WARHAMMER
KHAINE
BOOK II

KHAINE

The Rules

CONTENTS

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INTRODUCTION

The Chaos Gods have reached out their hand to claim a world long desired. Only by uniting under one banner do the elves have any chance of survival, but the spirit of Khaine is rising as darkness falls...

This book describes the final days before the Rhana Dandra – the Last Great War Against Chaos – begins in earnest. Malekith, seeing his chance of triumph slipping away, has invaded Ulthuan once again. This is a course that he has followed many times before, but never in such dire circumstances. Before battle is done, there will be treachery and betrayal; heroes will fall and champions will arise from the unlikeliest quarter. Even the gods themselves will join the battle, and in the end, the fate of the elves will be forever changed.

As Ulthuan shudders, magic becomes ever more unstable, allowing mages to harness incredible power. Spells not seen for generations will be unleashed, the full innate magical skill of the elven race wielded in one last, terrifying war.
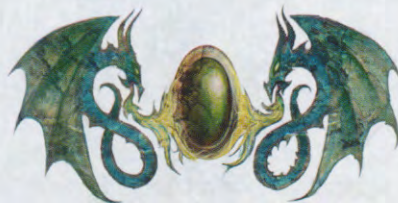
This book contains new scenarios and rules based on the events in *Warhammer: Khaine*. It is a vital sourcebook for anybody interested in Malekith's last campaign against the elves of Ulthuan.

This book includes the following three chapters:

New Warhammer Rules: New rules you can use in any game of Warhammer that allow you to harness the dire magics of the End Times, including the power of the mysterious arcane fulcrums.

New Armies and Units: Three new army lists that allow you to field the three major elven hosts depicted in the story of *Warhammer: Khaine*, and new rules for the characters whose actions would ultimately decide the fate of Ulthuan and all three races of elves.

Narrative Scenarios: Seven Warhammer scenarios based on the most important battles that took place during the War for Ulthuan.

HOW TO USE THIS BOOK

This book is intended to be a companion volume to *Warhammer: Khaine.* **If you haven't read the story yet then we highly recommend that you do so right away, as all of the material in this book is inspired by the dark tale you will read there.**

The End Times are looming, but now the focus shifts to the ancient continent of Ulthuan. Rivalries and enmities many thousands of years in the making are about to come to a head, and this book will help you recreate the battles of those times in your own games.

We have written the scenarios in this book to be as flexible as possible, which will allow you to use whichever models you may have available. You do not have to use the actual forces that took part unless you wish to do so. That being said, you will find that they often require the use of certain models if you have them available, to represent characters and units that played a critical role in the battle. However, if you do not have the appropriate models, you can still play the scenario using the models you do have. In addition, if you wish, you can use the scenarios using different armies. Although based on battles from the events in *Khaine*, each scenario presents both sides with a unique set of challenges to overcome, and it is both interesting and fun to see how other armies could have coped if they had been presented with the same situation.

As well as the scenarios, you'll find that we've included new rules for some of the mightiest heroes of the elves. Malekith, Tyrion and Alarielle all undergo significant change as the story unfolds, and these profiles allow your games to keep pace with the narrative. These new iterations of the characters can be used in the scenarios mentioned above, or added to your existing collection and used with the rest of your army in any other games that you play.

Several of the scenarios take place upon battlefields where the very air itself is suffused with magic, allowing Wizards to cast more spells and to attempt to cast spells that would otherwise have been difficult if not impossible for them to use. Rather than include rules for this in the scenario special rules, we have put them in their own rules section called the Magic of the End Times. Some of the scenarios will require the use of these rules, and you can use them in any other games that you play when it feels appropriate, or just because it sounds like it would be fun!

The Magic of the End Times rules also include an End Times spell for each Lore of Magic, including all of those that are included in our army books. These spells can be used by Wizards of Level 3 or higher, and can be taken in addition to the spells the Wizard normally knows. End Times spells are very powerful, but quite rare, so each one can only be attempted once in each Magic phase. Wizards of Level 3 or higher can also conjure Arcane Fulcrums – Mystical Monuments that increase the magical powers of Wizards that are nearby, and make it much easier for them to cast those difficult End Times spells!

Finally, we have included three brand new army lists that you can use to represent the combined Elven armies of High Elves, Dark Elves and Wood Elves that fought during and after the events in *Khaine*. They allow you to take units from all three army books together as a single force. The new army lists represent the types of united Elven armies that Malekith and Tyrion commanded, and which Malekith now commands as the Eternity King. These new army lists can also include the new characters and units presented in this book. Along with the rules for Magic of the End Times and Arcane Fulcrums, these army lists are intended for use both with the scenarios presented in this book and in any other games of Warhammer you play.

As you can see, this book represents much more than just a selection of scenarios and the special rules to go with them. Instead you should think of it as a toolbox, from which you can pick and choose what to use in any games of Warhammer that you play. Whether used on its own, or when combined with the other books in the End Times series, it will ensure that your games of Warhammer will never be quite the same again!

ARMIES OF THE END TIMES

Rules for choosing your army are presented on page 20 of this book. These update and replace the rules for choosing your army that are presented in the *Warhammer* rulebook and reflect the disposition of armies during the End Times. **The updated rules for choosing your army are used by all armies,** not just the Elven Host armies presented in this book.

KHAINE NARRATIVE BATTLES

Later in this book you will find scenarios that recreate the pivotal battles featured throughout *Warhammer: Khaine*. These scenarios will provide players with new ways to play, and a wealth of new tactical options to master.

USING NARRATIVE SCENARIOS

There are several ways in which you can use narrative scenarios. The first and most straightforward is simply to select the particular scenario for a battle you are excited about from *Warhammer: Khaine*, and use the scenario to recreate the battle on your tabletop! The Armies section of each scenario provides guidance on the forces present so that you can replay the battles using the armies and characters described in *Khaine*, while the scenario's special rules will ensure that all of the most important elements of the original battle will be recreated.

Another way to use these scenarios is to fight a campaign by playing through the scenarios sequentially. If you do so, then one player should command the forces of Malekith in all of the battles, while their opponent commands the armies of Tyrion. Keep a note of each player's wins and losses, and the winner of the campaign is the player with the highest number of victories at the end of the campaign.

PLAYING NARRATIVE SCENARIOS

However you use these scenarios, it only requires a handful of modifications to the Fighting a Battle rules in the *Warhammer* rulebook, which are detailed below.

THE ARMIES

Each narrative scenario will state which armies must be used in order to fight the battle. If both players have models for both of the armies involved in the battle, then roll-off to see which player gets to pick the army they will use, and their opponent must use the other army. More typically, each player will have just one of the armies listed, and that will be the army that they use.

In addition to the army lists, most narrative scenarios will list a number of characters and/or units that must be taken if they are available. These represent leaders and regiments that played a pivotal part in the battle and which it is important to field if you possibly can. However, if you cannot field them, it doesn't stop you from using the scenario with the forces you do have available.

Special Characters

Many of the narrative scenarios in this book include particular characters appropriate to the story being retold within. However, they do not prohibit the use of other characters who are not present (or even alive!) during the battle that scenario recreates. You should decide with your opponent(s) whether you will include other special characters from your collection when playing these scenarios.

THE BATTLEFIELD AND DEPLOYMENT

The deployment map, deployment zones and instructions for a narrative scenario are included with the scenario itself.

SCENARIO SPECIAL RULES

Most narrative scenarios will have one or more special rules that help to represent certain unique aspects of the battle that the scenario recreates.

In most cases these special rules are fully described in the body of the narrative scenario itself, but in some cases, a narrative scenario will use special rules found elsewhere in this book. The rules for Magic of the End Times can be found on page 8 of this book, whilst the rules for Arcane Fulcrums can be found on page 10. We recommend that you familiarise yourself with them before playing the relevant scenarios.

Some scenario special rules and victory conditions only apply to specific characters or units. If the specified character or unit isn't present at your version of the battle, then the associated special rule or victory condition is ignored: it only applies if the relevant model has been chosen as one of the armies being used for the battle.

CHAPTER 1

New Warhammer Rules

MAGIC OF THE END TIMES

Magical energy is pouring into the world in unprecedented levels, empowering practitioners of the arcane arts, and allowing them to attempt magical feats that would have been far beyond their powers previously. However, while the winds of magic are stronger than at any time since the Great Vortex was established, they blow in great gusts and flurries, making it extremely difficult for any but the most powerful of wizards to reliably gather the magical energy needed to cast a spell. Using magic is more powerful, yet more unpredictable, than ever before.

USING MAGIC OF THE END TIMES

This section updates the rules for Magic in games of Warhammer, in order to reflect the changes that have taken place during the End Times.

The Magic of the End Times rules must be used instead of the rules from the *Warhammer* rulebook if any of the following conditions apply:

- Magic of the End Times is listed as a special rule for a scenario.

- If either player is fielding an army chosen using an Elven Hosts army list from this book.

- If either player is using a unit from the New Armies and Units section of this book.

- If either player wants to use the Magic of The End Times rules instead of the rules for magic in the *Warhammer* rulebook.

OVERVIEW

Here is a brief summary of the changes made to the Magic rules. More detailed explanations follow that describe exactly how the rules have changed.

- Some Lores of Magic have an End Times spell. This is an additional type of signature spell that can be used by Wizards of Level 3 or higher, and which cannot be dispelled.

- Wizards can use all of the spells from the Lores of Magic that they know, and are not limited to a number of spells determined by their level. In effect, this means that all Wizards have the Loremaster special rule. Models that already have the Loremaster special rule are allowed to re-roll casting rolls.

- 4D6 are rolled for the Winds of Magic, and the power limit of 12 dice in the power pool is removed.

- After picking a Wizard and declaring which spell you want them to cast, you must roll a D6. The result of the roll is the *maximum* number of dice you can use to cast that spell (the minimum number of dice you must use is always one). You must also roll a D6 to see how many dice a Wizard can use to dispel a spell.

- Spells can be used any number of times in each Magic phase, as long as all previous attempts to cast the spell have been successful. The only exception to this are End Times spells, and any other spell with a casting value of 15+ or more, which can only be selected once each Magic phase, whether the previous attempt to cast them was successful or not.

- Wizards never break concentration, and can keep on casting spells as long as dice are left in the power pool. However, a spell still fails if the total of the dice scores is less than 3.

END TIMES SPELLS

Some Lores of Magic have an End Times spell. This is a special type of signature spell that can only be used by a Wizard of Level 3 or higher. A maximum of one Wizard can attempt to cast each different End Times spell each Magic phase. An End Times spell that is successfully cast cannot be dispelled, even if it is a 'remains in play' spell, though the Wizard that cast it can choose to end it as normal.

The End Times spells can be found on pages 12-17.

SPELL GENERATION

The rules for spell generation on page 490 of the *Warhammer* rulebook are no longer used. You must still select the Lore(s) of Magic each of your Wizards is going to use when you choose your army, but do not have to generate the spells that each Wizard knows. Instead, all of your Wizards know all of the spells from the Lores that you chose for them.

Wizards that do not generate spells following the normal rules (such as Loremasters of Hoeth, for example), use their special rules to generate their spells, but will know *all* of the spells from *each* spell lore that they can use *any* spells from.

Loremaster

The Loremaster special rule is changed to the following:

A Wizard with the Loremaster special rule can re-roll all of the dice used to attempt to cast a spell from his chosen lore, including rolls that result in the spell being miscast and/or cast with irresistible force. The lore in question is normally given in brackets as part of the Loremaster special rule. For example, a model with the Loremaster (Fire) special rule could re-roll attempts to cast spells from the Lore of Fire.

ROLLING FOR THE WINDS OF MAGIC

4D6 are rolled to determine the strength of the Winds of Magic, rather than the usual 2D6. The casting player receives the sum of all the scores as power dice, and the dispelling player receives the sum of the two highest scores as dispel dice. In addition, the power limit on the number of dice that can be in a pool is removed; pools can hold any number of power or dispel dice.
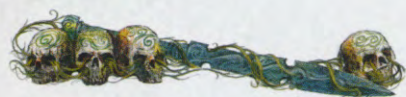
CASTING SPELLS

A spell can be cast more than once in the Magic phase, as long as it is **not**:

- An End Times spell for which a casting attempt has been made in the same Magic phase.

- A spell with a casting value of 15+ or more for which a casting attempt has been made in the same Magic phase.

- A spell for which a failed casting attempt was made in the same Magic phase.

Boosted Spells

If a spell has more than one casting value, then the spell cannot be used again in the same Magic phase if an attempt to cast *any* version of the spell fails, *or* if the casting value that was needed for the last version attempted was 15+ or more.

Choose Number of Power Dice

Having selected a Wizard to cast a spell, and having selected the target for the spell, you must roll a D6 before you choose the number of power dice you will use for the spell. The number of dice you choose must be from a minimum of 1, up to a maximum equal to the score of the D6 roll, rather than a maximum of 6 as would previously have been the case.

Any special rules or magic items that modify the number of power dice used to cast a spell, will work just as they would have done previously; the only change is that the maximum number of dice you can choose is changed from 6 to the roll of a D6.

BROKEN CONCENTRATION

The rule for Broken Concentration on page 32 of the *Warhammer* rulebook is no longer used, but the Not Enough Power rule on the same page still applies.

SUMMONING SPELLS

Summoning spells are a type of spell that enable the caster to place a new unit under the owning player's command onto the battlefield. The spell will specify what type of unit is summoned, and how many points' worth of models it can have. Such units are referred to as 'summoned units'. Summoned units can be upgraded to include any options listed in their army list entries, but must adhere to their minimum unit sizes as normal.

The summoned unit must be deployed wholly within the spell's range and at least 1" away from all units, buildings and impassable terrain. A unit can be placed facing any direction, and in any legal formation. It does not need to be deployed in the caster's line of sight or forward arc. If the summoned unit includes more than five models, its front rank must be at least five models wide. Summoned units cannot be dispelled, and do not award victory points under any circumstances. Finally, if a summoned unit cannot be deployed because there is not enough room, the unit does not enter play at all, though the spell's lore attribute may still apply.

MAGICAL LODESTONES

As the battles during the End Times continued to unfold, the very ground on which armies fought started to be suffused with magical energy. In some places this created lodestones of magical energy that wizards could draw upon to empower their spells, and even allowed them to summon arcane platforms upon which they could stand.

These factors are represented by the following rules for Magical Lodestones, and by allowing any Wizard of Level 3 or more to have access to the *Conjure Arcane Fulcrum* End Times spell.

MAGICAL LODESTONES

All Mystical Monuments and Arcane Architecture have the following Magical Lodestone special rule, in addition any other special rules that normally apply to them.

Magical Lodestone: Any Wizard model within 3" of a terrain piece with this special rule adds 2 to all of their channelling attempts.

ARCANE FULCRUMS

Arcane Fulcrums are pieces of terrain that can be summoned to the battlefield using the *Conjure Arcane Fulcrum* End Times spell (see below).

Each Arcane Fulcrum must be represented by an Arcane Fulcrum model from the Citadel scenery range. An Arcane Fulcrum is treated as a building, with the following exceptions and additions:

- Only one model can occupy an Arcane Fulcrum, and that model must be the Wizard that summoned it. If a model occupies the Fulcrum, place him on top of it. Unlike other buildings, a model of any troop type, or with any type of mount, can occupy an Arcane Fulcrum, provided he can fit on top of it.

- The Arcane Fulcrum is protected by powerful enchantments. Except where explicitly stated, a Fulcrum can never be destroyed. Furthermore, a model occupying an Arcane Fulcrum receives a 3+ ward save, has the Stubborn and Immune to Psychology special rules, and is immune to the Multiple Wounds special rule. The model also receives the protection conferred for occupying a building, as described in the *Warhammer* rulebook.

- If the Arcane Fulcrum is charged, the occupying model must fight. However, only one model (of any troop type) from the attacking unit can fight.

- A model that occupies an Arcane Fulcrum cannot be targeted by Stomps or Thunderstomps.

