarboys		5	20	100/360		Battleline if army has GREENSKINZ allegiance
✱ Orruk Boar Chariots		1	3	80		Battleline if army has GREENSKINZ allegiance
Allies: Aleguzzler Gargants, Bonesplitterz, Gitmob Grots, Ironjawz, Moonclan Grots, Spiderfang Grots, Troggoths						



POINTS

GUTBUSTERS		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
☀ Grot Scraplauncher		1	1	130	Artillery	
☀ Ironblaster		1	1	140	Artillery	
☀ Ogors		3	12	120/400	Battleline	
Butcher		1	1	140	Leader	
Tyrant		1	1	160	Leader	
Gorgers		1	3	60		
☀ Grots		20	60	100/270		
☀ Ironguts		3	12	200		Battleline if army has GUTBUSTERSallegiance
☀ Leadbelchers		3	12	140		Battleline if army has GUTBUSTERSallegiance
Allies: Aleguzzler Gargants, Firebellies, Beastclaw Raiders, Maneaters, Troggoths						

IRONJAWZ		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
Orruk Megaboss		1	1	140	Leader	
Orruk Warchanter		1	1	80	Leader	
Orruk Weirdnob Shaman		1	1	120	Leader	
☀ Gordrakk, the Fist of Gork		1	1	620	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
☀ Megaboss on Maw-krusha		1	1	460	Leader, Behemoth	
☀ Orruk Ardboys		10	30	180/450		Battleline if army has IRONJAWZallegiance
Orruk Brutes		5	20	180		Battleline if army has IRONJAWZallegiance
☀ Orruk Gore-gruntas		3	12	140		Battleline if army has IRONJAWZallegiance
☀ Ardfist		-	-	140	Warscroll Battalion	
☀ Bloodtoofs		-	-	140	Warscroll Battalion	
☀ Brawl		-	-	200	Warscroll Battalion	
☀ Brutefist		-	-	180	Warscroll Battalion	
☀ Gorefist		-	-	220	Warscroll Battalion	
☀ Ironfist		-	-	160	Warscroll Battalion	
☀ Ironsunz		-	-	120	Warscroll Battalion	
☀ Weirdfist		-	-	200	Warscroll Battalion	
Allies: Aleguzzler Gargants, Bonesplitterz, Gitmob Grots, Greenskinz, Moonclan Grots, Troggoths						

POINTS

MANEATERS	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT	MIN	MAX			
Maneaters	3	12	220		

MOONCLAN GROTS	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT	MIN	MAX			
☀ Grots	20	60	130/360	Battleline	
Mangler Squigs	1	1	240	Behemoth	
☀ Grot Shaman	1	1	80	Leader	
☀ Grot Warboss	1	1	120	Leader	
☀ Grot Warboss on Great Cave Squig	1	1	120	Leader	
☀ Cave Squigs	5	20	60		Battleline if army has MOONCLAN allegiance
☀ Grot Fanatics	3	6	100		
Grot Squig Herders	2	10	20		
☀ Grot Squig Hoppers	5	20	80		Battleline if army has MOONCLAN allegiance
Allies: Aleguzzler Gargants, Greenskinz, Gitmob Grots, Spiderfang Grots, Troggoths					

SPIDERFANG GROTS	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT	MIN	MAX			
Arachnarok Spider	1	1	280	Behemoth	Leader, Behemoth if carrying a Spiderfang Grot Shaman
Grot Big Boss on Gigantic Spider	1	1	100	Leader	
☀ Grot Spider Riders	5	30	100/540		Battleline if army has SPIDERFANG allegiance
Allies: Aleguzzler Gargants, Greenskinz, Moonclan Grots, Gitmob Grots, Troggoths					

TROGGOths	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT	MIN	MAX			
☀ Fellwater Troggoths	3	12	180		
☀ Rockgut Troggoths	3	12	180		
☀ Sourbreath Troggoths	3	12	180		

POINTS

ORDER PITCHED BATTLE PROFILES

AELF UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Mistweaver Saih	1	1	80	Leader	
Tenebrael Shard	1	1	120	Leader	

COLLEGIATE ARCANES UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
☀ Celestial Hurricanum	1	1	380	Behemoth	Leader, Behemoth if carrying Celestial Battlemage
Luminark of Hysh	1	1	240	Behemoth	Leader, Behemoth if carrying White Battlemage
Battlemage	1	1	100	Leader	
☀ Battlemage on Griffon	1	1	260	Leader, Behemoth	
☀ War Council	-	-	250	Warscroll Battalion	

DARKLING COVENS UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
☀ Bleakswords	10	40	100/360	Battleline	
Darkshards	10	40	100	Battleline	
☀ Dreadspears	10	40	100/360	Battleline	
Sorceress	1	1	80	Leader	
☀ Sorceress on Black Dragon	1	1	300	Leader, Behemoth	
☀ Black Guard	10	30	160/430		Battleline if army has DARKLING COVENS allegiance
☀ Executioners	10	30	180/480		Battleline if army has DARKLING COVENS allegiance
☀ Thrall Warhost	-	-	180	Warscroll Battalion	
Allies: Daughters of Khaine, Order Serpents, Scourge Privateers, Shadowblades, Stormcast Eternals					

DAUGHTERS OF KHAINE UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Bloodwrack Shrine	1	1	140	Behemoth	
Death Hag	1	1	60	Leader	
☀ Cauldron of Blood	1	1	200	Leader, Behemoth	
Bloodwrack Medusae	1	6	120		
☀ Doomfire Warlocks	5	20	160		Battleline if army has DAUGHTERS OF KHAINE allegiance
☀ Sisters of Slaughter	10	30	140/360		Battleline if army has DAUGHTERS OF KHAINE allegiance
☀ Witch Aelves	10	30	100/270		Battleline if army has DAUGHTERS OF KHAINE allegiance
☀ Bloodwrack Sisterhood	-	-	140	Warscroll Battalion	
Allies: Darkling Covens, Order Serpents, Scourge Privateers, Shadowblades, Stormcast Eternals					

POINTS

DEVOTED OF SIGMAR		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
✶ Excelsior Warpriest		1	1	80	Leader	
Warrior Priest		1	1	80	Leader	
Witch Hunter		1	1	60	Leader	
✶ War Altar of Sigmar		1	1	250	Leader, Behemoth	
✶ Flagellants		10	40	80/260		Battleline if army has DEVOTED OF SIGMAR allegiance
✶ Pilgrimage of Wrath		-	-	160	Warscroll Battalion	
Allies: Collegiate Arcane, Free Peoples, Ironweld Arsenal, Stormcast Eternals						

DISPOSSESSED		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
✶ Warriors		10	40	80/280	Battleline	
✶ Longbeards		10	30	120/300	Battleline	
Runelord		1	1	80	Leader	
Unforged		1	1	100	Leader	
Warden King		1	1	120	Leader	
✶ Hammerers		10	30	180/480		Battleline if army has DISPOSSESSED allegiance
✶ Ironbreakers		10	30	160/400		
✶ Irondrakes		10	30	200		
Quarrellers		10	30	120		
Thunderers		10	30	120		
✶ Grudgebound War Throng		-	-	160	Warscroll Battalion	
Allies: Fyreslayers, Ironweld Arsenal, Kharadron Overlords, Stormcast Eternals						

ELDRITCH COUNCIL		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
Archmage		1	1	120	Leader	
Loremaster		1	1	100	Leader	
✶ Archmage on Dragon		1	1	320	Leader, Behemoth	
✶ Drakeseer		1	1	300	Leader, Behemoth	
✶ Swordmasters		10	30	180/480		Battleline if army has ELDRITCH COUNCIL allegiance
Allies: Lion Rangers, Order Draconis, Phoenix Temple, Stormcast Eternals, Swifthawk Agents, Sylvaneth, Wanderers						

FREE PEOPLES		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
Freeguild Archers		10	30	100	Battleline	
Freeguild Crossbowmen		10	30	100	Battleline	
✶ Freeguild Guard		10	40	80/280	Battleline	
Freeguild Handgunners		10	30	100	Battleline	
Freeguild General		1	1	100	Leader	
✶ Freeguild General on Griffon		1	1	260	Leader, Behemoth	
✶ Demigryph Knights		3	12	160		Battleline if army has FREE PEOPLES allegiance
✶ Freeguild Greatswords		10	30	150/420		Battleline if army has FREE PEOPLES allegiance
✶ Freeguild Outriders		5	20	130		
✶ Freeguild Pistoliers		5	20	130		
✶ Freeguild Regiment		-	-	200	Warscroll Battalion	
Allies: Collegiate Arcane, Devoted of Sigmar, Ironweld Arsenal, Stormcast Eternals						



POINTS

FYRESLAYERS		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
☀ Vulkite Berzerkers		10	30	120/330	Battleline	
☀ Auric Runefather		1	1	80	Leader	
Auric Runemaster		1	1	80	Leader	
☀ Auric Runesmiter		1	1	80	Leader	
Auric Runeson		1	1	80	Leader	
☀ Battlesmith		1	1	80	Leader	
☀ Doomseeker		1	1	80	Leader	
☀ Grimwrath Berzerker		1	1	80	Leader	
☀ Auric Runefather on Magmadroth		1	1	260	Leader, Behemoth	
☀ Auric Runesmiter on Magmadroth		1	1	200	Leader, Behemoth	
☀ Auric Runeson on Magmadroth		1	1	240	Leader, Behemoth	
☀ Auric Hearthguard		5	30	100/480		Battleline if army has FYRESLAYERS allegiance and its general is a Runemaster
☀ Hearthguard Berzerkers		5	30	100/480		Battleline if army has FYRESLAYERS allegiance and its general is a Runefather
☀ <i>Forge Brethren</i>		-	-	130	Warscroll Battalion	
☀ <i>Grand Fyrd</i>		-	-	180	Warscroll Battalion	
☀ <i>Greyfyrd Lodge</i>		-	-	100	Warscroll Battalion	
☀ <i>Lords of the Lodge</i>		-	-	90	Warscroll Battalion	
☀ <i>Vostarg Lodge</i>		-	-	120	Warscroll Battalion	
☀ <i>Warrior Kinband</i>		-	-	90	Warscroll Battalion	
Allies: Dispossessed, Ironweld Arsenal, Kharadron Overlords, Stormcast Eternals						

IRONWELD ARSENAL		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
Cannon		1	1	180	Artillery	
Helblaster Volley Gun		1	1	120	Artillery	
Helstorm Rocket Battery		1	1	180	Artillery	
Organ Gun		1	1	120	Artillery	
☀ Steam Tank		1	1	280	Behemoth	
Cogsmith		1	1	100	Leader	
Gunmaster		1	1	80	Leader	
Gyrobombers		1	1	80		
Gyrocopters		1	1	80		
☀ <i>Artillery Detachment</i>		-	-	140	Warscroll Battalion	

POINTS

KHARADRON OVERLORDS		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
Grundstok Gunhauler		1	1	220	Artillery	
Arkanaut Company		10	40	120	Battleline	
Arkanaut Frigate		1	1	280	Behemoth	
Arkanaut Ironclad		1	1	440	Behemoth	
✱ Aether-Khemist		1	1	140	Leader	
Aetheric Navigator		1	1	100	Leader	
Arkanaut Admiral		1	1	140	Leader	
Brokk Grungsson, Lord-Magnate of Barak-Nar		1	1	300	Leader	Only one of this model can be included in a Pitched Battle army.
Endrinmaster		1	1	140	Leader	
Endrinriggers		3	12	120		
Grundstok Thunderers		5	20	100		
Skywardens		3	12	100		
✱ Aetherstrike Force		-	-	200	Warscroll Battalion	
✱ Grand Armada		-	-	160	Warscroll Battalion	
✱ Grundstok Escort Wing		-	-	200	Warscroll Battalion	
✱ Iron Sky Command		-	-	140	Warscroll Battalion	
✱ Iron Sky Squadron		-	-	180	Warscroll Battalion	
Allies: Dispossessed, Fyreslayers, Ironweld Arsenal, Stormcast Eternals						

LION RANGERS		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
✱ White Lion Chariots		1	3	100		
✱ White Lions		10	30	140/360		

ORDER DRACONIS		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
Dragon Noble		1	1	100	Leader	
✱ Dragonlord		1	1	340	Leader, Behemoth	
✱ Dragon Blades		5	20	140		Battleline if army has ORDER DRACONIS allegiance
✱ Dragonlord Host		-	-	180	Warscroll Battalion	
Allies: Eldritch Council, Lion Rangers, Phoenix Temple, Stormcast Eternals, Swifthawk Agents, Sylvaneth, Wanderers						

ORDER SERPENTIS		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
✱ War Hydra		1	1	200	Behemoth	
✱ Dreadlord on Black Dragon		1	1	320	Leader, Behemoth	
✱ Drakespawn Chariots		1	3	100		Battleline if army has ORDER SERPENTIS allegiance
Drakespawn Knights		5	20	160		Battleline if army has ORDER SERPENTIS allegiance
✱ Ebondrake Warhost		-	-	160	Warscroll Battalion	
Allies: Darkling Covens, Daughters of Khaine, Scourge Privateers, Shadowblades, Stormcast Eternals						

POINTS

PHOENIX TEMPLE		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
☀ Flamespyre Phoenix		1	1	240	Behemoth	Leader, Behemoth if ridden by an Anointed
☀ Frostheart Phoenix		1	1	240	Behemoth	Leader, Behemoth if ridden by an Anointed
Anointed		1	1	80	Leader	
☀ Phoenix Guard		10	30	160/420		Battleline if army has PHOENIX TEMPLE allegiance
☀ Spyreheart Warhost		-	-	200	Warscroll Battalion	
Allies: Eldritch Council, Lion Rangers, Order Draconis, Stormcast Eternals, Swifthawk Agents, Sylvaneth, Wanderers						

SCOURGE PRIVATEERS		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
☀ Kharibdyss		1	1	180	Behemoth	
Black Ark Fleetmaster		1	1	40	Leader	
☀ Black Ark Corsairs		10	40	80/260		Battleline if army has SCOURGE PRIVATEERS allegiance
Scourgerunner Chariots		1	3	100		Battleline if army has SCOURGE PRIVATEERS allegiance
☀ Realm Reavers		-	-	180	Warscroll Battalion	
Allies: Darkling Covens, Daughters of Khaine, Order Serpentinis, Shadowblades, Stormcast Eternals						

POINTS

SERAPHON		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
☀ Razordons		1	4	40	Artillery	
☀ Salamanders		1	4	40	Artillery	
☀ Saurus Warriors		10	40	100/360	Battleline	
☀ Skinks		10	40	60/200	Battleline	
☀ Bastiladon		1	1	280	Behemoth	
☀ Stegadon		1	1	240	Behemoth	
☀ Troglodon		1	1	180	Behemoth	
☀ Lord Kroak		1	1	450	Leader	Only one of this model can be included in a Pitched Battle army.
Saurus Astrolith Bearer		1	1	160	Leader	
Saurus Eternity Warden		1	1	140	Leader	
☀ Saurus Oldblood		1	1	120	Leader	
Saurus Scar-Veteran on Cold One		1	1	100	Leader	
Saurus Sunblood		1	1	120	Leader	
☀ Skink Priest		1	1	80	Leader	
☀ Skink Starpriest		1	1	80	Leader	
Skink Starseer		1	1	200	Leader	
Slann Starmaster		1	1	260	Leader	
☀ Engine of the Gods		1	1	220	Leader, Behemoth	
☀ Saurus Oldblood on Carnosaur		1	1	280	Leader, Behemoth	
☀ Saurus Scar-Veteran on Carnosaur		1	1	240	Leader, Behemoth	
Chameleon Skinks		5	20	120		
☀ Kroxigor		3	12	160		
Ripperdactyl Riders		3	12	140		
Saurus Guard		5	20	100		Battleline if army has SERAPHONallegiance
☀ Saurus Knights		5	20	100		Battleline if army has SERAPHONallegiance
Skink Handlers		3	12	40		
☀ Terradon Riders		3	12	120		
☀ Bloodclaw Starhost		-	-	200	Warscroll Battalion	
☀ Dracothion's Tail		-	-	60	Warscroll Battalion	
☀ Eternal Starhost		-	-	130	Warscroll Battalion	
☀ Fangs of Sotek		-	-	100	Warscroll Battalion	
☀ Firelance Starhost		-	-	110	Warscroll Battalion	
☀ Heavenswatch Starhost		-	-	200	Warscroll Battalion	
☀ Shadowstrike Starhost		-	-	170	Warscroll Battalion	
☀ Starbeast Constellation		-	-	220	Warscroll Battalion	
☀ Sunclaw Starhost		-	-	130	Warscroll Battalion	
☀ Thunderquake Starhost		-	-	170	Warscroll Battalion	
Allies: Stormcast Eternals						

SHADOWBLADES		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
Assassin		1	1	80	Leader	
☀ Dark Riders		5	20	120		Battleline if army has SHADOWBLADESallegiance
Allies: Darkling Covens, Daughters of Khaine, Order Serpentis, Scourge Privateers, Stormcast Eternals						

