



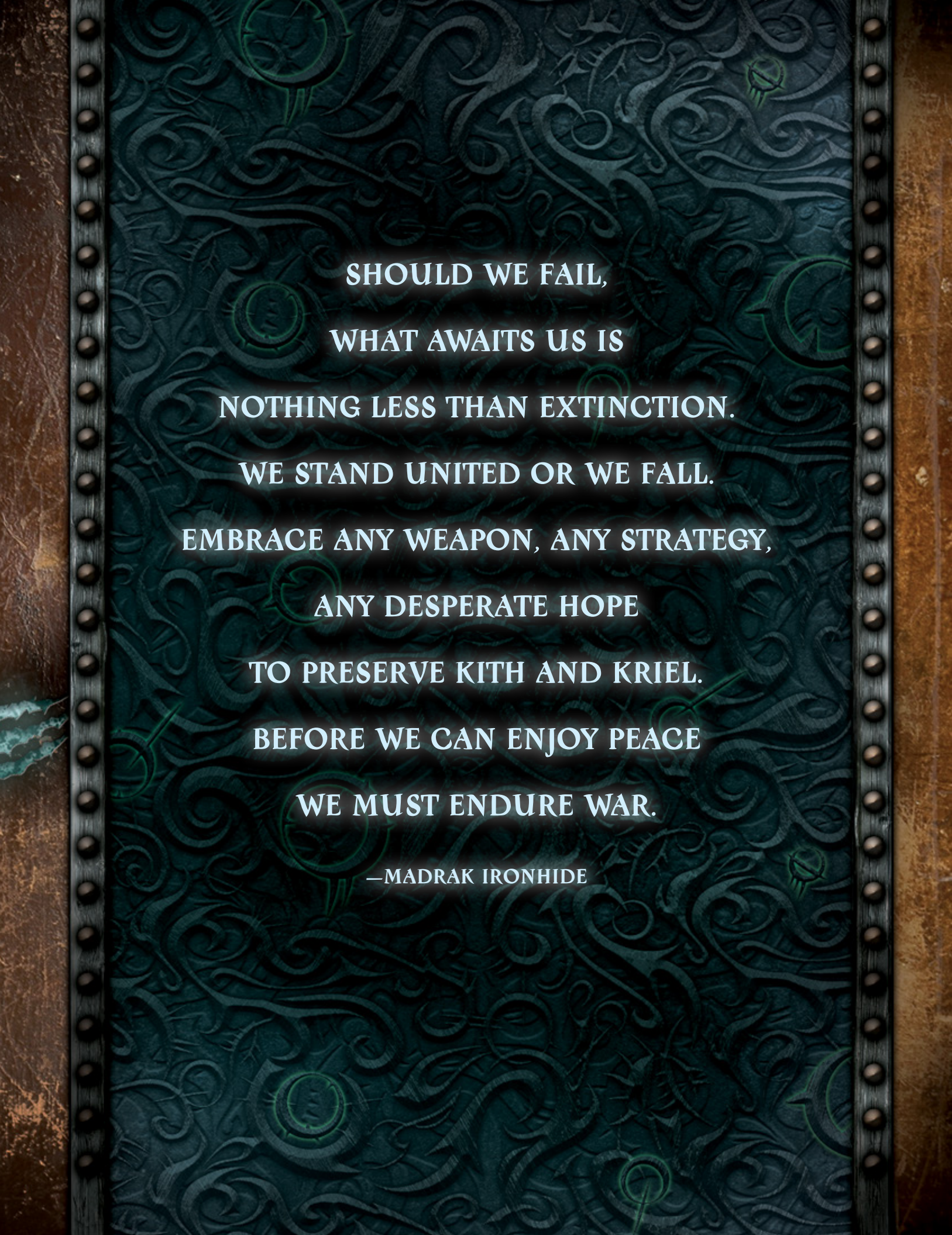
FORCES OF

HORDES



TROLLBLOODS





SHOULD WE FAIL,
WHAT AWAITS US IS
NOTHING LESS THAN EXTINCTION.
WE STAND UNITED OR WE FALL.
EMBRACE ANY WEAPON, ANY STRATEGY,
ANY DESPERATE HOPE
TO PRESERVE KITH AND KRIEL.
BEFORE WE CAN ENJOY PEACE
WE MUST ENDURE WAR.

—MADRAK IRONHIDE



TROLLBLOODS

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FOR KITH AND KRIEL

FACTION BACKGROUND

The trollbloeds represent a loose alliance of scattered and disparate trollkin tribes, called kriels, who carved out homes from wild lands the human nations deemed of little interest. The recent wars of mankind have begun to encroach on even these remote havens, eroding the ancestral homes of this persecuted race. In addition, trollkin are beset on all sides by the scheming Circle Orboros, cruel invaders from across the eastern desert, and the recent rise of terrible draconic monsters.

The trollbloeds have answered the call of great war leaders and shamans to emerge an increasingly united fighting force. The stalwart trollkin and cunning pygmy trolls join the mighty full-blood trolls and enormous ravenous dire trolls in an alliance of common blood that combines modern military armament with the unparalleled strength of primal beasts.

Every challenge strengthens the resolve and warrior spirit in the blood and bones of these brave peoples. They refuse to break under pressure and fight tooth and nail for a better life. Fortified by their natural regenerative powers, their prayers to the mother-goddess Dhunia, and the stone magic of their sorcerers, trollkin champions stand their ground.

PLAYING TROLLBLOODS

The hardiness of the trollkin and their warbeasts is fully realized on the tabletop. Every Trollblood warbeast has at least one means of regenerating health—often in consuming the bodies of their enemies. Trollkin and pygmy trolls have the Tough ability, a chance to shrug off even the worst injuries. Trollkin stone magic provides defensive benefits that enhance this natural resiliency even further. These strengths combine to allow Trollbloeds to shrug off determined assaults and then launch a counterstrike against their foes.

In addition to their powerful defenses, a Trollblood army is rife with potent support elements. This faction has some of the very best buffing animi, including plentiful options for increasing damage, stretching threat range, or protecting friendly models. Solos like the Fell Caller Hero and Stone Scribe Chronicler provide a wealth of support options, while Horthol, Janissa, and the Runebearer focus their enhancements on specific model types. These powerful warbeasts and support models charge forward alongside efficient combat units and solos to . . .

**Sate the Hunger of Trolls upon the
Carnage of War!**

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STAND AT SCARLEFORTH

608 AR, SCARLEFORTH LAKE

Gunnbjorn hunkered down amid the slender trees and thorny brush and peered across the barren expanse at the bulky, heavily fortified skorne structures. Crouching alongside him were several of the scouts he had earlier sent forward to observe the enemy and report on their numbers. Dozens of well-armed skorne lined the battlements. Others patrolled the perimeter, and more were engaged in sparring and drills. Numerous heavy siege engines were positioned at strategic elevations and angles, each manned by attentive crew.

Jolias, the senior of his scouts and a reliable tracker, asked, "Think we can take them?"

These scouts had no experience with major battles, a fact made clear by the question. "Did you land on your head when your mother dropped you from her womb, son?" Gunnbjorn shook his head. "Not a chance."

Jolias winced at the reprimand but still seemed skeptical. "What about Truk? Ain't nothing can stop a dire troll."

He referred to their dire troll bomber, the heaviest asset at Gunnbjorn's disposal, left close behind along with most of their soldiers in one of the larger knots of trees adjacent Comb's Beacon River. He had avoided bringing them across the open expanse of ground, knowing they might draw enemy attention.

The rustic scouts were in awe of dire trolls and thought them invincible—understandable, given their reputation. Gunnbjorn had a more realistic appraisal. Though exceedingly formidable, dires *could* be killed. While serving in the Cygnaran Army, Gunnbjorn had helped take down twelve-ton Khadoran warjacks layered in armored steel. Sufficient force could topple anything.

"A titan's every bit as big and ornery as a dire troll, when worked up by the skorne lash," Gunnbjorn noted. "Never underestimate this enemy. It'll get you killed."

During their journey they had confirmed the skorne had all but ceased patrols north of Ternon Crag. He and his trolls and warriors had passed abandoned watchtowers and other empty buildings. None had been burned or destroyed. Among them they had found secured weapons stashes, stored water, and other evidence of recent evacuation.

The heavily manned fortifications Gunnbjorn now scrutinized stood in stark contrast to those. This was clearly one of the fortresses guarding access to the lake region; the sprawling armed complex included two distinct clusters of walled buildings facing one another across a short, open stretch of ground. A similar fortress sat farther to the east along the southern shore of the large lake, overlooking what looked to be a skorne facility dedicated to their enormous

battle beasts. From all reports the intervening lands were transformed by major irrigation channels from the lake that had allowed the plain to support a crop of unfamiliar tall grasses that had not been there before.

Gunnbjorn led a solid core of highly capable warriors, all well armed and equipped, but their numbers were far less than would be required to predict success. He expected to be joined eventually by other battle-ready kin but had no idea how long that would take. Grissel Bloodsong had sent word she would send what she could, but her message had been vague beyond mention of directing Horthol of the Long Riders to gather as many bison riders as he could locate. Gunnbjorn had his doubts about the place of some of the older fighting traditions in modern warfare, but additional support would not be turned away. After inspecting the fortifications, he decided the best he could do was gather additional intelligence until reinforcements arrived.

"What do we do, Captain?" Jolias asked.

"We watch; we wait. Stay alert, and start counting skorne."



Captain Gunnbjorn had been set on this course almost a month earlier, after an unexpected reunion. He and a smaller group had been moving supplies along the edge of the marshy river region called the Marchfells. His men had been negotiating a treacherous and muddy path through a region noisy with buzzing insects and croaking frogs, trying to avoid sinkholes and stay to the stable path.

They were focusing too much on their next steps and too little on their surroundings when the sawgrass parted to reveal numerous amphibious figures converging. They carried long, hook-bladed weapons and emitted a shrill, warbling noise as they surged forward.

"Bog trogs!" one of the scouts shouted, too late. It was early twilight, and the uncertain light combined with the dense scrub had allowed the creatures to spring an effective ambush, likely to seize the food supplies being escorted by the group. The attackers came from three directions, including the depths of the murky river. The sluggers had time for only a short burst of fire before they were set upon and had to resort to their axes.

Gunnbjorn had no opportunity to fire his own massive weapon; he barely raised it in time to intercept one of the hooked polearms lunging toward his face. The slick, scaled, reptilian bog trogs had wiry bodies, but they were smaller and considerably less massive than trollkin, particularly

one as large as Gunnbjorn. He gripped his gun with both hands and shoved hard to send the trog stumbling. He dropped the weapon to the path by his feet to free his hands and drew the axe dangling from a strap at his belt behind his back. Before the staggering trog recovered its balance he delivered a chop to its chest. It gurgled and collapsed at his feet, and he jerked the axe free from the creature's breastbone.

His only full-blood troll, an impaler named Hrod, instinctively moved behind him to intercept another trog trying to take advantage of his distraction. Hrod skewered the creature as neatly as a swampy giggling for frogs. The impaler shook the trog off his weapon and readied for the next. Gunnbjorn shouted to his warriors, who quickly closed ranks.

Aloud, echoing cracksplit the air. He recognized the sound of a powerful rifle but knew it had not come from any of his soldiers. A trog that had been rushing Gunnbjorn landed dead on the path, a hole through its neck. An armored horse and rider barreled through, knocking aside several closing ambushers. The rider, a man in Cygnaran warcaster armor, quickly drew a cavalry saber from a wide sheath at his side. He expertly maneuvered his horse alongside another of the trogs and dispatched it with one stroke.

The horse had opened a breach in the grasses wide enough for Gunnbjorn to see several trogs lurking in the distance, including one decorated with turtle shells. Gunnbjorn ignored the warcaster and heaved his massive bazooka back up, grunting with the effort. He sighted past the warcaster and squeezed the trigger. The rocket inside the readied cylinder ignited and launched with a roar from the tube, sending a jet of flame backward over Gunnbjorn's shoulder. The projectile left a thin smoke trail as it soared into the center of the bog trogs. The subsequent explosion tore through them and obliterated the nearby vegetation in a burst of heat and compressed air. The rest of the trogs scattered in a panic, though they managed to carry off the majority of the food stores amid the chaos.



Dursul, his senior-most slugger, stepped up alongside Gunnbjorn and cranked the bolt back on her weapon, raising its barrel to point at the mounted human. Gunnbjorn held up a hand. "Hold! This man is not our enemy. Not today." Gunnbjorn addressed him, "Captain Jeremiah Kraye." The fact that the Cygnaran Reconnaissance cavalry officer and warcaster was in this vicinity was not entirely surprising, since they were directly on Cygnar's eastern border. Given their shared history, Gunnbjorn was certain his arrival was no coincidence.

The cavalryman wiped the blood from his saber and sheathed it in a single motion, then tugged at the brim of his cavalry cap. "Captain Gunnbjorn. Hope you don't mind me joining your scrap. Been trying to find you, and it looked like you could use a hand."

They had served together in the Cygnaran Army, but Gunnbjorn resisted the urge to let old bonds resurface. Jeremiah Kraye had been good to him, and it had been partially on Kraye's recommendation that he'd received the bazooka that had become his signature weapon. Shortly thereafter, he had given up the military life, burning some bridges in doing so. He had kept the weapon, technically making him guilty of misappropriating military hardware, but he doubted Kraye had come for that.

Gunnbjorn said, "We had things in hand. Your uniform makes my soldiers uneasy, so you're lucky you didn't eat a bullet for your troubles. You should probably turn that horse around." Above the marsh noises, Gunnbjorn heard a distinct rumbling from beyond the nearest trees: warjack steam engines, at least three or four. Kraye had taken a chance approaching them alone, but his machines were nearby.

The warcaster sighed and looked weary. "I won't stay. Just wanted to give you a heads-up." He paused a moment as if weighing his words. "I know a lot of kriels used to live by Scarleforth Lake—"

"Used to be a lot of kriels many places you can't find them now," Gunnbjorn interrupted. He extracted a cigar from his belt pouch and lit it. They had once smoked together around the campfire, but he did not offer one to his visitor.

The human cleared his throat. "Well, things have been peculiar in the northern Marches. Something going on with the skorne. Fewer on the borders, fewer at their forts. If you or yours wanted to take back that ground, now is the time."

"Why are you doing me any favors?" Gunnbjorn asked.

Kraye's horse neighed and backed up nervously, perhaps because Hrod was standing nearby and eyeing the steed with hungry fixedness. Kraye patted the horse's neck and replied, "Heard what happened with the Fourth up at Crael Valley." This mention prompted angry muttering among Gunnbjorn's troops. Kraye continued, "Things are ugly up north and not likely to get any better. Got Khador closing in, Cryx burning down our fields. People are afraid, and fear makes them rash."

"We all have to live with the consequences of our actions," Gunnbjorn countered.

"Fair enough," Kraye agreed, "but not everyone in the army condones what happened there. Most of the people riled up in the north are just ordinary folk looking to the safety of their families and homes. Doesn't excuse what the Fourth did, but I don't think it's too late to find another way." He paused to give Gunnbjorn a chance to reply, but the trollkin stayed silent. Kraye touched the brim of his hat again. "Guess I'll be going. Stay safe." He pulled his horse around and spurred to a gallop.

Gunnbjorn grunted, then turned to his band with a shout. "Fun's over, boys! Gather what's left of the food, and let's move on." While he gave no outward sign of it, the conversation had set certain thoughts in motion.



In Gunnbjorn's experience few things eroded morale more insidiously than a protracted sequence of defeats. He was seeing this with the united kriels, still staggering not just from the loss of Crael Valley but from the entire chain of events that had forced them there in the first place. It had begun with kin being uprooted from the Thornwood. The next real blow had come with the battles against the skorne. The kriels living along the shores of the lake had fled their homeland to join Madrak but still had found no lasting security.

Gunnbjorn saw things differently, perhaps because he was a relative newcomer. The kriels had made great progress since the early days in the Glimmerwood. Thanks to individuals such as Madrak Ironhide and Grissel Bloodsong, they had acquired an impressive influx of military weaponry and had organized their warriors into nearly professional military units. The main element they lacked was consistent discipline, something Gunnbjorn hoped to help improve. What they needed next was their own borders, somewhere outside Cygnar or Khador.

Gunnbjorn's musing was interrupted by the arrival of one of his forward scouts. The sun was at its peak, and even the shade afforded by the grove where they lurked provided little relief. The scout jerked his head over his shoulder. "We got movement."

The others followed to a better vantage atop a low boulder to the northwest. Borrowing a spyglass from one of the scouts Gunnbjorn saw considerable activity at the skorne garrisons. Skorne swordsmen and pikemen formed up into units directed by their officers, assembling in front of a singular figure with the bearing and adornment of a high-ranking leader. This was a tall and muscular skorne wielding a double-bladed polearm and wearing ornate armor, including a gleaming red stone the size of a fist set into his breastplate. After assembling a substantial portion of the garrison soldiers, he marched east with them.

"Wonder what that's about?" Jolias asked after taking back the spyglass. "They leaving?"

"Look!" One of the other scouts pointed low to the right on the horizon. "Is that smoke?"

Gunnbjorn turned his head in that direction and saw a thick, black plume of smoke rising above the intervening hills, indicating some catastrophe. He felt a rising excitement. He still lacked sufficient warriors for what he had planned. If he

rushed ahead he might put their lives in peril. At the same time, his instincts told him he could not wait for another chance like this. The departing soldiers might return as soon as they quelled whatever trouble the smoke represented, and taking these key structures once they returned would be exponentially more difficult.

"No plan survives first contact with the enemy," he mumbled under his breath. The concept had been drilled into his head during Cygnaran officer training.

"What's that, Captain?"

"Fall in. Let's get the others. They've had enough R&R." He saw the anticipation of battle reflected in their eyes.



Many miles northwest of where Gunnbjorn was situated, Horthol spurred his bison toward a number of long riders on the road ahead. The riders and their great, shaggy mounts were making their way south along the Great Northern Tradeway. This road east of the Bloodstone Marches had once been important to caravans between Corvis and Merywyn. After the War in Llael it had fallen into disuse. This stretch bordering on the Glimmerwood was now overgrown, but several of the kriel in the region used the path.

Horthol recognized the leader of the pack and smiled in greeting, raising his hammer overhead as a salute. "Well met, Yorin of Nartol! The ground still steady beneath you?"

Yorin was a particularly heavy-set kin, one who left his saddle as little as possible. "Steady enough, Horthol. How fares Madrak Ironhide?" His bison snorted at Horthol's approach, and several of the other mounts eyed the new arrival nervously until their riders calmed them. The shaggy beasts could be territorial and had tempers, so Horthol eased forward to let them smell his animal.

"Madrak is somewhere to the west, with Doomshaper, and Borka." These words prompted an awed reaction from the others. The sometime tension between those renowned war leaders was well known. Horthol felt reminded of the deeper worries regarding the troubles that plagued his friend and blood brother. Madrak's eyes had been haunted when last they had parted, the axe he bore an increasingly painful burden. Horthol put those thoughts aside as he answered cheerfully, "He fights for the united kriel, as ever."

"Where are your brother riders?" Yorin asked, looking past him.

"Not far, and I hope you will join us. Grissel Bloodsong asked me to gather as many riders as I could find for some fighting near here. I thought of you and your kriel."

He nodded respectfully to the others and saw them draw themselves up proudly. His words were no deception; Yorin's band could boast of many battles fought, but all warriors appreciated flattery. He saw no harm in appealing to their vanity for this cause.

Yorin asked warily, "A battle? Revenge for Crael Valley?" His kriel had avoided calls to join the others who had gathered under Madrak's banner.

"No, a fight against the skorne. In your old stamping grounds, near Scarleforth." Horthol knew Yorin's people had been harassed repeatedly by outlying skorne. "Many are gathering, but there is not much time. I'm sure your axe is thirsty for skorne blood."

Yorin licked his lips and his eyes suggested interest, but he hesitated. "We are on an important errand we cannot neglect. Perhaps you can help."

"If time allows, I will lend aid. What errand?"

"Some of the old riders from the north, from Khador, have been seeking to preserve a herd of bison. One of the last great remaining herds. They have been guarded carefully and led south, away from railroad construction. The herd has come far but has no place to rest. We were to meet with their guardians and assist in driving them to safer pastures. Without herds like this, our ways may not endure."

Horthol felt sympathy for the need to preserve the bison that remained. The plains they had once roamed had largely been converted to farmland. Besides, he had the feeling many other riders might accompany the herd. "Are they close? We do not have much time."

Yorin smiled widely, "Yes, brother! Ride with us!"



It did not take Gunnbjorn long to return to the trolls and trollkin encamped just south of their watch position. As his group neared the camp, he felt a growing sensation in the back of his mind, an overwhelming hunger. He mistook this for his own growling stomach only briefly before realizing the pervasive and intrusive urge originated from his trolls, the dire troll in particular. It was a dangerous sign that their need had gotten this bad.

He stepped into the grove to find the others keeping a wary distance from the dire troll bomber named Truk, who was pacing in a small clearing with baleful eyes, clenching and unclenching oversized fists in agitation. Thankfully the volatile barrels of stolen explosives they had trained the troll to throw were safely out of his reach, stacked on a hauling cart on the other side of the camp. The pyg who ordinarily rode on Truk's back was nearest the agitated dire troll,

gnawing his fingernails and eyeing his giant companion uneasily. Seeing Gunnbjorn, Truk shouted in Molgur-Trul, "HUNGRY!"

The bomber was fitted with a chained helmet connected to a metal plate under his lower jaw that made opening his mouth widely difficult, but Gunnbjorn knew such measures were not foolproof. It limited what the dire troll might put in his maw but would not stop him if he were determined. The powerfully built creature had more than enough strength to break the chains.

The other full-blood trolls were keeping their distance, but Gunnbjorn felt their hunger as well. This included his two pyres, Gritt and Tarr, as well as his favored impaler Hrod. The latter approached Gunnbjorn on his arrival and offered a salute with closed fist to his chest, mimicking the motion of Gunnbjorn's trollkin soldiers. The pyres were not quite so civilized, but he sensed their recognition of him across the bond they shared.

WHEN A 'JACK RAN OUT OF COAL, IT JUST STOPPED MOVING. WHEN A DIRE TROLL RAN OUT OF FOOD, IT ATE WHATEVER IT COULD REACH.

"Sergeant Dursul!" Gunnbjorn spoke the name sharply, addressing his senior slugger, a burly female. Most kin did not utilize military officer ranks, but many sluggers had served in the Cygnaran military like Gunnbjorn himself and were accustomed to the ranks. "Have you been neglecting to feed the trolls?"

"No, sir!" Slugger, whether male or female, had to be stout and muscular to lift and carry the heavy slugger guns over extended marches. Nonetheless, Dursul was dwarfed by Gunnbjorn and became nervous as her superior glared at her. "We've been feeding them," she frowned. "I guess not enough. We kept up a swift pace to get here, sir."

Gunnbjorn sensed her sincerity. It was true they had not had time for hunting. He regretted they had no skinners to maintain food stores. Truk was one of the newest additions to their fireteams, and Gunnbjorn was still adjusting to the demands a dire troll placed on supplies. He had heard Cygnaran mechaniks say warjacks had "an insatiable hunger for coal," but that was nothing compared to working with full-blood trolls. When a 'jack ran out of coal, it just stopped moving. When a dire troll ran out of food, it ate whatever it could reach.

"Everyone listen up!" His voice boomed. "Hand over anything edible you have squirreled away in your kits.

Charqui, hard tack, moldy cheese—whatever. Anyone holds out, they get fed to Truk!"

They grumbled, but in short order he had a pile of food, mostly dried and tasteless fare kept for extended marches. Truk eagerly came forward and scooped the entire pile into his mouth in a single swipe. The rest of the kin and the other trolls watched with mournful solemnity. It was no feast by dire troll standards, but it took the edge off the howling emptiness and improved the creature's mood.

Gunnbjorn turned to Jolias. "Take your boys and see what game you can find."

"And miss the fighting?" Jolias looked pained.

"We won't strike until nightfall. Work fast. Just find us *something*. Deer, rabbits, horses. Anything." He eyed the pyres, knowing they were stupid creatures with dubious self-control. One was sucking on a long strip of rotted leather soaked in the fetid crude oils that seeped up from various places in the Bloodstone Marches. Such tarred strips kept pyres content on journeys like this, but they were also at their limits.

The scouts hastily left to hunt as the rest of the kin gathered their gear. Scattergunners, sluggers, and thumper crewmen moved with admirable alacrity; their training and drilling had paid off. The pyg bushwhackers were less orderly, forming a motley gaggle that hastened to catch up with the rest. Gunnbjorn glared at them to instill urgency in their steps. Pygs had enthusiasm for shooting down the enemy but were easily distracted outside of battle. Gunnbjorn tolerated pygs and other irregulars like the scouts as necessary adjuncts to regular military forces, but they certainly tried his patience.



Their luck held, and by the time the sun set Gunnbjorn was relieved to note no sign of the extracted garrisons' return. Unfortunately his scouts were unable to find more than a few small game animals in their hunt, hardly enough to be more than a snack to the trolls. Their hunger continued to weigh on Gunnbjorn's mind.

He took the risk of sending Truk and Gritt toward the northern facility, supported by a small group of pyg bushwhackers. The two trolls would be at the fringe of his mental control; if Grissel's forces had arrived he would have sent them instead. Either way, he knew he had to engage both garrisons to prevent them from consolidating their defenses. He also sent his scouts to sneak around to the side of the southern facility, carrying two of Truk's barrels between the six of them.

Gunnbjorn pulled the heavy lever atop the rear of his bazooka to disengage its cylinder and checked the rockets in the rotating chambers one last time. Sure that it was fully loaded, he closed it firmly and locked the mechanism. Additional rockets were strapped to his forearm armor and along his waist; during the fight he would have no access to those among the supply carts.

He hefted the weapon back onto his shoulder and surveyed his men, who were watching him with eager anticipation. Some would inevitably be killed, either today or in the days ahead. He noted every face, every name. They had no krielstone, but he would ensure their deeds were recorded.

Once the thumper cannon crews signaled they were ready to push forward, he gave the silent signal to advance at maximum speed and they marched from the cover of the trees toward the southern fortress.

They had almost gotten in range before there was an eruption of activity atop the nearest walls. He could see the silhouette of catapults turning to align with their approach. There was a distant repeated heavy *thunk* of released tension as twined cords unwound to send wooden firing arms forward, each hurling an enormous explosive projectile. Gunnbjorn drew power from the distant bomber to shield as many of his people from the explosions as possible. He shouted, "Advance, maggots! With a quickness! Fire on my signal!" They picked up the pace amid the deafening blasts.

After carefully considering the range to one of the engines atop the battlements, he raised his bazooka and squeezed the trigger. With a hissing of ignited propellant, a great flame burst out the rear of the bazooka to light the landscape in a flash, and the rocket launched. It flew in a perfect trajectory, partially guided by his will, to impact the siege engine. There was a dull boom, and the mechanism erupted in fire and splintered shards that shredded apart the nearest crewmen and defenders on the wall. Gunnbjorn cranked the heavy bar in front of the bazooka's cylinder housing to cycle another rocket into line.

Gunnbjorn drew power from his connection to the full-blood trolls to invoke an enchantment that settled along the pygs, who were already raising their rifles. Bluish lines of arcane fire blazed across their gun barrels, glimmered across their eyes, and informed the hands raising the weapons to targets. He ordered, "Fire! Make every shot count!" With augmented range they fired on the other defenders of the wall with a percussive crackle Gunnbjorn found singularly satisfying. Meanwhile the others kept pressing forward, taking advantage of this suppressing fire as *skorne* venators on the battlements ducked for cover.

Simultaneously he sent a mental signal to Truk and Gritt to attack the northern complex. He sensed the pyre troll and

bomber enthusiastically let loose. Barrels were hurled to explode with distant thumps against the other fortification walls. He saw a blaze of fire as a gout from the pyre hit the structure and set one of the distant siege engines ablaze. The two trolls were to sow confusion and pin the northern structure's defenders in place. Together with the pygs, Gunnbjorn hoped they appeared to be a larger force.

There was a loud explosion at the fortress as his scouts managed to set their barrels against the wall and ignite them, causing a section of the perimeter wall to crumble. His thumper crews opened fire into the cracked section of wall, shaking several venators off the battlements with the impacts. Gunnbjorn followed with a second rocket, striking the compromised wall with a decisive blast. The wall buckled and folded entirely along a broad breach. The defenders atop the adjoining battlements fired on them as they approached, but only a few of the deadly flechette needles found their mark.

The unnatural stone soldiers Gunnbjorn knew to be called "immortals" poured from the breach and charged with heavy swords. The black stone from which they were carved made them difficult to perceive in the darkness except along polished edges that reflected the fire raging above the battlements. They moved with alarming speed. His men had been well trained and unleashed unrelenting fire. The eruption of powder-hungry scatterguns joined the more rhythmic sound of slugger fire in a deafening clamor. A punishing hail of lead shredded through the obsidian attackers. The immortals did not die like living things but shattered into sharp-edged fragments across the scrubby landscape.

A number of the surviving immortals reached their line and drove heavy blades into trollkin flesh. Gunnbjorn turned his attention to a larger ancestral guardian behind the immortals, directing them. Hrod followed his line of sight instinctively and raised a weighty spear. The troll drew back and released, sending his weapon to strike the ancestral guardian with an impact like a cannonball against a stone wall.

The formidable animated statue was not destroyed outright but went flying back several yards, tearing a trench into the soil and sending up a plume of dust. Hrod drew another spear from his quiver and closed as it regained its feet. The guardian reacted with a skillful crossways slash deep into the impaler's side, breaking several of the troll's ribs. Ignoring the pain, Hrod retaliated with a leveraged thrust that shattered the being's carved head and sent jewel-like stones tumbling to the dirt.

Distracting him momentarily from his immediate surroundings, Gunnbjorn felt the rage of Gritt and Truk in the distance as venator fire and catapult blasts tore into their

thick hides. They nearly frenzied as their anger combined with hunger to make them inclined to succumb to their instincts. The warlock had to focus all his will to force them to regenerate and take to the better cover of a nearby section of half-finished wall. While he was immersed in that task several painful venator needles painfully bit into his upper torso and arms. He ignored them and pushed on.

The assault on the southern garrison went swiftly after they entered the breach. The last skorne holdouts attempted to barricade themselves in the central structure while firing out of narrow window apertures. Gunnbjorn turned the thumper cannons to blast down the door and followed up with several goutts of spitfire from Tarr to incinerate those within. The trollkin warlock felt no sympathy at their dying shrieks as fire consumed them; skorne were masters of cruelty and had inflicted worse. He indulged Gritt briefly by allowing the pyre to take a few large bites of one of the roasted skorne before he forced it to follow him back to the main courtyard.

Gunnbjorn shouted to the rest of the kin as they completed their sweep. "No rest yet, boys! Rally, regroup, and reload!" They rushed out from the conquered southern structure across the intervening ground to the northern counterpart. Gritt was badly injured despite continuous regeneration, and even Truk was bleeding from countless lesser wounds.

By the time Gunnbjorn's kin hastened to the other fortress, a block of Praetorians wielding shields and pikes were advancing on Truk and Gritt, supported by venators from the battlements. Urging his warriors onward, Gunnbjorn clamped down on Truk's increasing agitation and battle rage, siphoning those violent impulses away, and forced both trolls to withdraw. This lured the pikemen closer leaving the skorne open for Gunnbjorn and his troops.

As soon as the enemy turned shields toward this new threat, Gunnbjorn urged Truk and Gritt to strike from the opposite side. The Praetorians were caught between and quickly torn apart. Truk broke the restraints on his helmet and delightedly began seizing hold of skorne warriors in his enormous fists and cramming them into his mouth. Both Gritt and Tarr spit gobs of fiery liquid onto the chains wrapping their fists to ignite them and then entered the fight to shatter shieldmen with unquestionable enthusiasm. Explosives thrown by Truk earlier had already weakened one of the outer walls, and it did not take much more to breach and make quick work of the second fort.

The warlock ordered them to hole up for the night in the northern fort, the more intact and defensible of the two, and to keep an armed watch. He sent the scouts to recover their supply carts. The results of the strike would be obvious by daybreak, particularly with smoldering fires from the burned siege engines and other structures. He could not

know whether the skorne would retaliate immediately, but Gunnbjorn prepared for the eventuality. With a larger force he would have held the forts with reserves while venturing deeper into the region, but that was a luxury he did not have. They would have to strike and move to keep the foe off balance.



Beast Master Tormentor Xekaar rolled nimbly out of the way of the blood-maddened titan's grasping fist as it bellowed in rage. The soporific drugs in which he had bathed the thick barbs at the ends of his long whips had no effect upon the deranged creature, a fact he noted with clinical interest. It was clearly suffering the most advanced stages of the plague that afflicted the herd, during which they became dangerously enraged.

The titan was a large bull gladiator, its hide ashen and mottled with pustulating sores. Some sections of skin were sloughing off entirely. The beast stank of decay and sickness its eyes were red and bleeding, and its mouth foamed. Even as its body fell into atrophy the disease pushed the beast into a violent frenzy that his mortitheurgical abilities could not diminish. Although he could not pacify it, he could use his powers to restrain its movements. He raised a mailed fist and clenched it as runes wrapped around the creature and forced its muscles to seize up along its legs and arms. He ordered his team of beast handlers that had been warily circling the creature to chain it down.

The problem was far larger than one titan bull; the entire herd was afflicted. The titans had all swiftly reached this late stage of the illness. He had been ordered to put them to death, but he was certain there was more to learn. Witnessing so many of the beasts he had spent years conditioning reduced to useless, diseased flesh infuriated him.

One of his subordinates, a junior tormentor named Nadeek, rushed up in obvious agitation. "Master, the western garrisons are overrun by *duzusk*!"