- A Wizard that occupies an Arcane Fulcrum has the Magical Lodestone special rule (see above), and therefore adds 2 to all of his channelling attempts. Note that only the Wizard on top of the Fulcrum receives this benefit.

- If a Wizard occupying an Arcane Fulcrum 'exits the building', then the Arcane Fulcrum model is immediately removed from play.

SUMMONING AN ARCANE FULCRUM

Any Wizard of Level 3 or higher can use the *Conjure Arcane Fulcrum* spell below, in addition to any other spells that they know. Note that you will require an Arcane Fulcrum model in order to be able to use the spell.
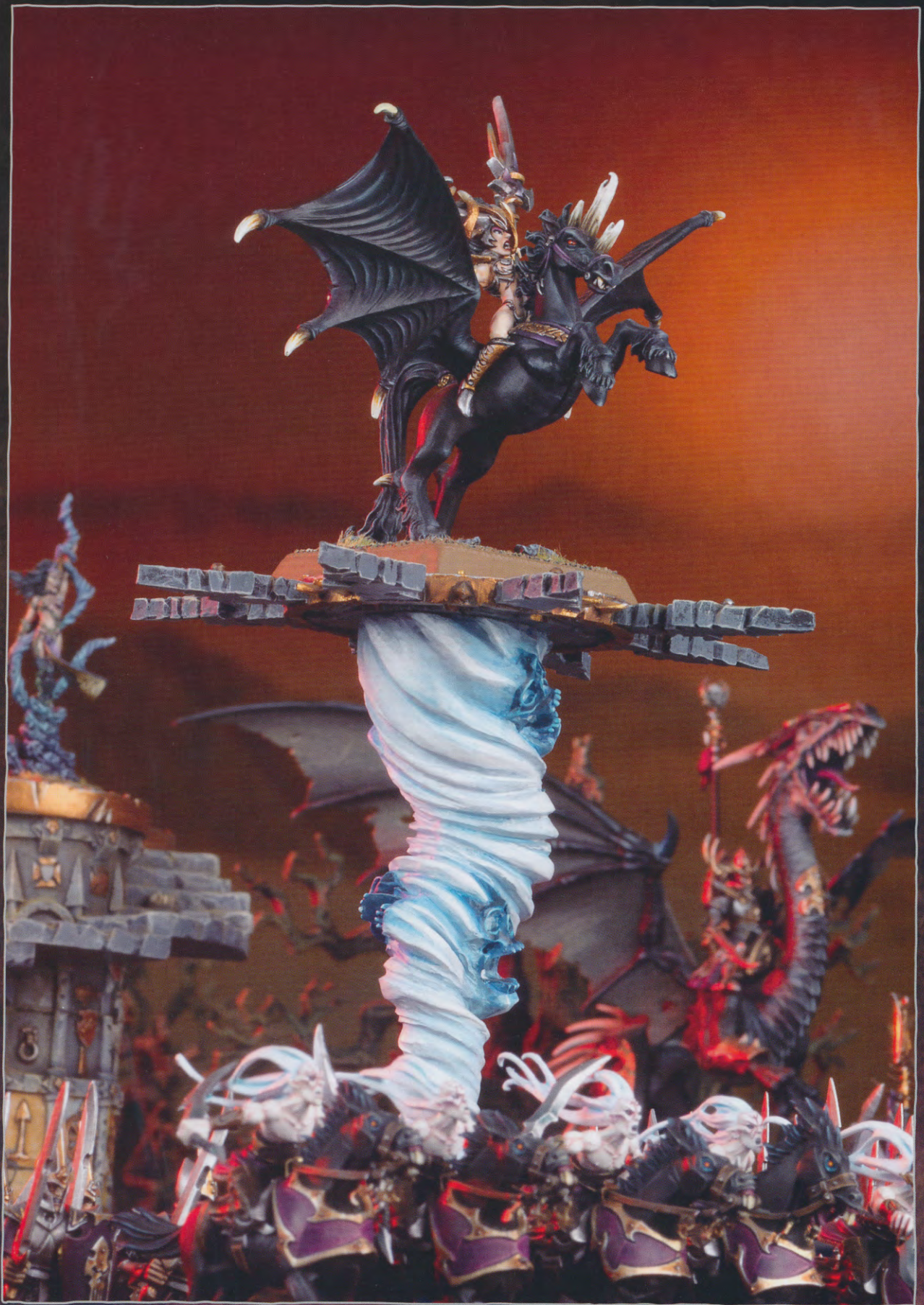
CONJURE ARCANE FULCRUM
(End Times Spell)   Cast on 12+

The wizard commands a towering fulcrum of magical energy into existence, which lifts him high into the air.

Conjure Arcane Fulcrum is a **summoning** spell with a range of 6". The caster summons a single Arcane Fulcrum model and is immediately placed on top of it.

END TIMES SPELLS

In a game set during the End Times, Wizards of Level 3 or higher know End Times spells in addition to the other spells that they know. Each different End Times spell can be cast only once per Magic phase, and cannot be dispelled if successfully cast (see page 8).

Most End Times spells are extensions of existing Lores of Magic, and benefit from the lore attribute of their parent lore in the usual way. Any Wizard who knows the lore in question will also know any End Times spells associated with that lore. Some End Times spells are not associated with any lore (for example, Conjure Arcane Fulcrum on page 10). These spells can be used by any Wizard, unless they state otherwise.

THE LORE OF FIRE

WITHERING HEAT
(End Times Spell)   **Cast on 20+**

With a triumphant gesture, the wizard sets a curse of desiccation upon his foe's flesh.

Withering Heat is a **hex** spell that targets all enemy units on the battlefield. Until the start of the caster's next Magic phase, whenever a target unit charges, pursues or flees, it rolls an extra dice and discards the highest result. In addition, all target units have the Flammable special rule for the duration of the spell, and all Flaming Attacks re-roll failed To Wound rolls against target units.

THE LORE OF LIGHT

ENLIGHTENMENT
(End Times Spell)   **Cast on 20+**

The light of truth is a powerful thing, strengthening the righteous and banishing the unholy.

Enlightenment is a **hex** spell against Forces of Destruction units and an **augment** spell against Forces of Order units. It targets all units within 12" of the caster (including the caster himself). Target Order units have the Unbreakable special rule until the start of the caster's next Magic phase. For target Destruction units, roll 4D6. For each point by which the roll exceeds the target's Leadership, the unit suffers 1 Wound. Target Non-Aligned units are unaffected.

THE LORE OF BEASTS

A MURDER OF CROWS
(End Times Spell)   **Cast on 15+**

Calling upon Corvus the Crowlord, the wizard summons a voracious flock of carrion birds to tear flesh from bone.

Remains in play. A Murder of Crows is a **magical vortex** that uses the large round template. Once the template is placed, the player then nominates the direction in which A Murder of Crows will move. To determine how far in inches the template moves, roll an artillery dice and multiply the result by 3.

If the result on the artillery dice is a misfire, centre the template on the caster and roll a scatter dice. The template then moves D6" in the direction shown (if you roll a Hit! use the little arrow shown on the Hit! symbol).

Any model under or passed over by the template suffers a Strength 3 hit.

In subsequent Magic phases, A Murder of Crows travels in a random direction and moves a number of inches equal to the roll on an artillery dice. If a misfire is rolled in subsequent turns, A Murder of Crows collapses in upon itself and is removed.

THE LORE OF METAL

METEORIC IRONCLAD
(End Times Spell)   **Cast on 15+**

Casting charms of silver and iron, the wizard creates suits of enchanted armour that no weapon can breach.

Meteoric Ironclad is an **augment** spell with a range of 24". The target unit has a 2+ ward save until the start of the caster's next Magic phase.

THE LORE OF LIFE

STORM OF RENEWAL
(End Times Spell)   Cast on 15+

Raw life-energy flows across the battlefield, mending wounds and restoring the fallen to fresh vigour.

Remains in play. *Storm of Renewal* is a **magical vortex** that uses the large round template. Once the template is placed, the player then nominates the direction in which *Storm of Renewal* will move. To determine how far in inches the template moves, roll an artillery dice and multiply the result by 2.

If the result on the artillery dice is a misfire, centre the template on the caster and roll a scatter dice. The template then moves D6" in the direction shown (if you roll a Hit! use the little arrow shown on the Hit! symbol).

Any unit under or passed over by the template immediately regains 2D6+1 Wounds' worth of models. These Wounds are regained as follows:

First, the unit champion is resurrected, and then the musician (standard bearers are never resurrected – if the bearer has been slain, the banner is lost), displacing the rank-and-file models as required. Then rank-and-file models with multiple Wounds (including command figures) are healed to their starting value. Finally, any remaining Wounds resurrect rank-and-file models.

In the case of multiple-Wound rank and file models, the first resurrected models must be fully healed before another can be resurrected, and so on. Resurrected models are added to the front rank until it reaches at least five models (or three models if the target unit is Monstrous Infantry, Monstrous Beasts, Monstrous Cavalry or Chariots) – additional models can then be added to the front or rear rank. If the unit already has more than one rank, models can only be added to the rear rank. A unit cannot be taken beyond its starting size. *Storm of Renewal* cannot heal characters and their mounts. If a character has joined a unit, only the unit will recover lost Wounds.

In subsequent turns, *Storm of Renewal* travels in a random direction and moves a number of inches equal to the roll on an artillery dice. If a misfire is rolled in subsequent turns, *Storm of Renewal* collapses in upon itself and is removed.

THE LORE OF HEAVENS

LET THE FOUR WINDS BLOW!
(End Times Spell)   Cast on 15+

Calling upon the spirits of air, the wizard sends mighty winds howling across the battlefield.

Let the Four Winds Blow! is a **magic missile** with a range of 48" that targets up to four magical vortexes or enemy units in any combination. Resolve in whatever order you wish. Each target in range is 'pushed' 2D6" directly away from the caster (it does not change facing). If a target unit comes into contact with impassable terrain, it stops and suffers 2D6 Strength 3 hits.

If a target unit comes into contact with another unit, it stops 1" away and both units suffer 2D6 Strength 3 hits. If a magical vortex is pushed into a unit, that unit will suffer the usual effects for the vortex in question. If a vortex ends up in the middle of a unit, place it beyond the unit just as you would had the vortex moved there under its own power.

THE LORE OF HIGH MAGIC

DEADLOCK
(End Times Spell)   Cast on 20+

Such is their mastery in magic, the slann of Lustria and the most powerful elven mages can mystically nullify the flow of a foe's sorcerous powers.

Deadlock is a **hex** spell that targets a Wizard anywhere on the battlefield. Until the start of the caster's next Magic phase, the target cannot channel, cast spells or dispel.

THE LORE OF DARK MAGIC

OBLIVION
(End Times Spell)   Cast on 25+

To a wizard proficient in dark magic, an arcane fulcrum is more than a conduit of power; it is unparalleled destruction, just waiting to be unleashed.

Nominate an Arcane Fulcrum anywhere upon the battlefield. *Oblivion* targets all models (friendly and enemy, including the caster) within 6" of the nominated Arcane Fulcrum. Each target suffers a Strength 10 hit. Once damage has been resolved, roll a D6. On a roll of 4+, the Arcane Fulcrum (and any Wizard occupying it) are blown to smithereens – remove them from play.

THE LORE OF SHADOW

BRIDGE OF SHADOWS
(End Times Spell)   Cast on 15+

At the wizard's command, a bridge of shadow and spite whisks his allies across the battlefield.

Bridge of Shadows is an **augment** spell with a range of 24". The target unit is immediately removed from the table and replaced anywhere on the battlefield visible to the Wizard, provided that no model from the unit is within 1" of another unit or impassable terrain. The unit can be returned to play facing any direction, but must retain the same formation. This spell can be used to remove friendly units from combat – any enemy units left without an opponent can immediately reform.

THE LORE OF DEATH

ASHES AND DUST
(End Times Spell)   Cast on 15+

A choking dust cloud erupts from the wizard's fingertips, suffocating all in its path.

Remains in play. *Ashes and Dust* is a **magical vortex** that uses the large round template. Once the template is placed, the player then nominates the direction in which *Ashes and Dust* will move. To determine how far in inches the template moves, roll an artillery dice and multiply the result by 2. If the result on the artillery dice is a misfire, centre the template on the caster and roll a scatter dice. The template then moves D6" in the direction shown (if you roll a Hit! use the little arrow shown on the Hit! symbol).

At the end of the Magic phase, any unit that has one or more models under or that have been passed over by the template must take a Leadership test with a -3 penalty, suffering a wound for every point by which the test is failed, with no armour saves allowed.

In subsequent turns, *Ashes and Dust* moves in a random direction and moves a number of inches equal to the roll on an artillery dice. If a misfire is rolled in subsequent turns, *Ashes and Dust* collapses in upon itself and is removed.

THE LORE OF THE VAMPIRES

THE ARMY OF DOOM KEEP
(End Times Spell)   Cast on 25+

The legendary elf mage Anareth could not forever destroy the dread army of Doom Keep, so he sealed it away in a pocket of magic. Alas, this prison could not remain secret forever and, little by little, accursed necromancers have begun to draw the wight-host into the mortal world once more.

The Army of Doom Keep is a **summoning** spell with a range of 36". It summons one Wight King and one unit of Grave Guard. The two units can have a combined points value of up to 300 points. The Wight King must be set up as part of the unit of Grave Guard.

THE LORE OF NEHEKHARA

RETURN OF THE GOLDEN AGE
(End Times Spell)   Cast on 20+

The caster focuses his incantations and restores to the army the vigour and might they enjoyed whilst still alive.

Return of the Golden Age is an **augment** spell that targets all friendly units from *Warhammer: Tomb Kings* on the battlefield. All target units add 1 to the Weapon Skill, Strength and Initiative characteristics on their profile until the start of the caster's next Magic phase.

THE LORE OF UNDEATH

MALEDICTION OF NAGASH
(End Times Spell)   Cast on 20+

At the Necromancer's command, his enemies feel the looming shadow of undeath fall across them, sapping their strength and endurance.

Malediction of Nagash is a **hex** spell that targets all enemy units within 24". All target units halve the Strength characteristic on their profile (round up any fractions) until the start of the caster's next Magic phase.

THE LORE OF THE WILD

RUINER OF THE WROUGHT
(End Times Spell)   Cast on 25+

Slamming his staff into the ground, the bray-shaman unshackles stock and stone from their bondings of artifice, unmaking the enemy's weapons of war.

Ruiner of the Wrought is a **hex** spell that targets all buildings and war machines on the battlefield. War machines suffer D3 Strength 10 hits (roll separately for each); buildings collapse and are removed from play on a roll of 4+. A unit garrisoning a building removed in this way is placed in the space previously occupied by the removed building and suffers 4D6 Strength 6 hits from the falling rubble. If any of the surviving models cannot be placed at least 1" away from other units or impassable terrain, the entire unit is removed from play.

THE LORE OF THE GREAT MAW

THE GREAT MAW AWAKENS
(End Times Spell)   Cast on 20+

The butcher joins his own hunger to the Great Maw's, conjuring a bloody whirlpool of rock that sweeps across the battlefield, swallowing enemies whole.

Remains in play. *The Great Maw Awakens* is a **magical vortex** that uses the large round template. Once the template is placed, the player nominates the direction in which *The Great Maw Awakens* will move. To determine how far in inches the template moves, roll an artillery dice and multiply the result by 2. Any model under or passed over by the template must pass an Initiative test or be swallowed whole and removed as a casualty.

In subsequent turns, *The Great Maw Awakens* moves a number of inches equal to the roll of an artillery dice multiplied by 2, in a random direction.

If a misfire is rolled at any point, centre the template over the caster instead. Once damage is resolved, remove *The Great Maw Awakens* from play.

SPELLS OF THE BIG WAAAGH!

RAISE GREAT IDOL
(End Times Spell)
Cast on 15+

Straining and grimacing, the shaman wills an idol of Gork (or possibly Mork) to rise out of the ground. Under the stony gaze of such an idol, greenskins are inspired to further acts of extreme violence.