POINTS

STORMCAST ETERNALS		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
☀ Liberators		5	30	100/520	Battleline	
☀ Celestant-Prime, Hammer of Sigmar		1	1	340	Leader	Only one of this model can be included in a Pitched Battle army.
Knight-Azyros		1	1	80	Leader	
Knight-Heraldor		1	1	120	Leader	
Knight-Questor		1	1	100	Leader	
Knight-Venator		1	1	120	Leader	
Knight-Vexillor		1	1	140	Leader	
Lord-Aquilor		1	1	200	Leader	
Lord-Castellant		1	1	100	Leader	
Lord-Celestant		1	1	100	Leader	
Lord-Celestant on Dracoth		1	1	220	Leader	
Lord-Relictor		1	1	80	Leader	
Lord-Veritant		1	1	120	Leader	
☀ Vandus Hammerhand		1	1	280	Leader	Only one of this model can be included in a Pitched Battle army.
Drakesworn Templar		1	1	500	Leader, Behemoth	
☀ Lord-Celestant on Stardrake		1	1	560	Leader, Behemoth	
Aetherwings		3	12	60		
Concussors		2	12	280		
Decimators		5	20	200		
Desolators		2	12	240		
Fulminators		2	12	240		
Gryph-hounds		1	12	40		
Judicators		5	20	160		Battleline if army has STORMCAST ETERNALS allegiance
Prosecutors with Celestial Hammers		3	12	100		
☀ Prosecutors with Stormcall Javelins		3	12	100		
Protectors		5	20	200		
Retributors		5	20	220		
☀ Tempestors		2	12	220		
Vanguard-Hunters		5	15	140		Battleline if army has STORMCAST ETERNAL allegiance and general is a Lord-Aquilor.
Vanguard-Palladors		3	12	220		
Vanguard-Raptors with Hurricane Crossbows		3	12	160		
Vanguard-Raptors with Longstrike Crossbows		3	12	180		

POINTS

STORMCAST ETERNALS		UNIT SIZE			BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX	POINTS		
☀ Aetherstrike Force		-	-	180	Warscroll Battalion	
☀ Anvils of the Heldenhammer Warrior Chamber		-	-	180	Warscroll Battalion	
☀ Astral Templars Exemplar Chamber		-	-	180	Warscroll Battalion	
☀ Celestial Hunting Pack		-	-	180	Warscroll Battalion	
☀ Celestial Vindicators Warrior Chamber		-	-	180	Warscroll Battalion	
☀ Celestial Warbringers Harbinger Chamber		-	-	160	Warscroll Battalion	
☀ Devastation Brotherhood		-	-	160	Warscroll Battalion	
☀ Drakesworn Temple		-	-	200	Warscroll Battalion	
☀ Exemplar Chamber		-	-	240	Warscroll Battalion	
☀ Extremis Chamber		-	-	260	Warscroll Battalion	
☀ Hallowed Knights Warrior Chamber		-	-	200	Warscroll Battalion	
☀ Hammers of Sigmar Warrior Chamber		-	-	220	Warscroll Battalion	
☀ Hammerstrike Force		-	-	220	Warscroll Battalion	
☀ Harbinger Chamber		-	-	240	Warscroll Battalion	
☀ Knights Excelsior Exemplar Chamber		-	-	180	Warscroll Battalion	
☀ Lightning Echelon		-	-	240	Warscroll Battalion	
☀ Lords of the Storm		-	-	200	Warscroll Battalion	
☀ Skyborne Slayers		-	-	240	Warscroll Battalion	
☀ Storm Heralds		-	-	260	Warscroll Battalion	
☀ Storm Vortex Garrison		-	-	200	Warscroll Battalion	
☀ Tempest Lords Harbinger Chamber		-	-	240	Warscroll Battalion	
☀ Thunderhead Brotherhood		-	-	180	Warscroll Battalion	
☀ Thunderwave Echelon		-	-	240	Warscroll Battalion	
☀ Vanguard Angelos Conclave		-	-	200	Warscroll Battalion	
☀ Vanguard Auxiliary Chamber		-	-	240	Warscroll Battalion	
☀ Vanguard Justicar Conclave		-	-	110	Warscroll Battalion	
☀ Vanguard Wing		-	-	200	Warscroll Battalion	
☀ Warrior Brotherhood		-	-	240	Warscroll Battalion	
☀ Warrior Chamber		-	-	240	Warscroll Battalion	
Allies: Any ORDER faction						

POINTS

SWIFTHAWK AGENTS		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
☀️ Reavers		5	20	160	Battleline	
Skywarden		1	1	160	Leader	
☀️ High Warden		1	1	220	Leader, Behemoth	
Chariots		1	3	80		
☀️ Shadow Warriors		10	30	200/500		Battleline if army has SWIFTHAWK AGENTS allegiance
Skycutters		1	3	120		
☀️ Spireguard		10	30	120/300		Battleline if army has SWIFTHAWK AGENTS allegiance
Allies: Eldritch Council, Lion Rangers, Order Draconis, Phoenix Temple, Stormcast Eternals, Sylvaneth, Wanderers						

SYLVANETH		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
☀️ Dryads		10	30	100/270	Battleline	
☀️ Treelord		1	1	240	Behemoth	
☀️ Branchwraith		1	1	80	Leader	
☀️ Branchwych		1	1	80	Leader	
☀️ Alarielle the Everqueen		1	1	600	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
Drycha Hamadreth		1	1	280	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
Spirit of Durthu		1	1	400	Leader, Behemoth	
Treelord Ancient		1	1	300	Leader, Behemoth	
☀️ Kurnoth Hunters		3	12	220		
☀️ Spite-Revenants		5	30	80/420		Battleline if army has SYLVANETH allegiance
☀️ Tree-Revenants		5	30	80/420		Battleline if army has SYLVANETH allegiance

POINTS

SYLVANETH		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
☀ Dreadwood Wargrove		-	-	200	Warscroll Battalion	
☀ Forest Folk		-	-	110	Warscroll Battalion	
☀ Forest Spirit Wargrove		-	-	160	Warscroll Battalion	
☀ Free Spirits		-	-	90	Warscroll Battalion	
☀ Gnarlroot Wargrove		-	-	180	Warscroll Battalion	
☀ The Guardians of Alarielle		-	-	220	Warscroll Battalion	
☀ Harvestboon Wargrove		-	-	200	Warscroll Battalion	
☀ Heartwood Wargrove		-	-	160	Warscroll Battalion	
☀ Household		-	-	70	Warscroll Battalion	
☀ Ironbark Wargrove		-	-	160	Warscroll Battalion	
☀ Lords of the Clan		-	-	110	Warscroll Battalion	
☀ Oakenbrow Wargrove		-	-	180	Warscroll Battalion	
☀ Outcasts		-	-	90	Warscroll Battalion	
☀ Sylvaneth Wargrove		-	-	200	Warscroll Battalion	
☀ Winterleaf Wargrove		-	-	200	Warscroll Battalion	
Allies: Stormcast Eternals, Wanderers						

WANDERERS		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
Glade Guard		10	30	120	Battleline	
Nomad Prince		1	1	80	Leader	
☀ Spellweaver		1	1	80	Leader	
Wayfinder		1	1	100	Leader	
Waystrider		1	1	80	Leader	
Waywatcher		1	1	100	Leader	
☀ Eternal Guard		10	30	80/210		Battleline if army has WANDERER allegiance
Sisters of the Thorn		5	20	220		
☀ Sisters of the Watch		10	30	220		Battleline if army has WANDERER allegiance and a Waywatcher is the army general
Wild Riders		5	20	140		
☀ Wildwood Rangers		10	30	180/480		Battleline if army has WANDERER allegiance and a Wayfinder is the army general
☀ Waystone Pathfinders		-	-	240	Warscroll Battalion	
Allies: Eldritch Council, Lion Rangers, Order Draconis, Phoenix Temple, Stormcast Eternals, Swifthawk Agents, Sylvaneth						

SCENERY PITCHED BATTLE PROFILES

		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
☀ Balewind Vortex		1	1	100	Scenery	Can be summoned by a WIZARD as described on the Balewind Vortex warscroll
☀ Sylvaneth Wyldwood		1	1	40	Scenery	0 points if army has SYLVANETH allegiance. Each Sylvaneth Wyldwood is comprised of 1-3 Citadel Woods.





GAME SIZE:.....

ALLEGIANCE:

ALLEGIANCE ABILITIES & TRIUMPHS

BEHEMOTHS:

WARSCROLL UPDATE

Based on feedback from the *Warhammer Age of Sigmar* community, we have updated the Grundstok Thunderers warscroll to better reflect the weapon options available in the kit. This warscroll replaces the one in *Battletome: Kharadron Overlords*.

GRUNDSTOK THUNDERERS

Grundstok Thunderers are professional warriors, well drilled and trained to fire quickly with great accuracy. They are equipped with a broad arsenal of deadly aethermatic weapons, and it is their task to lay down a blistering hail of firepower to protect the Kharadron Overlords' airfleets and the goods that they carry.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Aethershot Rifle	18"	2	3+	4+	-1	1
Aetheric Fumigator	9"	D3	3+	2+	-1	1
Decksweeper	12"	D6	4+	4+	-1	1
Aethercannon	12"	1	4+	2+	-2	D3
Grundstok Mortar	12"	1	4+	3+	-	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gun Butt	1"	1	4+	5+	-	1

DESCRIPTION

A unit of Grundstok Thunderers has 5 or more models. Each Grundstok Thunderer is armed with an Aethershot Rifle. For every 5 models in the unit, one Grundstok Thunderer can instead be armed with an Aetheric Fumigator, another Grundstok Thunderer can instead be armed with a Decksweeper, another Grundstok Thunderer can instead be armed with an Aethercannon and another Grundstok Thunderer can instead be armed with a Grundstok Mortar. If any enemies survive their devastating fusillades, they resort to bashing in skulls with their Gun Butts.

GUNNERY SERGEANT

The leader of this unit is the Gunnery Sergeant. A Gunnery Sergeant makes 4 attacks rather than 2 with an Aethershot Rifle.

HONOUR BEARER

Models in this unit can be Honour Bearers. You can re-roll battleshock tests for a unit of Grundstok Thunderers that includes any Honour Bearers.

ABILITIES

Drillbill: A unit of Grundstok Thunderers can be accompanied by an aethermatic bird known as a Drillbill, which perches upon the shoulder of one of the duardin. When the unit is threatened, the Drillbill whirrs to life, pecking at the enemy's vulnerable spots. If any enemy unit ends its charge within 1" of a unit with a Drillbill, roll a dice. On a 2 or more the unit suffers a mortal wound.

Keep Your Distance: When this unit is chosen to make attacks in the combat phase, they can instead retreat, making a move (including running if you wish) as if it were their movement phase. They may not embark as part of this move.

Choking Fug: Enemy models that end their charge within 2" of any models with an Aetheric Fumigator reduce the Attacks characteristics of all of their weapons by 1, to a minimum of 1, until the end of the subsequent combat phase.

Pin Them, Shred Them: If a model with a Grundstok Mortar causes any unsaved wounds on an enemy unit in the shooting phase, until the end of the phase you can re-roll the dice for the number of shots fired by any models with Decksweepers in the same unit if they target that enemy unit.

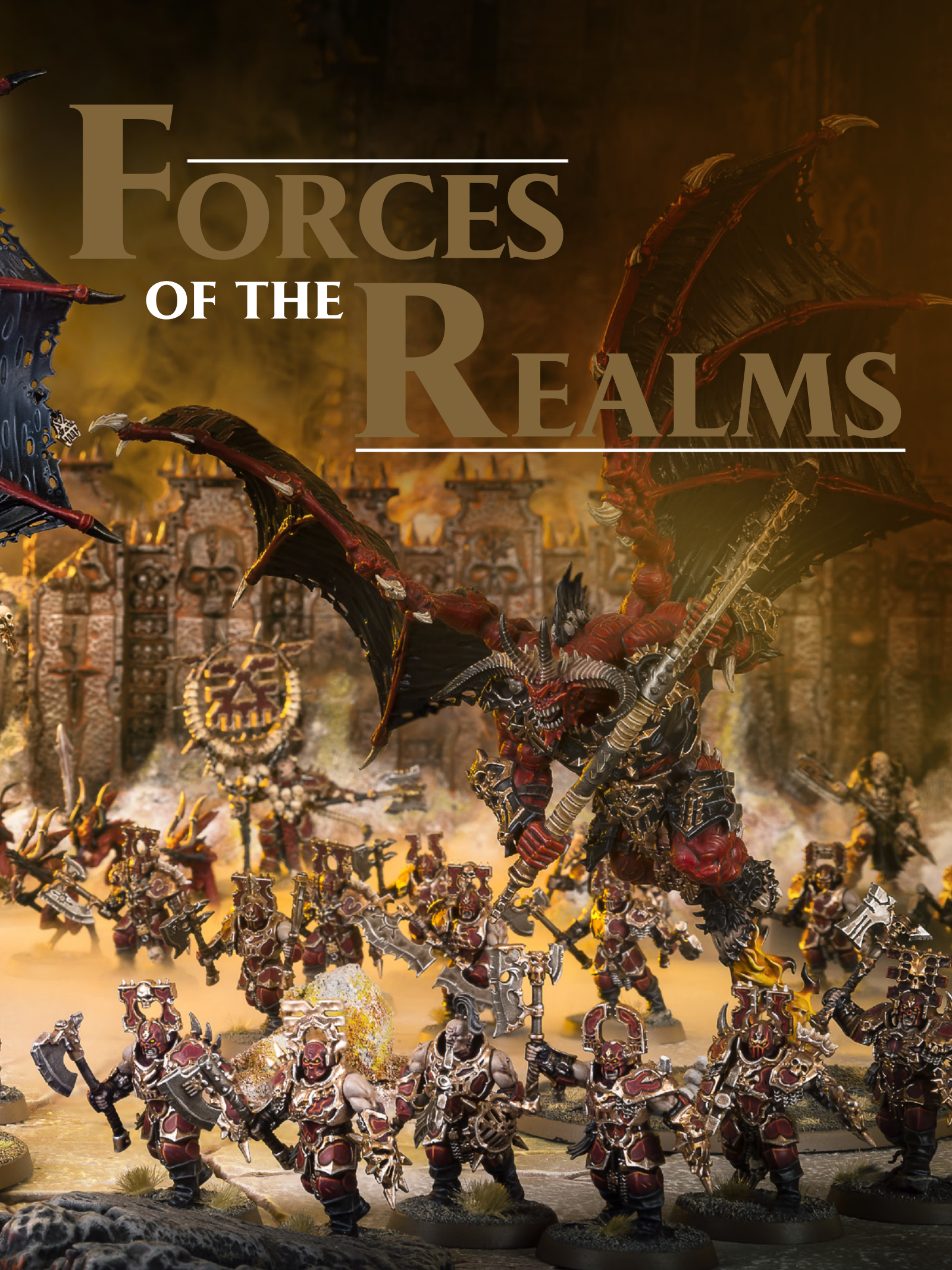
Finish Them: If any models with Decksweepers cause any unsaved wounds on an enemy unit in the shooting phase, until the end of the phase you can re-roll the hit rolls and damage rolls for any models with Aethercannons in the same unit if they target that enemy unit.

KEYWORDS

ORDER, DUARDIN, KHARADRON OVERLORDS, SKYFARER, GRUNDSTOK THUNDERERS







FORCES OF THE REALMS



CHOOSING YOUR ALLEGIANCE

In this section, you will find rules for choosing an allegiance for your army, as well as exciting allegiance abilities for a range of armies. These include powerful battle traits, command traits and magical items for you to use in your games of *Warhammer Age of Sigmar*.

ALLEGIANCE

Every unit and warscroll battalion in *Warhammer Age of Sigmar* owes allegiance to one of the Grand Alliances – either **ORDER**, **CHAOS**, **DEATH** or **DESTRUCTION**. The Grand Alliance a unit belongs to is determined by the keywords on its warscroll; so, if a unit has the **ORDER** keyword, it is part of the **ORDER** Grand Alliance.

Many units and warscroll battalions also have more specific allegiances, for example, **STORMCAST ETERNALS** or **SLAANESH**. An army can have a specific allegiance if all the

starting units and warscroll battalions in the army have the keyword for that allegiance, including any units that you assign a keyword to during set-up. For example, if all of the starting units in an army have the **STORMCAST ETERNAL** keyword, then the army can either have the **ORDER** or **STORMCAST ETERNAL** allegiance. When your army qualifies for more than one allegiance you must choose which allegiance your army will use before you set up any units. The allegiance you choose will apply for the duration of the battle, even if you add new units to the army during the battle that have a different allegiance.

ALLEGIANCE ABILITIES

An army with an allegiance can use the allegiance abilities specific to that allegiance in any game of *Warhammer Age of Sigmar*. Allegiance abilities allow your army to use certain battle traits, command traits and artefacts of power. Only units in the army with the appropriate allegiance keyword can benefit from these abilities.

On the following pages you will find allegiance abilities for armies with the **FYRESLAYERS**, **SERAPHON**, **DARKLING COVENS**, **WANDERERS**, **SLAANESH**, **SKAVEN PESTILENS**, **SKAVEN SKRYRE**, **SLAVES TO DARKNESS**, **BRAYHERD**, **FLESH-EATER COURTS**, **NIGHTHAUNT**, **SOULBLIGHT**, **IRONJAWZ**, **FREE PEOPLES** and **DISPOSSESSED** allegiances, as well as updated abilities for each of the Grand Alliances.