Xekaar followed his subordinate to where a blood-spattered Praetorian *ferox primus* had arrived at their complex. The state of his armor and steed evidenced recent battle. The Praetorian passed word that trollkin were taking advantage of the reduction of local garrisons to intrude on the region. They had already seized the western lake forts and were moving east, striking other outposts and eliminating the patrols sent to ascertain the status of those facilities.

The *ferox primus* added, "I know you have few warriors here, Master. I suggest you evacuate with your underlings to Klokhor Fortress. I will hasten ahead to deliver news of this incursion to the lord tyrant."

Beast Master Xekaar narrowed his eyes at this suggestion. Praetorians were inclined to underestimate the paingiver caste. As one of the highest ranking of the lord assassin's beast handlers, Xekaar did not plan to disappoint Morghoul or the supreme archdomina. "Ride on." He looked back to where the maddened titans were periodically howling in rage and pain. "I have an idea for dealing with these intruders."



Successes during the next two days after toppling the fortress invigorated the soldiers, though Gunnbjorn viewed these gains more cautiously. They had orchestrated several careful ambushes to intercept returning skorne soldiers and then moved quickly to hit several lesser posts along the southern perimeter of the plains. They had yet to encounter a significant skorne force, however, and Gunnbjorn worried about that. If the western forts they had left largely intact became reoccupied, his forces would be trapped.

On the morning of the third day, he saw dust rising to the west: a small army approached. The considerable tension among his troops grew thicker. He situated his fireteams and stoically waited.

Their suspense was relieved as soon as they identified the torches and banners of those approaching as trollkin. A great shout went up from Gunnbjorn's soldiers, and he strode forth to meet the arrivals. They were primarily kriel warriors and Fennblades from an assortment of tribes, clearly drawn from Madrak's supporters. They had with them a smaller number of champions as well as two encumbered krielstone bearers, their attending scribes, a grizzled older fell caller, and a similarly venerable chronicler. Gunnbjorn approached their leader, someone he recognized but had met only briefly. Walking alongside a full-blood axer and bouncer was Calandra Truthsayer, Oracle of the Glimmerwood.

Gunnbjorn greeted her with guarded enthusiasm and clasped her hands. He was uncertain of her facility at war, having heard more about her prognostications than her deeds in battle. He had to remind himself she was a shaman of Dhunia and a warlock who had been exercising power over full-blood trolls far longer than he had. From all accounts she had fought well during the ultimately futile defense of Crael Valley. "Your arrival is well timed," he offered.

"Naturally," Calandra answered with a sly smile. "Grissel may send more to join us, but don't rely on them arriving soon." She set her hands on her wide hips and looked him up and down as if appraising cattle at market. "I should warn you, the omens do not point to success. You have the aura of imminent death about you." After this she patted him reassuringly on the arm and added, "I'll try my best to fix that."

Her attitude discomfited him. Shaking off a slight superstitious dread, he took command and divided the new arrivals into several groups. Two he sent back west to secure the buildings they had left behind. He chose the oldest and the greenest among the warriors, together with those of his soldiers who would require more time to recover from more serious wounds. None went happily, but he impressed upon them the necessity of holding those fortifications.

A few hours later the sound of hooves thundered from the northwest and they were joined by a dozen of the famed long riders, led by Horthol, who greeted them with stoic courtesy. Gunnbjorn had his doubts as to the usefulness of the bison riders; he had seen little of them in actual battle. Nonetheless, he viewed Horthol's arrival as a significant symbolic gesture, as the long rider was one of Madrak Ironhide's most loyal and trusted lieutenants.

"THE OMENS DO NOT POINT TO SUCCESS. YOU HAVE THE AURA OF IMMINENT DEATH ABOUT YOU."

Calandra immediately chastised the kithkar, "Is this all you brought?" She waved at his peers on their brawny mounts. "I expected more!"

Horthol shrugged impassively. "There will be others, but they are guiding a bison herd into this region. I lured them here with the promise of grazing." He looked east to the skorne fields appreciatively. "It seems I did not lie."

Gunnbjorn scowled. "We have no time to look to a herd of animals."

Again Horthol took the rebuke with good humor. "They will look to themselves, Captain Gunnbjorn. Lead us to the enemy and you will have no complaints."

Altogether they were too numerous to travel unnoticed. Gunnbjorn kept to a narrower defile along a section of the northern river that eventually joined the main lake, slightly sheltered from observation by hills on either side. He hoped this would take them a good portion of the way unseen.

This hope was dashed when they heard a rumbling from ahead in the defile. The ground underfoot seemed to shake. Jolias of the scouts pressed his ear to the ground, then confirmed needlessly, "Something comes. Something with many heavy feet."

With a few loud orders, Gunnbjorn set his sluggers, pygs, and scattergunners into strategic positions among the boulders and ridges along the channel. He readied groups



of warriors to intercede if the enemy closed on the gunners. Calandra stayed toward the center, and they spread their full-blood trolls throughout. Gunnbjorn positioned himself at the higher vantage up the side of the sloping hill, where a narrow rise allowed him to see both along the river ahead to his left as well as the plains to his right. From this elevated spot he could survey his soldiers and fire with liberty on any approaching foe.

He realized his error as hulking forms came into view barreling around the curve of the gorge. They were titans, but more gathered together than he had ever seen before, rampaging forward as an unstoppable wall of flesh and muscle that let loose angry roars. The shaking of the earth intensified. The sizes of the creatures varied, with only the largest outfitted with armor, making him suspect immature beasts were among them. It hardly mattered given the

sheer bulk of the living tide. The narrow defile that had moments before seemed perfect for its defensible qualities had become a channel of thunderous death.

Gunnbjorn could conceive no tactical solution, no way for concentrated fire to make a dent in the volume of beasts crossing the intervening ground. He raised his bazooka and sighted the foremost titan at the center in the lead, hoping that startling them with explosions might divert them. He augmented the range of his slugers and summoned Hrod's essence to enhance Truk's throwing capability similarly. Calandra shouted to the warriors and got them moving out of the clearest paths down the gorge.

The thumper cannon crews stood firm despite her commands, proving their courage as they calmly loaded their cannons and fired them into the living wall of gray skin and white tusks. Gunnbjorn launched a rocket at the

center of the oncoming titans just as the cannons roared and Truk tossed a pair of explosive barrels straight into the titans' path.

The armored titan at the front center staggered beneath multiple blasts and toppled, only to be crushed beneath the weight of those behind and around it. Even as Calandra desperately invoked Dhunia's blessings to thwart enemy blows to the goddess' chosen warriors, the maddened titans crashed into and through them. The beasts seemed unnaturally crazed, their rotting and sickly flesh showing weeping holes in their hides that looked unrelated to the incoming fire. From his vantage at the top of the ridge, Gunnbjorn could see dozens of skorne with whips and barbed implements chasing behind the titans, driving them on. He had no time to consider this as the enormous elephantine bipeds crushed everything in their path, scything tusks through flesh and bone, hammering with clenched fists, and finally stamping obstacles under heavy feet.

Gunnbjorn called a rock wall to rise from the earth in front of the main line of his sluggers, where Jolias of the scouts had also hunkered. One of the frenzied creatures nearly tripped and had to scramble to change its course. The air was filled with the sound of scattergun and slugger cannon fire, but the weapons seemed to do little to the diseased animals. "Lay on the fire! They will fall!" he urged, firing another rocket into the mass of titans. The thumper carriages had been broken, their brave crews among the first trampled to death. Horthol and his long riders seemed to be the only ones with the speed to avoid the pressing crush, riding backward before the forward edge and then wheeling alongside to lay down blows with hammer and axes.

He was focused ahead and almost missed spotting a titan that had passed beneath as it veered toward him. It was intercepted by Truk, who tackled the creature and hurled it toward the river, the pyg on his back cheering him on.

Tarr and Gritt spat gobs of fire into the advancing line, but the frenzied titans paid little heed to the flames. Both were quickly overwhelmed. Gunnbjorn felt it keenly as the two pyres were torn limb from limb.

Hrod climbed the slope to join Gunnbjorn, but he had only one spear remaining. He held it defensively, ready to intercept any beast that came near his master. Calandra's trolls had hunkered near her. The fighting kin were scattered across the central valley in disordered groups, attacking at every opportunity. Many trollkin lay on the ground bleeding and moaning; a number no longer moved at all.

Gunnbjorn saw the Oracle of the Glimmerwood enter the fray like a dance. She whirled in her *quitari* skirt, dagger in hand, plunging its wicked blade into titan flesh while simultaneously calling on Dhunia's power to smite and

cast the creatures aside. Each titan seemed to endure an impossible amount of punishment before at last succumbing to the call of death. There was nothing Gunnbjorn could do to create order except to destroy as many enemies as possible, so he cranked the cylinder of his bazooka once again and grimly sighted his next target.



The paingivers ran behind the titans goading them and using mortitheurgy to force the dying beasts to move at greater than normal speed. Once the fight degenerated into a brawl, they attempted to numb the pain of the titans and delay the shock that caused a body to collapse and die. Nadeek shouted to his master, "It is working! The duzusk scatter!"

Xekaar watched the battle with a critical eye. "The titans' initial strength is spent, and duzusk are notoriously hardy. It will not be enough to kill them all." Several of the largest titans were already down, and others were bleeding and staggering. He shook his head and came to a decision. "Coordinate the others to pull aside the more severely injured titans. Drive them toward the lake, into the water." Seeing Nadeek's confused expression, the beast master indulged him with an explanation. "There will be more duzusk where these came from. We have lost the lake, however this fight ends. I will not leave the enemy a safe water supply. The titans fester with disease; in sufficient quantity they will despoil the lake and its rivers."

Nadeek's eyes widened at his master's brilliance and boldness. He bowed deeply in respect and then hastened to obey.

A veteran tormentor pointed to the warlock on the ridge wielding a massive cannon and barking orders to the others. "That must be their leader, Master!"

The beast master tormentor answered, "I will deal with him. Go with Nadeek." He loosened the coils of the long whips he bore in each hand and strode purposefully toward the ridge. He mentally directed two of the least injured titans to perceive the trollkin leader as the source of their pain. The rotting beasts would soon be useless, and he knew he would be unable to transfer injuries to them, but they did generate almost limitless animosity. He siphoned rage from them, feeling invigorated.



Too many things happened at once for Gunnbjorn to track them all. He saw the skorne paingivers cut a number of the injured titans from the herd and send them away, a fact he took at first as a promising sign. Yet Calandra and

the old chronicler pointed at them frantically, shouting. Horthol rode by them and listened, then shouted to rally his brethren.

The bison riders had demonstrated their worth using their mounts to intercept wayward titans, but now they inexplicably broke away from the battle. For a moment Gunnbjorn thought them fixated on the fleeing beasts, but they veered off sharply to the west and continued away at top speed. Madrak Ironhide's most loyal friend was leaving the battlefield!

He had to put this thought aside in the crush of the melee, forced to resort to his axe to help Hrod finish off an immature but powerful titan. Truk's bellow then alerted him to two massive and relatively unharmed titans running up the slope in his direction. He fired a bazooka rocket straight into the first, but it only staggered as it bellowed and lowered its cracked tusks. Truk had momentarily exhausted his supply of explosive barrels, and the cart holding the last few remained dozens of yards farther back in the gorge. Empty-handed, the dire troll rushed forward to crash into the nearest oncoming titan even as Hrod braced to take on the other. Truk and the first titan were of similar mass, but the titan had momentum on its side. The dire troll was sent flying with a great gash in his abdomen and chest from one of the tusks. The pyg on the troll's back scrambled anxiously to his side as he landed in the dirt, narrowly avoiding being crushed.

A DARKNESS APPROACHED FROM THE WEST, LIKE BLACK SMOKE ROLLING ACROSS THE INTERVENING GROUND.

Hrod fared much worse. His titan drove into the spear set into the ground in its path but did not pause as the shaft shattered. Several tons of diseased flesh collided with the considerably smaller troll, and the sickening sound of numerous breaking bones crackled above the din. Gunnbjorn had to throw himself flat, letting his bazooka tumble away as the impaler soared over him and pitched several times across the ground, bleeding profusely.

Gunnbjorn was distinctly aware of the extent of both trolls' injuries but compelled them to their feet and pushed them to ignore the pain. He felt slightly unsteady himself as he stood. A tall and powerfully built skorne in a mask and lacquered armor strode toward him from behind the titans, a long whip in each hand. Urging his injured trolls to intercept the titans, the trollkin captain backed away and scrambled to recover his bazooka. He turned it toward

what was certainly a skorne warlock; he could sense an unnatural malignancy from him as well as his palpable but invisible connection to these frenzied beasts. He pulled the trigger and felt his heart almost skip a beat when nothing happened. A quick mental calculation told him he had burned through all his ammunition.

There was a loud crack of the master tormentor's whip. Gunnbjorn saw just a blur of motion, and excruciating agony filled his side as the barbed tip opened a deep laceration. Another crack, and a cord wrapped around his right hand. It felt like fire ignited along his arm. The skorne yanked on the cord, and he involuntarily dropped the bazooka again. He resisted and pulled; the skorne warlock was strong, but he was stronger. He dragged the skorne a little closer.

Despite this, the pain in his hand from gripping the whip's rope was so intense it forced a groan from him. The skorne's face was hidden by his mask, but Gunnbjorn saw the gleaming teeth of a sadistic grin. Orange runes of power erupted around the skorne's hand holding the whip and flowed up the cord to burst across the trollkin's body with a sensation like a thousand needles piercing him. Something seized Gunnbjorn's muscles in a convulsion of pain that made it impossible for him to move. He could have transferred his injuries to Truk or Hrod, but his beasts were already badly injured and he did not wish to kill them.

Truk rallied and moved on against the largest titan, hammering it with several brutal blows, yet the creature seemed oblivious to the punishment. Its four arms seized the dire troll and sent him soaring back, down the slope toward the center of the gorge they had first occupied. Gunnbjorn sensed the dire troll was very near death and tried to give him the strength to endure. Again his pyg was forced to maneuver acrobatically to avoid being crushed to death. The rider chastised the dire troll as if the creature were responsible for his own plight.

Hrod managed to drive his spear deep into the critically injured titan to finish it at last. The second beast turned upon the weakened impaler and battered him to the ground in a sequence of overhand blows. Gunnbjorn felt genuine rage and grief as Hrod died. He had been an intelligent and worthy companion, one of the first full-bloods the trollkin had befriended. Immediately the second titan collapsed, as if the effort had cost its diseased body the very last of its energy.

The master tormentor approached the paralyzed Gunnbjorn with insouciant arrogance. He gathered the length of the whip still affixed to Gunnbjorn with one hand, while lashing out with his second weapon, sending a barb to open Gunnbjorn's cheek just below his left eye. He spoke skorne words Gunnbjorn could not comprehend, but the mocking

tone was clear enough. He swept his hand toward the north grandly. Gunnbjorn fought the paralysis in his limbs and could almost feel it yield.

He could not help but look where the paingiver gestured. A half-dozen of the diseased titans raced toward the lake, while down below him Calandra and her warriors were desperately finishing the last of the herd. Gunnbjorn felt frustrated that she seemed more intent on what was happening to the north than his plight. But then in a heart-clenching moment he understood: the defeated skorne intended to poison the water with the diseased titans. His eyes widened, prompting a hissing laugh from the skorne. The master tormentor hooked his second whip to his belt and drew a wickedly curved blade, which he rested against Gunnbjorn's neck. His eyes returned to the titans heading toward the lake, and it was clear he wanted Gunnbjorn to see them hit the water.

A sound like rolling thunder echoed in the distance. A darkness approached from the west, like black smoke rolling across the intervening ground. The paingiver suddenly spoke sharply, like a curse; clearly this was not part of his designs. Gunnbjorn realized the moving darkness was a stampede of bison, moving with tremendous swiftness toward the lake-bound titans.

He watched with no small degree of satisfaction as the rampaging bison herd and dozens of long riders overran the titans and their keepers. The titans were knocked down by dozens of horned bison heads and then trampled under countless hooves. The paingivers who had been spurring them onward fell just as quickly to the long riders' axes and Horthol's hammer.

The paingiver warlock was so fixated upon this interference that he did not realize Truk was alive and regenerating on the hill behind them and had recovered one of the remaining barrels from his cart. The pyg lit the fuse and patted the dire troll encouragingly. Simultaneously, Calandra's bouncer topped the slope, attempting to move inconspicuously despite heavy armor. Gunnbjorn saw the Oracle's back was tense, her whole body frozen as she stared north, and he realized she was not as distracted as he had thought. At her mental urging, protective energy flowed from the bouncer to Gunnbjorn. He felt a strange contentment fill him, some tangible blessing of Dhunia that he knew came from Calandra.

Gunnbjorn leveraged all his will against the paralysis and felt it shake free. He jerked slightly away from the paingiver, suffering a nasty cut to his neck. Ignoring the pain, he invoked the bouncer's animus to push the paingiver away. Gunnbjorn leapt and rolled to the side, freeing his arm from the length of razored cord binding it. Swiftly, he picked up his bazooka and hammered the release lever to open the

hinged cylinder housing. The skorne looked startled and turned back, his lip twitching in rage. He lifted the handle of his whip, clearly intending to finish the job he had started.

Gunnbjorn had lost a considerable amount of blood, but Dhunia was with him. His fingers trembled only slightly as he quickly extracted one of his spare rockets from his armguard, loaded it into the first chamber, and banged the cylinder shut. The master tormentor raised back his right arm, and the long, sinuous cord of his whip soared back like a snake readying to bite. He did not see the dire troll's enormous barrel already soaring through the air toward him. Gunnbjorn called on all his power, augmented by his connection to the trolls, to shield himself from harm. He pulled the trigger even as the paingiver began the forward motion to snap the whip.

The rocket shot from the bazooka just as the troll's barrel came crashing down, and the two explosives combined to create an earth-shattering blast of exponential potency. The paingiver was only a few yards from Gunnbjorn, who felt waves of force, pressurized air, and fire roll over him in an attempt to disintegrate him to nothingness. His own power was strained to its limit as he focused his will on enduring the concussive blast. When he opened his eyes again, he smiled. All that remained of the paingiver was his scorched mask.

Horthol and the long riders soon rode back to rejoin the other warriors, enjoying their accolades. Gunnbjorn stumbled down the slope to thank the long rider hero, with Truk limping at his side. Calandra intercepted him to fuss over his injuries, and he was forced to indulge her ministrations. There were many fallen trollkin among the grisly carcasses of the titans, but for the moment they put aside thoughts of grief to enjoy victory.

Calandra checked the searing red welts on his hand so closely that he wondered if she were taking the opportunity to examine the lines along his palm. She smiled as she met his eyes and said, "That's one death avoided! The first one is always the hardest."

He chuckled and accepted this odd benediction. He raised his bazooka to catch the attention of the gathered warriors and spoke in a loud, strong voice. "I declare Scarleforth Lake the property of the united kriels!" He savored the cheers that followed, even knowing there would be many fights ahead.

WARBANDS OF THE TROLLBLOODS

THE STRENGTH AND RESILIENCE OF THE UNITED KRIELS

The trollbloods are a powerful but disordered alliance of several troll species united by a common cause. The majority of its warriors and leaders arise from the civilized trollkin, but they are joined by the adaptable smaller pygmy trolls and the powerful, larger full-blood trolls—at the apex of which are the dire trolls, a species with unmatched ferocity, regenerative power, and voracious appetites. Bolstered by these formidable creatures, trollkin warriors represent and defend a beleaguered people of ancient customs and a sophisticated culture who have been persecuted to the limits of their tolerance. They fight for their land, the lives of their families, and their very survival. Betrayed by former allies and surrounded by both hostile kingdoms that wage war across their territories and invading armies bent on enslavement, the tribal kriels of the trollkin have risen to the occasion with acts of exceptional valor.

Rather than being a single nation, the trollbloods comprise hundreds of disparate kriels, each fighting their own battles and only slowly becoming more unified in order to safeguard their kind. Ties of blood and brotherhood connect the kriels, but no overarching hierarchy is responsible for all trollkind. A loose collection of elders leads each sizable community, which recent events have brought into closer contact, but these bodies are contentious and generally focused on their own affairs. Despite this, a few great chiefs have emerged as true heroes working to bring more of the scattered kriels into their ranks as they seek to unite their people. Without

such unity, these leaders fear, the trollbloods may face extinction. The trollkin are a stolid and traditional race, however, and many oppose the idea of change, preferring instead to pursue victory kriel by kriel as the trollkin have done for generations.

CHIEF AND COUNCIL

By all accounts of myth and lore, the trollkin are one of the oldest races on Caen and have weathered adversity and warfare for millennia beyond counting. Within more recent recorded history, they were part of the barbaric horde known as the Molgur, and many of their traditions stem from that era. In that ancient time the trollkin fought alongside full-blood trolls, tribal humans, goblins, and ogrun. Even though they were part of the Molgur, every trollkin held the bonds of kith and kriel above all others. These extended families arose from simple tribal origins and formed bands of warriors to protect villages or join together to war against their enemies.

When the Menite priest-kings of old broke the power of the Molgur, the trollkin people were dispersed and kiths and kriels scattered across the dark wilds of western Immoren. Separated from the greater community, the kriels retained only those traditions and stories inscribed on their krielstones, and many ancient ways were lost. Full-blood trolls fared even worse than their smaller, more civilized brethren. The humans that were already expanding

KITH, KRIEL, AND KIN

Three concepts run through all trollkin culture: kith, kriel, and kin. Though they can be confusing to outsiders, these core principles are relatively simple. "Kith" refers to all those trollkin related to a single ancestor by blood ties or marriage, no matter how distant. In practice, this usually refers to an extended blood family much like those of other races. Ties of blood are vitally important to all aspects of trollkin and broader troll cultures.

The concept of kith is somewhat complicated by the fact that many trollkin include in their kith those with whom they have shared the rite of *kulgat*. This solemn and mystical ceremony involves the sharing of blood in an oath that causes a change in the blood of the participant who is thereafter recognizable by other trollkin as members of their adoptive bloodline. Most honor this status, but sometimes it becomes divisive, particularly when a participant is not trollkin himself. Although the honor is very rarely bestowed upon non-trollkin, several notable individuals have taken the *kulgat* oath, including King Leto Raelthorne and Professor Viktor Pendrake.

"Kriel" refers to all the kith who dwell within a specific geographical region, most often a single trollkin village and its outlying communities. Traditionally larger kriels have encompassed several villages, and dozens or even hundreds of kiths can claim membership in a single kriel. Just as with kiths, the blood ties of *kulgat* can cross kriels, some of which might appear to outsiders to be hopelessly entangled webs of family and loyalty.

The term "kin" is a more recent concept applied to the entirety of the trollkin as a related people. As kiths and kriels have been fractured by the strife of war and displacement, many trollkin have begun to think of themselves as belonging to a broader connected community. Beyond the bonds of kith and kriel, any trollkin can look at another and know the shared common struggles and triumphs of kin. This trend has increased as elders, fell callers, shamans, and other representatives from different communities have begun to communicate more regularly.



ARMED MIGHT OF THE TROLLBLOODS



UNITED KRIELS

Scarsfell elders and many isolated kriels are uncommitted, but individual warbands have joined the united kriels.

TRADITIONAL KRIEL FIGHTING FORCES

UNIVERSAL

Champions and Heroes
Kriel Warriors, incl. Caber Throwers

Runeshapers
Fell Callers
Dhunian Shamans
Krielstone Bearers & Scribes

Dire Trolls
Trolls

REGIONAL

Long Riders
Fennblades

Other Sorcerer Traditions
Scouts
Skinners

Frontline Warriors

Support/Auxiliary Groups

Full-Blood Trolls

RECENT MILITARY ADAPTATIONS

Sluggers
Scattergunners
Pyg Bushwhackers

Thumper Crews
Pyg Burrowers

Dire Trolls w/Ordnance
(Blitzer, Bomber)
Trolls w/Ordnance

Frontline Warriors

Support/Auxiliary Groups

Full-Blood Trolls

NOTABLE WARBANDS OF THE UNITED KRIELS

Warbands are the chosen fighting force of a war leader, with favored frontline warriors, support/auxiliary elements, and trolls.

Grissel organizes the bulk of Madrak's ready warbands.

BLOODSONG'S IRREGULARS

Grissel Bloodsong

Mix of traditional and military forces
Line: Pygs, Scattergunners, Sluggers
Support/Aux: Fell Callers, Thumpers
Trolls: Blitzers, Armed Trolls (incl. Kortu)

ARMY OF CHIEF IRONHIDE

Madrak Ironhide

Mix of traditional and military forces
Line: Champions, Kriel Warriors, Scattergunners, Long Riders
Support/Aux: Various
Trolls: Armed Trolls (incl. Bron & Jor)

Madrak has more warbands at his disposal than any other war leader of the united kriels.

Dozens of zealous warbands from the Gnarl look to Doomshaper for leadership.

ARMY OF THE SHAMAN OF THE GNARLS

Hoarluk Doomshaper

Traditional forces
Line: Champions, Kriel Warriors
Support/Aux: Runeshapers
Trolls: Dire Trolls (incl. Mulg the Ancient)

Grim and Calandra defer to Grissel's strategic oversight in the absence of Madrak Ironhide.

GRIM'S ADVANCE RECON

Grim Angus

Mix of traditional and military forces
Line: Pygs
Support/Aux: Scouts, Skinners
Trolls: Impalers, Blitzers, Swamp Trolls

CALANDRA'S ROVING BAND

Calandra Truthsayer

More traditional, some military
Line: Pygs, Scattergunners, Kriel Warriors, Long Riders
Support/Aux: Various
Trolls: Earthborn, Elemental Trolls

GUNNBJORN'S COMPANY

Captain Gunnbjorn

Military forces

Line: Pygs, Scattergunners, Sluggers
Support/Aux: Scouts, Thumpers
Trolls: Blitzers, Bombers, Pyres, Impalers

THE SONS OF KEGSLAYER

Borka Kegslayer

Traditional forces

Line: Champions, Kriel Warriors, Scattergunners, Long Riders, Pygs
Support/Aux: Fell Callers, Stone Scribes
Trolls: Armed Trolls, Winter Trolls

Borka is not subordinate to Madrak Ironhide but heeds his suggestions.

into the wild reaches of western Immoren often hunted down those full-blood trolls unable or unwilling to live alongside the scattered trollkin settlements. For generations the connection between trollkin and troll was tenuous, explored only by some few shamans. The Menites set upon the hulking dire trolls with singular ruthlessness, and only the most feral members of the species, who kept to the deep wilderness, survived. That the trollkin culture endured through this time is a testament to their stoicism, solidarity, and tremendous resilience.

Most kriel settlements in the most habitable places they could find, often deep within great forests. The Thornwood, the Gnarl, and the Scarsfell Forest became home to the largest populations of trollkin, and it is these regions that many modern trollkin still think of as their ancestral homelands. Connections with full-blood trolls were retained in these forests, as some of the larger blood-kin were integrated into villages to assist with burdensome tasks and aid in defense. Other kriels were pushed to the most remote boundaries, making their homes along the edge of the Bloodstone Marches or on the shrouded Scharde Islands. The basic routines of life in these kriels has been sustained into the present. A small but notable number of trollkin left the wilds entirely and settled in human-dominated cities and communities, becoming part of those kingdoms and putting aside many of their traditions. Only a few human cities in the modern era support trollkin communities large enough to retain identities as kriels.

Kriels are typically led by a number of key individuals drawn from those vital to the community, foremost among these a chieftain and a small council of elders who deliberate among themselves on all matters of importance to the kiths of their kriel. They determine how to pool resources, construct housing, and keep villages secure as well as making trade decisions with other communities. The most powerful shamans of a kriel usually occupy significant positions on the council of elders, as do senior chroniclers, sorcerers, fell callers, and experts in important trades like stonemasonry, agriculture, brewing, and hunting. The chief and elders typically serve as the final arbiters for most decisions affecting their kriel. Most kriels allow for contentious disputes to be decided in trials by combat, which take place atop a large elevated stone platform at a village center. These fights can be brutal but rarely result in fatalities. The chief of the kriel arbitrates these trials and may decide to stand personally for one side or the other if there is a disparity in martial skill between participants. In kriels with particularly imposing chiefs, it is rare for disputes to enter the arena for this reason, which has led to the general belief that possessing a strong chief promotes peaceful kriel life.

Chiefs are usually powerful warriors entrusted with overseeing a kriel's defenses and making wartime decisions. In some rare cases a particularly formidable shaman, sorcerer, or fell caller might rise to this position. Chiefs are most often male as a matter of tradition, but not always. The transition from one chief to another varies from kriel to kriel, but it is not uncommon for the position to be passed to an eldest son, if he is battle-ready. Such heirs often spend their lives preparing for this possibility, endeavoring to prove themselves worthy of the honor and responsibility. If the kriel includes a better candidate, such as a notable veteran hero, the chief might select him instead of passing the responsibility to his offspring. When a chief dies without leaving instructions, as can happen in battle, the elders are entrusted to select a new chief from among the kriel champions.

Chiefs do not directly lead their kriels except in times of exceptional danger, deferring to the council of elders on other matters. Councils recognize a body of leaders is not as effective as an individual at making the immediate decisions required in times of war. Under such circumstances, the chief has nearly complete authority over his kriel. Isolated kiths that lack sufficient members to host a fully representative council might be ruled by a single shaman or chief; the roles are sometimes one and the same for these remote communities. Even in such instances, usually several community elders will be called upon to provide guidance.

In addition to an often tight-knit band of champions, trollkin chiefs are also supported by larger groups of warriors who have sworn themselves to serve their leader. Known as "warbands," these trollkin are utterly loyal to their chief and are typically either closely related kith or from the same kriel. The most prestigious chiefs might lead warbands made up of warriors from many kriels, and it is not unheard of for some trollkin to travel great distances to enlist in the warband of a chief about whom they have heard great tales. A chieftain who commands a large number of warriors will often divide his followers into multiple bands, each led by a highly trusted champion. Though rare in the past, the need for such arrangements has grown along with the scale and scope of battles in recent years.

In the centuries after the defeat of the Molgur, more trollkin communities restored their connections with full-blood trolls. Association with the voracious creatures caused much strife between trollkin communities and neighboring human villages, but the trollkin were often willing to suffer such inconvenience for the raw strength their troll allies brought them. The destructive power of a single troll is substantial, and with only minor training the ferocious creatures can become powerful guardians fighting on behalf of a kriel. The rare warlocks who hold a mystical connection

with full-blood trolls invariably ascend to leadership roles in their kriels. Most of these individuals become chiefs simply by virtue of the enormous wartime power they exert over the trolls that follow them into battle. The trolls of warlock chiefs are typically considered full members of the warband.

Most trollkin communities remained insular until relatively recently. Though visitors from other kriels were welcome, they rarely engaged in concerted activities or made long-term alliances. But as kriels have been displaced and their homelands overrun by enemies, greater concentrations of trollkin have been forced to live in close proximity than ever before. In these regions elders from numerous kiths meet to discuss matters affecting all the represented kriels. These regional councils have arisen only in the Thornwood, the Gnarl, and the Scarsfell, where trollkin populations are sufficiently dense.

Because their present hardships increasingly connect all trollkin, stories of the difficulties afflicting those farther away now sometimes prompt coordinated action. Not all trollkin are comfortable with this; many prefer to focus solely on local matters. Strife between kriels is not uncommon, particularly between former rivals with ancestral grudges dating back generations.

MADRAK IRONHIDE AND THE UNITED KRIELS

Of the many factors that have led to recent efforts to unite the kriels, none has been a more vital catalyst than the rising prominence and legend of Madrak Ironhide. Even his detractors laud Ironhide as among the greatest of all trollkin chiefs, putting him in company with Horfar Grimm and Gindar of Tolok Kriel. Madrak Ironhide has worked tirelessly to promote cooperation and peace among kriels from across western Immoren. Under Ironhide's leadership, the thousands of trollkin have begun to consider themselves a nation. Though the term "united kriels" has not been formally adopted, it is increasingly used to identify allies to his cause.



As intrinsic to Madrak's legend as his own deeds are the troubles of his dispossessed people, who remained strong, determined, and battle-ready despite being driven from the Thornwood by the wars of mankind and perpetually beset by difficulties. These people have become iconic of the trollblood spirit and the vital core of the united kriels. This group has gained at least nominal support from the regional councils of elders in both the Thornwood and the Gnarl, as well as from many of the scattered kriels. In time they might attract more, and certainly it is Ironhide's hope to draw all trollkin to the cause of mutual preservation. The Scarsfell elders have thus far refrained from formally joining this alliance, as have elders from many other kriels far from the human wars. But even in these distant regions individual champions and warriors and sometimes entire warbands have left their homes to join Madrak Ironhide.

MILITARY OF THE TROLLBLOODS

Many powerful chieftains, shamans, and elders support Ironhide's efforts, but the tribal and fractious nature of the kriel makes gaining a majority consensus difficult. Most of the warbands and leaders that follow Ironhide do not owe him any formal allegiance or consider themselves his vassals; rather, they see themselves as allies and peers. Borka Kegslayer, for example, has led a small army of trollkin warriors from the Scarsfell to join the united kriel, but they are motivated more by the opportunity to wage war on the humans of the south rather than by the cause of nation-building.

One of the most significant initial steps to establishing this larger alliance was the oath of fellowship sworn between Madrak Ironhide and Hoarluk Doomshaper. The dominant military leader among the fractious kriel of the Gnarl, the cantankerous elder shaman has garnered vast support among the more warlike elements of his people. The bond between Doomshaper and Ironhide was forged after Madrak was betrayed by the druids of the Circle Orboros who sought to assassinate and replace him. Doomshaper was vital in thwarting that plot, and the kriel of the Thornwood and the Gnarl have since grown increasingly connected and mutually reliant.