Raise Great Idol is a **summoning** spell. Place an Idol of Gork (or possibly Mork) within 18" of the caster. The effigy uses the Idol of Gork rules from the *Warhammer* rulebook. Additionally, all friendly units from *Warhammer: Orcs & Goblins* within 12" of the Great Idol re-roll failed To Hit rolls. Note that the Idol is a Mystical Monument, and therefore has the Magical Lodestone special rule (see page 10).

SPELLS OF THE LITTLE WAAAGH!

NIKKIT! NIKKIT!
(End Times Spell)
Cast on 15+

The shaman conjures a pair of great green hands, one of which binds the chosen enemy in a vice-like grip, whilst the other rifles through the victim's possessions in search of anything shiny enough to be worth stealing.

Nikkit! Nikkit! is a **direct damage** spell that targets a single enemy character within 24". The target suffers a number of Wounds equal to D6 minus his own Toughness – armour saves cannot be taken. Regardless of whether or not the target is slain, the caster steals one magic item of his choice from the target. If the caster does not already have a magic item of this type he can now use it, otherwise it is destroyed.

SKAVEN SPELLS OF PLAGUE

THE GREAT RED POX
(End Times Spell)
Cast on 25+

The caster vomits forth a crimson mist that rapidly spreads across the battlefield, causing an instantaneous eruption of fist-sized boils and then a most painful death.

The Great Red Pox targets all units (friendly or enemy) within 24" of the caster. Units are affected on a D6 roll of 4+, except for Clan Pestilens units, which are affected on a 5+. Every model in an affected unit must pass a Toughness test or be removed as a casualty with no armour saves allowed.

SKAVEN SPELLS OF RUIN

PIT OF THE UNDERWORLD
(End Times Spell)
Cast on 20+

The caster strains his mind to open a great rent in the earth. The target site begins to shake until the ground gives way to a vast pit that drops into blackness below.

Pit of the Underworld causes a great pit to open anywhere on the battlefield. Place a suitable marker over the exact spot affected – a coin is ideal. Roll a D6 at the start of each subsequent Magic phase. On a roll of 5+, the pit opens. Centre the large template over the marker. Any model wholly or partially under the template must pass an Initiative test or be removed as a casualty. Any buildings touched by the template collapse and must be removed. Any models garrisoning a building removed in this way are also removed.

THE LORE OF TZEENTCH

DAEMONFIRE VORTEX
(End Times Spell)   Cast on 25+

A prismatic haze erupts from the wizard's hand and rages across the battlefield, consuming everything in its path.

Remains in play. *Daemonfire Vortex* is a **magical vortex** that uses the large round template. Once the template is placed, the player then nominates the direction in which *Daemonfire Vortex* will move. To determine how far in inches the template moves, roll an artillery dice and multiply the result by 2.

If the result on the artillery dice is a misfire, centre the template on the caster and roll a scatter dice. The template then moves D6" in the direction shown (if you roll a Hit! use the little arrow shown on the Hit! symbol). Any model under or passed over by the *Daemonfire Vortex* template suffers a wound on a 4+ with no armour saves allowed.

In subsequent turns, *Daemonfire Vortex* moves in a random direction and moves a number of inches equal to the roll on an artillery dice plus the number of unsaved Wounds *Daemonfire Vortex* has caused since it was cast. If a misfire is rolled in subsequent turns, *Daemonfire Vortex* collapses in upon itself and is removed.

THE LORE OF NURGLE

GRANDFATHER NURGLE'S CIRCLE OF LIFE
(End Times Spell)   Cast on 25+

There is a fragment of the Plaguefather in every living thing. A wizard who casts this spell will discover the truth of the matter.

Grandfather Nurgle's Circle of Life is a **direct damage** spell with a range of 36". It inflicts 5D6 hits on the target that wound on a 4+, with no armour saves allowed. If at least 10 unsaved Wounds are caused, the spell also summons a Great Unclean One (if the caster is a Daemon of Chaos) or a Daemon Prince with the Mark of Nurgle (if the caster is a Chaos Sorcerer) within 12" of the target (or in the target's position, if it was completely destroyed). The model summoned can be worth up to 375 points.

THE LORE OF SLAANESH

SONG OF SEDUCTION
(End Times Spell)   Cast on 20+

Every man has his price, even if he knows it not, and Slaanesh's wizards can divine such things whilst magic flows strong.

Remains in play. *Song of Seduction* is a **hex** spell with a range of 24". For the duration of the spell, models in the target unit reduce their Leadership by 2, and immediately change loyalties – you control this unit as if it were part of your army for as long as the spell lasts. If the target is in close combat, separate the units by 1" (you may have to shuffle several units to make this work – this is fine, so long as you don't gain an unfair advantage from it). At the end of each subsequent Magic phase, the unit will attempt to reassert its will by taking a Leadership test (on its modified Leadership). If the test is passed, the spell is dispelled.

CHAPTER 2

New Armies and Units

THE ELVEN HOSTS

As Naggaroth and Ulthuan burn, their people, once the bitterest of foes, find themselves torn by fresh betrayals and forced into unlikely alliances. Such change is inevitable, for millennia-long enmities are as nothing to the survival of their very species.

INTRODUCTION

This section of *Warhammer: Khaine* allows you to pick a combined force of Dark Elf, High Elf and Wood Elf miniatures ready for battle in your games of Warhammer. Throughout this section, the term 'Elves' and 'Elven' refer to units from *Warhammer: Dark Elves*, *Warhammer: High Elves* and *Warhammer: Wood Elves*. Similarly, the term 'Elven Host' refers to a force chosen from a combination of these army books.

ELVEN HOST ARMY LISTS

An Elven Host can include the units listed in the relevant army list on the following pages. With the exception of the characters detailed in this book (denoted by 'K'), you must use the unit profiles, points costs, equipment, options and special rules found in either *Warhammer: Dark Elves* (denoted by 'DE'), *Warhammer: High Elves* (denoted by 'HE') or *Warhammer: Wood Elves* (denoted by 'WE'). Together, these army list entries should be used alongside the 'Armies of the End Times' section (see below).

The Elven Host of the Phoenix King and the Elven Host of the Eternity King are Forces of Order for the purposes of the Allied Armies rules, whilst the Elven Host of the Aestyrion is a Force of Destruction.

ELVEN HOST ARMY SPECIAL RULES

The army special rules from *Warhammer: Dark Elves*, *Warhammer: High Elves* and *Warhammer: Wood Elves* are not used. Instead, units in an Elven Host use the special rules as described below that Host's army list. Note that several of these have been modified from the original version in their army book to better reflect the different nature of battles during the End Times, and therefore they should be read carefully by all players, especially those who have used the original versions of the rules.

AMBUSH FROM THE WORLDROOTS

This special rule does not apply to any of the Elven Host army lists presented in *Warhammer: Khaine*, even if your army contains models from *Warhammer: Wood Elves*.

ARMIES OF THE END TIMES

This section updates the rules for how to pick an army for games of Warhammer. **All armies of the End Times use these rules for choosing an army, not just the Elven Hosts.**

THE GENERAL

An army must always include at least one Lord or Hero to be its General.

MINIMUM THREE UNITS

An army must always include at least three units in addition to any Lords and Heroes.

UNIT CATEGORIES

Each army list divides the forces available into several categories. Unless specified otherwise, players are limited as to how many of their points can be spent on units from any particular category. There is also a limit on how many units of the same type can be chosen, as described on page 135 of the *Warhammer* rulebook, and summarised below.

LORDS

You can spend up to 50% of your points on Lords.

HEROES

You can spend up to 50% of your points on Heroes.

CORE UNITS

You must spend a minimum of 25% of your points on Core units.

SPECIAL UNITS

You can spend up to 50% of your points on Special units.

RARE UNITS

You can spend up to 25% of your points on Rare units.

ARMY SELECTION SUMMARY TABLE

An army must always include at least three units in addition to any Lords and Heroes.

	POINTS LIMIT	DUPLICATE CHOICES
LORDS	Up to 50%	No limit
HEROES	Up to 50%	No limit
CORE	25% or more	No limit
SPECIAL	Up to 50%	Up to 3 (6 if a Grand Army of 3,000 points or more)
RARE	Up to 25%	Up to 2 (4 if a Grand Army of 3,000 points or more)

Host of the Aestyrion

LORDS
- Tyrion, Avatar of Khaine (K)
- Morathi (DE)
- Dreadlord (DE)
- High Beastmaster (DE)
- Black Ark Fleetmaster (DE)
- Supreme Sorceress (DE)
- Prince (HE)
- Archmage (HE)
- Loremaster of Hoeth (HE)

HEROES
- Lokhir Fellheart (DE)
- Sorceress (DE)
- Master (DE)
- Death Hag (DE)
- Khainite Assassin (DE)
- Korhil (HE)
- Lothern Sea Helm (HE)
- Noble (HE)
- Mage (HE)

CORE UNITS
- Dreadspears (DE)
- Bleakswords (DE)
- Darkshards (DE)
- Black Ark Corsairs (DE)
- Dark Riders (DE)
- Witch Elves (DE)
- Spearmen (HE)
- Archers (HE)
- Lothern Sea Guard (HE)
- Silver Helms (HE)
- Ellyrian Reavers (HE)

SPECIAL UNITS
- Cold One Knights (DE)
- Shades (DE)
- Cold One Chariot (DE)
- Har Ganeth Executioners (DE)
- Reaper Bolt Thrower (DE)
- Harpies (DE)
- Scourgerunner Chariot (DE)
- War Hydra (DE)
- Lion Chariot of Chrace (HE)
- White Lions of Chrace (HE)
- Swordmasters of Hoeth (HE)
- Shadow Warriors (HE)
- Lothern Skycutter (HE)
- Tiranoc Chariot (HE)

RARE UNITS
- Doomfire Warlocks (DE)
- Bloodwrack Medusa (DE)
- Kharibdyss (DE)
- Bloodwrack Shrine (DE)
- Sisters of Slaughter (DE)
- Eagle Claw Bolt Thrower (HE)
- Great Eagles (HE)

HOST OF THE AESTYRION ARMY SPECIAL RULES

Units in a Host of the Aestyrion use the army special rules described below.

All models in a Host of the Aestyrion that have the Martial Prowess special rule replace it with the Murderous Prowess special rule (see below).

HATRED (ELVES)

All models in an Elven Host with the Hatred (High Elves) special rule replace it with the Hatred (Elves) special rule.

MURDEROUS PROWESS

Models with this special rule (but not their mounts) re-roll all To Wound rolls of a 1 when making close combat attacks.

FIREBORN

Models with this special rule have a 2+ ward save against Wounds caused by attacks that have the Flaming Attacks special rule.

HEKARTI'S BLESSING

Models with this special rule add +1 to all attempts to cast spells from the Lore of Dark Magic.

LILEATH'S BLESSING

Models with this special rule add +1 to all attempts to cast spells from the Lore of High Magic.

VALOUR OF AGES

If your opponent's army roster contains one or more Elven units (see page 20), models with this special rule re-roll all failed Panic, Fear and Terror tests.

Host of the Phoenix King

LORDS
- Malekith, the Phoenix King (K)
- Imrik, Crown Prince of Caledor (K)
- Alarielle, Avatar of Isha (K)
- Dreadlord (DE)
- Black Ark Fleetmaster (DE)
- Teclis (HE)
- Prince (HE)
- Archmage (HE)
- Anointed of Asuryan (HE)
- Loremaster of Hoeth (HE)
- Durthu (WE)
- Araloth (WE)
- Glade Lord (WE)
- Spellweaver (WE)
- Treeman Ancient (WE)

HEROES
- Master (DE)
- Khainite Assassin (DE)
- Caradryan (HE)
- Noble (HE)
- Mage (HE)
- Dragon Mage of Caledor (HE)
- Lothern Sea Helm (HE)
- Handmaiden of the Everqueen (HE)
- Drycha (WE)
- Naestra & Arahan (WE)

- Glade Captain (WE)
- Spellsinger (WE)
- Shadowdancer (WE)
- Waystalker (WE)
- Branchwraith (WE)

CORE UNITS
- Dreadspears (DE)
- Bleakswords (DE)
- Darkshards (DE)
- Black Ark Corsairs (DE)
- Spearmen (HE)
- Archers (HE)
- Lothern Sea Guard (HE)
- Silver Helms (HE)
- Ellyrian Reavers (HE)
- Glade Guard (WE)
- Dryads (WE)
- Eternal Guard (WE)
- Glade Riders (WE)

SPECIAL UNITS
- Cold One Knights (DE)
- Black Guard of Naggarond (DE)
- Cold One Chariot (DE)
- Reaper Bolt Thrower (DE)
- Lion Chariot of Chrace (HE)
- White Lions of Chrace (HE)
- Swordmasters of Hoeth (HE)
- Phoenix Guard (HE)
- Dragon Princes of Caledor (HE)
- Lothern Skycutter (HE)
- Tiranoc Chariot (HE)
- Wildwood Rangers (WE)
- Wardancers (WE)
- Tree Kin (WE)
- Deepwood Scouts (WE)
- Warhawk Riders (WE)
- Sisters of the Thorn (WE)
- Wild Riders (WE)

RARE UNITS
- Eagle Claw Bolt Thrower (HE)
- Flamespyre Phoenix (HE)
- Frostheart Phoenix (HE)
- Sisters of Avelorn (HE)
- Great Eagles (HE/WE)
- Waywatchers (WE)
- Treeman (WE)

HOST OF THE PHOENIX KING ARMY SPECIAL RULES

Units in a Host of the Phoenix King use the army special rules described below.

All models in a Host of the Phoenix King that have the Murderous Prowess special rule replace it with the Martial Prowess special rule (see below).

All models in a Host of the Phoenix King that have the Forest Stalker special rule replace it with the Forest Strider and Martial Prowess special rules (see below).

MARTIAL PROWESS

Models with this special rule can make supporting attacks with one extra rank than normal. This is cumulative with any other special rule that allows a unit to fight in extra ranks. In addition, when shooting, models with this special rule fire in one more rank than normal (if the unit chooses to Volley Fire, this normally means that all models in the front three ranks, and half the models in the fourth and subsequent ranks, can shoot). This is cumulative with any other special rule that allows a unit to shoot in extra ranks.

ARROWS OF ISHA

Shooting attacks made by a model attacking with a weapon that has this special rule are magical attacks. Models from the Forces of Destruction suffer an additional -1 to their armour saves against Wounds caused by Arrows of Isha.

BLESSINGS OF THE ANCIENTS

Any model that has this special rule, and is within a forest, adds +1 to all attempts to cast spells.

ETERNAL HATRED

A model with this special rule has the Hatred special rule. In addition, its Hatred applies in every round of close combat, not just the first.

FOREST SPIRIT

A model with this special rule has the Forest Strider special rule and its attacks (close combat and shooting) are magical. In addition, if the model is not a mount, it has a 6+ ward save and the Immune to Psychology special rule.

Fireborn, Hatred (Elves), Hekarti's Blessing, Lileath's Blessing, Valour of Ages (see page 21 for these).