Battle Traits: An army that shares common goals and ideals is much deadlier than a rag-tag force of unlikely allies. To represent this, armies that share the same allegiance benefit from powerful additional abilities called battle traits.

Command Traits: Whether cunning strategist or berserk butcher, every general has a unique style of command. If your army has an allegiance and your general is a **HERO**, you can give them a command trait in addition to their command abilities. Pick the trait that best suits your general's personality, or roll a dice to randomly determine a trait. If, for any reason, you must select a new general during a battle, immediately generate a trait for them.

Artefacts of Power: These treasures are borne to war by mighty heroes. If your army has an allegiance and includes any **HEROES**, one or more may bear an artefact of power. Declare which artefact the **HERO** has after picking your general. Ideally, that artefact should fit the appearance of the model, or the heroic backstory you have given them. Alternatively, roll a dice and look up the roll on the relevant table to randomly select one.

You may choose one additional **HERO** to have an artefact for each warscroll battalion you include in your army. A **HERO** cannot have more than one artefact of power.

WARSCROLL BATTALIONS

When picking your army's allegiance, all units in a warscroll battalion are considered to have the allegiance noted above the title on the warscroll.

For example, the Guardians of Alarielle warscroll battalion from *Battletome: Sylvaneth* includes both **SYLVANETH** and **STORMCAST ETERNAL** units, but has 'SYLVANETH' listed as its allegiance above the battalion's title. This means that the Stormcast Eternal units in that battalion are considered to have the **SYLVANETH** allegiance when it comes to choosing the army's allegiance, even though they do not have the **SYLVANETH** keyword. If this battalion is included in an army that is otherwise only made up of **SYLVANETH** units, it could have the **ORDER** or **SYLVANETH** allegiance, and the associated abilities. However, if the **SYLVANETH** allegiance



is chosen, the Stormcast Eternal units from the Guardians of Alarielle battalion would not benefit from any **SYLVANETH** allegiance abilities because those units themselves don't have the **SYLVANETH** keyword.

On the following pages we have included six new warscroll battalions to be used

in any of your games. These battalions have the **FYRESLAYERS**, **SERAPHON** and **IRONJAWZ** allegiances.

NAMED CHARACTERS

Named characters such as Nagash, Archaon and Alarielle are singular and mighty warriors, with their own personalities and items of power. As such, these models cannot have a command trait or artefact of power.

MOUNTS

Some heroes have a mount, such as a battle steed, a powerful monster that they can ride, or a massive war machine that they can stand upon. In all such cases, any command abilities or magical artefacts can only be used to affect attacks made by the hero, and have no effect on attacks made by the their mount unless specifically stated otherwise.



RULES

ALLEGIANCE ABILITIES: ORDER

This section describes the allegiance abilities available to an Order army, including battle traits for the army, command traits for its general and the magical artefacts available to its heroes.

BATTLE TRAITS

Defiant Avengers: The forces of Order are confident of their abilities and are determined to drive the minions of Chaos from the Mortal Realms.

You can re-roll battleshock tests for friendly **ORDER** units in the battleshock phase.



COMMAND TRAITS

D6 Command Trait

- 1 Strategic Genius:** Roll a dice for the general at the start of each of their hero phases. On a roll of 5 or more they can use two different command abilities in that hero phase, or they can use the Inspiring Presence command ability twice in that hero phase.
- 2 Inspiring:** Friendly **ORDER** units that are within 6" of the general do not have to take battleshock tests.
- 3 Reckless:** You can re-roll charge rolls for the general.
- 4 Tenacious:** Add 1 to the general's Wounds characteristic.
- 5 Legendary Fighter:** Add 1 to the number of attacks the general makes with one melee weapon each combat phase. A different weapon can be chosen in different combat phases if desired.
- 6 Master of Defence:** Roll a dice for each wound or mortal wound inflicted on the general. On a roll of 6 or more the wound or mortal wound is negated and has no effect.



ARTEFACTS OF ORDER

D6 Artefact

- 1 **Quicksilver Potion:** This potion is brewed from the liquid metal found in the lakes of Viscid Flux. When drunk before battle commences, it imbues the user with lightning-fast reflexes.

You can use the potion once per battle at the start of a combat phase. This model (and its mount, if it has one) attacks in the combat phase before any other models, and before the player whose turn is taking place picks a unit to attack with.

- 2 **Obstinate Blade:** This enchanted blade is a symbol of supremacy that cleaves through even daemonsteel as if it were gossamer.

Pick one melee weapon that this model can use. Increase the Rend characteristic of the weapon by 1.

- 3 **Relic Blade:** Some say the Relic Blade is a remnant of the World Before Time. Whether this is true or not, it can part heads from necks with a single swing.

Pick one melee weapon that this model can use. Increase the Damage characteristic of that weapon by 1.

- 4 **Hoarfrost:** Hoarfrost is all that remains of the enchanted glacier Fjoerdos. Those struck by it find their blood freezing solid in their veins.

Pick one melee weapon that this model can use. If an enemy model suffers any wounds from this weapon and is not slain, subtract 1 from its hit rolls for the rest of the battle.

- 5 **Talisman of Blinding Light:** The runes on this amulet's multifaceted surfaces blaze with the light of Hysh. It emits dazzling arcs of white light that blind those who look upon it.

You can use the amulet once per battle at the start of a combat phase. Your opponent must subtract 1 from hit rolls made for attacks that target this model in that combat phase.

- 6 **Phoenix Stone:** Phoenix Stones are incredibly rare gems that can be found buried within the blackened granite rock formations of the Brimstone Peninsula. Wearing such a stone against the skin can heal injuries and ward off any disease.

You can heal 1 wound suffered by this model in each player's hero phase.

ALLEGIANCE ABILITIES: DARKLING COVENS

This section describes the allegiance abilities available to a Darkling Covens army, including battle traits for the army, command traits for its general and the magical artefacts available to its heroes.

BATTLE TRAITS

Lethal Coordination: Dreadspears, Bleakswords and Darkshards are mercilessly trained to work in close cooperation, each one supporting the other upon the battlefield. They use this hard-earned expertise to field formations that have Bleakswords in the front rank, Dreadspears just behind them, and Darkshards at the rear.

The Dreadspears' Formidable Bastion ability, the Bleakswords' Quicksilver Strike ability, and the Darkshards' Storm of Iron-tipped Bolts ability are each based upon the number of models in the unit. When working out the number of models in a unit when one of these units uses one of these abilities, add the number of

friendly Dreadspears, Bleakswords and Darkshards models from other units that are within 6" of it.

For example, if a unit of 10 Darkshards is within 6" of 10 Dreadspear models when it attacks in the shooting phase, then it would count as having 20 models for the purposes of its Storm of Iron-tipped Bolts ability.

Tyrannical Ruler: The leader of a Darkling Coven rules through bloodshed and intimidation; they believe that respect counts for nothing unless it is backed by fear.

If a friendly DARKLING COVEN unit has to take a battleshock test when they

are within 3" of the general, you can choose to inflict a mortal wound on the unit instead of taking the battleshock test. In addition, the general of a DARKLING COVEN army can use the following command abilities:

Command Underlings: Pick one friendly DARKLING COVEN unit within 12" of the general. Until your next hero phase, the unit can run and still shoot and/or charge in the same turn.

Inspire Hatred: Pick one friendly DARKLING COVEN unit within 12" of the general. Re-roll wound rolls of 1 for that unit until your next hero phase.

COMMAND TRAITS

D6 Command Trait

- 1 **Merciless:** D3 additional models flee from any enemy unit that fails a battleshock test within 12" of the general.
- 2 **Arrogant Prowess:** You can re-roll hit rolls of 1 for the general's attacks.
- 3 **Sustained by Misery:** The general heals D3 wounds at the end of any combat phase in which at least one enemy model was slain within 12" of the general.
- 4 **Master of the Sorcerous Arts:** Add 1 to casting and unbinding rolls for the general. If the general is not a wizard, they gain the **WIZARD** keyword and can cast and unbind spells in the same manner as a Sorceress.
- 5 **Effortless Grace:** Add 1 to all save rolls for the general.
- 6 **Impossibly Swift:** The opposing player must subtract 1 from hit rolls made for attacks that target the general.





DARKLING COVENS ARTEFACTS

D6 Artefact

- 1 **Shadowshroud Ring:** If this obsidian ring is turned round the wearer's finger three times, it emits a cloud of black shadow that engulfs the ring-bearer.

You can use this artefact once per battle in your hero phase. When you do so, the maximum range of attacks, spells and abilities used either by or upon this model is limited to 3" until your next hero phase. In addition, this model can fly until your next hero phase.

- 2 **Incorporeal Retainer:** In addition to armies of bewitched warriors protecting her, a Sorceress may employ a creature of pure shadow to deflect the strikes of her enemies.

Roll a dice each time this model suffers a wound or mortal wound. On a roll of 6, the wound is negated and has no effect.

- 3 **Anklet of Epiphany:** This cuff tethers its wearer to the realm in which they stand, allowing them to draw upon buried energies that have lain fallow since the Age of Myth.

Add 6" to the range of any spells successfully cast by this model if it is wholly in or on a terrain feature.

- 4 **Decanter of Egos:** Used to hold the souls of the bewitched, this crystalline flask can be unstopped should a Sorceress wish to apportion the stored animus amongst her thralls.

You can use this artefact once per battle, at the start of your movement phase. When you do so, in that movement phase you can add up to 3" to the Move characteristic of friendly **DARKLING COVEN** units that are within 6" of the bearer at the start of the phase.

- 5 **Heart of Woe:** Over time, this amulet becomes infused with the life-force of its wearer. Should they fall in battle, the blackened gem ruptures in an explosion of spiteful energy.

If this model is slain in the combat phase, each enemy unit within 3" suffers D3 mortal wounds.

- 6 **Shadesliver:** Forged from the folded shadow of a sleeping god, this thin-bladed dagger becomes deadlier each time it is bathed in the blood of its victims.

Pick one melee weapon that this model can use. If the weapon inflicts any wounds in the combat phase, you can add 1 to the damage the weapon inflicts for the rest of the battle, starting from the next combat phase in which it is used. This effect is cumulative.

ALLEGIANCE ABILITIES: DISPOSSESSED

This section describes the allegiance abilities available to a Dispossessed army, including battle traits for the army, command traits for its general and the magical artefacts available to its heroes.

BATTLE TRAITS

Stubborn to the End: The Dispossessed are renowned for their refusal to admit defeat, especially in the face of overwhelming odds.

If you roll a 1, 2 or 3 when taking a battleshock test for a **DISPOSSESSED** unit, that unit stubbornly refuses to yield and is treated as having passed the battleshock test irrespective of any modifiers to their Bravery or the number of casualties they have suffered that turn.

Grudgebound: When a Dispossessed army goes to war, sparks of bitterness over ancient grudges are fanned into seething flames that call for vengeance.

Before you select your general's command trait, pick one of the grudges from the table on the right for the army to avenge. Alternatively, you can roll a dice to randomly determine the grudge. The associated traits apply to all **DISPOSSESSED** units from your army for the duration of the battle, even if the general is slain (if you must select a new general during the battle, do not generate a new grudge for the army).

D6 Grudge

- 1 **Stuck-up:** You can re-roll hit rolls of 1 for friendly **DISPOSSESSED** units if the target of the attack is an enemy **HERO**.
- 2 **Speed Merchants:** You can re-roll hit rolls of 1 for friendly **DISPOSSESSED** units if the target of the attack has a Move characteristic of 10 or more.
- 3 **Monstrous Cheaters:** You can re-roll hit rolls of 1 for friendly **DISPOSSESSED** units if the target of the attack is an enemy **MONSTER**.
- 4 **Cowardly Hordes:** You can re-roll hit rolls of 1 for friendly **DISPOSSESSED** units if the target of the attack is part of an enemy unit that started the battle with twenty or more models.
- 5 **Shoddy Craftsmanship:** You can re-roll hit rolls of 1 for friendly **DISPOSSESSED** units if the target of the attack has a Save characteristic of 4+ or better.
- 6 **Sneaky Ambushers:** You can re-roll hit rolls of 1 for friendly **DISPOSSESSED** units if the target of the attack is in cover, or did not start the battle set up on the battlefield.

COMMAND TRAITS

D6 Command Trait

- 1 **Resolute:** Friendly **DISPOSSESSED** units within 6" of the general automatically pass battleshock tests on a roll of 1 to 4, rather than only on a roll of 1, 2 or 3 (see the Stubborn to the End battle trait).
- 2 **Resilient:** Add 1 to the general's Wounds characteristic.
- 3 **Unforgiving:** Add 1 to wound rolls for the general if the target has the **CHAOS** keyword.
- 4 **Siegemaster:** Do not add 1 to the save rolls of enemy units that are in cover if they are attacked by the general or a friendly **DISPOSSESSED** unit within 6" of the general.
- 5 **Battle Fury:** Roll a dice after the general completes their attacks in the combat phase; on a roll of 6 they can pile in and attack again.
- 6 **Grudgebearer:** Once per battle, in your hero phase, you can pick a new grudge to apply to the army for the rest of the battle (see the Grudgebound battle trait).



DISPOSSESSED ARTEFACTS

D6 Artefact

- 1 **Heavy Metal Ingot:** Imbued with the eternal might of mountains, the Ingot makes an immovable object and an unstoppable force of the duardin who carries it.

You can re-roll failed save rolls for this model as long as it did not move in the same turn.

- 2 **Ancestral Pickaxe:** The duardin of old carved mighty tunnels underneath the lands of the Mortal Realms. This axe is one of the few tools to have survived from that bygone age.

Once during the battle, in your hero phase, you can remove this model and up to 1 other friendly **DISPOSSESSED** unit within 3" of this model from the battlefield. They are set up again at the start of your next hero phase anywhere on the battlefield, within 3" of each other and more than 9" away from enemy models. This counts as their move for the following movement phase.

- 3 **Teardrop of Grungni:** When this unembellished orb is hurled at the foe it releases a searing spray of molten lead. Those not slain outright are encased in the rapidly cooling metal.

You can use this artefact once per battle in your shooting phase. When you do so, pick an enemy unit within 6" of this model. That unit suffers D3 mortal wounds. In addition, if the target is a **HERO** or **MONSTER**, it must halve its Move characteristic until your next hero phase.

- 4 **Grudge Rune:** Etched on this symbol of power is the name of one who has stoked the ire of this duardin hero. When the grudge is fulfilled, the name fades so that a new name can be carved.

After armies have been set up, but before the first battle round starts, pick one **HERO** in the enemy army. You can re-roll failed hit and wound rolls for this model if the target of the attack is the chosen enemy **HERO**.

- 5 **Piledriver Gauntlets:** Created by Avrik Fortbuilder to lay foundation stones in the most unyielding surfaces across the realms, these master-crafted gloves are equally useful for knocking the enemy off their feet.

At the start of the combat phase you can declare that this model will strike the ground instead of attacking. If you do so, your opponent must subtract 1 from hit rolls made for enemy models that are within 6" of this model when they attack.

- 6 **Resounding Gromrilhorn:** Like the metal from which it is forged, this horn's blast is pure and true, and it fills every duardin heart with unwavering vigour.

The bearer can use this artefact once per battle in your hero phase. When they do so, all friendly **DISPOSSESSED** units add 2 to their Bravery until your next hero phase.

ALLEGIANCE ABILITIES: FREE PEOPLES

This section describes the allegiance abilities available to a Free Peoples army, including battle traits for the army, command traits for its general and the magical artefacts available to its heroes.

BATTLE TRAITS

Defiant Avengers: The forces of Order are confident of their abilities and are determined to drive the minions of Chaos from the Mortal Realms.

You can re-roll battleshock tests for friendly **FREE PEOPLES** units in the battleshock phase.

Freeguild Great Companies: The backbone of the Free Peoples' diverse army is its regiments of well-drilled infantry – serried ranks of troops that support each other against the foe.

A Freeguild Great Company consists of three units that are trained to fight together as a team. You can organise

FREE PEOPLES units in your army into a Freeguild Great Company before they are set up at the start of the battle. You must tell your opponent which of your units are in each Freeguild Great Company that you form.

When you form a Freeguild Great Company before the battle, it must consist of one Freeguild Guard unit with at least 20 models, and two other **FREEGUILD** units of any type (including other Freeguild Guard units) that have at least 10 models each. For example, a Great Company might have one unit of 30 Freeguild Guard, one unit of 15 Freeguild Crossbowmen, and one unit of 10 Freeguild Greatswords.

At the end of each enemy charge phase, units in a Freeguild Great Company can lend support to other units from their Great Company if all of the following apply.

- The unit lending support is more than 3" from the enemy.
- The unit being supported is within 3" of the enemy.
- The two units are within 6" of each other.

A unit lending support to another unit from its Great Company can either shoot as if it were their shooting phase, or charge as if it were their charge phase.

COMMAND TRAITS

D6 Command Trait

- 1 **Inspiring:** Friendly **FREE PEOPLES** units that are within 9" of your general do not have to take battleshock tests.
- 2 **Battle-tested Veteran:** The general can use the Inspiring Presence command ability and one other command ability in each of their hero phases. If the general does not have any other command abilities, then they can use Inspiring Presence twice.
- 3 **Shrewd Commander:** You receive an extra Triumph at the start of the battle.
- 4 **Indomitable:** You can add 1 to save rolls of friendly **FREE PEOPLES** units within 6" of the general as long as they have not made a charge move in the same turn.
- 5 **Righteous Fury:** Add 1 to the general's wound rolls if the target of the attack has the **CHAOS** keyword.
- 6 **Grim Resolve:** Add 1 to the general's Wounds characteristic.