Though he agrees with Ironhide on certain fundamental ideas, Doomshaper is still a trollkin traditionalist uncomfortable with the changes wrought by present calamities. Nonetheless, the elder shaman is willing to pay any price to ensure the survival of his people. It was he who brought the terrifying dire trolls back under the sway of the trollkin; his connection with the full-blood trolls is strong, and he admires both their simplicity and their savagery. Doomshaper is committed to helping Ironhide in the war he believes will eventually envelop the trollbloods, but he and his warbands also seek vengeance on those who wronged them. Ironhide seems to retain some hope that a lasting peace with mankind is possible, while Doomshaper believes warfare and violence can be the only meaningful communication between their two species.

Despite a lack of complete harmony among the various groups of trollkin, the unity of the kriel grows stronger each day. Few elders have the time to debate the broader implications of a trollblood nation in this time of war, however, as increasingly greater numbers of trollkin venture from their ancestral homes to seek the aid and protection of the unified kriel. The intertribal councils that govern the united kriel have necessarily become responsible for sheltering and governing ever-growing numbers of refugees.

TROLLKIN QUITARI



Quitari are the traditional tartan patterns worn by trollkin that represents the wearers' home kriel. Each kriel has a specific quitari pattern and colors, easily recognizable to those who belong to or have had significant contact with someone of that kriel. As trollkin refugees from across western Immoren join the united kriel, the patterns they wear enable them to stand out among the crowds to former neighbors and friends.

Since the rise of Madrak Ironhide, it is becoming increasingly common for a trollkin warrior to adopt the quitari pattern of the leader he follows. This practice is especially widespread among trollkin of the Thornwood Forest and other traditional homelands whose kriel have largely been wiped out by the wars. Those who frequently fight together might feel compelled to put aside old traditional patterns to identify more strongly with their new brothers in arms.

THE KRIELS AT WAR

Though the trollkin do not fight as a single army with a strict formal hierarchy and chain of command, they are nonetheless formidable opponents the equal of any who oppose them. Indeed, due to the tremendous resilience and accelerated healing demonstrated by the various trollblood species, they can frequently outlast or out-battle more organized and numerous enemies. These proud descendants of generations of warriors are armed with a wealth of war expertise. Unlike many other races on Caen, every adult trollkin is a prospective warrior. Every adult, male or female, has some proficiency in combat, and only those too few old or young to wield a weapon are defenseless. The trollkin are a pragmatic and proud people willing to lay down their lives in the defense of their families and friends.

The pressures of their many enemies have caused the kriegs to adapt their forces out of necessity, but this is not the first time in their long history they have had to organize in larger numbers. Only four hundred years ago the kingdom of Cygnar attacked their homes, and in response the trollkin toppled the mighty colossals that were the pride of the human nations. Their brutal skill at guerilla warfare was enough then to overcome a significant technological disparity, but now, surrounded by enemies, the scattered kriegs have had to adopt new tactics and weapons.

WARBAND FRONTLINE WARRIORS

Most kriegs can muster some number of warriors in their own defense even if their community is typically peaceful. Even the most amicable farmers can be counted upon to take up the hammer or axe to protect their kith and krieg. Those trollkin belonging to the more warlike kriegs often consider combat to be great sport, and interkrieg fighting is a regular part of life. For the most part, feuds between rival kriegs are resolved after a handful of skirmishes with few serious casualties. Fortunately for the trollkin,

their natural resilience allows them to take a somewhat casual approach to this kind of tribal combat; injuries that would permanently maim humans are only a temporary inconvenience to trollkin. This kind of competition is more common in the northern Scarsfell than in the Gnarl or Thornwood communities. Those trollkin who come south to fight alongside their chief, Borka Kegslayer, sometimes find their combative attitudes met with hostility by members of the beleaguered kriegs of the Thornwood and neighboring regions.

Trollkin emphasis on brutal close-combat fighting has served them well, as it plays to the incredible strength and endurance that is their birthright. Many specific martial traditions were born from the cultures of specific regional kriegs, such as the Fennblades of the Fenn Marsh and the long riders of the southern Khadoran plains. Since the



escalation of threats across the region—in particular those brought by modern human armies—war chiefs like Madrak Ironhide have seen the necessity of embracing the modern weapons of their enemies.

In the past it was not uncommon for Cygnar and Ord to sell surplus weaponry to kriegs with whom they had friendly relations. The Cygnaran crown has typically looked upon the trollkin who live within its border as nominal citizens. Cygnar's motivation in selling arms to the kriegs, however, was not entirely altruistic: the Cygnaran Army saw value in having an armed population that could act as a buffer against other enemies, including Khador, the Protectorate, and more recently the Skorne Empire.

Cygnar has suspended the sale of military weapons and hardware to the trollkin in light of expanding hostilities between northern Cygnaran citizens and the kin brought together by Ironhide and Doomshaper. This has not deterred the trollkin from seeking other avenues to acquire arms; indeed, they have found interested brokers from any number of black markets across the Iron Kingdoms.

A number of trollkin have served in human armies, particularly those raised in human cities, and some of these have brought much-needed military experience to the wilderness kriegs. Though their methods might be at odds with more traditional trollkin approaches to warfare, the tactics of the modern battlefield have been a great boon to the united kriegs.

Even the most hardened veteran trollkin champions can benefit from the kind of training a professional soldier could expect in more hierarchical militaries. Though warbands excel in guerrilla warfare and small raids, they often lack the discipline required to maintain order in the large numbers needed to win massive or protracted engagements. The warbands of the united kriegs attempt to maintain some degree of organization, but they are sometimes undermined by the actions of proud chieftains who prefer to strike at a time and place of their own choosing rather than follow the plans of another, no matter how carefully considered.

Despite the ongoing frustration of those trollkin veterans who have served with one of the militaries of the Iron Kingdoms, their efforts to discipline the forces of the united kriegs are gradually paying off. Many younger trollkin readily embrace modern weaponry and view its use as a natural extension of trollkin adaptability. With training and drilling in the use of such weapons, many of these trollkin become brilliant examples of professional soldiery. The race's inherent strength and courage makes them some of the most stalwart and courageous fighters to be found anywhere in western Immoren. Fighting alongside armed and armored full-blood trolls and the slaving dire trolls,

these modernized trollkin warriors might prove to be the salvation of the trollbloods.

One significant ongoing source of potential soldiers has come from those unmated but mature trollkin called *shen*, whose violent inclinations and lack of a productive role might become a burden to their communities if not handled appropriately. Traditionally encouraged to leave their kiths in order to find mates, shen often band together as *trollshen*, groups of five to twenty males of various ages. Trollshen also arise among refugee trollkin from decimated kriegs, banding together for mutual protection in the wilderness. It is not uncommon for these roving bands to turn to banditry or mercenary work. Since most shen have yet to embrace a particular tradition, they are excellent candidates for military training. Even their sometimes reckless approach to combat can be an asset in the rapidly modernizing krieg armies—with the proper guiding hand.

Pygmy trolls, or pygs, have long existed on the periphery of trollkin society. These smaller trollkin cousins were long thought useless in battle, given their capricious attitude and lack of interest in crafting weapons, but recent pressures of war have prompted the trollkin to reevaluate their opinions. It has become clear that pygs are just as resolute in combat as their larger kin and can be deadly fighters if given weaponry and training suited to their strengths and disposition. They have a lower tolerance for discipline and repeated drills than trollkin, but these deficits can be worked around. For reasons not entirely understood, dire trolls are naturally inclined to tolerate pygs. The trollkin exploit this natural sympathy by pairing the two and arming them with ever more dangerous weaponry. The pygs readily take to the use of firearms, and with their natural predilection for thrill-seeking they make up a substantial portion of the most modern combatants in trollkin warbands.

WARBAND SUPPORT ELEMENTS

Not all those who fight for the kriegs are warriors in the traditional sense. Shamans are increasingly taking up arms in defense of their people. These mystics command tremendous Dhunian spiritual powers, and the presence of just one shaman can turn the tide of battle for a hard-pressed warband. Many of these individuals have focused on support roles to become advisors and the spiritual centers of their communities, but others lend their power and strength at arms to warbands on the march. A shaman's presence greatly inspires the trollkin, who view him as a sign that their goddess, Dhunia, has not abandoned their struggle. Many shamans are powerful warriors in their own rights, with Borka Kegslayer being one of the most famous examples.

BLOODSONG'S IRREGULARS

THE PRIMARY WARBAND OF GRISEL BLOODSONG



The fell caller and warlock Grissel Bloodsong is one of the most respected leaders among the united kriel. Her role in their military has become increasingly important in recent months as Madrak Ironhide has wrestled with the curse of Rathrok. Many view her as his foremost general and obey her as if her commands came from Ironhide himself. Ironhide has entrusted her to lead more warbands than any other chief among the united kriel, but she still relies on a solid core of veterans alongside whom she has personally fought.

Bloodsong's Irregulars, as she has come to call them, have earned deep respect among the trollkin who currently make their homes in the Gnarl. While many other warbands are recovering from recent

battles, the Irregulars have spent recent days patrolling the edges of the forest and guarding the kriel of the region. It is Bloodsong's hope that the victories her Irregulars have achieved will inspire other trollkin to embrace the tactics she knows are vital to the success of the united kriel.

Though the warbands under her leadership include warriors of many disparate traditions, the equal value she places on more modern types of warfare is evident in both the composition and the training of the troops she commands. She expects her warriors to drill on a daily basis, rain or shine. Some who come to join her are displeased with what they see as limitations on their freedom, but she makes no exceptions. The sight of Bloodsong's champions practicing maneuvers alongside pygs causes some other kriel to laugh, but their effectiveness in battle speaks for itself.

LEADERSHIP

Grissel Bloodsong
Kithkars Horspar, Mudwound, and Redhand
Ranking Runebearers Hartol and Granitesong
Senior Krielstone Bearer Gallum Thornwound and scribes

WARRIORS, SUPPORT, AND TROLLS

2 Dire Troll Blitzers
3 Troll Axers
3 Troll Impalers
3 Pyre Trolls
200+ Kriel Warriors, including 30 caber throwers
100+ Scattergunners
18 Scouts
20 Champions
30 Sluggers
100 Pygs (assorted weaponry)
5 Thumper Cannon Crews
8 Skinners
9 Runeshapers
6 Fell Callers
4 Krielstones (and associated bearers and scribes)

Bloodsong's emphasis on modern tactics and weaponry extends even to the dire trolls in her battlegroup. Like many trollkin, she was somewhat hesitant when Doomshaper first brought the dire trolls back into the warbands of the kriel, but she warmed to them after the implementation of the blitzer. She was the first war leader to prove the effectiveness of these unlikely beast-and-pyg teams in combat and considers them ideal mobile artillery pieces. Those she now commands were chosen specifically for use as blitzers and are well behaved by dire troll standards. As a warlock, Bloodsong feels a natural affinity with all trolls. Some members of her battlegroup have been with her for years, including her favored axer, Kortu. She is also fond of pyre trolls, which were originally introduced by the kriel that joined Madrak from the Bloodstone Marches and usually brings along at least one. Her warband is invariably accompanied by the scent of pitch as they make camp, sometimes to the dismay of other trollkin.

Sorcerers have long been respected by the trollkin for their devastating potential on the battlefield. A number of the most potent warlocks in recent times have been natural-born sorcerers, and their victories, accomplishments, and other acts of heroism cannot easily be counted. Their natural connection to the arcane energies of Caen enables them to lay waste to their enemies with waves of power. Many trollkin sorcerers become runebearers able to turn the earth itself against their foes and transform the deeds of their people into a powerful weapon.

The history and triumphs of the trollkin are inscribed in stone, and with the proper reverence they can be used as weapons against enemies and blessings to be bestowed upon allies. The krielstones that are brought to war, as well as the scribes who add to their legacy of valor by recording further heroic actions, are a vital part of trollkin military pride. These monuments are no mere decorations; they combine with Dhunian beliefs and the strength of prayer to offer potent and tangible blessings to embattled warriors.

FULL-BLOOD TROLLS AND SUPPLY

It is the presence of full-blood trolls that gives the enemies of the united kriels the most pause. Many kriels have come to think of these trolls as integral members of their communities and now craft special weapons, armor, and clothing for their use. Trolls enjoy more ready access to food through this arrangement and in return offer their strength and battle prowess. This is to say nothing of the massive dire trolls that have begun to accompany the warbands for the first time in thousands of years. Whereas other trolls can actually develop friendships with the trollkin, dire trolls are simply too savage for such niceties. Even those kriels most accustomed to the creatures consider them dangerous and untamed in the best of circumstances. Dire trolls are capable of almost unthinkable ferocity and are never more than a minor irritation away from frenzy, so their trollkin allies must remain vigilant in their presence. The presence of pygs seems to calm the beasts, but they remain unpredictable and hazardous in the extreme.

A major concern of these communities is feeding the trolls who live alongside them. The trolls are undeniably powerful assets in battle, but they must consume a great deal of food on a regular basis, a requirement that places a severe strain on supplies. When food supplies run low, the savage trolls grow aggressive and quite literally take their feeding into their own hands. Hungry trolls serve the united kriels in battle, but they are dangerous in camp. Sometimes these creatures will wander off in search of food, but at other times they will stuff anything within reach into their maws—bundles of supplies, map tubes, protesting pygs and whelps, and so on. Trolls that have long dwelled

alongside trollkin are less prone to losing control compared to more rustic breeds, but any troll can snap if starving. In dire trolls these challenges are amplified by an order of magnitude: they both require significantly larger amounts of food and become significantly more dangerous if allowed to become hungry.

The presence of skimmers and other expert hunters is crucial to the success of any warband that ventures far from its kriel. These scouts and hunters keep their kin fed and their trolls at least somewhat sated. The reality is that even the best-supplied kriels are likely to be incapable of feeding their trolls to full satisfaction. Some shamans consider the voracious hunger of the trolls the cost for the regenerative blessings bestowed upon them by Dhunia. Any troll encountered on the battlefield is motivated as much by a desire to fill his stomach as one to fight for his smaller cousins.

With hundreds of warbands spread across numerous kriels and only limited central leadership, creating and maintaining supply lines is an ongoing challenge for the united kriels. It is for this reason they have heavily invested in the defense of the Gnarl, as it contains numerous established kriels relatively close to one another. Warbands that move far from established kriels must hope that any trollkin communities they encounter will be welcoming and generous. Otherwise, they are forced to rely on troll-pulled supply carts and whatever game they are able to hunt.

Despite the many challenges they face, trollkin warbands are growing into a cohesive and powerful army. The pressures of their enemies serve them well, for these people excel at nothing if not endurance and adaptability. Each trollkin knows every battle is crucial to the survival of his people and every victory a step toward the future they envision.

TROLLBLOOD THEME FORCES



GRIM ANGUS HEADHUNTERS

WARBEASTS

Trollblood non-character warbeasts with ranged weapons

UNITS

Trollkin Scouts, Pyg units, Dannon Blythe & Bull

SOLOS

Trollkin Skinner, Alten Ashley

TIER 1

Requirements: The army can include only the models listed above.

Benefit: Trollkin Scout units become FA U. The FA of Trollkin Skinner solos increases by +1 for each unit in the army.

TIER 2

Requirements: The army includes Dannon Blythe & Bull.

Benefit: Dannon Blythe & Bull gain Advance Deployment (A).

TIER 3

Requirements: The army includes two or more units.

Benefit: For every two units in the army, place one 4" AOE

forest template anywhere completely within 20" of the back edge of Grim's deployment zone after terrain has been placed but before either player deploys his army. Forest templates cannot be placed within 3" of another terrain feature including other forest templates.

TIER 4

Requirements: Grim's battlegroup includes three or more warbeasts.

Benefit: Models in Grim's battlegroup gain Prowl during the first round of the game. (Models with Prowl gain Stealth (S) while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.)



GRISSEL BLOODSONG, FELL CALLER BLOOD OF BRAGG

WARBEASTS

Trollblood non-character light warbeasts

UNITS

Krielstone Bearer & Stone Scribes, Kriel Warriors, Scattergunners, Thumper Crew, Trollkin Sluggers, Pyg units

SOLOS

Fell Caller Hero, Troll Whelps, Alten Ashley

TIER 1

Requirements: The army can include only the models listed above.

Benefit: Reduce the point cost of Fell Caller Hero solos by 1. Additionally, up to one warbeast in Bloodsong's battlegroup gains Advance Move for each Fell Caller Hero solo in the army. (Before the start of the game but after both players have deployed, a model with Advance Move can make a full advance.)

TIER 2

Requirements: The army includes two or more Kriel Warrior units.

Benefit: All Kriel Warrior units can be affected by

Bloodsong's fell call Hoof It during your first turn of the game. Bloodsong can still make a fell call that turn normally.

TIER 3

Requirements: The army includes two or more Pyg units.

Benefit: Pyg units can be redeployed after both players have deployed but before the first player's first turn. The redeployed models must be placed on the table in a location they could have been deployed initially.

TIER 4

Requirements: Bloodsong's battlegroup includes three or more warbeasts.

Benefit: Your deployment zone is extended 2" forward.



HOARLUK DOOMSHAPER, SHAMAN OF THE GNARLS RUNES OF WAR

WARBEASTS

Trollblood non-character warbeasts, Mulg the Ancient

UNITS

Krielstone Bearer & Stone Scribes, Trollkin Runeshapers

SOLOS

Stone Scribe Chronicler, Trollkin Runebearer, Troll Whelps, Janissa Stonetide

TIER 1

Requirements: The army can include only the models listed above.

Benefit: Trollkin Runeshaper units become FA U. Additionally, reduce the point cost of Trollkin Runeshaper units by 1.

TIER 2

Requirements: The army includes Janissa Stonetide.

Benefit: The Krielstone Bearer & Stone Scribe unit Leader begins the game with 1 fury point for each Runeshaper unit or solo in the army. (If the number of fury points exceeds the maximum of the Fury Vault ability, additional fury points are lost.)

TIER 3

Requirements: The army includes two or more Trollkin Runeshaper units.

Benefit: For every two Trollkin Runeshaper units in the army, place one wall template anywhere completely within 20" of the back edge of Doomshaper's deployment zone after terrain has been placed but before either player deploys his army. The wall is a linear obstacle that grants cover. Wall templates cannot be placed within 3" of another terrain feature including another wall template.

TIER 4

Requirements: Doomshaper's battlegroup includes two or more Dire Trolls.

Benefit: Your deployment zone is extended 2" forward.



HOARLUK DOOMSHAPER, RAGE OF DHUNIA UNBRIDLED FURY

WARBEASTS

Trollblood non-character Dire Trolls, Mulg the Ancient

UNITS

Trollkin Scouts, Trollkin Champions

SOLOS

Trollkin Skinner, Trollkin Runebearer, Troll Whelps

TIER 1

Requirements: The army can include only the models listed above.

Benefit: The FA of Troll Whelp solos increases by +1 for each Dire Troll in the army.

TIER 2

Requirements: The army includes two or more units.

Benefit: You gain +1 on your starting roll for the game.

TIER 3

Requirements: The army includes ten or more Troll Whelp solos.

Benefit: Heavy warbeasts gain +2 SPD during your first turn of the game.

TIER 4

Requirements: Doomshaper's battlegroup includes Mulg the Ancient.

Benefit: Reduce the point cost of heavy warbeasts by 1.



CAPTAIN GUNNBJORN THE BIG BANG

WARBEASTS

Troll Bouncer, Trollblood
non-character warbeasts with
ranged weapons

UNITS

Trollblood units with
ranged weapons

SOLOS

Troll Whelps, Trollblood
solos with ranged weapons

TIER 1

Requirements: The army can include only the models listed above.

Benefit: Reduce the point cost of each Dire Troll Blitzer and Dire Troll Bomber warbeast by 1.

TIER 2

Requirements: The army includes two or more units.

Benefit: For every two units in the army, place one trench template anywhere completely within 20" of the back edge of Gunnbjorn's deployment zone after terrain has been placed but before either player deploys his army. Trench templates cannot be placed within 3" of another terrain feature, but can be placed within 3" of each other.

TIER 3

Requirements: The army includes two Thumper Crew units.

Benefit: Thumper Crew units gain Advance Deployment (A).

TIER 4

Requirements: Gunnbjorn's battlegroup includes three or more heavy warbeasts.

Benefit: Models in Gunnbjorn's battlegroup gain +2 SPD during your first turn of the game.



BORKA KEGSLAYER DRUNK AND DISORDERLY

WARBEASTS

Troll Axer, Troll Bouncer,
Troll Impaler, Winter Troll,
non-character Dire Trolls

UNITS

Long Riders, Trollkin
Champions, Trollkin
Fennblades, Trollkin Scouts

SOLOS

Fell Caller Hero, Stone
Scribe Chronicler, Trollkin
Champion Hero, Trollkin
Skinner, Troll Whelps

TIER 1

Requirements: The army can include only the models listed above.

Benefit: Models/units gain Pathfinder (P) during your first turn of the game.

TIER 2

Requirements: The army includes one or more Trollkin Scout units.

Benefit: Up to one warbeast gains Advance Deployment (A) for each Trollkin Scout unit in the army.

TIER 3

Requirements: The army includes Skaldi Bonehammer.

Benefit: You gain +1 on your starting roll for the game.

TIER 4

Requirements: Borka's battlegroup includes two or more Winter Troll warbeasts.

Benefit: Reduce the point cost of Winter Trolls by 1.



MADRAK IRONHIDE, THORNWOOD CHIEFTAIN WAR PARTY

WARBEASTS

Trollblood non-character warbeasts

UNITS

Kriestone Bearer & Stone Scribes, Kriel Warriors, Pyg Bushwhackers, Scattergunners, Trollkin Fennblades

SOLOS

Fell Caller Hero, Stone Scribe Chronicler, Trollkin Runebearer, Troll Whelps

TIER 1

Requirements: The army can include only the models listed above.

Benefit: Kriel Warrior units and attachments become FA U.

TIER 2

Requirements: The army includes two or more Kriel Warriors units.

Benefit: Add one Kriel Warrior unit attachment to the army free of cost. This unit attachment does not count toward FA restrictions.

TIER 3

Requirements: The army includes two Pyg Bushwhacker units.

Benefit: You gain +1 on your starting roll for the game.

TIER 4

Requirements: Madrak's battlegroup includes at least one Troll Axer and one Troll Impaler.

Benefit: Models in Madrak's battlegroup gain +2 SPD during your first turn of the game.



MADRAK IRONHIDE, WORLD ENDER END TIMES

WARBEASTS

Trollblood non-character warbeasts

UNITS

Kriel Warriors, Long Riders, Trollkin Champions, Trollkin Fennblades

SOLOS

Trollkin Champion Hero, Trollkin Runebearer, Troll Whelps, Long Rider solos

TIER 1

Requirements: The army can include only the models listed above.

Benefit: Long Rider units become FA 2.

TIER 2

Requirements: The army includes two Trollkin Fennblade units.

Benefit: Add a unit attachment to one Trollkin Fennblade unit free of cost. This unit attachment ignores FA restrictions.

TIER 3

Requirements: The army includes Horthol, Long Rider Hero.

Benefit: Place Long Rider models after normal deployment.

These models are placed at the same time as your models with Advance Deployment (A) (if any). These models must be placed within your normal deployment zone.

TIER 4

Requirements: Madrak's battlegroup includes two or more heavy warbeasts.

Benefit: Heavy warbeasts in Madrak's battlegroup gain Advance Move. (Before the start of the game but after both players have deployed, a model with Advance Move can make a full advance.)



CALANDRA TRUTHSAYER CHILDREN OF DHUNIA

WARBEASTS

Trollblood non-character light warbeasts, Earthborn Dire Trolls

UNITS

Krielstone Bearer & Stone Scribes, Kriel Warriors, Trollkin Scattergunners, Trollkin Scouts, Pyg units

SOLOS

Fell Caller Hero, Stone Scribe Chronicler, Trollkin Runebearer, Troll Whelps

TIER 1

Requirements: The army can include only the models listed above.

Benefit: You gain +1 on your starting roll for the game.

TIER 2

Requirements: The army includes two or more Trollkin solos.

Benefit: For every two solos in the army, one Trollkin unit gains +2 SPD during your first turn of the game.

TIER 3

Requirements: The army includes one or more Trollkin Scout or Pyg units.

Benefit: Up to one warbeast gains Advance Deployment (▶) for each Trollkin Scout or Pyg unit in the army.

TIER 4

Requirements: Calandra's battlegroup includes two or more Earthborn Dire Trolls.

Benefit: Reduce the point cost of Earthborn Dire Troll warbeasts by 1.





WARLOCKS OF THE TROLLBLOODS

Although all trollkin warlocks demonstrate magical aptitude of some kind, it is their ability to command their monstrous kin, the full-blood trolls, that marks them as warlocks. Trollkin warlocks share a deep connection with the trolls that follow them into battle, and many trollkin believe this connection is derived from Dhunia herself. This elevates trollkin warlocks to a status of leadership that is part war captain and part embodiment of the goddess' wrath.

The majority of trollkin warlocks are shamans of Dhunia or sorcerers from birth, and they utilize their warlock abilities as natural extensions of their devotion to their goddess or their innate sorcery. Trollkin sorcerers are easy to recognize, as they are born albino and typically possess a smaller stature than their kin. Rather than considering this a weakness or deficiency, trollkin communities value the sorcerers for their arcane aptitude and the benefits such abilities represent to their kriel. Most sorcerers do not become warlocks; the defining trait of a trollkin warlock, the aptitude for commanding full-blood trolls, is more uncommon and requires a special inclination to connect more deeply with these beasts.

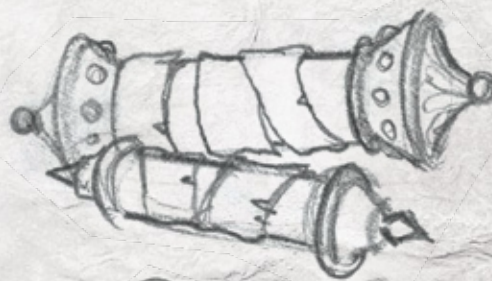
Dhunian shamans can be found in nearly every kriel, serving the needs of their communities. The trollkin are a deeply spiritual people and hold their shamans in high regard. They particularly honor those who become warlocks, as many trollkin believe those individuals are chosen by Dhunia to serve in this capacity. The shamans who demonstrate the skill to control trolls tend to be more warlike than other Dhunian shamans and tap into the destructive aspects of the goddess rather than her aspects of fertility, the seasonal cycle, and growth. A few try to balance both parts of their natures, but most shamans fall into one end of the spectrum or the other.

Trollkin warlocks tend to hold positions of leadership among their people, and some are chieftains of their own kriels. Those who prove themselves for their wisdom or skill in battle attract many followers among the trollkin. The diversity of trollkin traditions and of warlocks drawn from across trollkin society has created a tenuous power structure within the united kriel as warlocks with vastly different ideas vie for influence over their brethren.

RUNESTONES & SCROLLS

Many trollkin warlocks carry ornate stone talismans or wear necklaces, bracelets, or charms adorned with ancient Molgur runes. More than mere affectations, these devices often are inscribed with ancient prayers and words of power. While some bear only cultural significance, others are imbued with true power that aids their owners on the battlefield.

In addition to runestones, some trollkin warlocks—particularly Dhunian shamans—carry massive scrolls sealed in heavy stone or metal scroll tubes. Typically rubbings ceremonially taken from sacred krielstones and echoing some of their great power, these scrolls contain ancient lore or describe the epic deeds of ancestors.





HOARLUK DOOMSHAPER, RAGE OF DHUNIA

One of the main points of contention between trollkin warlocks is how the trollbloods should deal with their enemies, especially the human nations. Some believe the trollkin should fight only to gain the homeland they were promised by the humans, avoiding any unnecessary

bloodshed. Others, weary of the duplicitous nature of mankind, believe the trollkin should strike hard against their enemies and do whatever it takes to carve out a nation of their own—even if that leads to all-out war.

GRIM ANGUS

TROLLBLOOD TROLLKIN WARLOCK

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

—Grim Angus

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



HEADHUNTER			
RNG	ROF	AOE	POW
13	1	—	13



SNARE GUN			
RNG	ROF	AOE	POW
8	1	—	—



GUN BLADE	
POW	P+S
5	12

FURY	6
DAMAGE	17
FIELD ALLOWANCE	C
WARBEAST POINTS	+6
MEDIUM BASE	

GRIM ANGUS

Pathfinder

Tough

Take Down – Models disabled by a melee attack made by this model cannot make a Tough roll. Models boxed by a melee attack made by this model are removed from play.

True Sight – This model ignores concealment, Camouflage, and Stealth.

HEADHUNTER

Magical Weapon

Bait the Line – Warbeasts in this model's battlegroup gain +2" of movement when charging a model damaged by this weapon this turn.

SNARE GUN

Cumbersome – If this model attacks with this weapon during its activation, it cannot attack with another ranged weapon that activation. If this model attacked with another ranged weapon this activation, it cannot attack with this weapon.

Knockdown – When a model is hit by an attack with this weapon, it is knocked down.

FEAT: SPREAD THE NET

Grim Angus is a tenacious huntsman, a tireless stalker, and a master of traps and ambush. He provokes his adversaries into the killing lane and then unleashes his sorcerous power in a net of unseen bonds to hold them fast.

While in Grim's control area, enemy models suffer –3 DEF. Enemy models beginning their activations in Grim's control area suffer –3 SPD and cannot make special attacks. Spread the Net lasts for one round

SPELLS	COST	RNG	AOE	POW	UP	OFF
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CROSS-COUNTRY	2	6	—	—	YES	NO
---------------	---	---	---	---	-----	----

Target friendly Faction model/unit gains Pathfinder and Hunter. (A model with Hunter ignores forests, concealment, and cover when determining LOS or making a ranged attack.)

LOCK THE TARGET	2	10	—	10	NO	YES
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A model damaged by Lock the Target cannot run, charge, or be placed for one round.

MARKED FOR DEATH	2	8	—	—	YES	YES
------------------	---	---	---	---	-----	-----

Target enemy model/unit suffers –2 DEF and loses Incorporeal and Stealth and cannot gain those abilities while affected by Marked for Death. Friendly Faction models can target an affected model regardless of LOS.

RETURN FIRE	1	6	—	—	NO	NO
-------------	---	---	---	---	----	----

When target friendly Faction model is targeted by an enemy ranged attack, after the attack is resolved the affected model can make one normal melee or ranged attack, then Return Fire expires. Return Fire lasts for one round.

TACTICAL TIPS

TAKE DOWN – Because a boxed model is removed from play before being destroyed, it does not generate a soul or corpse token.

BAIT THE LINE – Modifiers to movement apply only to a model's normal movement.

LOCK THE TARGET – If a model cannot charge it also cannot make slam or trample power attacks.

of the hunt. As a youth, Grim Angus felt compelled to leave his isolated kriel and see the world, and he honed his abilities in his extensive travels.

After exploring much of Ord and Khador, Grim began tracking down criminals for a living. The dangerous work provided him with the thrill of hunting mankind, which he found particularly satisfying; stalking humans appealed to him much more than protecting their property. Grim took to the work as if every day were a paid vacation, and his obvious enthusiasm inspired terror in his quarry.

Crisscrossing western Immoren hunting the largest bounties, Grim was drawn on not so much by reward as by the chance to test his limits. Eventually the life began to wear on him, and he grew tired of taking out humanity's trash. Indeed, his prowess had surpassed the challenge. The murderers he chased were pathetic cowards, and he started to put himself in risky situations just to make things more interesting.

The hunt having lost its pleasure, Grim journeyed back to the bogs and swamps of his youth, only to discover the region overrun by battles of the nearby Thornwood. Warring humans had forced his kin to relocate, putting them in even greater peril: Tharn had beset his kriel when they attempted to find other territory deeper in the forest, and many trollkin had lost their lives in the battles. The stories the survivors recounted stirred a sense of purpose in Grim that he had not felt for years.

Grim Angus is as grizzled and worldly a trollkin as they come. He has traveled widely, captured or killed wanted men, and earned a reputation as a relentless tracker. The mere rumor of Grim Angus on a man's trail has prompted outlaws to surrender themselves and seek protection from the trollkin whose aim never falters. With the kriels in turmoil, Grim has turned his skills and massive rifle against the enemies of his people.

Grim learned to hunt in the dank, wooded swamp of Ord's Wythmoor. Though an albino—the mark of a natural-born trollkin sorcerer—he eschewed his inborn power to pursue his extraordinary talent for tracking and indulge his love

Grim brings to the kriegs a wilderness cunning almost unmatched in western Immoren, and the skills he developed in his previous life give him a powerful edge. He moves through the forest with silent and patient skill, coming down on the enemy with overwhelming force and ruthless efficiency when he finally strikes. To preserve the element of surprise, he prefers firing his rifle Headhunter from unseen vantage points or through dense cover.

When the enemy is at last surrounded, Grim captures those who may be of use and executes the rest. Some trollkin find his methodical manner on the battlefield overly cold and calculating, but Grim Angus has spent his life mastering a heartless profession, and old habits die hard: he has no time for doubt or indecision. He intends to deliver a reckoning to the enemies of his people, one bullet at a time.



GRISSEL BLOODSONG, FELL CALLER

TROLLBLOOD TROLLKIN WARLOCK

There is beauty and terror alike in that voice of hers, and she can use it to turn the tides of war.

—Champion Horthol

BLOODSONG

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	6	5	15	16	9



SONIC BLAST

RNG	ROF	AOE	POW
SP 8	1	—	12



RESOUNDER

POW	P+S
7	14

FURY	6
DAMAGE	17
FIELD ALLOWANCE	C
WARBEAST POINTS	+5
MEDIUM BASE	

FEAT: FELL CHORUS

Boasting an utter mastery of fell calling, Grissel is able to layer her calls one atop another, bellowing a sustained chant resounding like three voices engaged in song. The powerful sonic onslaught leaves foes faltering, almost deafened and unable to heed their leaders while even the weariest allies surge forward with renewed hope and energy.

Friendly Faction models currently in Bloodsong's control area gain Fearless (F), can make one

additional melee attack during their activations this turn, and can make a full advance at the end of this turn after all friendly models have ended their activations. During this movement, affected models cannot be targeted by free strikes. While in Bloodsong's control area, enemy models/units cannot give or receive orders and cannot cast spells. Affected friendly models are considered to have been affected by a Fell Call this turn. A friendly model/unit that has already been affected by a Fell Call this turn is not affected by Fell Chorus. Fell Chorus lasts for one round.