Host of the Eternity King

LORDS
- Malekith, the Eternity King (K)
- Imrik, Crown Prince of Caledor (K)
- Alarielle, Incarnate of Life (K)
- Hellebron (DE)
- Dreadlord (DE)
- Supreme Sorceress (DE)
- High Beastmaster (DE)
- Black Ark Fleetmaster (DE)
- Alith Anar (HE)
- Prince (HE)
- Archmage (HE)
- Anointed of Asuryan (HE)
- Loremaster of Hoeth (HE)
- Durthu (WE)
- Araloth (WE)
- Glade Lord (WE)
- Spellweaver (WE)
- Treeman Ancient (WE)

HEROES
- Shadowblade (DE)
- Sorceress (DE)
- Death Hag (DE)
- Khainite Assassin (DE)
- Master (DE)
- Caradryan (HE)
- Noble (HE)
- Mage (HE)
- Dragon Mage of Caledor (HE)
- Lothern Sea Helm (HE)
- Handmaiden of the Everqueen (HE)
- Drycha (WE)
- Naestra & Arahan (WE)
- Glade Captain (WE)
- Spellsinger (WE)
- Shadowdancer (WE)
- Waystalker (WE)
- Branchwraith (WE)

CORE UNITS
- Dreadspears (DE)
- Bleakswords (DE)
- Darkshards (DE)
- Black Ark Corsairs (DE)
- Dark Riders (DE)
- Witch Elves (DE)
- Spearmen (HE)
- Archers (HE)
- Lothern Sea Guard (HE)
- Silver Helms (HE)
- Ellyrian Reavers (HE)
- Glade Guard (WE)
- Dryads (WE)
- Glade Riders (WE)
- Eternal Guard (WE)

SPECIAL UNITS
- Cold One Knights (DE)
- Black Guard of Naggarond (DE)
- Shades (DE)
- Cold One Chariot (DE)
- Har Ganeth Executioners (DE)
- Reaper Bolt Thrower (DE)
- Harpies (DE)
- Scourgerunner Chariot (DE)
- War Hydra (DE)
- Lion Chariot of Chrace (HE)
- White Lions of Chrace (HE)
- Swordmasters of Hoeth (HE)
- Shadow Warriors (HE)
- Phoenix Guard (HE)
- Dragon Princes of Caledor (HE)
- Lothern Skycutter (HE)
- Tiranoc Chariot (HE)
- Wildwood Rangers (WE)
- Wardancers (WE)
- Tree Kin (WE)
- Deepwood Scouts (WE)
- Warhawk Riders (WE)
- Sisters of the Thorn (WE)
- Wild Riders (WE)

RARE UNITS
- Doomfire Warlocks (DE)
- Bloodwrack Medusa (DE)
- Kharibdyss (DE)
- Bloodwrack Shrine (DE)
- Sisters of Slaughter (DE)
- Eagle Claw Bolt Thrower (HE)
- Flamespyre Phoenix (HE)
- Frostheart Phoenix (HE)
- Sisters of Avelorn (HE)
- Great Eagles (HE/WE)
- Waywatchers (WE)
- Treeman (WE)

HOST OF THE ETERNITY KING ARMY SPECIAL RULES

Units in a Host of the Eternity King use the army special rules described below.

All models in a Host of the Eternity King that have the Martial Prowess special rule also gain the Murderous Prowess special rule (page 21). All models in a Host of the Eternity King that have the Murderous Prowess special rule also gain the Martial Prowess special rule (page 22).

All models in a Host of the Eternity King that have the Forest Stalker special rule replace it with the Forest Strider, Martial Prowess (page 22) and Murderous Prowess special rules (page 21).

Arrows of Isha, Blessings of the Ancients, Eternal Hatred, Forest Spirit (see page 22 for these).

Fireborn, Hatred (Elves), Hekarti's Blessing, Lileath's Blessing, Valour of Ages (see page 21 for these).

MALEKITH
The Eternity King

Malekith's story is one of vengeance and treachery. He was born to Aenarion and Morathi during the war against the daemons, and was raised in the courts of Nagarythe. Morathi had always intended for Malekith to take his father's place upon the Phoenix Throne, and groomed her son for this destiny. However, upon Aenarion's disappearance, the Phoenix Court decided that the position of Phoenix King should not be hereditary, but should rather pass to the best candidate. Thus saying, they elected one from amongst their own ranks – Bel Shanaar of Tiranoc – to enter the Flames of Asuryan and emerge as the new Phoenix King.

Unlike his predecessor, Bel Shanaar did not have to endure Asuryan's flame without protection. Mages stood close at hand, their spells shielding him from the worst of the fire and healing what damage they could. Thus began a tradition that would continue for thousands of years. No Phoenix King after Aenarion had Asuryan's blessing, for none had truly withstood the fires. If any there realised that they were interfering with holy purpose, they said nothing.

The truth of what followed is little-understood, though there have been many accounts written. Some say that Malekith was even then plotting to reclaim his birthright, others that he truly intended to serve Bel Shanaar at first. Whatever the case, he soon departed overseas, where he would act as ambassador to the court of Karaz-a-Karak. Malekith earned many glories in those days, forging a legend that allowed him to escape the shadow of his illustrious father. He honed his martial skills alongside the dwarfs, and for the first time delved into the forbidden lore of sorcery, his studies aided by the discovery of the Circlet of Iron in the frozen

north. By the time Malekith returned to Ulthuan, he was much changed, and all could see he was marked for greatness. Not all saw a future to their liking. Allisara, a priestess Malekith had married during his time in the eastern lands, fled him after glimpsing a shadow of what was to come.

There was certainly darkness in Malekith's heart now, but few save Allisara glimpsed it. Indeed, upon his return to Ulthuan, Malekith threw himself into persecuting the cults of pleasure that Morathi had founded in his absence. So righteously did Malekith pursue this cause, that the Phoenix Court was eager to grant him ever-greater powers. Only when Bel Shanaar was accused of treachery did any suspect Malekith's intentions.

By then, it was too late. Bel Shanaar died by poison – though whether at his own hand or at Malekith's has long been debated. Certainly the Phoenix Court believed that Malekith had slain his liege. Even as the armies of Nagarythe rose up in his support, Malekith seized the chance to ascend to his father's throne, and threw himself into the Flames of Asuryan.

The throne of Ulthuan may have been Malekith's birthright, but Asuryan was not prepared for him to ascend untested. As agony wracked his burning flesh, Malekith's will broke. Realising he could not pass through the fire, he hurled himself clear. As the armies of the Phoenix Court converged upon the Shrine of Asuryan, Malekith's closest followers carried their master north to Nagarythe. His fire-blackened skin would never heal, and nor would the wounds that failure had inflicted upon his pride. Only when the ensorcelled Armour of Midnight was sealed about his flesh did the agony dim, the cold embrace bringing clarity to his

desires. In that moment, Malekith was reborn as the Witch King, and swore revenge against all who had forsaken him. Taking up the Destroyer – an obsidian blade forged in imitation of the dread Widowmaker – he marshalled the armies of Nagarythe and set out to claim his throne.

Thus began a war that would last for thousands of years, fought on the one hand by Malekith's followers, and on the other by those who remained loyal to Bel Shanaar's successors. It was a conflict that would see billions slain, the elven race split in two, and the very bedrock of Ulthuan shattered by sorcery. Though Malekith and his followers – ever after known as the dark elves – were often driven back to the cold land of Naggaroth, they always returned, driven by a hatred that settled deeper in the blood with every passing generation.

Nine more Phoenix Kings followed Bel Shanaar, and Malekith opposed them relentlessly. He seized many victories along the way, but these were ever outnumbered by his defeats. As the millennia passed, and the waters of the Great Ocean turned red with elven blood, Malekith dipped in and out of fugues of despair, but his pride – and Morathi's goading tongue – always saw him resurface to inflict fresh woe upon his enemies.

Though Malekith realised it not, his exile in Naggaroth was but a test set by Asuryan. Had Malekith been able to endure the flames a heartbeat longer, the full power of the Creator would have been his. Thus was Malekith ultimately denied not by the collusion of others, but through his own weakness. Asuryan was disappointed in that failure, but had not forsaken Malekith. He sent dreams to beset all those who took the Phoenix Throne after Bel Shanaar,

fanning their pride and paranoia until insanity or ennui overcame them. If the Witch King could prove himself worthy, the Creator decided, the Phoenix Throne would yet be his – until that day, no fresh dynasty would be permitted to establish itself. Only Finubar realised the cause of his torment, and he saw no way to end it save his own death.

So it was that even Malekith's defeats brought him closer to his long-sought destiny. Each forged the Witch King's determination into something stronger than steel; a determination that would one day see Malekith free himself from Morathi's influence, cast out the line of usurpers and claim his birthright as Phoenix King.

However, the Phoenix Throne would not long survive Malekith's ascension. With the Rhana Dandra looming, the mage Teclis schemed to unmake the Great Vortex, and use its power to make eight chosen mortals the equal of the Chaos Gods. Teclis had intended to grant Malekith the power of fire, thus forever completing his transformation into a being of light and hope. Alas, treachery and ill fortune made this impossible, and instead Malekith was wedded to the shifting power of shadow, and a darker path now awaits him.

Yet Malekith still fights to save the elves. He was crowned the Eternity King in Athel Loren, and three races battle at his side, united as one for the first time in many thousands of years. He does not lead them out of kindness, nor out of compassion. Malekith the Eternity King is as ruthless as Malekith the Witch King ever was. Rather, he has come to recognise the full horror of the times, and understands that if any are to survive what is coming, then all elves must stand united.

MALEKITH, THE PHOENIX KING . . . . 825 points

	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Malekith, the Phoenix King	6	8	7	6	6	9	8	10	10	Monster (Special Character)

Malekith, the Phoenix King, can be included in a Host of the Phoenix King. His points cost counts towards your Lords allowance.

Malekith and his mount, Seraphon, have a combined characteristics profile, and are treated as a single model with an armour save of 3+ for all rules purposes.

MAGIC:
Malekith, the Phoenix King, is a Level 4 Wizard. He uses spells from the Lore of Fire and the Lore of Dark Magic (see *Warhammer: Dark Elves*).

SPECIAL RULES:
Always Strikes First, Eternal Hatred (page 22), **Fly, Immune to Psychology, Large Target, Martial Prowess** (page 22), **Terror.**

Absolute Power: If Malekith is your army General his Inspiring Presence has a range of 24".

Noxious Breath: Seraphon has a Strength 4 Breath Weapon. All models in a unit that has suffered one or more casualties from the attack suffer a -1 penalty to their Weapon Skill and Ballistic Skill until the end of their following turn.

The Phoenix King: All friendly units with the Martial Prowess special rule that are within 12" of Malekith can make supporting attacks with one extra rank than normal. This is cumulative with any other special rule that allows a unit to fight in extra ranks (such as Martial Prowess itself).

MAGIC ITEMS:
Asuryath: Magic Weapon. Hits from Asuryath have the Multiple Wounds (D3) and Flaming Attacks special rules.

Armour of Midnight: Magic Armour. The Armour of Midnight grants Malekith a 2+ ward save against all non-magical attacks. If Malekith suffers an unsaved Wound from an attack that has the Heroic Killing Blow or Multiple Wounds special rules, he will only ever suffer a single Wound.

Circlet of Iron: Arcane Item. Once per Magic phase (yours and your opponent's), Malekith can use the Circlet of Iron to add a single bonus dice to any of his failed casting or dispel attempts. This can contribute to irresistible force (and a miscast).

MALEKITH, THE ETERNITY KING . . . . 1000 points

	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Malekith, the Eternity King	6	8	7	6	6	10	8	10	10	Monster (Special Character)

Malekith, the Eternity King, can be included in a Host of the Eternity King. His points cost counts towards your Lords allowance.

Malekith and his mount, Seraphon, have a combined characteristics profile, and are treated as a single model with an armour save of 3+ for all rules purposes.

MAGIC:
Malekith, the Eternity King, is a Level 5 Wizard. He uses spells from the Lore of Shadow.

Designer's Note: *Normally, Wizards cannot be above level 4, but Malekith is so incredibly powerful that he is an exception to this rule.*

SPECIAL RULES:
Absolute Power (see above), **Always Strikes First, Eternal Hatred** (page 22), **Fly, Immune to Psychology, Large Target, Loremaster (Shadow), Martial Prowess** (page 22), **Murderous Prowess** (page 21), **Noxious Breath** (see above), **Terror.**

The Eternity King: All friendly units with the Martial Prowess special rule that are within 12" of Malekith can make supporting attacks with one extra rank than normal. This is cumulative with any other special rule that allows a unit to fight in extra ranks (such as Martial Prowess itself). In addition, Malekith, and all friendly units with the Murderous Prowess special rule that are within 12" of Malekith, re-roll all failed To Wound rolls in close combat.

Shadow Sorcerer: If Malekith suffers a miscast whilst casting a spell, you may re-roll the result on the Miscast table (but must accept the second result if you do so, even if it is worse).

Incarnate of Shadow: At the start of your Remaining Moves sub-phase, select a friendly unit within 12" of Malekith (or Malekith himself). The target unit gains the Ethereal special rule until the end of the sub-phase and, instead of moving normally, can immediately move up to 20".

MAGIC ITEMS:
Armour of Midnight, Circlet of Iron (see above).

Asuryath Reforged: Magic Weapon. Hits from Asuryath Reforged have the Multiple Wounds (D3+1) special rule.

TYRION
Avatar of Khaine

Tyrion was once Ulthuan's foremost hero – perhaps its greatest since the days of Aenarion.

For centuries, Tyrion protected the twin thrones of Ulthuan, selflessly shedding his own blood for the Everqueen and Phoenix King. It was sung by minstrels that even Malekith, the tyrant Witch King of Naggaroth, feared Tyrion's wrath – a reluctant accolade granted to few others. Certainly, the dark elves feared the prince. Finubar the Seafarer often said that Tyrion's presence upon the battlefield was worth ten thousand spears, not for his warrior's skills – though these were impressive enough – but because the sight of him riding into battle upon the noble steed Malhandir gave hope to those who fought beneath the Phoenix Banner, and stole courage from those who stood against it.

So many and so incredible were the tales of Tyrion's deeds that it would have been easy to discount them as exaggerations – perhaps paid for by the prince's own coin. However, few had the temerity to disbelieve Tyrion's deeds, for all knew him to be a blooded heir of fabled Aenarion – first of the Phoenix Kings – and his queen Astarielle. In all the years since Aenarion's time, none of his heirs had so captured his likeness as had Tyrion. Indeed, to see the young prince clad in the fabled Dragon Armour of Aenarion was to see the king of old reborn.

Aenarion's legacy granted Tyrion a formidable strength of body and will, as well as a noble aspect that harked back to the earliest days of Ulthuan. However, the blood of the first Phoenix King also carried a curse, one that had taken many forms across the millennia. This curse left its mark on all of Aenarion's line, often resulting in an affliction of the mind or body. At first, many believed that the curse of Aenarion had passed over Tyrion. However, it soon became clear to Tyrion's closest allies that this was not the case. With each passing year, the prince's moods grew darker, his temper so extreme that only Teclis' counsel, and that of the Everqueen, Alarielle, could soothe his anger.

Tyrion's ill temper did nothing to reduce the regard in which he was held. For many, his direct nature was a welcome change to those who had too long endured the interminable half-truths and sophistry of the Phoenix Court. The prince cared little for politicking, and for every enemy this earned him at court, it gained him many friends in those families who had too long been denied their proper status. Thus did Tyrion's patronage allow the rise of many great heroes who would otherwise have languished beyond the impenetrable bickering of the nobles.

By the time Tyrion elevated the scorned princess Eldyra to be his squire, many already spoke of him as the logical successor to the Phoenix Throne. In many ways, it must have seemed inevitable. Finubar was becoming ever more distant from his people, and Tyrion increasingly shouldered the burden of commanding Ulthuan's armies. Furthermore, it was by now common knowledge that Tyrion had become the consort to the Everqueen, Alarielle, for he bore the Heart of Avelorn that was a token of her favour. It seemed natural that a child born of their union – and thus the union of Ulthuan's greatest bloodlines – could only bode well for the high elves' future. What no one knew, because Tyrion and Alarielle took great pains to keep the matter secret, was that the hoped-for union had taken place long ago.

By tradition, the first daughter born to the Phoenix King and Everqueen during their marriage of state was the Everchild, raised to be the next Everqueen and so perpetuate the cycle. Alarielle did indeed bear a daughter during her marriage to the Phoenix King – but it was Tyrion, not Finubar, who was the father. The Everqueen named the child Aliathra, meaning 'hidden fortune' in an ancient Avelorni dialect, and raised her as the Everchild nonetheless. Thus were set in motion events that would lead to Tyrion's downfall, and to the downfall of all Ulthuan.

What no one realised – least of all Tyrion himself – was the true nature of his bloodline's curse. It was not a blight upon mind and body, not exactly, but rather a slowly germinating seed. Even before he drew the fabled Widowmaker of Khaine, Aenarion had unknowingly courted the Destroyer's favour; he could not have stood against the daemonic hordes without Khaine's blessing. And so did the greatest of Phoenix Kings welcome a fragment of Khaine into his heart, a portion of godly viscera that would pass from one generation to the next.