FREE PEOPLES ARTEFACTS

D6 Artefact

- 1 **Armour of Meteoric Iron:** Forged from the metal of a fallen star, it is said that no mortal blade can pierce the Armour of Meteoric Iron.

Add 1 to save rolls for this model.

- 2 **Blade of the Realms:** Magically attuned to each of the eight realms, the Blade of the Realms can slip in and out of reality at a thought. When wielded by a true warrior, no mortal armour can stop it.

Pick one melee weapon that this model can use. Each time you make a wound roll of 6 or more for this weapon, the target suffers a mortal wound in addition to any other damage the attack inflicts.

- 3 **Luckstone:** It is said this rune-etched pebble attracts good fortune like a magnet, and that it has survived not just the destruction of the World Before Time, but a dozen worlds before it.

You can re-roll one failed hit, wound or save roll for this model each turn.

- 4 **The Broken Shackle:** A symbol of the Free Peoples' courage and heritage, this sundered pair of manacles allows the wearer to stride unimpeded through even the thickest combats.

This model may retreat or charge as if it can fly. In addition, this model may retreat and charge in the same turn.

- 5 **Writ of Dominion:** A record of the Free Peoples' decree to take back what is theirs, the words on this magically imbued scroll fill all who hear them with grim determination.

You can use this artefact once per battle in your hero phase. If you do so, this model cannot move, charge or pile in until your next hero phase. However, until your next hero phase you can add 1 to wound rolls made for friendly **FREE PEOPLES** units that are within 6" of this model.

- 6 **Flag of the Conquerors:** Its golden tassels have absorbed the energies of the realms, and wherever the flag is planted the Free Peoples make their stand.

Add 1 to the Bravery of friendly **FREE PEOPLES** units within 12" of this model. In addition you can re-roll the charge rolls of friendly **FREE PEOPLES** units if they are charging to support another unit (see the Freeguild Great Companies battle trait).

ALLEGIANCE ABILITIES: FYRESLAYERS

This section describes the allegiance abilities available to a Fyreslayers army, including battle traits for the army, command traits for its general and the magical artefacts available to its heroes.

BATTLE TRAITS

Ur-gold Runes: Ur-gold is a source of strength for the Fyreslayers. In battle a warrior's runes are awakened, filling them with the blazing power of Grimnir.

At the start of your hero phase, you can activate one of the following six ur-gold runes. State which rune will be activated and roll a dice. On a roll of 1-5, the rune has the standard effect. On a roll of 6 it also has the enhanced effect. The effect(s) of the rune last until the start of your next hero phase.

The power of each ur-gold rune can only be awakened once in each battle, and no more than one can be activated at the same time. Once you have used a rune, you can choose a new one to use in your next hero phase, but you cannot use the same one again.

Rune of Fury: Re-roll hit rolls of 1 in the combat phase for friendly **FYRESLAYER** units.

Enhanced Effect: Add 1 to the Attacks characteristic of melee weapons used by friendly **FYRESLAYER** units.

Rune of Searing Heat: Add 1 to the Damage characteristic of attacks made by friendly **FYRESLAYER** units if the wound roll for the attack was 6 or more.

Enhanced Effect: Enemy units within 3" of any friendly **FYRESLAYERS** when this rune is activated in the hero phase suffer a mortal wound.

Rune of Awakened Steel: Increase the Rend characteristic of melee weapons used by friendly **FYRESLAYER** units by 1.

Enhanced Effect: Increase the Rend characteristic by a further 1.

Rune of Fiery Determination: Friendly **FYRESLAYER** units do not have to take battleshock tests.

Enhanced Effect: Friendly **FYRESLAYER** models that are slain in the combat phase are not removed until the end of the phase, and in the meantime can still pile in and attack normally.

Rune of Relentless Zeal: Add 4" to the Move characteristic of friendly **FYRESLAYER** units.

Enhanced Effect: Add 4 to the charge rolls of friendly **FYRESLAYER** units.

Rune of Farsight: Add 8" to the range of attacks made with Fyresteel Throwing Axes by friendly **FYRESLAYER** units.

Enhanced Effect: Re-roll hit rolls of 1 for attacks made with Fyresteel Throwing Axes by friendly **FYRESLAYER** units.

COMMAND TRAITS

D6 Command Trait

- Fury of the Fyreslayers:** Friendly **FYRESLAYER** units within 6" of the general can move an additional 3" when they pile in.
- Exemplar of the Ancestor:** Friendly **FYRESLAYER** units that are within 12" of the general do not have to take battleshock tests.
- Blood of the Berserker:** Once per battle, the general can pile in and attack again immediately after they have attacked in the combat phase.
- Iron of the Guardian:** Reduce the Rend characteristic of all attacks made against the general by 1, to a minimum of 1.
- Destroyer of Foes:** Add 1 to the Damage inflicted by an attack made by the general if the wound roll for the attack is 6 or more.
- Spirit of Grimnir:** Once per battle, and as long as the general is alive, you can use a dice roll of 5 to activate an ur-gold rune's enhanced effect (see battle traits) instead of a dice roll of 6.





FYRESLAYER ARTEFACTS

D6 Artefact

- 1 **Igneous Plate:** The Igneous Plate retains the fires of its forging. Though blistering to the touch and hence very painful to wear, the Igneous Plate melts the blades of those that strike it.

Subtract 1 from the hit rolls of attacks made against this model in the combat phase if neither the attacker nor this model charged during the turn.

- 2 **Ancestor Rune:** With this rune many great wyrms of the Age of Myth were slain.

Pick one melee weapon that the bearer can use. Add 1 to wound rolls made for this weapon if the target is a **MONSTER**.

- 3 **Obsidian Coronet:** Carved from pure volcanic glass, this lustrous helm absorbs the burning glow of nearby runes and projects their power across the battlefield.

Add 6" to the range of any command abilities used by this model in the hero phase.

- 4 **Volcanic Rune:** The blood of those slain by a weapon bearing this rune is instantly transmuted so that it erupts with the burning fury of a Magmadroth.

Pick one melee weapon that the bearer can use. At the end of the combat phase, roll a dice for each enemy unit that had any wounds inflicted upon it by this weapon that phase. On a roll of 3 or more, that unit suffers a mortal wound.

- 5 **Ash-plume Sigil:** By chanting the name of this rune, its bearer can call down a column of choking soot that clogs the flow of foul magic.

Once per battle, the bearer can automatically unbind one spell cast by an enemy **WIZARD** within 18".

- 6 **Meteoric Axe:** Said to have been forged by Ignoset, the living volcano, this blade is hurled skyward, and from the clouds it descends upon its enemies with the force of a falling star.

Increase the Range of the bearer's Fyresteel Throwing Axe to 16", and the Damage to D3.

FYRESLAYERS
VOSTARG LODGE



Beneath the smouldering volcanoes of the Cynder Peaks, the hammers of the Vostarg lodge ring ceaselessly upon their anvils like drums of war. Among the oldest of the Aqshy Fyreslayer lodges, the Vostarg can trace their lineage back to the legendary Vosforge, and they are the only scions of the original Vostarg lodge still to bear that name. From their sprawling magmahold of Furios Peak, the might of the Vostarg casts a blazing glow across the lands, and their reputation as brutal mercenaries and fearsome warriors stretches far beyond the borders of their domain.

ORGANISATION

A Vostarg Lodge battalion consists of the following:

- 1 Lords of the Lodge (must contain 1 additional unit of Hearthguard Berzerkers)
- 1 Warrior Kinband

A Vostarg Lodge battalion may also contain the following:

- 0-2 warscroll battalions chosen in any combination from the following list:
 - Warrior Kinband
 - Forge Brethren
- Any number of additional **FYRESLAYER** units

If a Vostarg Lodge battalion contains the maximum number of battalions, it gains the Dour and Fearless ability from the Grand Fyrd warscroll battalion in *Battletoome: Fyreslayers*.

ABILITIES

Proud Lineage: If the Rune of Fiery Determination (see page 126) is activated, it automatically has its enhanced effect on units from a Vostarg Lodge battalion, no matter what was rolled on the dice for the ability.

Fearsome Reputation: Subtract 1 from the Bravery of enemy units within 3" of any units from a Vostarg Lodge battalion.

GREYFYRD LODGE



Mercenary wanderers, the Greyfyrd lodge travel the realms in search of precious ur-gold to smelt within their forges. From the heart of their great magmahold Gateswold, where portals to many realms lurk beneath megalithic obstinite mountains, the Greyfylds embark on crusades into the far reaches of the Mortal Realms. In many realms the lodge are much sought-after as mercenaries, and their warriors have changed the fates of the Ninefold Kingdoms of Obsidia, the Gloom tribes of Shyish and the Neolantic Bloodlands among uncounted others.

ORGANISATION

A Greyfyrd Lodge battalion consists of the following:

- 1 Lords of the Lodge
- 1 Warrior Kinband (must contain 1 additional unit of Vulkite Berzerkers)

A Greyfyrd Lodge battalion may also contain the following:

- 0-2 warscroll battalions chosen in any combination from the following list:
 - Warrior Kinband
 - Forge Brethren
- Any number of additional FYRESLAYERS units

If a Greyfyrd Lodge battalion contains the maximum number of battalions, it gains the Dour and Fearless ability from the Grand Fyrd warscroll battalion in *Battletome: Fyreslayers*.

ABILITIES

Mercenary Wanderers: Instead of setting up a unit from Greyfyrd Lodge battalion on the battlefield, you can place it to one side and say that it is using the obstinite mountain portals. If you do, you can roll a dice for the unit at the start of any of your movement phases and look up the result on the table below. If the unit has not arrived by the end of the battle it counts as having been slain.

D6 Result

- 1 Difficult Journey:** The unit is still travelling to the battlefield; it does not arrive in this turn but you can roll for it again in your next turn.
- 2-5 Flank March:** You can set up the unit with all models within 6" of the edge of the battlefield, not in enemy territory and more than 9" from any enemy units. This counts as its move for that movement phase.
- 6 Rear March:** You can set up the unit with all models within 6" of the edge of the battlefield, anywhere in enemy territory and more than 9" from any enemy units. This counts as its move for that movement phase.

ALLEGIANCE ABILITIES: SERAPHON

This section describes the allegiance abilities available to an Seraphon army, including battle traits for the army, command traits for its general and the magical artefacts available to its heroes.

BATTLE TRAITS

Masters of Order: The ancient slann are amongst the greatest wizards in existence, and they shape the very stars with their magic.

SLANN WIZARDS in a **SERAPHON** army can attempt to unbind enemy spells that are cast anywhere on the battlefield, rather than only those cast by enemy **WIZARDS** within 18". In addition, if the casting roll for a **SLANN WIZARD** in a **SERAPHON** army was a double, and the spell was successfully cast, then you can add 6" to the range of the spell.

Lords of Space and Time: The Slann are able to bridge any distance in an instant, as mortal concerns such as space and time hold little meaning for them.

Once per turn, in your hero phase, you can pick one of your **SERAPHON** units anywhere on the battlefield to be transported through space and time. If you do so, roll a dice for the unit and look up the result on the table on the right.

D6 Effect

- 1 Contemplating the Cosmos:** The unit cannot move or charge this turn.
- 2-5 Spatial Displacement:** Remove the unit from the battlefield, and then set it back up anywhere that is more than 9" from an enemy unit. This counts as the unit's move for the next movement phase.
- 6 Temporal Displacement:** As Spatial Displacement, except that the unit is also allowed to move in the next movement phase as normal.

COMMAND TRAITS

If the general is a **SLAAN**, use the Slaan command traits table; if the general is a **SAURUS**, use the Saurus command traits table; if the general is a **SKINK**, use the Skink command traits table. If the general has none of these keywords, it cannot have a Seraphon command trait.

D3 Slann Command Trait

- 1 Arcane Might:** Re-roll rolls of 1 when making a casting or unbinding roll for the general.
- 2 Vast Intellect:** The general can use the Curse of Fates and Summon Starlight spells from the Skink Starseer and Skink Starpriest warscrolls.
- 3 Great Rememberer:** If the general is still alive, you can use the Lords of Space and Time battle trait twice in each of your hero phases rather than only once.

D3 Saurus Command Trait

- 1 Disciplined Fury:** You can re-roll one failed hit roll for the general in each combat phase.
- 2 Thickly Scaled Hide:** You can re-roll save rolls of 1 for the general.
- 3 Mighty War Leader:** The general can use the Inspiring Presence command ability in the same hero phase that they use one other command ability.

D3 Skink Command Trait

- 1 Master of Star Rituals:** If the general is a Skink Priest, they can use the Celestial Rites ability from their warscroll twice in each of their hero phases rather than once. If they are not a Skink Priest, then they can use the Celestial Rites ability.
- 2 Nimble:** Add 1 to the general's Move characteristic. In addition, add 1 to save rolls for the general as long as they are not riding upon a mount.
- 3 Cunning:** Roll a dice at the start of the combat phase if the general is within 3" of an enemy **HERO**. On a roll of 4 or more the enemy hero suffers 1 mortal wound.



SERAPHON ARTEFACTS

D6 Artefact

- 1 **Zoetic Dial:** As the constellations align with the facets of this mighty Astrolith, the strands of fate inexorably envelope its bearer.

Roll a dice at the start of the first battle round. In the battle round corresponding to the number you roll, you can re-roll failed save rolls for this model. If you roll a 6, you can decide to use this ability at the start of any one battle round, rather than having to use it in the 6th battle round.

- 2 **Incandescent Rectrices:** The light of a thousand stars shimmers along the length of this vibrant plumage, instilling the bearer with the restorative power of the heavens.

Roll a dice the first time this model suffers its final wound. On a roll of 1 or 2 the model is slain. On a roll of 3 or more, this model heals D3 wounds instead. If the model is not slain, remove it from the battlefield and set it up again within 12" of its original location, more than 3" away from any enemy models. If this is impossible, this model remains in its current location.

- 3 **Blade of Realities:** This weapon has existed in one form or another across every realm and in every reality. It is remembered into existence by the Slann Starmasters to bring about the end of tyrants.

Pick one melee weapon that the bearer can use.
Increase the Rend characteristic of the weapon by 1.

- 4 **Light of Dracothion:** Gathered by the Slann on their journey to Azyr, the light from the Great Drake's tears can wash away the foulest and most corruptive of energies.

Once per battle, the bearer can automatically unbind one spell cast by an enemy **WIZARD** within 18".

- 5 **Coronal Shield:** Those who stand before the carrier of the Coronal Shield are blinded by the focused light of suns before they are immolated.

At the start of any combat phase, roll a dice for each enemy unit within 3" of this model. On a roll of 4 or more that unit is blinded; subtract 1 from the hit rolls of a blinded unit for the rest of that combat phase.

- 6 **Prism of Amyntok:** When angled correctly the Prism of Amyntok can channel aetheric power from the skies of the Luminous Realm, blasting the bearer's foes with a beam of pure white energy.

You can unleash the power of the prism at the start of your movement phase. If you do so, this model cannot move in that movement phase. Pick an enemy unit within 12" of this model. On a roll of 3 or more, that unit suffers D3 mortal wounds.

SERAPHON FANGS OF SOTEK



The curving fangs of the constellation of Sotek rise above the Mortal Realms on nights when the winds of Azyr blow their strongest. Each shimmering star in this radiant formation is a seraphon cohort waiting for the call of the Slaan Starmaster Zectoka. Blazing upon the tip of the longest tooth is the Scar-Veteran Ku-Quar, and when Zectoka summons the constellation to battle this saurus is often the first to step into the Mortal Realms. From the back of his bellowing Carnosaur, Ku-Quar leads a host of warriors and lumbering reptilian beasts into battle against the armies of Chaos.

ORGANISATION

The Fangs of Sotek battalion consists of the following:

- 1 Slann Starmaster (Zectoka)
- 1 Saurus Oldblood on Carnosaur (Ku-Quar)
- 1 Sunclaw Starhost

The Fangs of Sotek battalion may also contain:

- 0-4 warscroll battalions chosen in any combination from the following list:
 - Sunclaw Starhost
 - Firelance Starhost
 - Eternal Starhost
 - Thunderquake Starhost
- Any number of additional **SERAPHON** units

If a Fangs of Sotek battalion contains the maximum number of battalions, it gains the Strategic Mastery ability from the Starbeast Constellation warscroll battalion in *Battletome: Seraphon*.

ABILITIES

First to Battle: You can add 3" to the Move characteristic of all Fangs of Sotek units apart from Zectoka in the first battle round.

First Oldblood: Ku-Quar can use his Ancient Warlord command ability even if he is not the army general. If he is the army general he can use it in addition to one other command ability.

Bellowing Carnosaur: You can add 1 to the dice roll when using Ku-Quar's Bloodroar ability.