BLOODSONG

(F) Tough

Fell Calls – This model can make one of the following calls at any time during its activation. A friendly Faction model/unit can be affected by only one call each turn.

- **Cacophony** – While in this model's command range, enemy models/units cannot give or receive orders and cannot cast spells. Cacophony lasts for one round.
- **Heroic Ballad** – RNG CMD. Target friendly non-warlock Faction model/unit. If the model/unit is in range, it gains Fearless (F) and affected models can make one additional melee attack during their activations this turn. Heroic Ballad lasts for one round.
- **Hoof It** – RNG CMD. Target friendly non-warlock Faction model/unit. If the model/unit is in range, affected models can make a full advance at the end of this turn after all friendly models have ended their activations. Affected models cannot be targeted by free strikes during this movement.

RESOUNDER

(M) Magical Weapon

Critical Smite – On a critical hit, this model can slam the model hit instead of rolling damage normally. The model hit is slammed d6" directly away from this model and suffers a damage roll with POW equal to this model's STR plus the POW of this weapon. The POW of collateral damage is equal to this model's STR.

TACTICAL TIPS

CRITICAL SMITE – The slammed model is moved only half the distance rolled if its base is larger than the slamming model's.

SPELLS

COST	RNG	AOE	POW	UP	OFF
------	-----	-----	-----	----	-----

CALAMITY 3 8 - - YES YES

Friendly models gain +2 to attack and damage rolls against target enemy model/unit.

HALLOWED AVENGER 2 6 - - YES NO

When an enemy attack destroys or removes from play one or more friendly Faction models within 5" of target warbeast in this model's battlegroup, after the attack is resolved the affected warbeast can charge an enemy model, then Hallowed Avenger expires.

RIFT 3 8 4 13 NO YES

The AOE is rough terrain and remains in play for one round.

Fell callers are powerful trollkin warriors boasting voices capable of shattering stone and shaking the sky. Female fell callers are rare, but Grissel Bloodsong has gained singular power through her mastery of her ability. Her mate's recent death left a hole in her heart that she now fills with fighting to save her people.

Bloodsong was born in the far north near Ohk, but her wanderlust compelled her to travel. She sailed the length of the western coast and spent several years in human port cities defending merchant ships against pirates and Cryxian invaders. She enjoyed her mercenary life at sea but found the return to city living after every voyage stifling. Eventually she lost her patience for humanity entirely and left the coast for the banks of the Black River, along whose length she battled river bandits for a time.

After visiting Ternon Crag, Grissel found an unexpected challenge: the relentless advances of a fierce and proud trollkin named Turgol Redeye. She initially refused his interest, but he continued to pursue her in hopes of taming her fiery heart. They eventually got into a drunken brawl that tore a tavern to its foundations. Not dissuaded, he approached her the next day bearing a smile and a quip. He slowly earned her affection through quiet humor, irrepressible optimism, and his skill with a blade. For the first time Grissel considered settling down, and the two of them journeyed to Scarleforth Lake, where several trollkin kriels had villages near the Claysoil Wash River.

One day a contingent of skorne raiders attacked from the east. Turgol left Grissel's side to thrust himself heroically between three cyclopes and a trollkin mother with two tiny infants. Turgol fought bravely, but his hide was not as impenetrable as his resolve. Before Grissel could come to his aid, one of the remaining cyclopes struck him down. Flying into a blood rage, Grissel unleashed her calls in pulverizing blasts of sonic vengeance.

Turgol's death changed Grissel Bloodsong. She began a personal war against the skorne and became an icon among the war-ravaged trollkin of the Scarleforth region. She has

remained on the battlefield, where her presence emboldens the trollkin who follow her into battle.

Contact with Chief Madrak Ironhide has renewed Grissel's hopes for a trollkin victory. She has persuaded her people to join Ironhide's displaced Thornwood kriegs, knowing their only chance to survive will come from cooperating against

the various threats they face. She now feels a part of a larger community as she walks among the rugged and courageous volunteers serving in Madrak's ragtag army. She fights not for empty coin, as when she was a mercenary, but to preserve her trollkin brethren. This purpose has given her the strength to endure the fresh grief of her lost mate, which she feels keenly in the calm aftermath of every battle.



HOARLUK DOOMSHAPER, SHAMAN OF THE GNARLS

TROLLBLOOD TROLLKIN WARLOCK

There is no warlock more tied to the blood of our people. If we endure, it will be a testament to Doomshaper's works.

—Madrak Ironhide

DOOMSHAPER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	5	4	13	15	7



GNARLROOT	
POW	P+S
6	12

FURY	7
DAMAGE	16
FIELD ALLOWANCE	C
WARBEAST POINTS	+7
MEDIUM BASE	

FEAT: DHUNIA'S WRATH

One of Dhunia's eldest war shamans, Doomshaper can invoke the raw rage of the Ravaged Mother to bring a dread reckoning on the enemies of the Trollbloods. At his call, enemy beasts and warlocks are stricken with excruciating pain fueled by lingering primal energies that tears them apart from within.

Enemy models suffer d6 damage points for

each focus or fury point they spend while in Doomshaper's control area. Enemy warbeasts suffer d6 damage points for each fury point they receive as a result of being forced while in Doomshaper's control area. If a model is destroyed as a result of this damage while casting a spell or using an animus, the spell or animus does not take effect. If a model is destroyed as a result of this damage while making an attack, the target model suffers no further damage or effects from the attack. Dhunia's Wrath lasts for one round.

DOOMSHAPER

⊗ Tough

Goad – When a warbeast in this model's battlegroup destroys one or more enemy models with a melee attack during its combat action, immediately after the attack is resolved this model can force the warbeast to advance up to 2".

Great Power – During your Control Phase, this model can upkeep one spell without spending focus or fury.

Scroll of the Will of Balasar – This model can use this ability once per game when a warbeast frenzies in its control area. When Scroll of the Will of Balasar is used, choose the frenzy target of the warbeast.

GNARLROOT

⊗ Magical Weapon

⊗ Reach

The legendary Dhunian shaman Hoarluk Doomshaper has explored the face of Caen for more than one hundred years. Few elders are as vigorous and irrepressible. Hoarluk is obsessively fascinated with the mystical power of the blood that connects all troll breeds, and he believes troll blood superior to the diluted substance flowing through the veins of other races. This scorn and the increasing reality of his species' decline fuel his resentment of humanity. Even in the otherwise secure Gnarls, outsiders have encroached on trollkin lands, and Doomshaper intends to strike back with a vengeance. The time for war is overdue.

Few are willing to speak against Doomshaper. The mighty shaman is prone to temperamental outbursts and scathing indictments of those he considers foolish. Hoarluk has challenged countless elders to duels and has yet to be

SPELLS	COST	RNG	AOE	POW	UP	OFF
BANISHING WARD	2	6	-	-	YES	NO
Enemy upkeep spells on target friendly model/unit expire. Affected models cannot be targeted by enemy spells or animi.						
FORTUNE	2	6	-	-	YES	NO
Target friendly Faction model/unit can reroll its missed attack rolls. Each attack roll can be rerolled only once as a result of Fortune.						
PURIFICATION	3		SELF CTRL		NO	NO
Continuous effects, animi, and upkeep spells in this model's control area immediately expire.						
RAMPAGER	3	10	-	-	NO	YES
Take control of target enemy non-character warbeast. You can make one full advance with the warbeast and can then make one normal attack with it, then Rampager expires. While the warbeast is affected by Rampager, it cannot be forced and you cannot use its animus. Rampager can be cast only once per turn.						
STRANGLEHOLD	2	10	-	11	NO	YES
A model damaged by Stranglehold forfeits either its movement or its action during its next activation, as its controller chooses.						

TACTICAL TIPS

GOAD – Because the warbeast is forced, it gains 1 fury point.

RAMPAGER – You cannot free strike a model you control.

defeated, cruelly humiliating those who fall to his staff. Many consider him insane, and even his detractors whisper that Dhunia chose him mostly to avoid his wrath. Hoarluk has spent his life emboldening the trollkin of the Gnarls against human interlopers.

By effort and force of will, Doomshaper has gained unequalled power over full-blood trolls. He has strong ties with all troll breeds, and they listen to him as if he were kin. Bearing bloodstones those brutes consider sacred, he has reinforced ancient pacts between species. Hoarluk earned immortality in his peoples' legends when he strode unarmed into the forest and returned with several dire trolls at his side. Those beasts had not heeded the commands of their cousins since the time of the Molgur, and word of Hoarluk's deed spread to every tribe. These creatures have since become the greatest weapons of the desperate trollkin.

Even before recent troubles, Doomshaper traveled from kriel to kriel gathering recruits and leading strikes against any humans or other species foolish enough to plunder the Gnarls. He has obliterated at least two logging camps that began to poach beyond the marked trees and slaughtered no fewer than three bogrin tribes that attempted to settle near his home—acts that have put him at odds with more temperate trollkin like Chief Ironhide of the Thornwood. Though Hoarluk is not a chief, he wields tremendous influence over the tribes of the Gnarls, the mightiest surviving bastion of trollkin tradition. No Gnarls chief dares to ignore his words.

This wizened elder has spent decades recovering lost krielstones and deciphering ancient runes. He bears the weight of his ancestors on his shoulders, where he keeps a collection of transcribed lore nestled in numerous scroll cases. This interest is the key to the great previously untapped powers the shaman has mastered.

Trolls are the wrathful instrument chosen by Dhunia, and this is the age when they will make their stand. Every battle is Doomshaper's apocalypse, as if the salvation of all trollkind hinges on its outcome. Whatever drives him, Doomshaper's emergence from the forests of the Gnarl is a dire omen for all who have earned the wrath of the trollkin.



HOARLUK DOOMSHAPER, RAGE OF DHUNIA

TROLLBLOOD TROLLKIN EPIC WARLOCK

Once one realizes that all truth and wisdom lie in the blood, spilling it becomes another ritual.

—Hoarluk Doomshaper

DOOMSHAPER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	5	4	13	15	7



WILLBREAKER	
POW	P+S
6	13

FURY	7
DAMAGE	16
FIELD ALLOWANCE	C
WARBEAST POINTS	+6
MEDIUM BASE	

vitality. Eager to kill and glut their appetites, they surge forward in frenzied haste.

Doomshaper and friendly Faction warbeasts in his battlegroup beginning their activations in his control area gain +3 SPD and can charge or make slam or trample power attacks without being forced. Scroll of Grimmer lasts for one turn.

DOOMSHAPER

⊗ Tough

Attuned Spirit [Dire Troll] – Once per activation, this model can cast the animus of a Dire Troll warbeast in its battlegroup as a spell without spending fury.

Goad – When a warbeast in this model's battlegroup destroys one or more enemy models with a melee attack during its combat action, immediately after the attack is resolved this model can force the warbeast to advance up to 2".

Hyper Regeneration – This model automatically heals d3 damage points at the start of each of its activations.

WILLBREAKER

⊗ Magical Weapon

⊗ Reach

Powerful Attack – When attacking with this weapon, this model can spend 1 fury point to boost all attack and damage rolls for the attack.

FEAT: SCROLL OF GRIMMR

Hoarluk Doomshaper's obsessive investigations into the roots of his people have led him to unearth forgotten works of spiritual power. Doomshaper wields the Scroll of Grimmer, an account of the epithets of that venerated trollkin hero from the time of the Molgur. When invoked aloud this defiant challenge imbues trolls with a surge of

SPELLS	COST	RNG	AOE	POW	UP	OFF
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AGITATION 3 SELF CTRL - NO NO
Place 1 fury point on each enemy warbeast currently in this model's control area. This spell can only be cast once per turn.

PRIMAL SHOCK 2 CTRL - * NO YES
Choose a friendly Faction warbeast in this model's control area. Target an enemy model within 8" of the chosen warbeast and make a magic attack against it. The chosen warbeast is the attack's point of origin. If the enemy model is hit, it suffers a damage roll with a POW equal to the warbeast's base STR.

REFUGE 2 6 - - YES NO
When target friendly Faction model hits an enemy model with an attack during its activation, immediately after its combat action ends the affected model can make a full advance. It cannot be targeted by free strikes during this movement.

SUNDER SPIRIT 2 10 - 12 NO YES
An enemy warbeast damaged by Sunder Spirit loses its animus for one round.

WILD AGGRESSION 3 6 - - YES NO
Target friendly living warbeast in this model's battlegroup can run, charge, or make slam or trample power attacks without being forced and gains boosted melee attack rolls.

TACTICAL TIPS

GOAD – Because the warbeast is forced, it gains 1 fury point.

AGITATION – This spell cannot cause a warbeast to exceed its FURY in fury points.

been enough for him to be a simple war shaman. He seeks to plumb the fundamental connection between all trollkind—the power invested by Dhunia in their blood. After learning all he could from scrolls taken from ancient krielstones and venturing into every significant Molgur ruin, Hoarluk decided to take a more direct approach. He would plunge into the very depths of dire troll consciousness.

Unshackling his mind and freeing himself of all restraint, Doomshaper merged with the most violent and powerful of these creatures, running with them, living as one of them, and rising to near-godlike status among them. He has tapped into reserves no shaman has ever known, his escalating power proved in a ritual witnessed by the most ancient of dire trolls. At the height of the ceremony Hoarluk cut off his own hand and then regenerated it—accomplishing in seconds what would have taken months for another trollkin.

Doomshaper has not only unlocked unprecedented regenerative powers but has also gained insight into the primal nature that binds warbeast to warlock. This has given him unprecedented influence over his enemies, as he can now go beyond the blood of trolls to steal the essence of other beasts and use their powers for his own purposes. His newfound mastery of natural lore rivals that of even the druids of the Circle Orboros.

Hoarluk Doomshaper spent a century gathering strength and delving into the deepest mysteries of the trollbloods' essence. His great power has shaken the communities of the Gnarlis and Thornwood to their roots and earned the fear and reluctant respect of countless elders. Trollkin in many circles talk about Hoarluk as a force of nature: implacable, incomprehensible, and impossible to ignore. He is a creature to be appeased and placated rather than persuaded. Those who fear him believe he has reached the peak of his power, that a shaman of his age can learn no more. They will soon discover the scope of their error.

Even as many hot-blooded trollkin continue to flock to Doomshaper to hear his violent rhetoric and fight at his side, he remains focused on a more profound goal. It has never

So focused was Hoarluk on attaining these powers that he did not anticipate the treachery that nearly unraveled his efforts. A conspiracy within the Gnarlts betrayed him in order to cement a truce with Cygnaran authorities. Doomshaper's subsequent capture and imprisonment have

unleashed the full fury of this ancient shaman. No prison could hold him—not when the dire trolls of the wild could hear his call from miles away. Since he regained his freedom, nothing mitigates Doomshaper's wrath. Those who feared him before cannot imagine what lies ahead of them now.



CAPTAIN GUNNBJORN

TROLLBLOOD TROLLKIN WARLOCK

May Dhunia have mercy on our enemies, because I will not.

—Captain Gunnbjorn

GUNNBJORN							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	7	6	6	15	16	9	



BAZOOKA

RNG	ROF	AOE	POW
12	1	3	14



AXE

POW	P+S
4	11

FURY	6
DAMAGE	17
FIELD ALLOWANCE	C
WARBEAST POINTS	+5
MEDIUM BASE	

GUNNBJORN

⊗ Tough

BAZOOKA

Critical Devastation – On a critical hit, instead of suffering a normal damage roll, each model in the AOE is thrown d6" directly away from the attacker regardless of its base size. Move models farthest from the attacker first. The model directly hit by the attack suffers a POW 14 damage roll. Other models hit by the attack suffer a POW 7 damage roll. The POW of collateral damage is equal to the POW of the damage roll suffered by the thrown model.

Born among the trollkin of Ceryl, Gunnbjorn spent his youth in city streets and dockside warehouses, far from the ancient villages traditionally inhabited by his people. His father, once a powerful warlock, had allowed his own mystic potency to atrophy—likely from drunkenness and isolation from the wild. As a youth, Gunnbjorn was never exposed to full-blood trolls. While he heard stories of the exploits of wilderness warlocks, he was convinced such tales were just myths of his people. The poverty of his tribe disgusted him, and he turned his back on the trollkin community.

Gunnbjorn embraced the human nation he saw as his true homeland and enlisted as a trencher when he came of age. Although trollkin are uncommon in the Cygnaran Army, they are almost never turned away due to their great strength, endurance, and loyalty. In the following years, Gunnbjorn quickly rose through the enlisted ranks and earned an officer commission.

Gunnbjorn's no-nonsense attitude earned him the respect of his men, and his grasp of strategy and careful tactical planning earned his company many dangerous and high-profile missions. During the Cygnaran retreat from

FEAT: FORTIFICATION

Few can endure the terrible onslaught of war better than those who carry the blood of trolls, and Gunnbjorn has fought across countless crater-pocked battlefields. With a single surge of his defiant magic, each of his men becomes an unassailable fortress able to stand resolute amid a hail of bullets and earth-shaking explosions.

While in Gunnbjorn's control area, friendly Faction models gain cover, do not suffer blast damage, and cannot be knocked down. Fortification lasts for one round.

SPELLS

EXPLOSIVO 1 6 - - NO NO

When target friendly model makes a normal attack with a non-spray ranged weapon, the weapon gains Magical Weapon ②. If the weapon was AOE – it becomes AOE 3. An affected model cannot participate in a combined ranged attack. Models in the AOE other than the model that was directly hit suffer blast damage but do not suffer any other effects of the attack. Explosivo expires immediately after resolving target model's next ranged attack. Explosivo lasts for one turn.

GUIDED FIRE 3 SELF CTRL - NO NO

While in this model's control area, models in its battlegroup gain boosted ranged attack rolls for one turn.

ROCK WALL 2 CTRL WALL - YES NO

Place a wall template anywhere completely in this model's control area where it does not touch a model's base, an obstruction, or an obstacle. The wall is a linear obstacle that provides cover.

SNIPE 2 6 - - YES NO

Target friendly model's/unit's ranged weapons gain +4 RNG.

TACTICAL TIPS

GUIDED FIRE – This model gains the boosts as well.

Northguard, Gunnbjorn's composure served as a rallying point for the trenchers under his command. The survivors still speak of the their captain standing like a rock in the chaos of the retreat, fighting a one-man rearguard action.

Throughout his Cygnaran military career, Gunnbjorn increasingly took notice of the displaced trollkin refugees pouring from the Thornwood and other contested regions. When his superiors ordered him to oversee the displacement of a small kriel near Point Bourne, he grimly resolved to do his duty. During the action, an elder trollkin refused to vacate his ancient stone hut, and Gunnbjorn found himself screaming at the aging trollkin before striking him to the ground. The elder's staring reproach shook the warrior to the core. Other soldiers set fire to the village before he could respond, and Gunnbjorn could only watch as the trollkin were dragged from their homes and pushed toward the road.

Reeling from his epiphany, he left his company to make his way back to Ceryl and seek guidance. He went to beg the forgiveness of his father, but the elders sadly told him of his sire's ignominious death, months earlier. Sensing Gunnbjorn was on the cusp of a spiritual transformation, they advised him to seek out the great chieftain Madrak Ironhide, whose deeds had already been made famous throughout the scattered kriel. The chance to put his military training to a noble purpose appealed to Gunnbjorn.

As the warlock reached Crael Valley, where Ironhide's Thornwood refugees were gathered, Gunnbjorn felt his blood quickening and his awareness heightened. Not only

did he find welcome among the community's trollkin, but he experienced an immediate connection with the full-blood trolls gathered there. He knelt before Ironhide. Without a word, Madrak placed his hand on the young warlock's head and welcomed him back to his people.

Since then Gunnbjorn has used every waking moment to help the trollkin better themselves. He rapidly learned to harness the power over full-blood trolls passed down from his father. He is a stern but proficient taskmaster determined to make warriors of the trolls, trollkin, and pygs he leads into battle, and daily his troops grow more practiced and deadly.

Gunnbjorn was away recruiting for the cause in Mercir when Cygnar's Fourth Army attacked Crael Valley and forced its defenders to withdraw to the Gnarl's. He regrets being unable to lend his support but believes he may have found a better long-term solution. His time with Cygnar has convinced him the trollblooms must become a real nation with a real army, and he intends to see that come to pass.



MADRAK IRONHIDE, THORNWOOD CHIEFTAIN

TROLLBLOOD TROLLKIN WARLOCK

Our enemies are countless and our friends few. We must unite as one people or face extinction.

—Madrak Ironhide

IRONHIDE

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	8	7	6	14	16	9



THROWN RATHROK

RNG	ROF	AOE	POW
8	1	—	7



RATHROK

POW	P+S
7	15

FURY

DAMAGE 5

FIELD ALLOWANCE 18

WARBEAST POINTS C

MEDIUM BASE +6

attack while the enemy model is in Ironhide's control area, the friendly model can make an additional melee attack. Crusher lasts for one turn. (When a model with Overtake destroys one or more enemy warrior models with a normal melee attack, after the attack is resolved this model can immediately advance up to 1".)

IRONHIDE

⊗ Tough

Snap Fire – When this model destroys one or more enemy models with a ranged attack during its combat action, immediately after that attack is resolved this model can make one normal ranged attack. Attacks gained from Snap Fire do not count against a weapon's ROF and cannot generate additional attacks from Snap Fire.

Scroll of Grindar's Perseverance – This model can use Scroll of Grindar's Perseverance once per game, when this model is directly hit by an attack. If this model uses the scroll, it suffers no damage roll from the attack. Declare use of the scroll after this model is hit but before the damage roll is made.

Talisman of Subdual – This model cannot be charged or slam power attacked by a warbeast that began the charge or slam power attack in this model's front arc. If a warbeast frenzies and would normally charge or slam Ironhide, it makes a full advance toward him instead.

THROWN RATHROK

⚔ Magical Weapon

Critical Grievous Wounds – On a critical hit, the model hit by this weapon loses Tough, cannot heal or be healed, and cannot transfer damage for one round.

Thrown – Add this model's STR to the POW of this ranged attack.

RATHROK

⚔ Magical Weapon

⚔ Reach

Critical Grievous Wounds – See above.

FEAT: CRUSHER

The greatest chieftain ever to rise to dominance from the Thornwood Forest, Madrak Ironhide eagerly fights alongside his kin in battle. His mere presence inspires allies to tremendous feats of courage and ferocity as they crush one enemy after another in a frenzied succession of blows.

While in Ironhide's control area, friendly Faction models gain Overtake. Additionally, when a friendly Faction model destroys one or more enemy models with a melee

SPELLS

COST	RNG	AOE	POW	UP	OFF
3	SELF	CTRL	—	NO	NO

CARNAGE
Friendly Faction models gain +2 to melee attack rolls against enemy models in this model's control area. Carnage lasts for one turn.

COST	RNG	AOE	POW	UP	OFF
2	10	—	11	NO	YES

STRANGLEHOLD
A model damaged by Stranglehold forfeits either its movement or its action during its next activation, as its controller chooses.

COST	RNG	AOE	POW	UP	OFF
3	6	—	—	YES	NO

SURE FOOT
Target friendly Faction model gains +2 DEF and cannot be knocked down. While within 3" of the affected model, friendly Faction models also gain +2 DEF and cannot be knocked down.

Madrak Ironhide has proven himself a truly great leader of his people. Leadership in times of peace is easy, but Madrak has confronted many recent trials and tribulations. His life has been darkened by ill omens and setbacks that would crush the spirit of a lesser chief. Madrak fights on and retains the hope of leading his people to somewhere they can find a better life.

Despite being born an albino sorcerer, as a youth Madrak earned renown by outfighting his peers atop the *kuor* dueling platform. The adventurous young trollkin also pushed his limits exploring the ominous Thornwood Forest, until one day a band of Tharn ambushed him. Hopelessly outnumbered, he drew his weapon and screamed the battle cry of his kriel. In this moment of doom, a crackle of thunder followed by lightning split the air. Madrak's unlikely saviors were humans led by a young man wearing the Cygnus. Back at his kriel, Madrak feasted the youth and evoked the tradition of the *kulgat* ceremony, which made them blood brothers for life. In later decades this prince became King Leto, the ruler of Cygnar, even as Madrak himself became chief of his tribe.

In recent times human warfare has spread across the Thornwood and other remote places the kriel inhabit. Madrak could not turn away the refugees who came to him for aid, and soon he found himself responsible for a staggering number of kriel. When an army of the Cryxian dead brazenly swept through the region, killing everything in their path, Madrak embraced a desperate solution.

Madrak undertook a pilgrimage to a special *kuor* serving as the resting place for an ancient weapon: the axe Rathrok, or "World Ender," once wielded by Horfar Grimm of the Molgur. Legends proclaimed that this weapon is so mighty that wielding it would bring a dire curse upon the world to herald the end of days and unleash the Devourer Wurm. Knowing his people faced annihilation by the unrelenting horrors, Ironhide brought the weapon forth to wield against the invading darkness.

TACTICAL TIPS

CRUSHER – Additional Crusher attacks are made without spending fury or being forced.

Even with Rathrok's power, Madrak slowly lost ground to the inexhaustible enemy. Desperate, the chief sought audience with his blood brother and negotiated what he thought would be the salvation of his people. Although the kriels gained a temporary home in unused lands, this eventually put them in the path of the invading skorne.

When Madrak returned to King Leto to demand the safer lands promised, Leto claimed to be beholden to his own

nobles and offered only excuses. Returning empty-handed to his people, Madrak barely survived a vicious assassination attempt by his long-time allies, the blackclad druids, aided by a traitor among his own trusted kin. Only the intervention of Hoarluk Doomshaper saved his life. Madrak has sworn to join Doomshaper in carving a safe place for the kriels even if it unleashes a river of blood and invites the doom of World Ender.



MADRAK IRONHIDE, WORLD ENDER

TROLLBLOOD TROLLKIN EPIC WARLOCK

That axe is fated to sunder Caen and drown us all in an ocean of blood.

—Shaman Krasmar Jaggedscar of the Scarsfell

IRONHIDE							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	8	8	6	14	17	9	



THROWN RATHROK			
RNG	ROF	AOE	POW
8	1	—	7



RATHROK	
POW	P+S
7	15

FURY	5
DAMAGE	18
FIELD ALLOWANCE	C
WARBEAST POINTS	+5
MEDIUM BASE	

FEAT: DESPERATE HOUR

Madrak Ironhide has led his people through innumerable seemingly hopeless battles and persisted even in the face of impossible odds. As Madrak rallies his warriors, Rathrok's power lets them tap into reserves they did not even know they had. When all hope seems lost, Madrak and his followers use this strength to expend themselves in one last desperate attack, giving their all to decimate the enemy.

Friendly Faction models

currently in Ironhide's control area can immediately make one normal melee attack against each enemy model in melee range or one normal ranged attack ignoring ROF.

IRONHIDE

☠ Tough

Grim Salvation – When this model would be damaged by an enemy melee or ranged attack, it does not suffer the damage and effects triggered by taking damage from the attack. Instead, remove one friendly Trollkin warrior model within 1" of this model from play. If there is not a friendly Trollkin warrior model within 1" of this model, it suffers the damage and effects of the attack normally.

Tide of Death – When this model destroys one or more enemy models with an attack, immediately after the attack is resolved this model can spend 1 fury point to advance up to 1".

THROWN RATHROK

☞ Magical Weapon

Critical Grievous Wounds – On a critical hit, the model hit by this weapon loses Tough, cannot heal or be healed, and cannot transfer damage for one round.

Rathrok's Awakening – This model gains 1 fury point each time it destroys a living enemy model with this weapon.

Thrown – Add this model's STR to the POW of this ranged attack.

RATHROK

☞ Magical Weapon

☞ Reach

Critical Grievous Wounds – See above.

Rathrok's Awakening – See above.

When Madrak Ironhide first took up the ancient axe Rathrok in defense of the united kriels, he knew he had chosen a grim path. He accepted the cursed weapon rather than stand by as enemies destroyed his people. Now he fears the worst misgivings of the superstitious elders might be rooted in truth. He has not given up hope, but tragedy surrounds him like a constant wind.

SPELLS

	COST	RNG	AOE	POW	UP	OFF
--	------	-----	-----	-----	----	-----

BLOOD FURY 2 6 – – YES NO
Target friendly warrior model/unit gains an additional die on melee damage rolls but suffers –2 DEF.

KILLING GROUND 2 SELF CTRL – NO NO
Friendly Faction models beginning a charge in this model's control area gain Pathfinder ☞. Warbeasts in this model's battlegroup beginning their activations in this model's control area can charge or make slam power attacks against enemy models without being forced. Killing Ground lasts for one turn.

WARPATH 2 SELF CTRL – YES NO
When a friendly Faction model in this model's control area destroys one or more enemy models with a melee or ranged attack during its activation, immediately after the attack is resolved, one warbeast in this model's battlegroup that is in its control area can advance up to 3". A warbeast can advance only once per turn as a result of Warpath.

TACTICAL TIPS

GRIM SALVATION – Note that this is not optional.

RATHROK'S AWAKENING – This model can exceed its FURY in fury points as a result of Rathrok's Awakening.

For a time, concerns over the fate of his dislocated people occupied all Madrak's attention, and their eventual disposition continues to burden him. In recent months, however, this preoccupation has been eclipsed by difficulties of a more personal and ominous nature. As Madrak fought with Rathrok, something deep within the weapon awoke. Mastering his own fate might now be more difficult than Ironhide ever imagined.

Foul weather seems to follow Madrak, rainstorms becoming torrents and winds becoming gales. The great chief suffers visions he knows are not real. Walking past a summer meadow, he sees instead an ancient battlefield strewn with corpses and the tattered banners of forgotten nations and tribes. Everywhere the marks of war appear to him, and in response his blood surges with a peculiar longing for strife.

Madrak's growing power has brought him victory after victory in combat, yet he finds no peace or calm. He takes delight neither in the arms of his mate nor in the sight of young trollkin. Everywhere he sees the signs of future and past conflict and feels the tug of some ancient, bloodthirsty call. The warriors gathering around him are different than they were in months past: darker of mien, fiercer in temperament, and more eager to kill and throw away their lives for his cause. Friends who once trusted him with their lives now look at him with fear and uncertainty.

Madrak has tried to rid himself of Rathrok, but he knows now he cannot simply put it aside. Countless times he has left it locked away, only for it to appear in his hand when

battle comes. He has asked the best smiths of his people to destroy it, but they cannot even mar its leather bindings. It will not release him. He senses it has tasks to perform, and even death might not be enough to free him from its grasp. Madrak has begun to believe the visions and the impulses he feels may be a sign of Horfar Grimm reaching through the axe from beyond the grave to influence his decisions. If that is

indeed the case, how much has this manipulation affected his recent dealings with Hoarluk Doomshaper?

Ironhide's followers still shout his name and praise his strength and wisdom, but others spread warnings. Many kriels are afraid of the storms that linger where he passes. It is Madrak—not his axe—they now call the "World Ender."



BORKA KEGSLAYER & KEG CARRIER

TROLLBLOOD TROLLKIN WARLOCK & CHARACTER SOLO

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

—Borka Kegslayer

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



BOMB			
RNG	ROF	AOE	POW
8	1	3	12



TRAUMA	
POW	P+S
6	15

FURY	5
DAMAGE	18
FIELD ALLOWANCE	C
WARBEAST POINTS	+5
MEDIUM BASE	

make power attacks without being forced and roll an additional die on power attack damage rolls and collateral damage rolls. Barroom Blitz lasts for one turn.

KEGSLAYER

Immunity: Cold

Tough

Unyielding – While engaging an enemy model, this model gains +2 ARM.

TRAUMA

Magical Weapon

Reach

Brain Damage – A model damaged by an attack with this weapon cannot cast spells, upkeep spells, or use an animus for one round.

FEAT: BARROOM BLITZ

With a bellowed shout to his goddess, Borka fuels his war party with a wave of vitalic fury, turning man and warbeast alike into living engines of destructive force.

Friendly Faction models beginning a charge, slam power attack, or trample power attack in Kegslayer's control area gain +2" movement. Warbeasts in Kegslayer's battlegroup beginning their activations in his control area can

SPELLS	COST	RNG	AOE	POW	UP	OFF
IRON FLESH	2	6	-	-	YES	NO
Target friendly warrior model/unit gains +3 DEF but suffers -1 SPD.						
MOSH PIT	3	SELF	CTRL	-	NO	NO
While in this model's control area, friendly models gain Knockdown on their melee weapons. Mosh Pit lasts for one turn. (When a model is hit with an attack by a weapon with Knockdown, it is knocked down.)						
WIND WALL	3	SELF	-	-	NO	NO
This model cannot make ranged attacks, and non-magical ranged attacks targeting it automatically miss. While completely within 3" of this model, models cannot make ranged attacks and non-magical ranged attacks targeting them automatically miss. Wind Wall lasts for one round.						

clearly to him, and he chose to join a line of shamans who embrace strife as the means to ensure the strongest blood survives. The great must crush the weak, and those who confront destiny can carve their immortality upon the surfaces of a dozen krielstones—or so Borka believes. He has no patience for diplomacy and an uncompromising attitude toward his enemies. Through all his travels over the years, only the scope of those he includes among his fellowship has changed; he now embraces the kith of many kriels and not just his own. There is no greater ally or more dangerous adversary than Borka Kegslayer.

Borka follows the Dhunian principles of fertility, believing firmly in the responsibility of every shaman to ensure the survival and prosperity of the species. He seeks to spread his seed as far as possible and boasts notable offspring among dozens of northern kriels. As with other shamans, male and female, rearing the young is not his responsibility; that duty falls to their kith. A number of these progeny have reached maturity and proven themselves in combat. Some have tracked down their sire and earned the right to fight at his side.