Each of Tyrion's forebears had struggled with the curse within their blood, and many had succumbed to its rage. For decades, the curse had boiled in Tyrion's heart and soul, goading the prince to destructive acts. Yet Tyrion resisted, unknowingly harnessing the willpower that was also his birthright, and thus his actions remained his own. Nevertheless, the prince's control was far from complete, and he increasingly fell into moods so black even his brother Teclis could not bear to be around him.

Disaster struck at last as dark days loomed. The Everchild Aliathra, acting as ambassador to the dwarfs of the Worlds Edge, was captured and ultimately slain in a ritual designed to bring about the return of Nagash, the Great Necromancer. Though half a world away, Tyrion felt his daughter's death and embraced Khaine's wrath. Had circumstances been different, even this might not have sealed Tyrion's fate, but destiny was aligned against him.

Morathi had long desired to have Tyrion for her own, for she saw much of her lost love Aenarion in his countenance. As the prince stood upon the brink of damnation, the Hag Sorceress came to him. Her seductions – and her revelation that Teclis had been complicit in Aliathra's death – pushed Tyrion over the edge.

When Tyrion laid hands on the Widowmaker of Khaine some days later, he was no longer the noble warrior he had been. He was grimmer and darker of aspect than ever before, bloodthirsty in a manner more fitting to the Witch King he had fought for so long. The Widowmaker, a weapon first forged to lay low a god, glinted darkly in his hand, and even the brilliant armour of Aenarion seemed to have lost its famous lustre.

Thereafter, the Shadow of Khaine fell wherever Tyrion walked. Where it passed, the weak-willed became little more than beasts, whilst the strong grew malicious and cruel. With each foe slain at Tyrion's hands, the shadow spread ever further, drawing thousands more into the damnation that had claimed him.

Tyrion was once Ulthuan's greatest defender. Now he is the Avatar of Khaine, and the destroyer of all he once protected.

TYRION, AVATAR OF KHAINE . . . . 700 points

	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Tyrion, Avatar of Khaine	5	10	7	5	4	5	10	5	10	Cavalry (Special Character)
Malhandir	10	4	0	4	3	1	5	2	7	

Tyrion, Avatar of Khaine, can be included in a Host of the Aestyrion. His points cost counts towards your Lords allowance.

SPECIAL RULES:
Always Strikes First, Frenzy, Immune to Psychology, Murderous Prowess (page 21).

The Shadow of Khaine:
Tyrion, Avatar of Khaine, and all friendly units with the Murderous Prowess special rule within 12" of him, re-roll all failed To Wound rolls in close combat.

Avatar of Khaine:
Tyrion knows the *Summon the Glorious Dead* innate bound spell, opposite:

SUMMON THE GLORIOUS DEAD
As the Avatar of Khaine, Tyrion can call upon those slain in battle to rise from their resting places and return to the fray.

Innate bound spell (power level 10). *Summon the Glorious Dead* is a **summoning** spell (see page 9) with a range of 18". Tyrion summons a single unit of 2D6+3 Skeleton Warriors (see below for profile, special rules and equipment). You can instead choose to summon a single unit of 3D6+2 Skeleton Warriors, in which case the casting value is increased to innate bound spell (power level 15). Alternatively, you can choose to summon a single unit of 4D6+1 Skeleton Warriors. If you do so, the casting value is increased to innate bound spell (power level 20).

MAGIC ITEMS:
The Dragon Armour of Aenarion:
Magic Armour. The Dragon Armour of Aenarion grants Tyrion, Avatar of Khaine, a 1+ armour save that cannot be improved by any means. In addition, it grants Tyrion a 4+ ward save and the Fireborn special rule.

Heart of Avelorn: Enchanted Item. The Heart of Avelorn gives Tyrion, Avatar of Khaine, the Magic Resistance (2) special rule. In addition, if Tyrion suffers an unsaved Wound that would kill him, (including an unsaved Wound that killed him as a result of the Killing Blow, Heroic Killing Blow or Multiple Wounds special rules), roll a D6 before removing him as a casualty; on a 2+, Tyrion negates the Wound and the Heart of Avelorn is destroyed. Otherwise, Tyrion is removed as a casualty as normal.

Widowmaker: Magic Weapon. Hits from Widowmaker wound automatically and have the Multiple Wounds (D6) special rule. Armour saves cannot be taken against hits caused by Widowmaker.

Widowmaker cannot be destroyed by enemy spells or magic items.

SKELETON WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Skeleton Warrior	4	2	2	3	3	1	2	1	3	Infantry

EQUIPMENT: Hand weapon, light armour, shield.

SPECIAL RULES:
Undead: All units with the Undead special rule have the Unbreakable, Unstable and Fear special rules, as described in the *Warhammer* rulebook. In addition, when charged, units with this special rule can only elect to Hold. Lastly, units with this special rule cannot make march moves unless they are within 12" of the army General.

MALHANDIR

Malhandir is the finest of Ulthuan's steeds, a true descendant of Korhandir, Father of Horses. He is swift as the wind, strong and faithful unto death. Malhandir understands elven speech, though Tyrion seldom needs to issue commands at all. Like all his line, the prince of horses possesses a keen intelligence that far outstrips that of lesser beasts, and even eclipses that of many creatures who walk upon two legs.

Though Malhandir is invariably at Tyrion's side in battle, he is free to follow his own will at other times. The horse's friendship with Teclis and Alarielle is only a fraction less pronounced than the loyalty he feels to his master, and he often acts as Teclis' courier or roams the forest of Avelorn when Tyrion has no need of his services. Of course, this all comes to an end when Tyrion's shrill whistle rings out across the Ten Kingdoms. Thus summoned, Malhandir uses every scrap of his famous speed to return to his master's side, ready for battle once more.
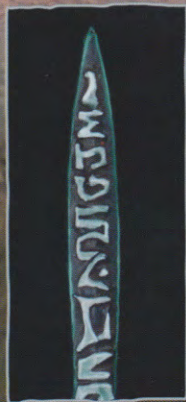
IMRIK
Crown Prince of Caledor

Prince Imrik is sprung from one of the noblest lines on all Ulthuan. His blood is that of kings, and of Caledor Dragontamer – the very greatest of heroes. Yet Imrik is also the last of his line; though he knows it not, his fate is intertwined with that of his entire race. For so long as the prince has the strength to wield the Star Lance and Dragonhorn of his foresire, the elves will endure. When he falls, the elves will perish soon after.

In the early years of his rule, Imrik concealed his distaste at how parochial and cautious the high elves had become in their dealings. For long years, Imrik took no action. The princes of Caledor had always prized loyalty highly, and the prince had no wish to bring shame upon his forebears. Nevertheless, as the years wore by, Imrik grew ever more frustrated by the Phoenix Throne's meekness, and resolved to set an example as only Caledor could.

And so, when Caledor's seers spoke increasingly of an oncoming age of fire and destruction, Imrik sought to meet it prepared. At his order, dragons were woken and armies levied. The warriors of Caledor were dispatched around the globe, bringing fresh hope to the high elves' far-flung colonies. Dragon banners graced the ramparts of every fortress, and the walls of every outpost from the tip of Lustria to the scattered islands south of Cathay. Furthermore, Imrik began to take increasing interest in the struggles of the realms of men, and lent them aid. Imrik himself led the charge in many of these battles, riding tall in the saddle of the mighty dragon Minaithnir, himself counted amongst the last and greatest of his kind.

Imrik's deeds rekindled Ulthuan's glory, and his glittering Star Lance broke many a shieldwall, but it was not enough. Everywhere, the forces of the Dark Gods were on the march, and it was plain to Imrik that the civilised realms were locked in a war they would be hard-pressed to win.

Thereafter, Imrik immersed himself in his new crusade, certain that his striving was both honourable and necessary. But as time marched on, and ever more Caledorian blood was spilt in defence of distant lands, the prince realised that his rallying cry had fallen on deaf ears. Few of Ulthuan's nobles had followed his example, and some openly mocked his efforts as wasteful and brash.

Thus did Imrik return to Ulthuan in a simmering fury, determined to meet his detractors. Yet his home had ever been upon the battlefield, not in the silken courts of Lothern, and his arguments were too often deflected by the pretty speeches of his opponents. Perhaps if Tyrion and Eltharion – both of whom shared many of Imrik's concerns – had been present, the prince of Caledor would have gained more traction with the Phoenix Court. Alas, both were far afield at that time, searching desperately for the lost Everchild, Aliathra.

As Imrik's temper grew worse, he sought audiences with the Phoenix King, but each time received only a regretful refusal. Finubar hardly ever even attended the council any longer. Even when the Phoenix King did appear, so weary did he seem that Imrik realised that his support would count for little, even if it could be secured. Worse, it was clear to Imrik that several of the Phoenix Court were looking to position themselves as Finubar's eventual successor. Such deliberations were hardly uncommon, of course, but there was an urgency in the air that was unseemly at best, and ominous at worst.

At last, his patience stretched beyond its limits, Imrik edged towards treason. It began slowly enough. Caledor's might – once gifted freely to the Ten Kingdoms – was now granted only to those lords and princes who were prepared to support Imrik in his own bid for the Phoenix Crown. Suddenly, many who had derided the prince sought to become his dearest friends, for they had looked upon their own armies and found them wanting. By the time the twin-tailed comet returned, and Ulthuan was beset by daemons to a degree unseen since Aenarion's time, few laughed at Imrik any longer, for they were too busy beseeching him for aid.

It was then that Finubar at last granted Imrik an audience, summoning the prince of Caledor to his tower in the dead of night. Expecting to be upbraided for his recent actions, Imrik was surprised to find the Phoenix King quietly approving of his actions – or at least, so far as he could tell. Finubar spoke much in riddles and half-sentences that night, as if trying to convey a truth that even he grasped but dimly. Others might have thought Finubar mad, so jumbled was his speech, but Imrik saw the truth of the matter: that the future the other had glimpsed was so vast as to defy simple explanation. Thus when Finubar calmly spoke of his own imminent death, Imrik believed him utterly.

When Imrik at last left Finubar's tower, he did so with fresh resolve, and redoubled his efforts to gain the backing of the Phoenix Court. However, discord was growing across Ulthuan, and the princes of the realm were increasingly polarised between Imrik and those who claimed to be acting according to Finubar's wishes. Thus, when Tyrion at last returned from over the sea, he held

Imrik accountable for Ulthuan's division and laid down a challenge before the Phoenix Court. Deserted by his fickle supporters, Imrik was forced to abandon his seat upon the council and return to the fastness of Caledor. From Tor Caleda he watched Tyrion and Teclis drive the daemons from Ulthuan, but involved himself little save where Caledor or its few remaining allies were threatened.

Little by little, the Wars of Reclamation turned in the elves' favour, but Imrik took no heart from the victories. He had seen in unfolding events too many things described in Finubar's guarded mutterings, and watched warily as Tyrion's standing in the Phoenix Court blossomed as never before. Increasingly aware that the war against the daemons was but the precursor to something far worse, Imrik sent dragon riders out across the oceans, ordering all Caledorian troops to return home. The prince did not know for certain what was coming, but he was determined that Caledor would survive it.

Soon thereafter, the goddess Lileath visited Imrik's dreams. Guiding the prince to the heart of the Great Vortex, she brought him before his illustrious forebear, Caledor Dragontamer. There, the goddess and the mage spoke of a stolen throne restored, and of a terrible future that could be thwarted only if the hatreds of old were put aside. Imrik awoke in a cold sweat, his gut churning. He had been asked to do the unthinkable, but he knew if Caledor had spoken true, then there was no other way.

The next morn, a lone Naggarothi ship sailed into the harbour of Tor Caleda. The sign of Lileath was upon its sail and the dragon of Caledor on its prow. Its arrival changed Imrik's destiny forever...

IMRIK, CROWN PRINCE OF CALEDOR . . . . 810 points

	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Imrik	6	8	7	7	7	10	8	10	10	Monster (Special Character)

Imrik, Crown Prince of Caledor, can be included in a Host of the Phoenix King or Host of the Eternity King. His points cost counts towards your Lords allowance.

Imrik and his mount Minaithnir, have a combined characteristics profile, and are treated as a single model with an armour save of 3+ for all rules purposes.

EQUIPMENT:
• Hand weapon

SPECIAL RULES:
Always Strikes First, Fireborn (page 21), **Fly,**
Martial Prowess (page 22), **Large Target, Terror,**
Valour of Ages (page 21).

Dragonfire: Imrik's mount has a Strength 4 Breath Weapon with the Flaming Attacks special rule.

Lord of Dragons: Monsters suffer a -1 To Hit penalty when directing their attacks against Imrik.

MAGIC ITEMS:
Star Lance: Magic Weapon. The Star Lance can only be used in a turn in which the bearer made a successful charge. Attacks with the Star Lance are resolved at +3 Strength, and armour saves cannot be taken against wounds caused by the Star Lance. If the bearer did not make a successful charge this turn, he must instead fight using another weapon.

If your army includes Imrik, Crown Prince of Caledor, no other character in your army can have the Star Lance Magic Weapon from *Warhammer Armies: High Elves.*

Armour of the Dragontamer: Magic Armour. The Armour of the Dragontamer grants Imrik, Crown Prince of Caledor, a 5+ ward save.

The Dragonhorn: Enchanted Item. One use only. At the start of any of your turns, you can sound the Dragonhorn. Imrik, and all friendly Monsters within 12", have the Stubborn special rule until the start of your next turn.

MINAITHNIR

Minaithnir has been bound to Imrik for many years. Just as Imrik's line is all but spent, so too is Minaithnir's. The blood of dragons is no less in decline than that of the elves, and Minaithnir can be counted amongst the handful of kin who remain.

As is often the case in Caledor, Imrik did not choose Minaithnir as his companion in life and battle. Rather, it was the dragon who chose the prince. In the midst of battle, Imrik lay dying upon the Amari foothills, his body pierced by many a cruel Naggarothi blade. Then the mountainside shook to Minaithnir's fearsome roar. The dragon had slumbered for long centuries, but some chance had roused the mighty beast and sent him to the young prince's aid. Those dark elves who scattered before Minaithnir's onset were the fortunate ones. All who stayed to fight the dragon were immolated by his fulsome flame, or torn to wet scraps by his talons. When the foe was routed, Minaithnir bore Imrik to Tor Caleda, where the prince's physicians laboured to heal the wounds of battle.

Ever since that day, Imrik and Minaithnir have fought as one. The dragon has never spoken of his reasons for joining their fates and Imrik, displaying the hubris common to his bloodline, thought it merely a sign that Caledor's star was ascendant once more. Only as the Rhana Dandra looms, and strange times beckon, has Imrik considered that Minaithnir's loyalty serves a greater goal.

ALARIELLE

Incarnate of Life

The Everqueens of Ulthuan are the elves' oldest tradition. In the time before the Phoenix Kings, each Everqueen ruled alone, an emissary of Isha, whose staff of rule had itself been a gift from the Mother Goddess. In times of peace, she nurtured her people with Isha's magics; in the rare times of strife, she wielded cleansing fire to protect them, for it is never a mother's place to sit idle when her children are threatened. And so it was for many long years, with the title and power of Everqueen passing from mother to daughter with each generation. Then came the Phoenix Kings, and everything changed.

With the invasion of the daemons and Aenarion's ascension to the Phoenix Throne, the role of Everqueen diminished. Faced with a threat that could only be confronted through strength of arms, the elves came to rely on their new king more than his queen. In so doing, they forgot that strength takes forms far subtler than mere physical might, and thus lost forever a part of their heritage. Astarielle, Everqueen of those times and wife to Aenarion, could perhaps have altered this course, but she died too soon. When Astarielle's daughter, Yvraine, at last ascended to the Everthrone many years later, elven tradition had shifted: much of the Everqueen's power now rested with the Phoenix Kings.