SERAPHON DRACOTHION'S TAIL



Whipping across the heavens, the tail of the great star drake Dracothion is said to mirror the mood of Azyr itself. Within the stars of this vast constellation dwell the armies of the Scar-Veteran Quar-Toc, known as the Fury of Azyr. They appear at the call of the Slann Starmaster Kuoteq, riding and flying forth from the stars and into the Mortal Realms. As befits the constellation from which they come, the seraphon of Dracothion's Tail are quick and unpredictable upon the battlefield, and their ranks are filled with Saurus Knights, Ripperdactyls and Terradon Riders.

ORGANISATION

The Dracothion's Tail battalion consists of the following:

- 1 Slann Starmaster (Kuoteq)
- 1 Firelance Starhost

The Dracothion's Tail battalion may also contain:

- 0-4 warscroll battalions chosen in any combination from the following list:
 - Sunclaw Starhost
 - Firelance Starhost
 - Eternal Starhost
 - Shadowstrike Starhost
- Any number of additional **SERAPHON** units

If a Dracothion's Tail battalion contains the maximum number of battalions, it gains the Strategic Mastery ability from the Starbeast Constellation warscroll battalion in *Battletome: Seraphon*.

ABILITIES

Appear at Kuoteq's Command: In the hero phase, Kuoteq can cast any number of summoning spells that summon SAURUS units to the battlefield, as long as each unit that he summons comes from this battalion. Furthermore, he does not need to make a casting roll in order to cast the spells, and the opposing player cannot attempt to unbind the spells. However, each spell that he casts must summon a different unit chosen from a different warscroll – Kuoteq cannot cast exactly the same spell more than once per turn.

For example, in one hero phase Kuoteq can summon a Saurus Eternity Warden from this battalion using the Summon Eternity Warden spell, and a Saurus Sunblood from this battalion using the Summon Sunblood spell, but he cannot summon two Saurus Eternity Wardens in the same hero phase.

RULES

ALLEGIANCE ABILITIES: WANDERERS

This section describes the allegiance abilities available to a Wanderers army, including battle traits for the army, command traits for its general and the magical artefacts available to its heroes.

BATTLE TRAITS

Defiant Hunters: Wanderers are undaunted by the savagery of the realms and will let no misfortune deter them from their path.

You can re-roll battleshock tests for **WANDERER** units from your army in the battleshock phase.

Realm Wanderers: These aelves, as their name implies, have travelled the realms for generations and know many hidden paths.

At the start of any of your movement phases, any **WANDERER** unit from your army that is within 6" of the edge of the battlefield can leave to travel along a hidden pathway instead of making a move.

Declare that this is what the unit is going to do, and then remove it from the battlefield. You must then set the unit up, anywhere along the edge by which it left, with all models wholly within 6" of the edge of the battlefield, and more than 9" from any enemy models. This is the unit's move for that movement phase.

Melt Away: Wanderers are impossibly difficult to lock in combat, melting away to strike from afar with their missile weapons.

A friendly **WANDERER** unit that retreats can shoot in the shooting phase of the same turn.



COMMAND TRAITS

D6 Command Trait

- 1 **Stalker of the Hidden Paths:** If a friendly **WANDERER** unit within 6" of the general leaves the battlefield using the Realm Wanderers battle trait, it can return within 6" of any edge of the battlefield, not just the one it left by.
- 2 **Myst Walker:** Enemy units can only attack the general if he is the closest enemy model when the attack is made.
- 3 **Masterful Hunter:** Add 1 to the general's hit rolls for attacks they make with a missile weapon. If the general does not have a missile weapon, they receive a hunting hawk instead, and can use Hunting Hawk's Beak missile weapon from the Nomad Prince warscroll.
- 4 **Eagle-eyed:** Add 10" to the range of any missile weapons used by the general. If the general does not have a missile weapon, they receive a hunting hawk instead, and can use Hunting Hawk's Beak missile weapon from the Nomad Prince warscroll.
- 5 **Lord of Blades:** Re-roll hit rolls of 1 for attacks made by the general with a melee weapon.
- 6 **Singer of Spells:** Add 1 to the general's casting and unbinding rolls if they are a **WIZARD**. If they are not a wizard, they gain the **WIZARD** keyword, and they can attempt to unbind one spell in each enemy hero phase as if they were a wizard (but note that they cannot attempt to cast any spells).



WANDERERS ARTEFACTS

D6 Artefact

- 1 **Falcon of Holthaven:** This territorial raptor guarded the tomb of its first master for centuries, and to this day it harries those who would despoil its domain.

Roll a dice each time an enemy unit moves within 12" of this model in their movement phase. On a roll of 5 or more the enemy unit suffers 1 mortal wound.

- 2 **Starcaster Longbow:** In place of a bowstring, a ley line runs between the limbs of this bow, and when plucked it looses solid shards of Sigendil's light.

In your shooting phase you can pick an enemy unit within 20" of this model and roll a dice. On a roll of 2 or more the enemy unit suffers 1 mortal wound; on a roll of 6 or more the enemy unit suffers D3 mortal wounds instead.

- 3 **Splinterbitch Blade:** When struck against armour, this blade of still-living wood shatters into thousands of needle-sharp shards only to re-grow itself instantly.

Pick one melee weapon that this model can use. An enemy unit that makes one or more successful save rolls against attacks made by this weapon suffers 1 mortal wound after the damage from the rest of the weapon's attacks have been resolved.

- 4 **Wending Wand:** Used by the Wanderers as a dowsing rod, the leaves on this supple branch twitch in the winds that course along ley lines.

Once per battle, a unit returning to the battlefield after using the Realm Wanderers battle trait can return within 18" of the bearer and wholly within 6" of any edge of the battlefield, not just the one it left by.

- 5 **Viridescent Shawl:** Depending on the mood of its wearer, this cloak can exude the lushness of an emerald glade or the choking dark of a briar thicket.

Add 1 to the casting rolls of friendly **WANDERER WIZARDS** within 9" of this model. In addition, subtract 1 from the hit rolls of enemy models that target this model in the shooting phase.

- 6 **Forget-me-knot:** When bound by this chain of delicate florets, the unsuspecting victim sees themselves not on the battlefield, but in an endless confluence of ethereal paths.

Once per battle, at the start of any combat phase, you can pick an enemy **HERO** within 3" of this model. That **HERO** may not pile in, attack or use abilities in this combat phase.

ALLEGIANCE ABILITIES: CHAOS

This section describes the allegiance abilities available to a Chaos army, including battle traits for the army, command traits for its general and the magical artefacts available to its heroes.

BATTLE TRAITS

Unpredictable Destruction: The servants of the Chaos Gods are bloody defilers that destroy anything in their path. Occasionally their devotion to the ruinous powers will drive them to even greater acts of wanton destruction.

Roll a dice when you pick a **CHAOS** unit from your army to attack in a combat phase if it is within 12" of your general or 3" of another **HERO** from your army. On a roll of 6 or more, you can add 1 to all hit rolls for the unit being rolled for in that phase.

COMMAND TRAITS

D6 Command Trait

- 1 **Dark Avenger:** The general, and all friendly **CHAOS** units within 10" of them, add 1 to hit rolls against targets with the **ORDER** keyword.
- 2 **Spiteful Destroyer:** Add 1 to the wound rolls made for the general's melee weapons.
- 3 **Cunning Deceiver:** Subtract 1 from the hit rolls of all enemy attacks made in the first battle round.
- 4 **Lord of War:** Pick a friendly **CHAOS** unit within 3" of the general in your hero phase and roll a dice. On a roll of 3 or more you can add 1 to the hit rolls for that unit until your next hero phase.
- 5 **Terrifying Presence:** Subtract 1 from the Bravery of enemy units within 3" of your general.
- 6 **Great Destroyer:** Add 1 to Unpredictable Destruction dice rolls (see battle traits) for units that are within 12" of the general.



ARTEFACTS OF CHAOS

D6 Artefact

- 1 **Daemon Weapon:** This weapon is possessed by the spirit of a bound daemon. Furious at its imprisonment, the daemon lashes out with magical fury.

Pick one melee weapon that this model can use. Wound rolls of 6 or more for that weapon inflict a mortal wound in addition to any damage they would normally inflict.

- 2 **Chaos Runeblade:** The blade of this weapon is marked with Chaos runes of damnation that allow the bearer to strike again and again.

Pick one melee weapon that this model can use. Increase the Attacks characteristic of that weapon by 1.

- 3 **Beguiling Gem:** This rough-hewn gemstone glows with an unnatural light, drawing the attention of those nearby, dulling their wits and mesmerizing them into immobility.

Once per battle, at the start of a combat phase, pick one enemy model within 3" of this model. Your opponent must subtract 1 from hit rolls made for that model in that combat phase.

- 4 **Chaos Talisman:** Every Chaos Talisman is marked with the icon of the bearer's patron god, and carries some of their dark power. Depending on the whim of the gods, the talisman may occasionally protect its wearer from harm.

Roll a dice for each wound or mortal wound inflicted on this model. On a roll of 6, the wound is negated and has no effect. Add 1 to the roll if the wound was inflicted by a model with the **ORDER** keyword.

- 5 **Favour of the Gods:** The Chaos Gods bestow their blessings upon favoured followers, gifting them with some mark or mutation, and strengthening them with the raw energy of Chaos.

Add 1 to the Wounds characteristic of this model.

- 6 **Crown of Conquest:** This eight-pointed crown is a mark of the wearer's total devotion to the Dark Gods. The mere sight of a champion wearing this crown fills the followers of Chaos with frenzied bravado.

Roll a dice for this model at the start of each of your hero phases. On a 5 or more, it can use the Inspiring Presence command ability even if it is not a general. If this model is a general, on a roll of 5 or more it can use the Inspiring Presence ability and one other command ability in that hero phase, or use the Inspiring Presence ability twice in that hero phase.



RULES

ALLEGIANCE ABILITIES: BRAYHERD

This section describes the allegiance abilities available to a Brayherd army, including battle traits for the army, command traits for its general and the magical artefacts available to its heroes.

BATTLE TRAITS

Ambush: Endowed with the cunning of the hunting pack, Beastmen are adept at encircling the enemy and attacking from an unexpected direction.

Instead of setting up a **BRAYHERD** unit on the battlefield, you can place it to one side, hiding in ambush. In your first movement phase you must set up all ambushing units wholly within 6" of the edges of the battlefield, and more than 9" from any enemy models. This is the unit's move for that movement phase.

Herdstones: Herdstones are sacred to the Brayherds, and all manner of offerings are left there to appease the gods, from weapons, armour and the banners of vanquished foes, to the corpses of mutilated enemies.

When you pick your general, after set-up is complete, you can set up a herdstone within 6" of them. Use a suitable scenery model up to 4" across to represent the herdstone. It can be set up on an area of open ground more than 1" from any models or other terrain features.

Friendly **BRAYHERD** units treat a herdstone as having the Damned, Arcane and Inspiring scenery rules from the *Warhammer Age of Sigmar* rules sheet; all other units treat a herdstone and any open ground within 3" of the herdstone as having the Deadly scenery rule from the *Warhammer Age of Sigmar* rules sheet instead.

COMMAND TRAITS

D6 Command Trait

- 1 **Unreasoning and Deadly:** Re-roll wound rolls of 1 for attacks made by the general.
- 2 **Crown of Horns:** Pick an enemy unit within 1" of the general when the general is selected to attack in the combat phase, and roll a dice. On a roll of 5 the unit suffers 1 mortal wound; on a roll of 6 it suffers D3 mortal wounds.
- 3 **Malevolent Despoiler:** Do not add 1 to the save roll of enemy units that are in cover if they are within 12" of the general.
- 4 **Massive Beastlord:** Add 1 to the general's Wounds characteristic.
- 5 **Scion of the Dark Gods:** If the general is a **WIZARD**, add 1 to their casting rolls in the hero phase. If they are not a wizard, they can attempt to cast Arcane Bolt or Mystic Shield in their hero phase as if they were a wizard.
- 6 **Bestial Cunning:** Up to half of the units that are set up hiding in ambush (see battle traits), rounding fractions up, can arrive in your second movement phase if you wish.





BRAYHERD ARTEFACTS

D6 Artefact

- 1 **Ramhorn Helm:** The curving horns on this headdress spiral around the wearer's own, allowing them to deliver a devastating headbutt to any enemy that lowers its guard.

You can inflict D3 mortal wounds on one enemy unit within 1" of this model after this model completes a charge move.

- 2 **Brayblast Trumpet:** Carved from Shaggoth bone, this horn sends its thunderous blasts across the Mortal Realms, drawing towards it the most savage children of the Chaos Gods.

Add 1 to hit rolls made for any friendly **BRAYHERD** unit within 18" of this model if it used the Ambush battle trait to arrive on the battlefield in the same turn.

- 3 **Herdstone Axe:** The jagged blade of this stone axe is said to have been sheared from the largest herdstone in the Mortal Realms, and it glows with the sickly light of Chaos magic.

Pick one melee weapon that this model can use. Roll a dice after this model completes its attacks in the combat phase if the weapon wounded an enemy model but did not slay it. On a roll of 6 or more the enemy model is slain.

- 4 **Bleating Gnarlstaff:** Infused with the warping taint of Chaos, the bestial shrieks of this twisted branch cause stones and plants to awaken with animal fury.

Roll a dice if this model is within 1" of a terrain feature at the end of its movement phase. On a roll of 3 or more each enemy unit within 1" of that terrain feature suffers 1 mortal wound.

- 5 **The Festerpelt:** Matted and maggot-riddled, this pulsating fur binds to the hide of only the most vile gore-kin and re-knits their wounds with mouldering sinews.

You can heal 1 wound suffered by this model in each of your hero phases.

- 6 **Rune of the Insatiable Beast:** Marked from birth with this crescent-shaped deformity, this creature is consumed with an unquenchable hunger for the clangour of battle.

Add 2 to charge rolls made for this model. In addition, you can re-roll hit rolls of 1 for this model.

ALLEGIANCE ABILITIES: SLAANESH

This section describes the allegiance abilities available to a Slaanesh army, including battle traits for the army, command traits for its general and the magical artefacts available to its heroes.

BATTLE TRAITS

The Hosts: The disappearance of Slaanesh has divided his followers into several factions, each with their own goals and methods of fighting.

Before you select your general's command trait, pick one of the following hosts for the army to belong to. The associated traits apply to all SLAANESH units from your army for the duration of the battle, even if the general is slain (if you must select a new general during the battle, do not generate a new host for the army).

Pretenders: The general of a Pretenders host receives two different command traits rather than only one. If you decide to randomly generate the traits, roll again if the second result is the same as the first. In addition, you can re-roll hit rolls of 1 for units that have ten or more models when they attack in the shooting or combat phase.

Seekers: Add 1" to the Move characteristic and charge moves of all models in the host. Add 2" instead if the model's original Move characteristic is 10" or more. Units in the host that are within 12" of the enemy in the charge

phase must attempt a charge if allowed to do so, and the unit must successfully complete the charge if the charge roll is high enough for it to do so.

Invaders: An Invaders host can have up to three generals rather than only one. Only one of the generals (your choice) receives a command trait, but all three can use a command ability in their hero phase. However, the generals cannot use a command trait or command ability while they are within 12" of any of the other generals – they are too busy hurling insults at their rival!

COMMAND TRAITS

D6 Command Trait

- 1 **Lord of Excess:** Add the number of casualties inflicted by the general in the combat phase to the Bravery characteristic of friendly SLAANESH units within 6" of the general in the following battleshock phase.
- 2 **Devotee of Torment:** The general can pile in 6" instead of 3". In addition, the general can be selected to attack in the combat phase if they are within 6" of an enemy unit, rather than only 3".
- 3 **Invigorated by Pain:** Roll a dice each time the general inflicts a wound on an enemy model. On a roll of 6, the general heals 1 wound.
- 4 **Supremely Vain:** You can add 1 to hit rolls, casting rolls and unbinding rolls for the general if there are at least 10 friendly SLAANESH models within 6" of the general when the roll is made.
- 5 **Allure of Slaanesh:** Subtract 1 from the hit rolls of enemy attacks made against the general in the combat phase.
- 6 **Cruel and Sadistic:** Enemy units must add 2 to their battleshock rolls for each model slain by the general, instead of only 1.





SLAANESH ARTEFACTS

D6 Artefact

- 1 **Lash of Despair:** The cords of this whip are spun soul-stuff, and when the lash cracks the soul-streamers splay outward, striking wildly at all nearby.

In the shooting phase, roll a dice for each enemy unit within 6" of this model. On a roll of 4 or more that unit suffers a mortal wound.

- 2 **Breathmaker:** Laced with ornate filigrees and capable of moving with unnatural grace, this blade captivates those it strikes and saps their will to retaliate.

Roll a dice at the start of the combat phase for one enemy unit that is within 3" of this model. On a roll of 3 or more that unit cannot be selected to attack until all other eligible enemy units have fought.

- 3 **Mask of Spiteful Beauty:** This mask bestows upon its wearer a face of unbearable perfection, and it fills the souls of those who behold it with disgust at their own grotesque appearance.

In your hero phase, pick an enemy unit within 6" of this model. Subtract 2 from that unit's Bravery until your next hero phase.

- 4 **Enrapturing Circlet:** The variegated tendrils exuded by this daemonic band form inescapable coils around the hardened souls of warriors.

Enemy units within 3" of this model at the start of your hero phase suffer 1 mortal wound. In addition, enemy units within 3" of this model at the start of their movement phase may not retreat.