The trollkin warrior is an absent-minded but enthusiastic mentor to those who come to follow his example. Countless battles have taught him not to form attachments to the kin who join him in battle. Death is a constant in Borka's life, and he faces it directly and without fear or regret. He mourns for the dead only briefly—often simply with a single great bout of drinking and reminiscence—before moving on to the next engagement as eager for bloodshed as ever.

Borka gained early infamy after the savage human tribe called the Ruscar slaughtered a number of kriels along the eastern Falconbridge River in northern Khador. Borka and a small band of warriors went into the Rimeshaws to claim revenge, calling out winter trolls from their secluded lairs to join the hunt. Hearing of their approach, hundreds of Ruscar gathered in ambush at Velter Pass brandishing cleft spears and bows. Borka and his champions swore oaths of

A towering wall of solid muscle, bloodstained armor, and vital strength, Borka Kegslayer has become a legendary trollkin folk hero across the frozen north. His wanderlust drives him from kriel to kriel with a rowdy and loyal war band of trolls and trollkin warriors. He enters the company of his peers like a giant and commands the absolute attention of everyone around him. Some elders find him uncouth and even savage, like a bloody-minded chief of ancient times.

Those who join Borka discover firsthand his notorious disregard for peril. At every battle he leads his warriors in a ritualized round of boastful drinking before roaring a battle cry and charging into the fray. Even against seemingly impossible odds he always emerges intact, laughing triumphantly, having seized glory for his gathered kin by crushing to a bloody pulp any who dared stand against him.

Though Borka is a Dhunian shaman, he bears no resemblance to the conservative, lore-laden elders normally associated with the title. The calling of the goddess came



Andrea Cioezzo



relentless vengeance as they drank until their eyes were solid red and their vision blurred. Borka then drove his forces straight into the throat of the ambush and marched unharmed through a hail of arrow fire to unleash the full fury of his trolls. Though a number of his warriors fell, the rest took inspiration from their leader's example and attacked the Ruscar with berserk ferocity. Kegslayer fought his way to the center of the barbarians and shattered the helmet and skull of the enemy chief with one tremendous blow from his mace.

At the end of the battle, just over two dozen stalwart trollkin had bled out their lives amid snow-covered trees, yet Borka's band had piled up the enemy dead. An estimated three hundred Ruscar lay slaughtered, and the rest, humbled and afraid, fled back to the shelter of their wooden halls. Their terror did not end, however. Borka and his followers set upon village after village routing the barbarians from their homes and leaving the once-proud halls to burn. Never again did the Ruscar dare to venture south into lands held by the river kriel. Where once they had pillaged and slaughtered with abandon, the barbarians no longer menaced either northern Khadorans or trollkin. The survivors of several kriel keep Borka's deeds alive in memory and story.

Borka's reputation grew as he faced similar odds again and again. He has a nose for war, and his path inevitably takes him to the bloodiest fighting. Over the next several rules, he pitted his strength against the human Vorgoi and Vindol tribes and at least once against the Nyss of the Shard Spires. After he freed an entire tribe of enslaved pygs following a clash with the fierce trollkin Galtor kriel, they pledged themselves to his service in gratitude and now follow him enthusiastically. The stoutest of their number serve him directly by carrying his kegs into battle—a duty of great honor and importance.

Hailing as he does from a region of conflict and competing kriel, Borka was initially displeased at recent attempts by elders to unite their people. He considers such unity unnatural to the trollkin and worries it might weaken them instead of lending them strength. This has brought him into disagreement with the Scarsfell Forest elders, whom he considers ineffectual manipulators full of their own wind and ignorant of the realities of life at war. Borka will not place his life or those of his allies in the hands of trollkin too timid to enter the fray and risk their own skins. These elders resent Borka and his influence over the young, particularly as he ignores their orders to go where he wills, when he wills, and with no regard for their plans.

This made Borka's decision to throw in with Chief Madrak Ironhide an unexpected turn of events. The two have met before and been at odds. They almost came to blows several times after heated arguments, but they have since settled

KEG CARRIER

⊗ Tough

Attached to [Borka Kegslayer] – This model is attached to Borka Kegslayer for the rest of the game. Each warlock can have only one model attached to it.

Companion [Borka Kegslayer] – This model is included in any army that includes Borka Kegslayer.

If Kegslayer is destroyed or removed from play, remove this model from play. This model is part of Kegslayer's battlegroup.

Party Foul – If this model is destroyed by an enemy attack, during your next Maintenance Phase one friendly Faction model/unit can advance 3" and make one normal melee attack.

Top Off (★ Action) – If this model is B2B with Borka Kegslayer, Borka Kegslayer gains 2 fury points and Stumbling Drunk. Stumbling Drunk lasts for one round. (A model with Stumbling Drunk cannot be knocked down. If it is hit by an enemy attack anytime except while it is advancing, after the attack is resolved it is pushed d3" in a direction determined by the deviation template, then you can choose its facing.)

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

KEG BASH	
POW	P+S
3	8

DAMAGE	5
FIELD ALLOWANCE	C
SMALL BASE	

most of their differences. Ironhide puts his life on the line for his people, and Borka respects this quality. The plight of the displaced Thornwood kriel appeals to the aspect of Borka's nature that irresistibly drives him to seek the heart of the worst and most terrible battles—to fight on the losing side and still achieve victory.

Borka can smell doom lingering about Ironhide like a storm-laden cloud, for Ironhide finds war wherever he goes. Borka itches to be a part of these moments and to leave his lasting mark on the troubled times ahead. He believes the south can benefit from his unmatched virility, and he will do his part to repopulate the Thornwood. Wherever he travels, his war band follows, bringing with them a raucous blend of drunken revelry, bloodlust, and an appreciation of mayhem.



CALANDRA TRUTHSAYER, ORACLE OF THE GLIMMERWOOD

TROLLBLOOD TROLLKIN WARLOCK

The future is never set, even when carved in stone.

—Calandra Truthsayer

TRUTHSAYER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	5	4	14	14	8



SALT	
POW	P+S
4	10

FURY	7
DAMAGE	16
FIELD ALLOWANCE	C
WARBEAST POINTS	+5
MEDIUM BASE	

FEAT: GOOD OMENS

Calandra Truthsayer's unique affinity with Dhunia lets her perceive the vagaries of fate and twist their strands to aid the goddess' favored sons and daughters. Her blessing to beleaguered kith and kriel serves as a tangible manifestation of her irrepressible faith and optimism.

When a friendly model rolls a 1 or 2 on an attack or damage roll while in Truthsayer's control area

it can reroll the die. Each die can be rerolled once due to Good Omens. Good Omens lasts for one turn.

TRUTHSAYER

⊗ Tough

Fate Blessed – When a friendly Faction model makes an attack or damage roll during its activation while in this model's control area, this model can spend 1 fury point to allow the model to reroll that roll. Each roll can be rerolled only once due to Fate Blessed.

SALT

⊗ Magical Weapon

Mercy Killer – When attacking with this weapon, this model gains an additional die on damage rolls against damaged models.

Calandra Truthsayer is a revered Dhunian shaman whose protective impulses have endeared her to many disparate tribes. Chiefs and elders alike have learned to trust her guidance and draw strength from her portentous messages. In this time of war she remains a beacon of hope and optimism who can always find an encouraging word to bolster the spirits of her followers. These soothing qualities starkly contrast her raw ferocity in battle, which often shocks the battered refugees to whom she ministers. The trollkin's maternal drive compels her to strike with merciless resolve against any who would harm those she has vowed to protect.

As oracle of the Glimmerwood, Calandra is more than a simple shaman. She possesses the rare gift of true sight and is able to discern glimmers of possible futures through divination and augury. She is familiar with many ancient forms of prognostication, feeling each has its merit. Depending on the situation, she might cast bones or runes, shuffle cards, check the alignment of celestial bodies, watch the flight of scattered sparrows, or gaze at the patterns in a flickering campfire or the spilled entrails of her foes. All contain glimpses of the essential truth.

SPELLS	COST	RNG	AOE	POW	UP	OFF
BEFUDDLE	2	10	-	-	NO	YES
On a hit, you can immediately advance target enemy non-warcaster / non-warlock model up to 3". Affected models cannot be targeted by free strikes during this movement. A model can move only once per turn as a result of Befuddle.						
BULLET DODGER	2	6	-	-	YES	NO
Target friendly model gains +2 DEF against ranged attack rolls and Dodge. (A model with Dodge can advance up to 2" immediately after an enemy attack that missed it is resolved unless it was missed while advancing. It cannot be targeted by free strikes during this movement.)						
FORCE BLOW	3	10	-	12	NO	YES
Models damaged by Force Blow are knocked down.						
SOOTHING SONG	1	SELF	CTRL	-	NO	NO
Remove up to 1 fury point from each friendly living Faction warbeast currently in this model's control area. Soothing Song can only be cast once per turn.						
STAR-CROSSED	3	SELF	CTRL	-	NO	NO
While in this model's control area enemy models gain an additional die on attack rolls. Discard the highest die of each roll. Star-Crossed lasts for one round.						

Calandra is determined to guide the trollkin through this time of tragedy and help them find the best of all possible futures. She flatly rejects the grim omens circling both Madrak Ironhide and Hoarluk Doomshaper. She joined the embattled kriels to loan her unique vision and her leadership in battle. Calandra has pulled her allies from the brink of certain defeat often enough that her followers no longer see her as naively optimistic. They have begun to believe, and she draws strength from their faith in her.

Although she made her name in the Glimmerwood, this great trollkin is a wanderer at heart and rarely stays in any one place for long. She considers this trait her one essential failing as a Dhunian shaman, even though the communities she visits across western Immoren greatly appreciate her presence. Calandra receives a warm welcome everywhere she journeys, whether it be the frostbitten kriels of the Scarsfell, the deeply insular communities of the Gnarl, or among the scattered trollkin who have adapted to life alongside mankind.

The oracle never travels alone; the bright spark of her destiny has attracted an odd but dedicated band of followers and bodyguards. Each is drawn to her for different reasons, but their motley backgrounds and personalities do not detract from their fighting prowess, particularly when Calandra manipulates the strands of fate around them. Accidental windfalls and miraculous recoveries are a matter of course when fighting at her side. Her apparent reliance on luck has rubbed some trollkin the wrong way—the more pragmatic Grissel Bloodsong views it as pure folly—but others see her existence as proof that hope has a power of its own.



WARBEASTS OF THE TROLLBLOODS

The warbeasts that accompany trollkin warlocks into battle are far more than simple beasts to be broken beneath the yoke of a warlock's will. In fact, calling the full-blood trolls that serve the united kriels "beasts" hardly seems appropriate given their kinship to the trollkin: full-blood trolls and trollkin are actually distant blood relations. What's more, because the trolls are willing battle participants, their warlocks sacrifice them only when there is no other choice.

Full-blood trolls are some of the most resilient creatures in Immoren, and their incredible regenerative abilities allow them to shrug off wounds that would prove fatal to most other creatures. This grants them immense staying power in combat. The tremendous health of full-blood trolls also extends to their lifespans, as trolls can live a very long time if they do not first meet a violent end in battle. The most cunning and resourceful trolls can easily outlive their trollkin warlock masters, and those with decades of experience become singular assets to their kriels.

Though all troll breeds are related by blood, their incredible adaptability allows for a vast array of subspecies. All are

brutish and temperamental, but the most common full-blood trolls are intelligent enough to use weapons and speak with a small but functional Molgur-Trul vocabulary.

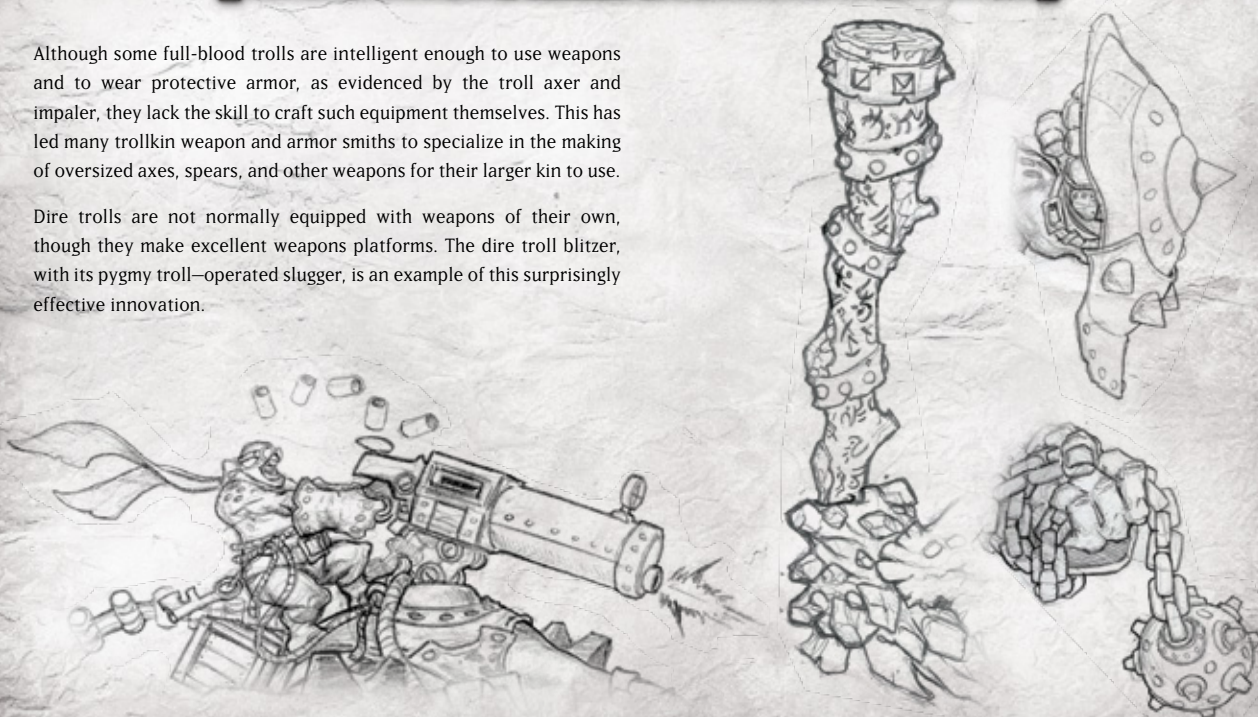
Ferocity and size seem to go hand-in-hand in these creatures: the most ferocious full-blood trolls are also the largest. Dire trolls are massive beasts standing up to eighteen feet tall and boasting huge, grasping claws and jutting tusks nearly two feet long. All dire trolls possess near-limitless strength and tenacity—as well as an ever-present and overwhelming need to eat anything that ventures close enough to grab. They lack the intellect of the smaller species and were until recently considered far too savage to even approach, let alone command.

The adaptability of full-blood trolls is further exemplified by those with a deep connection to a natural element, such as cold, earth, or fire. These trolls typically dwell in secluded, desolate regions, and their temperaments and general natures have much to do with their environments. Furthermore, the often unusual diets of these trolls plays a role in allowing them to manifest powers related to the elements. The winter troll, with its icy breath, originates in

TROLL ARMAMENT

Although some full-blood trolls are intelligent enough to use weapons and to wear protective armor, as evidenced by the troll axer and impaler, they lack the skill to craft such equipment themselves. This has led many trollkin weapon and armor smiths to specialize in the making of oversized axes, spears, and other weapons for their larger kin to use.

Dire trolls are not normally equipped with weapons of their own, though they make excellent weapons platforms. The dire troll blitzer, with its pygmy troll-operated slugger, is an example of this surprisingly effective innovation.





DIRE TROLL BLITZER

the cold mountains of the north, while the pyre troll's ability to spew flame might have developed from its consumption of the black, combustible oil that wells from the ground in

the Bloodstone Marches. The slag troll's penchant for eating stone and metal has forced it to evolve powerful stomach acids it can disgorge as a weapon.



PYRE TROLL

TROLLBLOOD LIGHT WARBEAST

Left to its own devices without an ample supply of charred meat, it will make do by eating its body weight in coal washed down with incendiary black oil.

—Professor Viktor Pendrake

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



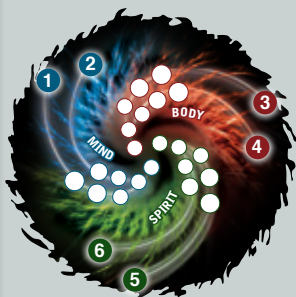
SPEW FIRE			
RNG	ROF	AOE	POW
8	1	3	12



CLAW	
POW	P+S
3	12



CLAW	
POW	P+S
3	12



FURY	3
THRESHOLD	9
FIELD ALLOWANCE	U
POINT COST	5
MEDIUM BASE	

PYRE TROLL

Immunity: Fire

It Burns! – If this model is hit by a melee attack, immediately after the attack is resolved the attacking model suffers the Fire continuous effect unless this model was destroyed or removed from play by the attack.

Regeneration [d3] – This model can be forced to heal d3 damage points once per activation. This model cannot use Regeneration during an activation it runs.

SPEW FIRE

Continuous Effect: Fire

Damage Type: Fire

CLAW

Open Fist

Pyre trolls are able to belch gouts of combustible liquid that ignites in the air, sticks to flesh, and burns at

ANIMUS COST RNG AOE POW UP OFF

FLAMING FISTS 2 6 - - NO NO

Target friendly Faction model gains +2 to melee damage rolls and Immunity: Fire and its melee weapons gain Critical Fire . Flaming Fists lasts for one round.

Perhaps their unnatural temperatures and strange eating habits have addled their brains, for they are noticeably less intelligent than most trolls.

No one has been able to determine how pyre trolls developed their searing expectoration. Some speculate it is a byproduct of digestive distress caused by the toxic substances the trolls consume, including rocks, metal, oil, and plants considered deadly to most species. They particularly seem to enjoy drinking the viscous fluid that bubbles up from the soil in the northern Marches—the same substance refined into Menoth's Fury in the Protectorate of Menoth. Whatever the source of this blazing regurgitation, its effects are memorable: desperate foes thrashing madly about the battlefield in an effort to extinguish the clinging flame.

hellish temperatures. Even their skin exudes heat, smoldering ripples that warn of the inferno to come. After softening a foe with blazing spittle, a pyre troll uses its thick claws to tear apart its sizzling victim.

Trolls are a highly adaptable species able to find a niche in nearly any environment. Pyre trolls are a bizarre and dangerous evolution of the "pitch trolls" more common along the fringes of the Marches, particularly east of TERNON CRAG and near SCARLEFORTH LAKE. Their skin is tinted dark burgundy to ochre to blend in with red desert sands and better stalk their prey. Preferring extremely hot climates, pyre trolls can often be found sunning on scalding rocks.



SLAG TROLL

TROLLBLOOD LIGHT WARBEAST

In some perversity of spirit they persist in consuming that which pains them. They are stubborn and thick-skulled even by troll standards.

—Professor Viktor Pendrake



ANIMUS COST RNG AOE POW UP OFF

ACIDIC TOUCH 2 6 - - NO NO
Target friendly Faction model gains +2 to melee damage rolls and Immunity: Corrosion (C), and its melee weapons gain Critical Corrosion (C). Acidic Touch lasts for one round.

The relationship trolls have with their natural environment is different from that of other creatures. In hostile regions where there is little food and life is difficult to sustain, other species will follow an instinct to search for more hospitable homes. But trolls are not so easily driven and will find a way to sustain themselves on their very environment, even if this means eating stone or iron. Slag trolls are living proof that this adaptable species can and will eat anything. Their taste for metal has led slag trolls to metabolize powerful acids

SLAG TROLL

Immunity: Corrosion

Cast Iron Stomach – When this model destroys a construct with a melee attack, this model heals d6 damage points.

Regeneration [d3] – This model can be forced to heal d3 damage points once per activation. This model cannot use Regeneration during an activation it runs.

Vitriol – If this model is hit by a melee attack, immediately after the attack is resolved the attacking model suffers the Corrosion continuous effect (C) unless this model was destroyed or removed from play by the attack.

SPEW ACID

Continuous Effect: Corrosion

Damage Type: Corrosion

Erosion – This model rolls an additional die on this weapon's damage rolls against non-living models.

CLAW

Open Fist

SLAG TROLL						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	10	6	5	12	17	5



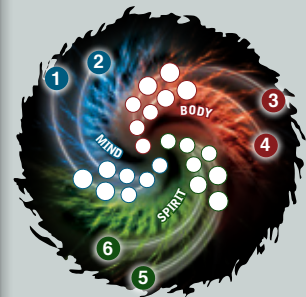
SPEW ACID			
RNG	ROF	AOE	POW
8	2	—	12



CLAW	
POW	P+S
3	13



CLAW	
POW	P+S
3	13



FURY	3
THRESHOLD	8
FIELD ALLOWANCE	U
POINT COST	6
MEDIUM BASE	

able to rapidly dissolve even tempered steel. The species is notoriously ornery, constantly tormented by the metal shards perpetually growing through their flesh. Their habit of spitting corrosive bile has not endeared them to the enemies of the trollbloods.

Slag trolls arose near hostile mountainous and volcanic environments and seem to prefer living near semi-active fumaroles and old lava flows. Their peculiar diet has given them a reputation for stupidity, but other trolls admire their intestinal fortitude. The tremendous acids that accumulate in their guts make them formidable adversaries, particularly against warjacks, wolds, and the walking dead.





SWAMP TROLL

TROLLBLOOD LIGHT WARBEAST

The swamp troll is grotesque in the extreme. You will know it by its ichthyoidal maw, the incessant buzzing of the flies that are its constant companion, and the prodigious length of its whip-like tongue.

—Professor Viktor Pendrake

SWAMP TROLL						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	9	5	5	12	15	6



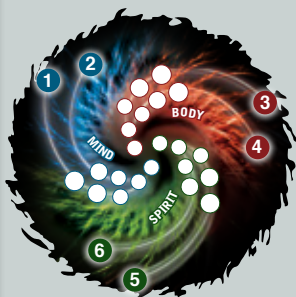
TONGUE LASH			
RNG	ROF	AOE	POW
8	1	—	10



CLAW	
POW	P+S
3	12



CLAW	
POW	P+S
3	12



FURY	3
THRESHOLD	9
FIELD ALLOWANCE	U
POINT COST	4
MEDIUM BASE	

Drag – If this weapon damages an enemy model with an equal or smaller base, immediately after the attack is resolved the damaged model can be pushed any distance directly toward this model. After the damaged model is moved, this model can make one normal melee attack against the model pushed. After resolving this melee attack, this model can make additional melee attacks during its combat action.

OPEN FIST

Open Fist

SWAMP TROLL

Pathfinder

Amphibious – This model ignores the effects of deep and shallow water and can move through them without penalty. While completely in deep water, it cannot be targeted by ranged or magic attacks and can make attacks only against other models in deep water. While completely in deep water, this model does not block LOS.

Camouflage – This model gains an additional +2 DEF when benefiting from concealment or cover.

Regeneration [d3] – This model can be forced to heal d3 damage points once per activation. This model cannot use Regeneration during an activation it runs.

TONGUE LASH

Critical Consume – On a critical hit, if the attack hit a small-based non-warlock/warcaster model the model hit is removed from play.

ANIMUS	COST	RNG	AOE	POW	UP	OFF
--------	------	-----	-----	-----	----	-----

SWARM	2	SELF	—	—	NO	NO
-------	---	------	---	---	----	----

This model has concealment. Living enemy models suffer –2 to attack rolls while within 2" of this model. Swarm lasts for one round.

TACTICAL TIPS

AMPHIBIOUS – This model can attack other models that are in deep water.

CAMOUFLAGE – If a model ignores concealment or cover, it also ignores concealment or cover's Camouflage bonus.

DRAW – Any distance" means "as much as necessary," not "any distance the player chooses."

Swamp trolls often accompany those kriel that live near the Bloodsmeath Marsh, the Fenn Marsh, or other wetlands. Until recently they were rarely seen far from their dank homes, but now they regularly venture far afield in the service of trollblood warlocks, who value the creatures for their startling and unnerving capabilities.



Trolls are among the most adaptable creatures on the face of Caen. From the harshest desert to the most frigid mountain, no environment is too inhospitable, not even the most forbidding marsh. Lurking beneath the surface of murky waters, swamp trolls are dangerous creatures able to swallow a man whole to fill their ravenous gullets. Their huge, sticky tongues can strike from a shocking distance with surprising accuracy, dragging prey to an awful doom within their fetid bellies. Like their brethren, swamp trolls are accommodating eaters, as happy to consume unwary humans as they are to gorge themselves on fish or insects.

TROLL AXER

TROLLBLOOD LIGHT WARBEAST

Outnumbered? Ha! That just means the axers earn their keep!

—Kithkar Elken Fallentree



ANIMUS	COST	RNG	AOE	POW	UP	OFF
RUSH	2	6	-	-	NO	NO

Target friendly warbeast gains +2" movement and Pathfinder . Rush lasts for one turn.

TACTICAL TIPS

RUSH – Modifiers to movement apply only to a model's normal movement.

THRESHER – The melee attacks are all simultaneous.

Its massive axe in hand, a troll axer is a monster of corded muscle capable of cleaving through a wall of men in a single blow. It is not unknown for a troll to savor the taste of an arm or a leg while its horrified victim bleeds out on the ground.

Trolls are carnivorous humanoids that tower over the mightiest trollkin. They are smarter than most realize and have a simple language that allows them to work effectively in groups. Trollkin leaders have extensively used axers to bolster their battle lines; indeed, the presence of just a few axers can make all the difference to a trollkin army. These hulking brutes terrify the

TROLL AXER

Regeneration [d3] – This model can be forced to heal d3 damage points once per activation. This model cannot use Regeneration during an activation it runs.

GREAT AXE

Reach

Thresher (★Attack) – This model makes one melee attack with this weapon against each model in its LOS and this weapon's melee range.

enemy, cutting through swaths of enemy troops.

Trollkin train their larger cousins to be disciplined comrades in war and outfit them with oversized iron axes. Though wild trolls can fashion crude weapons from improvised materials, those who serve the trollkin are armed with axes of more refined manufacture.

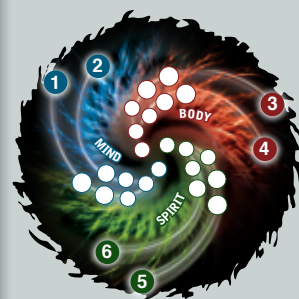
The cooperative arrangement between full-blood trolls and trollkin dates back to just after the Molgur, when the trollkin created pacts with the trolls in an effort to harness their barely controlled destructive urges. In these difficult times, chiefs and shamans throughout the Scarsfell, the Gnarl, and the Thornwood rely upon these old agreements to buttress their war effort.

TROLL AXER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	9	6	4	12	18	6



GREAT AXE

POW	P+S
5	14



FURY	3
THRESHOLD	8
FIELD ALLOWANCE	U
POINT COST	6
MEDIUM	





TROLL BOUNCER

TROLLBLOOD LIGHT WARBEAST

So the titan charges me, and this troll leaps in front of it with a huge shield. Bam! The troll isn't budged an inch.

—Allen Ashley

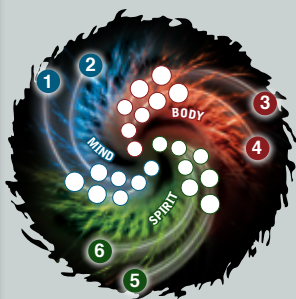
TROLL BOUNCER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	9	5	4	12	17	6



BALL & CHAIN	
POW	P+S
4	13

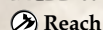


SHIELD	
POW	P+S
1	10



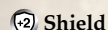
FURY	3
THRESHOLD	9
FIELD ALLOWANCE	U
POINT COST	5
MEDIUM BASE	

BALL & CHAIN



Chain Weapon – This attack ignores the Buckler and Shield weapon qualities and Shield Wall.

SHIELD



TROLL BOUNCER

Brace for Impact – When this model is slammed, reduce the slam distance rolled by 3. If the total slam distance is 0 or less, this model is not knocked down. This model is not knocked down when it suffers collateral damage.

Regeneration [d3] – This model can be forced to heal d3 damage points once per activation. This model cannot use Regeneration during an activation it runs.

Shield Guard – Once per round, when a friendly model is directly hit by a ranged attack during your opponent's turn while within 2" of this model, you can choose to have this model directly hit instead. This model is automatically hit and suffers all damage and effects. This model cannot use Shield Guard if it is incorporeal, knocked down, or stationary.

ANIMUS COST RNG AOE POW UP OFF

BUMP 2 6 - - NO NO

When target friendly model is damaged by an enemy melee attack, after the attack is resolved the enemy model is pushed 3" directly away from the affected model, then Bump expires. Bump lasts for one round.

These solid warrior trolls are part of a long tradition. For generations, full-blood trolls have formed strong attachments to the trollkin who feed and fight alongside them. Some have demonstrated a particular loyalty and protectiveness otherwise unusual in their species, prompting a number of kriels to select those notable for these traits for training in the use of weapon and shield.

Troll bouncers gladly charge into harm's way, sometimes going so far as to shoulder allies aside to take the hit themselves. Trollkin kriels have long singled out such trolls to guard chieftains, shamans, and other important elders. With enemies of the kriels now closing in from every direction, the bouncers find their services in ever-higher demand.



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

TROLL IMPALER

TROLLBLOOD LIGHT WARBEAST

Do not underestimate the heft and weight of those spears. I've seen one lift a warp wolf and pin it to a tree.
—Baldur the Stonecleaver



ANIMUS COST RNG AOE POW UP OFF

FAR STRIKE 2 6 - - NO NO
Target friendly model's ranged weapons gain Snipe. Far Strike lasts for one turn. (An attack with a Snipe weapon gains +4 RNG.)

TACTICAL TIPS

CRITICAL SMITE – The slammed model is moved only half the distance rolled if its base is larger than the slamming model's.

Pitching enormous spears with bone crushing force, impalers are the living ballistae of the trolls. Each carries a quiver of massive wood and iron projectiles bearing only functional similarity to the puny twigs smaller races call spears. These savage implements impact their targets with the force of a freight train, obliterating men and knocking even the greatest beasts off their feet.



TROLL IMPALER

Regeneration [d3] – This model can be forced to heal d3 damage points once per activation. This model cannot use Regeneration during an activation it runs.

THROWN SPEAR

Critical Smite – On a critical hit, this model can slam the model hit instead of rolling damage normally. The model hit is slammed d6" directly away from this model and suffers a damage roll with POW equal to this model's STR plus the POW of this weapon. The POW of collateral damage is equal to this model's STR.

Thrown – Add this model's STR to the POW of this ranged attack.

BATTLE SPEAR

☞ Reach

TROLL IMPALER

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



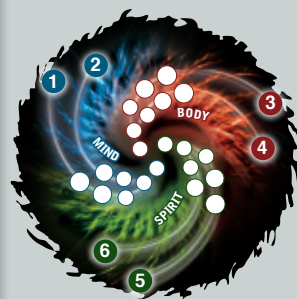
THROWN SPEAR

RNG	ROF	AOE	POW
8	1	—	4



BATTLE SPEAR

POW	P+S
4	13



FURY	3
THRESHOLD	9
FIELD ALLOWANCE	U
POINT COST	5
MEDIUM BASE	

Impalers are the same species as their axe-wielding kin and are distinguished primarily by their training and armament. In ancient times some trolls would rip small trees from the ground and hurl them at their enemies. Trolls trained as impalers have a keen eye and better-than-average coordination. Fighting alongside their trollkin cousins, the powerful impalers are equally deadly in close melee as they are at range.

Impalers enjoy the same great powers of regeneration and ravenous appetite as other full-blood trolls. The trollkin who tend these beasts have learned to keep them well fed, both to discourage them from turning on their allies in the chaos of battle and to maintain the integrity of their exacting funereal rites for slain kin. Their efforts do not always succeed, however, particularly with regard to trolls battered within an inch of death at a warlock's command. Some kriels have reluctantly decided that a few missing bodies at the end of battle are an unfortunate but acceptable price to pay for calling upon the power of trolls to safeguard their species.



WINTER TROLL

TROLLBLOOD LIGHT WARBEAST

Bah! You southerners tremble at any breeze and whimper at falling snow. This troll will show you true winter.

—Borka Kegslayer

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



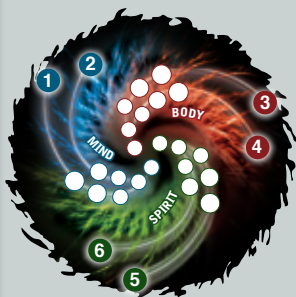
ICE BREATH			
RNG	ROF	AOE	POW
SP 8	1	—	12



CLAW		
POW	P+S	
3	12	



CLAW		
POW	P+S	
3	12	



FURY	3
THRESHOLD	9
FIELD ALLOWANCE	U
POINT COST	5
MEDIUM BASE	

WINTER TROLL

Immunity: Cold

Regeneration [d3] – This model can be forced to heal d3 damage points once per activation. This model cannot use Regeneration during an activation it runs.

Rime – If this model is hit by a melee attack, the attacking model becomes stationary for one round at the end of the attacking model's activation unless the attacking model has Immunity: Cold or this model was destroyed or removed from play by the end of the attacking model's activation.

ICE BREATH

Damage Type: Cold

Critical Freeze – On a critical hit, the model hit becomes stationary for one round unless it has Immunity: Cold .

CLAW

Open Fist

ANIMUS COST RNG AOE POW UP OFF

FREEZER 2 6 – – NO NO

Target friendly Faction model gains Immunity: Cold . When an enemy model without Immunity: Cold ends its activation within 2" of the target model, the enemy model becomes stationary for one round. Freezer lasts for one round.

These fierce creatures demonstrate the adaptability of trolls. Instead of the quills common to trolls of warmer latitudes, winter trolls have thick fur that insulates them against even the most bitter wind and allows them to happily endure cold that would slay most living things. Each harnesses the raw power of ice and snow, able to breathe out tremendous goutts of frozen air that rips through foes and chokes breath from lungs. Even the mere act of striking their flesh prompts a backlash of cold so extreme it can paralyze muscles and leave the attacker easy prey for the troll's claws.