And so it was for generations. The Everqueen was seldom more than a figurehead, a priceless jewel to be kept safe from Ulthuan's enemies. Protected by an elite sisterhood of maiden guard, Yvraine and those who followed her were political vessels. They were all but forbidden from fighting in battle, for the succession of the Everqueen was still seen as vital to the elves' survival, even if the reason was long forgotten.

All that changed when Alarielle ascended to the Everthrone. Daughter of wise Bel-Hathor and Estrielle the Silver, Alarielle was strong-willed in a manner that often drove her mother to despair. As a young girl, she would often evade her protectors and stray deep into Avelorn, where no amount of searching would uncover her. Upon returning, Alarielle would unconcernedly announce that she had been walking with Sernalla, a woman whose hair shone with starlight. None amongst Estrielle's court knew of this woman. Fearing the predation of some daemon or evil spirit, the Everqueen sent her daughter away to Lothern, to dwell in the halls of her father. Alarielle went without complaint, and none thought to search her. Had they done so, the Star of Avelorn that Sernalla had gifted the Everchild would surely have been discovered.

Many years later, Bel-Hathor passed away, and Alarielle ascended to the Everthrone as wife of Finubar the Seafarer. From the very first, the new Everqueen made it quite clear that she was not prepared to stand idle whilst her homeland was threatened. Many nobles objected, but Alarielle paid them no heed – if anything, she was more often seen upon the battlefield than her husband. It helped, of course, that Ulthuan was then threatened to a degree not seen in years, and also by the fact that the Phoenix King refused to add his voice to those who called for his errant Everqueen to conform with tradition. Time and again, Alarielle took command of the armies mustered in Ulthuan's defence, her cold, clear voice ringing out across the din, and her touch soothing the most savage of wounds. No Everqueen had ever lacked for her subjects' respect, but not since before Aenarion's time had one earned her subjects' love so completely as Alarielle.

There were some traditions, however, that Alarielle refused to break. She would not wield steel, no matter how dark the hour, but then she had no real need to do so, for her touch – like that of all who had come before her – was anathema to creatures of evil heart. Likewise, she never forsook her duties as Isha's high priestess, even when Ulthuan might have been better served by a warleader than a celebrant. Avelorn, in particular, she loved beyond all the other realms. Alarielle walked for hours beneath its leaves, just as she had as a child, speaking with the trees as Sernalla had taught her, and learning whatever secrets she could.

As the reign of Finubar wore on, and the days grew increasingly dark, Alarielle came ever more to the fore. The sisterhood of Avelorn, for so long tasked only with the Everqueen's defence, were spread across the Ten Kingdoms, fighting alongside the militias and nobles of many lands. Alarielle became bolder and more determined, no longer content to await trouble to befall, but scouring the mists of Yvresse and the slopes of the Annulii in order that she might prevent the predations of daemons. By now, her ritual marriage to Finubar was long over, and it was well known that Alarielle had taken Prince Tyrion as her consort, but none save the lovers knew just how far back their union truly went.

As the End Times approached, disaster struck. Aliathra – daughter to Alarielle, and future Everqueen – was captured, and no attempt at rescue could set her free. All Ulthuan mourned the loss, for they believed that all would perish if the line of Everqueens withered. Alarielle, who cared only that her daughter was in peril, prayed for guidance. It was then that Sernalla came to her once more,

and revealed herself to be Lileath. Beneath the pale light of the moon, the goddess showed Alarielle how to make use of the worldroots – ancient pathways that bound together all the forests of the world – and bade her seek the wood elves' aid.

Alarielle was lost to Ulthuan for many long months, and her absence was keenly felt. When the Everqueen at last returned to Ulthuan, she was much changed. During her time in Athel Loren, Alarielle's soul had merged with that of the dying Ariel, who was herself the last facet of the goddess Isha. As she slept beneath the Oak of Ages, Alarielle's will asserted itself over that of the goddess she had joined with. Though ever after Alarielle would recall moments from Isha's life, her thoughts and decisions were her own, not those of the Mother Goddess. Her power, however, was greater that it had ever been before.

Before her transformation, Alarielle possessed phenomenal control over the magics of light and life. After, with the fading essence of Isha entwined about her soul, her light drove back the darkness, and she banished with a single glance those whose presence once left her weak and brittle.

However, this was not the only transformation Alarielle would undergo. In the last battle upon the Isle of the Dead, the Wind of Life became fused to her being, remaking her once more into a locus of renewal. Now, those who fight at Alarielle's side feel the power of life itself flowing through their veins, healing even the most severe of wounds, and lending weary limbs the strength to fight for as long as there is need.

Alarielle is no longer merely the Everqueen, nor even the Avatar of Isha. Now, she is life incarnate.

ALARIELLE, AVATAR OF ISHA . . . . 375 points

	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Alarielle, Avatar of Isha	5	6	5	3	3	3	6	1	10	Infantry (Special Character)

Alarielle, Avatar of Isha, can be included in a Host of the Phoenix King. Her points cost counts towards your Lords allowance.

MAGIC:
Alarielle, Avatar of Isha, is a Level 4 Wizard. She uses spells from the Lore of Life, the Lore of Light and the Lore of High Magic (see *Warhammer: High Elves*).

SPECIAL RULES:
Always Strikes First, Lileath's Blessing (page 21), **Martial Prowess** (page 22), **Valour of Ages** (page 21).

Anathema to Chaos: At the start of each of your Magic phases, before rolling for the Winds of Magic, every unit with the Daemonic or Daemonic Instability special rule within 12" of Alarielle, Avatar of Isha, suffers D6 Strength 4 hits, distributed as for shooting attacks.

Blessings of Isha: Alarielle, Avatar of Isha, and all friendly Elven units within 12" of her have a 5+ ward save and are immune to Fear and Terror.

Touch of Purity: Alarielle's close combat attacks are magical attacks. In addition, they always wound on a 2+ and have the Multiple Wounds (D6) special rule if directed against models from the Forces of Destruction.

MAGIC ITEMS:
Star of Avelorn: Enchanted Item. At the start of your Movement phase, nominate a single friendly character within 12" of Alarielle – that model immediately regains a single Wound lost earlier in the battle. Alarielle can only restore her own Wounds if there is no other viable target in range.

Stave of Avelorn: Arcane Item. One use only. The Stave of Avelorn is used in the Magic phase. When used, it allows Alarielle to immediately attempt to cast a spell that she has already cast that phase, even if the casting attempt failed, or was miscast. The spell is otherwise cast according to the normal rules.

ALARIELLE, INCARNATE OF LIFE . . . . 540 points

	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Alarielle, Incarnate of Life	5	6	5	4	4	4	6	3	10	Infantry (Special Character)

Alarielle, Incarnate of Life, can be included in a Host of the Eternity King. Her points cost counts towards your Lords allowance.

MAGIC:
Alarielle, Incarnate of Life, is a Level 5 Wizard. She uses spells from the Lore of Life.

Designer's Note: *Normally, Wizards cannot be above level 4, but Alarielle is so incredibly powerful that she is an exception to this rule.*

SPECIAL RULES:
Always Strikes First, Loremaster (Life), Martial Prowess (page 22), **Murderous Prowess** (page 21), **Touch of Purity** (see above) **Valour of Ages** (page 21).

Locus of Renewal: If Alarielle, Incarnate of Life, suffers a miscast whilst casting a spell, you may re-roll the result on the Miscast table (but must accept the second result if you do so, even if it is worse).

MAGIC ITEMS:
Incarnate of Life: Alarielle, Incarnate of Life, and all friendly units within 12" of her have a 6+ ward save and the Regeneration special rule. In addition, at the start of each friendly Magic phase, Alarielle and every friendly model within 12" of her regain a single Wound lost earlier in battle.

MAGIC ITEMS:
Star of Avelorn, Stave of Avelorn (see above).
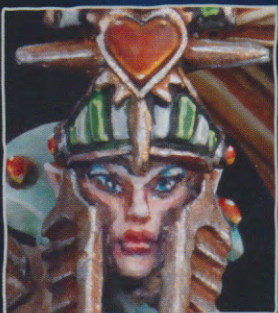
CHAPTER 3

Narrative Scenarios

THE BATTLE OF MOONSPIRE

Ulthuan, home of the mighty high elves, was not immune to the tides of change that were engulfing the world, and only heroic efforts by Tyrion and Teclis were able to keep the daemon hosts in check. As the battles raged on, Teclis learnt that the Keeper of Secrets N'kari served as the daemons' anchor to the material world. If N'kari could be slain, it would be possible for Teclis to weave a spell powerful enough to banish the daemons back to the Realm of Chaos.

THE ARMIES

Each player chooses an army to an equal points value agreed before the game. One player must take an army selected from *Warhammer: High Elves*. The other player must take an army selected from *Warhammer: Daemons of Chaos*.

High Elf Army

The High Elf army must include the following units or options if the models needed to represent them are available:

- Teclis.
- Tyrion.

Daemons of Chaos Army

The Daemons of Chaos army must include the following units or options if the models needed to represent them are available:

- Keeper of Secrets (N'kari).

FIRST TURN

The High Elf army takes the first turn.

GAME LENGTH

The battle lasts for six game turns.

VICTORY CONDITIONS

Use victory points to determine the winner, as described in the *Warhammer* rulebook (but note the Masters of Destiny rule below).

Masters of Destiny

The level of victory is shifted one step in the appropriate side's favour for each of the following special characters that has been removed as a casualty by the end of the battle:

- N'kari.
- Teclis.
- Tyrion.

For example, should the battle have been a draw, but N'kari was slain, then the result would count as a High Elf victory. If the High Elves had won the battle, and N'kari was slain, then the result would be a crushing victory for the High Elves.

SCENARIO SPECIAL RULES

Magic of the End Times (page 8).

Slaanesh Ascendant: The Chaos Ascendant rules from *Warhammer: Glöttkin* must be used for this scenario. Slaanesh must be chosen as the ascendant Chaos God for the purposes of the Chaos Ascendant rules.

Banishing the Daemons: One Wizard in the High Elf army knows the *Power of the Moonspire* spell (right). The model chosen to know the spell must be Teclis if he is part of the High Elf army.

POWER OF THE MOONSPIRE
(End Times Spell)   Cast on 20+

The goddess Lileath banishes the Daemons that have desecrated her shrine.

This spell can only be cast if the Daemons of Chaos army General has been removed as a casualty. In addition it can only be cast by a model that is in the Moonspire building. *Power of the Moonspire* is a **hex** spell that targets all models from *Warhammer: Daemons of Chaos* anywhere on the battlefield. All targeted models are removed as casualties with no saving throws of any kind allowed.
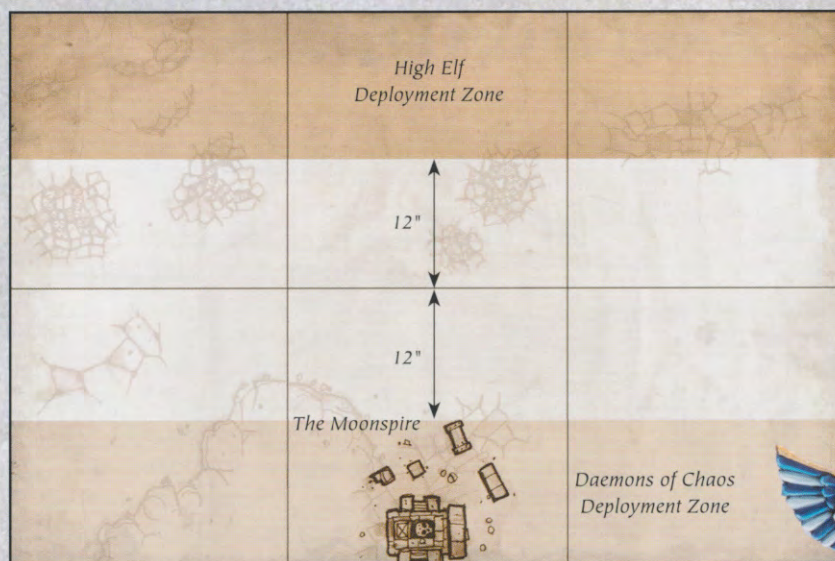
THE BATTLEFIELD

Set up terrain as described in the *Warhammer* rulebook.

The Moonspire

The Moonspire is a temple dedicated to the High Elf goddess Lileath. A suitable building to represent it must be set up touching the centre of the long table edge in the Daemons of Chaos deployment zone.

High Elf Deployment Zone

12"

12"

The Moonspire

Daemons of Chaos Deployment Zone

DEPLOYMENT

The Daemons of Chaos player deploys first, anywhere in their deployment zone. The High Elf player deploys second, anywhere in their deployment zone.

SLAUGHTER AT EAGLE GATE

**Malus Darkblade led the assault
on Eagle Gate, part of the set of
massive fortifications that shielded
Ulthuan from dark elf attacks.
Unfortunately for the defenders,
large sections of the defences had
been breached during the earlier
daemonic invasion, and the repairs
were not yet complete. Prince
Yvarn personally led the defence
of the largest of these breaches,
desperately holding out against
repeated assaults by Darkblade's
legions while he waited for high elf
reinforcements to arrive...**

THE ARMIES

Each player chooses an army to an
equal points value agreed before the
game. One player must take an army
selected from *Warhammer: High Elves*.
The other player must take an army
selected from *Warhammer: Dark Elves*.

High Elf Army

The High Elf army must include
the following units or options if the
models needed to represent them
are available:

• High Elf Prince on foot
  (Prince Yvarn).

Dark Elf Army

The Dark Elf army must include
the following units or options if the
models needed to represent them
are available:

• Malus Darkblade.

Designer's Note:

*Only a portion of the High Elf army
begins the game on the battlefield.
Fortunately, help is on the way in the
form of two contingents of reinforcements.
In the actual battle, one of these
contingents fought on the side of the Dark
Elves, with disastrous results for the High
Elf defenders. In this scenario, only the
Dark Elf player knows if there are any*

*traitors in the High Elf army, in order to
recreate some of the uncertainty of the
actual battle.*

High Elf Contingents

The High Elf player must split the
units in his army, apart from the
army General, into three separate
contingents. Each contingent must
include at least one unit. In addition,
units chosen from the same army
list entry must all be in the same
contingent. For example, if the High
Elf army includes several units of
Tiranoc Chariots, then they must all
be in the same contingent.

The Dark Elf player then picks one of
the contingents. The High Elf army
General is added to this contingent,
and it will be deployed at the start of
the battle (see Deployment below).
The remaining two contingents are
available as reinforcements (see the
scenario special rules).

FIRST TURN

The Dark Elf player takes the first turn.

GAME LENGTH

The battle lasts for six game turns.

VICTORY CONDITIONS

Use victory points to determine the winner, as described in the *Warhammer* rulebook (but note the Infamy! rule below).

Infamy!

If the Dark Elf player declares that one of the High Elf contingents are traitors (see the Infamy! Infamy! special rule below), then at the end of the battle, the level of victory is shifted one step in the High Elf player's favour.

For example, in a battle that included a traitor contingent, a draw would count as a victory for the High Elf player, while a crushing victory for the Dark Elves would simply count as a Dark Elf victory.

SCENARIO SPECIAL RULES

Magic of the End Times (page 8).

Infamy! Infamy!: Before the battle starts, the Dark Elf player must write down on a piece of paper if one of the High Elf reinforcement contingents are traitors. If neither contingent are traitors, simply write down 'Neither are traitors'; otherwise, write down clearly which of the two contingents has changed sides. Then fold up the piece of paper and put it to one side until needed (see the special rules for Reinforcements next).

Reinforcements: The High Elf player has two contingents of reinforcements. One arrives on the third turn, and one on the fourth turn.

At the start of the third game turn, before either player turn, the High Elf player must pick one of the two contingents. The Dark Elf must say if the contingent are loyal or traitors (see Infamy! Infamy! above). If loyal, the units in the contingent arrive as reinforcements in the High Elf player turn, and if traitors they arrive in the Dark Elf player turn. The second contingent arrives in the same manner on the fourth turn.

Note that the Dark Elf player must declare truthfully if a contingent is loyal or traitorous, revealing his written note either when the traitors are declared, or if the second contingent is declared to be loyal.