- 5 **Icon of Infinite Excess:** Slaanesh's most opulent standard drives both the followers and enemies of the Dark Prince into orgiastic fits of violence.

You can use this artefact once per battle at the start of any combat phase. When you do, for the rest of that combat phase add 1 to the hit rolls of all units within 8" of this model (friend or foe).

- 6 **Fallacious Gift:** To the beholder, this cursed frippery appears to be a sacred weapon that must be acquired, not the creation of a cruel god that it truly is.

At the start of the game, after both sides have set up but before the first battle round starts, you can pick a single weapon that a single enemy **HERO** can use. At the end of each battle round in which they used that weapon, that hero suffers a mortal wound.



ALLEGIANCE ABILITIES: SLAVES TO DARKNESS

This section describes the allegiance abilities available to a Slaves to Darkness army, including battle traits for the army, command traits for its general and the magical artefacts available to its heroes.

BATTLE TRAITS

Aura of Chaos Power: The Champions of the Chaos Gods can grant some of the power they receive to their followers.

SLAVES TO DARKNESS HEROES can grant an ability to friendly **SLAVES TO DARKNESS** units which have the same Mark of Chaos as them. The units in receipt of the ability must be within 6" of the **HERO** when they use the ability, and cannot be a **HERO** themselves. Look up the **HERO'S** Mark of Chaos below to see what benefit the units are granted. A unit that is within 6" of more than one friendly **SLAVES TO DARKNESS HERO** can only use the Aura of Chaos Power from one of them.

Khorne: Re-roll hit rolls of 1 for attacks made in the combat phase by a unit granted this ability.

Slaanesh: Re-roll dice rolls of 1 when making run or charge rolls for a unit granted this ability.

Nurgle: Re-roll wound rolls of 1 for attacks made by a unit granted this ability.

Tzeentch: Re-roll save rolls of 1 for a unit granted this ability.

No Mark: Add 1 to the Bravery of a unit granted this ability.

Eye of the Gods: The Ruinous Powers grant their champions gifts that make the faithful mighty indeed.

If a **CHAOS HERO** in a **SLAVES TO DARKNESS** army (with the exception of any **DAEMON PRINCES**) makes an attack in a combat phase that slays one or more enemy **HEROES** or **MONSTERS**, make a roll on the table below after the **HERO'S** attacks have been completed. Roll a dice if a reward other than 'The Eye Opens' is received by a model more than once. On a 1-3 apply the 'Spawndom' result instead, and on a 4-6 apply the 'Dark Apotheosis' result instead.



2D6 Reward

- 2 Spawndom:** You can add a Chaos Spawn to your army. If you do, set up a Chaos Spawn model within 1" of the **HERO**, and then remove the hero. The Chaos Spawn does not cost reinforcement points in a Pitched Battle. It cannot attack in the phase in which it is set up. If you do not add a Chaos Spawn to your army, the hero suffers D3 mortal wounds instead.
- 3-4 Unholy Resilience:** Add 1 to the **HERO'S** Wounds characteristic for the rest of the battle.
- 5 Iron Skin:** Add 1 to the **HERO'S** save rolls for the rest of the battle.
- 6-8 The Eye Opens:** You can re-roll the next failed hit, wound or save roll for the **HERO**.
- 9 Murderous Mutation:** Add 1 to the **HERO'S** hit rolls for the rest of the battle.
- 10-11 Slaughterer's Strength:** Add 1 to the **HERO'S** wound rolls for the rest of the battle.
- 12 Dark Apotheosis:** You can add a Daemon Prince to your army. If you do, set up a Daemon Prince model within 1" of the **HERO**, and then remove the hero. The Daemon Prince does not cost reinforcement points in a Pitched Battle. It cannot attack in the phase in which it is set up. If you do not add a Daemon Prince to your army, treat this as 'The Eye Opens' instead.

COMMAND TRAITS

D6 Command Trait

- 1 **Eternal Vendetta:** You can re-roll failed wound rolls for attacks made by the general in the combat phase against targets with the **ORDER** keyword.
- 2 **Flames of Spite:** If the wound roll for an attack made by the general is 6 or more, it inflicts 1 mortal wound in addition to any other damage that is inflicted.
- 3 **Master of Deception:** The opposing player must subtract 1 from hit rolls made for attacks that target the general in the combat phase.
- 4 **Hatred Incarnate:** You can re-roll wound rolls of 1 for attacks made by the general.
- 5 **Lord of Terror:** Subtract 1 from the Bravery of enemy units that are within 6" of the general in the battleshock phase.
- 6 **Exalted Champion:** Add 1 to the Bravery of friendly **SLAVES TO DARKNESS** units that are within 6" of the general in the battleshock phase.



SLAVES TO DARKNESS ARTEFACTS

D6 Artefact

- 1 **Hellfire Sword:** This blade was made from a single, searing flame that was hammered into material form and quenched in the blood of a fire-djinn.

Once per battle, in your shooting phase, pick an enemy unit within 8" of this model. That unit suffers D3 mortal wounds.

- 2 **Idoltrous Plackart:** The profane inscriptions and grim fetishes adorning this breastplate project an unholy aura to provide the most devout Chaos worshipers with daemonic resilience.

Roll a D6 each time this model suffers a mortal wound. On a 5 or more that wound is negated and has no effect.

- 3 **Helm of the Oppressor:** The blackened bone plates of this helmet induce a soul-piercing dread in the Chaos champion's enemies.

Enemy units within 6" of this model in the battleshock phase must subtract 2 from their Bravery.

- 4 **Banner of the Demagogue:** Those who flock to this banner are enraptured by the hypnotic words of the one who waves it, believing false promises that they too will have lasting glory.

Add 2 to the Bravery of friendly **SLAVES TO DARKNESS** units within 8" of this model.

- 5 **Mark of the All-favoured:** The blessings of all four ruinous powers hang equally thick around this unholy mutation.

In each of your hero phases you can pick which Mark of Chaos this model has, instead of deciding before the battle begins.

- 6 **Desecrator Gauntlets:** The coruscant energies that crackle around these paired iron gloves corrupts and destroys that which is sacred or imbued with magic.

Subtract 2 from the casting rolls of enemy **WIZARDS** that are within 3" of this model. In addition, add 1 to wound rolls for this model if the target is a **WIZARD** or **PRIEST**.

ALLEGIANCE ABILITIES: SKAVEN PESTILENS

This section describes the allegiance abilities available to a Skaven Pestilens army, including battle traits for the army, command traits for its general and the magical artefacts available to its heroes.

BATTLE TRAITS

Strength in Numbers: Skaven are not brave by nature, but do take courage from being in large packs.

When a **SKAVEN PESTILENS** unit takes a battleshock test, add 2 to its Bravery for every 10 models in the unit, rather than only adding 1 for every 10 models.

Echoes of the Great Plagues:

Sometimes the prayers of Pestilens priests cause the effects of one of the Great Plagues to temporarily manifest upon the battlefield.

When a **PESTILENS PRIEST** successfully prays, and the dice roll for the prayer was a 6 before any modifiers were applied, you can pick one of the following Great Plagues to manifest as well as using one of the prayers on the priest's warscroll. Each Great Plague can manifest once per battle, and no more than one can manifest per turn.

Redmaw Plague: The nearest enemy **HERO** within 13" of the priest is infected by the Redmaw Plague. If that hero is within 3" of any friendly models in any combat phase, and not within 3" of any enemy models, then it will attack its friends – treat the hero as a model from your army for the rest of that combat phase.

The Neverplague: Add 1 to the prayer rolls for friendly **PESTILENS PRIESTS** for the rest of the battle.

Bubonic Blightplague: The nearest enemy unit within 13" of the priest is infected by the Bubonic Blightplague. The unit suffers D6 mortal wounds. If the unit is destroyed by the wounds that were inflicted, pick another enemy unit within 6" of the last model to be removed from the infected unit. This new unit suffers D3 mortal wounds. If the second unit is wiped out, then the

Blightplague inflicts D3 mortal wounds on another enemy unit, and so on until a unit is not wiped out by the disease, or there are no other units within range when a unit is wiped out.

Undulant Scourge: The nearest enemy model within 13" of the priest is infected by the Undulant Scourge. The infected model's unit suffers 1 mortal wound, plus 1 extra mortal wound for each other model from the unit that is within 3" of the infected model.

Crimsonweal Curse: The nearest enemy unit within 13" of the priest is infected by the Crimsonweal Curse. The infected unit suffers 1 mortal wound. Furthermore, the infected unit, and each enemy unit within 1" of the infected unit, suffers 1 mortal wound in each of your future hero phases.

COMMAND TRAITS

D6 Command Trait

- 1 **Malevolent:** You can re-roll wound rolls of 1 for the general.
- 2 **Diseased:** Roll a dice if the general is within 3" of an enemy unit in your hero phase. On a roll of 5 or more you can inflict D3 mortal wounds on one enemy unit that is within 3" of the general.
- 3 **Master of Rot and Ruin:** If the general is a **PRIEST**, you can re-roll the dice to see if they pray successfully. If they are not a priest, they gain the Pestilent Prayers ability from the Plague Priest's warscroll.
- 4 **Fanatical Leader:** Add 1 to the Attacks characteristic of melee weapons used by the general.
- 5 **Verminous Valour:** Roll a dice for each wound or mortal wound inflicted on the general. On a roll of 4 or more you can inflict a mortal wound on a friendly **PESTILENS** unit within 3" of the general instead.
- 6 **Architect of Death:** Re-roll wound rolls of 1 for attacks made with missile weapons by friendly **PESTILENS** units that are within 6" of the general.



SKAVEN PESTILENS ARTEFACTS

D6 Artefact

- 1 **The Fumigatous:** When a name is spoken while this ornate censor is being swung, the cloud of pungent toxins coalesces and seeks out the one who possesses that name.

At the start of each combat phase, you can pick an enemy unit within 6" of this model. On a 3+ that unit suffers a mortal wound.

- 2 **Brooding Blade:** Those wounded by this filth-encrusted dagger become host to dozens of plague-bearing rats, who burrow outward through their victim's flesh before spreading disease to those nearby.

Pick one melee weapon that this model can use. At the end of the combat phase, roll a dice for each model wounded by this weapon but not slain. On a roll of a 6 that model's unit suffers D3 mortal wounds.

- 3 **Bilious Bell:** Each peal of this bell sends waves of crippling nausea through those in earshot. As the chiming grows louder, the afflicted start vomiting great spouts of curdled ichor.

In your hero phase, roll a dice for each enemy unit within 12" of this model. On a roll of 4 or more subtract 1 from the Bravery of that unit until your next hero phase.

- 4 **Blistrevous, the Living Cyst:** This sentient pustule migrates from host to host, whispering its mad ravings to drive its bearer into a fevered frenzy.

You can re-roll hit rolls of 1 for the bearer and add 2" to its Move characteristic. Starting from the second battle round, if there are any friendly **PESTILENS HEROES** within 12" of the bearer at the start of each battle round, then you must transfer this artefact to one of them.

- 5 **Liber Bubonicus:** This foul book is inscribed with the clandestine lores of corrupt magic, and contains the secrets of every pestilence in the Mortal Realms.

This model can use the Pestilent Prayers ability from the Plague Priest's warscroll. If this model is a Plague Priest, then it can use the Pestilent Prayers ability twice in each of your hero phases.

- 6 **Vexler's Shroud:** Laced with delicate shards of warpstone, this cowl casts an impenetrable shadow over its wearer, and all who look upon it are consumed by the plague of darkness.

Subtract 1 from the hit rolls of enemy units that target this model in the shooting phase.

ALLEGIANCE ABILITIES: SKAVEN SKRYRE

This section describes the allegiance abilities available to a Skaven Skryre army, including battle traits for the army, command traits for its general and the magical artefacts available to its heroes.

BATTLE TRAITS

Strength in Numbers: Skaven are not brave by nature, but do take courage from being in large packs.

When a **SKAVEN SKRYRE** unit takes a battleshock test, add 2 to its Bravery for every 10 models in the unit, rather than only adding 1 for every 10 models.

Warpstone Sparks: These pieces of refined warpstone are used by power-hungry Warlock Engineers to aid their spellcasting and increase the damage caused by the weapons their minions are armed with. The use of warpstone sparks is dangerous, but the quick road to power is an irresistible lure for any skaven.

At the start of the battle, before either army is set up, roll a D3 and add 3 to the roll. The result is the number of warpstone sparks that the army has available (you may wish to keep track of them with small counters).

Each warpstone spark can be used once per battle, either to re-roll a casting roll or unbinding roll for a **SKRYRE WIZARD** from your army, or to re-roll a failed hit or wound roll for an attack made by a **SKRYRE HERO** from your army, or to double the Damage characteristic of a weapon used by a **SKRYRE** model from your army for one successful attack. You must decide if you want to re-roll a roll immediately after making it.

You cannot use more than one warpstone spark in the same phase.

Roll a dice after using the warpstone spark and completing the spell or attacks it was used to affect. On a roll of 1 the unit that cast the spell or made the attack suffers D6 mortal wounds.

COMMAND TRAITS

D6 Command Trait

- 1 **Malevolent:** You can re-roll wound rolls of 1 for the general.
- 2 **Cunning Creature:** When the general is selected to pile in and attack in a combat phase, they can withdraw instead. Move the general up to 8", so that they end up at least 3" away from any enemy models.
- 3 **Deranged Inventor:** You can re-roll failed hit rolls for friendly **SKRYRE WAR MACHINES** that are within 6" of the general.
- 4 **Masterful Scavenger:** The general's army starts the battle with D3 extra warpstone sparks (see battle traits).
- 5 **Verminous Valour:** Roll a dice for each wound or mortal wound inflicted on the general. On a roll of 4 or more you can inflict a mortal wound on a friendly **SKRYRE** unit within 3" of the general instead.
- 6 **Overseer of Destruction:** You can re-roll hit rolls of 1 for attacks made by friendly **SKRYRE WEAPON TEAMS** that are within 6" of the general.





SKAVEN SKRYRE ARTEFACTS

D6 Artefact

- 1 **Assassins-bane Rigging:** Hidden inside the latches and cogwork buckles of this body harness are dozens of switchblades and serrated warpshards to cut down would-be killers.

As long as this model has not been slain, roll a dice at the end of the combat phase for each enemy unit that made one or more attacks against it. On a roll of 3 or more the enemy unit suffers a mortal wound.

- 2 **Esoteric Warp Resonator:** As each of the thirteen dials are rotated, the stored warpstone energy inside this sealed orb causes it to quiver and glow.

You can use one warpstone spark each turn for this model without having to expend any warpstone spark counters.

- 3 **Skryre's-breath Bellows:** Fitted with warpstone-powered turbines, these bellows blow plumes of poisoned wind across friend and foe alike.

Roll a dice in your hero phase for each unit within 3" of this model (friend or foe, but not including this model itself). On a roll of 5 or more, the unit being rolled for suffers D3 mortal wounds.

- 4 **Vial of the Fulminator:** The highly combustible oil within this vial is the perfect fuel for explosively accelerating Skryre war machines across the battlefield.

You can double the Move characteristic of a friendly **SKRYRE WAR MACHINE** that starts its move within 3" of this model. However, if you do so the **WAR MACHINE** suffers a mortal wound.

- 5 **Vigordust Injector:** The shards of pulverised toxins administered by this syringe cause injected skaven to froth at the mouth as they enter a violent and extremely painful frenzy before dying.

In your hero phase, pick a friendly **SKRYRE** unit within 6" of this model. You can add 1 to charge rolls and hit rolls for that unit until your next hero phase. However, when the effects wear off the unit takes D3 mortal wounds.

- 6 **Brass Orb:** A fist-sized metal orb made of interlinking cogs, the Brass Orb is a dangerous device capable of opening a sucking crack in the plane of reality.

You can use this artefact once per battle, in your shooting phase. When you do so, roll a dice. On a roll of 6 or more, the closest enemy model within 6" of this model is slain.

RULES

ALLEGIANCE ABILITIES: DEATH

This section describes the allegiance abilities available to a Death army, including battle traits for the army, command traits for its general and the magical artefacts available to its heroes.

BATTLE TRAITS

Deathless Minions: The servants of the rulers of the dead are all but immune to pain, shrugging off wounds that would slay a living creature. This unnatural resilience is bolstered if their lord and master is nearby, making them even more difficult to kill.

Roll a dice for each wound or mortal wound inflicted on a friendly **DEATH** unit within 6" of your general or another **DEATH HERO** from your army. On a roll of a 6 or more, the wound is negated and has no effect.

COMMAND TRAITS

D6 Command Trait

- 1 **Ruler of the Night:** Friendly **DEATH** units are affected by the Deathless Minions battle trait if they are within 12" of the general rather than only 6".
- 2 **Predator of the Shadows:** Add 1 to hit and wound rolls for the general if they are in cover.
- 3 **Death Incarnate:** In your hero phase, pick an enemy unit within 3" of the general and roll two dice. If the total rolled equals or exceeds the enemy unit's Bravery, it suffers D3 mortal wounds.
- 4 **Master of the Black Arts:** Your general is a **WIZARD** who knows the Arcane Bolt and Mystic Shield spells. If your general is already a wizard, add 1 to all of their casting and unbinding rolls.
- 5 **Red Fury:** Roll a dice after your general attacks in the combat phase. On a roll of 5 or more, they can immediately pile in and attack again (any such attacks do not generate further attacks in this way).
- 6 **Supernatural Horror:** Double the number of models that flee from enemy units if they are within 12" of your general in the battleshock phase.