The angry battle cry of the winter troll has frozen the veins of northern Khadorans, the Nyss, and even the hardy dwarves of Rhul. Emerging from the blinding white sheets of a raging blizzard, their bloodshot eyes fierce and merciless, winter trolls descend upon villages, tear apart houses, and expose the inhabitants. One great exhalation of their freezing breath covers their victims in crippling rime before the trolls descend to feast on their prey. The hardy trollkin of the northern Scarsfell Forest occasionally befriend these savages and turn them into powerful allies to defend their territories. Trollkin warlocks have goaded the winter trolls from remote lairs, encouraging them to follow into warmer climes and join in battle.

DIRE TROLL BLITZER

TROLLBLOOD HEAVY WARBEAST

I'm not saying it isn't the craziest thing I have ever seen. I'm just saying it works!
—Grissel Bloodsong



ANIMUS	COST	RNG	AOE	POW	UP	OFF
REPULSION	2	SELF	-	-	NO	NO

Enemy models currently within 2" of this model are immediately pushed 3" directly away from it in the order you choose.

TACTICAL TIPS

SNACKING – Because the boxed model is removed from play before being destroyed, it does not generate a soul or corpse token.

Dire troll blitzers—impossible creations plucked from desperate trollkin imagination—strain credulity. When King Leto granted surplus Cygnaran weapons to Chief Ironhide, the king could have never anticipated their ultimate application atop live siege engines.

In what was undoubtedly an episode of drunken bravado among trollkin warriors, a rapid-fire slugger cannon was strapped to the back of a slumbering dire troll. The combination of firearms and dire trolls held obvious merit

BLITZER

Gunfighter

Regeneration [d3] – This model can be forced to heal d3 damage points once per activation. This model cannot use Regeneration during an activation it runs.

Snacking – When this model boxes a living model with a melee attack, this model can heal d3 damage points. If this model heals, the boxed model is removed from play.

Virtuoso – This model can make melee and ranged attacks during the same combat action. When this model makes its initial attacks, it can make both its initial ranged and melee attacks.

SLUGGER

Rapid Fire [d3] – When you decide to make initial attacks with this weapon at the beginning of this model's combat action, roll

a d3. The total rolled is the number of initial attacks this model can make with this weapon during the combat action, ignoring ROF.

CLAW

Open Fist

BLITZER	SPD	STR	MAT	RAT	DEF	ARM	CMD
	5	12	5	5	12	18	5



SLUGGER

RNG	ROF	AOE	POW
10	1	—	13



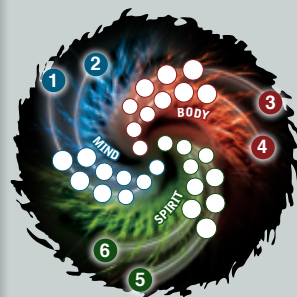
CLAW

POW	P+S
3	15



CLAW

POW	P+S
3	15



FURY	4
THRESHOLD	9
FIELD ALLOWANCE	U
POINT COST	9
LARGE BASE	



as a siege engine able to bound across the field toward its enemy. The final obstacle was overcome by chaining the troll's arms to keep it from reaching over its head to grab the pygmy troll ace manning the cannon and gobble it up. Pygs have embraced this configuration with surprising enthusiasm and consider their aces enviable heroes.

Pygs have always enjoyed an unusual affinity with dire trolls—insofar as any creature can endure the towering behemoths. Genuinely seeming to enjoy the company of their diminutive cousins, dire trolls generally will not eat them unless they run out of other food.



DIRE TROLL BOMBER

TROLLBLOOD HEAVY WARBEAST

I don't know what's worse: arming a dire troll with high explosives, or giving a pyg the match.

—Grissel Bloodsong

BOMBER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	12	5	5	12	18	5	



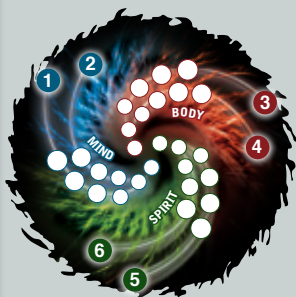
POWDER BOMB			
RNG	ROF	AOE	POW
8	2	4	16



CLAW	
POW	P+S
3	15



CLAW	
POW	P+S
3	15



FURY	4
THRESHOLD	9
FIELD ALLOWANCE	U
POINT COST	10
LARGE BASE	

BOMBER

Regeneration [d3] – This model can be forced to heal d3 damage points once per activation. This model cannot use Regeneration during an activation it runs.

Snacking – When this model boxes a living model with a melee attack, this model can heal d3 damage points. If this model heals, the boxed model is removed from play.

CLAW

Open Fist

Beleaguered trollkin kiths have had to draw upon their inherent cleverness and versatility in the face of enemies pressing in on all sides. One of their most effective adaptations has been to bolster their armies with heavily armed dire trolls, resilient and

ANIMUS

COST	RNG	AOE	POW	UP	OFF
------	-----	-----	-----	----	-----

BOMB SHELTER 1 6 - - NO NO
Target friendly model gains Girded. Bomb Shelter lasts for one round. (A model with Girded does not suffer blast damage. Friendly models B2B with it do not suffer blast damage.)

TACTICAL TIPS

SNACKING – Because the boxed model is removed from play before being destroyed, it does not generate a soul or corpse token.

Some kriels have successfully taught dire trolls to hurl these explosive kegs. Though dire trolls cannot be reasonably trained to do any one thing with regularity, they seem to enjoy the fiery eruptions that accompany the exploding kegs, and they throw them at the enemy with almost cheerful enthusiasm. Foolishly brave pygmy trolls accompany the enormous bombardiers to light the fuses of their dangerous payloads.

fearless cousins able to carry an absurd amount of lethal ordnance. Among the more extreme of these additions is the dire troll bomber, which is armed with kegs of volatile explosives.

The powder used in firearms is a combination of two separate alchemical reagents that must be carefully weighed and mixed for useful detonation. Other explosives do exist, however, such as the blends favored by miners and loggers who work in the most remote areas. These powders are unsuitable for firearms, as their volatility would destroy gun and cannon barrels, but they make for ordnance lethal to those caught in their blasts. The trollkin stuff barrels full of these dangerous substances to create crude but powerful bombs.



DIRE TROLL MAULER

TROLLBLOOD HEAVY WARBEAST

For the first time in a hundred generations, their fury is joined with our own. What can stand against the power and fury of Dhunia's children united?

—Hoarluk Doomshaper



ANIMUS	COST	RNG	AOE	POW	UP	OFF
RAGE	2	6	-	-	NO	NO

Target friendly Faction model gains +3 STR. Rage lasts for one round.

TACTICAL TIPS

SNACKING – Because the boxed model is removed from play before being destroyed, it does not generate a soul or corpse token.

Almost eighteen feet tall with a body of impenetrable muscle and clawed hands the size of a man, the awesome dire troll has few equals. In ancient days these monsters emerged from the forests to fill their maws with screaming victims—proof to primitive man that his primordial dread possessed flesh and an appetite. The modern day has brought no respite; indeed, the only real defense is to flee and hope the trolls glut themselves on slower victims.

Magnifying tenfold every unpleasant attribute of regular trolls, dire trolls are nothing less than a menace to all life. Epics refer to them as deathless

MAULER

Regeneration [d3] – This model can be forced to heal d3 damage points once per activation. This model cannot use Regeneration during an activation it runs.

Snacking – When this model boxes a living model with a melee attack, this model can heal d3 damage points. If this model heals, the boxed model is removed from play.

BIG MEATY FIST

Open Fist

Chain Attack: Grab & Smash – If this model hits the same model with both its initial attacks with this weapon, after resolving the attacks it can immediately make a double-hand throw, head-butt, headlock/weapon lock, push, or throw power attack against that target.

MAULER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	12	6	3	12	18	5



BIG MEATY FIST

POW	P+S
-----	-----

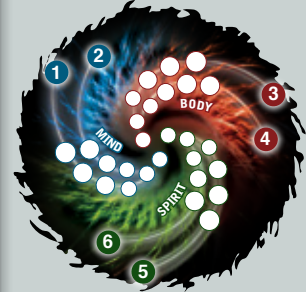
4 16



BIG MEATY FIST

POW	P+S
-----	-----

4 16



FURY	5
THRESHOLD	9
FIELD ALLOWANCE	U
POINT COST	9
LARGE BASE	

and tireless, able to rend metal or effortlessly splinter a body. Whether the dire trolls speak a language is debatable, but they do possess a small range of verbal utterances and can learn to obey Molgur-Trul.

Only Hoarluk Doomshaper has had the power, will, and courage to unleash these terrifying trolls. The maulers are among the largest and most brutal of the species—too fierce and savage to be trusted with weapons other than their own teeth and nails. They speak a word reserved only for Doomshaper: *krol*, which might represent worship or deification. Many uneasy chiefs believe Hoarluk's decision to summon the creatures to battle was reckless, but they cannot deny the maulers bring tremendous raw power to the allied krielis. As long as the dire trolls can continue to be managed, they offer the trollkin their greatest chance of victory.





EARTHBOBORN DIRE TROLL

TROLLBLOOD HEAVY WARBEAST

Such unconscious mastery of the elements is to be both envied and feared.

—Krueger the Stormlord

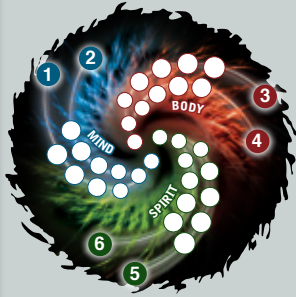
EARTHBOBORN						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	12	6	3	12	18	5




CLAW		
POW	P+S	
3	15	



CLAW		
POW	P+S	
3	15	



FURY	5
THRESHOLD	10
FIELD ALLOWANCE	U
POINT COST	10
LARGE BASE	

Adaption – When this model hits with a normal melee attack with this weapon, it can replace the base POW of this weapon with the base POW of a melee weapon  on a model in its melee range. After the attack is resolved, Adaption expires.

EARTHBOBORN

Pathfinder

Elemental Communion – While within 2" of deep or shallow water, this model gains +2 DEF. While within 2" of an obstacle or obstruction, this model gains +2 ARM. If this model begins its activation within 2" of rough terrain, it gains +2 SPD this activation.

Regeneration [d3] – This model can be forced to heal d3 damage points once per activation. This model cannot use Regeneration during an activation it runs.

Snacking – When this model boxes a living model with a melee attack, this model can heal d3 damage points. If this model heals, the boxed model is removed from play.

CLAW

Open Fist

ANIMUS COST RNG AOE POW UP OFF

TRANSMUTE 2 6 - - NO NO

Target friendly Faction model gains Elemental Communion. Transmute lasts for one round.

TACTICAL TIPS

SNACKING – Because the boxed model is removed from play before being destroyed, it does not generate a soul or corpse token.

adaptability. That which they cannot destroy outright they mimic and tear asunder.

Any dire troll is a rare sight to most inhabitants of western Immoren, but the earthborn was long thought to be a mythical creature found only in legends spoken by trollkin elders at campfire. It fell to the Shaman of the Gnarl, Hoarluk Doomshaper, to establish contact with these reclusive brutes and persuade them to descend from the mountains and join their smaller cousins in battle. Their adaptive strength has proved invaluable to the gathered kriels defending seized lands in northern Cygnar. Few foes have the courage or strength to contest the claims of trollkin who arrive with earthborn dire trolls at their side.

Some think the awesome power demonstrated by the earthborn springs from the regenerative vitality of trolls that allows them to knit torn flesh. In the earthborn that power has expanded so that their bodies react instantly to their needs in combat. Whatever the root of this ability, the earthborn boasts a power that allows kriel warlocks to face and surpass the petty innovations fielded by the cunning machinations of man, skorne, and dragon.

Some trollkin wonder what could have prompted the goddess Dhunia to birth such savage creatures as the dire troll. Yet the sign of her blessing shines nowhere clearer than with the rare and enormously powerful earthborn. In the ancient times of the Molgur, these bloodthirsty creatures were more commonly seen. Some shamans believe they were the first dire trolls, created by Dhunia and shaped from the very substance of Caen itself. They certainly possess a particular link to the wilderness and to the mother of all kin, for their skin ripples and changes to their advantage as they advance against their prey.

Crossing ground littered with boulders, rocks, and rubble, an earthborn's skin hardens as if carved of angled stone. As its feet sink into water, the muscles of its legs gain strength and the ability to achieve bursts of terrifying speed. Even more frightening, it can adapt to imitate its enemies' power. An earthborn dire troll charging into a warjack, for example, soon has great meaty fists as imperishable as the steel ones it faces. They are the ultimate expression of troll



MULG THE ANCIENT

TROLLBLOOD DIRE TROLL CHARACTER HEAVY WARBEAST

He is as timeless and immovable as the mountain, a walking monument to the strength of our blood.

—Hoarluk Doomshaper

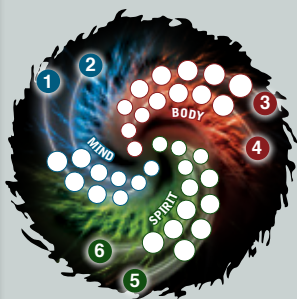
MULG							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
4	13	7	3	11	19	6	



RUNE CLUB		
POW	P+S	
6	19	



BIG MEATY FIST		
POW	P+S	
4	17	



FURY	5
THRESHOLD	10
FIELD ALLOWANCE	C
POINT COST	12
LARGE BASE	

model is damaged by an enemy attack, it gains +2 SPD for one round.

Snacking – When this model boxes a living model with a melee attack, this model can heal d3 damage points. If this model heals, the boxed model is removed from play.

BIG MEATY FIST

👊 Open Fist

RUNE CLUB

🔮 Magical Weapon

👁 Reach

Critical Smite – On a critical hit, this model can slam the model hit instead of rolling damage normally. The model hit is slammed d6" directly away from this model and suffers a damage roll with POW equal to this model's STR plus the POW of this weapon. The POW of collateral damage is equal to this model's STR.

MULG

Affinity [Doomshaper] – At the end of Mulg's combat action while in Doomshaper's control area, if the last model Mulg hit with a melee attack during its combat action is still in Mulg's melee range, Mulg can immediately make one normal melee attack targeting that model.

Protective Fit – When this model's controlling warlock is damaged by an enemy attack, immediately after the attack is resolved this model can make a full advance toward the enemy model. After moving, this model can make one melee attack targeting the enemy model.

Regeneration [d3] – This model can be forced to heal d3 damage points once per activation. This model cannot use Regeneration during an activation it runs.

Relentless – When this

ANIMUS COST RNG AOE POW UP OFF

RUNEBREAKER 2 SELF - - NO NO

Enemy animi within this model's command range expire. Enemy models cannot cast spells and enemy warbeasts lose their animi while in this model's command range. Runebreaker lasts for one round.

TACTICAL TIPS

RUNEBREAKER – When a warbeast loses its animus, its warlock cannot use that animus.

AFFINITY [DOOMSHAPER] – Because it is still Mulg's activation, Mulg can boost this attack.

SNACKING – Because the boxed model is removed from play before being destroyed, it does not generate a soul or corpse token.

CRITICAL SMITE – The slammed model is moved only half the distance rolled if its base is larger than the slamming model's.

young dire trolls meekly retreat when Mulg's heavy tread approaches their domain, abandoning kills in his path to assuage his endless hunger.

Mulg had experienced only limited interactions with trollkin before he first descended from his mountain centuries ago to exact tribute. Envious of their sigils of power, he demanded runes be carved into the stony flesh of his back depicting his many great deeds and ancient history. Mulg can focus his primordial rage into these runes to stifle the power of enemy beasts set against him.

Hoarluk Doomshaper first recognized the common thread of the ancient creature in the folk tales of scattered Cygnaran kriels. The disparate legends described a tremendous troll, a "walking piece of the mountain." Obsessed, Doomshaper made finding Mulg a personal quest he pursued without result for years. Then in 603 AR, as he made his way to one of the deepest and most remote areas of the Wyrmwail, the shaman unknowingly stirred other full-blood trolls who followed to observe how Mulg would receive him.

They gathered near Mulg when Doomshaper finally presented himself. The small and stooped trollkin startled those present by invoking the traditional dire troll greeting ceremony. He put on a display of aggression and invited Mulg to punch him in the chest. Consenting, Mulg smashed his fist straight into Doomshaper's torso, shattering his upper body and sending him flying across the clearing. Hoarluk lay still as death until he could muster enough power to mend his battered flesh and stand. Though he coughed blood with every breath, he still spoke words of respect to the great troll. No creature had ever survived such a blow, and the ancient was so impressed he named the shaman "Krol." The two shared

Dire trolls draw upon their regenerative capabilities to achieve extraordinary longevity. Many live for centuries, and they become increasingly dangerous and tenacious with age. Reputedly the most ancient and ferocious dire troll ever to walk Caen, Mulg is the paragon of that reputation; indeed, he is old enough to have seen the Orgoth with his own eyes. He has wandered the wilds of the southern mountains like a craggy troll king, demanding homage from all other trolls who cross his path. Even highly aggressive

their blood in a primal ceremony, and since that time Mulg has considered Krol a tiny brother.

The precise meaning of the name is disputed, but the most likely translation is “not food.” This represents a profound abstract concept to dire trolls, who are inclined to eat almost anything. Mulg imparted so much respect to Hoarluk Doomshaper through this blessing that the shaman gained the unprecedented obedience of other dire trolls.

Mulg has stayed out of the trollkin wars, content to prowl his mountains for food. Hunger gnaws at him constantly, even when he has eaten his fill. But in recent months he has felt the call of his blood bond to Krol and heard the shaman’s voice in his mind. When humans captured

Krol and locked him behind their steel bars, a surge of rage overwhelmed Mulg’s ancient brain. He marched to liberate Krol in a blood-fueled crusade accompanied by eager young dire trolls. Anything living that did not flee from their path was grabbed in meaty fists and eaten alive.





WARRIORS OF THE TROLLBLOODS

The trollkin who take up arms against their enemies come from many different kriels and cultures and even boast a variety of appearances. It is their traditions, however—the burdens and triumphs they shoulder together no matter the kriel from which they hail—that bind them as warriors of their race.

Stoic determination is a hallmark of all trollkin warriors, and those who fully embrace that virtue and risk themselves time and again to defend their kin might find themselves becoming heroes to their people. The trollkin who earn the right to be called “champions” are the warriors every idealistic young warrior aspires to become. These exceptional fighters are the trollkin their people will speak of for generations, their great deeds inscribed in living stone so none will forget their heroism. Unlike other warriors, who hope one day to return to the peace of their kriels, champions fight until they are no longer able and only then put down their weapons to advise kriel chiefs.

In times past, most warbands comprised warriors gathered temporarily to fight under the banner of a chief for a specific cause. Such a group might stay together for

several years only rarely, such as in the face of a truly ominous threat. In contrast, some modern warriors take up arms to follow a charismatic and successful chief. These warriors are typically motivated by a thirst for glory and hail from kriels that engage in feuds between themselves. Most commonly, though, warriors fight simply to protect themselves and their kin. Today almost every adult trollkin has been involved in at least a few skirmishes, as enemies encroach from all sides.

Trollblood supply lines are tenuous, and hunger is a constant companion for most warriors. When food is available, the lion's share goes to the full-blood trolls that accompany the warbands. Few trollkin leaders take liberties with rations, and it is some consolation to the warriors that their chiefs eat no better than they do. Even the most honored elders and mystics join their kin on the battlefield, giving up privileged lives to help ensure the survival of their people.

Individuals of particular potency often serve alongside a force's warriors; sorcerers command the raw power of the elements, and shamans can invoke the rage of their goddess against the enemies of the kriels. With so

RAPID HEALING AND PYG WHELPS

One of the greatest military advantages of trollblood warriors is their resilience and the speed with which they recover from injuries. Among trollblood species, trollkin possess the slowest regenerative capabilities, but even their capacity is far beyond humanity's. Trollkin have the ability to regenerate limbs and missing organs, though the process can take several months. This allows the severely injured to return to battle-readiness after taking wounds that would permanently cripple a human being. Less crippling injuries can often be shrugged off in a matter of hours if enough food is readily available.

Both trolls and pygs regenerate more rapidly; they are able to regrow arms or legs in mere minutes or hours. Their regenerative capability is so great that severed limbs themselves become whelps—stunted and short-lived yet sentient creatures. Pyg whelps are the smallest variety of these and frequently become attached to trollkin soldiers. It is not uncommon for bands of trollkin or pygs to be accompanied by one or more small whelps, which are treated like pets or mascots for the unit.





TROLLKIN CHAMPIONS

many walking reminders of the strength of their people, warbands are able to maintain surprisingly high morale despite prolonged hardship.

The only true divide among trollkin warriors exists between those communities of more traditional minds and those that have embraced the weapons and tactics of modern warfare. For generations, most trollkin warriors learned their discipline at the feet of their elders and wielded weapons handed down to them by their kith. This tradition has become increasingly difficult to maintain in the face of the escalating war for survival that has swept up the trollkin as a people.

In order to arm and prepare as many trollkin as possible to be effective warriors, the leaders of the united kriels have begun to embrace modern training regimens. Some pragmatic and forward-thinking trollkin military leaders have adopted the tactics and training techniques of Iron Kingdoms forces. Proponents of modernization have proven their methods can produce new warriors faster and to a high standard. Such warriors take orders from superiors just as professional soldiers do, and their leaders tolerate none of the brawling that often occurs among the wilder ranks of a vanishing time. These modern warriors are more disciplined than most of their kind and are trained to respect the trollkin semblance of a chain of command—traits

almost unheard of among fighters of previous generations. Traditional warriors such as champions, however, have their own closely observed codes of honor and behavior, which do not always make it easy for these groups to work together without conflict.

Even the most modernized trollkin warriors remain deeply connected with the traditions and ceremonies of their people. Like their forebears, who learned their deadly craft in ritualized training, they are powerfully bonded to their culture. For example, ritual tattoos are common among many trollkin warriors; these symbolic designs utilize special toxic pigments the trollkin do not metabolize and that resist the skin's ability to restore itself.

Every trollkin places a high value on individual freedom, even those who serve in the most disciplined warbands as sluggers or part of thumper crews. This compelling desire for freedom is one of the greatest motivators for all members of the race, and each of them fights for a day when his kith and kin can choose to live the lives they want, free from oppression.



KRIEL WARRIORS

TROLLBLOOD TROLLKIN UNIT

Our enemies fight for nations and kings and ideas. We will win today because instead, we fight for our kin.

—Brothan Quillvin, kriel warrior

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	5	4	12	15	8



HAND WEAPON

POW	P+S
4	10

FIELD ALLOWANCE 3

LEADER & 5 GRUNTS 4

LEADER & 9 GRUNTS 6

MEDIUM BASE

LEADER & GRUNTS

☑ Combined Melee Attack

☒ Tough

Prayers – The Leader of this unit can recite one of the following prayers each turn anytime during its unit's activation. Each model in this unit gains the benefits listed.

- **Fervor** – Affected models gain +2 to attack and damage rolls this activation.
- **Swift Foot** – Affected models gain +2" movement this activation.

TACTICAL TIPS

SWIFT FOOT – Modifiers to movement apply only to a model's normal movement.

Most of these warriors have already seen time in battle serving on the front line against the myriad enemies faced by trollkin kriels. They are led by the trusted Dhunian shamans who serve their communities. These feral priests lead by example, lending wisdom to their bands and infusing them with the power of Dhunia's wrath.

Kriel warriors are bands of irregulars drawn from among the trollkin kriels. Though few of them would claim to be professional soldiers, the hardships endured by these brave trollkin have accustomed them to the reality of the constant warfare facing their scattered people. Because life in a wilderness kriel is especially difficult, most trollkin learn basic fighting skills at an early age; all able-bodied trollkin must know how to fight, hunt, and protect their people.

Bands of kriel warriors receive only minimal additional training before being sent out into the field, where they gain their true education in the art of war. A chief component of this limited training is learning to fight alongside pureblood trolls. A trollkin quickly learns to be vigilant around his thick-skulled "allies," particularly when the trolls are wounded and hungry.



KRIEL WARRIOR STANDARD & PIPER

TROLLBLOOD TROLLKIN UNIT ATTACHMENT

Hear the skirl of the pipe, lads: it sends us into battle! Afterward, it will march the lucky among us home.

—Haglin Moorborn, kriel warrior



TACTICAL TIPS

TAKE UP – Effects include spells and animi. Remember that if this model remains in play as a result of Take Up it is the same model.

The kriel is the heart of trollkin life and culture. Each kriel has its own customs and traditions, most often expressed in the unique *quitari* patterns on their clothing and in the music of their fell callers and pipers. When a kriel's warriors go into battle, they march in time to the music of their people and beneath a great banner that speaks to them of their entire extended family.

Each kriel inscribes its history into stone, but it also records it upon cloth. When a kriel is forced to move, not all of its stones can be transported, so their banners become potent

symbols that remind them of their shared past and the kin for whom they fight. A standard whose brazier is fully fueled and burning brightly is



Attachment [Kriel Warrior] – This attachment can be added to a Kriel Warrior unit.

STANDARD BEARER

☉ Standard Bearer

⊗ Tough

Granted: Steady – While this model is in play, models in its unit gain Steady. (Models with Steady cannot be knocked down.)

PIPER

☉ Combined Melee Attack

⊗ Tough

In Step – While this model is within 3" of it, the unit commander gains +3" to its command range.

Take Up – If this model is destroyed or removed from play, you can choose a Grunt in this unit within 1" of this model to take its place. Effects on this model expire, and it gains the effects on the chosen Grunt. Remove the Grunt from the table instead of this model. This model has the same number of unmarked damage boxes as the chosen Grunt.

STANDARD BEARER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	5	4	12	15	8

PIPER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	5	4	12	15	8



HAND WEAPON	
POW	P+S
4	10

FIELD ALLOWANCE	1
STANDARD & PIPER	2
MEDIUM BASE	

visible from impressive distances, its colors readily recognizable to all. The sight of their brave banner gouting flame into the night sky has inspired many warriors to battle on despite gaping wounds and tremendous loss of blood or to march beyond the limits of even trollkin endurance.

Pipes have long been the favored instruments of the trollkin, who possess the hardy, huge lungs of natural pipers. Lively songs coordinate steps on long journeys and reinvigorate kriel warriors on forced marches in order to arrive where needed with good speed. The mournful songs of the pipers also echo over the fields after battle. These plaintive and haunting dirges for the dead remind all who survived the fight of the cost of victory.



KRIEL WARRIOR CABER THROWER

TROLLBLOOD TROLLKIN WEAPON ATTACHMENT

They throw them with such exuberance you'd think they were happy just to be rid of the things.

—Professor Linus Wesselbaum

THROWER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	6	5	4	12	15	8	



CABER	
POW	P+S
7	13

FIELD ALLOWANCE	3
1 THROWER	1
UP TO 2 ADD'L THROWERS	1EA
MEDIUM BASE	

the effects on the chosen Grunt. Remove the Grunt from the table instead of this model. This model has the same number of unmarked damage boxes as the chosen Grunt.

CABER



Momentum – Instead of suffering a normal damage roll, a small- or medium-based, non-incorporeal model hit by this attack is slammed d3" directly away from this model. The POW of the slam damage roll is equal to this model's STR plus the POW of this weapon. The POW of collateral damage is equal to the STR of this model. In addition to suffering a normal damage roll, large-based models hit by this attack are knocked down.

Attachment [Kriel Warrior] – This attachment can be added to a Kriel Warrior unit.

THROWER



Take Up – If this model is destroyed or removed from play, you can choose a Grunt in this unit within 1" of this model to take its place. Effects on this model expire, and it gains

TACTICAL TIPS

TAKE UP – Effects include spells and animi. Remember that if this model remains in play as a result of Take Up it is the same model.

Only particularly strong and stout trollkin, who boast endurance considered extraordinary even among their kith, can regularly carry these massive weapons across long distances.

What passes for trollkin entertainment would amaze and horrify most humans. Many of these customs evolved from ritualized games intended to ready able-bodied warriors of a kriel for battle. Feats of strength, stamina, and endurance are all commonplace among the wild kriels, and many draw from practices that also have applications in battle. Hurling cabers has proven a surprisingly devastating, if crude, attack throughout the centuries. Such demonstrated effectiveness prompted some kriels to add this sport to their winter entertainment, both to keep the warriors in fighting form and to determine which trollkin would wield the cabers in actual combat.

Cabers were originally made of great wooden poles, but kriels in the Gnarl took this weapon to the extreme by using stone columns of a size that seemed impossible to lift, let alone throw. These weapons continue to prove well worth the backbreaking effort of carrying them to the battlefield, tumbling forward with bone-pulping power. Anything caught in the caber's path is usually reduced to paste. Even those few beasts hardy enough to endure such a blow will generally be knocked off their feet by the pitching column.



PYG BURROWERS

TROLLBLOOD UNIT

These pygs pop up, blazing away, and enemies fall down. Nice and simple.

—Grissel Bloodsong



TACTICAL TIPS

TUNNELING (ORDER) – Do not place models that have been removed from play.

Stalwart pygs have proven themselves invaluable to the embattled kriels, particularly as scouts, spies, and ambushers. After great success equipping these diminutive trolls with rifles, the chiefs began using them in other capacities. The pygs quickly demonstrated their loyalty and utility even between battles, such as during the labor-intensive projects undertaken to build homes for displaced kith. It was then the trollkin discovered the pygs' great skill as ditch diggers, earth movers, and sappers. Troll endurance combined with their size and enthusiasm make the pygs consummate tunnel diggers. No trollkin—nor any other creature in its right mind, truth be told—would follow the pygs through the quickly deteriorating passages by which they cross battlefields.

Few sights are as shocking to enemy forces as that of a group of pygs bursting out of the ground into their midst. The diminutive trollkin might appear comical in other

LEADER & GRUNTS

☛ Advance Deployment

☒ Tough

Point Blank – During its activation, this model can make melee attacks with its ranged weapon, with a 0.5" melee range. Do not add this model's STR to damage rolls made with ranged weapons. Charge attacks made with ranged weapons are not boosted.

Tunneling (Order) –

Before this unit's normal movement, replace the unit commander with the tunneling marker, then remove the remaining models in this unit from the table. Remove those that were not in formation from play. Effects on models in this unit expire. Then move the tunneling marker up to 5". During your next Maintenance Phase, place models in this unit within 5" of the tunneling marker and remove it from the table. Models that cannot be placed are removed from play. This unit cannot receive the Tunneling order if it received it during its last activation.

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	4	4	13	12	7

SLUG GUN			
RNG	ROF	AOE	POW
4	1	—	14

HAND WEAPON	
POW	P+S
3	8

FIELD ALLOWANCE	1
LEADER & 5 GRUNTS	4
LEADER & 9 GRUNTS	6

SMALL BASE

circumstances, but in battle they are a serious threat, their eyes narrowed in determination as they drop their pickaxes and mining tools in favor of their enormous-bore slug guns. The pygs take reckless delight in these attacks, knowing that if they do not destroy their enemies in the first seconds of the ambush they will likely be killed in the counterattack.

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





KRIELSTONE BEARER & STONE SCRIBES

TROLLBLOOD TROLLKIN UNIT

The krielstone is the memory of our people. With it in our midst the greatest heroes of our past stand alongside us.

—Stone Scribe Lethral Halfhand

LEADER

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	5	4	12	13	9

GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	5	4	12	13	9



HAND WEAPON

POW	P+S
4	11

FIELD ALLOWANCE 1

LEADER & 3 GRUNTS 3

LEADER & 5 GRUNTS 4

MEDIUM BASE

LEADER

☒ Fearless

☒ Tough

Fury Vault – While this model is in a friendly warlock's control area during the warlock's activation, the warlock can move fury points from himself to it. If this model is in a friendly warlock's control area, the warlock can leach fury points from it during your Control Phase. This model can have up to 1 fury point on it for

each model currently in this unit. When a model in this unit is destroyed or removed from play, remove fury points from this model in excess of the number of models remaining in the unit. If this model is destroyed and replaced by a Grunt in its unit, place its fury points on the new Leader.

Protective Aura – Once at any time during its unit's activation, this model can spend 1 fury point to use Protective Aura. When it does, for one round this model and friendly Faction models gain +2 ARM while within 4" of this model + 1" per fury point on this model.

Self-Sacrifice – If this model is disabled by an enemy attack, you can choose a non-disabled model in this unit within 3" of this model to be destroyed. If another model is destroyed as a result of Self-Sacrifice, this model heals 1 damage point.

GRUNTS

☒ Fearless

☒ Tough

Krielstones are sacred monuments of the trollkin, great carved rocks etched with runes immortalizing the race's most heroic acts. Creating these reliquaries is the responsibility of the most respected trollkin artisans: stone scribes. These craftsmen approach their work with a religious dedication, carefully selecting and inscribing each stone with great ceremony.

Often the largest krielstones are placed at important Dhunian sites or noted ancient battlegrounds near shrines to the Ravaged Mother. Generations of prayers have infused many stones with spiritual power, and miracles are often attributed to them. Most are great monoliths too heavy to move, but some trollkin now carry smaller versions into battle. These portable reservoirs of spiritual energy are capable of radiating an aura that protects the brave warriors who fight within it.

Customarily, the strongest trollkin of a kith pit themselves against the larger stones, working

TACTICAL TIPS

PROTECTIVE AURA - If the Leader is destroyed Protective Aura expires.

throughout adolescence to master the raw strength necessary to lift one and carry it into battle. Although these trollkin possess unmatched strength, they insist this is as much a feat of will as muscle. Some gain reputations across the kriels as they strive to carry successively heavier and more powerful stones.

Stone scribes accompany these bearers to witness the brave deeds of the kin in battle, which they will carve into krielstones for future generations. Scribes also train in the art of capturing the sacred power of krielstones onto ceremonially prepared scrolls created from rubbings of their surfaces. Scribes cherish the stones and their bearers and will gladly sacrifice their lives to defend them.