Units from an arriving contingent must all deploy from the same table edge, and may not enter play inside the Dark Elf deployment zone. The second contingent to arrive must arrive on different table edge to the other contingent of reinforcements.

Traitors: All units in a traitor contingent are treated as Desperate Allies by the Dark Elf army. The Dark Elf player gains full control of the units, moving them along with the rest of the units in his army, deciding where they deploy, and so on.
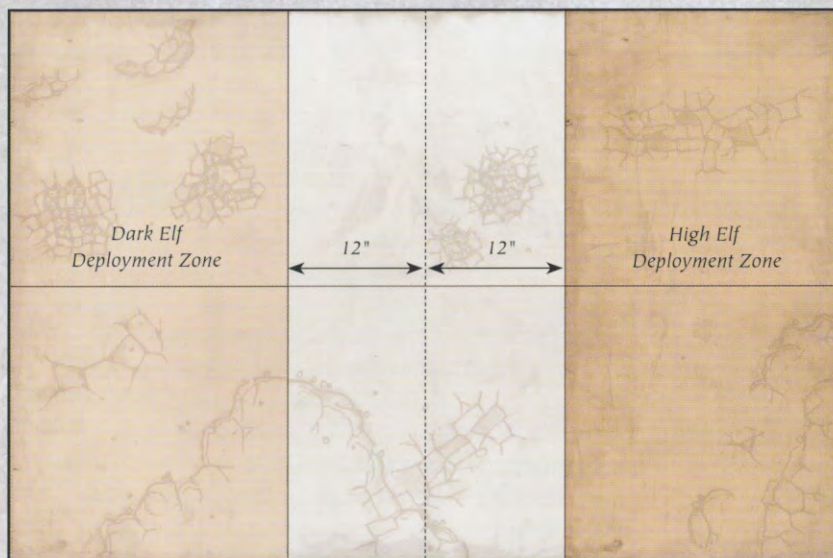
THE BATTLEFIELD

Set up terrain as described in the *Warhammer* rulebook.

Designer's Note: This scenario focuses on the battle that took place in the breach in Eagle Gate's defences, and therefore players do not have to include terrain representing fortifications.

Dark Elf Deployment Zone — 12" — 12" — High Elf Deployment Zone

DEPLOYMENT

Roll off to see which player picks the half of the table they will deploy in. The opponent will deploy in the other half.

The High Elf player deploys first, anywhere in their deployment zone. The High Elf player can only deploy the units from the contingent chosen by the Dark Elf player;

all remaining units will arrive later as reinforcements (see High Elf Contingents opposite).

The Dark Elf player deploys second, anywhere in their deployment zone.

THE BATTLE OF REAVER'S MARK

The Battle of Reaver's Mark was a swirling, confused encounter. Morathi had harnessed the magic of the Ellyrion plains to transport a small army under the command of Caradryan into a deadly trap. The high elf forces were scattered and isolated, and found themselves beset on all sides by a vastly superior force. All seemed lost, when Tyrion, marching towards the sound of battle, arrived just as the battle was reaching its peak. Leading from the front, Tyrion immediately ordered his cavalry to charge the dark elf army, with the rest of his forces trailing in his wake.

THE ARMIES

Each player chooses an army to an equal points value agreed before the game. One player must take an army selected from *Warhammer: High Elves*. The other player must take an army selected from *Warhammer: Dark Elves*.

High Elf Army

The High Elf army must include the following units or options if the models needed to represent them are available:

- Caradryan.
- Korhil.
- Tyrion.

Dark Elf Army

The Dark Elf army must include the following units or options if the models needed to represent them are available:

- Malus Darkblade.

High Elf Contingents

The High Elf player must split the units in his army, apart from the army General and any special characters,

into three separate contingents. Each contingent must include at least one unit. In addition, all Cavalry models must be in the same contingent. The High Elf army General and any special characters other than Caradryan are then added to the cavalry contingent.

The Dark Elf player then picks one of the contingents, other than the cavalry contingent. Caradryan, if he is available, is added to the contingent chosen by the Dark Elf player, and it will be deployed at the start of the battle (see Deployment below). The remaining two contingents are available as reinforcements (see the scenario special rules).

FIRST TURN

The High Elf army takes the first turn.

GAME LENGTH

The battle lasts for six game turns.

VICTORY CONDITIONS

Use victory points to determine the winner, as described in the *Warhammer* rulebook.

SCENARIO SPECIAL RULES

Magic of the End Times (page 8).

Reinforcements: The High Elf army has two contingents of reinforcements, one of which will be the 'cavalry contingent' that includes all of the High Elf cavalry models. The cavalry contingent arrives on the first turn, and the other contingent arrives on the third turn.

Magic of the Ellyrion Plains: The Dark Elf player can use the magical properties of the Ellyrion plains during any one of his Magic phases. The Magic of the Ellyrion Plains must be called upon at the start of the Dark Elf player's Magic phase, before rolling for the Winds of Magic. When the Magic of the Ellyrion Plains is called upon, the Dark Elf player can pick up to D3+1 units from the High Elf army that are on the battlefield but not engaged in combat, and move them to a new location on the battlefield. The new location must be open ground, and all models in the unit must be more than 1" from any other model or impassable terrain. The Dark Elf player may not change the unit's formation as part of the move. After all D3+1 units have been relocated, the High Elf player is allowed to make a free reform with each unit, as described on page 14 of the *Warhammer* rulebook.

All-round Defence: High Elf Infantry units can declare that they are adopting an All-round Defence formation as part of making a reform. Reform the unit using the rules in the *Warhammer* rulebook, and simply declare that the unit is in an All-round Defence formation at the completion of the reform. A unit in an All-round Defence formation cannot move, but counts as having no flanks or rear for the purposes of calculating combat result bonuses. A unit can leave All-round Defence by using a reform or combat reform and declaring that it is leaving All-round Defence as part of the reform. In addition, a unit that flees immediately stops being in All-round Defence formation.

THE BATTLEFIELD

Set up terrain as described in the *Warhammer* rulebook.

DEPLOYMENT

The table is divided into six equal-sized areas as shown on the deployment map above. The Dark Elf player must deploy a unit from his army first, then the High Elf player must deploy a unit from his starting contingent, and so on. War Machines, Chariots and Monsters must be deployed one at a time as separate units.

Characters can either deploy on their own as a separate unit, or be attached to a unit and deploy at the same time as the unit they have joined. If one player runs out of units to deploy, the opponent continues to deploy his remaining units one at a time until all units have been set up.

When a unit (and any attached characters) is chosen, it must be deployed fully within one of the six areas of the table. The Dark Elf player always chooses which area a unit must be deployed in, and can choose any area that does not include any enemy units. Note that the Dark Elf player always picks the area (even for High Elf units), but that the commanding player is allowed to choose how and where to deploy the unit within the chosen area.

After all starting units have been deployed. Randomly select one of the short table edges. This is the table edge on which the High Elf reinforcements will arrive.

BATTLE OF THE BLIGHTED ISLE

Malekith was determined to claim the Widowmaker for himself. Making his way to the Blighted Isle, he found his way barred by the defenders of the Shrine of Khaine, and a furious battle erupted as he attempted to fight his way to the prize he desired. Malekith knew that close behind him followed Tyrion, who was equally determined to capture the fabled blade.

THE ARMIES

Each player chooses an army to an equal points value agreed before the game. One player must take an army selected from *Warhammer: High Elves*. The other player must take an army selected from *Warhammer: Dark Elves*.

High Elf Army

The High Elf army must include the following units or options if the models needed to represent them are available:

- Alith Anar.
- Caradryan.
- Korhil.
- Prince on foot (Anaran).
- Mage on foot (Anarelle).
- Teclis.
- Tyrion.

Dark Elf Army

The Dark Elf army must include the following units or options if the models needed to represent them are available:

- Kouran Darkhand.
- Malekith.
- Morathi.

High Elf Contingents

The High Elf player must split the units in his army, apart from the army General and any special characters, into two separate contingents. Each contingent must include at least one unit.

The Dark Elf player then picks one of the contingents. If they are available, Alith Anar, Anaran and Anarelle are added to the contingent chosen by the Dark Elf player, and it will be deployed at the start of the battle (see Deployment below). The remaining special characters and the other contingent are available as reinforcements (see the scenario special rules).

Eltharion's Legacy

If Anaran and/or Anarelle are included in the High Elf army, then Anaran must take the Fangsword of Eltharion, and Anarelle must take the Talisman of Hoeth. No points are charged for either item. Their details can be found in Eltharion the Grim's entry in *Warhammer: High Elves*.

FIRST TURN

The High Elf player takes the first turn.

GAME LENGTH

The battle lasts for six game turns.

VICTORY CONDITIONS

Use victory points to determine the winner of the battle, as described in the *Warhammer* rulebook (but note the Widowmaker rule below).

The Widowmaker

If either side is able to claim the Widowmaker (see the scenario special rules), then the level of victory is shifted one step in that side's favour.

For example, should the battle have been a draw, then the result would count as a victory for the side that claimed the Widowmaker, while a victory for one side would be turned to a draw if the other side managed to claim the Widowmaker.

SCENARIO SPECIAL RULES

Magic of the End Times (page 8).

Claiming the Widowmaker:
The Widowmaker can only be claimed by the High Elf or Dark Elf army General. In order to claim the Widowmaker, an eligible model must do one of the following:

- Start their turn within 3" of the Shrine of Khaine.
- Fight a challenge against the bearer of the Widowmaker and cause the bearer to be removed as a casualty as a result of the challenge.

A model that claims the Widowmaker can use it (see the rules for the Widowmaker on page 30). If the model already has a magic weapon, it must use the Widowmaker instead of the magic weapon.

Shadowblade: If either player has the Shadowblade model in their collection, then Shadowblade will attack the first model that attempts to claim the Widowmaker. This attack is resolved as a single round of combat fought out of the normal sequence at the start of the turn, between the model claiming the Widowmaker and Shadowblade. Whatever the result of the combat, Shadowblade disappears at the end of the round of combat, and will not appear again during the battle. If neither player has a Shadowblade model, then this attack does not take place.

In this round of combat, the model fighting Shadowblade cannot use the Widowmaker. If the model survives the combat, it claims the Widowmaker and can use it as described above.

Reinforcements: The High Elf player has two contingents. One (chosen by the Dark Elf player) deploys at the start of the battle, and the other, which in cludes the High Elf army General, arrives on the third turn from the Dark Elf player's long table edge.

Revenants of Khaine: After deployment, the High Elf player can pick one Spearmen unit in their army as the Revenants of Khaine. All models in that unit have the Unbreakable special rule if any model from the unit is within 6" of the Shrine of Khaine.

Snakes in the Grass: At the start of the High Elf player's third turn, both players must pick one Hero or Lord on the opposing side, apart from the opponent's army General. The Dark Elf player must choose first. The model that is chosen immediately changes sides and joins the opposing army. If the character is in a unit, that unit changes sides too.

In addition, the High Elf player must roll a D6 for each Dark Elf unit that is not, and does not include, a character model. On a roll of 1-4 the unit remains in the Dark Elf army. On a roll of 5 or 6 the unit changes sides and joins the High Elf army.

All Dark Elf units that change sides are treated as Desperate Allies by High Elf units. If they were engaged in combat at the time they changed sides, they and their new allies are immediately moved 1" apart by their (new) commander.

		Dark Elf Deployment Zone
	12"	
	12"	
Shrine of Khaine		High Elf Deployment Zone
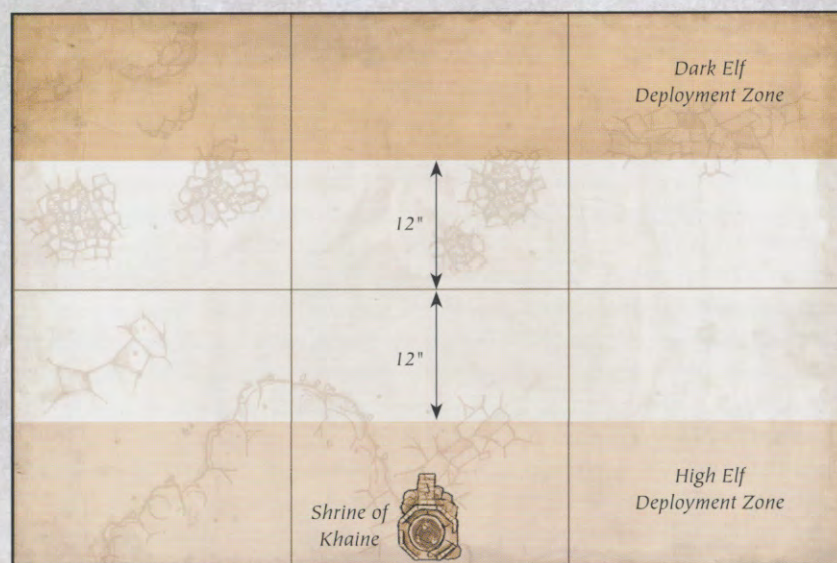
DEPLOYMENT

The High Elf player deploys first, anywhere in their deployment zone. The Dark Elf player deploys second, anywhere in their deployment zone.

THE BATTLEFIELD

Set up terrain as described in the *Warhammer* rulebook.

The Shrine of Khaine

'This was no mortal structure, but one laid down by the Destroyer himself. It changed form with the war god's capricious mood, at times appearing as a cyclopean ziggurat; at others, a caldera of boiling blood or a shadow-haunted ruin. The only constants were the altar and the Widowmaker that lay upon it.'

A suitable model to represent the Shrine of Khaine must be set up touching the centre of the High Elf player's table edge.

THE BATTLE OF WITHELAN

Tyrion, at the head of a united army of high elves and dark elves, and with Morathi at his side, made for the ancient forests of Avelorn. His goal was to take the hand of Alarielle, placing the wood elves under his command too. When Alarielle refused Tyrion's offer, Morathi unleashed an ancient spell that sent the Everqueen into a magically induced coma. As she fell, Tyrion raged forward, determined to capture Alarielle by force, but found his way blocked by Orion and the wood elves. Almost immediately, a brutal battle erupted in the once serene forest glades.

THE ARMIES

Each player chooses an army to an equal points value agreed before the game. One player must take an army selected from *Warhammer: Wood Elves*. The other player must take an army selected from the Host of the Aestyrion army list (page 21).

Wood Elf Army

The Wood Elf army must include the following units or options if the models needed to represent them are available:

- Araloth.
- Durthu.
- Glade Lord (Daith).
- Spellweaver (Naieth).

In addition to the above, the army must include Alarielle and Orion. These two models are included in the army for free and do not cost any points (but see the Victory Conditions and Seed of Darkness special rule below). The Wood Elf player will also require an Arcane Fulcrum (page 10).

The Wood Elf army may also include Handmaidens of the Everqueen and Sisters of Avelorn units chosen from *Warhammer: High Elves*.

Host of the Aestyrion

The Host of the Aestyrion must include the following units or options if the models needed to represent them are available:

- Korhil.
- Morathi.

In addition to the above, the army must include Tyrion, Avatar of Khaine. Tyrion is included in the army for free and does not cost any points (but see the Victory Conditions below).

FIRST TURN

The Host of the Aestyrion player takes the first turn.

GAME LENGTH

The battle lasts for six game turns.

VICTORY CONDITIONS

At the end of the battle, the winner is determined as follows:

- If Orion has not been removed as a casualty the Wood Elf player wins a crushing victory.

- If Alarielle has not been removed as a casualty, but Orion and Tyrion have, then the Wood Elf player wins a victory.

- If Orion, Alarielle and Tyrion have been removed as casualties, then the battle is a draw.

- If Alarielle and Orion have been removed as casualties but Tyrion has not, then the Host of the Aestyrion player wins a victory.

SCENARIO SPECIAL RULES

Magic of the End Times (page 8).

Seed of Darkness: Alarielle is not deployed at the start of the battle. Instead, if Orion is removed as a casualty, immediately place Alarielle so that she is touching the centre of the long table edge of the Wood Elf deployment zone. If it is impossible to place Alarielle in the correct location for any reason, the Wood Elf player must place her as close to that location as possible.