ARTEFACTS OF DEATH

D6 Artefact

- 1 **Cursed Book:** Every Cursed Book is filled with the writings of depraved practitioners of the necromantic arts. They radiate an aura of pure evil, which will affect living creatures that are nearby.

Subtract 1 from the hit rolls of any unit within 3" of this model (friend or foe), unless the unit has the **DEATH** keyword.

- 2 **Cloak of Mists and Shadows:** At a word of command, the wearer of this cloak can transform their body into a cloud of dark mist that swirls swiftly across the battlefield.

This model can use the cloak instead of piling in and attacking in the combat phase. When it does so, remove the model from the battlefield and set it up again within 12" of its original location and more than 3" away from any enemy models. If this is impossible, this model remains in its current location.

- 3 **Sword of Unholy Power:** This blade pulses and glows with dark magic. Its wielder can draw upon this power to summon the minions of Death to the battlefield to fight at their side.

Once per battle, in their hero phase, the bearer is allowed to cast a spell that summons models with the **DEATH** keyword to the battlefield. This is in addition to the spells the bearer can normally cast. The spell is cast automatically, and cannot be unbound.

- 4 **Black Amulet:** This maleficent ebony jewel can store necromantic magic and then unleash it on the foe.

Once per battle, in your hero phase, this model can unleash the magic stored in the amulet. When it does so, pick an enemy unit within 12" of this model. The unit you pick suffers a number of mortal wounds equal to the number of the current battle round. You cannot pick a unit with the **DEATH** keyword.

- 5 **Tomb Blade:** This evil weapon steals the life energy of those it slays and uses it to vitalise the undead.

Pick one melee weapon that this model can use. You can heal 1 wound suffered by this model or by a **DEATH** model within 6" of this model for each wound roll of 6 or more you make for this weapon's attacks.

- 6 **Ring of Immortality:** If the bearer of this ring is struck down, the ring transports them from danger and restores some of their power. However, once used it cannot be used again until the next moon rises.

Roll a dice the first time this model suffers its final wound. On a roll of 1 or 2 the model is slain. On a roll of 3 or more, this model heals D3 wounds instead. If the model is not slain, remove it from the battlefield and set it up again within 12" of its original location, more than 3" away from any enemy models. If this is impossible, this model remains in its current location.

ALLEGIANCE ABILITIES: FLESH-EATER COURTS

This section describes the allegiance abilities available to a Flesh-eaters Court army, including battle traits for the army, command traits for its general and the magical artefacts available to its heroes.

BATTLE TRAITS

Deathless Courtiers: The demented followers of a Flesh-eater king consider themselves beyond the reach of death when they linger in his shadow, their sundered flesh reknitting in an instant.

Roll a dice for each wound or mortal wound inflicted on a friendly **FLESH-EATER COURTS** unit within 6" of your general or another **FLESH-EATER COURTS HERO** from your army. On a roll of a 6 the wound is negated and has no effect.

Feeding Frenzy: The followers of the Ghoul-kings hunger for flesh, and consuming it can drive them into a gore-fuelled frenzy.

Roll a dice if attacks made by a **FLESH-EATER COURTS** unit in the combat phase result in any enemy units being slain. On a roll of 6 or more, that **FLESH-EATER COURTS** unit can pile in and attack a second time. Any additional attacks made by the unit will not allow it to attack again, even if they result in a new enemy unit being slain.

Courts of Delusion: The warriors that make up a Flesh-eater Court believe themselves noble soldiers serving a glorious king.

Before you select your general's command trait, pick one of the following delusions for the army to have. Alternatively, you can roll a dice to randomly determine the delusion the court is suffering from. The associated traits apply to all **FLESH-EATER COURTS** units from your army for the duration of the battle, even if the general is slain (if you must select a new general during the battle, do not generate a new delusion for the army).

D6 Delusion

- 1 Crusading Army:** You can re-roll dice rolls of 1 when making a run or charge roll for friendly **FLESH-EATER COURTS** units.
- 2 The Royal Hunt:** You can re-roll hit and wound rolls of 1 for attacks made by friendly **FLESH-EATER COURTS** units when they target a **MONSTER**.
- 3 The Feast Day:** You can re-roll dice rolls of 1 when rolling to see if a friendly **FLESH-EATER COURTS** unit becomes subject to a feeding frenzy (see left).
- 4 A Matter of Honour:** You can re-roll hit rolls of 1 for attacks made by friendly **FLESH-EATER COURTS** units when they target a **HERO**. If the target is the enemy army's general, you can re-roll wound rolls of 1 as well.
- 5 The Grand Tournament:** You can re-roll hit rolls of 1 for attacks made by friendly **FLESH-EATER COURTS HEROES** other than your general.
- 6 Defenders of the Realm:** You can re-roll save rolls of 1 for friendly **FLESH-EATER COURTS** units that have at least half their models in their own territory.



COMMAND TRAITS

D6 Command Trait

- 1 **Bringer of Death:** You can re-roll wound rolls of 1 for the general.
- 2 **Frenzied Flesh-eater:** Re-roll failed hit rolls while the general is subject to a feeding frenzy (see battle traits).
- 3 **Majestic Horror:** If the general has a command ability that allows them to summon models to the battlefield, they can use it twice in each of their hero phases. If they do not have such a command ability, they can use the Summon Men-at-arms ability from the Abhorrant Ghoul King's warscroll once in each of their hero phases.
- 4 **Savage Beyond Reason:** Add 1 to the dice roll to see if the general becomes subject to a feeding frenzy (see battle traits).
- 5 **Dark Wizardry:** Add 1 to casting and unbinding rolls for the general. If the general is not a WIZARD, they gain the WIZARD keyword and can use the same magical abilities as an Abhorrant Ghoul King.
- 6 **Completely Delusional:** As long as the general is alive, at the start of your hero phase you can change the delusion the army suffers from (see battle traits) to a different one of your choice.



FLESH-EATER COURTS ARTEFACTS

D6 Artefact

- 1 **Splintervane Broach:** When a particularly self-admiring member of a Flesh-eater Court pierces their flesh with this long shard of Shaggoth bone, jagged spines emerge all over their body that draw in and absorb flows of magic.

Subtract 1 from casting rolls made for enemy WIZARDS within 12" of this model.

- 2 **The Grim Garland:** Formed of the skulls of kings and emperors from across the realms, this morbid wreath evokes fear in even the bravest of enemy champions.

Subtract 2 from the Bravery of enemy units within 6" of this model.

- 3 **Keening Bone:** After this gnarled club has been hurled at an enemy, it will return to the hand of the last fiend to have tasted its juicy marrow.

Pick one melee weapon this model can use. Increase the range of this weapon to 3".

- 4 **The Flayed Pennant:** The wind carries the waft of fresh blood from this dripping flag, sending the denizens of the Flesh-eater Courts into a frenzy.

You can use this artefact once per battle in your charge phase. When you do so, friendly FLESH-EATER COURTS units within 6" of this model can attempt a charge if they are within 15" of the enemy, and you can add 3 to their charge roll if they do so.

- 5 **Blood River Chalice:** Carved from a Troggoth's skull and filled continuously with blood, this vessel has been gifted to many kings over the ages. When quaffed, the grisly fluid re-knits even the most grievous wounds.

You can use this artefact once per battle in your hero phase. When you do so, this model heals D6 wounds.

- 6 **Heart of the Gargant Feast:** This quivering slab of flesh still beats with the strength of the Gargant from which it was torn, and with each bite it bestows colossal might.

You can use this artefact once per battle in your combat phase. When you do so, you can re-roll failed wound rolls for this model in that combat phase.

ALLEGIANCE ABILITIES: NIGHTHAUNT

This section describes the allegiance abilities available to a Nighthaunt army, including battle traits for the army, command traits for its general and the magical artefacts available to its heroes.

BATTLE TRAITS

Deathless Spirits: The spirit forms of Nighthaunt warriors are made more formidable by the presence of their lords and masters.

Roll a dice for each wound or mortal wound inflicted on a friendly NIGHTHAUNT unit within 6" of your general or another NIGHTHAUNT HERO from your army. On a roll of a 6 the wound is negated and has no effect.

Ethereal Rulers: Cairn Wraiths and Tomb Banshees are the rulers of the Night Haunt realms, and are capable of calling their spirit brethren to the battlefield.

Instead of setting up a NIGHTHAUNT unit on the battlefield, you can place it to one side and say that it is in the underworld. If you do so, you can roll on the table below for the unit at the start of any of your movement phases, as long as there is at least one friendly CAIRN WRAITH or TOMB BANSHEE somewhere on the battlefield.

D6 Result

- 1-2 Failure:** The unit remains in the underworld (you can roll for it again in a future movement phase if allowed to do so).
- 3-6 Called Forth:** You can set up the unit anywhere on the battlefield that is more than 9" from any enemy units. This counts as the unit's move for this movement phase.

Conduits of Ethereal Power: Black coaches in a Nighthaunt army can draw power from nearby Cairn Wraiths and Tomb Banshees.

When a Black Coach in a NIGHTHAUNT army uses its Evocation of Death ability, roll one dice for each CAIRN WRAITH or TOMB BANSHEE within 12" of the Black Coach, instead of for each DEATH WIZARD.

COMMAND TRAITS

D6 Command Trait

- 1 Hatred of the Living:** You can re-roll hit rolls of 1 for attacks made by the general unless the target has the DEATH or DAEMON keyword.
- 2 Terrifying Entity:** Subtract 1 from the Bravery of enemy units within 6" of the general.
- 3 Lingering Spirit:** Add 1 to the general's Wounds characteristic.
- 4 Pitiless Executioner:** Add 1 to the damage caused by an attack made by the general if the hit roll was 6 or more.
- 5 Cloaked in Shadow:** Add 1 to the general's save rolls.
- 6 Ruler of the Spirit Hosts:** As long as the general is alive you can re-roll the dice when attempting to call a unit from the underworld to the battlefield (see the Ethereal Rulers battle trait).





NIGHTHAUNT ARTEFACTS

D6 Artefact

- 1 **Cloak of the Waxing Moon:** Each blade that passes through the wispy folds of this dark garment begins to lose its substance as it too becomes ethereal.

Your opponent must subtract 1 from wound rolls made for enemy melee weapons that target this model.

- 2 **Pendant of the Fell Wind:** A chill gale blows ever behind the wearer of this dark trinket, carrying them into battle on gusts of suffocating air.

Add 3" to the Move characteristic of any friendly NIGHTHAUNT units within 6" of this model at the start of the movement phase.

- 3 **Dreadbolt Ring:** With each soul that this ring devours, the gout of lashing green flames grow more ravenous.

If this model inflicts one or more wounds with its attacks in the combat phase, you can inflict a mortal wound on one enemy unit within 3" of this model after this model completes its other attacks in the phase.

- 4 **Lightshard of the Harvest Moon:** Once released this baleful light fills the battlefield with an eerie glow, readying the enemy for the reaping.

You can use this artefact once per battle in your combat phase. When you do so, you can re-roll failed hit rolls for friendly NIGHTHAUNT units within 6" of this model when they attack in that combat phase.

- 5 **Midnight Tome:** Only the lifeless can read the spells and incantations inscribed upon the pitch-black pages of this cursed grimoire.

The bearer of the Midnight Tome becomes a **WIZARD** and knows the Arcane Bolt and Mystic Shield spells. They can attempt to cast one spell in their own hero phase, and attempt to unbind one spell in each enemy hero phase.

- 6 **Covetous Familiar:** This spiteful poltergeist swirls around its master's essence, lashing out at any other soul that draws too close.

Roll a dice for each enemy unit within 3" of this model at the start of the combat phase. On a roll of 4 or more that unit suffers 1 mortal wound.



ALLEGIANCE ABILITIES: SOULBLIGHT

This section describes the allegiance abilities available to a Soulblight army, including battle traits for the army, command traits for its general and the magical artefacts available to its heroes.

BATTLE TRAITS

Deathless Thralls: The presence of a Soulblight Vampire Lord or Queen imbues their cursed followers with an otherworldly resilience, allowing them to blithely ignore wounds that would fell a mortal man.

Roll a dice for each wound or mortal wound inflicted on a friendly **SOULBLIGHT** unit within 6" of your general or another **SOULBLIGHT HERO** from your army. On a roll of a 6 the wound is negated and has no effect.



The Bloodlines: Vampires are the children of ancient bloodlines, dating back to the world-that-was.

Before you select your general's command trait, pick one of the following bloodlines for the army to have. The associated traits apply to all **SOULBLIGHT** units from your army for the duration of the battle, even if the general is slain (if you must select a new general during the battle, do not generate a new bloodline for the army).

Dragon Warriors: You can re-roll hit rolls of 1 for models that have the Dragon Warriors bloodline if they charged in the same turn.

Lords of Night: Lords of Night models receive the benefits of the Deathless Thralls battle trait even if they are not within 6" of the general or another friendly **SOULBLIGHT HERO**.

Necromantic: Add 1 to casting or unbinding rolls for **WIZARDS** with the Necromantic bloodline. In addition, subtract 1 from the Bravery of enemy units that are within 6" of one or more models with the Necromantic bloodline in the battleshock phase.

Swift Death: Add 2" to the Move characteristic of all models that have the Swift Death bloodline. In addition, Swift Death models can always move as if they can fly.

COMMAND TRAITS

D6 Command Trait

- Curse of the Revenant:** Add 1 to your general's Wounds characteristic.
- Dread Knight:** Re-roll hits rolls of 1 for the general when they attack an enemy **HERO** in the combat phase.
- Transfix:** At the start of each combat phase, pick one enemy **HERO** within 3" of the general. Your opponent must subtract 1 from hit rolls made for the model you picked when it targets the general that phase.
- Mist Form:** If the general retreats, they can move as if they can fly and they can still charge in the same turn.
- Killing Blow:** Wound rolls of 6 or more for attacks made by the general in the combat phase inflict a mortal wound in addition to any other damage that they inflict.
- Blood Fury:** Add 1 to the Attacks characteristic of melee weapons used by the general.



SOULBLIGHT ARTEFACTS

D6 Artefact

- 1 **The Slaking Blade:** The corrupted sentence within this living weapon thirsts always for blood, and only after it has shed enough does it bestow rewards upon its wielder.

Pick one melee weapon that this model can use. Keep a tally of the number of wounds inflicted by the weapon. As soon as the total reaches 6 or more, this model heals D3 wounds and you can add 1 to the Damage characteristic of the chosen weapon for the rest of the battle.

- 2 **The Scabbing Plate:** This armour feeds on the blood spilled across its facets, using the still-warm essence to instantly seal any rents.

This model heals 1 wound at the end of any combat phase in which it inflicted any wounds on an enemy model.

- 3 **Crimson Wing:** Swooping silently through the sky, this Fell Bat familiar follows the pulse of its terrified prey for leagues before diving in for the kill.

In your shooting phase, pick an enemy unit within 30" of this model, and then roll a dice. On a roll of 3 or more that unit suffers a mortal wound.

- 4 **Sigil of the Sanguine Throne:** The symbol on this ring marks the wearer as being of the von Carstein bloodline, and it demands deference from even the loftiest of Vampire Lords.

Once per charge phase, you can re-roll a failed charge roll made for a friendly **VAMPIRE** unit within 12" of this model.

- 5 **The Saccharine Goblet:** Blood sipped from this chalice is sweeter and more invigorating than any other, but unless quickly refilled the Saccharine Goblet will drain the drinker's own essence.

You can use this artefact at start of any combat phase. If you do so, you can add 1 to hit and wound rolls for this model. However, if this model fails to inflict any wounds in a combat phase when it used the goblet, then this model suffers D3 mortal wounds at the end of the combat phase.

- 6 **Ruby Vial:** With but a single drop poured onto the ground from this delicate receptacle, a wound opens in the sky and a deluge of blood begins to fall.

You can use the vial once per battle in one of your hero phases. Until your next hero phase, enemy units must subtract 1 from their Bravery and from the result of any charge rolls.



ALLEGIANCE ABILITIES: DESTRUCTION

This section describes the allegiance abilities available to a Destruction army, including battle traits for the army, command traits for its general and the magical artefacts available to its heroes.

BATTLE TRAITS

Rampaging Destroyers: Those that owe allegiance to Destruction are always eager to get to grips with their enemies.

Roll a dice in your hero phase for your general and each **DESTRUCTION HERO** in your army. Add 2 to the roll for the general. On a roll of 6 or more, pick a friendly **DESTRUCTION** unit within 6" of the general or **HERO** being rolled for. That unit can immediately move 6" if it is more than 12" from the enemy, can immediately pile in if it is within 3" of the enemy, or can immediately declare a charge in any other circumstances. It cannot run when it makes the move, but can move, charge or pile in again later in the same turn.

COMMAND TRAITS

D6 Command Trait

- 1 **Nothing Left Standing:** In your hero phase, pick a terrain feature that is within 6" of your general and at least 5 other friendly **DESTRUCTION** models. That terrain feature no longer gives cover to models that are in or on it.
- 2 **Might is Right:** Add 1 to the wound rolls made for the general's melee weapons.
- 3 **Wild Fury:** Add 1 to the general's hit rolls if they have suffered any wounds.
- 4 **Bellowing Tyrant:** Pick a friendly **DESTRUCTION** unit within 6" of the general in your hero phase. Until your next hero phase, add 1 to charge and run rolls for the unit, and use the general's Bravery characteristic for the unit instead of its own.
- 5 **Big and Brutish:** Add 1 to the general's Wounds characteristic.
- 6 **Ravager:** Add 1 to the Rampaging Destroyers dice roll (see battle traits) for the general.