STONE SCRIBE ELDER

TROLLBLOOD TROLLKIN UNIT ATTACHMENT

*The stories carved upon the krielstone fill it with the warrior spirit of our greatest heroes.
It thirsts for battle and honor as much as you do.*

—Elder Stone Scribe Gylys Riverheart



TACTICAL TIPS

STONE WARP – These effects are in addition to the effects of Protective Aura.

Long years of experience with krielstones have imparted deep secrets to the eldest stone scribes. Such elders have spent decades making pilgrimages to the most important stones of all the trollkin kiths. At each site they study the inscribed tales and seek out the kith's shaman for further illumination about the local heroes. These years of study give stone scribe elders rare insight into the heroism that powers the krielstones.

What separates elders from novices is more than just this deeper lore; it is true respect for the art of rune carving and the place in history a krielstone represents. Young scribes must focus solely on their craft, learning how to expediently carve marks for famous heroes and mastering shortcuts in expression representing key moments. A single rune can convey the sequence of an entire battle. Elders know that members of their calling are not simply historians: the

Attachment [Krielstone Bearer & Stone Scribes] –

This attachment can be added to a Krielstone Bearer & Stone Scribes unit.

ELDER

⚔️ Fearless

⚔️ Officer

⚔️ Tough

Stone Warp – This model can use one of the following effects each turn anytime during its unit's activation:

- **Combat Warding** – Continuous effects on friendly Faction models affected by this unit's Protective Aura expire. While affected by this unit's Protective Aura, a model is immune to continuous effects. Combat Warding lasts for one round.
- **Spirit Chaser** – While within the area affected by this unit's Protective Aura this round, enemy models lose Incorporeal and Stealth.
- **Stone Strength** – While within the area affected by this unit's Protective Aura this round, friendly Faction models gain +1 STR.

ELDER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	6	4	12	13	9



HAND WEAPON

POW	P+S
4	11

DAMAGE 5

FIELD ALLOWANCE 1

POINT COST 1

MEDIUM BASE

power they bring to bear in the krielstones is a sacred art. The shape of each hero's runes must convey the spirit of that great individual if his power is to become manifest.

Laden with scrolls and rubbings taken from the numerous krielstones they have tended, stone scribe elders are adept at attuning the protective aura of a krielstone to a number of purposes. Tapping directly into the heroism of their people, an elder scribe draws forth an echo of ancient prodigies and valorous heroes, blessing the gathered warriors with incredible strength or resilience.





PYG BUSHWHACKERS

TROLLBLOOD UNIT

Half a dozen of the little buggers ambushed us on the road. Killed ten of our men before we even knew where they were shooting from.

—Long Gunner Sergeant Kenn Malone

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	4	4	13	12	7



RIFLE

RNG	ROF	AOE	POW
14	1	—	10



HAND WEAPON

POW	P+S
3	8

FIELD ALLOWANCE 2

LEADER & 5 GRUNTS 5

LEADER & 9 GRUNTS 8

SMALL BASE

LEADER & GRUNTS

- Advance Deployment
- 🔗 Combined Ranged Attack
- 🕒 Pathfinder
- ⊗ Tough

Bushwhack (Order) –

During this unit's activation, affected models make their combat actions before their normal movement. Affected models must make a full advance as their normal movement this activation.

After witnessing the pygs in action, trollkin leaders saw their potential and decided to organize and arm them with some of the rifles and powder given to them by Cygnar. By slightly altering the stock and trigger mechanisms, the trollkin modified these weapons to suit the diminutive pygs. What the pygs lack in discipline, they more than make up in tenacity, enthusiasm, and ingenuity; they've even adopted improvised calls and hand signals to coordinate more effectively in the dense undergrowth. Bushwhackers move ahead of trollblood forces, using stolen spyglasses to scout and identify the best places to set up calculated offenses.

Pygs have long existed on the fringes of trollkin society. The kriels have traditionally considered them frivolous and incapable of the valor that trollkin idealize. Tolerating their smaller cousins, the trollkin allowed them to live on the outskirts of their kiths. This arrangement suited the pygs well, because it kept them safe from the reach of hungry full-blood trolls. But as the kriels have been displaced and beset on all sides, the relationship between trollkin and pygs has begun to evolve.

Pygs are quite intelligent and nimble despite not being noted for their sophisticated culture or aptitude for crafts. They use their innate cunning to lay complex ambushes and work together to bring down larger prey. Pygs have increasingly begun to emulate the trollkin sheltering them, including wearing similar garments and taking advantage of acquired firearms to become surprising crack shots.



THUMPER CREW

TROLLBLOOD TROLLKIN WEAPON CREW UNIT

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

—Duke Kielon Ebonhart IV of the Northern Midlunds



Among the largest and most prized weapons given to Chief Ironhide by King Leto was a batch of carronade guns the Cygnaran Navy had slated for retirement. The kriels now use these short-range weapons as slow-moving, powerful artillery. Because the carronades require less blasting powder than conventional cannons, they are ideal for a people with no ready means of producing their own powder.

Though not originally intended for land use, these weapons have proven vital to the trollkin. Without such armament the kriels would find it much more difficult to stand against enemies such as the skorne, whose own titan-borne cannons and other siege engines represent a significant threat. Much to their chagrin, even the carronades' original owners have had to defend against them. The former Thornwood kriels deployed these weapons during their battles to seize lands in northern Cygnar and establish fortified posts from which to repel any who would contest their claims.

The trollkin affectionately call these weapons "thumpers" after the distinct noise they make when fired. The guns' compact size makes them relatively easy to transport from one battlefield to the next, so they are well suited to the rapid redeployments and unexpected strikes favored

LEADER

⊗ Tough

GRUNTS

⊗ Tough

THUMPER

Light Artillery – This weapon cannot be used to make attacks or special actions during activations this model moves. This model cannot gain the aiming bonus when attacking with this weapon and cannot charge. If this model attacks with this weapon during its activation, it cannot attack with any other weapons that activation.

Momentum – Instead of suffering a normal damage roll, a small- or medium-based, non-incorporeal model hit by this attack is slammed d3" directly away from this model. The POW of the slam damage roll is equal to the POW of this weapon. The POW of collateral damage is equal to the POW of this weapon. In addition to suffering a normal damage roll, large-based models hit by this attack are knocked down.

Range Finder – While B2B with one or more grunts in this unit, the leader gains +2 to attack rolls with this weapon.

LEADER

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	6	5	5	12	14	8



THUMPER

RNG	ROF	AOE	POW
14	1	—	14



AXE

POW	P+S
4	10

GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	6	5	5	12	14	8



AXE

POW	P+S
4	10

FIELD ALLOWANCE 2

LEADER & 2 GRUNTS 3

LARGE BASE LEADER

MEDIUM BASE GRUNT

by the commanders of the displaced kriels. Fighting smoothly in crews is not a discipline inherent to trollkin warriors, though, and the implementation of thumpers has created a need for volunteers willing to endure significantly more specialized training and drills than most trollkin fighters. The undeniable results ensure both a steady stream of volunteers for thumper crews and increasing requests for their service.





TROLLKIN CHAMPIONS

TROLLBLOOD UNIT

Brotherhood is forged in battle, and by brotherhood we will stand where others fall.

—Champion Torush Fennborn

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	7	4	12	16	9



HAND WEAPON

POW	P+S
4	11

DAMAGE 8

FIELD ALLOWANCE 2

LEADER & 2 GRUNTS 6

LEADER & 4 GRUNTS 10

MEDIUM BASE

LEADER & GRUNTS

☒ Fearless

☒ Tough

Defensive Line – While this model is B2B with one or more models in its unit, it gains +2 ARM.

HAND WEAPON

☒ Weapon Master

Most champions, particularly those from the Thornwood, share tales of woe—lost mates, children, and parents—and they find life between battles a solemn reminder that they are the last of proud bloodlines. As champions ready for their next conflict, they draw upon the strength of their brothers in arms, inspire hope in all their kin, and stride fearlessly to embrace their fates. Each champion knows he will die in bloodshed but until then intends to send as many enemies ahead of him as his weapons can reach.

Trollkin champions are hardened and experienced veterans who have risen to become the great heroes of their kriels. They are bound by a shared awareness of a greater destiny and formalize their fraternity using the *kulgat* blood oath. Drawing strength from one another, they fight for the survival of their people with seamless, coordinated precision. Many of their brave stories for survival will end in death, but before falling they claim glory by cutting down their enemies with a weapon in each hand.

Only the strongest and most skilled trollkin warriors rise to become champions. These masters of all weapons are equally at ease with axes, blades, clubs, and other various implements of war. Their bonds go beyond a normal *kulgat*, allowing them to anticipate the moves of their brothers perfectly in order to exploit miniscule opportunities in their enemies' defenses. Champion leaders take the title *kithkar*, which means "first born" among trollkin siblings. These are the eldest and most skilled of their groups, and many of them were once chieftains of lesser kriels who gave up their status to heed this unique call to arms.



SKALDI BONEHAMMER

TROLLBLOOD TROLLKIN CHAMPION CHARACTER UNIT ATTACHMENT

I live for sport, and there is no greater contest in this life than battle. So raise a mug with me and we will fight until our hearts are full.

—Skaldi Bonehammer



TACTICAL TIPS

COUNTER CHARGE – This can mess up your unit formation.

OFFICER – Because this model is an Officer, when it is destroyed it does not replace a Grunt in its unit. Instead the unit Leader becomes the unit commander.

A sometimes ally, sometimes rival, and frequent drinking companion of Borka Kegslayer, Skaldi Bonehammer has earned a name for himself in the company of some of the greatest trollkin warriors of the age. His hunger for glory and vengeance upon those who would harm his people is already well known among the kriels. The number of skulls crushed by his great hammer is uncountable, and his very presence inspires his battle brothers.

Bonehammer spent his youth among the kriels of the Scarsfell Forest, far north of the strife that consumed the trollkin of the Thornwood and the Gnarl. The northern kriels are no strangers to battle, however; they had to stand continually ready to defend themselves against warring human tribes, Khadoran patrols, and occasionally rival kriels. Relishing the opportunity to prove his valor, Bonehammer took any excuse to feud with rival kriels and warbands.

Attachment [Trollkin

Champion] – This attachment can be added to a Trollkin Champion unit.

SKALDI

☒ Fearless

☒ Officer

☒ Tough

Defensive Line – While this model is B2B with one or more models in its unit, it gains +2 ARM.

Counter Charge – When an enemy model advances and ends its movement within 6" of this model and in its LOS, this model can immediately charge it. If it does, it cannot make another counter charge until after your next turn. This model cannot make a counter charge while engaged.

Granted: Overtake – While this model is in play, models in its unit gain Overtake. (When a model with Overtake destroys one or more enemy warrior models with a normal melee attack, after the attack is resolved this model can immediately advance up to 1".)

Rapid Strike – This model can make one additional melee attack each combat action.

Tactics: Relentless Charge – Models in this unit gain Relentless Charge. (Models with Relentless Charge gain Pathfinder ☒ during activations they charge.)

HAMMER

☒ Reach

☒ Weapon Master

SKALDI						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	8	4	12	16	9



HAMMER

POW P+S

4 11

DAMAGE	8
FIELD ALLOWANCE	C
POINT COST	3
MEDIUM BASE	

When Kegslayer vowed to follow Madrak Ironhide south, Bonehammer initially balked, claiming there were glories enough to be won

in the north. In time, however, stories and inscriptions of the great southern battles reached the Scarsfell. At first Bonehammer dismissed these tales as exaggeration, but he was soon forced to acknowledge the truth of the ever-growing war Borka had predicted. In order to prove himself Kegslayer's equal once more, Bonehammer took his warband from the Scarsfell to the embattled southern kriels in order to seek out their greatest warriors and lead them to battle for the sheer joy of strife.





TROLLKIN FENNBLADES

TROLLBLOOD UNIT

Though they will come upon you like a tide of thunder, their storm will break upon your blades.

—Chief Mortor of the Fennblades, during the Last Charge of the Calacians

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	6	4	12	14	8



HOOKED GREAT SWORD

POW	P+S
5	12

FIELD ALLOWANCE 2

LEADER & 5 GRUNTS 5

LEADER & 9 GRUNTS 8

MEDIUM BASE

LEADER & GRUNTS

☒ Tough

Hard – This model does not suffer damage or effects from impact attacks or collateral damage.

Vengeance – During your Maintenance Phase, if one or more models in this unit were destroyed or removed from play by enemy attacks during your opponent's last turn, each model in the unit can advance 3" and make one normal melee attack.

TACTICAL TIPS

VENGEANCE – Models move after continuous effects have been resolved during the step of the Maintenance Phase that says "Resolve all other effects that occur during the Maintenance Phase."

southern Cygnaran kriels. This signature blade is difficult to master, even for the brawniest trollkin. Their techniques require long hours of drilling and greater discipline and coordination than trollkin normally exhibit. This makes Fennblades ideally suited for the more cohesive army trollkin leaders are attempting to forge.

HOOKED GREAT SWORD

☒ Reach

Trollkin called Fennblades await the charge of their foes, positioned shoulder-to-shoulder with wicked, hooked greatswords raised at the ready. Even as the earth trembles with the rush of oncoming cavalry or massive beasts of war, these stoic warriors stand resolute and move only at the last moment. Some duck lances to sweep their blades low, and others bring their blades straight down on their foes while sidestepping enemy weapons. The result is always the same: Fennblades standing over the moaning and dying enemy who foolishly sought to shatter their lines.

Around the time of the first Trollkin Wars, a large number of kriels within the Fenn Marsh northeast of Mercir banded together for mutual protection and safety. These southern battles never quite gained the fame or notoriety of the larger wars in the Thornwood, but the warriors who participated in them made a lasting impression on those who bore witness.

As the stories of their victory spread, other kriels adopted similar methods. They took the name of Fennblades to honor those who stood against Caspia's finest. The hooked sword they carry is the preferred weapon of these



TROLLKIN FENNBLADE OFFICER & DRUMMER

TROLLBLOOD UNIT ATTACHMENT

Over 'em or through 'em, lads—makes no difference to me!
—Fennblade Kithkar Toln Canngrave



TACTICAL TIPS

NO QUARTER – Modifiers to movement apply only to a model's normal movement.

TAKE UP – Effects include spells and animi. Remember that if this model remains in play as a result of Take Up it is the same model.

VENGEANCE – Models move after continuous effects have been resolved during the step of the Maintenance Phase that says "Resolve all other effects that occur during the Maintenance Phase."

OFFICER – Because this model is an Officer, when it is destroyed it does not replace a Grunt in its unit. Instead the Leader becomes the unit commander.

To earn the honor of *kithkar* among the Fennblades, a trollkin must first prove himself courageous in the face of overwhelming odds and certain death. Those he leads know they will be expected to fight in the bloodiest parts of the battlefield without regard for their own life or limb. Fennblades under the command of a kithkar strike like a force of nature, unmovable and unstoppable. Accompanying the kithkar is a drummer who keeps the warriors marching in step.

The Fennblades a kithkar commands can steel themselves against any assault. Even the staggering impact of a cavalry charge breaks upon them like so much surf against rock. Their bellowing countercharge is enough to terrify the staunchest veterans as the Fennblades hurtle forward to cut down any who dare stand their ground.

Attachment [Trollkin Fennblades] – This attachment can be added to a Trollkin Fennblades unit.

OFFICER

⊗ Officer

⊗ Tough

Hard – This model does not suffer damage or effects from impact attacks or collateral damage.

No Quarter – Once per game during its unit's activation, this model can use No Quarter. Models in this unit gain Fearless ⊗, Pathfinder ⊗, and Terror ⊗. A model in this unit that charges gains +2" movement. No Quarter lasts for one round.

Tactics: Set Defense – Models in this unit gain Set Defense. (A model in the front arc of a model with Set Defense suffers -2 on charge, slam power attack, and impact attack rolls against the model with Set Defense.)

Vengeance – During your Maintenance Phase, if one or more models in this unit were destroyed or removed from play by enemy attacks during your opponent's last turn, each model in the unit can advance 3" and make one normal melee attack.

DRUMMER

⊗ Tough

Hard – See above.

In Step – While this model is within 3" of it, the unit commander gains +3" to its command range.

Take Up – If this model is destroyed or removed from play, you can choose a Grunt in this unit within 1" of this model to take its place. Effects on this model expire, and it gains the effects on the chosen Grunt. Remove the Grunt from the table instead of this model. This model has the same number of unmarked damage boxes as the chosen Grunt.

Vengeance – See above.

HOOKEG GREAT SWORD

⊗ Reach

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



HOOKEG GREAT SWORD	
POW	P+S
5	12

DRUMMER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	6	4	12	14	8

OFFICER'S DAMAGE 5

FIELD ALLOWANCE 1

OFFICER & DRUMMER 2

MEDIUM BASE





TROLLKIN LONG RIDERS

TROLLBLOOD TROLLKIN CAVALRY UNIT

If the trembling earth sends fear into the lungs of the enemy to steal their very breath, know it is the long riders who come.

—Benlor Saddleborn of the Jelkilar Kriel Long Riders

LEADER & GRUNTS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
7	7	7	4	12	17	9	



CAVALRY AXE

POW	P+S
5	12



MOUNT

POW
14

DAMAGE	8
FIELD ALLOWANCE	1
LEADER & 2 GRUNTS	7
LEADER & 4 GRUNTS	11
LARGE BASE	

LEADER & GRUNTS

☒ Fearless

☒ Tough

Bull Rush (Order) –

Affected models can make slam power attacks and must run, charge, or make a slam power attack this activation. A slammed model suffers a damage roll with POW equal to the current POW of this model's Mount ☒. The POW of collateral damage from a slam is equal to the current POW of the Mount ☒. If an affected

model makes a successful slam but moved less than 3", it makes an attack roll against its target. If the target is hit, it suffers a damage roll with POW equal to the current POW of this model's Mount ☒ but is not slammed. After a model in this unit resolves a slam power attack, that model can make one normal melee attack.

CAVALRY AXE

☒ Reach

Brutal Charge – This model gains +2 to charge attack damage rolls with this weapon.

MOUNT

Critical Knockdown – On a critical hit, the model hit is knocked down.

The resolute long riders gallop into battle as inexorably as the tide, riding thick-framed and powerfully muscled bison. Few forces of nature are able to match the raw power and unparalleled impact of their momentum as they pound the earth into submission beneath their hooves. Long riders atop their steeds easily shatter enemy lines, able to send even titans tumbling back into the mud, all while their long-handled axes lay down deadly blows.

Southern trollkin kriels do not have a long cavalry tradition, having lived generations among the wooded confines of the Thornwood or the Gnarl. In other regions, however, such as several large open areas of Khador, the trollkin have lived

quite different lives. Though these regions boast horses strong enough to bear armored trollkin warriors, such creatures proved uneasy with the smell of full-blood trolls, and the kriels found a better match in the temperament of bison. Innumerable herds of bison once roamed many of Khador's open expanses, including the stretch of territory south of Bitterrock River. The best warriors of those kriels soon mastered riding these creatures, delighting in the undeniable appeal of their raw mass and speed.

The most famed of trollkin battle riders, long riders are noted for their endurance. They sleep and eat in the saddle on long journeys, and they dismount only when absolutely necessary. Those who spend time with them insist that the moods and attitudes of the mount and rider eventually become linked, such that when one is angry or agitated, so is the other.



TROLLKIN RUNESHAPERS

TROLLBLOOD UNIT

The rune Kora denies the pull of the earth and makes even the heaviest stone as light as a feather.

—Runeshaper Elder Gorkalis to an apprentice



TACTICAL TIPS

MAGIC ABILITY – Performing a Magic Ability special action or special attack counts as casting a spell.

TREMOR – This attack roll is boostable.

Runeshapers are among the most formidable trollkin sorcerers, having learned to manipulate stone with their minds. At a runeshaper's call, rocks rise in response to their will. Sorcerers born among the trollkin kriels have one significant advantage over their human counterparts: whereas humans usually discover their gifts later in life, sorcerous trollkin are immediately recognizable as albinos. They soon separate from their peers and begin to learn how to master their inborn potential. Among larger collections of kriels, elders sort such youth by aptitude and direct each to a path suiting his inclinations. The more aggressive sorcerers become tremendous assets on the battlefield, using their arcane strength to batter the enemy.

LEADER & GRUNTS

Pathfinder

Tough

Magic Ability [7]

• **Rock Hammer (★Attack)** – Rock Hammer is a RNG 8, AOE 3, POW 14 magic attack. On a critical hit, models hit are knocked down.

• **Tremor (★Attack)** –

Tremor affects every model within 2" of this model and does not require a target. Make one magic attack roll. If the roll equals or exceeds the DEF of an affected model, it is knocked down. This attack roll cannot be rerolled. This model can make a Tremor special attack if it charges.

Steady – This model cannot be knocked down.

HAND WEAPON

Magical Weapon

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	6	4	12	15	8



HAND WEAPON

POW	P+S
4	10

DAMAGE	5
FIELD ALLOWANCE	2
LEADER & 2 GRUNTS	4
MEDIUM BASE	

Though their evocations might resemble druidic power, runeshapers feel no affinity for human blackclads. The religious among them believe trollkin sorcery is a gift from Dhunia—not the Devourer Wurm—and is linked to the seasons that represent the goddess' manifestations on Caen: earth power belongs to spring, fire to summer, ice and water to winter, and storms to autumn. Runeshapers are not priests, but many believe their power is a sign that they are destined to deliver Dhunia's wrath. Others ignore such spiritualism to focus on the raw arcane power of the runes themselves.





SCATTERGUNNERS

TROLLBLOOD TROLLKIN UNIT

Nothing wrong with splitting a skull with an axe—but axes don't belch smoke and fire!

—Sergeant Gorlash, scattergunner

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	5	5	12	14	8



SCATTERGUN			
RNG	ROF	AOE	POW
SP 8	1	—	12



GUN BLADE	
POW	P+S
3	9

FIELD ALLOWANCE	2
LEADER & 5 GRUNTS	5
LEADER & 9 GRUNTS	8
MEDIUM BASE	

LEADER & GRUNTS

⊗ Tough

Tough as boiled leather, dedicated scattergunners are the equal of any soldier fielded by the kingdoms of men and twice as hardy. Trollkin are increasingly turning to modern weapons to help equalize their declining numbers, and many of

them have taken to firearms with enthusiasm.

While the weapons are of human invention, trollkin are no strangers to firearms; their problem has always lain in acquiring blasting power. Thornwood trollkin received a massive infusion of low-grade powder, as well as a number of deck guns intended for fixed-position defense, following Chief Ironhide's initial negotiations with King Leto. Instead of using these cannons in their intended role, the trollkin strapped stocks on them and stuffed them with powder and scrap metal to transform them into enormous scatterguns. These short-range weapons are well suited to trollkin because of the combination of strength, stamina, and courage required in order to wield them: the tough scattergunners do not fear charging the enemy while firing a spray of explosive shrapnel that flays flesh from bone.

Every shot of these tremendous guns consumes an obscene quantity of blasting powder, a fact that has motivated ongoing raids to gather more kegs of powder. Often the scatterguns are loaded with an assortment of metallic scrap, chain links, or iron nails that enhance the carnage quotient. Enemies that foolishly stand too close together can be ripped to shreds with a single blast. Scattergunners are just as ruthlessly proficient in close combat, using the hefty axe blades attached to the ends of their guns to decimate any enemy unlucky enough to survive their wailing ranged assault.



TROLLKIN SCOUTS

TROLLBLOOD UNIT

It's a good thing their eyesight is so good, because if they got any closer to the enemy their smell would give 'em away.

—Allen Ashley



TACTICAL TIPS

ASSAULT – The assaulting model ignores the target in melee penalty even if is not in melee range of its charge target after moving.

The enemies of the trollbloods have begun to encroach upon even the most far-flung and isolated kriels, thrusting them into the growing conflicts. Over generations the trollkin of these remote kriels have adapted to life in the wilderness of western Immoren, becoming masters of their environments. From the high passes of the Upper Wyrmswall Mountains to the dank swamps of the Marchfells, backwoods kriels have found ways to survive almost anywhere. Because sustenance is hard to come by and regular trade nearly impossible in such dangerous places, every member of the kriel must be skilled at hunting, trapping, and tracking. Still worse are the terrible beasts that sometimes share these isolated territories. Such creatures are best avoided, and thus every adult trollkin in these areas becomes an expert woodsman in order to survive.

For centuries these kriels have only rarely interacted with their distant kith and kin. But as enemies of the trollbloods extend their reach, isolation is a luxury these independent communities can no longer afford. They have answered

LEADER & GRUNTS

➤ **Advance Deployment**

🕒 **Pathfinder**

⊗ **Tough**

Assault – As part of a charge, after moving but before making its charge attack, this model can make one ranged attack targeting the model charged unless they were in melee with each other at the start of this model's activation. When resolving an Assault ranged attack, the attacking model does not suffer the target in melee penalty. If the target is not in melee range after moving, this model can make the Assault ranged attack before its activation ends.

Gang – When making a melee attack targeting an enemy model in melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

Hunter – This model ignores forests, concealment, and cover when determining LOS or making a ranged attack.

Prowl – This model gains Stealth (🕒) while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.

THROWN AXE

Thrown – Add this model's STR to the POW of this ranged attack.

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	6	5	13	13	8



THROWN AXE			
RNG	ROF	AOE	POW
6	1	—	4



HAND AXE	
POW	P+S
4	11

FIELD ALLOWANCE	2
LEADER & 5 GRUNTS	5
MEDIUM BASE	



Madrak Ironhide's call for solidarity among his people and serve as scouts in the growing warbands of the united kriels. Expert hunters and trackers, they move unseen and unheard through even the heaviest brush or most impenetrable swamp. These natural guerilla fighters are sent ahead of the trollblood warbands, ambushing their enemies with startling speed even in seemingly impassable terrain. When they finally close with the enemy, they hurl axes with deadly accuracy even as they move to engage in close-quarters fighting. Their less rustic kin might regard them as primitive, but they have learned to respect the scouts' deadly wilderness skills.



TROLLKIN SLUGGERS

TROLLBLOOD UNIT

Son, that many bullets sound like just one thing: victory.

—Captain Gunnbjorn

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	5	5	12	14	8



SLUGGER

RNG	ROF	AOE	POW
10	1	—	13



AXE

POW	P+S
4	11

DAMAGE 5

FIELD ALLOWANCE 1

LEADER & 2 GRUNTS 5

LEADER & 4 GRUNTS 8

MEDIUM BASE

LEADER & GRUNTS

⊗ Tough

SLUGGER

Full Auto [d3] – If this model forfeits its movement during its activation to gain the aiming bonus, it can make d3 initial attacks with this weapon during its combat action that activation, ignoring ROF.

Only the best-disciplined trollkin are chosen to join the ranks of the sluggers.

Each slugger carries an enormous chain-fed cannon originally designed to protect entrenched positions. Sluggers are not new weapons for the trollbloods, who first acquired them as surplus from the Cygnaran Army several years ago. The guns were originally used to defend those villages lucky enough to acquire them, but as the trollkin came under increasing conflict with the outside world, new uses arose for every weapon in their arsenal. The humans who built these guns can barely lift them unassisted, yet the brawny trollkin can wield them with alarming ease. Even as they began to mount the powerful guns atop dire trolls, some trollkin were already carrying their own sluggers into battle.

The trollkin came by their first sluggers through trade and negotiation, but Cygnar has begun restricting the sale of such arms, and its military has taken steps to crack down on the markets through which they were once made available. The trollbloods now stockpile these valuable weapons at every opportunity for their slugger units, which have become an important element in the emerging tactics of the united kriels.

Many are either veterans of the Cygnaran Army or were trained by sergeants with that experience. Instructed to fight in small bands, the sluggers are an awe-inspiring sight to their kin. They walk the battlefield unleashing a truly staggering hail of bullets and clearing firing lanes for their brothers and sisters in arms. Enemy infantry are cut down with terrible swiftness, and even the mightiest warbeasts can fall before a slugger unit's combined fire.



FELL CALLER HERO

TROLLBLOOD TROLLKIN SOLO

The songs of our people shake the earth itself.
—Toreth Kellsweaver, fell caller



TACTICAL TIPS

REVEILLE – Models affected by Reveille and units including models affected by Reveille have been affected by a Fell Call and cannot receive the benefits of another Fell Call this turn.

The sons and daughters of Bragg—the legendary father of the fell caller bloodline—are paragons of trollkin culture and pride. Their powerful, booming voices raised in song can rally nearby trollkin to heroic efforts or shatter bone and flesh through a singular sonic attack. Between battles this hardy bunch finds joy in living the good life, even in these difficult and troublesome times.

These wild and inspirational crooners are not without their unique challenges, however. Fell callers are an arrogant, self-assured breed who sometimes have difficulty following orders. They are prone to excessive drinking—even by trollkin standards—and inciting wild revelries at inappropriate times. Traveling fell callers can be a source

FELL CALLER

☠ Fearless

☠ Tough

Fell Calls – This model can make one of the following calls at any time during its activation. A friendly Faction model/unit can be affected by only one call each turn.

- **Overcome** – RNG 5. Target friendly Faction warrior model/unit. If the model/unit is in range, it gains Pathfinder ☠ for one turn.

- **Reveille** – Knocked down friendly Faction models in this model's command range immediately stand up. Models that were knocked down this turn are not affected by Reveille.

- **War Cry** – RNG 5. Target friendly Faction warrior model/unit. If the model/unit is in range, it gains +2 to melee attack rolls this turn.

SWORD

☠ Weapon Master

FELL CALLER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	7	6	12	15	9



SONIC BLAST				
RNG	ROF	AOE	POW	
SP 8	1	—	12	



SWORD	
POW	P+S
3	10

DAMAGE	8
FIELD ALLOWANCE	2
POINT COST	3
MEDIUM BASE	

of friction to visiting kriels, particularly when they begin seducing a chief's mate or daughter. Most sons of Bragg feel an almost irresistible urge to spread their seed far and wide in order to pass their legacy to the next generation. This habit is also found among the rare female fell callers, who are just as ardent as their male counterparts.

Despite these disruptive habits, fell callers are a welcome presence among trollblood warriors. As powerful as their fell calls are, each is also a singular warrior of proven ability. They lead by both bellow and deed, and few can resist the urge to follow when a fell caller hero drives deep into the enemy, heedless of the odds.





STONE SCRIBE CHRONICLER

TROLLBLOOD TROLLKIN SOLO

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

—Kartol of the Bloodsmeath, stone scribe chronicler

CHRONICLER

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	6	4	12	13	8



BATTLE AXE

POW	P+S
4	11

DAMAGE 5

FIELD ALLOWANCE 1

POINT COST 2

MEDIUM BASE

CHRONICLER

Tough

Storytelling – This model can tell one of the following stories anytime during its activation. When this model tells a story, choose a friendly Faction unit. The story affects this model and will affect the unit if it is currently in this model's command range. Stories last

for one round. A unit can be affected by only one story each round.

- **Charge of the Trolls** – An affected model gains +2 to melee attack and melee damage rolls against enemy models in the melee range of a friendly Faction warbeast.
- **Hero's Tragedy** – An enemy warrior model that destroys one or more affected models with a melee attack during its activation is knocked down at the end of its activation.
- **Tale of Mist** – Affected models gain concealment and Feign Death. (A model with Feign Death cannot be targeted by ranged or magic attacks while knocked down.)

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

Stories have power, particularly the great epics, whose themes of sacrifice, heroism, and redemption resound in the minds of the listener.

Any chronicler worth his chisel knows these tales by heart and will relate them to warriors around him to restore their spirits when food is scarce,

when losses are great, or when facing more numerous foes on hostile ground. One tale favored among the krielis and enjoyed despite endless repetition involves Grindar and Gelfas, two famous trollkin heroes who participated in the Orgoth Rebellion.

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



TROLL WHELPS

TROLLBLOOD SOLO

You've got to be kidding me. Did that thing sprout out of its leg?

—Sergeant Jarretty, 284th Trencher Company



TACTICAL TIPS

SPAWN WHELPS – If the warbeast is destroyed or removed from play by the attack, you cannot put Whelps in play.

Whelps are one of the inevitable consequences of the tremendous regenerative powers of trolls: short-lived, degenerate creatures arising from severed limbs or other substantial pieces of disconnected tissue. It is difficult for humans even to comprehend the existence of these creatures. When a man loses a foot, hand, or leg, that flesh becomes dead meat—no more than a rotting reminder of what is missing. The tenacious resilience of full-blood trolls, however, is so strong even severed limbs can take on a life of their own. A hand cut from a troll will soon regenerate its own head, torso, and limbs, matching the troll from which it arose and following its progenitor by blood instinct.

Though the rapid growth of a whelp is amazing, the process does not produce a full-fledged troll. The creatures are smaller, with disproportionate limbs matching the appendage from which they are spawned and without

WHELPS

Alternate Food Source – If this model is within 1" of a friendly Faction warbeast during the warbeast's activation, the warbeast can remove this model from play to heal d3 damage points.

Annoyance – Living enemy models within 1" of this model suffer –1 to attack rolls.

Big Brother – While within 10" of a friendly Faction warbeast, this model gains Fearless ☒.

Comfort Food – If this model is within 1" of a friendly Faction warbeast at the beginning of your Control Phase, before leaching you can remove this model from play to remove any number of fury points from the warbeast.

Spawn Whelps – This model does not have to be put into play at the start of the game. When a friendly Faction warbeast is damaged by an enemy attack, immediately after the attack is resolved you can put one Troll Whelp that did not begin the game in play into play. You can place this model anywhere within 2" of the warbeast.

WHELPS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	2	2	2	12	11	1
FIELD ALLOWANCE						3
5 WHELPS						2
SMALL BASE						

the mental faculties of a true troll. Troll whelps are not particularly dangerous, and they rarely live longer than a few years.