Alarielle immediately then casts the *Conjure Arcane Fulcrum* spell (page 10), even if it is not the Magic phase. The spell does not require a casting roll and cannot be stopped in any way.

For the remainder of the turn in which Alarielle appeared, and all of the following player turn, all models in the Host of the Aestyrion must fight as if they had failed a Fear test (i.e. their Weapon Skill characteristic is treated as being 1, unless they ignore the effects of Fear).
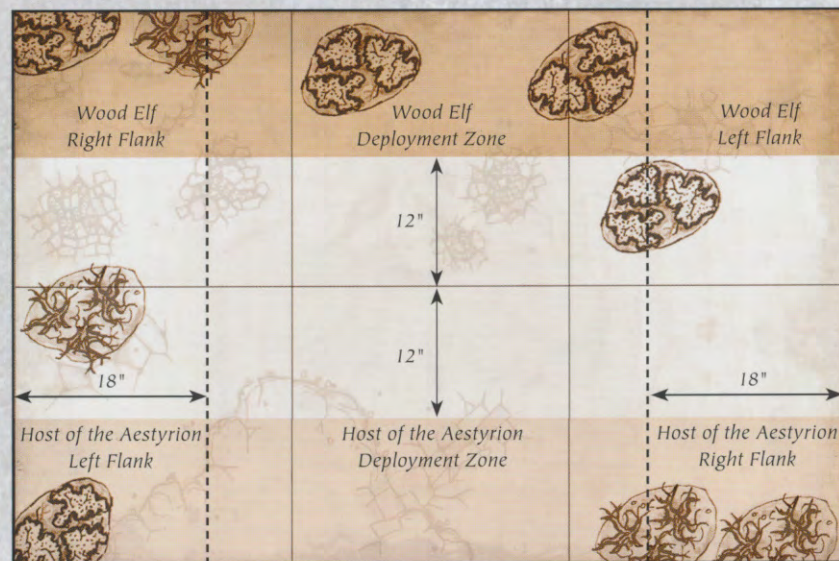
THE BATTLEFIELD

Set up terrain as described in the *Warhammer* rulebook.

The Forest of Avelorn

The battle takes place in a clearing in the Forest of Avelorn. Because of this, the players must place as much forest and woodland scenery as they have available around the edges of the battlefield, and in the Wood Elf army's deployment zones. The Mysterious Forests rule is not used; in this scenario all forests are treated as being 'ordinary' forests.

DEPLOYMENT

Roll off to see which player starts deploying first. The player that won the roll-off must deploy one unit from his army, then the opponent does likewise, and so on until all units have been deployed.

Before deploying each unit, the commanding player must roll a dice and refer to the deployment table on the right to see where the unit can be deployed. Characters may either deploy on their own, rolling on the table like any other unit, or deploy as part of a unit they are allowed to join (state that the character has joined the unit before rolling to see where the unit and character will deploy). Note that War Machines are deployed individually, not as a group. The Scouts and Vanguard special rules cannot be used in this scenario.

Tyrion and Orion

Tyrion must deploy on his own, rather than as part of a unit. When Tyrion or Orion are deployed, do not roll on the deployment table. Instead, the first of these models to be deployed must be placed in their table half, within 6" of the centre line of the table, and within 12" of one of the narrow table edges. The second of these characters to be deployed must be placed in their table half, within 6" of the centre line and within 12" of the opposite narrow table edge.

Designer's Note: *The aim of this rather complicated sounding rule is to place Tyrion and Orion at the front of their armies, but quite far apart, just as they were at the start of the actual battle.*

Deployment Table

1:   Left Flank. The entire unit must be placed in the player's half, more than 12" from the centre line, and within 18" of the narrow table edge on the player's left.

2:   Right Flank. The entire unit must be placed in the player's half, more than 12" from the centre line, and within 18" of the narrow table edge on the player's right.

3-5: Centre. The entire unit must be placed in the player's half, more than 12" from the centre line, and more than 18" from either narrow table edge.

6:   Choose. The entire unit must be placed in the player's half, anywhere more than 12" from the centre line.

THE TRAITOR'S DUE

In a desperate bid to thwart Tyrion and Morathi, Korhil stole Widowmaker and fled northwards towards the army commanded by Hellebron. The theft was quickly discovered, and Korhil was surrounded by Tyrion's dark riders at an obscure set of standing stones known as Analdar's Shrine. When all seemed lost, Korhil received aid in the unlikely form of the assassin known as Shadowblade, and was able to hold out just long enough for Hellebron's army to arrive. A scattered battle began, as the two sides hastily deployed from their marching columns.

THE ARMIES

Each player chooses an army to an equal points value agreed before the game. One player must take an army selected from *Warhammer: Dark Elves*. The other player must take an army selected from the Host of the Aestyrion army list (page 21).

Dark Elf Army

The Dark Elf army must include the following units or options if the models needed to represent them are available:

- Hellebron.
- Shadowblade.

Korhil and the White Lions

In addition to the above, the army must include Korhil and a unit of five to ten White Lions from *Warhammer: High Elves*. These models are included in the army for free and do not cost

any points (but see the Victory Conditions below). They are treated as Desperate Allies by other units in the Dark Elf army.

Host of the Aestyrion

The Host of the Aestyrion must include the following units or options if the models needed to represent them are available:

- Morathi.
- High Elf Prince on foot (Prince Dannor).

FIRST TURN

Roll off after deployment to see which player takes the first turn.

GAME LENGTH

The battle lasts for eight game turns.

VICTORY CONDITIONS

The side that controls the Widowmaker at the end of the battle is the victor (see the scenario special rules).

SCENARIO SPECIAL RULES

Magic of the End Times (page 8).

Reinforcements: All units in both armies arrive as reinforcements, with the exception of the units noted in the deployment instructions below. The turn that a unit arrives on depends on its troop type/special rules:

Turn One: Units with the Fly, Fast Cavalry, Scout or Vanguard special rule.

Turn Two: Cavalry and Monstrous Cavalry that did not arrive on turn one.
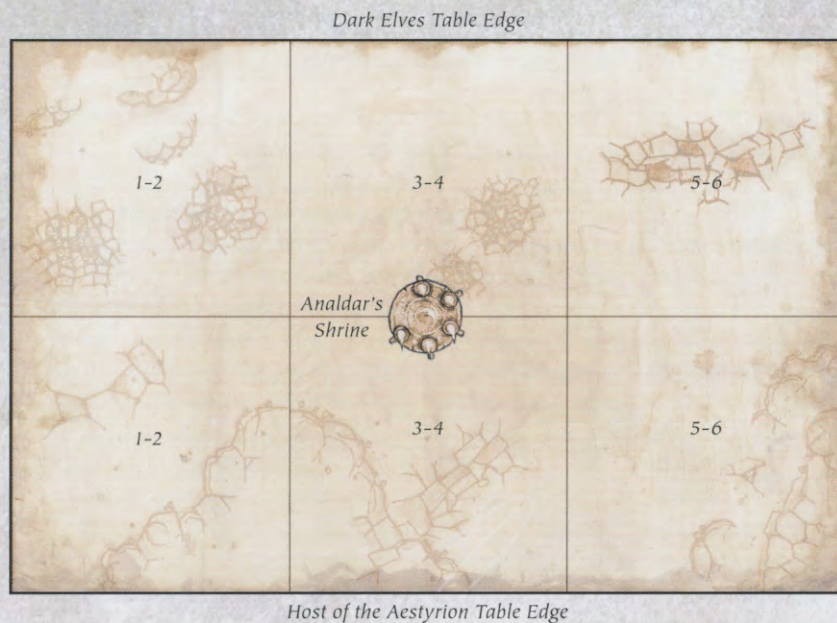
Turn Three: All remaining units.

Before deploying each unit, the commanding player must roll a dice and refer to the deployment map to see where the unit can be deployed. The unit must be deployed on its own side's long table edge, and fully within the area of the table determined by the dice roll.

Characters may either deploy on their own or deploy as part of a unit they are allowed to join (state that the character has joined the unit before rolling to see where the unit and character will deploy). Note that War Machines are deployed individually, not as a group.

The Widowmaker: At the start of the battle, the Widowmaker is carried by Korhil. Note that although he carries it, he cannot use it, nor can any other: its sole purpose in this scenario is to determine which side wins. Should the model controlling

the Widowmaker be removed as a casualty (or removed from the tabletop for any other reason), then the Widowmaker is immediately transferred to the enemy model that was closest to the previous carrier before they were removed from play. This is the only way a model carrying the Widowmaker can relinquish it (i.e. you cannot voluntarily transfer it from one model to another).

Morathi and Korhil: If, at the end of the battle, Morathi is within 6" of Korhil, then the Host of the Aestyrion player must roll a D6. On a roll of 1, Korhil retains the Widowmaker and the Dark Elf player wins the battle. On a roll of 2+, Morathi takes control of the Widowmaker, and the Host of the Aestyrion player wins the battle. In any other circumstances, the player that controls the Widowmaker at the end of the battle is the victor and no dice roll is required.

Dark Elves Table Edge

Analdar's Shrine

1-2   3-4   5-6

1-2   3-4   5-6

Host of the Aestyrion Table Edge

THE BATTLEFIELD

Set up terrain as described in the *Warhammer* rulebook.

Analdar's Shrine

A suitable model must be set up to represent Analdar's Shrine at the centre of the battlefield. It is treated as a Magic Circle (page 125 of the *Warhammer* rulebook).

DEPLOYMENT

The Dark Elf player must first deploy Korhil, the White Lions, and Shadowblade (if he is available) so that they are in the model representing Analdar's Shrine. The White Lions have the Skirmishers special rule in this scenario.

The Host of the Aestyrion player can then deploy up to two units of Dark Riders anywhere that is more than 3"

from any of the Dark Elf player's models, but within 18" of Analdar's Shrine.

All other units belonging to both sides will arrive as reinforcements, starting on the first turn (see the scenario special rules above).

THE FINAL BATTLE

The culmination of the increasingly bitter struggle between Malekith and Tyrion took place upon the Isle of the Dead. Malekith's forces were drawn up in a defensive formation in front of the Great Vortex, in order to protect Teclis and a cadre of Ulthuan's greatest loremasters, as they attempted to dismantle the magical maelstrom created by Caledor millennia before. Confronting them were all of the forces that Tyrion could muster. Both Tyrion and the warriors in his army were driven by rage and a desire to spill the blood of their foes rather than a coherent battle plan. The final battle for Ulthuan was about to begin.

THE ARMIES

Each player chooses an army to an equal points value agreed before the game. One player must take an army selected from Host of the Phoenix King army list (page 22). The other player must take an army selected from the Host of the Aestyrion army list (page 21).

Host of the Phoenix King

The Host of the Phoenix King must include the following units or options if the models needed to represent them are available:

- Alarielle, Avatar of Isha.
- Araloth.
- Imrik, Crown Prince of Caledor.
- Naestra & Arahan.
- 3 Loremasters of Hoeth.

In addition to the above, the army must include Malekith, the Phoenix King, and Teclis. These models are included in the army for free and do not cost any points.

Host of the Aestyrion

The Host of the Aestyrion must include the following units or options if the models needed to represent them are available:

- High Elf Prince on foot (Prince Dalroth).
- Lokhir Fellheart.

In addition to the above, the army must include Tyrion, Avatar of Khaine, and Morathi. These models are included in the army for free and do not cost any points (but see the Victory Conditions below).

FIRST TURN

The Host of the Aestyrion player takes the first turn.

GAME LENGTH

The battle lasts for six game turns.

VICTORY CONDITIONS

Unless Slaanesh has been released (see the table to the right), compare the number of Winds of Magic that escaped to the number that were bound. If more escaped than were bound, the Host of the Aestyrion wins the battle. If the reverse is true, the Host of the Phoenix King wins the battle. Any other result is a draw.

SCENARIO SPECIAL RULES

Magic of the End Times (page 8).

Vengeance of Asuryan: In this scenario, Malekith, the Phoenix King, knows the *Vengeance of Asuryan* End Times spell (see opposite) in addition to any other spells he knows.

Controlling the Vortex: At the end of each game turn, the Host of the Phoenix King player must roll a D6, apply any of the modifiers listed below, and look up the result on the Controlling the Vortex table.

Controlling The Vortex Table

D6	Result
1 or less	Slaanesh is released! The battle ends in victory for the Host of the Aestyrion player.
2-3	One of the Winds of Magic escapes.
4-5	The tempest is contained. Nothing happens.
6+	One of the Winds of Magic is bound.

Modifiers

+1	Teclis is on the Vortex template (see below).
+1	There are at least three Loremasters of Hoeth on the Vortex template.
-1	There are no Loremasters of Hoeth on the Vortex template.
-1	Morathi is on the Vortex template.
-1	Malekith cast the *Vengeance of Asuryan* spell during the game turn.

Waystones: The surface of the Isle of the Dead is covered with fallen waystones. Because of this, all Wizards add 1 to their channelling attempts.

VENGEANCE OF ASURYAN
(End Times Spell)   Cast on 12+

With great effort, Malekith channels Asuryan's dwindling power and summons forth the spirits of long-dead Phoenix Kings as spectral manifestations of the Creator's vengeance.

Vengeance of Asuryan is a **summoning** spell with a range of 18". It summons a single Phoenix King Spirit (see below). You can instead choose to summon two Phoenix King Spirits, in which case the casting value is increased to 18+. Alternatively, you can choose to summon three Phoenix King Spirits, in which case the casting value is increased to 24+. Phoenix King Spirits cannot join units, and if more than one is summoned at a time, they must be deployed as individual units.

Each time a Phoenix King Spirit is summoned, you must select a name from the lists of Phoenix Kings opposite. Additional rules apply to each Phoenix King, according to his nature. Each Phoenix King Spirit can only be summoned once, so Malekith can summon no more than ten Phoenix King Spirits during the course of a battle.

	M	WS	BS	S	T	W	I	A	Ld
Phoenix King Spirit	5	7	7	4	3	3	8	4	10

Troop Type: Infantry (Character)

Spectral Form: A Phoenix King Spirit has a 3+ ward save as well as the Fear and Unbreakable special rules. Regardless of any mount or equipment represented on the model, a Phoenix King Spirit counts as an Infantry model armed with a hand weapon.

Warrior: *Caledor I, Caledor II, Tethlis*
Phoenix King Warriors have +1 WS on their profile and the Flaming Attacks special rule.

Battle-mage: *Bel Shanaar, Bel-Korhadris, Bel-Hathor, Morvael, Finubar*
Phoenix King Battle-mages can cast the *Soul Quench* spell from the Lore of High Magic (see *Warhammer: High Elves*) as if it were an innate bound spell (power level 3).

Sage: *Aethis, Caradryel*
All friendly units within 6" of a Phoenix King Sage have the Regeneration (5+) special rule.

The Great
Vortex

Host of the Phoenix King
Deployment Zone

12"

12"

Host of the Aestyrion
Deployment Zone

DEPLOYMENT

The Host of the Phoenix King player deploys first, anywhere in their deployment zone. Note that only Teclis and Loremasters of Hoeth can deploy on the Vortex without being instantly destroyed. The Host of the Aestyrion player deploys second, anywhere in their deployment zone.

THE BATTLEFIELD

Set up terrain as described in the *Warhammer* rulebook.

The Vortex

The Great Vortex is represented by a large round template, placed touching the middle of the long table edge in the Host of the Phoenix King deployment zone (see the deployment map opposite).

The only models that can move onto the Vortex template are Teclis, Loremasters of Hoeth, Tyrion and Morathi; any other model that does so is immediately removed as a casualty. Once a model moves onto the Vortex template, it cannot leave and must remain upon it for the rest of the battle. Models on the Vortex template can only be attacked by other models that are also upon the Vortex template; they cannot be affected in any way by models that are outside the Vortex.

Wizards on the Vortex template cannot do anything in the Magic phase, including channelling or dispelling spells.