ARTEFACTS OF DESTRUCTION

D6 Artefact

- 1 **Hammerblade:** The Hammerblade is moulded from a massive lump of compressed meteoric iron. When swung down to smash into the ground, energy explodes outwards from the point of impact.

Pick one melee weapon that this model can use. Instead of attacking normally with that weapon, the bearer can use it to smash the ground. If they do so, roll a dice for each model (friend or foe) within 3" of the bearer. On a roll of 5 or 6, the unit the model belongs to suffers one mortal wound.

- 2 **Battered Talisman:** This once finely wrought gemstone is now a dirt-encrusted, chipped remnant of its former glory, but its defensive powers still activate against powerful attacks.

Roll a dice each time this model suffers a mortal wound. On a roll of 5 or more, the mortal wound is negated and has no effect.

- 3 **Rockeye:** The bearer of a Rockeye has plucked out one of their own eyes and replaced it with this rough gemstone, which gives them the power of second sight.

In your hero phase, pick an enemy unit within 12" of this model. Add 1 to all hit rolls made by this model against the chosen unit until your next hero phase.

- 4 **Bellowing Blade:** This blade seems to empower the wielder in proportion to the volume of insults he shouts at the leaders of the opposing army.

In the combat phase, you can re-roll one failed wound roll for this model for each enemy **HERO** that is within 12" of this model.

- 5 **Collar of Domination:** This studded collar is inscribed with ancient glyphs that have the power to subdue the fiercest monstrous creatures.

At the start of the enemy movement phase, pick an enemy **MONSTER** within 3" of this model. Then, roll two dice and add them together. If the total is equal to or greater than the enemy **MONSTER**'s Bravery, it must make a retreat move in that movement phase.

- 6 **Battle Brew:** This pungent liquid can rouse the drinker to prodigious feats. If too much is drunk, though, it will quickly rot his innards.

Once per battle, in any of your hero phases, you can declare that this model will drink either one or two swigs of Battle Brew. If the **HERO** takes one swig, add 1 to all hit and wound rolls for the model until your next hero phase. If the **HERO** takes two swigs, add 2 to all hit and wound rolls for the model until your next hero phase, but the **HERO** suffers D6 mortal wounds at the end of the turn in which they drank the brew.

RULES

ALLEGIANCE ABILITIES: IRONJAWZ

This section describes the allegiance abilities available to an Ironjawz army, including battle traits for the army, command traits for its general and the magical artefacts available to its heroes.

BATTLE TRAITS

Mighty Destroyers: The Ironjawz will allow nothing to stop them from getting to grips with their enemies.

Roll a dice in your hero phase for your general and each **IRONJAWZ HERO** in your army. Add 2 to the roll for your general if they are a **MEGABOSS**. On a roll of 6 or more, pick a friendly **IRONJAWZ** unit within 6" of the general or **IRONJAWZ HERO** being rolled for. That unit can immediately move 6" if it is more than 12" from the enemy, can immediately pile in if it is within 3" of the enemy, or can immediately declare a charge in any other circumstances. It cannot run when it makes the move, but can move, charge or pile in again later in the same turn.



Smashing and Bashing: When an Ironjawz mob smashes up the enemy, it inspires other mobs to emulate the feat, leading to an orgy of smashing and bashing!

If the attacks made by an **IRONJAWZ** unit in the combat phase result in any enemy units being completely destroyed, the closest friendly **IRONJAWZ** unit that has not yet fought in the combat phase can pile in and attack instead of waiting to make its attacks normally later in the phase.

Eager for Battle: Ironjawz are always looking for a good fight, and will not hesitate to get stuck in when they get the chance.

Add 1 to the result of any charge rolls made for **IRONJAWZ** units.

COMMAND TRAITS

D6 Command Trait

- 1 **Hulking Muscle-bound Brute:** You can re-roll wound rolls of 1 for any attacks made by the general in the combat phase.
- 2 **Live to Fight:** Re-roll failed hit rolls for the general if they charged in the same turn.
- 3 **Brutish Cunning:** Roll a dice at the start of the enemy charge phase. On a roll of 5 or more, one friendly **IRONJAWZ** unit within 6" of the general can charge as if it were their own charge phase. This charge takes place before any enemy charges.
- 4 **Bestial Charisma:** When the general uses the Inspiring Presence command ability, you can pick D3 units rather than 1 to be affected by the ability.
- 5 **Prophet of the Waaagh!:** If your general has the Waaagh! or Mighty Waaagh! ability, you can re-roll the dice to see if the relevant units can make an extra attack. If the general does not have these abilities, they can use the Waaagh! command ability from the Orruk Megaboss warscroll.
- 6 **Ironclad:** Reduce the Rend characteristic of all weapons used to target the general by 1, to a minimum of '-'.



IRONJAWZ ARTEFACTS

D6 Artefact

- 1 **Armour of Gork:** This bashed-together armour is thick and heavy, and when it became blessed by Gork it gained its own fierce fighting spirit.

If the save roll made for this model in a combat phase is 6 or more, the attacking unit suffers a mortal wound.

- 2 **Destroyer:** This brutal weapon is surrounded by anarchic magic. It can topple a Gargant or blast apart a castle wall, though once discharged its powers can only be recharged under a blood-red moon.

Pick one melee weapon that this model can use. Increase the weapon's Damage characteristic by 1.

- 3 **Daubing of Mork:** Smeared onto the face or armour by a Weirdnob Shaman, the Daubing of Mork is a mark of great favour bestowed upon a particularly resilient orruk.

Roll a dice for each wound or mortal wound inflicted on this model. On a roll of a 6 or more the wound is negated and has no effect.

- 4 **The Golden Toof:** Amongst the Ironjawz, the Golden Toof is a symbol of great strength and ferocity, for to acquire this prized fang an orruk must first smash it out of the mouth of its previous owner.

Friendly **IRONJAWZ** units within 6" of this model automatically pass battleshock tests if this model has slain any models in the previous combat phase.

- 5 **Metalrippa's Klaw:** Battered together by the Megaboss Snarlgak Metalrippa, the bladed tips of this massive iron gauntlet can tear through even the thickest armour.

Pick one melee weapon that this model can use. Increase the Rend characteristic of that weapon by 1.

- 6 **The Boss Skewer:** Revered by the Ironjawz and feared by their enemies, this gigantic spike has held aloft the heads of conquered kings over many long centuries.

Add 1 to the Bravery of friendly **IRONJAWZ** units within 12" of this model in the battleshock phase, and subtract 1 from the Bravery of enemy units within 12" of this model in the battleshock phase.

IRONJAWZ BLOODTOOFS



To find the best fights means finding the Fist of Gork. The Bloodtoofs know this, and so their hordes of crimson mobs fight across the Mortal Realms looking for the legendary Gordrakk. Always on the move, the Bloodtoofs hunt out Realmgates, looking for the one Gordrakk is on the other side of. Along the way, they aim to win as many fights as they can, taking time from their hunt to crush the armies of all those brave enough to face them in battle. Their Megaboss, Zogbak Realmrippa, knows his warclan is the best, and so assumes that the Great Waaagh! must be waiting for him somewhere.

ORGANISATION

A Bloodtoof battalion must consist of the following:

- 1 Megaboss on Maw-krusha (Zogbak Realmrippa)
- 1 Ironfist (must contain 5 units)

A Bloodtoof battalion may also contain the following:

- 0-4 warscroll battalions chosen in any combination from the following list:
 - Brute fist
 - Gore fist
 - Weird fist
 - Iron fist
- Any number of additional IRONJAWZ units

If a Bloodtoof battalion contains the maximum number of battalions, it gains the Big Waaagh! ability from the Brawl warscroll battalion in *Battletome: Ironjawz*.

ABILITIES

Hunt and Crush: You can add 1 to the result of all run and charge rolls for units in a Bloodtoof battalion.

Get Da Realmgate!: You can set up a Baleful Realmgate in your opponent's territory before they set up any units. While there is a Baleful Realmgate on the battlefield, add 2 to the Bravery of all units in a Bloodtoof battalion. In addition, if a Bloodtoof battalion is part of an army that wins a **minor victory**, and there is a Baleful Realmgate on the battlefield, then that army can use a triumph in its next battle.

IRONJAWZ IRONSUNZ



One of the largest warclans to fight in Gordrakk's Waaagh!, the Ironsunz can be seen in almost every realm, wearing flashy yellow armour and throwing their weight around to make sure that everyone knows they are the best. Megaboss Dakkbad Grotkicker has risen to rule the Ironsunz over a trail of bashed-in skulls and broken bones. Everyone knows that Dakkbad is cunning, and some orruks even reckon he might have an eye on Gordrakk's position. If the Fist of Gork is concerned about this, he hasn't let on, and if Dakkbad ever decides to have a go at usurping the Great Waaagh!, he had better make it count.

ORGANISATION

An Ironsunz battalion must consist of the following:

- 1 Megaboss on Maw-krusha (Dakkbad Grotkicker)
- 1 Ironfist (must contain 5 units)

An Ironsunz battalion may also contain the following:

- 0-4 warscroll battalions chosen in any combination from the following list:
 - Brutefist
 - Gorefist
 - Ardfist
 - Ironfist
- Any number of additional **IRONJAWZ** units

If an Ironsunz battalion contains the maximum number of battalions, it gains the Big Waaagh! ability from the Brawl warscroll battalion in *Battletome: Ironjawz*.

ABILITIES

Dakkbad's Cunning: Roll a dice after both sides have set up, but before the first battle round takes place. On a roll of 3 or more, Megaboss Dakkbad has come up with a cunning plan that has left the enemy completely unprepared for the attack; subtract 1 from the hit rolls of attacks made by enemy units in the first battle round.

Dakkbad's Bashing!: Dakkbad Grotkicker counts as already having slain an enemy **HERO** before the battle starts, with the weapon of your choice from those listed, for the purposes of his Strength from Victories ability.

WHAT'S NEXT?

Warhammer Age of Sigmar is a collecting, painting and gaming experience whose appeal and excitement lasts a lifetime. Whether it be assembling and painting a mighty horde of fantastical warriors or immersing yourself in the magical worlds and stories of the realms, *Warhammer Age of Sigmar* offers endless opportunities for enjoyment. Equally, if you hunger to launch your own crusade of conquest, you'll be hurling your armies into bloody battle before you know it.

INTO THE REALMS...

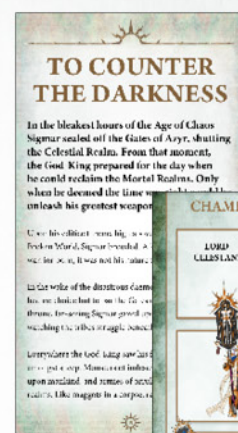
They say that every journey begins with a single step, and in the case of *Warhammer Age of Sigmar* there is no better first step than the starter set itself. Contained within this exceptional set is an impressive range of beautifully detailed Citadel Miniatures, excellent starting forces for the brave and noble Stormcast Eternals and the murderous Khorne Bloodbound. This starter set is the starting point of a truly

epic story, pitting Vandus Hammerhand and his Hammers of Sigmar against the daemon-worshipping Korghos Khul and his cruel Goretide warriors. As such, not only does this starter set get you off to a great start with your model collections, but it also represents an excellent way to learn the *Warhammer Age of Sigmar* rules and plunge straight into the story of the Age of Sigmar.



Another excellent avenue into *Warhammer Age of Sigmar* is the book of the same name. Providing the perfect companion volume to the contents of the starter set, this book is replete with beautiful artwork, helpful painting guides and showcases of models painted by the world-renowned 'Eavy Metal team – all in all, it's an excellent visual guide to the war across the realms. Furthermore, this book expands hugely upon the back story

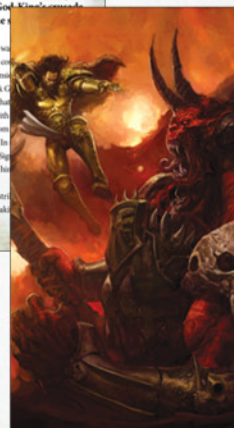
of *Warhammer Age of Sigmar*, setting out the blood-soaked history of the Age of Chaos and revealing the opening moves of the God-King Sigmar's great gambit to defeat the Dark Gods. As if all this were not enough, it provides a wealth of warscrolls and battleplans allowing you to expand your own collections of miniatures, add new factions to your battles, and fight through many exciting new scenarios as your army grows.



THE REALMGATE WARS

A major feature of *Warhammer Age of Sigmar* is its grand, ongoing narrative. This is more than just a collecting and gaming experience, it is also an interactive saga of battle in which you play the lead role. Just as *Warhammer Age of Sigmar* helps you begin this journey, so your copy of *The Realmgate Wars: Quest for Ghal Maraz* plunges you deeper

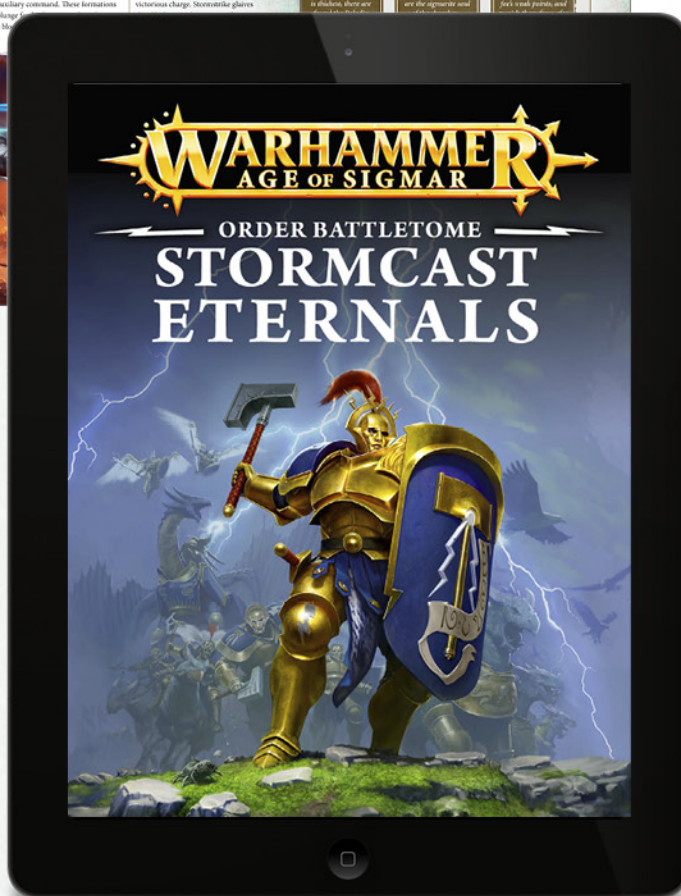
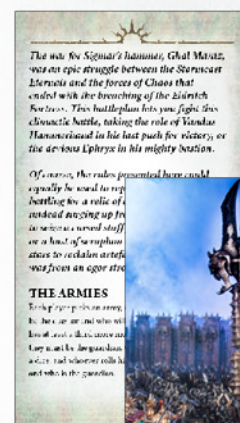
into this epic tale. This is an excellent next step down the collecting road, as this book details a plethora of new units to add to your armies and new battleplans for them to fight through. This is but the first in an ongoing series of narrative supplements, so as your collection of Citadel Miniatures grows and diversifies, so the stories you can tell on the battlefield grow ever more grand and exciting as well.



BATTLETOMES

Many collectors begin their journey with the miniatures from the *Warhammer Age of Sigmar* starter set, which provides all the excitement and satisfaction you need in your introduction to the battlefields of the Mortal Realms. Soon enough though, you will probably find that the many factions that wage war across the realms draw your eye. With their ever-growing miniatures ranges and inspiring stories, the races of the realms offer near-endless diversity for collectors; in each case, this history and model range is fully explored in the battletome

that accompanies that race. Whether it be the gore-drenched berserkers of the Khorne Bloodbound, the god-forged heroes of the Stormcast Eternals, the strange and otherworldly seraphon, or any of the other warlike races that populate the realms, the battletome will furnish you with everything you need to collect, organise, and tell stories upon the battlefield with that race. Thus, with each battletome you read, your knowledge of the races of *Warhammer Age of Sigmar* will grow, and most likely your miniatures collection along with it.



THE STORY CONTINUES

With such vast and thrilling worlds to explore, there's always scope for more stories and greater adventures. As a fantastic companion to the narrative presented in the *Warhammer Age of Sigmar* collecting and gaming supplements – and your own tabletop tales of war and glory – you can also read about the exploits of the heroes and villains of the realms in our accompanying novels. These books can be both an invaluable

source of inspiration for your collection, and a great way to live out the action of the Realmgate Wars and beyond, blow by visceral blow. Such exciting tales as *War Storm* and *Ghal Maraz* tie directly into the *Warhammer Age of Sigmar* narrative as it develops, giving you yet another route into the Mortal Realms and providing unique insights into the action that aren't available anywhere else.