Particularly dim-witted dire trolls occasionally mistake a whelp for real offspring, but such misconceptions are rare and last only until it becomes obvious the whelp will never grow past a certain size. Most trolls consider whelps to be nothing more than extensions of their own bodies and treat them accordingly. Though their "creators" are benevolently tolerant and often allow whelps to do as they please, these hapless creatures rarely live out even their generally abbreviated lifespan. If no other food source is handy, trolls will eat their whelps with no more regard than any other chunk of meat. Indeed, whelps make a ready source of emergency nourishment to fuel the trolls' own regenerative powers. It is not at all uncommon to see a troll chuckling at the comical antics of a whelp one moment and then tossing it into his mouth as a tasty snack the next.





TROLLKIN CHAMPION HERO

TROLLBLOOD SOLO

For hours he held his ground, until the very earth was soaked with the blood of their dead. I lost count of how many fell before they ended him.

—Elder Bortas of Helgin Kith

HERO							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	7	8	4	12	16	10	



GREAT AXE	
POW	P+S
5	12

DAMAGE	8
FIELD ALLOWANCE	2
POINT COST	3
MEDIUM BASE	

opponent's turn, after the attack is resolved this model can immediately make one normal melee attack against that model. This model can make one Retaliatory Strike per turn.

Tactician [Trollkin Champion] – While in this model's command range, friendly Trollkin Champion models ignore other friendly Trollkin Champion models when determining LOS. Friendly Trollkin Champion models can advance through other friendly Trollkin Champion models in this model's command range without effect if they have enough movement to move completely past them.

GREAT AXE

➤ Reach

⚔ Weapon Master

Thresher (★ Attack) – This model makes one melee attack with this weapon against each model in its LOS and this weapon's melee range.

HERO

⚔ Commander

⚔ Fearless

⚔ Tough

Relentless Charge – This model gains Pathfinder during activations it charges.

Retaliatory Strike – When this model is hit by a melee attack made by an enemy model during your

TACTICAL TIPS

TACTICIAN – This includes this model.

THRESHER – The melee attacks are all simultaneous.

tempers whose presence in times of peace is a strain on their kith. Others are brooding and introspective, speaking little and avoiding all company. Still others are vain chieftains filled with pride and arrogance, suspicious of the young who emulate them. Yet each of these heroes is alike when life is on the line, for they put aside all thoughts except waging war to protect kith and kriel. They find it impossible to turn away from battle, for only there can they stand side-by-side with their brothers in arms and prove one axe in a strong hand can make a difference even when opposed by a hundred swords.

Trollkin heroes are great champions whose deeds have been told and retold throughout the kriels. They are living legends among their people; just as the regular warriors of kith and kriel stand aside in awe as champions walk into their midst, there are those few whose glory makes even proud champions bow their heads in respect.

Hardened by countless battles, these heroes' shoulders have borne the weight of entire kriels, and they have offered themselves as sacrifices to protect those who rely upon their strength. They tempt death every time they step into the fray, contenting themselves with knowing that should they fall, they will live on in the memories of those for whom they fight and bleed. They take some comfort in knowing song and stone will immortalize their deeds long after the crows have finished picking at their bones.

This is not to say all trollkin heroes are the same; indeed, they are as different from one another as all great leaders must be. Some are bloodthirsty berserkers with sour



TROLLKIN RUNEBEARER

TROLLBLOOD SOLO

The tales of our people live in stone.

—Runebearer Grivyl of the Gnarlts



TACTICAL TIPS

ATTACHED – This model cannot be reassigned if its warcaster is destroyed or removed from play.

POWER GLYPHS – This model cannot cast its warlock's spells if the warlock is destroyed or removed from play.

The story of the trollkin is inscribed on countless stones, each telling a small part of the collective history of their people. Each kriel maintains its own collection of stones that records their triumphs and tragedies over thousands of years. Carefully wrought by the finest stone scribes, their work is no dusty history but a living connection to all trollkin past, present, and future. Some elders spend their days studying and contemplating these rock-hewn libraries, drawing forth the deepest secrets of the trollblood people and their place in Dhunia's living design.

The most adept of these wise elders can tease out hidden meanings from the pictograms as they travel from kriel

RUNEBEARER

⊗ **Tough**

Attached – Before the start of the game, attach this model to a friendly Faction warlock for the rest of the game. Each warlock can have only one model attached to it.

Harmonious Exaltation (★Action) – RNG 5. Target this model's warlock. If it is in range, once this turn when the warlock casts a spell, reduce its COST by 1.

Power Glyphs (★Action) – This model can make a Power Glyphs special action only once per game while in its warlock's control area. This model immediately casts one of its warlock's spells with a COST of 3 or less. The warlock is considered to have cast the spell but this model is its point of origin. When making a magic attack roll, this model uses its warlock's FURY. This model cannot cast spells with a RNG of SELF or CTRL.

RUNEBEARER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	6	5	3	12	14	8	
DAMAGE							5
FIELD ALLOWANCE							1
POINT COST							2
MEDIUM BASE							

to kriel studying the obscurities of history and learning to identify the subtle connections between places, names, and events. When an elder begins to comprehend in depth what he has studied, he unlocks the raw power of his people. Warlocks and great chiefs seek out the most learned of these elders to better understand their own destinies. Peering into the depths of mystery inscribed in stone, a runebearer might choose to accompany a leader to help him divine and accept the fate Dhunia has chosen for him.

Accompanying such a warlock into battle, the runebearer unlocks the power of the stones he carries by speaking aloud select evocative passages. The once-heavy tablets begin to glow with spiritual potency, becoming nearly weightless and aligning themselves with the warlock's will. Channeling the power of the awakened stones, elder and warlock find they are able to weave great magic in perfect conjunction. Few greater honors are available to trollkin war leaders than being accompanied by a runebearer. It is a sign of great respect to be shown their place in the history of their people, and they know that their own deeds will one day strengthen their descendants.





TROLLKIN SKINNER

TROLLBLOOD SOLO

There's more'n one way to skin a cat. Or a gorax.

—Herg Tornjaw

SKINNER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	6	7	3	13	14	8	



SKINNING KNIFE	
POW	P+S
2	8

DAMAGE	8
FIELD ALLOWANCE	2
POINT COST	2
MEDIUM BASE	

SKINNER

🔪 Advance Deployment

🗺 Pathfinder

⚔ Tough

Dismember – When this model hits a warbeast with a melee attack, roll an additional damage die.

Duck – This model gains +4 DEF against melee and ranged attack rolls made by warbeasts. Warbeasts cannot target this model with free strikes.

Hunter – This model ignores forests, concealment, and cover when determining LOS or making a ranged attack.

Prowl – This model gains Stealth (👁) while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.

SKINNING KNIFE

🔪 Weapon Master

Not every trollkin is comfortable living in the villages most kriel call home. Those who prefer testing themselves by surviving in the loneliest wilds are some of the finest hunters walking the face of Caen. Clad in the pelts of their kills, they are rarely seen by kith and kin, only occasionally returning to the nearest kriel for vital supplies or to trade pelts for minor luxuries.

Skinners in the wild must be prepared to survive an extremely hostile environment. Some of the creatures with which they share their wilderness homes are terrifying monsters that cannot be escaped, no matter how expert a skinner becomes in the arts of camouflage and concealment. When forced to face down a rampaging satyr or gorax, a skinner knows he will have only a few critical chances to lay the beast low before it overpowers him. With enormous strength and precision, the skinner aims his knife at the creature's most vulnerable tendons and internal organs, hoping to disable it as quickly as possible.

Keeping to such secluded areas can have peculiar effects on trollkin personalities. Some are perfectly content to go years without speaking a word aloud, for example. Though most trollkin identify as part of their communities, some of these loners see to their own survival first, acting for the overall good of their kind only when motivated by common interest or coin. Over time it is not uncommon for others to return to

their origins; despite their callous and uncaring demeanor, many will begrudgingly assist their kinfolk.

Skinners heeding the call of battle often serve as far-ranging advance scouts, bringing vital intelligence from kriel to kriel. Their peerless skill at cutting down raging beasts is a great boon to the trollkin against the monstrous creatures of their enemies. Skinners are also more than willing to turn their knives on smaller prey and can be seen sprinting across the battlefield to cut down any soldier foolish enough to find himself in their way.



HORTHOL, LONG RIDER HERO

TROLLBLOOD TROLLKIN DRAGOON CHARACTER SOLO

That one is all heart. If I put him at the front of battle, victory is certain. If I ask him to watch my family, I sleep assured of their safety.

—Madrak Ironhide



TACTICAL TIPS

FOLLOW UP – This model stops moving if it contacts another model. This model does not advance if the model slammed is destroyed by the attack.

CRITICAL STAGGER – Remember that a model that cannot make special attacks cannot make power attacks.

Once a chieftain in his own right, Horthol has given up leadership of his own kriel to serve Madrak Ironhide, the trollkin he believes is destined to reshape the world. He has proven loyal above all else, standing at Madrak's side even when others betrayed him and elders called him "World Ender."

Horthol's bond with Ironhide was forged in the northern Thornwood, where he was raised to hunt amid the dense trees. His kriel was one of the first to fall to the Cryxian horrors in the wake of human wars, and the few of his kin

HORTHOL

☒ Fearless

☒ Tough

Bull Rush – This model can make slam power attacks. A slammed model suffers a damage roll with POW equal to the current POW of this model's Mount ☑. The POW of collateral damage from a slam is equal to the current POW of the Mount ☑. If this model makes a successful slam but moved less than 3", it makes an attack roll against its target. If the target is hit, it suffers a damage roll with POW equal to the current POW of this model's Mount ☑ but is not slammed. After resolving a slam power attack, this model can make one normal melee attack.

Dragoon – While mounted, this model has base SPD 7 and base ARM 18. While dismounted, it has base SPD 5 and base ARM 16 and loses Bull Rush and Follow Up.

Elite Cadre [Long Riders] – Friendly Long Rider models gain Follow Up and Line Breaker.

Follow Up – When this model slams an enemy model, immediately after the slam is resolved this model can advance directly toward the slammed model up to the distance the slammed model was moved.

Line Breaker – This model gains an additional die on impact attack rolls.

Long Hammer – This model gains an additional die on impact attack rolls.

LONG HAMMER

☒ Reach

Critical Stagger – On a critical hit, the model hit loses its initial attacks and cannot make special attacks for one round.

MOUNT

Critical Knockdown – On a critical hit, the model hit is knocked down.

HORTHOL							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
7/5	9	8	4	12	18/16	9	



LONG HAMMER

POW	P+S
6	15



MOUNT

POW
14

MOUNTED DAMAGE	10
DISMOUNTED DAMAGE	8
FIELD ALLOWANCE	C
POINT COST	5
LARGE BASE MOUNTED	
MEDIUM BASE DISMOUNTED	



who survived owe their lives to Ironhide. When Horthol saw Madrak fighting so fiercely for strangers, he knew a true chief stood before him.

Those who ride with Horthol find it hard to believe he has not always lived in the saddle. He proved his skill quickly, and soon the long riders welcomed him as a brother and leader. Now he commands the long riders in Ironhide's service, and his presence draws others to the cause. He intends to stand at Ironhide's side when Rathrok's curse invokes its final doom, even if it means sacrificing his own life to preserve his chieftain. Until that hour he leads the long riders to bring victory to the gathered kriels.



JANISSA STONETIDE

TROLLBLOOD TROLLKIN RUNESHAPER CHARACTER SOLO

Janissa can work stone with the delicacy of an artisan or the fury of nature.

—Grissel Bloodsong

STONETIDE

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	6	4	12	15	8



EARTHSPLITTER

POW	P+S
3	9

DAMAGE 8

FIELD ALLOWANCE C

POINT COST 3

MEDIUM BASE

STONETIDE

Pathfinder

Tough

Force Lock – Enemy models in this model's melee range cannot advance except to change facing.

Leadership [Runeshapers] – While in this model's command range, friendly Runeshaper models gain Force Lock.

Magic Ability [8]

- **Rock Hammer (★Attack)** – Rock Hammer is a RNG 8, AOE 3, POW 14 magic attack. On a critical hit, models hit are knocked down.
- **Tectonic Shift (★Action)** – Choose a table edge. Enemy models currently within 3" of this model are pushed 3" directly toward the chosen edge in the order you choose.
- **Wall of Stone (★Action)** – Place a wall template anywhere completely within 5" of this model where it does not touch a model's base, an obstruction, or an obstacle. The wall is a linear obstacle that provides cover. Wall of Stone lasts for one round.

Steady – This model cannot be knocked down.

EARTHSPLITTER

Magical Weapon

Armor Piercing (★Attack) – When calculating damage from this attack, halve the base ARM stats of models hit that have medium or larger bases. This attack gains +2 to damage rolls against models with small bases.

Janissa Stonetide heard the call of stone before she could even speak. Her earliest memory is of the lullaby she heard sung in the wordless, rolling cadences of the living rock beneath her home. By the time she had come of age, she had already been initiated into the deepest secrets of the runeshapers of the Gnarl. By her twentieth year, it was she whom the elders petitioned for aid in manipulating the most complex runes.

There were some traditionalists who believe what she has experienced is dangerously close to the wilding of the human druids, perhaps a legacy of the primal link between the Devourer and Dhunia in the birth of the trollkin species. In some respects, her sorcerous power does resemble that of the earth-shapers of the Circle Orboros. Janissa ignores such aspersions, convinced her power is a gift from Dhunia.

When she knew she had learned all she could from her elders, Stonetide set off into the wilds. For years she traveled the length and breadth of western Immoren, seeking out

TACTICAL TIPS

MAGIC ABILITY – Performing a Magic Ability special action or special attack counts as casting a spell.

the greatest natural stone formations in the land. Ignoring the petty borders of the Iron Kingdoms, Stonetide moved from place to place guided by the whispered grinding of the stones, which only she could hear. The highest peaks of the Wyrmswall Mountains spoke to her of a time before her people and taught her to strike down the enemies of Dhunia with the strength of the avalanche. The cracked and scoured earth of the Bloodstone Marches informed her of the great rock masses that moved beneath the world, shifting positions on a scale of time impossible to imagine. She learned to compress the rhythms that moved these plates into a thought she could comprehend, and in so doing she awakened the ability to cause the earth itself to shake or to thrust stone above its crust.

When Stonetide returned to the Gnarl, she found her home in shambles. Refugees from Crael Valley had poured into the kriel, overcrowding them and causing a shortage of food. Everywhere she looked, doom encroached upon her people, and she began to understand why Dhunia had granted her such favor. For the first time Stonetide found a motivation beyond the purely spiritual and took up her great stone pickaxe, Earthsplitter, in defense of her kin. She had initially crafted the weapon as a tool to help her explore the stone, but with the proper runes applied to it Earthsplitter became a deadly weapon capable of sundering the heaviest armor like so much brittle shale.

Stonetide now knows why the stones speak so clearly to her: so she may deliver their message of hope to kith and kriel and bring down their vengeance upon all who would oppress and torment the trollkin.





PAINTING TROLLBLOODS

Trollbloods is a great army to paint for those who want some variety in their color palette. The overall faction paint scheme is unified by the grey-blue flesh tone and balanced with a wide range of contrasting warm brown tones, while the various breeds of full-blood Trolls offer painters the chance to depart from the standard color scheme. The units and

characters include splashes of color, often on tartans and prominent details. These tartans add an eye-catching component to the models and also provide a place for painters to improvise by creating their own tartan designs. All these elements combine to make the Trollbloods the perfect choice for the creative war gamer.



PAINTING TERMINOLOGY

BASECOAT

The initial coat of paint on which everything else will be built. It is important that the basecoat is very clean and every color is where it should be. Your shades and highlights will coordinate with the basecoat and main color choices.

DRYBRUSHING

The quick way to highlight a textured surface. Use a lighter color, but remove most of the paint from your brush by stroking the bristles on a paper towel until the paint is almost gone. Then carefully and quickly move the brush back and forth across the surface of the miniature.

GLAZE

A mixture of water and a small amount of ink that is applied in successive layers to subtly tint an area.

HIGHLIGHTING

A lighter color applied to the basecoat in the raised areas of a miniature to create the look of light hitting the surface. When highlighting in multiple steps, keep a little bit of the underlying color showing, overlapping them like the shingles on a roof.

SHADING

A darker color applied to the basecoat in the recessed areas of a miniature to create shadows. Exaggerating the shade and highlight colors will add to the visual appeal of a model.

WASH

A tinted mix liberally applied to the basecoat to create detailed shading. The wash will run into the smallest crevasses on a model and dry as a shadow, so it needs to be a darker color than the basecoat. The wash mix works well as 4 parts Mixing Medium, 1 part paint/ink, and 3 parts water.

TROLLKIN FACES

Step 1) Lay down a solid basecoat of Trollblood Base. Use a 50/50 mix of Trollblood Base and Sanguine Base to shade the skin.

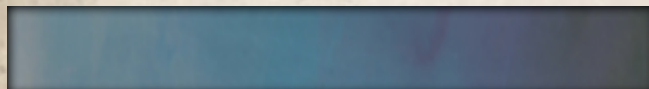
Step 2) Wash the lips and eye sockets with a mix of Trollblood Base and Murderous Magenta.

Step 3) Use a mix of Trollblood Base and Cryx Bane Base to apply a final layer of shading.

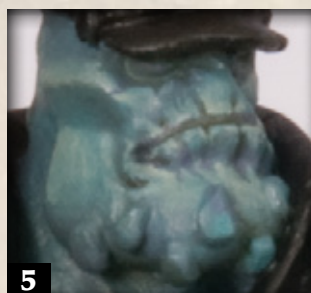
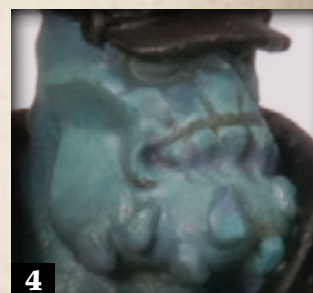
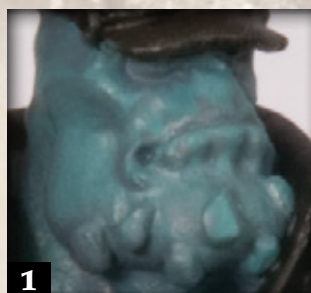
Step 4) Highlight with a 50/50 mix of Trollblood Base and Trollblood Highlight. Be sure to leave some of your basecoat showing for the midtone.

Step 5) Apply Trollblood Highlight sparingly to the tops of the cheeks, jaw, brow, and skull for the final highlight.

Step 6) Use a mixture of Battlefield Brown and Exile Blue with a drop of mixing medium to color the chin growths.



	Trollblood Base		Trollblood Highlight
	Sanguine Base		Battlefield Brown
	Murderous Magenta		Exile Blue
	Cryx Bane Base		



LEATHER

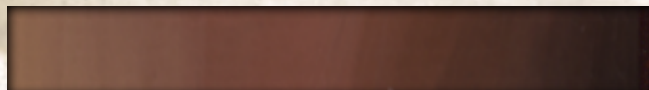
Step 1) Basecoat the leather areas with Idrian Flesh.

Step 2) Shade the leather with Umbral Umber.

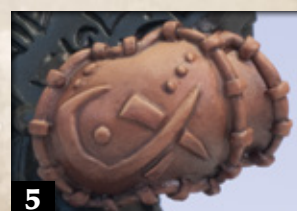
Step 3) Use a mixture of Brown Ink and a small amount of Tamar Black for additional shading.

Step 4) Highlight the leather with Bootstrap Brown.

Step 5) Apply final highlights using a mixture of Bootstrap Brown and Rucksack Tan.



	Idrian Flesh		Tamar Black
	Umbral Umber		Bootstrap Brown
	Brown Ink		Rucksack Tan



WHELP SKIN TONES

PYRE TROLL WHELP

Step 1) Basecoat the miniature with a mix of Sanguine Base and Trollblood Base.

Step 2) Add Thornwood Green and Tamar Black to the basecoat color for the shadows.



Step 3) To create the highlight color, add Trollblood Highlight and Khardic Flesh to the basecoat color.

Step 4) Finish the belly with a coat of Khardic Flesh.

Sanguine Base

Tamar Black

Trollblood Base

Trollblood Highlight

Thornwood Green

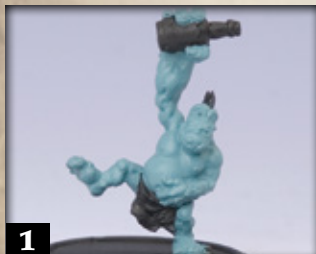
Khardic Flesh



WINTER TROLL WHELP

Step 1) Basecoat the miniature with a mix of Frostbite and Trollblood Base.

Step 2) Add Meredius Blue and Thornwood Green to the basecoat color for the shading.



Step 3) Add Trollblood Highlight and Morrow White to the basecoat color for the highlights.

Step 4) Finish the belly with a coat of Morrow White.

Frostbite

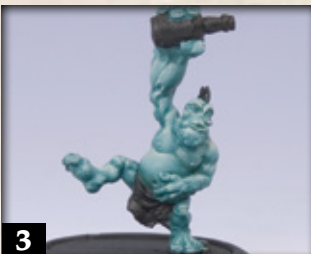
Thornwood Green

Trollblood Base

Trollblood Highlight

Meredius Blue

Morrow White



EARTHBOUN TROLL WHELP

Step 1) Basecoat the miniature with a mix of Trollblood Base and Gnarl's Green.

Step 2) Add a mix of Thornwood Green and Umbral Umber to the basecoat color for shading.

Step 3) Add a mix of Trollblood Highlight and Traitor Green to the basecoat color for the highlights.

Step 4) Finish the belly with a coat of Thrall Flesh.

Trollblood Base

Trollblood Highlight

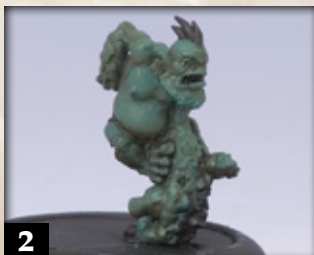
Gnarl's Green

Traitor Green

Thornwood Green

Thrall Flesh

Umbral Umber



WEATHERED STONE

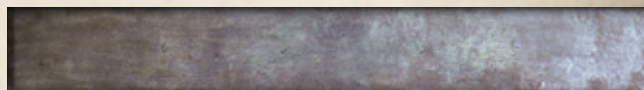
Step 1) Basecoat the krielstone with Bastion Grey. Mix equal parts Trollblood Highlight and Menoth White Highlight and heavily drybrush this mix to all the surfaces using a flat brush. This gives the stone some texture, so the chalkier the effect the better.


Step 2) Carefully drybrush again with Menoth White Highlight.


Step 3) To define the shadows, mix Greatcoat Grey with Formula P3 Mixing Medium and water, then apply this over the stone.


Step 4) Apply additional shading using Cryx Bane Base. Use a generous amount of mixing medium at this stage so you do not obscure the texture.


Step 5) Highlight with a blend of Trollblood Highlight and Menoth White Highlight mixed with plenty of mixing medium to augment the translucency of the paint. Apply edge highlights using Menoth White Highlight.




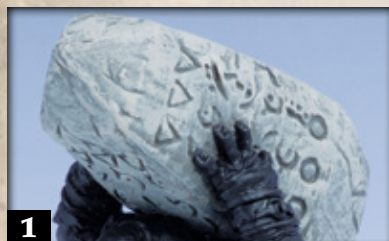
 Bastion Grey

 Greatcoat Grey

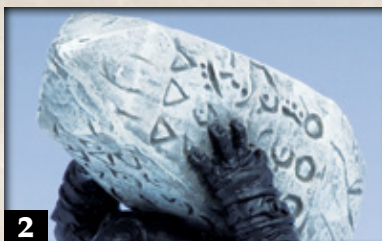
 Trollblood Highlight

 Cryx Bane Base

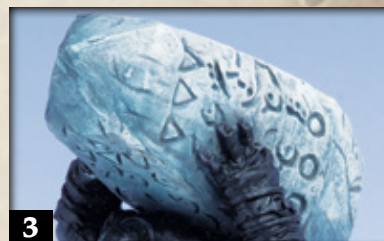
 Menoth White Highlight



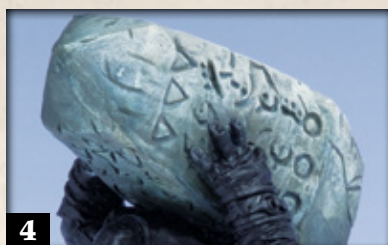
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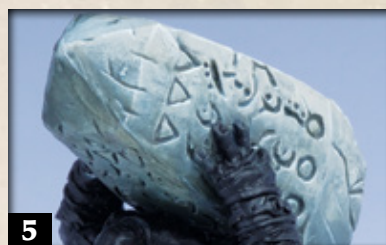
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METAL

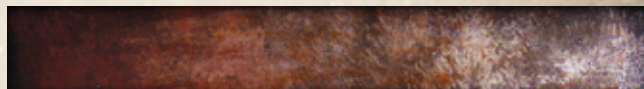
Step 1) Over a black undercoat, drybrush the metal with Cold Steel.


Step 2) Shade the metal with a coat of Bloodstone.


Step 3) Wash the area with a mixture of Brown Ink and water.


Step 4) Highlight the metal with Cold Steel.


Step 5) Using Quick Silver, pick out the rivets and add some scratches.

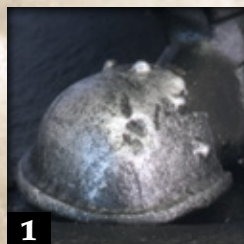


 Cold Steel

 Brown Ink

 Bloodstone

 Quick Silver



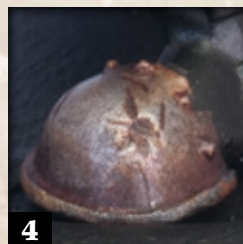
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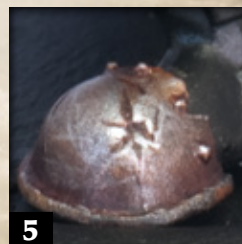
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WET BLENDING BISON FUR

Step 1) Apply Beast Hide at the top of the fur area and Bootstrap Leather nearby as your base colors. Keep the paint heavy and thick so it will stay wet for the next steps. Leave a space of the basecoat showing between the two colors to create a mixing field.

Step 2) Use a clean, moist brush to mix the two colors in the mixing field. Be careful not to mix the two colors entirely into just one color. You should leave the two base colors alone on either side and mix only the area between them.

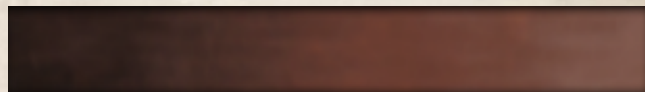
Step 3) Apply Battlefield Brown as your third base color next to the Bootstrap Leather that remains unmixed. Leave a mixing field between the two colors. (You may notice there is a pattern here.)

Step 4) Mix the Battlefield Brown and Bootstrap Leather in the second mixing field. Remember, both colors must be wet in order for them to mix properly.

Step 5) Repeat the process once more by applying Thamar Black to the bottom of the fur as the last base color. Then mix it with the unmixed Battlefield Brown. Let this dry completely before the next step.

Step 6) Mix a wash of Battlefield Brown, mixing medium, and a touch of water. Apply this wash to the upper half of the fur.

Step 7) The final stage is drybrushing. Drybrush 'Jack Bone over the Beast Hide, Beast Hide over the Bootstrap Leather, Bootstrap Leather over the Battlefield Brown, and Battlefield Brown over the Thamar Black.



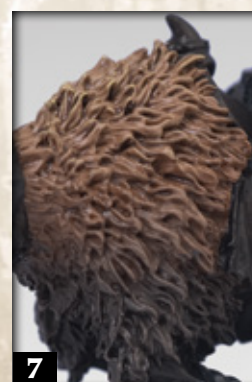
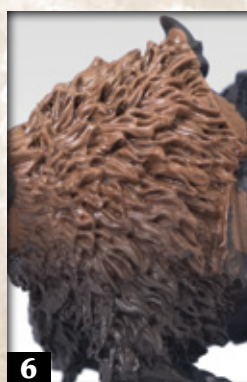
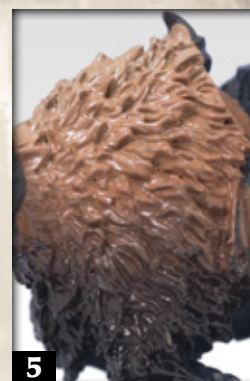
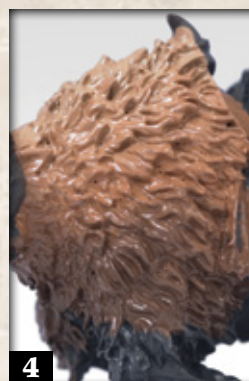
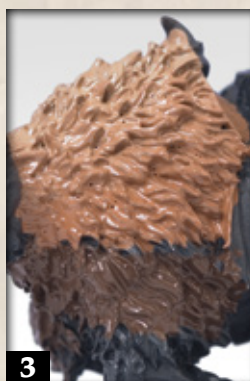
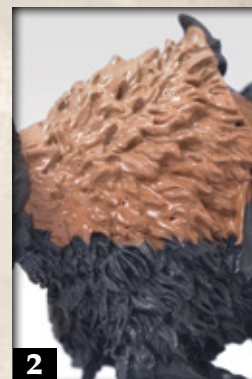
Beast Hide

Thamar Black

Bootstrap Leather

'Jack Bone

Battlefield Brown



Wet blending is a fast and fun technique that involves mixing different colors of paint on the miniature while the paint is still wet. Do not thin your paints, and move quickly to prevent them from drying too soon.

TARTANS

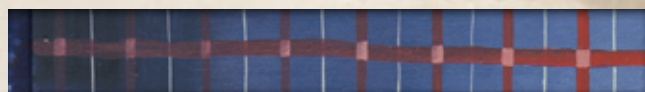
Step 1) For this pattern, solidly basecoat the tartan using several thin coats of Exile Blue. Use different color tones on the cloth and skin to help distinguish them visually.

Step 2) For shading, blend a 50/50 mix of Exile Blue and Armor Wash into the deep crevices and along the fabric edges. Then mix Exile Blue with progressively greater amounts of Frostbite to gradually build up the highlights in areas that would typically catch the light.

Step 3) Using Menoth White Highlight, paint equidistant thin lines across the cloth. Don't worry about painting through the deepest crevices; drawing the brush only across the raised surfaces ends up shading the line nicely.

Step 4) Study tartan images to determine where to place the second color. Using the same technique as step 3 but with a slightly larger brush, lay down stripes of Sanguine Base to create a basic pattern.

Step 5) Carefully highlight the Sanguine Base stripes by mixing in progressively greater amounts of Khador Red Base until the brightest parts are 100% Khador Red Base. Lighten the small square junctions where the red stripes cross each other with Khardic Flesh. Further highlight the brightest of these by mixing in Ryn Flesh (1:1) and applying this to the most raised areas. The thin Menoth White Highlight stripes don't require any highlighting or shading. Use Exile Blue for any necessary touch-ups.



Exile Blue

Armor Wash

Frostbite

Menoth White Highlight

Sanguine Base

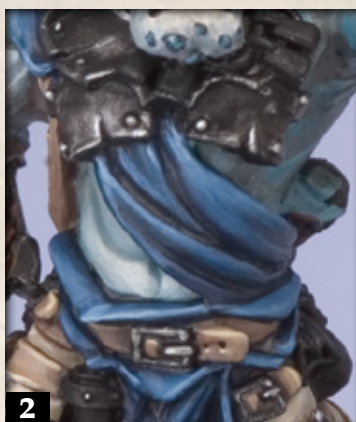
Khador Red Base

Khardic Flesh

Ryn Flesh



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TROLLBLOOD GALLERY



MADRAK IRONHIDE, CHIEFTAIN
Warlock



MADRAK IRONHIDE, WORLD ENDER
Epic Warlock



CAPTAIN GUNNBJORN
Warlock



GRISSEL BLOODSONG, FELL CALLER
Warlock



GRIM ANGUS
Warlock



**HOARLUK DOOMSHAPER,
SHAMAN OF THE GNARLS**
Warlock



**HOARLUK DOOMSHAPER,
RAGE OF DHUNIA**
Epic Warlock



BORKA KESGLAYER & KEG CARRIER
Warlock & Solo



**CALANDRA TRUTHSAYER,
ORACLE OF THE GLIMMERWOOD**
Warlock





KRIELSTONE BEARER & STONE SCRIBES
Unit



PYG BUSHWHACKERS
Unit



EARTHBORN DIRE TROLL
Heavy Warbeast



STONE SCRIBE ELDER
Unit Attachment



WINTER TROLL
Light Warbeast



TROLL BOUNCER
Light Warbeast



TROLL IMPALER
Light Warbeast



KRIEL WARRIORS
Unit



KRIEL WARRIOR CABER THROWER
Unit Attachment



KRIEL WARRIOR STANDARD & PIPER
Unit Attachment





FELL CALL HERO
Solo



STONE SCRIBE CHRONICLER
Solo



TROLLKIN CHAMPION HERO
Solo



DIRE TROLL MAULER EXTREME
Heavy Warbeast



PYRE TROLL
Light Warbeast



TROLLKIN SCATTERGUNNERS
Unit



MULG THE ANCIENT
Heavy Warbeast



DIRE TROLL MAULER
Heavy Warbeast



TROLLKIN LONG RIDERS
Unit



SLAG TROLL
Light Warbeast



HORTHOL, LONG RIDER HERO
Dragoon Solo





TROLLKIN CHAMPIONS
Unit



TROLL WHELPS
Solos



DIRE TROLL BLITZER
Heavy Warbeast



DIRE TROLL BOMBER
Heavy Warbeast



THUMPER CREW
Weapon Crew Unit



TROLLKIN FENNBLADES
Unit



TROLLKIN RUNEBEARER
Solo



TROLLKIN SKINNER
Solo



PYG BURROWERS
Unit



TROLL AXER
Light Warbeast



SWAMP TROLL
Light Warbeast



TROLLKIN RUNESHAPERS
Unit

